



Version 1.1

By Ursine The Mad Bear

Okay, Jumpers, you are about to embark on perhaps your most dangerous, most stressful, adventure ever! For the next five years, you are going to be employed in Parking Enforcement. Other than yourself, this is a completely mundane Earth, unless you take an option that changes that changes that in some way.

If you get fired or quit this job before the five years ends, you fail this jump, and you will be kicked out of this world without anything you purchased here. Don't worry, you will not get fired for anything outside of your own control. And, luckily for you, Jumpchan worked as a ticket writer in college, so she won't end your chain over this one. She knows what it is like.

So, take this **+1000 Choice Points** (cp), and remember to read the signs.



LOCATION

You can start in any city that you desire. If you want to start in a city that doesn't already have parking enforcement separate from the police force, then you will be one of the first of a new organization.



AGE AND GENDER

You can choose any age or gender, as long as it is appropriate for your Origin. Parking enforcement is a very egalitarian occupation, after all.



ORIGINS

The Parking Wars are fought on many battlefields and in many ways. So, what is your role in these conflicts? Each Origin provides employment in that area and all basic knowledge and skills needed to perform your job.

Ticket Writer

You are the frontlines, the person who patrols the streets looking for violators and writing up violations. I hope you have thick skin.

Booter

You are part of a boot crew, patrolling the streets for violators that have offended often enough to be eligible for their cars being booted.

Tow Truck Driver

You are the heavy artillery for parking enforcement. You might work for the city, towing cars with too many tickets or that the police stopped, or you could be with a private company, contracted by companies to keep their lots clear of illegal parkers.

Judge

You are a Judge assigned, at least part of the time, to parking violation court. Expect to hear the same excuses over and over again.



PERKS

Now, let's see what special skills you bring to the job. Perks are discounted for their Origins, with 100cp Perks being free for their Origins.

Ticket Writer

A Keen Eye (100cp, Free for Ticket Writer)

You have to be sharp to spot the violations. Your eyesight is at least peak human in all ways, if it was already better than that, it becomes twice as good as it was. You absorb all visual data you receive as if you were focusing all your attention on each part. This is effectively infinite multitasking for processing visual input.

Sticks And Stones (200cp, Discounted for Ticket Writer)

May break your bones, but words will never hurt you. This is because you have absolute and perfect control over your emotions, as well as infinite and unbreakable willpower.

Logical Explanations (400cp, Discounted for Ticket Writer)

Sometimes, people just don't want to listen when you explain why they got a ticket. Now, you don't have to listen to them ranting and complaining. When you are trying to explain or teach something that you understand to someone, they will shut up long enough for you to explain it, and they will quickly come to understand that thing as well as you do, no matter how much they don't want to hear what you are saying. This does not work in an active combat situation.

Super Powers (600cp, Discounted for Ticket Writer)

Like many ticket writers, you have a sixth sense for when and where someone is about to violate. In fact, you have a sense for exactly where you need to be to do any job, whether that be writing tickets, booting cars, or saving innocent people from danger. Your instincts will guide you to where you need to be to successfully fulfill your current responsibilities.



Booter

Boot Before They Get Here (100cp, Free for Booter)

You have to be quick if you want to get boots onto the cars before the owner runs out, which always makes things more complicated. Not to worry, you are very fast, able to accomplish any task involving the use of tools to build or alter something in one-tenth the time it should take.

This does not apply to combat.

Stealth Booting (200cp, Discounted for Booter)

Again, it is always better to get the boot on and get away without complications. Because of that, you have practiced your stealth, to the point that you will not be detected by accident, no matter what you are doing. Only someone deliberately searching will have a chance to detect you, and even that will be far more difficult and less likely to occur.

On The List (400cp, Discounted for Booter)

You can tell at just a glance if a vehicle is on the boot list. In fact, you can tell if any object or person is legally wanted in any way in any jurisdiction, and know all the details of why. If you examine an object or person closely, you can even tell if they should be so wanted and why, even if their violations or even identity are completely unknown.

Immediate Tow (600cp, Discounted for Booter)

If a person is going to be subject to some consequences in the future due to its current state, such as a booted car that will be towed before the end of the day, you can make that consequence occur immediately. Also, if there is a possibility of lesser consequences, you can choose which of them will occur, even causing them to suffer multiple of such, if they are not mutually exclusive.



Tow Truck Driver

Close Quarters Towing (100cp, Free for Tow Truck Driver)

You are an expert tow truck driver, one of the top 0.1% in the world in fact. You can safely maneuver your truck into and through any space that it could physically fit in and can attach and tow any vehicle you can get to without risk of damaging it. You will never get into an accident that is not caused deliberately or lose control of the vehicle in any way.

After this jump, this applies to any vehicle you know how to operate.

Live Stop (200cp, Discounted for Tow Truck Driver)

Tow truck drivers are often called directly by the police, when they need a car impounded. Because of that, you have a very good relationship with law enforcement in general. Any law enforcement officer you encounter will be friendly and polite, and, while they will still do their jobs, they are more likely to give you the benefit of the doubt. Even the most corrupt cop will strictly follow the rules when dealing with you.

On The Scene (400cp, Discounted for Tow Truck Driver)

When they get a call, tow trucks need to get on location in a hurry. The situations they are called into are often volatile, and are best resolved as quickly as possible. You have a knack for finding the fastest way to get where you are going, so that any journey is reduced to take no more than one fourth of the time that it otherwise would. This applies even if someone else is navigating or controlling your movement.

Hook And Book (600cp, Discounted for Tow Truck Driver)

Ideally, a tow truck driver wants to be able to just grab his target and go without incident. Sometimes, drivers are not that fortunate, forcing them to deal with irate and often irrational car owners. Well, you have an advantage there, because you are significantly more lucky than most. You are immune to misfortune and bad luck, and your good luck tends to tilt any random occurrence solidly in your favor. This is especially true when you are trying to leave a location without incident or otherwise make a quick getaway.



Judge

Respect My Authority (100cp, Free for Judge)

You have charisma and a presence that lets you command attention and respect from others.

You give off a sense that you are in control and in charge, on par with the best and most inspiring of military or political leaders.

What is more, people are never rude towards you. They might hate you, and this is no protection from attack, but they will still speak respectfully to and about you.

Know The Law (200cp, Discounted for Judge)

You have in-depth, perfect knowledge of all aspects of the law and legal precedence, as well as courtroom procedure and other needed knowledge for both judges and lawyers. This knowledge updates both for changes in the law and when you enter a location with different laws. It also applies for things like business procedures and regulations or other rules.

This also makes you a member of the bar or otherwise a licensed practitioner of the law in all future settings. All needed documents and records to support this are included and will not be questioned.

Tell The Truth (400cp, Discounted for Judge)

When you question someone, you can perfectly tell if they are telling the truth to the best of their knowledge. You can, if you wish, compel the person you are questioning to answer truthfully, again, to the best of their knowledge. They will not think it odd that they told you the truth, even if they originally intended to deceive you.

Pass Judgement (600cp, Discounted for Judge)

If you have the authority to pass legal judgement on a person, they will comply with the decision you hand down and will not seek to avoid or escape it. If the judgement was not just, they can pursue legal means to get it overturned, but will not simply ignore it or try to escape illegally.



ITEMS

You can't do your job without the proper equipment. If any of these items are damaged, lost or destroyed, they will be fully restored in 24 hours. These items will retain any modifications you make to them. Any appropriate item can be imported into any of these items.

Ticket Writer

Ticket Machine (100cp, Free for Ticket Writer)

You have a little machine that you enter information into and it prints out the tickets, as well as sending a record to a central computer system. This machine never runs out of paper or ink, never needs to be recharged, and never breaks down or malfunctions.

The interesting thing is that you will never make a mistake when entering information on this, and it will tell you if a ticket is not actually deserved, so you can cancel it out. After this Jump ends, it will be able to issue valid tickets, summons or even warrants for any violation or law breaking, even if you don't personally have the authority to do so.



Patrol Car (200cp, Discounted for Ticket Writer)

You have a car that you can drive around in to find parking violators. This car never needs to be refueled and never needs maintenance. It is non-polluting, always clean and it will never get into a wreck unless it is deliberately attacked. The seats are comfortable, even if you are in and out of them all day. Also, this car will never cause a problem if left somewhere, such as if you need to get out to write a ticket for someone. It will always be safe and will somehow not cause problems for other cars either, unless you want it to.

After this jump, this car can take on the form of any civilian car you want.

Radio (400cp, Discounted for Ticket Writer)

You have a radio that is always at hand when you want it. It never malfunctions, cannot be damaged and never needs to be recharged. This radio allows communication with absolutely anyone, no matter the distance or any possible interference, as long as they have some kind of communication device themselves. What is more, when you call someone for help using this radio and they agree to come help you, fate and luck will work to get them there in time to provide that assistance.

Booter

Tools (100cp, Free for Booter)

You always have the tools you need to do your job, and they will perform to the limits of the technology. Your tools will never break or malfunction and any power tools will never need to be recharged. This is for tools only, it does not apply to weapons, vehicles or combat armor, though it does include workplace protective gear.

Boot Truck (200cp, Discounted for Booter)

You have a large SUV, van or truck with significant space to store wheel boots in the back. This vehicle never needs to be refueled and never needs maintenance. It is non-polluting, always clean and it will never get into a wreck unless it is deliberately attacked. The seats are comfortable, even if you are in and out of them all day. Also, this car will never cause a problem if left somewhere, such as if you need to get out to put a boot on a vehicle. It will always be safe and will somehow not cause problems for other cars either, unless you want it to.

This vehicle has a computer inside that is connected to a central database containing information on vehicles needing to be booted. After this jump, this system can connect to any and all databases you have access to.

Scanning Computer (400cp, Discounted for Booter)

You have a system that will automatically scan any vehicle you pass by and alert you if they are on your boot list. If you purchased this with the Boot Truck, it will be installed in that. This system never makes a mistake or misses a target, it cannot be avoided or fooled in any way, and it can tell you the location of any boot-eligible vehicle up to a full block away.

After this Jump, any and all sensor or scanning technology that you possess will become equally as infallible.

Tow Truck Driver

GPS (100cp, Free for Tow Truck Driver)

You have a GPS system that will work anywhere, even without the normal infrastructure. It will never malfunction or need recharging, and can provide a path to any location you want it to.

These abilities will spread to any GPS or navigation system you possess.

Tow Truck (200cp, Discounted for Tow Truck Driver)

You have a truck designed for towing other vehicles. This truck never needs to be refueled and never needs maintenance. It is non-polluting, always clean and it will never get into a wreck unless it is deliberately attacked. The seats are comfortable, even if you are in and out of them all day. Also, this car will never cause a problem if left somewhere, such as if you need to get out to hook up a vehicle for towing. It will always be safe and will somehow not cause problems for other cars either, unless you want it to.

What is more, this truck is capable of towing anything. If you can get it hooked up, it can move the load with no difficulty, no matter how large or heavy.

Towing Yard (400cp, Discounted for Tow Truck Driver)

You own a large towing yard, and have contracts with either the city or local businesses to tow away and impound vehicles. You have all equipment, licenses, certifications, paperwork and personnel needed for this business to operate successfully. This business can run itself without you, and will provide a very good income. It will update to a similar form of business in other settings, unless you want it to stay the same.

Judge

Robes (100cp, Free for Judge)

You have a set of robes worn by judges. While in these robes, you give off an aura of authority, wisdom and righteousness. As long as you are wearing them, people will assume you are fair and just and doing your job to the best of your ability. They still might hate you for what you are doing, but they will know you are doing what you see as right.

After this Jump, these can transform into any form of uniform for any position, job or rank that you possess.

Big Screen (200cp, Discounted for Judge)

You have a large screen that can access footage and data from any camera or surveillance system that captured pertinent information about a case you are making a judgement on or that would provide insight into a dilemma or problem you are dealing with. This data is easily searchable and will find what you need instantly. This works even if the footage or data has been erased and even if the camera or surveillance system has since been destroyed. The information acquired will always be acknowledged as legal and legitimate in any court of law.

Courtroom (400cp, Discounted for Judge)

You have your own courtroom, in which you can hear cases and make judgements. Any necessary staff for this courtroom are NPCs. The government of the area you are in will acknowledge these judgements as fully legal and valid, and you will have a position as a Judge or the equivalent in there system, though you will only have to work if you choose to do so. You always know when people are lying in your courtroom.



COMPANIONS

You can create or import as many Companions as you are willing to pay for. You are free to decide the personality, history and appearance of created Companions and these Companions are as loyal as you want them to be. They can even be loyal enough to forgive you for using Jumpchain fiat to ensure their loyalty. Companions can take Drawbacks that directly affect them, not those that alter the world itself, and you can transfer cp from yourself to a Companion, at a 1:1 ratio.

Create/Import (50cp for 1, 200cp for 8)

You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with +600cp to spend, but cannot acquire Companions.

Canon Companion (50cp)

You can have one person who appeared on Parking Wars join you on your Jumpchain. They get all of the perks and items from the Origin that matches them most closely. If none of the Origins fit that character, then they are out of luck.



DRAWBACKS

There is no limit on drawbacks.

Alternate Setting (+0cp)

You can choose to set this Jump in any world that you want, as long as parking enforcement exists there in some way. If a Jump exists for that setting, you can add this Jump as a Supplement, keeping all CP separate.

Extended Stay (+100cp)

Your time in this world, and on this job, is extended by another five years. This drawback can be taken multiple times.

Bad Weather (+100cp)

The weather is going to be bad, at least a majority of the time. Whatever is considered bad for the current season is what it will be.

Foreign Customers (+100cp)

Everyday at work, you will have to deal with at least a few people who are not from the area, don't know the parking laws, and possibly don't speak the language.

Faulty Equipment (+100cp)

Whatever the equipment you use for your job, whether it be a ticket machine, wheel boots, a tow truck, or anything else, that equipment has a bad tendency to break or malfunction far more often than it really should.

Turnabout Is Fair Play (+100cp)

You better watch yourself, because any law you break in your time here, you are going to be caught, and if you don't pay the fines, Jumpchan is going to take it out of your ass.

Always The Same Excuses (+200cp)

Nothing is new under the sun. Everytime you are dealing with a violator, they are going to give you the same excuses about "I couldn't see the sign" and "the meter is broken" and "but I was only in there for five minutes" and all the rest. And they are going to keep giving those same excuses, not realizing that none of them mean anything, that they were still breaking the law.

Supervisor Hates You (+200cp)

Your supervisor does not like you. You are always going to be assigned the shifts and routes that you dislike the most, and your supervisor will always be slow in coming to help you or getting back to you with information.

Irate Customers (+200cp)

Nobody is happy about getting a ticket, but most people still manage to stay fairly calm. Not anymore though, your 'customers' are always going to be loud and pissed off, and unwilling to hear that they were ever in the wrong.

Thin Skin (+200cp)

You are a sensitive, delicate flower. Boy, did you ever pick the wrong profession. Any perk or ability you might possess that would let you just ignore people and always keep your cool is disabled for the duration of this Jump.

Solo Patrol (+200cp)

Sorry, no Companions on this one. You can still import them to purchase stuff, but they are spending this Jump either on vacation or in stasis, their choice.

Ordinary Mortal (+200cp)

Parking enforcement does not require superpowers, so you aren't getting any. You do not have access to any perks, powers, abilities or alt-forms that you may have acquired before this jump.

Parking Enforcement Does Not Carry Weapons (+200cp)

Or weird artifacts from another dimension. Which is why, for the duration of your stay, you are losing access to your Warehouse and any items that could not have come from a mundane Earth, or the setting you are in, if you took Alternate Setting.

Downright Dangerous Customers (+300cp)

The people you deal with aren't just going to be throwing insults and complaints at you. Nope, a fair portion are going to be throwing punches and kicks and maybe more. The danger level of your job has increased greatly, as people are far more likely to turn violent.

FINAL CHOICE

Congratulations! You survived the Wars! Now you get to make a choice. You can **Stay, Move On, or Go Home**. Whatever you decide, remember to park legal.

NOTES

Thank You, A&E

This show was oddly addicting. It filled a lot of hours when I was stuck at home.

Alternate Setting

As long as each iteration is in a different setting, you can use this Jump as many times as you want, getting full CP for each use.

CHANGE LOG

Version 1.0

Created the document.

Version 1.1

Changed Pass Judgement.