

Investigation Jumpchain 0.92

Lots of crime in this Jump. Lots and lots of it. More than that, exceedingly *novel* crime happens on a weekly basis, and with the bottomless supply of criminals, short sighted profiteers, and a dozen other types besides, investigations tend to be fast by necessity just to free up investigators to work on the next case.

And you're one of them.

You have 1000 Crimesolving Points

Location

1d8 or 100CP to choose

- 1 - Las Vegas
- 2 - New York
- 3 - Miami
- 4 - Washington
- 5 - Los Angeles
- 6 - New Orleans
- 7 - Cross Country, You're always on the move
- 8 - Choose any American City

Age and Gender

25 + 1d8, 50CP to choose any age (yes, can be beyond [26,33] range to be plucky kid detective), same gender as before or 50CP to swap.

Origin

Free! - Psychic : You have an office space paid up for a month, identification, and a handwave to stop people looking at your lack of history. You might not be psychic; this represents a lack of relevant credentials. Expect law enforcement to be dubious of your claims until you've proven yourself.

100 - Consultant : You're not a crime fighter. But the crime fighters do call you a lot. When the good guys are stumped or run into a road block, they inevitably call you to apply your unique expertise to the case.

100 - Forensics : The evidence doesn't lie, and you're really good at making it paint a picture. Likely contracted to work with a police dept. Mix of lab work and investigating crime scenes.

100 - Detective : People commit crime. Ergo, someone needs to investigate people. Interrogation, foot chases, and actually cuffing the perp at the end. You're actually employed by a law enforcement and investigation agency.

Perks

100s are free with matching origin, all others are half off with matching origin.

Freebie

Receive one Expert perk appropriate to your Origin. Consultants should consider Doctorates, Forensics should consider some form of criminology, and Detectives should consider something to do with law or policing. That said, feel free to take something else entirely and be a themed investigator.

Free!

No Badge No Problem : Law enforcement and law tends to have a variety of checks, balances, and compartmentalization. Nobody cares when it comes to you. You'll be welcomed at stake outs, crime scenes, interrogations- there's a mystery afoot, and as long as you have a pretext to be there based on it, nobody will mind you acting in the role of an actual member of the investigation.

YEAAAAAAH : You always have a clever line, even if it's mired in black humor. Hearing this empowers those around you to overcome horror, disgust, etc.

100

Expert : You become an expert in a specialty; think Doctorate in terms of breadth and depth. You could be a five star chef, beautician, pet expert, or mathematician.

Psychic - Show Your Work : Courts of law don't tend to accept 'I know he's guilty; I read his mind' when assigning guilt. After you've solved a mystery, the supporting evidence, steps, and logic rapidly makes itself known.

Consultant - Day Job : If you have a reliable job, they will put up with your unreliable hours. They only pay you for what you work, but they won't fire you when you miss work- you

basically have unlimited unpaid sick days. If you somehow make good press for them, they might pay you anyways!

Forensics - Beautiful People (doing high-tech crime work) : Everyone looks like they could be on TV! The general and minimum attractiveness of people is raised, as is their care and skill for grooming, their sense of style, and the quality of their wardrobe. All outfits are equally comfortable to wear and easy to put on.

Detective - Why do they always run? : You can sprint for an hour, subdue a runner, cuff 'em, and drive 'em down to the station without working up a sweat. You might be a little winded though. You could win tournaments with your grappling ability. Yes, this teaches you small joint locks.

300

Psychic - Barnum : If people want to be tricked, who are you to say no? With unerring accuracy, you know what people want to hear, effortlessly conning people into doing as you will, often pandering to their own fantasies in the process. In a pinch, greed works too. You have a never ending supply of cons as well- should one fail, you can effortlessly slide into the next.

Consultant - Just Nod Along : If knowledgeable about a subject, others will never dismiss your words. They'll even be eager and able students. They may doubt your premise though- you must show that your expertise is relevant. Fortunately, this perk allows you to apply any of your expertises to mystery solving. Yes, even THAT one.

Forensics - Montage : You are now immune to boredom. Further, when performing a time consuming act, it will advance much more quickly than it has any right to, and feel like it goes even faster than that- perhaps like a commercial break, or musical interlude?

Detective - Background Check : Given a name and photograph, you can instantly materialize a complete background check on someone. It includes an abbreviated purchase history, work history, prior arrests, and a variety of other useful character determining records. No more accurate than an actual background check would be.

600

Psychic - Take What You Know : Your ability to infer, deduce, extrapolate and such is superhuman, allowing you to cold read a man and know his life story (let alone where he was at 10pm last night) and make a convincing act of being a mind reader. A glance at a room will tell you more than a trained investigator tearing it apart would ever learn.

Consultant - Call in a Favor : You're the best at what you do, and you've done it for a lot of people. A LOT of people. Every time you do someone a service, they'll remember it and know they owe you a favor- often repaying it with a magnitudes greater service. Within a month of settling down in a new place, you'll have a network of contacts and favors that seems to stretch everywhere.

Forensics - Enhance Button : Did you know that the entirety of history can be derived from a single photo? It's true! You can now examine any physical artifact or recording fractally, retrieving images from the reflections on an eyeball, or removing an object and

seeing what's behind it. An audio or visual artifact allows you to perfectly model the moment(s) it came from.

Detective - The Truth : You can handle it. You gain the ability to know with perfect accuracy the percent confidence/belief a person has in anything they say. This power enhances the memory of those you speak with, making them more capable witnesses. Finally, people will feel guilt at the thought, let alone act, of lying to you.

Items

50 - Sunglasses : Polarized but otherwise in your chosen style. They are indestructible, and may be summoned or banished at will.

50 - Light of Justice : It's a flashlight! Or a lantern! Or a laser pointer. In fact, it's all of these. No power source needed transforming light source.

100 - The Warrant : You're gonna need a warrant for that. This is a magical piece of paper that becomes a copy of warrant, retroactively filed, for anything you might need it for. Legal invasion of property, ho!

100 - Crime Scene Kit : Twice the size of a brief case, this has everything you'd ever need to identify and isolate evidence. Conditionally infinite supplies and space restricted to CSI work. Stuff like unlimited ziplock baggies and room to store them with bullet casings, but not for sandwiches.

100 - Bluetooth : Through the miracle of hands free technology, this will connect to any communication device, allow you to control a connected smartphone with subvocalization, and allow you to see in your mind's eye the local area around your conversation partner. Now you can actually warn your partner about the killer sneaking up behind him.

200 - Siren : A magnetic base allows it to attach to a car, drivers will obey emergency procedures and get out of your way when it's turned on. You will never be punished for petty use of it. Even if it's off, you'll get right of way sooner, and the light will always be green.

Companion

At no cost, you can have your companions- up to eight at a time- along. The fantastic may disguise themselves as mundane equivalents at no cost, though this ability is limited to this Jump.

100 - Straight (Wo)Man : A close friend (of your chosen sex) who shares your background joins you on investigations. They're strictly mundane, but possess an unparalleled ability to see and cut through bullshit, lies, illusions, etc. They tend to be entertained by your flavor of it though, perhaps because some of it is true?

Drawbacks

Any drawback that increases innocent deaths comes with a compulsion to see them saved. Should you fail, you will ugly cry at least once a day for the next week.

+100 Frame Job : With distressing regularity, you will need to clear your name. The charge is always murder. You will have a terrible reputation- and might face jail time- as a result.

+100 Justice Doesn't Sleep : You need eight hours of sleep. You're also an incurable insomniac. In the event that you do manage to get to sleep, expect to get called for a case.

+100 Munchies : Something about dead bodies, crime scenes, and evidence just makes you hungry. You're compelled to eat in their presence.

+200 It Never Sticks : There's this one killer out there that you know is guilty, the cops know is guilty, and the courts know is guilty. Somehow they keep. Managing. To. Not. Get. Convicted. Should they be made incapable of killing, two copy cat killers will take their place, each with It Never Sticks applied to them.

+200 Darkly Dreaming : You have a strong, loving bond with someone. They're also a psychopath that feels an urge to kill- and has in the past. Despite knowing this, you are compelled to obscure, protect, and shelter them. With your constant care and supervision, they will be able to reign in their darkness. Maybe. Perhaps you can settle for acceptable targets?

+200 Trophy : You are compelled to steal evidence from the cases you work on, either as trophies, to sell, or for personal use.

+300 Serial Killer : The urge to kill builds up in you gradually. Killing resets it to zero, only for it to build again. Left unsatisfied for a month, you will black out, only coming to your senses with a thoroughly dead corpse before you.

+300 Guilty Until Proven Innocent : You read it right. Oh yeah, the death penalty is really common too. You better solve your cases fast, or innocent people are going to die in place of the guilty.

+300 CSI Effect : People expect cases to be snappy and clear cut. Warrants have tiny time frames, overwhelming evidence is required to ever get a conviction, and judges and juries can be bought with the flimsiest sob story.

Ending

Cold Case

You're going home.

Serial Killer Killer

Figuratively, of course. Probably. Maybe. You are incorrectly declared a missing person back home, but within a week your body is found and leads to evidence that solves the biggest unsolved case, putting a killer behind bars and/or executed. Your loved ones have closure.

New Jurisdiction

There are more mysteries out there for you to solve. Pack up and head out.