



Film by Netflix, Jump by Aehriman

Long, long ago (approximately 2100 BC) the Dark Lord nearly conquered the world, with his legions of Orcs and an unstoppable magic wand. The armies of nine races stood against him, and hardly slowed him down until Jirak, an orc, took up the Dark Lord's own wand and smote his ruin upon the plain.

Well, that was then, this is now. Welcome to Los Angeles, 2017. Despite being a sixth the US population, and great success in sports, Orcs are still though very poorly of, still bearing the reputation as slave-soldiers of the Dark Lord. Magic is extremely carefully controlled, with a dedicated FBI task force. It is in this city that Darryl Ward is very reluctantly partnered with the country's first Orc cop, Nick Jakoby, whom Ward blames for letting a perp who shot him go out of some kind of racial sympathy.

Have **1,000 cop points** (cp) to survive the mean streets.

Locations

Pick a location or Roll.

1. **Compton:** the 'hood for Orcs in LA.
2. **Santa Monica:** Beachfront area, famous pier.
3. **Hollywood:** where the magic is made.
4. **The Grove:** Famed shopping area.
5. **Mojave:** the desert outside the city proper.
6. **Precinct House:** Where a different kind of magic happens.

Age, Sex & Species

Pick whatever you like as far as age and sex, ethnicity. No charge.

Pay 100 cp to be an Elf or Giant, gain 100 cp if you choose to be an Orc or Goblin. There is no penalty or gain in being any other of the Nine Races. Those being Human, Brezzik lizardmen, Dwarves, Centaurs & Panahu walrus-people.

Perks

These cost 100 points unless otherwise stated. You get 4 Tokens which can be redeemed to get anything you want here for free, though things costing more than 100 cp will take two tokens to purchase.

Police Academy (free) You have graduated from the police academy with distinction and have all learned all the skills expected of a rookie cop. If you were not already, you are physically capable of meeting all the qualifications.

Nerves of Steel (free) When all is chaos and screaming and shooting, you never lose your cool. You don't freeze or hesitate, you don't react impulsively, you decide and act.

Bad Vibes: You have a peerless instinct for when things are about to go wrong. Might give you time to get out, or at least pick a better place to stand when the shooting starts.

Civilian Career: Choose an ordinary job, like cooking or carpentry or something. You get 10 years of experience with that career and updating credentials that'll allow you to practice it elsewhere in the future.

Crowd Control: You can't reason with a mob. Except for you, you can shake people out of the groupthink and get them to consider what they're actually doing, to feel guilt. That's a rare gift.

Defensive Driving: You learned how to drive extremely well. Any vehicle you get behind the wheel of seems half again faster and more resilient. You have an exceptional mental map for roadways and quickly learn the best shortcuts.

Encyclopedia Brown: You have a perfect memory. Every face, every fact, every figure you encounter, you can recognize and remember exactly how and where you encountered it. You can also read a whole page in little more than a glance.

First Responder: You may not be an EMT, but you aren't far behind, having trained in emergency and trauma medicine, you know how to set a bone, stop bleeding, and can keep people alive until the handoff to the professionals.

Internal Affairs: You have a nose for rooting out corruption within the force. You can spot a dirty cop with ease and know who you absolutely cannot trust.

Interrogator: You know how to question a suspect, how to keep to a theme and make yourself utterly terrifying, how to spot a lie and entice the truth.

Keen Senses: Elves have terrific hearing, Orcs can see in the dark. You can see perfectly fine in the dark, and hear many things others won't. You can smell fresh blood a block or two away.

Foremaster: You remember the old ways, what worked once and why it worked. In this or any Jump you have a very solid understanding of the myths, folklore, and history. You are also extremely skilled and lucky at unearthing long-buried secrets.

Marksmanship: You are one of the best sharpshooters to ever wear a uniform. Even firing from the hip you're more accurate than most of the SWAT guys taking a few seconds to line up the target just right.

Might: In the ancient days, Orcs were valued for their raw, primal strength. Today, they play football. Even among them, you stand out, capable of lifting a guy in the air with one arm.

One Loose End: Sometimes the cover-up just exposes more holes. No matter how clever the conspiracy, there will be a clue to its existence, and you are guaranteed to stumble over it at some point. Plan your next moves very carefully.

Police Brutality: This *IS* the LAPD, after all. You can deal out incredible pain when you want to, your fists or weapons striking vulnerable spots as if drawn to them magnetically. You know how to fight dirty and when to get them in the mystic charms.

Prophecies: When you think about it, the coming of a Jumper is exactly the sort of earthshaking event that should be throwing up all kinds of omens and prophecies in settings where they exist. Well, you can choose to surprise all these oracles or, before entering a Jump, decide how widely your coming is foretold and what impressions oracles should get, should any exist. A benign savior or a terrifying unstoppable darkness? Maybe a little of both, *a la* the Wheel of Time.

Quick Study: You pick up on new skills and information about three times as fast, and easily synergize different things you know.

Resilience: You have the guts of an action hero. Shot? Just a flesh wound, walk it off. Broken rib? Won't stop you from winning the fight. You can take punishment like a pro. Just remember sometimes it's better to stay down.

Samurai: You are a master swordsman, skilled enough to be dangerous even in a world where most men carry guns.

Self-Discipline: The hardest thing about being a minority in the LAPD is taking the abuse, all day, every day. Knowing that if you say or do anything, you'll just make it worse. Well, you can keep going at it for years, such is your will and self-control.

Solid Cover: When you take shelter you can be assured it will stand up to a bullet or a few, even if it's behind a parasol. You are skilled at finding cover and fitting yourself to it, even if you need to suck in your chest to hide behind a lamp post.

Spot the Clue: One of these things is not like the others, one of these things just doesn't belong. Whenever there's an anomaly or odd detail, it jumps out at you as if highlighted or glowing.

Stealth: It isn't easy getting close enough to an alert cop during a firefight to neatly heart-shot him in the back. Nor to creep up on an Elf or an Orc with superhuman senses. But you manage just fine.

SWAT: Special Weapons & Tactics, you have trained for serious combat, and are an expert in small unit tactics, as well as breach-and-clear operations.

That Man is Blessed: It is obvious to you when someone is a Bright, or other mage. You can identify those with a hidden power or special destiny at a glance.

To Serve & Protect: People trust a policeman, until they learn better. You are charismatic and effortlessly reassuring. People feel they can come to you with their problems.

Bright (-200 cp): Foremost among mages, only a Bright can even touch a wand without exploding, let alone wield one. It seems you are one. In future Jumps as well, you'll find you have high potential in the local magic system, and can safely wield magical artifacts regardless of bloodline, 'worthiness' and other prerequisites.

Shaman (-200 cp): You dream of the future, and when relevant the past. You know how to interpret visions, omens and prophecies correctly. You are also familiar with the old ways and how to navigate thorny issues of tradition and religion.

No Mortal Weapon (-400 cp): Serling said that no mortal weapon could prevail against the Dark Lord, should he return, only magic. In the same way, you have become invulnerable to all non-magical harm.



Items

100 cp unless specified, you can also spend your tokens here.

454 Casull: One of the most powerful handguns in the world, this revolver has almost unimaginable stopping power.

Badge: This marks you as a member in good standing with the constabulary here, or wherever you land. The paperwork will all be in order too, yet you never seem to get assignments.

Connections: A good cop knows people, the retired guy at the diner who likes people-watching, that guy you let off once. You have a network of friends, snitches and stool pigeons who are very good at keeping you up on the street-level side of major events.

Glowing Tattoo: The mark of the Shield of Light, a neck tattoo that can glow, or vanish entirely, very hard to fake. In future Jumps, this can mark you as a member of any single secret society, cult, coven, thieves' guild, etc.

Go Bag: A bag packed with two changes of clothes, a knife, two bus tickets out of town that are always valid on the next bus, and \$3,000 in cash or an equivalent in local currency.

Home: A large and well-furnished suburban house. How are you managing this on a policeman's salary? Nobody will ever ask, same for utility bills and taxes.

ID: All your background paperwork, already handled. License to drive, social security card, passport, state and/or national ID, and a whole history that should stand up to even intense scrutiny.

Income: Regardless of whatever else you do you get about \$111 thousand per year, the maximum salary for an LA police officer. Plus \$125 for every week in which you actually go on a patrol. In future Jumps this updates to the local currency and equivalent purchasing power.

Elf-Bread (-200 cp): Okay, nevermind. You have enough dough to place squarely in the middle of the richest one percent, this amount varying by local standards and matching their currency in each Jump.

Tome of Eldritch Lore (-200 cp): A book containing every spell, charm, ward, war-word and incantation in the world, along with a compendium of magical artifacts, though the location information can be very out of date. This updates in future Jumps.

Wand (-600 cp): A magical superweapon, a glowing crystalline wand. Supposedly taken from the bones of the sorcerer-king Sargon. Anyone who handles this without your permission will die horribly, while an invisible barrier will keep it from being moved more than a quarter mile from your person.

Wands warp reality in response to wishes, though actual spells are more efficient. Even in the hands of an untrained novice, it can heal any known illness or wound, even reviving the dead within three days of their expiration. It can conjure and command both elemental forces and physical objects, it was rumored a wand was key to the Manhattan Project. Wands can transform people and objects, including the user, shrink and grow things, even travel through time. They possess unparalleled destructive power. What few limits wands possess can generally be overcome with more wands, such as using three to raise a man dead for four thousand years.

The Wand may incorporate or add itself to any wand, baton, rod, cane or staff, adding these properties to it.

Companions

These also cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree.

Partners: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Template tokens, same as you got.

Drawbacks

Each of these grants 200 points unless otherwise stated.

Bail (+0 cp): You can leave when the plot of the movie is resolved, one way or another.

Samurai Soul (+0 cp): The prequel animated film that shows... basically the exact same story, but set in 1868 Japan, where the Shogunate has just ended violently at wandpoint, and the Meiji era is about to begin. You can set the story there, or even use this as a supplement to/with any other samurai story.

Wunza (+0 cp): Wunza a racist Black cop, wunzan Orc. Together they fight crime. You can use this Jump as a supplement for any police procedural. Perhaps you'd like to explore a world of sci-fi where a heroic alien has to deal with a racist partner? Or where a fake psychic or a murder mystery author works with the police? Or any of dozens of cop shows. You may choose whether magic and wands and their issues are part of the setting.

Blinded by the Light: The Shield of Light is a secret society bent on preventing the Dark Lord's return, kooky activists to many, they are very well-funded and armed, and are keepers of much mystic knowledge. For some reason or other, they have concluded that you are the key to reviving the ancient evil, and must be stopped at all costs.

Call ACAB: Because at the end of the day, All Cops Are Bastards. What, did you think wearing a badge would make you one of them? Besides a couple named characters, everyone on the force is racist, violent, on the take or some combination of the three. They will never believe you, never support you, and if you go around asking too many questions, well, that's how cops die heroically in the line of duty.

Fairy Lives Don't Matter Today!: Wherever you go, pixies swarm and gremlins mess with your gear. The fair folk of today may be considered a minor annoyance, but whatever they can do to spoil your day and complicate your life, they will.

Infernal Blaze: The Inferni are a cult, founded by the Dark Lord's surviving covens. They seek to revive their master, a task requiring three magic wands, and they already have two. Should they recover the missing one, central to this movie, the Dark Lord's return is assured. In the meantime, they have received portents of your coming, a threat to their master, and will do everything in their power to kill you.

Longer Stay: You'll stay 10 years here. Buy it twice and it'll be twenty, that's the limit.

Power Lockout: You can't use powers from outside of this jump in this jump.

Item Lockout: You can't bring items from outside the jump into this jump. Your Warehouse is barred to you.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you. They'll be in stasis instead.

Unblooded: You're not a real Orc until you've performed some act of valor that would see you recognized by one of the clans. You may not literally be an orc, but the reputation of a coward and a drag on your race will persist until and unless you conclusively prove otherwise.

Under Investigation: The cops suspect you strongly of something. If you're a cop, it's Internal affairs that's all up in your business. If you're magical, it's the FBI's Magic Task Force. Be very careful lest the weight of civilization itself turn against you.

Ending

What will you do now? Stay here? Go home? Move on to the next jump?