Ace Attorney Jumpchain (Reddit Version)
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Ace Attorney, a place where trials last 3 days max, most detectives and prosecutors are either corrupt or incompetent, and the accused seems to be guilty until proven innocent, making any successful defense a 'Turnabout' style victory. Still not very dangerous, though.

Regardless, this world seems very popular. +1000 CP granted

Starting Location: You may choose for free or roll 1d6 for +100 CP

1. Wright & Co. Law Offices: Originally Fey & Co. Law Offices, home to Phoenix Wright and what will, in canon, become his firm and daughter's talent agency.
2. Prosecutor's Office Building: Home to the district's prosecutor's offices. Each prosecutor has his own one-room office, and the parking lot is an underground garage.
3. Kurain Village: Also known as Medium Valley. A very rustic place that centers around training spirit mediums and home of the Fey Clan. It's about 2 hours by train to the city, and there's no cell phone reception, but there is a single antiquated phone booth.
4. Khura'in: The country Kurain Village is based on. It venerates spirit channeling and those with great spiritual power, including their current Queen Ga'ran and her daughter Rayfa, who is responsible for the Divination Seance that drives their entire justice system. Speaking of that, their justice system is even more f'ed up than usual, as any questioning of the Seance is seen as blasphemy and Ga'ran has passed the DC act, which makes it an equivalent crime to defend the actions of a criminal, meaning that if a defense attorney defends someone accused of murder and loses, they also get charged with murder.
5. Germany: Home to the von Karma family and possessing many resources to develop one's talents, making it possible for those with the resources to start their careers impossibly early. Klavier Gavin studied here and became a prosecutor at 17.
6. Zheng Fa: A small Asian country that has very few confirmed details about it. It mostly comes up in Edgeworth's investigations. I know it's real, so this is an option.

Gender & Age: Keep your gender the same or pay 50 CP to change it. Roll 1d8 + 16 for age. That makes the minimum age 17, which is enough for serious work if you prove capable. If you're qualified in law or investigation, I'd suggest telling people you studied in Germany.

Origin:

Drop In: The usual Drop In option. No past, for better or worse. You can make your own way as best you can.

Defense Attorney: You a glutton for punishment? I hope so. Maybe you could be good, though. I mean, I doubt every false accusation is as complex as Phoenix Wright seems to get involved in.

Detective: You're a detective, pal! By and large, prosecutors trust you to bring them evidence and arrest the right suspect. That's a big responsibility, and failing at your job can result in false accusations against suspects and salary cuts.

Prosecutor: Ah, the 'bad' guys of the legal system. It's your job to make cases against the accused airtight. You likely have the backing of the state, the ability to investigate crime scenes at will, and the police force's personnel and evidence-gathering technology at your disposal. Even if you're incompetent, it'd be almost impossible to lose, though you probably should put some effort into putting the right person away.

Perks

General

Objection! (free): Your voice in court has weight, at least for a moment. You can cause a momentary pause to proceedings with an appropriate exclamation, but be warned, using this excessively without sound arguments or evidence to back it up will lead to annoying other parties to the proceedings, and actual penalties if one of those parties has the ability to give them.

Super Sense (100+): One of your senses is quite strong, especially when it comes to interacting with people. Picking Sight will let you have Apollo's Perceive ability, letting you read involuntary movements brought on by stress to find lies in testimony (or become an amazing poker player). Picking Hearing will give you Athena's ability to hear people's emotional discord, proving their testimony false or incomplete through incongruent emotions. Initially, you'll likely need some support to use the ability to its fullest, but with practice, it will grow past the need for that.

Can be bought more than once. Price increases by 100 CP each time (100, 300 for two, etc.)

Let's Play Fair (100+): You have a way to defeat, or at least hinder, the lawyerly superpowers found here. Perhaps your psyche-locks show up black, or you have enough control over your emotions to not have discord in your voice. Maybe you simply lack any kind of tell when you lie?

Can be bought more than once. Price increases by 100 CP each time (100, 300 for two, etc)

Spirit Medium (400): You can channel the spirit of those gone from this world. During this process, the spirit will take over your body, with you gaining some of their physical features. Normally you run the risk of the spirit using your body for nefarious means (it's been used in murder plots no less than twice) and spiritual power is monopolized by females for some reason, but since you're paying CP for this, I'll waive the gender requirement and add that if your willpower is stronger than the spirit's (it probably is, being what you are) you can retain control of your body. You also have the spiritual power needed to charge a Magatama.

Proper Procedure (600): Here's something I bet you don't know: Both America and Japan have this thing called the presumption of innocence. What does that mean? Well, basically, you don't

have to find the real killer to get someone acquitted. As soon as reasonable doubt is established or if someone can actually establish the suspect couldn't have done it, the law dictates that the charges be dropped immediately. Wouldn't that be nice?

Basically, you can make the BS that is the Ace Attorney legal system run like it has some sense. Keyword: *some*. This is still the Ace Attorney series.

Post-jump, this perk can be leveled against other unfair proceedings. It won't make a biased system fair overnight, but calling out corruption in open court might make them hesitant to enforce their bogus laws in that trial. Do this enough times, and the consequences may just reach the whole system.

Drop In

Performer (100): Like the late Jove Justice, you are an amazing musician. You have a great voice and are skilled with an instrument of your choice. Optionally, you can take this option to be a stage magician as well.

Exercise in Absurdity (200): You are immune to legal intimidation and other social pressures. In court or sometimes investigations, an off-the-wall remark will come to you, in some flavor of snarky, funny, or ridiculous, and it will serve to kickstart an ally's (or yours, if you're alone) thought process to put them on 'the right track', whether it be during a case or some other matter.

Infiltrator (400): Who said it was only okay for the prosecutor in charge of a case to investigate crime scenes? You mean defense attorneys and other prosecutors are just SOL? Not anymore. Like Kay Faraday, you are skilled in stealth, lockpicking and infiltration, allowing you to slip past standard police cordons easily to get at that hidden evidence.

Miracle Child (600): In this universe, you're liable to get into at least one sticky situation. When backed into a corner, your luck grows exponentially. Bizarre coincidences, sudden witness outbursts, or overlooked details come to light to give you a fighting chance.

Defense Attorney

Bluffing (100): You always look like you know what you're talking about. Even if you currently have a shoddy case, you can make it look like it holds water. Even if the judge can tell you're grasping, you'll be able to articulate your arguments so that the most absurd possibilities sound at least 1% plausible (it helps that so many of them happen to be true).

Judge of Character (200): No lawyer wants to represent a guilty client. You now have a good idea of whether or not someone committed a crime just by looking at them. It should come in handy when appearances can be deceiving.

Insiders (400): Who decided it was a good idea that only prosecutors can investigate crime scenes? You may not have official authority to do so, but you have a way of convincing

detectives (and others on the ‘opposite’ side) to allow you access to places you shouldn’t be or other small advantages you aren’t technically allowed.

Turnabout King (600): You have the courtroom instincts Phoenix Wright seems to have. The worse your position is, the sharper your instincts become. If the prosecutor seems to have an ironclad case, you can spot the single contradiction that can unravel the whole thing.

Detective

Instant Noodle Resilience (100): Gumshoe has really gone through it, but he’s still the same loyal guy he was in the first game. You can survive physical trauma, tasers and extreme salary cuts without losing your work ethic. You also possess an easygoing charisma that earns trust from lawyers on both sides quickly.

Scientific Investigator (200): Or maybe you’re more of an Ema Skye type? You have expert knowledge in forensic testing (luminol for blood spatter, dusting for fingerprints, etc.). If there’s a tool for evidence gathering, you know how to use it.

Coroner (400): Why wait for the autopsy when you can do it yourself? You have the skills of an expert coroner, able to find, with a thorough visual examination, what usually takes a controlled environment and tools to find. When you first look at a body, you’ll probably have a good idea of what the cause of death was.

Pursuit of Truth (600): You are completely immune to political pressure, bribery and other institutional corruption that might try to tank your career. Once you’re on a case, nothing can intimidate you off of it, even if they’re technically your boss. This will allow you to look past the easy conviction to true justice.

Prosecutor

Logic (100): No crime is perfect. At any crime scene, evidence is bound to be left behind like puzzle pieces. You are now competent enough to put these pieces together. Unless the killer puts a great effort into obscuring themselves, you can probably find the real criminal on your first try.

Intimidation (200): Like Simon Blackquill, you know how to rattle people. Your understanding of psychology allows you to put people on the back foot. Flattery, suggestive persuasion, and the occasional subtle death threat are all tools in your arsenal.

When used in court, people will have a harder time lying, cheating or otherwise obstructing proceedings.

Untouchable (400): By default, most prosecutors seem to have the run of the courtroom. The judge trusts them implicitly and will only go against them with decisive evidence against their narrative. You now have this aura of legal invulnerability, and not just in the courtroom.

The police force, forensics department, and state administration are completely at your beck and call. Investigators jump when you command, evidence requests are processed instantly, and superiors will turn a blind eye to minor infractions like procedural breaches or aggressive tactics. Police will avoid arresting you, and official discipline is reduced to a slap on the wrist unless you commit an egregious crime in broad daylight.

Path to the Truth (600): You know the truth of your profession. Being a prosecutor is about more than winning; it's about finding the true culprit.

You possess a hyper-analytical mind that strips away lies, fabrications, and your own bias. When you pursue the genuine truth of a case, you can instantly see through forged evidence, identify when witnesses are lying to you, and seamlessly adapt your argument alongside another party (usually the defense) to expose the real killer—ensuring a 100% *true* conviction rate.

Items

General

Badge (free): This is a badge to show that you are qualified for your job, be that an attorney, prosecutor or detective. Drop Ins are licensed musicians/performers.

Apartment (100/200/400): We don't really see where these characters live, but they don't sleep in their office (not normally, at least). For 100, you get a shoebox apartment. It's not much, but it will give you a roof to sleep under.

For 200, the apartment is a proper condo, giving you some breathing room and making it somewhere most people would be proud to bring guests to.

For 400, it is a luxury penthouse with private elevator access, giving you even more space and security.

All options come with utilities provided by Jumpchain fiat.

Super Sense Support (100): An item that helps you channel your Super Sense. Like Apollo's bracelet for his Sight or Athena's headphones to not get overwhelmed by her Hearing.

Magatama (200/400): This jewel is magical, or at least, it would seem so. When charged with spiritual power, it can detect Psyche-Locks in people who hide secrets. Knowing a secret is usually the biggest step toward breaking it open, and if you can refute enough of their excuses, people will usually tell the actual truth. It's unknown exactly how long a charge lasts, but it's inferred that a single full charge can last for at least a year. If in a jump where spirit powers don't exist, similar esoteric energies will suffice.

For 400, the spirit power charge never runs out.

Drop In

Merch (100): The assistants of Ace Attorney tend to get well into the popular media of their day. For Maya, it was the Steel Samurai and later Pink Princess; for Trucy, it was the Gavinners. Whenever you encounter a new IP (show, band, etc.) that you like, you will receive a shipment of basic merch for it. It won't be anything too rare or valuable, but it will be enough to convince anyone, even veteran fans, that you are among their number.

Mr. Hat (200): A wooden puppet that, should one be capable at deception (like stage magic), could pull off some neat tricks. Trucy, its canonical owner, was able to use it to disguise herself as an adult on one occasion and fake a hostage situation as a distraction in court on another. Comes with the mechanism required to hide it on one's person.

Little Thief (400): A simulation device capable of recreating scenes when you don't have access to the real thing. By entering data about said scene, the device will reproduce it in green-tinted light, allowing for investigation, even if the room itself is inaccessible to you.

Recreations are only as accurate as their data inputs. Incorrect data can lead to illogical recreations.

Apprenticeship (600): Despite this origin being labeled 'Drop In', it seems that most of these perks and items apply to the sidekicks of the Ace Attorney world. So, here's the capstone item: An apprenticeship with a lawyer, detective, or prosecutor of your choice, or an OC if you have no canon choice.

You're probably wondering why this costs so much. Well, it seems that no matter how non-helpful, gluttonous, accident-prone or how many times you get kidnapped or accused of murder, your 'boss' won't give up on you and, in fact, will go out of their way to reassure you and request your continued presence.

Bottom line: As long as you don't go out of your way to antagonize your chosen boss or actively sabotage their work, they will keep you around, help you out when needed, and even pay for your living expenses (even if they appear broke, they always have enough for you).

If you can convince them, you may take your canon choice as a companion. You can use this for other professions in applicable settings.

Defense Attorney

Sharp Suit (100): You can't go to court looking like a bum (I mean, you *can;* this is Ace Attorney) and expect people to take you seriously. You'll want to wear this instead. A single suit, in a color scheme of your choosing. Is resistant to harm and wear and regenerates when not worn for at least an hour. If ruined, a replacement will appear in the next closet you use. You may change the color scheme at any time, but there will always only be one suit.

Court Record (200): This keeps track of important people and items, remembers details about them, and updates as you learn. You'll never forget a fact in court.

Lawyer Agency (400): An office building in the city with its taxes paid by fiat. It's staffed by NPCs that are capable but not exceptional. It won't be pulling any turnabout victories without your input, but the Agency does enough legal busywork to turn roughly $10,000/month in profit.

Post Jump, you can place this building where you want with the same conditions. The perfect bones to start your own real practice.

Great Book of Law (600): What kind of lawyer doesn't know law? This book is the pocket-sized version of every law and code in your jurisdiction (though you'll never have trouble reading it). If you open it to browse, you'll find the most important laws in your current location and work your way down as you read. If you consult it for help on a case, it will open to the exact law needed.

Detective

Secret Weapons (100/200): A collection of tools, including a Metal detector, fishing pole, video analysis machine and a magnet you bought from a hardware store.

Also can be bought as a forensic toolkit: aluminium powder to dust for prints, luminol to test for wiped-away blood, anything a junior forensic investigator (or a particularly passionate student) could be trusted with.

Masks Of The Phantom (200): These technically didn't belong to an actual detective, but the phantom did play the part, so whatever. You now have a mask of anyone you meet that, when worn over your head, will make it look like your head is, in fact, theirs. This could be useful for misdirection, but I'm sure an upstanding officer of the law like yourself wouldn't have any need for that.

Boys In The Back (400): Whenever you need some backup in apprehending a perp, you can just call this number, and in a matter of seconds, a squad of your fellow officers will show up to assist with the takedown.

Interpol Connection (600): It seems at some point in your career, you've made the acquaintance of an Interpol detective who liked you well enough to give you his number. Once per jump (or every 10 years), you can call him and have him investigate something for you.

Maybe you need help on a case beyond your abilities, maybe you're swamped with other matters, maybe you're dealing with false charges and can't investigate; either way, he'll pull through for you.

When it comes to detective work, he's not Batman, but he's damn close. He's also tireless and tenacious when chasing down a tough case; he's also backed by Jumpchain-fiat to be immune

to death or imprisonment, and he knows it. Suffice it to say, in most cases, he'll get you the truth.

Prosecutor

Infinite Coffee (100): Working late? You'll need some caffeine. No worries, just lay your arm down on a desk and a cup will slide right into your hand, hot and ready-made to your liking.

Sports Car (200): An exotic sports car in a color of your choosing. It's bound to catch the attention of onlookers; some might say too much attention.

It has infinite fuel, and any damage will be repaired in 24 hours.

Prosecutor's Salary (400): Prosecutors actually make a good living in Japan, more so than criminal defense attorneys. Factoring in regular bonuses, your take-home pay comes to about $200,000/year after taxes. Technically, this is tied to your standing as a prosecutor and would go away if you got fired, but it's pretty much impossible for a prosecutor to get fired in this universe unless they are literally convicted of murder. If you're a defense lawyer or detective, you'll come across as a very well-paid one.

Post-jump, this doesn't rely on a job.

Well-Connected (600): The top prosecutors always make friends with their colleagues. Detectives, judges, fellow prosecutors, even their bosses. While you may not be the best, you are well-connected. Whatever you need from the justice system, you can probably get it. Your pick of detectives and cases? Done. An essential, controversial file lost or found? Already got it right here (or maybe I never had it, who can say?). There should be no shortage of people to jump to your defense if you're accused of something, though that number might shrink if evidence is presented. Evidence is everything in court, after all.

Companions

Legal Team (100/400): You may bring along one of your existing Companions to join you, granting them an Origin and 600 points to spend on Perks and Items in this Jump. You can purchase this multiple times, or for 400 points you may bring along a full eight Companions.

Funny Little Girl (0): You have an assistant character to help with your work in some way.

Canon Funny Little Girl (50): You can take a canon assistant character as a companion, and they will be willing to help you with your work.

Secret Weapon Number One (50): You now have a fluffy little buddy in the form of a Shiba Inu, who'll helpfully sniff out any unusual scents in the area, so long as he doesn't get distracted by a samurai dog or scared by a crocodile or something.

Drawbacks

GAA Toggle (0): Instead of modern Ace Attorney, you enter the time period of the Great Ace Attorney games.

Stories Of Labyrinthia (0): Optional toggle to make Professor Layton vs Ace Attorney canon.

Extended Stay (+100 per): +10 years per. 4 times maximum for points, more time optional for no further points.

Terry Bullpun (+100): In Ace Attorney fashion, your name is a blatantly obvious pun about either your occupation or true nature. It's not too bad, but it might get annoying, as you're now fiat-backed to hear your full name aloud at least once a month.

Win Through Compromise: (+200) You start your jump in debt to Tender Lender. It is substantial in nature and will take significant time to pay off, as they seem to believe any currency generated by fiat-backed means is counterfeit. Well, this jump centers around lawyers, who are notoriously well-paid. You'd better hope you're good at your job.

Mystery Of The Red Mole (+200): It seems that those you have to work with, and under certain circumstances, have to work against, are now so incredibly stupid. Maybe you're able to realise that little red dot is from a sniper shot, but all they'll see is a businessman hanging with two friends, one of whom has a single chicken-pock on his head. They'll be able to get it eventually, so long as you've the patience to point out what any fool can see.

Perfectionist (+400): You don't care about what's right; you want to win. If you're an attorney, you won't care whether your client is innocent or not. As a prosecutor, you'll take the first suspect you can find and throw the book at them. You'll likely resort to whatever dirty trick you can pull to win. If you ever lose, you'll have a strong urge to crush the one who defeated you or even kill them. This urge won't go away until you deal with it and bypasses any willpower perks.

The Bitterness Of Truth (+400): It appears you've learnt all the wrong lessons from watching court dramas and have gained a deranged obsession with getting to the truth of things, rather than doing your actual job. This obsession of yours is to the point of ignoring moral limits; for instance, you'll prioritize this search for truth above the lives of others, spending them like water as long as it gets you closer to your goals. What's more, if you can't find a way to prove what you feel is the most reasonable 'truth', you may resort to illegal means, such as forging evidence.

The Photo Of The Banana (+600): It seems that common sense isn't that common these days. You may think you've got the perfect piece of evidence, but the order in which you need to present things is such that if you end up thinking too far ahead, no matter how convincing an argument you make, you'll end up eating a penalty. Sure hope you can follow the case's train of logic!

The Maya Fey Treatment (+600): Like the OG Ace Attorney sidekick, you'll be accused of murder way too many times. You'll be held in detention while the investigation is going on, so I hope you know a good lawyer to prove your innocence. This happens at least once a year. You'll be executed if found guilty, which will count as a chain fail.