

# MONK



usa

## **The Monk Jump v1.0 by Maskedduskridr**

Welcome to the world of former Police Detective Adrian Monk. A man with 312 phobias including ladybugs, food touching, and his OCD nature. Yet it is his notice for details that helps him remember and work out near impossible cases. Several years prior to the start of this Jump, Monk lost his wife who was killed in a case he couldn't solve and job soon after

he had a nervous breakdown as his 312 phobias got worse, refusing to leave the house for those seven years.

With the help of Nurse/Assistant Sharona Fleming, a divorced single mother, he is able to leave the house and become a private detective.

Called on for assistance from former college Captain Leland Stottlemeyer along with Lieutenant Randy Disher for troubling cases. While Stottlemeyer can be frustrated at Monk he still respects the man.

In the middle of season three, Sharona decides to remarry her ex-husband and moves back to New Jersey, prompting Monk to hire Natalie Teeger as his new assistant. Natalie is a widow and mother of an 11-year-old daughter, Julie. Monk discovers Natalie when she is involved in a homicide case, in "Mr. Monk and the Red Herring". Natalie is able to understand and bond with Monk better than most people, largely due to sharing his grief over the loss of a spouse.

All the while Monk still is on the case of his wife's murder. A case that will take him many, many years to solve. Perhaps you can help the man.

Or make things worse. Up to you jumper!

Take **1000 Character Points** to fund your adventures.

## Starting Location

### San Francisco

The series takes place in the city of San Francisco. You can pick just where you end up. In front of Monk's Apartment? The San Francisco Police Department? Dr. Kroger's Office? Up to you.

## Age and Gender

Feel free to choose your age just remember most people in this series are in their adult years with Monk himself turning 50 by the end of this series.

By default your gender is whatever you were previously.

It is **50 CP** each to change your own gender.

## Origins

### Drop-In

You are dropped in this new universe with no background , memories, or documentation. You got nothing in the bank and no ID. Try to work it out. Who knows Monk could be hiring if you really need a job as an assistant, don't expect much though.

### Private Detective

You are a Private Detective like the main character Adrian Monk himself. Perhaps you will end up being friends or rivals as you try to out sleuth the other.

### Police

You're a cop. You start out as a Fresh Cop assuming you don't buy any of the rank upgrades. Expect to be sent on a lot of coffee runs for the Captain and Lieutenant while they work with Monk to solve the case unless you make yourself stand out.

### Criminal

Your a criminal, could be a smuggler, could be a murder. All I'm saying is don't expect your dirty deeds to not see the light of day if you slip up and get the cops, much less Adrian Monk on your case. Unless you are just that damn good.

## Race

### Human [Free]

You are a boring vanilla human, hope this universe has those otherwise you might stick out. Pick out how you look for the most part.

## Perks

*Origins get their 100cp perks for free and the rest are discounted to 50%.*

### General [Undiscounted]

#### Jumper Theme [Free]

You have catchy tones playing in the background when you want them to appear. Can toggle this on and off. You can let other people hear this, or not. Either way unless you want them too they will not question it.

#### A Clean Apartment [100 CP]

Doesn't it just drive you a bit around the bend to see your nice clean apartment, house and/or warehouse a mess after a long and hard jump? Now everything is just where it needs to be and spotless whenever you leave. Won't bring back things that were stolen, but you will know it was stolen since it's not in its place. Applies to any building you live in or own.

#### It's A Jungle Out There [400 CP]

*This is a Capstone Booster*

Life seems insane at times. Yet it is manageable for you. You will not stress or worry unless you pick up a drawback for that. You can get through life with your issues and adapt and survive even harsh events. *This is a Capstone Booster*

## **Drop In**

### **Listener [100 CP | Discounted for Drop In]**

You are able to listen to people. Keep up with what they need to say and get what they are saying even if they are rambling. You can translate what people are saying to another person to help pass a message along.

### **Street Smarts [200 CP | Discounted for Drop In]**

You have the greatest power, one that many seem to lack. You have Street Smarts aka Common Sense. You know how to blend in with people around you to act 'normal' and even help those that others think are crazy communicate with others without misunderstanding.

### **Personal Assistant Skills [400 CP | Discounted for Drop In]**

You have just the skills needed to help support someone. To help them recover from tragic events or solve crime. This doesn't make you an ace of everything, but a jack of all trades for what is needed to help. A generic boost in skills to help people you work for in the Jump. This follows you to future jumps and helps your general skills in an area you need to do your job and do it well.

### **Licensed Therapist [600 CP | Discounted for Drop In]**

You have the skills needed to really help someone. You can help someone with long term trauma feel safe enough to talk with you. To be willing to listen and help them grow as a person. You might not know everything, but you know people. You know people well enough to talk down a patient who wants to hurt you to surrender to the police to get the help they really need.

**Capstone: You are a miracle worker able to help cases even like Adrian Monk who has broken multiple therapists over the years. You can pull off miracles in months that take years for others and know just what treatments to use to best help people. As long as your goal is to help someone you know just how to talk with them.**

## **Private Detective**

### **There Was a Struggle [100 CP | Discounted for Private Detective]**

You notice all the little details that other people miss. Able to go over a crime scene and spot the little things out of place that tell you just what happens if you can put the clues together.

### **Restaging the Murder [200 CP | Discounted for Private Detective]**

In your head you can put together the hints and mysteries. With the right clues you can mentally recount the events that happened. It might be all in your head, but when you get it all put together you will know. You solved the case and just what you need to do to prove it.

### **I Think I Smell Gas [400 CP | Discounted for Private Detective]**

Your memory is insane. You even remember your own birth, not that you want to. You can turn this part off and shove it into the darkest corner of your mind. You remember each and every detail of things around you and can use these clues to help you solve the case.

### **When I'm Gone [600 CP | Discounted for Private Detective]**

Each and every case and mystery is always solvable. You just need to put the clues together and you can solve anything. You will always have clues and hints around you to help save the day or solve the case. It might take a while to find all the clues. But they are there if you look hard enough. This makes you a brilliant detective able to put all the clues together if you just try hard enough and never give up. It might take years but you could and will solve the biggest mysteries plaguing your life.

**Capstone: Now whenever you get stuck on a big mystery going on. You will feel a little nudge. You will find the path you need at just the right moment. Opening a present addressed from your dead wife which brings the clues all together after leaving it closed for more than a decade is no longer the problem. You will feel the urge to check it and you will find the solution to the biggest mystery. Even the dying words of a man shouted out will be the biggest clue as to why it all happened.**

## **Police**

### **Voice of Authority [100 CP | Discounted for Police]**

Get people to stand down in a no win situation. Have people answer your questions even if this doesn't force them to be truthful. You just have a voice that makes people want to do what you say. Not absolute or mind control, but it can help deescalate a situation.

### **Marksmanship [200 CP | Discounted for Police]**

You know just where to shoot, and how to shoot to not kill someone. Something even harder than shooting to kill someone most of the time. This boosts your skills with any marksmanship.

### **Lieutenant [400 CP | Discounted for Police]**

You notice things others will not always notice and are able to put together the clues to help put things together. You are able to arrive just in time and help save the day if someone goes in too deep and is endangered.

### **Captured the Perp [600 CP | Discounted for Police]**

You have the skills needed to safely restrain someone. To use the evidence gathered to help lock sickos behind bars. When you have someone caught, they are officially captured and will not be escaping under your watch.

**Capstone: From now on when someone surrenders to you they will not resist or be able to escape no matter how powerful they are. They will be sent right to jail or any other prison needed to lock them up.**

## **Criminal**

### **Complex Plot [100 CP | Discounted for Criminal]**

All Criminals somehow have a crazy plot going on in this show. Somehow they know how to use what they have access to and create something that will lead in the direction they want things to go. It would take a mad genius to figure out your plot.

### **The Judge [200 CP | Discounted for Criminal]**

You are a hidden figure. Someone who wasn't even a suspect able to make others take the fall for you and do what you need done. Unless someone you used somehow rats you out on their deathbed it will be a long, long time before your evil deeds come to life.

### **Witness Protection [400 CP | Discounted for Criminal]**

This deal works once per Jump or every 10 years whichever comes first to reset the clock. This gets you off any charge you have using your connections to the law. It will not save your reputation. All you need to do is be willing to play ball to get rid of some bigger fish out there.

After this Jump you can use this to get off from doing something illegal and immoral. Avoid execution at the hands of even the most corrupt and spiteful mad king and they have to respect this one time deal.

### **The Whale [600 CP | Discounted for Criminal]**

You have deep connections throughout the city and can easily form more. With enough time you can go from nothing to owning half the city the size of San Francisco, and having connections to the other half. It will take some work and effort, but you can get it done sooner rather than later. Blackmail comes easy along with knowing just how to pressure people to get what you want. It doesn't help others, you are clever and only your own ego will ever see you get caught.

**Capstone: You can run an empire and make use of blackmail as things just seem to fall into place for you. Even if you are in jail the world seems to bend over backwards to make your stay as comfortable as possible with personal TV, takeout food with a prisoner to feed you and anything else you want to make it a nice stay. Possibly a window to watch the sunset. You are just that good and feared by people enough that you wouldn't bend down to pick up a meager \$1,200 much less kill someone since you can make that back with ease before the day is out if you really wanted to.**



## Items

*Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.*

*Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.*

*All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.*

*Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.*

## General [Undiscounted]

### **Jumper the Series [100 CP]**

If you want it when you leave this Jump it will come with 10 seasons worth of episodes of your story in this world starring you Jumper. Comes with prior Jumps as spin-off series along with future Jumps if you want to share a heart warming, possibly a bit funny and at times dark series that is your life with other people. These will come with Universal DVD players connected to a TV the series can convert to other formats.

### **Monk the Series [100 CP]**

The complete 8 season series on DVD with a player along with multiple books. Enjoy having a look at this world if you don't get involved.

## **Drop In**

### **Wet Wipes [100 CP | Discounted for Drop In]**

An unlimited amount of Wet Wipes to help clean things up for your germaphobia. You can just pull them out of your pocket or purse when you need them ready to use.

### **Documentation [200 CP | Discounted for Drop In]**

You have the Documents needed to start a brand new life. Or restart it as you will. No one will be able to connect you to your past life unless you let the details slip yourself. As far as anyone knows, once per jump (or once every 10 years, whichever comes first) you die Jumper. But your twin brother that was separated from birth Hopper has appeared from nowhere and has inherited all their stuff, unless you decided to just not have anything to do with it.

### **Homey House [400 CP | Discounted for Drop In]**

Your house is somewhere nice. It makes you feel relaxed and pleased. It is just somewhere that the worries of the world don't affect you. You can import a prior home into this to give it this effect, or you can make a new house for this. This house will follow you into future Jumps or as extensions of your Warehouse.

### **Dr. Kroger's Office [600 CP | Discounted for Drop In]**

The office of Monk's therapist. One of the most patient and kind people in this series even if he has limits. Now you have the chance to meet him. Even after he is gone you can visit his office and get some advice and help from him if you really need it. This follows you into future Jumps or as extensions of your Warehouse that you or your companions can visit at any time.

## **Private Detective**

### **Sierra Springs Bottled Water [100 CP | Discounted for Private Detective]**

You have an unlimited amount of Sierra Springs Bottled Water which will always appear in your pocket right when you need it. Never have to worry about being dehydrated by going 36 hours without your brand of water. Optionally you can swap it to the Summit Creek brand without anyone raising a brow about it.

### **Assistant's Car [200 CP | Discounted for Private Detective]**

A comfortable vehicle will always come about when you really need help. Someone wanting to help you solve the case, or maybe just a kind stranger you will not have a shortage of options.

### **Official Papers [400 CP | Discounted for Private Detective]**

You have been reinstated or instated to be an official Private Detective no matter where you are. These papers update to fit you with each Jump and will allow you to work as a Private Detective legally. Even in places where such a job doesn't exist.

### **Monk's Apartment Complex [600 CP | Discounted for Private Detective]**

You own the Apartment that Monk lives in. Well a version of it at least. This will be full of clean rooms that repair themselves and you can let people live here and there will always be room. This will follow you either into future Jumps or as extensions of your Warehouse where Companions can live.

## **Police**

### **Officer's Badge [100 CP | Discounted for Police]**

The Badge is a heavy thing which makes people stop and listen to you when you are on the case. Sure it will not stop criminals from running or taking pot shots, but it is easier getting people to talk and ignore your...erratic behavior.

### **Standard Issue Handgun [200 CP | Discounted for Police]**

You have a Standard Issue gun given to the police department. It is easy to draw even from less than practical locations. It never runs out of bullets. And you don't have to worry about accidentally killing someone even if you accidentally headshot them. Accidentally, not on purpose.

### **Cop Car [400 CP | Discounted for Police]**

Your car is great at chasing down the criminals. It is bullet proof, will never run out of gas and can't be tracked by criminals. You can use this to track down even the hardest to find criminals on the run. Can import another vehicle into this slot to be remade into a cop car.

### **San Francisco Police Department [600 CP | Discounted for Police]**

The Police Department of San Francisco is full of hard working and smart cops that are not corrupted or are they? It is up to you for what the general police are since you now control the Police Department as the Captain, or not up to you who is Captain though. This will follow you to future Jumps and is fully staffed to enforce the law adapting to each new Jump.

## **Criminal**

### **Crime Pays [100 CP | Discounted for Criminal]**

You get \$10,000 or the equivalent of at the start of each Jump making it so that you have money to get started.

### **Untracable Murder Weapon [200 CP | Discounted for Criminal]**

You have a weapon of choice. This weapon is untraceable and can be summoned to your side during the Jump. Good luck to anyone trying to track you down for offing someone with a gun or knife that frankly doesn't exist until you want it to.

### **Getaway Car [400 CP | Discounted for Criminal]**

When you are a vehicle of choice no one will be able to catch you. Can be any vehicle and you could even import it from a prior jump. Just know the plates are untraceable and you can lose most tails as their eyes just slid off this.

### **Private Personal House [600 CP | Discounted for Criminal]**

This is your personal house, or perhaps it belonged to someone before that you hated and decided to store your porn in just to spite them. Either way you have a nice house that is all yours that you don't have to pay a cent for and the police cannot touch even if they have a warrant. In fact no one can unless you let them through the front door.

**You get a new house with each Jump though you can import ones from prior Jumps into this slot.**

## Companions

*Companions can purchase more companions.*

### **Companion Import [50-200]**

You can import or create a single companion into any origin and race for 50cp each or up to eight for 200cp. This comes with 600 CP for them to make use of..

### **Canon Companion [50]**

So you want to take any other existing character from this world. Well then this option is for you. You just have to get them to agree to come with you which might be a challenge for some like Mr. Monk who would hate being in a Jumpchain.

## Drawbacks

### **Self-Insert [+0]**

So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

### **Supplemental [+0 CP]**

Want to add this to another Jump? Want to do both this and a Psych Jump one after another? Perhaps you want to see Monk deal with Scooby and the gang. Add this to another mystery solving series and see how things go.

### **Adrian Meets Shawn [+0]**

As you might know Psychic happens in this universe. Use this to connect this jump to Psych if you went there already. Or if you plan on going down in the future this will connect the two worlds. Be Careful as you might run into yourself as a cameo.

### **It's All Real [+0 CP]**

Now you can include events and canon from other media that includes this setting or its characters whether this is games, cartoons, comics, or even commercials it is up to you.

### **Plot is King [+0 CP]**

You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

### **Extended Stay [+100 CP Can be Taken Multiple times]**

For each purchase of this your time here is extended 10 years. You only gain CP for your first 6 times.

### **Fan Theories are Cannon [+0]**

You got some fan theories that you ascribe to, or fanon that you want to be canon in your chosen universe, well with this you can.

Maybe some of the main characters are secretly evil?

Maybe the entire setting was nothing more than a stage production?

Maybe the bad guy actually has a tragic backstory and is a kind father of three?

Whatever the fanon theory, it is now fact in the version of the Goof Troops universe you're about to enter.

### **OCD and other Mental Issues [+100 Can be Taken Multiple times]**

For each 100 CP gained here you pick up a new major mental health issue. Your perks and items cannot remove it. You have to live with it for the rest of the Jump. Could be OCD, a fear of milk, germophobia, fear of heights, ladybugs, elephants, leaving the house, and ect any of the dozens of phobias and issues you have seen in Monk. And it will make your life a struggle the more you have. You only gain CP for the first 3.

### **What Case? [+300]**

You don't remember a thing about Monk or this series. Much less the cases you need to solve if you watched this before. You are going to have to work out things on your own.

### **Can't Leave the Bed [+300]**

You have massive obesity like Dale the Whale. You can't even get up from your bed. You weigh well over 800lbs and none of your abilities will ever let you lose that weight or walk on your own two feet for the rest of the Jump.

### **Jailbird [+600]**

You have gone to Jail. You start in jail and have no access to any of your items, powers or warehouse as long as you are in here. You need to either get off from a murder you are guilty of that Adrian Monk put you in jail for, or somehow escape before the 10 years are up and the Jump ends. Once it ends this counts as a chain fail if you don't get out of jail and you will be returned home with nothing.

### **Lockdown [+600]**

You have no **Out Of Context** items, powers, or warehouse.

### **You Are Monk [+800] (Cannot be taken with OCD and other Mental Issues)**

You live the life of Adrian Monk. Nothing you can do prior to the start of the Jump will save Trudy. You don't remember who did it. And you struggle every day with dozens of phobias and issues. You will not be leaving this Jump until you solve the murder of Trudy and will need to be involved with the various cases brought to you until you do so.

## **Decisions**

*You have three choices ...*

### **When I'm Gone**

Monk didn't stop solving cases just because he solved Trudy's murder. And frankly you can't stop jumping just yet either. On to the next Jump.

### **Retirement**

Stay and enjoy your current life. Time to put up the suit Jumper and put down some real roots to enjoy life.

### **Go back**

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

## **Change Log**

v0.1 - Creation of prototype.