

LAW & ORDER

"In the criminal justice system, the people are represented by two separate, yet equally important, groups: the police, who investigate crime; and the district attorneys, who prosecute the offenders. These are their stories."

Welcome to New York City, in the year 2000. In this city, deception, distress, and murder are shockingly common. Fortunately, this city now has you. Unfortunately, things are almost never going to be simple. Every case starts with a corpse, but where things go from there is now at least partly up to you.

To help you out, take **+1000 LP** (Law Points). Use them well; the next ten years are going to be a lot of rough nights and take out dinner.

Age & Gender:

You can keep your previous gender, or change it for free. So long as you can do the job, no one cares much what you are. For age, roll 23+2d8 or keep your prior apparent age if it's between 25 & 50.

Origins:

Your role here plays out in one of two fields; **Law**, or **Order**. It breaks down further from there to those who fight in the trenches and who runs the respective offices.

Law: You operate out of the New York Police Department; the officers of this Department serve the people of New York, often by trying to find those responsible for all those corpses people keep stumbling across.

Detective: You're one of a pair that answers the calls when a body is found. Homicide detective work is your bread and butter, and say what you will about this city, you're never short of cases to keep busy. Keep your chin up and learn a bit of gallows humor; it'll help.

Police Lieutenant: You're the direct superior of the Detectives of the local Precinct, whether that's the 27th and you're replacing Lieutenant Anita Van Buren, or a different Precinct altogether. The job is still the same; keep your detectives aimed in the right direction, keep the Precinct running properly, and take hits from basically every direction while you handle the first two parts.

Order: Welcome to the Manhattan District Attorney's office. You're the ones who take up the work once the Detectives make it far enough to start having suspects and evidence.

A.D.A.: You're the one who actually serves the office in court, prosecuting the case and arguing the truth in front of judge and jury. Fair warning, defense attorneys in this town are a tricky challenging lot, and you'll have a lot of tricks thrown at your head. So be trickier.

District Attorney: Congratulations for your election to head up the office. You're now the one telling the A.D.A.s what to do and how to do it, and the public will be putting the blame on your head in the event that goes wrong. Keep them in line and aimed at ways to progress, or next election might not go so well.

Perks:

All Perks are 50% off for their Origins, with the 100 LP Perks free for them.

General:

0/100 LP: The Clang. Also known as the "CHUNG CHUNG" noise anyone familiar with the series has drilled into their brains. The nature of police and legal work is, sadly, rarely as expedient as the public or those involved would like. Especially when dealing with traveling back and forth across a crowded Manhattan to take witness testimonies, pursue leads, visit the Medical Examiner to get new information, or go through the laborious process of getting into an interview room at Rikers just to talk to a perp who might decide two minutes in to clam up. When you're on a case- and ONLY when you're on one -you can choose to skip the irrelevant grind and arrive at your next destination, seeing before arriving a black screen with white text explaining the where and when you're arriving at. Bear in mind, this isn't a cheat so you can skip a significant part of your ten years; you'll still need to experience ten years of *active* time in this world to qualify for being done. Also, if anything vital would happen for the case during that transit- like getting a phone call about the case, or being approached by someone with information -The Clang will fail to trigger. This is free while in this world (and realistically is the best way to handle the work load you'll be expected to handle in a single year), but can be purchased for future Jumps for 100 LP.

100 LP: Gallows Humor. This job- both sides of it -can eat you up and spit you out if you're not prepared. You'll see, and hear, the worst this city can offer. A good sense of humor helps. With this, you'll have a nice dark sense of humor, and a mastery of the one-liner. What really makes this worth the LP, aside from making you the kind of character folks tend to like watching, is that making those kinds of jokes makes all kinds of trauma, stress, and other sanity-damaging effects easier. It's not an instant solution, or a perfect one, but it'll make getting through this Jump and the rest of the Chain a lot easier.

200 LP: Inspiration. Sometimes a dead end just grinds a whole case to a halt. In those moments, when it feels like you're dangerously close to the whole thing falling apart, there might just be one thing you've overlooked, one avenue you should re-examine. This provides the instinct to push you back the right way when you've hit a case-grinding dead end. Don't get too confident in it as a safety cushion; you're not going to be able to call on this more than once a case.

Law:

100 LP: Police Procedural. You won't make it far in this profession without this. You'll receive full 2000s-appropriate police training, including the law, how to read rights, how to perform field investigations, and how to handle a firearm.

200 LP: Interrogator. Talking to suspects and witnesses, knowing when to lean and when to relax, is a vital training for every inch of this side of the job. This gives you extensive experience, training, and instincts in this field. No promises it will carry over to your personal life, but at least you'll be a slick talker on the job.

Detective:

100 LP: Built For The Beat. Homicide detectives don't usually have to do the same neighborhood

patrols as beat cops, but beat cops usually don't end up having to traverse the five boroughs and beyond for a single case, never knowing when you'll have to defend yourself or chase down a suspect through winding streets and alleyways. This will give you solid cardio and reflexes, along with some basic hand to hand training just in case.

200 LP: Back And Forth. Think of this as an alternate Inspiration with additional caveats. If you're stuck with too many or too few options to work with to progress a case, you can invoke this to begin a running conversation with your partner (or Companion, if you lack a partner) that can help jog your respective minds. This won't always point you right at the solution- it rarely will, in fact -but it can get the ball rolling again. This has the additional benefit of being a nice bonding experience, especially if you're new to being partners. Nothing helps solidify a bond quite like solving a living puzzle together.

400 LP: Perfect Partner. When your partner misses a quote referencing a philosopher, you recall them and something apt they also said. When someone is talking to you about cars you aren't familiar with, your partner chimes in and reveals they're a bit of a gearhead. If one of you is utterly lacking something that would help drive a case, odds are the other has it. You can only invoke this twice per case; once for you, and once for your partner. But always having the right reply- either personally or through the person you work the closest with -can go a long way towards connecting the dots and finding your suspect.

Police Lieutenant:

100 LP: Team Mom. Not that you're here to bake cookies for sleepovers, but more-so you're the one everyone respects, and not just for the title on your office door. You can get people to drop conflicts- even ones that could turn toxic -with pretty solid success rates, and get folks to focus on the task at hand even when everything seems hopeless or otherwise screwed. In short, you're exactly the type of leader a homicide division needs, especially when times get tough.

200 LP: Unassuming Firebrand. You are a downright chameleon. In a different life, you probably could have been a great actor. In this one, you're able to switch between the kind considerate shoulder to cry on straight into fire and brimstone and make folks believe both with ease. With some observation of how they're acting- probably through one-way glass -you can roll into an interview room and know just how to turn the screws to get folks opening up.

400 LP: Shield For The Shield. PR for New York cops has been mostly crap since the 80s, and not altogether undeserved. But when you're trying to keep your detectives out there and solving homicides- which often becomes solving homicides plus a dozen other inter-related crimes -the last thing you need is the press, politicians, or anyone else giving them trouble. So long as those under you in the food chain are doing their jobs, your very existence can serve as a bulwark against frivolous distractions and complications. Bear in mind, this Perk only works so long as they are. If they slack off or screw up, then you're down to having to help- or punish -them directly.

Order:

100 LP: Legal Procedural. A requirement for the DA's office, this will give you the full training required to serve as a prosecutor, as if you'd gone the full law school plus several years practical experience.

200 LP: Run That Back. People should be very careful what they say around you, especially if they

don't have their stories straight. You've got a memory like a steel trap, and if someone says something that contradicts something else they've said- like giving mutually exclusive alibis -it will stick out to you like a flashing neon sign.

A.D.A.:

100 LP: Read The Room. Knowing the law is one thing. Convincing twelve people of it is another. And knowing how far you can push the envelope before a judge slaps you down, well, that's downright vital. You gain the skills required to play to the audience, detect what they like or dislike, and how to speak to them. You might not be an instant match for the highest priced attorneys the defense can summon, but you damn well can make them earn their pay.

200 LP: Pull The Threads. You get someone on the stand. You know- or suspect -they're either responsible or involved. How do you break them down and make them reveal what the truth is? You find their weaknesses. If you can spot a flaw in their testimony, an error in their story, or a bad reaction, you have a sixth sense for where to take it. Not an instant fix; you still need to put in the work. But making someone crack in front of a jury of their peers just became a hell of a lot easier.

400 LP: Executive Position. Congrats on the promotion; you've earned it. You now have the fiery passion and zeal of the legendary Jack McCoy, vastly amplifying every other Order Origin Perk you take. In addition, you now have a toggleable aura that makes you more socially imposing. Folks will be more keen to believe that you could be a real threat to their public image/freedom, even if you look like someone's home room teacher or grandfather.

District Attorney:

100 LP: Team Dad. The friendly, if grumpy, head of the table. This gives you the skills- and patience -to handle the office of District Attorney, keeping your A.D.A.s in line and on track while fending off threats from the outside. This also gives you the ability once a case to share a story or your unique perspective to calm and focus your A.D.A.s, giving them a boost to thinking and planning ability that can help them pull a rabbit out the hat and find a way to proceed even if all seemed hopeless. Post-Jump, this will apply to anyone you happen to be in a position of leadership over.

200 LP: Respectable Circles. As an elected official, you've got a ticket to a lot of tables. In New York, sometimes, those tickets are still closed due to not coming from old money, or not having the right name. Or at least, they were. When you've got status of a certain level in society, everyone who might be accepting of you 'If X' now are, whether you fit X or not. Would they accept a student from a specific high school? If you're a high school student period, they'll accept you. For this Jump, that means any doors that would have been opened for Adam Schiff, Nora Lewin, Arthur Branch, or Jack McCoy due to being 'District Attorney plus X' are now open to you. Hobnob with the rich, the powerful, and the storied. Could help if you need to dig for dirt on a protected suspect, or just want a few friends from the country club that might help you lean on a few roadblocks.

400 LP: Re-Election. In this job, every action by your office- and every loss -could be the wound that proves fatal come election season. Now? Every victory shines brighter than any equivalent loss in the eyes of the public. Both for yourself and any organization or office you're at the head of, when all else is made equal, a win will outweigh a equivalent loss every time. Your office could have a 50/50 win ratio and you'd still coast to re-election with ease for as long as you want the job. Bear in mind, this equivalency only works for cases with roughly equal weight. Fail to convict a high profile murderer,

and you'll need to make damn sure you get another one to even the score and let this Perk take effect. This could prove useful in countless positions of authority in future; score easy re-elections for only fulfilling half your campaign promises as president or mayor, score promotions for only leading your armed forces to victory in half the battles, etc. Historians might scratch their heads at why you were so beloved, but the people will sing your praises and check your name at the voting box.

Items:

All Items are 50% off for their Origins, with the 100 LP Items free for them. If an Item is lost or destroyed, a replacement will appear in your Warehouse after 24 hours. All Origins have +200 LP exclusively for Items.

General:

0/100 LP: Wallet. A non-entity would have a lot of trouble around here given how tightly folks are observed and how smart your coworkers tend to be. As such, for free, you'll get this Wallet. Inside is your Driver's License, Social Security card, bank/debit card for an account in your name (with five grand in it as a starting bonus), another two hundred in cash, ten business cards for your chosen Origin, and a Health Insurance card from your employer (i.e., probably the state) that will take care of any minor check up needs you have while here. The Wallet is free for this Jump, but if you pay 100 LP, you can get a new Wallet with equivalent (setting-appropriate) items and money at the start of all future Jumps. Start a collection that'll make you look like a proficient pickpocket.

100 LP: Suit & Tie. This is a Jump about professionals in a professional environment. So, dress the part. This will give you a full wardrobe of outfits perfect for the Origins you've selected, top to bottom, fitted custom for you and with all the appropriate accessories you could ask for. Resistant to wear and tear, fashionable, and exuding a mild aura that brings a little more gravitas to your role. Whether you're sweating a perp or giving closing statements, you'll always look like the dapper professional you are. As a bonus, this also comes with a phone plan, with a new phone each year for free. Nothing special about the phones, but having a cell phone handy 24/7 and regularly updated for your time here will come in handy a lot. The plan can carry over to future Jumps where appropriate.

200 LP ea.: Manhattan Apartment. You know, some folks would kill for a place like this. Possibly literally in this town. You've got yourself full ownership of a really nice apartment anywhere you'd like in Manhattan. Not only could this make your daily commute a lot less painful, but everything is included on this apartment- utilities, taxes, updating internet so you're always on the cutting edge, cable so you won't miss the ball game when you're off the clock -which after ten years could easily add up to a lot more than some of the perps you'll contend with might've killed people over. Alternatively (or additionally, if you want to buy this multiple times) this could represent a larger property you own that's a bit less ideal. Either a nice house way outside Manhattan, or an older apartment building somewhere on the lower rent side of things, with your cherry pick of apartments for yourself. You can purchase this multiple times, but if you do, be prepared for folks to ask just how it is you can afford that much property in New York... Post-Jump, you can make these into attachments to your Warehouse or Import them freely, if you'd like to take a bit of Big Apple with you.

Law:

100 LP: Badge & Gun. The basics of the job, with a slight Jumpchain twist. Aside from this coming with all the official records and documentation that you completed your training and deserve from a legal & official standpoint to be an officer of the law, your Badge will have a minor deflating effect on the ego of anyone shown it (which can help calm tense situations or get nervous suspects talking if they were already close) and your Gun can always shoot-to-wound or disarm rather than kill; i.e., if you would have hit them anyway, you can hit them semi-non-lethally. You're here to see justice done through the system; may as well help you pull that off without a body count.

200 LP: Squad Car. Technically, it's just your car now, but with the appropriate radio and cherries (i.e., lights and siren) so you can use it professionally or personally. Comes with unlimited gas and fluids, and regenerating brakes, just in case. But if I'm honest? The thing it really comes with, something half of New York would kill you for if they knew, is parking. Any time you drive this to somewhere you need to be- not just want, but need, so to save lives or pursue a case or something similar -you'll always find legal parking available nearby. Someone pulls out right as you pull in, or a spot is otherwise ignored just long enough for you to claim it. Seriously, do not let anyone in New York know your car can do this, or no matter how powerful you are, Jumper, you will end up the corpse in the cold open.

Detective:

100 LP: Rolodex. Homicide in the 27th (or where-ever you happen to be) wasn't your first stop in your career, at least if this list of names and numbers is anything to go by. Squad mates, contacts in other departments and precincts, guys downtown who can look up records, even a handful of street folk who will always shoot straight with you. If you're in dire need, thumb through this and you'll probably find someone you can call, if you know what you're looking for or what questions you need answers to. In future Jumps, you'll get similar Rolodexes applicable to your Origin(s) for that Jump, with appropriate contact information.

200 LP: Case Files. You know what's annoying? Paperwork. You know what's really annoying? Improper paperwork. This solves that problem for you across the board. You'll receive a case file for every case you undertake that will automatically update with the proper and perfectly completed documents. Witness testimonies, forensic evidence, active shooting reports, it's all there in black and white the moment you need them to be or they become available. And as they'll be admissible in court as proper legally completed documents, you'll never run the risk of your files being tossed because of some technical flaw. This will make it easier to keep track of your cases, both current and old. In future Jumps, you'll receive Case Files for anything appropriate for your current Origin (adventures, jobs, quests, wars and battles, etc.).

Police Lieutenant:

100 LP: Favors From The Outside. Your detectives need access to places and people, access to witnesses and suspects, and sometimes even access to normally controlled files, such as ones controlled by the FBI or sealed Juvi records. Sometimes, a pair of cops will get stuck or stymied, and while you can wait for the DA's office or those above you in the food chain to unblock them (if possible), that's hours, days, or even weeks of the case going cold. When that happens, you'll need these. Top of every year, you'll receive a plain manila envelope with six plain concrete-grey cards inside. If you or those under you hit a roadblock, write the problem on the card, and the solution of who to call or otherwise contact will appear on the other side. After contacting them and getting your people the access they need, the card will turn black and become useless. Note that this only applies to something blocking you procedurally; this won't let you 'cheat', do something illegal, or use it for something impossible (e.g., if you write 'Who committed this crime?' or 'I want to buy a jet for ten bucks', it won't work. If you write 'My detectives need the courts to release sealed records from family court', then a phone number to the court judge will appear, and after calling them the judge will move to get the records unsealed for them.). Post-Jump, the envelope and cards will continue to arrive, but will apply to problems specific to your current Origin(s).

200 LP: Precinct House. This large building and surrounding chunk of land is sufficient to house the

operations of a full police precinct, including all required materials. A set of squad cars with parking and maintenance garages, work pits with desks and middle-of-the-road computers (you're a New York police precinct, not the FBI, after all), armory, interview rooms, holding cells, lockers, evidence rooms, a reception desk, and more. Any basic supplies you would need will always be available (Yes, this includes handcuffs, sidearms, and ammo, but also includes coffee and items in the vending machines), and the utilities will always be free and available. Even in a blackout, you'll have water and electricity, and importantly for New York, heating and AC when you need them. There's even an office just for you!... it's not much, but hey, it's got a nice desk and TV and you get a computer too! Most importantly depending on who your detectives start to tussle with, the Precinct House is extremely resilient. Cell doors can't be easily picked or broken, and even a bomb exploding outside will only scare people and scuff up the walls.

Order:

100 LP: Law Degree. This framed document, with your name clearly etched upon it, indicates that you are a certified practitioner of law as far as the great state of New York is concerned. Comes complete with the alumni paper or magazine for the institution you got it from, a class ring, and full official records. Post-Jump, bringing this Item with you will provide similar documentation authorizing you to be a practitioner of law in that setting.

200 LP: The Law. This bound leather book contains within it all current legal precedents, codes, and decisions, automatically updating as time and cases progress. There will always be a chapter near the front labeled 'Your Case', where all relevant information will be located. It's still on you to find anything that might be helpful, and to make use of it, but at least you won't be caught unaware if things change rapidly or you find yourself tied up in casework you're not used to. Post-Jump it retains all these qualities, but will adjust the 'Your Case' to best fit your current Origin(s), if any.

A.D.A.:

100 LP: Jumper Delivery Courier. Let me be blunt; you're going to practically live in your office for some cases. Under those circumstances, even taking the time to order delivery- much less going to pick it up -could be a real pain. Fortunately, with this Item, you'll always have access to JDC, the Jumper Delivery Courier. You can order any food or drink that could conceivably be picked up for take-out in New York in the 2000s, and it'll be delivered fresh and hot right to your office door or wherever else you're working that night. Note, you can't have this delivered to your home; this is intended to help you professionally, not to throw a potluck. But hey, leftovers are nice. Post-Jump, this will apply when doing things related to the Origin(s) you picked for that Jump; a Student could get delivery to their school, a Warrior to their tent or guildhouse, etc. It'll still be New York food from the 2000s, though. JDC is reliable like that.

200 LP: Roster. It helps to know who you're up against. This regularly updating roster will show you all the defense attorneys great and small, and is able to quickly snap over to the one(s) you're currently up against. It won't reveal any information not publicly known about them, but it will provide education, case history, and a basic bio as if written by prosecutors who've dealt with them in the past. Post-Jump, you'll get a new Roster for every Origin you pick, detailing similarly rivals in your field(s) of expertise.

District Attorney:

100 LP: Vice. No, not the police division. Take your pick; cigars, fine brandy, expensive steaks... so long as it is legal, consumable, and expensive, you have an unlimited supply of it, arriving at your home or office one crate each once a month. Could help to celebrate a victory in court, or take the edge off the latest headache your A.D.A.s have given you.

200 LP: DA's Office. Located in a building somewhere in Manhattan, an entire floor is now fully owned and operated by you in a professional capacity. Comes complete with offices for your A.D.A.s, a very plush office for you, extensive filing and record keeping that will automatically update as advances in technology proceed, and even guards, a secretary, and clerks to run the minor functions for you. Post-Jump this can become a Warehouse extension or be imported to a building of your choice in the new setting.

Companions:

Free/50/200 LP: Import. Looking to bring some friends in? Depending on your Origin, you can bring along up to two Companions for free into the accompanying roles for either Law or Order (e.g., if you pick Detective, you can Import one Companion as your partner Detective and one as your Police Lieutenant. If you pick District Attorney, you can Import two Companions as your A.D.A.s, etc.). If you want more or want to fill up other roles, it costs 50 LP for one, and 200 LP for eight. Any Companions Imported gain the Origin appropriate for them, plus 600 LP and +100 LP for Items.

100 LP ea.: Export. Looking to pick up a few high profile characters from the 27th? Want to see if Jack McCoy could shake up the Chain? For 100 LP each, you can bring any named cast member with you, with their permission, on your Chain.

100 LP ea. (First free for Detective): Contacts. The Rolodex can get you street contacts that will be helpful for getting the view from the ground. But these Companions? They'd damn well take a bullet for you. Three street-level Contacts, each one with ears to the ground and more than happy to help you with anything they can. None of them are anything particularly special- at most, they might own a shop, or run with folks who are known to cause trouble, or might even be a small-time defense attorney -but they know you, trust you, and if they can make a difference for you professionally or personally, they'll damn well try.

100 LP ea. (First free for Police Lieutenant): Supportive Superior. Top of the food chain in your local precinct still leaves you at the bottom of a whole other level of rungs. This Companion represents someone on a rung above your head. No one outside the chain of command, but this could represent a Captain, the Chief of Detectives, adjacent Chiefs like the Chief of Patrol, etc. They won't blow their careers just to help you out, but having folks on this level backing your plays are going to make things a lot easier... and probably net you a better bonus come the holidays.

100 LP ea. (First free for A.D.A.): Expert Witness. Medical Examiners, Psychologists, Computer Experts, and more. This isn't just someone who the state can call on; this is an unimpeachable expert, the sort you'd want on the case if you got murdered and wanted justice. And as a bonus, they're a solid sort you wouldn't mind sharing a dinner and drink with while discussing a case.

100 LP ea. (First free for District Attorney): Political Connection. Elected officials, and those who back them, tend to swim in similar ponds. This Companion is one such person who has taken a liking to you. A politician, chief... maybe even a judge or two you're on a friendly first name basis with. Just try not to be too chummy with them too publicly, unless you want a zealous defense attorney claiming bias.

Drawbacks:

Looking for more resources to enhance your abilities here? You may take as many Drawbacks as you wish, gaining LP for each.

+0: Spinoffs. Would you prefer your cases to take place in another division? Or another country? You can use this toggle to instead switch the focus to any other Law & Order series (SVU, Organized Crime, Criminal Intent, Trial by Jury, etc.).

+0: Munchverse. Thanks to crossing over with Homicide: Life on the Streets, and bringing the character of Detective John Munch into the fold, Law & Order is a part of a much larger world. You can cross over with any of the following while here: Homicide: Life on the Streets, The X-Files, The Beat, Arrested Development, The Wire, 30 Rock, Sesame Street (yes, really), Luther, & Unbreakable Kimmy Schmidt. If you have or will go to any of these as Jumps, you can treat the events of this/those Jumps as canonical.

+100 LP: Full Run. Want to go end to end on this one? With this Drawback, your start time shifts back a decade to 1990, the year of the first season of Law & Order. This might not be the 'easy' LP you're hoping for, though; this job is rough for folks to even last five years in, so making it the full distance, something no member of the cast ever did, could be challenging.

+100/200 LP: Personal Demons. Could be drinking. Could be gambling. Could be sleeping around. Whatever it is, you have (or had) a serious weakness, and it did you some personal damage. Still could, if you keep indulging in it. For +100 LP, you kicked the habit somewhere back before the Jump, but temptations will abound. For +200 LP, you're still in its grip, and will need to work to get yourself free of it. Or you can just keep indulging. Ask Detective Green how that worked out for him.

+200/300/400 LP: Third-Act Twist. It'd be nice if all your cases were clean cut. Simple. But they're not. At +200 LP, roughly one out of every four cases you get tangled up in will have some strange twists and turns, sudden revelations, and could end up so topsy-turvy your star witness could turn out to be the mastermind. At +300 LP, it'll be one in three. +400, 50/50 shot for any given case. It won't per say make things more dangerous or likely to fail, but it sure as hell will be a lot more chaotic and confusing.

+200 LP: City Pay. Good news is, you've got a fine job automatically thanks to your Origin. Bad news is, any hope of cash outside of it just vanished. No imported money, businesses, Perks that could get you free goodies, anything. You're working with whatever your paychecks say, and that's it. Hope you can still afford Mets tickets.

+200 LP: Rough Edges. Was it something you said? Seems like you tend to bump into extra-frustrated or angry people all the time in this job. Maybe you tick a box of someone or something they dislike, or maybe you just keep running into suspects and witnesses from Jersey, I dunno. Not everyone will be like that, but regardless of your position, track record, or fame, it feels like at least one person on each of your cases will be a belligerent douche towards you.

+200 LP: Farmers & Vipers. Friends, colleagues, extended family. All folks who can make a rough Jump easier. All folks you can have a drink and a nice dinner with, to get away from your harsh job. All folks who probably were involved in some kind of criminal activity. Yeah, you now have the unfortunate distinction that seems to haunt most Law & Order main cast that anyone in your circles or

past that isn't part of said main cast is vastly more likely to be involved in something shady. And it will end up being on you to bring them down. Expect this to hurt fresh every time. On the plus side, by 2010 your Christmas card list should be pretty short.

+300 LP: Skeletons In Duffle Bags. What did you do before you got here, Jumper? Whatever it was, it must have been ugly. Maybe you were crooked, maybe you had an especially nasty affair. Whatever the case, it's something that is going to haunt you hard at least once during this Jump, maybe more. Be careful how you resolve the issue, Jumper.

+300 LP: Aftershock. You have friends in this place, Jumper. Be they Companions, coworkers, peers, or folks on the other side of the Law/Order divide. Folks you'll break bread with, help out, get to know them and their families. And one of them is going to die, and it will be your fault. You'll forget you took this until after it happens, and no power you have will be able to fix it or bring them back until the Jump ends, if at all. How much is one more sip of power worth to you?

+300 LP: Couples. *"Said there's a jumper." "I might join them."* Once a year, you're going to have an absurdly busy day. How busy? Here's an example; you'll hear about a dead jogger who went down with a heart attack, which led to finding another corpse that was murdered, which leads to brothers who were responsible, which leads to both witnessing vehicular manslaughter AND finding out about an abduction, and finally leads to finding out the jogger was actually poisoned. All of this in one day, with a possible chaser of being called in for the bad kind of jumper. Stay rested, friend.

+300 LP: Ripped From Your Headlines. Every now and then, you're going to find yourself on very... personal cases. They won't exactly be 1:1, but you'll find them mirroring your life and past Jumps a little TOO well. The victim will resemble someone you were close to before, the motives and suspects will seem a touch too familiar, and when things spiral out of control it'll be doing so in a way that will feel unnervingly akin to things you might have wanted to not be reminded of. Worse, you can't rely on the 'real' events that might have inspired them to help guide your case; the more you do, the more likely it is a twist will hit from out of the blue, suddenly differentiating the case from your expectations and throwing you off badly.

+300 LP: Prince of Darkness. Sometimes, the kinds of folks you butt heads with get very serious about cleaning up their tracks. Serious enough to kill witnesses, killers, relations, and even take shots at cops and DAs. Normally, this would be rare enough you might not bump into it even after ten years on the job, but if you take this Drawback you will cross paths with this sort at least once. Good news, though? If you somehow persevere, you might be able to put these bastards behind bars. This won't generate new monsters, just bring existing ones into the orbit of your caseload, so if you're willing to risk lives to put away the baddest bad guys, take this. Just be aware you're rolling the dice with a lot of lives that aren't yours.

+400 LP: Ordinary World. All supernatural Perks and Alt-Forms are locked out for the entire Jump, barring 1-Ups or minor protective Perks. If it could let you not-die from random gunshot wounds or stabs, you can keep it, but otherwise you need to get by like every other schlub.

+400 LP: Locked Out. Have you seen how expensive square feet are in Manhattan? Even a storage locker out here for a decade could cost the same as rent somewhere else. A fact you'll become very familiar with, since for the duration of the Jump, your Warehouse is off-limits.

+500 LP: No Win Scenarios. Now and then, you just can't win. You'll think you can. You'll think

you can convince a jury, squeeze a suspect, persuade a witness. You'll think you ran it by the book, left no margin for error. Then it falls apart. And then the verdict comes back. Not Guilty. And you'll watch a criminal, maybe multiple ones, smile and hug their attorney and then head off without a care. You were outfoxed. You missed something. You misread the room. Doesn't matter. You failed. And it will hurt. Not just professionally, not just a blow to the ego, but when you turn around and see a victim's family teary-eyed in the gallery? It'll hurt period. No promises on when this will happen. No promises on how often or how rare. You won't know for sure even when it does, whether you yourself screwed up or it was the Drawback and you never had a chance.

Scenarios:

Looking for a special challenge? You can choose whether to add this to your Jump or not, but need to decide before the Jump begins.

Special Guest Star: Jumper.

Well, congrats, I suppose, Jumper. You get to be a part of the famed mid-episode subject shift. What starts out as an unrelated criminal investigation will gradually reveal to the 27th- and the DA's office -that you're not who you say you are. That you never really got your degrees, training, or any of that, no matter what the records might say. Left alone long enough, they'll even piece together your nature as a Jumper. They're just that good.

Here's the problem, Jumper; they're pissed. Doesn't matter how or why you got to where you are, they are not pleased with you for- as they view it -lying. And the most pissed off one of all? Jack McCoy. Whether as Executive A.D.A. or as the DA himself, McCoy is furious that you would hop into his city, potentially even his office, and portray yourself as something you really are not. In short, you've violated his code of ethics, and no matter how powerful you are or the good you've done, he wants to nail your ass to the wall for it.

If he does? If he can get any kind of charges to stick that would lead to you losing the job your Origin here indicates? Game over. Chain Failure, with any 1-Ups you have lying around serving as your 'appeals'. You have to convince Jack and everyone else that you deserve to keep your job, that your situation is not a violation of ethics or a gross mishandling of the law. Either outside the court room, or inside of it, you need to get both the 27th and the DA's office to accept you even though they now know the truth in full.

Bad news time; you can't use mind control, can't use any powers/Perks/Items in fact, that would result in you auto-winning this Scenario. From here on in, the main cast is fiat immune for these purposes. And if you try to use blackmail or threats? Then Jack won't even have to bend backwards too hard to get a conviction; proving you're not who your fiat-backed Origins and Items say you are would be tough, but proving you threatened an officer of the law is a slam-dunk. And needless to say, killing them is also a no-no; by the time you're aware this is all happening, they'll have files in place that would out you as their killer if you take them out. You're winning this one through pure logic, reasoning, argument, and debate.

Now, some good news. If you haven't been a total scumbag by the time the hammer drops on this, then odds are good at least one person central to this investigation will feel favorably towards you. Probably the A.D.A. at the time, but at least one person on the inside will argue in your favor. Also good news is the reward; if you can somehow convince without the use of auto-win powers Jack McCoy and all other involved police and prosecutors that you have done no wrong, your reward is the whole lot of them. Both Detectives working the case, Van Buren, Jack McCoy, and the rest of the main cast of the DA's office as Companions, plus the Items DA's Office & Precinct House, for Free. With a refund if you bought them previously. In addition, you'll get a special Perk: **Calming The Bulldog**. Any time you step on someone's berserk button, you now not only know it and thus can avoid making the situation immediately worse, but you have a unique knack for knowing what you can say or do to undo the damage.

One last thing; if you choose to do this Scenario? You'll forget you did until the Detectives

show up asking you to escort them downtown. Have fun with that.

End:

Ten years come and gone. No doubt, you've likely seen a lot, and if you've done your job well, you've brought a lot of justice to a lot of criminals. Maybe even brought some peace to the folks left standing. But now, it's time to make a decision.

Go Home: There's a reason a lot of folks in these jobs rotate out eventually; this is the sort of harsh grinding exposure to things that puts your life in perspective. Frankly, no one could blame you for wanting to wash your hands of all this. You return to your world of origin; your Chain is over.

Stay Here: Maybe you love the work. Or maybe you get a thrill being a part of making things right. Hell, maybe you just have good taste in pizza and bagels, and the work is something you enjoy on the side. In any case, you remain in this world; your Chain is over.

Continue: You've put in your time, and now it's time to file your papers and keep moving on. Maybe the next Jump will have fewer corpses. Good luck, Jumper. Make good use of what you took from here; not just the Perks, Items, or new friends, but also the lessons. And however things go down, always have a good one-liner to leave on.



Executive Producer
DICK WOLF

Notes:

Law & Order is produced and distributed by NBC Universal. Individual series/character rights may be held by a variety of companies and creators. All rights reserved to their respective holders. Please support the official releases.

The age minimum of 25 is intended as a nod to real life, as the minimum age of graduating law school would be 25. If your Jumper or a Companion has that minimum (or can pass for it) and picks any Order Origin, it wouldn't be out of the question for them to get poked about their youth. Just a fun potential note for the story-writers among you.

The 27th Precinct used in the original series does not actually exist in real life (it was absorbed some time ago), which was likely intentional since this gives the showrunners latitude to send detectives everywhere to investigate any homicide anywhere in the city. If you want to be real-life accurate, look up NYPD Precincts and take your pick. If you want to be show accurate and have a much wider array of 'fun' cases, just go with the 27th or assume whatever you pick functions the same way the 27th does.

Any time something says that Post-Jump it applies to your current Origin(s), Post-Chain it will apply to any Origins you've ever taken.

If you take Full Run, I don't mean to tell you your business, but maybe you could give a few folks a better break than they got in the original run. Offering to give Lenny a ride home instead of Claire, and keeping an eye on Briscoe's daughter after she testifies, could alleviate two of the biggest heartbreakers of the franchise. Hell, I'll even say if you do both, take Detective Lenny Briscoe as a Companion for free. Guy'll owe you one.

If you take Munchverse and Ordinary World and then crossover with X-Files... well, you're still locked out of your good supernatural stuff, just like the Drawback says. Good luck if you try to pull that card.

No Win Scenarios is intended to represent the sheer Diabolus ex Machina that occasionally crops up and smashes the main cast into a pulp. One little slip up, or one tactic chosen that utterly failed, and they have no choice but to watch as criminals, often murderers, get off scott free. Bear in mind, this doesn't blanketly protect the crooks if it pops. If they commit another crime in your jurisdiction, feel free to take another crack at them.

If you take No Win Scenarios and Prince of Darkness together... please do not take No Win Scenarios and Prince of Darkness together. To see what would happen if you did, please watch the Season 3 episode Prince of Darkness.

Feel free to repost this Jump anywhere you wish, but please do not edit without permission.

Version 1.0: Created Jump

Created by Astrangeplaytomake