

NCIS Jumpchain

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Jumpchain version 1.1



NCIS is an American police procedural drama television series, revolving around a fictional team of special agents from the Naval Criminal Investigative Service, which conducts criminal investigations involving active or retired members of the United States Navy and Marine Corps.

Here is **1000 CP** to get you started Jumper.

As a government agency all officers have to be a minimum of the legal age (21) so to be safe choose something that is probable.

Gender can be whatever you want and you won't suffer from bigotry or sexism of any kind (unless drawbacked).

You begin in 2003 on the way to the airfield in Wichita Kansas with the MCRT (Yankee White S1 E1) as they enter the premises. You will stay in this world for ten years without any additional events (Damned If You Do S10 S24).

Perks

You gain two discounts for each level apart from I am the Law. 100 Cp discounted is free.

Investigator (Free): To solve crimes they need to be investigated so this perk offers the knowledge of a modern investigator mentored by another agent of the same organisation. Maybe Mike Franks offered some seminars because you have his skill; an example is that he warned everyone that Osama Bin Laden was behind the Khobar tower bombings even though he was ridiculed for it. This goes beyond training and can lead to brilliant leaps in logic.

Police Training (100 CP): Before joining NCIS you seem to have had training with a city-based police force. This gives you a basic understanding of criminal law to charge perps along with minor tips and tricks from different departments. This ranges from how to conduct yourself in stakeouts to setting up an information network. You can search crime scenes for clues and can track down suspects among other things. This includes any basic law knowledge and gives you a law background.

Basic Military Training (100 CP): Before joining NCIS you seem to have at least gone through basic boot camp. This gives you a basic understanding of military procedures to charge into battle and be aware of your surroundings. This includes any basic military knowledge and gives you a military background. You can do anything a rank and file can do.

OK Corral (100 CP): Violence rests in the heart of every man and now you can fight with the best of them. With a basic knowledge of most common fighting styles along with a better than average aim you can carry yourself through fire fights.

Movement Genius (100 CP): Mensa called and wanted your autograph due to your high Spatial Intelligence. This does not give you specific knowledge but increases your learning ability in fields relating to patterns, visual interpretation and puzzle solving.

Undercover (200 CP): You are a human chameleon in how you can disguise yourself like a master. With just a basic wig and glasses you could create a totally different identity helped with body language, so that even if they had evidence of you in your normal persona it could be brushed off with some acting. This also comes with an innate understanding of behaviour and mental stability so you can fall into a cover story without blurring the lines between yourself and the part while at the same time putting on a show.

We Have A Case (200 CP): For words that set the team off from whatever they were doing for better or worse. You seem to have an extra sense that warns you when a case is about to start, giving you the chance to make your excuses and have your bags and other equipment ready. You will even get a feeling when a case would become known without the phrase. Post jump this can change to any awaited event and acts as a warning to danger.

Sniper (200 CP): A man can miss what is so far away but your aim is precise enough to strike true as good as a sniper expert. The record for the longest snipe is 3.45 kms so without any

extra training you can get half that (1.725 km) at first and can catch details from any distance you can fire at. You won't be caught off guard and automatically scan around for snipers.

Trauma Protection (200 CP): A lot of crazy stuff goes down at NCIS and you will go through events that will rip and tear at your humanity. You can lose family and teammates before your eyes, be removed from your job and so much more. This perk protects you mentally from these types of events allowing you to move on and continue your job.

Hacking (200 CP): You now know the fabled NCIS hacking technique. By spewing meaningless techno jargon and typing really fast you can burn through firewalls and isolate nodes in equal measure. With a few lines you can hack government databases, track devices and find locations in a way that is only done in fiction.

Omnilinguist (200 CP): It's a wide world out there with people of all kinds that have something to say. If you hear a dialect spoken, you gain more and more of an understanding, and this also includes verbal codes. This does not give you written mastery instantly but makes it easier to match your writing and words.

Interrogation (400 CP): There seems to be a great emphasis on confessions in NCIS; maybe because it is a drama show but to get the criminal to confess may be harder than expected. With this perk you can run verbal circles against people in conversation. You can trick people to slip the truth and manipulate others to reveal the truth. It works best when you have knowledge or evidence on the person but you also become a master of one-liners and can lie with the best of them.

Agent Afloat (400 CP): This perk references a position held by an NCIS agent that works on a Naval vessel. They are usually a lone agent, limited in resources due to their isolated position and perform the full range of NCIS missions. You now have an increase in luck when you work on both aircraft carriers and ships, the isolation actually increases your investigative ability like the criminals have nowhere to run.

Good Soldiers Follow Orders (400 CP): You have a commanding presence that if ordering somebody that is lower in a hierarchy to you, they will jump to fulfil your words. This only works if they would be willing to do the action in the first place and can start to rub people the wrong way if you do nothing but order.

Paramedic (400 CP): Saving a life in the balance between life and death is its own reward and you have a deep medical knowledge you can put into practice. This is a full medic and paramedic certification that gives you training for a lot of situations. Unlike a certain medic that would get in trouble for using their skills to save a life you have full legal qualification to save a life either with permission or to save a non-responsive person.

I Have A Story About This (400 CP): Memories don't exist in a void, and this allows you to connect one tough clue per case to a story you heard from somewhere. This story, if you don't have one in your head, comes from the collective unconsciousness of humanity allowing you to always have one up your sleeve. In this world it will only work for crimes but post jump this inspiration can happen once a week and expands to whatever you want.

Plot armour (400 CP): In real life there are less than twenty naval homicide investigations per year but in the show there seems to be an additional eighty. This is due to the need for drama that your benefactor approves of and can be seen in how deadly the world can be and the high turnover rate of agents and other members in the organisation. Now you feel protected with plot armour strong enough to beat near death experiences, bouts of amnesia and judicial problems. This does not expand past anything a named character could get through. Once every ten years/jump it will swell to save you from something that would kill even a favourite character.

JAG (600 CP): NCIS's backdoor pilot was actually in the TV show JAG where Navy persecutors act as Judge Advocate Generals and there have been a few other crossovers of the two shows. Now with this perk you have the legal qualifications to work as this type of lawyer. The uniformed lawyers work in military cases, conduct investigations and advise on military law so they can work in NCIS. Due to paying CP this includes a mental complete and updating legal knowledge.

SWAT (600 CP): You have the skills of a qualified SWAT officer. Your situational crisis awareness is boosted, and you can control a crowd like a puppet master either calming or radicalising them through reading the mood. Due to paying CP this includes a breaching and clearing technique that strengthens your ability to break an entrance that gives you the element of surprise.

Black Ops (600 CP): You have been trained by an intelligence agency. This increases your proficiency with stealth activities and working under the radar. You could engineer a situation that allows you to assassinate a high-profile target and leave few clues to your actions. Due to paying CP any investigations into you and your records are blocked and edited to show what you desire.

Highly Decorated Naval Officer (600 CP): This perk gives you a discharge from the United States Navy with full honours. This increases your leadership skills especially in pressured situations. People will subconsciously look to you in crisis, and you find it easier for people to listen to you. Due to paying CP you make connections easier.

Medical Examiner (600 CP): The body and any clues on it are paramount to solve a case and this perk gives you the skills of a medical examiner. You won't get sick or cut a body with wobbly hands and you can preserve a body with the correct tools. Due to paying with CP you can stimulate the body through its last three moments after a complete examination.

Forensic Investigator (600 CP): Clues can help paint a better picture of a scene and this perk gives you the skills of a forensic investigator. You now know how to use technology to complete different searches, check the differences between weapon patterns and process other evidence. Due to paying CP you can create a composite personality of a person based on their possessions.

I am the Law (Free/100 CP/500 CP): For a crime procedural NCIS takes many liberties with the rules and regulations of crime solving. Now you can too Jumper. Each option gives the previous ones for free so if you pay 500 CP you also get the free and 100 CP option.

For **free** you don't have to worry about minor infringements like dress code, office relationships and the steps needed to take on a case.

For **100 CP** you can take all the cases you want as long as you have results; this also bypasses many admissions needs if you want somebody to work for you. NCIS will be willing to forgive a few mistakes like you are an old friend.

For **500 CP** you have permission from the president so that once every year you can have all the consequences of a crime wiped away. Go on a revenge spree or sneak into another country to rescue somebody; you were obviously put up for it and the country should release your friend. The action was sanctioned by the president and even if they don't respect his authority, they still accept it. Post jump, this changes to any other leader with the highest National authority.

Items

You gain one discount each level and 100 CP discounted is free.

Service weapon (Free/100 CP): A legal firearm that doesn't break and can even work underwater at full capacity. If you are searched, they won't be found allowing you to take them into restricted areas. Due to the action-packed political nature of the world the first weapon is free, and any additional weapons are 100 CP. Your weapons can be imported with this by paying.

Federal Vehicle (100 CP): There's places you need to be and things you need to do so you'll need a vehicle that is always gassed up, repairs when not in use and has a federal licence plate that dismisses minor road rule breakings. So, what if you drive on the wrong side of the road that's the car of a Special Agent. This can be any vehicle.

Wardrobe (100 CP): This is a fate backed storage space in any of your properties that gives you access to a wide variety of clothes like uniforms and other outfits; whatever you want. There seems to be an NCIS hat and jacket so you'll always have something to wear on the job.

Cuffs (100 CP): These cuffs are lucky cuffs. Guilty people are more likely to confess when you tighten them. There's no way to pick the lock or break the metal and they return to your service weapon when lost.

Safe House (200 CP): A residential house or apartment of your own design or import which is hard to find and break into. It seems inconspicuous no matter the design or location and can hide those inside from danger among other high tech security measures. Explosions seem to cause no structural damage and cameras leave no blind spot around it.

It's About The People You Know (200 CP): Rather than being a lone wolf that has to groan and gripe for information you have a wide network in the Law enforcement sector from beat cops to department heads; nothing above your position. They all have complete loyalty to you and could stand up to federal agencies breathing down their neck to aid you. Post jump this network can change to different sectors.

Warrant Cabinet (200 CP): A warrant allows a search to legally occur, and you have a whole stack almost ready to go along with a strange cabinet. If you find probable cause but can't wait for the lengthy legal process, you just write the details onto one of the pages and sort it into the cabinet. If there is due reason, then the warrant will enter the system and it will be signed instantly by a judge.

Office (400 CP): This is a private space in most law enforcement agency bases as if you are a part of an important task force. This also helps with stations giving you a room when you come to town. The size is based on how funded and large the organisation is. The FBI would give you a full ballpen while a small-town sheriff's department may give you a private closet to put your stuff in.

Medal Collection (400 CP): This is a box filled with different medals you can wear or give to your friends. Each medal instills a sense of bravery and contentment among other emotions rife with symbolism. This collection replenishes every five years so you'll have a complete collection by the end of the jump even if you are in a charitable mood.

Laptop (400 CP): In an increasingly modern age connections are made more and more. This is an untraceable computer with firewalls that most can't get through. Useful for hacking, it can easily connect to most networks and systems if within range. The only problem is that there are signs of the hacking as you cut through the firewalls, and you may be caught out if found.

Agency (600 CP): You have a fate-backed Federal Agency that will follow you through Jumps; typically, in this jump it is NCIS but in a new world you can change it however you want. This makes you either the shadow director of a canon branch or the boss of a new one. You can still work with teams and such because any administrative work is done in the background. If you go to a different time frame it will shift into something that would fit in with the local infrastructure.

Facilities (600 CP): This is a dual forensic and morgue lab filled with the best technology and tools around. These facilities are hard to break into and there are systems in place to make sure evidence – including bodies – aren't misplaced or lead to security risks. If you go to a different time frame it will shift into something that would fit in with the local infrastructure.

Ship (600 CP): An actual Naval Air Carrier with all the bells and whistles. It can be any model you want in this jump as long as it is roughly an early 2000's ship. It has the full complement of equipment for an aircraft carrier, fully loaded with missile ordinance, has a few smaller secondary submarines and aircrafts and takes upgrades quite well. If you go to a different time frame it will shift into something that would fit in with the local infrastructure.

Companions

Imported (50 CP for one, 100 CP for two, 200 CP for four or 300 CP for eight): Do you have friends from other worlds that follow you on your travels or want to create somebody completely new? Each person gets eight hundred and four fifths of any discount points carried over if they take a drawback.

Canon (100 CP each): This option is to take any canon character on your adventures from the beginning.



Drawbacks

Another Organisation Supplement: Rather than NCIS it seems you're working for another Federal Organisation like the CIA. Maybe Booth and Bones have an extra member at the Smithsonian or the BAU needs a new member. This can act as a supplement to other crime procedurals and in jump transfers you maybe for saving the president.

Probie (+100): No matter your credentials you start as a Probational Officer for half a year rather than beginning as a Special Agent. This opens you to constant jokes and the most tedious jobs around the office. Agents will ask you to fill out their paperwork or to get them a sandwich basically making you a paid intern.

The Rules (+100): Whenever you are in a situation somebody quotes an arbitrary rule they stand by even if the description goes against another rule. It doesn't mean much but it can get annoying when you try and make sense of it like you only have half the information.

The Plague! (+100): At some point you're going to be infected by a strain of the Bubonic Plague and it will cut through all your defences like butter leaving you a coughing mess. This is non-fatal and only worth forty-eight hours of pain once in your entire jump.

Work From Home (+200): You just have the worst luck as a homeowner as things always seem to go wrong at your place. Maybe a bomber targets your home or there's a bunch of bodies under your bedroom floor found after a home invader came in. Whatever the reason there is going to be multiple times when you can't access your home because Forensics are searching through the place. Get used to sleeping in the office.

The Hit (+200): There's a bounty on your head Jumper. It will begin with total buffoons going after you but as time goes on the threat level will rise to professional human hitmen unless you can find the contractor and shut the bounty down.

Selective Amnesia (+200): You don't have any meta knowledge of the NCIS world. This does not remove your memories of the Earth where NCIS is fiction.

No Outside Perks (+300 CP): Self-explanatory, this drawback stops you from using any perks from before this world, putting you at bodymod. If this is your first world, take the free CP.

No Outside Items (+300 CP): Self-explanatory, this drawback stops you from using any items from before this world, locking down the warehouse. If this is your first world, take the free CP.

No Outside Companions (+300 CP): Self-explanatory, this drawback stops you from calling any companions from before this world. If this is your first world, take the free CP.

A Patriarchal Society (+400): Both law enforcement and the military are highly masculine industries with inherent sexism deep in the foundation. Now you might have not experienced this due to your extremely high power or you're a winning lottery ticket of society but at some point, you will experience discrimination. Maybe you're a woman in a submarine, a foreigner

living in a new country, or your reputation is in shambles, you are going to have trouble fitting in at first and will have to work hard to change people's perception of you.

Revenge (+400): Your actions are going to have some far-reaching consequences and high collateral damage for the future. Kill a killer and their family member may swear vengeance on your team. You can't see these worries in the moment, and they will happen.

Divorced Three Times, Married Four (+400): Whenever you fall in love something will go wrong in this jump equal to how connected you are to your new lover. Most of the time your work gets in the way of love, but murder may be in the cards for your loved ones if you stick together long enough.

IA Investigations (+600): There's something fishy about you Jumper or at least that's what the higher ups think because you are being investigated by Internal Affairs. During this investigation you have to play by the law and none of your other worldly powers can be found out or you will be fired; this is a chainfail. This will go on for one week, but they will try their best to dig everything up.

Fated Departure (+600 CP): No matter what you do the NCIS canon will run its course. People will die or leave, and it will be out of your control. If you have canon companions you try and keep the entire time, their fates will be the same as their canon, only getting them fully in the next jump.

In the Spirit of Cooperation (+600 CP): You are going to be saying that a lot because the idea of agencies working together must be dead. Agencies will fight over jurisdiction, evidence and bodies to the level of the Mexican standoff on Air Force One at least once a year and you will have to hack into databases at times because they gatekeep files you need.

Scenarios

Twenty Year Sentence (+700): The show NCIS has gone on for twenty seasons at this point with a revolving cast and dramatic events. Now you are going to be there for all of them. This expands your Jump to two decades forcing you to stay from the Air Force One Incident in 2003 to 2023. You don't have to be in the MCRT the entire time but must stay in NCIS for twenty years to complete the scenario.

Reward: You have made quite a commitment to NCIS so in turn your NCIS Badge is a part of your Body Mod along with the Investigator Perk. If you lose access to all your perks and items, you will still find it clipped to your belt. It proves that you are a federal agent making you trustworthy and can be flashed to get people to answer your questions and tell the truth among other things.

These can be completed during the jump to offset some of the more expensive options.

JAG case (Requires JAG Perk) (+500): A challenge coin was flipped to figure out who would defend an impossible case when it landed on its edge creating a panic. They called HQ and it turns out your benefactor put you as a backup lawyer in case this happens. Now you are bound to counsel the defendant to the best of your ability. To complete this scenario, you must prove your client's innocence or at least bring doubt to their guiltiness without any out of jump powers which they see as unlawful.

Reward: For going through a JAG case, you can keep the Challenge Coin to prove that there is always a chance for justice to prevail. When there seems to be a black and white option you can flip the coin; follow the coin enough and a third option may start to reveal itself. You can use this coin to settle debates, solve bets and decide who does what in a way that everyone is bound to follow.

Cult Chaos (Requires SWAT Perk) (+500): You have been called in as a negotiator for a high stress standoff between law enforcement and a cult. As a sign of good faith, you will be let into the compound to speak for the Law as a guest. To complete this scenario, you must either convince the leader to give up or rouse the rabble into mutiny which can't be done without any out of jump powers which they see as devil powers.

Reward: This weapon is either given to you before the leader surrenders or the angry mob gives it to you to prove they broke the cult. Peacemaker is made from the jawbone of an animal and said to be washed in the blood of a righteous man. It is as sharp as any modern blade and takes any wound done by it as a sacrifice in your name. This allows you to sap a person's energy (non fatally) or lifeforce (fatally) with a slice.

Secret Op (Requires Black Ops Perk) (+500): Due to your skills you have been loaned to the CIA for a clandestine operation. One of their agents has gone rouge threatening to leak their files to the Black Market. To complete this scenario, you must track the intelligence operative down, find where he hid the files and finish him. This will not be easy as the agent was a core inventor for the CIA and has laid out many traps.

Reward: At first glance it is nothing more than an expensive watch, but this is a prototype Spy Watch. It has many functions including a tracker/homing device, electromagnetic pulse, small explosive, grapple, laser and buzzsaw all in the self-repairing wrist accessory.

Protector (Requires Highly Decorated Naval Officer Perk) (+500): Maybe you thought Hawaii would be a great vacation but now you have been drawn into a case with the Five Oh protecting a five star general. To complete the scenario, you must be the Navy liaison for this task force as they investigate higher up officers as suspects and handle multiple attacks.

Reward: After protecting the upper official you have a souvenir in his Ceremonial Officer Sabre. While the golden blade is perfectly weighted and sharp, if somebody is knighted by it, they can join any organisation you are in.

It's Not Alive (Requires Medical Examiner Perk) (+500): You are examining a body when you realise its skull has been amateurly closed; once the autopsy is completed you find scars around the limbs indicating reattachment with different origins. It seems somebody sees themselves as a modern Frankenstein. To complete this scenario, you must find the origin of every body part; this may be hard because every part is from a different person from each individual joint which will lead you to the person.

Reward: A Doctor makes an oath to do no harm, they make healing out of pain and now you can do that literally with this Scalpel of Healing you found in the crazy's lab. This can seal cuts in the muscle and skin seamlessly making it useful in healing the living and preparing the dead.

Needle in A Haystack (Requires Forensic Investigator Perk) (+500): A killer boasts from his cell that nobody will find the body he hid on his property and without this piece of evidence, the man will walk free. Forensic Investigators from around the country have been called in to find the corpse, including yourself. This will not be easy due to the large number of animal corpses creating false positives left right and centre. It is also remote enough that there is no internet or power connection forcing you to go old school with a hunting dog.

Reward: You and the Hound now have an innate connection giving you telepathic communication between each other. The animal has combat training and also has a service dog certificate. It can be any breed you want, and it has human intelligence.

Nights of a Thousand Crimes (Requires Facilities Item) (+500): It is a dark and stormy night when the blood moon rises, people lose control. For the next seventy-two hours you are going to work overtime due to a high influx of cases. Your morgue will be stacked with bodies in need of autopsy and the lab is backlogged with evidence. To complete this scenario, you must work the full three days non-stop; no matter what speed you go there will always seem to be a mountain of jobs to do in the timeframe.

Reward: Your Facilities Item has been upgraded to include multiple floors allowing it to keep up with a large demand. Any processes become automated by followers and its reputation is well

known by other federal agencies. Due to this your Facilities may be invited on important cases by others.

A New Branch (Requires Agency Item) (+500): There is a wide NCIS Cinematic Universe and now you have to set roots down in a new city for NCIS. This does not force you as the director but you will have to help in the administration a lot. The scenario will be complete when the Agency's MCRT has solved either two hundred and fifty cases or five hundred cases (If done with Twenty year sentence) making it an established branch.

It is preferable that you choose a city with a Naval Base and or large military presence so you can complete the quota within a lifetime.

Reward: Your Agency Item has been upgraded to include multiple branches of the one organisation in different cities. Any processes become automated by followers and its reputation is well known by the regular public. Due to this your Agency may be invited on important cases by others.

Die Hard (Requires Ship Item) (+500): Your ship was last seen in international water with pirates storming the brig and capturing the entire crew. The Coast guard is willing to send you there to deal with the problem, so another faction does not have control of the vessel. This is a large enough enemy to take control of the entire carrier so you must use your skills and wits to get to the control room and activate the defences.

Reward: Your Ship Item has been upgraded to include the pirate's ships because they are not in a position to use them anymore; the new boats upgraded to similarly military gunboats. Any processes become automated by followers and its reputation is well known by naval authorities as a powerhouse. Due to this your Ship may be invited to important battles by others.

Final Choice

Return: You return to your original world with all the perks and items with no time passing.

Stay: You stay in this world for good.

Continue: You continue on your jumpchain journey to the next world removing all drawbacks.