

CRIMINAL MINDS

Jumpchain

AKA, The Serial Killer Turkey Shoot

By Esper

V 1.0

Introduction

In the year 2005, September 22, an elite squad of FBI profilers analyzes the United States' most twisted criminal minds, anticipating the perpetrators' next moves before they can strike again, with each member of The Team bringing their expertise to the table to hunt down these killers.

You can join them for 10 years or be among the cases they investigate.

Here's **1000** Criminal Points.

Spend them wisely.

Location

Choose freely or roll randomly.

1. Quantico, Virginia: The headquarters of the FBI bureau where the series takes place.
2. FBI Bureau, North America: For those who want to work at a location elsewhere.

3. East coast: Choose a town or city anywhere here.
4. Midwest: Select a town or city anywhere here.
5. West Coast: Your choice of town or city here.
6. Hawaii or Alaska: Live in paradise or the frozen outback.

Age & Gender

Profilers and Hacker Gals must be anywhere from 26 to 40, Victims can be aged 6 and up, and Serial Killers can be 11 years and up. You're never too young to start killing.

Other than that, the rest of the details are up to you.

Origins

What will you be doing while here? All Origins may be taken as a **Drop-in** with knowledge suitable to your background or you may choose to forego any such memories, receiving only what you need from your perks.

Profiler

You're a Special Agent of the FBI who profiles criminals and brings them to justice. You may be new to the force or you've worked at a bureau for years already. You specialize in a certain field related to crime and got top marks at the academy. You just received or have your license showing you're ready for field work and are on your way to the office.

Hacker Gal

You came to work at the bureau either by choice or through circumstances involving a past case where you were caught and offered a deal. You've since come to enjoy your time here. You have excellent computer and research skills and a good rapport with your coworkers.

Victim

You are someone who's lived a fairly ordinary, perhaps even great, life but you're about to have an unfortunate encounter with a person who wants to kill you. It's not you, it's just how they are. Whether the encounter is unfortunate for them or you rests on your capabilities. Or maybe you already escaped such a killer before or, if you like, you could be a witness who's friend or loved one was recently taken, after all, even though we call them witnesses, they're victims too. Luckily there's a crack team of the FBI's finest in town ready to work on this case.

Serial Killer

You were an ordinary person with a troubled past until the day you snapped. Maybe it was being fired from your job, being overwhelmed in your personal life, perhaps your house burned down dredging up trauma in your childhood, a mix of all three, or maybe you were always a little off, a little wrong in the head, a psychopath gone undiagnosed for years. Either way, that one bad day had been building up for years. Now you've picked a target and are planning for your first kill or you might have been killing for years and remained unknown, perhaps you even get a thrill from it.

Perks

100 CP perks are free with their Origin. 50%

Strong Stomach (free all) It's a certainty if you get involved in this, you will see lots of human bodies brutalized and dismantled in all the most horrific ways some very deranged people could imagine. You won't always have the time to imagine their final moments either. You have been hardened to the horror and gore.

Career Field (Free/50 CP): The people in this series come from all walks of life, it only makes sense that a job be available for everyone. Pick a job, could be a trade or maybe you just flip burgers, you have at least 5 years of the best experience and learning at your profession.

Profilers can have a background in another career plus the training required for the Bureau.

First purchase is free, every following purchase will give you 5 more years of skills and experience. Profilers will gain 5 years of working for the Bureau instead.

Robust Memory (100 CP): Most people on this show seem to have incredible recall. Profilers capable of remembering details of cases they worked on months to years ago, and not just the ones significant to them personally. Serial killers who are able to remember and manage all the things about their targets and their plan to slaughter them, never seeming to forget what they need to commit their crimes. Even the witnesses are more reliable though they do need some help to dredge up deeper information that may be crucial to the case. You have a sharp mind and eidetic memory, able to instantly recall the details of everything you've ever experienced, with unlimited storage, perfect indexing, cross referencing, and able to let selective memories fade as you're going to see a lot of horrible things here. You're also able to partially grant the effects of this perk to others temporarily when helping them remember things they're trying to recall so you won't have to interview the witnesses twice too often to get those crucial details that always seem to show up in the last half of the case.

Therapeutic Process (100 CP): As mentioned above, you're going to see (or do) a lot of horrible things in this setting or experience them personally. While therapy will likely be mandatory for Profilers it's no guarantee that the person chosen to handle your case will be right for you, especially given your Jumper nature, and not everyone is able to get the help they need after the case is closed (and serial killers never got the help they needed to begin with). This perk works to process all of your memories as if you were in session with the best therapist for you, helping you work through all your issues constantly. So you'll still be able to bounce back as a well-adjusted person no matter what the past or present you is going through.

Profilers

Mind Of Dostoevsky (100 CP, **Free Profiler**): To be a good profiler you have to be able to take what you know about someone and their actions to get inside their head. You are excellent at this and can teach it to others. You recognize useful information and clues when you have them and can take what you've gathered on anyone from any bits of data and build a model of them in your head, a behavioral profile if you will, that helps you figure out their motivations and predict what they'll do next. If there's enough collective data on a group of people, like say statistics about serial killers, enough for a recognizable pattern, you're able to parse through this information to combine it with what you've collected for an accurate profile, with very little margin for error. You're so good at this that you don't even have to meet the person you're profiling. This isn't true mind reading or even Path to Victory type stuff, there may be some killers you encounter with facets of their minds that are still unknown to you, even if you can predict them just the same.

Quantico's Best (200 CP, **Discount Profiler**): Once you've profiled your unknown suspect then you've got to track them down and apprehend them, this usually leads to a dramatic shootout with the suspect either dead or arrested. You're reliable when it comes to catching and taking down your enemies. When you're closing in on a suspect you move quickly, often interfering before they can claim another victim. You're an accurate shot with a firearm and you rarely take hits yourself, even if your cover is just a car door or slab of plywood, and if you are hit it's never lethal. You know plenty of holds and joint locks to restrain a suspect even if you were a petite lady next to them. Finally, you have both peak stamina and endurance to stay on their trail, if they run, and stay in a fight, if you have to slug it out with them.

Case Solver (400 CP, **Discount Profiler**): The typical formula of this show would begin with a case where there were already a victim or more, the team would fly out to their destination, investigate, hit a wall, only for another victim or more at once to pop up to give the team a crucial clue that would make them revise their original profile, often it was a clue they could've found if they just asked the right questions at the start. You do not have this problem. You do ask the right questions, the insight and connections that would show up in the last quarter of the investigation happen to you earlier and often before the next victims appear and you're always able to connect the dots and easily relay it to others for them to follow your reasoning. This isn't a guarantee you'll always find the killer in time to stop them as time can still be against you and your insight works off of what information you know, but you may still be able to save the next victims if you're quick enough.

Hacker Gal

Hey Babygirl (100 CP, **Free Hacker Gal**): People who've worked a long time together can develop unique relationships at their jobs. You can do the same in a much shorter time frame, just as Penelope developed her friendship with Derek on her first day at the bureau. So long as it's only for fun you could shamelessly flirt with a co-worker and your boss would overlook it, or have a back and forth rivalry where you insult each other with no hard feelings, but you're generally quick-witted enough at teasing your teammates. The other person will always know if you mean anything by it or if it's just you being you. This platonic team bantering even helps you do your job better, raising and building on your performance for as long as the case lasts and resetting for the next one. You can also get away with glitzing up your work area as long as you don't go overboard and can easily hide such casual comforts when the inspectors are around.

Part Of The Team, Part Of A Family (200 CP, **Discount Hacker Gal**): There are times on the show when members of the team are targeted by killers they would hunt, times

when the group shows their strength. When you're in a group you all work at peak capacity to quickly aid any members in trouble and this works when you're the one in trouble too. This peak capacity carries on until the case involving you or your team is solved. The killer will always take their time or fail to properly finish any of you off, long enough for rescue to arrive. Just don't quit your group entirely to hunt the killers alone, lest you suffer Gideon's fate.

It's A Hacker Girl's World (400 CP, **Discount Hacker Gal**): The team wouldn't be able to get anywhere if not for Penelope Garcia and her computer skills. You're her peer when it comes to coaxing information out of databases. You never mistype a word and never misspell the names of people you research, even if there are different ways to spell the name John, Carl, and Helen, and have a typing speed to match the fastest in the world. You know where to look up information to find records, how to use search parameters to narrow down the number of suspects, and other related tidbits. Whether you work from a computer or physical archives, if it's recorded anywhere, you'll find it. You even have a hacker's skills to take a peek around places you shouldn't, both the real world version and Hollywood glam, and you've always got a foot in at least one database in this and all future Jumps. You can pick which database at the start of each Jump.

Victim

Bait (100 CP, **Free Victim**): Serial killers tend to be selective about who they pick, except when it comes to you. It doesn't matter if they prefer blonds and you have brown hair, you're the perfect serial killer bait that they'll always make an exception for to the point that they'll ignore other would-be victims to hunt you. In future Jumps this works on monsters and beasts too, they'll prefer your scent or other qualities over others, all the better to lure them away from innocents. You may toggle this perk on and off, and post-jump select if it only works on serial killers or monsters/beasts.

How To Escape A Murderer (200 CP, **Discount Victim**): Not all the victims on this show turned up dead, some escaped before their tormentors were caught or were let go because they didn't fit the profile, a few even avoided fate because they listened to their instincts about the creepy person. You're equally lucky in this regard with good social instincts about people and the "vibe" they give off, are able to find ways to free yourself from bindings if you do get caught, capitalize on openings the murderer leaves you, or persuade them to let you go. Your would-be killer will take their time with you to give you these openings, even leaving you alone for hours to work out an escape. To facilitate this further, you're more resistant to drugs and pain, coming around from a dose of

knockouts much sooner than anticipated and able to ignore injuries until you can get to safety.

Unreadable (400 CP, **Discount Victim**): Sometimes the Profilers get it wrong and killers can underestimate their victims. You know what you need to do to blend in to hide any unique abilities and equipment you may possess, how to pass off a phone that never needs charging, hair that's always perfect, and other little things that can indicate something's off about you. In addition you can give out false signals, act like the perfect prey, and generally become unreadable to nosy FBI Profilers. This won't stop them from putting together clues from physical evidence and any inconsistencies in your story but you can reliably fool even the best the FBI has in any attempts to get inside your head when profiling you or via cold reading. You can turn this on and off or select who is affected by it, perfect for trolling.

Serial Killer

Criteria (100 CP, **Free Serial Killer**): Serial killers often have a criteria by which they hunt their victims. Red haired, green eyes, makes a certain unconscious gesture, chooses a certain pattern of wallpaper from the business they work at...by selecting a criteria it will stand out to you more allowing you to pick out your victims more easily. You can only have one for this Jump but post-jump you can change the criteria every week, enhancing your ability to track people or other beings.

Like Calls To Like (200 CP, **Discount Serial Killer**): As a serial killer you recognize when others are like you, a murderer. With a glance you can tell when someone is a manslayer and can spot when they're tracking a victim or currently between hunts, regardless of how ordinary they appear. Maybe it's all the unconscious signals they give or the look in their eyes but your sense is always accurate. Post-jump this works on anything that predates on people no matter how disguised it is.

Hunter Of Men (400 CP, **Discount Serial Killer**): The killers of this world seek the most dangerous prey of all. Humans. Despite differences in body types they are all accomplished at that very thing, something you are good at now too. You know how to set up and prepare a place to bring your victims, how to track them unnoticed, when the best time to strike comes, the best way to take them down and make them disappear, or get them to cooperate, you even have enough strength to haul their bodies to your transport and final destination. And once you have them, then comes the aftermath. You know where you can dump the bodies, how to dispose of them, what evidence you need to clear from the scene, and are able to arrange the cadavers to be found in any macabre fashion as a calling card, whether torn to pieces like a beast mauled them, or

positioned in peaceful prayer, or maybe you just leave them like yesterday's trash for the scavengers to find. You're very patient and meticulous about your work and never escalate from daily external pressures. If the lawman wants to find you it'll have to be from circumstances beyond your control.

Items

100 CP items are free to their Origins. 50% discount on the rest. You may import similar items into each other and all items have the usual Fiat Backed features.

Daily Quotes Calendar & Planner (50 CP): This calendar has a selection of quotes and epitaphs by famous people of some renown, as well as respected literature, and other sources for every day of the year. On days when you have cases (or missions), the quote for that day often has a hint about it or a closing statement. The calendar appears on a wall in any property you own when you look for it, always with the correct day, month, and year displayed on it. You have a smaller pocket planner too with the same quotes.

Profilers

Suits And Vest (100 CP, **Free Profiler**): A go bag and closet with professional looking office suits that are comfortable and never wrinkle when packed, assorted toiletries that match your sex and that replenish every case, and your FBI issued, top quality, bullet-proof vest, rated for calibers anywhere from peashooters to machine guns. The vest is light, can be equipped quickly, is comfortable to wear and easily concealed under your suits, and if damaged repairs in five hours, it also adjusts to your form. Everything in this bundle is self cleaning every 12 hours. If a suit or your vest counts as evidence in a case, you'll get a replacement instead.

ID And Peacemaker (200 CP, **Discount Profiler**): Your FBI issued identification marking you as a Special Agent or at least cleared to work in an FBI building. It is always up to date and will allow you to work at or access FBI related government properties in future Jumps. Comes with a pistol at the recommended caliber for field work and the licensed approval allowing you to carry it, with a holster that can change between holding it at the hip or under the shoulder and concealed under clothing. You can wear the holster over your vest with no issue. You never need to clean or maintain

your weapon and it never runs out of bullets unless it would be convenient for you, such as if your enemy tries to use it on you.

Private Jet And Special Equipment (400 CP, **Discount Profiler**): You'll find you now own the jet that ferries the team to and from their destination. It never needs fueling or to dump waste, always makes good time to its location, has priority landing privileges at any airfield except when it comes to Air Force 1, never has maintenance issues or suffers an accident unless it's deliberate, and if it crashes it'll do so in such a way that everyone on board survives. The jet has some special equipment onboard as well, such as a TV and tablets used in briefings on cases and that are connected to your database, scanning systems with guaranteed quality resolution to search for bodies inside walls, concrete pillars, buried in the earth, whatever you would need to find a killer's concealed victims short of a K9 trained dog, plus any replacement cables and parts for all of it. The small kitchen is always stocked with coffee, tea, milk, water, fruit, crackers, and sandwiches with plenty of comfortable seating for a long flight.

Hacker Gal

Paper Pad And Writing Implement (100 CP, **Free Hacker Gal**): Technology may move forward but sometimes all you need is the classics. This medium sized pad of white, lined paper never runs out of pages and keeps all your notes organized. It's always nearby or in a bag you own when you need it unless you need it to be found by someone else, like if you were in danger in which case it'll have a convenient bit of information on it to help people find you. The writing implement can be any writing tool you desire in any size, color, and form you like, which may be handy if you have to leave any paint somewhere. It's always somewhere on your person, helps you take notes faster, stays sharp, and never runs down or out of ink.

Filing Cabinets (200 CP, **Discount Hacker Gal**): Two metal cabinets that hold active and cold case files with everything known about the case in them, including any audio and video recordings that can be played on a computer. The files update with each piece of new information uncovered including things that are overlooked by the investigators at the time. The cabinets are light and easy to move, keep all files properly organized with the file you need at the front of the drawer you open, and they have infinite storage for more. Every case the FBI has ever worked on is stored in these cabinets, automatically adding new files as they happen and shuffling active cases to cold when deemed such, and you can choose another government intelligence agency at the start of future Jumps to view the files of.

Computer Rig, Chair, And Desk (400 CP, **Discount Hacker Gal**): All you need to dig up information on a case. The computer can fold up from a monitor and tower into a laptop with no loss in efficiency and has infinite data storage plus memory. It is virus immune, never lags, never requires charging, syncing with other devices is easy and a breeze, and searches are both quick and thorough taking only as long as you need them to. Its screen never hurts your eyes, no matter how long you stare at it in any lighting, and the UI is tailored to you and how you work. The chair is very comfortable and made of good material that never sags, ensuring your rump doesn't get sore or numb from sitting all day. The backing provides excellent lumbar support to the point that any back problems you have are actually reversed no matter how long you slouch forwards. It never squeaks or makes weird noises when shifting around, sitting down, or leaving your chair allowing you to remain undistracted, and it moves easily over carpet when you have to wheel yourself to a file cabinet. The desk is spacious without being ostentatious, always having room for your legs and drawer space for your office supplies that it keeps organized, it also helps you remain focused during the hours you spend taking calls and researching.

Victim

Home (100 CP, **Free Victim**): A decent house with a top quality home security system in the form of alarms and external concealed cameras, with all taxes and utilities paid for. The house itself is impossible to break into despite the lack of bars on the windows, this only counts for break-ins though, if a criminal gets ahold of your keys or makes a copy of them they can bypass this protection just fine. To that end the locks and keys that come with your home change every month and you can trigger this manually too at any time, voiding any copies. You'll find your keys in your pocket or purse if they're missing for more than 6 hours.

Nokia Samsung Smartwatch (200 CP, **Discount Victim**): This slim calling device has all the toughness that Nokia brick phones are memed for but with all the features of a smartphone in a band on your wrist. As of the start date of the show it shouldn't even be out now. It never needs charging, maintenance, is always clean, never snags on anything, has infinite data and memory storage, and gets a signal anywhere no matter how far out of range of a satellite it is. You could make a call to any phone or comms system from the edge of the universe with this and get clear reception. Your smartwatch is also always conveniently overlooked when someone searches you, finding instead a decoy phone in its place, and it is never detected by devices made to find it like metal detectors or x-ray scanners. It's Tracking signal can be easily turned on and off just by you willing it and you'll find it's got several emergency numbers already on speed dial. If you bought the home above, the security system is automatically synced to your device.

Your smartwatch is capable of shifting to both a Nokia or Samsung smartphone form for ease of use.

Escape Tool (400 CP, **Discount Victim**): This item is easily concealed on your person and also overlooked even with repeated searching, its form defaults to a needle, and it changes to become something that can help you escape the killers of this world. It might be a hairpin to pick the lock on the handcuffs around your wrists, a shard of glass to cut through thick tape or cable ties, a small bottle of mace to give you a few more precious minutes. You'll never drop or fumble it no matter how scared you are and you'll always find it placed just-so to get it into one of your hands. If you're completely shut away, such as in a cargo container, then this can only help you so much but it will never be completely useless.

Serial Killer

Your File (100 CP, **Free Serial Killer**): Everyone has a file in a government database somewhere and if they don't they soon will. This one is yours. It has all the information you'd expect to find in a profile from every database in the world if you happen to be on their radar. It regularly updates with any new information an organization learns about you, even what they keep out of your file.

Work Area And Equipment (200 CP, **Discount Serial Killer**): A place you've worked to set up for your...more illicit activities. It houses all your tools, trashbags, a roll of plastic sheeting, a large supply of cleaning products, plastic apron, face shield, shower hats, knockout drugs, with a small space set aside to contain your victims until you're ready for them. Examination table or chair are optional. There's a few large barrels to help you dispose of the bodies, too, or bury them alive if you're into that. You can freely import this into your vehicle if it's large enough, such as a work van.

Nondescript Vehicle (400 CP, **Discount Serial Killer**): A generic looking vehicle of your choice that you can transport or kill your victims in. It never needs fuel or maintenance, doesn't get into accidents unless it was deliberate, easy to clean, and surprisingly quiet for its model. It can be parked unobtrusively anywhere, except where it's illegal, without anyone calling the authorities about the "suspicious" vehicle that's been sitting for hours in the nice neighborhood until it's far too late. You'll find gloves, both latex and work types, in the glovebox along with a ski mask. Replacement license plates, cleaning products, and some kind of restraints are stored in either the trunk or elsewhere in the vehicle. There's also a small toolbox and tire iron for light work, you'll find a hammer in there if you need it.

Companions

Import/Create (50/100 CP): Import or create a Companion for 50 points. Pay another 50 to create several or import your team. They receive 600 points each to spend in this Jump.

Companion Minds (100 CP): Buy a chance to take a person from this world with you, either from the main cast or other people. Anyone from the main cast will have the line of perks that most suits them and 400 points to spend.

Drawbacks

Special Agent Jumper (+0 CP): You are a member of the team, either they had another slot open, you inserted as an existing member, or you replaced someone. You'll be working cases alongside them for the Jump duration.

Evolving Profilers (+0 CP): The show, like many long running series, produced spinoffs. Suspect Behavior, February 16, 2011 was set in San Francisco and the profilers did basically the same thing in the city as the main series cast did across the country. Beyond Borders, March 16, 2016 involved an international unit aiding and solving crimes involving American citizens in foreign countries. And Criminal Minds: Evolution, November 2022, was a continuation of the original series streamed on Netflix and taking place 2 years after the conclusion of season 15. You may use this toggle to change your start date and location to any of these shows

My Work Here Is Important (+100 CP): You may extend your time here another 5 years, gaining 100 CP and another 5 years each time you take this. You are allowed a maximum of 30 years. That's 6 times total.

Actually, Statistics Say There's A Possibility...(+100 CP): You are somewhat ignorant of social cues, perhaps you have Asperger's, Autism, ADHD, or similar. It doesn't interfere with your capability to do your job but it can make interactions with you awkward.

Wunderkind (+100 cp) You're very young for an FBI agent, aren't you? It will be an uphill struggle to be taken seriously outside your immediate team.

Indulgences (+100 CP): You have a certain vice you like to partake in when you're stressed or it's been a hard day, perhaps a bit too much. Could be alcohol, smoking, recreational drugs, it can be hard for you to not indulge excessively and show up at work with a hangover or smelling of smoke. Try to keep a lid on it so you can keep your job.

Live, Eat, Sleep, And Breathe Professional (+100 CP): You're stoic and so used to profiling that you have a hard time turning it off when you're not working. This can impact your personal relationships, especially if you're married.

L.D.S.K. (+200 cp) You are a truly terrible shot. If you're in the FBI, you did not pass your firearms qualifications and are forbidden from carrying and using guns in the field.

Judge Mental (+200 CP): You aren't exactly well, rather, you think people are out to get you. It may be paranoia, PTSD, or maybe you have a unique expression of synesthesia that makes you think people are lying to you and it'll be hard to tell reality from fiction without help.

Impotence (+200 CP): You have unresolved frustrations that you don't know how to express and it makes you angry. It may be from childhood trauma, strict religious abuse, or just a buildup from trying to be good and do right only to have your efforts wasted. Every perceived slight or rejection only adds to your resentment. You may want to find a healthy hobby to bleed your issues into before you snap.

Unresolved Details (+200 CP, **Profiler Only**): You had a case before, hunting a particularly prolific killer who had victims numbering in the double digits. You never found all the bodies and the case itself haunts you. Every year on a significant day, the killer continues to taunt you from behind bars by demanding a conversation, face to face, before revealing where or how they disposed of yet another of their victims. Even after the decade is up, you may not have found them all.

Let's Get This Guy (+200 CP, **Hacker Gal Only**): Cases are rarely personal for you but you'll have a few that will stand out during your time here, maybe a group you were part of before you joined the Bureau are being targeted and picked off, maybe your team are flying somewhere so distant and cut off from the rest of the world that you have to come with, maybe a case in particular touched you so much emotionally that you flew out to deliver your findings and comfort the witnesses, or maybe you have your own encounter with a killer unexpectedly, or perhaps you and your team are held hostage in your own offices. Whatever the reason, there'll be some cases that you participate in personally rather than from your usual chair behind your computer.

How To Escape A Murderer 2: The Sequel (+200 CP, **Victim Only**): You had an encounter with someone who tried to kill you, but you lived. You were the one that got away. However, the perpetrator was never caught. A recent string of deaths has occurred near where you live that are eerily similar to the modus operandi of your assailant. Could be a copycat or it could be your perpetrator returned to finish what they started, but you won't know until the case is solved and you've been called as a person of interest to rehash the past in the meanwhile.

In Madame Penelope's Web (+400 CP, **Serial Killer Only**): The team has a case; yours. Something happened, you left evidence behind, and now they're on your trail. The most difficult of the team to escape is the bubbly Penelope as she seeks to track you through any digital footprint you make. Your trail may go cold but the team won't stop looking for you until you're behind bars or dead.

Copycat (+400 CP): Copycat killers are some of the most disgusting people, following someone else's pattern for fame, thrills, or because they think they can do better. Copycats pop up more often for you now and not just of your cases but also of some of the more infamous murderers of history. If you're a serial killer expect to learn of people copying you but choosing targets you wouldn't have picked. If a Victim, one of these copycats will be your assailant.

Mental Reset (+400 CP): You contracted amnesia shortly after you entered the Jump, which may or may not be good for you depending on your background. You'll gain flashes of your life here, or flashes of the life you would have had if you're a Drop-In, but not of your time as a Jumper.

Police Procedural (+400 CP): That's what you're in now, Jumper, not a comic book. All out-of-jump powers and abilities except for non-supernatural skills are disabled for the duration, likewise any out-of-jump Items and your Warehouse access.

There's Two Unsubs (+200/600 CP): One of the murderers you run into takes a shine to you in particular. They seek to turn you into a serial killer like them. If you're already one yourself then this is only 200 points as they'll either try to teach you if you're just starting out or partner up for double the killing. If you're not already a murderer then this is 600 points as they'll try to twist you around to their point of view, forcing you to help murder their victims and dispose of the bodies.

Jumper's Nightmare (+600 CP): A killer from your past has you in their sights and will seek out the best way to hurt you before they attempt to kill you as well. They are clever

and know you well enough to outsmart you until you can finally confront them. Unlike Hotch, losing who or what you love is not guaranteed but they will be in danger until this killer can be dealt with.

Criminal What? (+600 CP, **Excludes All Other Drawbacks And Special Agent Jumper**): Don't want to deal with murderers? Or any of the plot? Okay, but this is the only drawback you can take. You'll still be a Profiler, you'll just be chasing the likes of art thieves, Ponzi Schemers, Embezzlers, and other crimes unrelated to murder. Hacker Gals work on the same cases, Victims were victimized in one of these crimes, and Serial Killers? You start off in jail for assault and attempted murder, caught before you could kill your first victim, your sentence lasts the Jump duration. I hope you look good in orange.

End Jump

You have reached the end of your Jump. You are restored to the general mental and physical wholesomeness you entered with, keeping any scars you like. You have a choice to make here that will determine your career going forward.

Do you:

Stay?

Keep Jumping?

Go Home?

Notes

Thank you, Aehriman, for your **Strong Stomach**, **Wunderkind**, and **L.D.S.K.** perk and drawbacks. Thank you, cglasgow, for your **Police Procedural** drawback.

I use Serial Killer because I refuse to call them Unsubs. I'm calling a spade a spade. I am aware the team had some cases that dealt with kidnappers and human traffickers, but the bulk of their cases were murder related. Plus, Unsub was always a stupid term no matter how much you like the show.

The alternate name came about due to how easy it would be to become a serial killer who hunts other killers. The **Bait** perk alone in the hands of an experienced Jumper....well, it wouldn't end well for any murderers. The victim did turn out to be the murderer a few times. I distinctly remember the case where a young boy killed his younger brother by shoving model plane parts down his throat and it took the whole episode for the team to figure that out.

If you do hunt other killers and take the **Copycat** drawback, their victims won't be any of your fellow murderers.

Just to clarify for **Mind Of Dostoevsky**, you are still able to profile and predict people you don't fully understand, some members of the team had the same issues for killers they put behind bars, the perk is just reflecting that.

Changelog

1.0

Made the Jump