

HOW TO GET AWAY WITH MURDER

JUMPCAIN

I don't know what terrible things you've done in your life up to this point, but clearly your karma's out of balance to get assigned my jump. Welcome to a world much like ours, where one way or another, you'll find yourself entangled in a broken judiciary system. Fight against those who try to escape their crimes, or follow in the footsteps of Annalise Keating and get your clients an acquittal by any means necessary, all while hiding your own dirty secrets from the eyes of the law. No matter what you end up doing in your time here, you should come away with both a theoretical and practical understanding of exactly how to get away with murder.



To help keep you out of jail or in a grave, take the following:

+1000CP

Murder

ORIGINS

You may choose a single origin to receive a discount on associated perks and items. Any origin can be taken as a drop-in, giving you no new memories or background.

Law Student - You're a new student at Middleton University, Philadelphia. You'll soon be attending your first class: Criminal Law 100, or as Professor Keating calls it, How To Get Away With Murder. Do well enough in her first test, and she'll recruit you as a sixth member of the Keating Five, taking you along on her cases as an intern and relying on you to help her bend the law for her and her clients. Get too deeply involved in her affairs, and you might end up on the wrong side of the courtroom yourself.

Lawyer - You're a respected attorney at criminal law, with your own agency and a steady stream of bizarre clients walking through your door. Some are innocent, some are guilty, but there are ways to make sure they all walk free if you really want to maintain a pristine reputation. If you would like, you may also work as a criminal law professor at Middleton University, teaching new students alongside the great Annalise Keating, and maybe using them for a bit of free labour on your cases.

Prosecutor - You're working as a prosecutor in the District Attorney's office, hoping to make a name for yourself and get some major convictions under your belt. You're bound to face off against Annalise Keating and her students during your time here, and their unconventional methods may prove difficult to combat. Of course, if you could figure out some of their secrets, you could net an even bigger fish than these dime-a-dozen killers.

Client - Innocent or guilty, you're under investigation for a serious crime - murder, rape, terrorism - the kind of thing that has the DA's office gunning for a conviction. The deck is stacked against you, but located in your pocket is the business card for the Law Office of Annalise Keating. Follow her advice and make some smart calls of your own, and you might be able to avoid spending the rest of the jump in a jail cell. Good luck.

Hitman - You're not actually a hitman, but you might as well be. You're the one people call when they have a problem, when they need a body dumped, evidence forged or very rarely, when they need someone taken care of for good. If you can't do it yourself you probably know someone who can, and ethics aren't a concern when the cash is flowing in, or maybe you prefer to take payment in the form of favours?

PERKS

You receive a 50% discount on perks under your origin and the 100CP perk for your origin is free.

Casual Model (Free) - This is a world of weirdly attractive people. Almost every person you meet in this world is hot - even the nerd character is basically a model in glasses - and this perk means you won't stand out negatively in that regard. You're effortlessly attractive with an impressive physique which you can maintain regardless of your lifestyle and diet, enough to stand out in pretty much any world other than this one.

Inappropriate Conduct (Free) - Professors having relationships with their students and lawyers sleeping with their clients should by all accounts be serious scandals. But in this world, you'd be hard-pressed to find someone who hasn't broken the universal rule of 'don't shit where you eat'. Here and in future worlds, you'll find a similar kind of immunity to scandal when it comes to your love life. People will ignore the weirder aspects of your relationships and you'll never be reprimanded for your choice of partners. You'll be free to mix your private life and working relations as much as you like. Just don't come crying when it gets messy.

Hollywood Hacking (200CP) - You need to access the police database? Type a few lines of code, bypass a couple firewalls, and you're in. Hacking in this world is capable of achieving far greater results in far less time than you may be used to, and this perk ensures it will remain just as easy in future worlds, while granting you the necessary computer science skills to take advantage of that fact. Browse other people's computers remotely, access top secret archives, edit government databases and more in just a matter of hours, with that time decreasing even further as you become more experienced in the field.

Flashforward (400CP) - When tragedy approaches, an advance warning is always appreciated. When something terrible is going to happen, snippets of these future scenes will occasionally flash before your eyes, getting more detailed as the event draws nearer. There will often be crucial context missing and, most of the time, this perk on its own won't be enough to let you prevent these incoming tragedies, but it will give you a chance to prepare accordingly. If you know you're gonna end up standing over a bloody corpse, it might be worth keeping some cleaning products in the trunk of your car.

We're Good People Now (100CP, Free Law Student) - Say it to yourself until you believe it. Morality is a difficult thing, and sometimes life would be easier if you could just turn it all off. Now, when the situation calls for it, you can freely choose to reduce or entirely turn off your sense of morality to allow you to make those hard choices with an unbiased mind. Once the deed is done and any links to yourself destroyed, then you can finally allow yourself to reflect on your actions, guilty but safe.

Walsh Technique (200CP, Discount Law Student) - Everyone has their own means of gathering information. For you, it's charm. Not only do you have the charisma and looks necessary to sweet-talk your way towards your goals, but you'll also find that when you need insider information or specialist help there's always a weak link in any group, someone on the inside who's receptive to your advances and easily persuaded to break the rules to help you out. They're also always your type when it comes to gender and general appearances. Just try not to catch feelings for your mole.

We're Not Friends (400CP, Discount Law Student) - Normally, if you had killed someone in front of three other people, you'd be left with three potential witnesses that could take you down. But you have a talent for roping other people into your affairs. You can easily convince people to go along with your ideas and schemes, and when it all goes wrong and there's a body left on the floor, you know just what to say to convince them they're already in too deep to back out now. Do it right, and those three potential witnesses will become three very useful accomplices.

It's Time to Move On (600CP, Discount Law Student) - It's hard to bear the weight of your crimes. It's even harder when you're constantly looking over your shoulder, waiting for the day those pursuing catch up to you and put you away for good. Thankfully, you find it much easier to put these things behind you than most. If you can avoid punishment for long enough, you'll be able to start over with a clean slate. Minor grudges will be dropped within days, and you could rob a bank, wait a few weeks for the heat to die down, then return to the public eye flaunting your profits openly without consequence. Even in a case as serious as murder, if you could avoid being identified as the killer for several months, even the most steadfast investigator would forget all about prosecuting you and no new amount of information could bring your old crimes back to haunt you, although it could still lead them to new questions about more recent actions of yours.

Only One Annalise Keating (100CP, Free Lawyer) - Your reputation precedes you. In whatever career path you follow, you'll begin each jump with an immaculate reputation in your field, known not only for consistently getting the job done, but also as a kind of miracle worker, able to pull off incredible feats and genius maneuvers to turn it around when all hope seems lost. This kind of reputation will motivate those who hire you to trust in your judgments and stick by you when the going gets rough, but it'll be up to you to back up that reputation with your own ability.

We've Got a New Client (200CP, Discount Lawyer) - Everyone get your asses in gear, we've got a new client. When it comes to finding work for your particular skillset, you'll find that there are always jobs available. What's more, while you consider yourself open for business these jobs will find you with no searching necessary on your part, and they tend towards the unusual and downright bizarre, meaning you'll never have reason to get bored. You never know who's going to walk through those doors next.

No Further Questions (400CP, Discount Lawyer) - Questioning is an important part of a lawyer's arsenal, and whether in the interrogation room or open court, you know how to extract information and get the answers you want. Not everyone is forthcoming, but with the right questions you can make your target slip up or learn what they know from a moment's hesitation when you mention a specific detail which wasn't included on the police report. Extract information from an unhelpful receptionist, drive a witness to admit their prejudice against your client in a racist tirade, or bring the true killer to a tearful confession in the middle of the courtroom. No further questions, your honor.

How To Get Away With Murder (600CP, Discount Lawyer) - One of the less advertised advantages of being a top criminal lawyer is knowing exactly what mistakes criminals commit, and how you would avoid those if you ever found yourself in their shoes. You're an expert at all aspects of carrying out and covering up crimes, knowing how to conceal evidence, obfuscate the crime scene, construct an alibi, trick the coroner, and anything else which could help ensure you and your friends never see the inside of a jail cell. If the perfect crime does exist, you're the one who could pull it off.

Justice is the Exception (100CP, Free Prosecutor) - There are a lot of people out there who don't really care about the truth. They'll give up as soon as the trail runs dry and back down on their hopes of conviction in the face of a competent lawyer. You aren't one of these people. When it comes to seeing things through to the end, you have a nearly limitless amount of motivation and discipline, able to pore over dead ends for hours for even the slightest breakthrough with no sign of losing hope. It doesn't mean you'll be able to get it right everytime, but it won't ever be for a lack of effort on your part.

Plea Deal (200CP, Discount Prosecutor) - It's easy enough to squander an advantageous position. When you have the upper hand it's tough to know how far you can go before you push your opponent too far and they call off negotiations. You have a sixth sense for how far you can push this kind of negotiating advantage without going too far, knowing exactly what terms you could include in a plea deal in order to maximise your chances of your opponent accepting while getting the conviction you want. This won't guarantee that your opponent will take the deal you offer them, but it does give you the highest chance of persuading them without underselling your leverage.

Prosecutorial Misconduct (400CP, Discount Prosecutor) - There are a lot of rules to the courtroom that must be observed, such as all of the prosecution's evidence being presented to the defence during the discovery phase of the trial. In theory, this means there should be no surprises once each trial starts. In practice, prosecutors rarely stick to the rules and are even more rarely punished for doing so. You'll find that rules and regulations in general are far more lax for you, allowing you to present new evidence on the fly, call surprise witnesses and even dramatically reveal a new argument mid-trial with the judge ignoring the defence's pleas. Outside of the courtroom you can play it fast and loose with warrants and wiretaps - whatever it takes to secure your conviction.

DA's Retribution (600CP, Discount Prosecutor) - You don't get to embarrass the DA's office without paying the price. You're a master of revenge against those you perceive to have wronged you, able to figure out precisely the best way to destroy their reputation, career, relationships, and altogether make them regret ever crossing your path in the first place. In addition, circumstances conspire to ensure you have ample opportunities to pull off this revenge, with incriminating evidence and leads practically falling onto your lap once you've set your mind on revenge, meaning all you have to do is decide how much is too much when it comes to evening the score.

Smile, or Go to Jail (100CP, Free Client) - Evidence is important, but what a lot of cases come down to is whether or not the jury believes you when you tell them you didn't do it. Luckily for you, you know exactly how to look and sound innocent when all eyes are on you. You know how to sound remorseful when you justify your actions, shocked when hearing news you already knew, and innocent when you deny the accusations. Helpful if you're innocent, essential if you're not.

Contacts (200CP, Discount Client) - It pays to be connected. You have a number of close criminal contacts in this world, people with a wide range of skillsets. Killers, thieves, arms dealers, drug runners, and so on, all of whom are willing to help you for a price. They're loyal enough to ensure your name is never connected to theirs, and can be relied on to fulfil any jobs you give them to a reasonable degree of competency. After this, you'll start each jump with a new set of criminal contacts fitting the world you're in, with the same conditions applying. Now you might want to make some calls and deal with that pesky eyewitness before they sink your case.

They Recommended You (400CP, Discount Client) - When it comes to keeping you out of prison, you need the very best. In fact, you need the very best in everything you do. Thankfully, whenever you hire people to get work done for you, you'll find that you get the high quality of service you deserve. Lawyers, servants, employees, even your dentist will be top-of-the-line, and you won't have to seek out this exceptional help. Simply go through the process of hiring or booking as usual, and you'll find that only the best show up to fill the positions, at no extra pay or cost, of course.

Second Chance (600CP, Discount Client) - Getting caught isn't the end, you know. With a bit of good behaviour, you can get out on early parole. That might not sound exciting, but it's a much better opportunity than most people get, particularly since this perk ensures you'll never serve more than the minimum sentence possible for whatever crimes you've been convicted of. It's not just this world's legal system either. Anywhere you'll go you'll find people and organisations to be unusually restrained when judging you, always willing to give you the benefit of the doubt and provide you with mild punishments that allow you to have a second chance, followed by a third, a fourth, and so on.

I'm Not That Guy (100CP, Free Hitman) - For some, it's a challenge to keep their dark secrets hidden from those they love. You, however, find it easy to hide your true nature from even those closest to you. In fact, the more people get to know you, the harder it will become for them to believe you could do the things you do. Friends will offhandedly disregard any accusations against you without firm evidence, and in the case of someone exceptionally close, such as a lover, they might even be able to rationalise seeing you in the act of committing the crime. That's not you, after all. You could never be that guy.

Stakeout (200CP, Discount Hitman) - Stakeouts are more boring than glamorous. You'll sit outside a building for hours with a pair of binoculars just waiting for the slightest hint of wrongdoing, most of the time with nothing to show for it. But you've done this enough times. You can sit for hours watching without losing focus, and it always seems to pay off. Perform a stakeout for long enough and you're guaranteed to find something of interest, however minute it may seem at first glance. Not only that, but you never seem to get noticed during stakeouts, even if you're sitting in plain sight and barely concealing your stares. It's not the most exciting job, but someone's gotta do it.

It's All Her Fault (400CP, Discount Hitman) - When it comes to getting away with murder, it's always useful to give the police another suspect. You're an expert when it comes to framing other people for your crimes, from gathering and transferring DNA onto a crime scene to giving a convincing testimony that points a finger squarely at your target. It might not be enough to get you off the suspect list, but having someone else to pin everything on drastically increases your chances of getting away with the crime. Frame someone you also needed out the way, and you could even kill two birds with one stone.

Off the Grid (600CP, Discount Hitman) - Sometimes you just need to shave your head and drop off the face of the planet. When things get too messy and you make the tough choice to go on the run, you'll find that those you're hiding from have no chance whatsoever of tracking you down. Records showing you moving from location to location are conveniently lost or damaged, cameras will never quite catch your face, and your pursuers will search everywhere you're not before they consider your actual location. This effect lasts until you're ready to be found, giving you plenty of time to prepare for whatever retribution you intend to bring upon those who've cornered you.

ITEMS

You receive a 50% discount on items under your origin and the 100CP item for your origin is free.

Apartment (100CP, Free Law Student) - A small apartment in a rundown area of the city, complete with leaking pipes and a rat problem. While far from classy, you don't have to pay rent while living here, and it's a fine place to lay low or to keep as your permanent residence if you're hoping to get through university on a student budget. In future jumps, you will have a similarly low quality apartment show up under your ownership near your starting location.

Exam Outlines (200CP, Discount Law Student) - A series of handwritten notes covering the key topics of every exam or test which comes up as part of the law school curriculum. These exam outlines provide more than enough detail to help you achieve the highest grade possible with just a small amount of studying, and they'll update with each test or assessment which comes up here and in future jumps, providing enough detail to give you the best possible chance of preparing for what's to come.

Daddy's Money (400CP, Discount Law Student) - A large stockpile of cash and financial assets are available to you, about what you would expect as the progeny of a wealthy CEO. These resources appear in your warehouse in the form of liquid cash and documents detailing your banking accounts, stock investments, and the like. These all replenish at the start of each jump and take a form appropriate to the setting you're in, allowing you to live comfortably wherever you go.

Expensive Vodka (100CP, Free Lawyer) - Perfect for calming the nerves after (or during) a stressful case. An infinite supply of fine vodka in your warehouse, along with a replenishing supply of extra ingredients in case you want to make cocktails. Drink up.

Trophy (200CP, Discount Lawyer) - A golden statue of Lady Justice, similar to the one used by Professor Keating to motivate her students. Here, this statue can be handed in by a student to instantly pass any test. Past this point, this statue can be given to any examining body to instantly skip a single qualifying test, and it can be gifted to another to allow them to use it for this purpose. This works only once per jump, and the trophy will return itself to your warehouse at the start of the following jump, ready to be used again.

Law Office (400CP, Discount Lawyer) - Your very own law office, attached to a well-kept house. You can do your work and speak to clients in here, and you'll find you're even more efficient when working within, while those you speak to there are even more willing to open up than usual. After this jump, this place can become a warehouse attachment or follow you into future worlds, appearing in a general location of your choice.

Archives (100CP, Free Prosecutor) - A huge archive, partially physical and partially online, of every case file available to the DA's office. If you have the time to search through it all, you can find all sorts of useful information in here. In future jumps, this will update to contain all the crime records available to the relevant governing authority for the setting.

Wiretap (200CP, Discount Prosecutor) - A tiny machine which can be stuck to any surface to record audio to be transmitted to your devices. It can pick up on even minute sounds and, so long as you aren't seen placing it, it will never be noticed until you choose to make its presence known. Just be warned - without a warrant, this footage won't be admissible evidence in court.

Immunity Deal (400CP, Discount Prosecutor) - This long contract has been certified by the DA's office and has space for a single signature. Once per jump it can be signed by yourself or someone else and submitted to grant blanket immunity for a single incident from the local judicial authority. This is enough to cover a single major crime and any related minor crimes, such as clearing you of a murder as well as the breaking and entering beforehand and the tampering with evidence when you tried to cover it up. It's a perfect carrot to dangle in front of someone if you want them to sell out their accomplices, particularly if you can then catch them out anyway for a crime not covered by this deal. Keep in mind that signing this does not protect you from personal attempts at retribution, only institutional.

Murder Weapon (100CP, Free Client) - A small six-shot pistol perfect for your purposes. It's easily concealed and police always seem to overlook it if you make a cursory attempt to hide it after using it in a crime. While it isn't foolproof, it's hard to pin down a criminal when you can't find the murder weapon.

Dumping Ground (200CP, Discount Client) - A spot far from prying eyes, ideal for disposing of bodies. It will update and take a new form each jump, such as a water tank, a junkyard, or a storage locker rented under a false name, but regardless, any bodies dumped in this location are guaranteed to remain concealed for at least a month - likely more - before being found. During this time any forensic evidence on the body directly tying you to the crime will be lost, giving you a high chance of getting away with it so long as you don't leave a trail while transporting the body there.

Mansion (400CP, Discount Client) - A large manor house once owned by your parents (who happened to die in mysterious circumstances). This huge building has all the luxuries you could hope for, with a small retinue of servants to tend to your every need. This mansion can follow you into future jumps, or become a warehouse attachment.

Bodybag (100CP, Free Hitman) - An ordinary-looking suitcase which is perfect for transporting corpses. It always has room to fit a single body within regardless of its size, and it never weighs any more than a standard suitcase full of luggage. In addition, it's highly inconspicuous and even those who should know better will often overlook it.

Sniper Rifle (200CP, Discount Hitman) - An advanced sniper rifle, complete with a tripod. It's not the most subtle of weapons, but it's ideal for sending a message. No matter how you use this sniper rifle, it only retains forensic information when you want it to, meaning you can handle it for days without leaving a fingerprint, while someone who briefly examined it could have their DNA remain on the trigger for weeks afterwards.

Pills (400CP, Discount Hitman) - A small bottle of self-replenishing pills perfect for your needs. A couple pills are enough to knock someone unconscious almost immediately, while a handful is lethal. You can grind them into powder for a tasteless addition to a drink or force them down your enemy's throat to imitate a suicide, and with experimentation on dosage you might even be able to delay their effects so you can be out of the picture by the time your target drops dead.

COMPANIONS

Because everyone could use a co-conspirator.

Accomplice (100CP each, 400CP for 8) - Need some help carrying the body? For each purchase of this option you may either import a companion or create an OC companion with an appearance and personality of your choosing. They each receive an origin and 600CP to spend on perks with the appropriate discounts.

Canon Culprit (100CP Each) - One of the Keating Five caught your eye? Or perhaps you want to keep Annalise on retainer? For each purchase of this option you may pick a single character from the series to guarantee several favourable meetings with. If they're still alive at the end of the jump and so choose, you can take them with you as a companion.

DRAWBACKS

You may take up to +800CP in drawbacks.

Always Been Kind Of A Moron (+100CP) - Why would you do that? All you can do is shrug. When the pressure's on, you have a tendency to make dumb decisions, moves with no discernible benefit to yourself or others. You might miss an obvious piece of evidence at a crime scene, or, if you're the killer, leave something behind. While talking to a client you might run your mouth too much and cause them to walk out on you. It'll only happen on occasion and you'll otherwise be as competent as usual, but it only takes one mistake to catch someone out.

Relationship Drama (+100CP) - You're thinking with the wrong head again. Your love life will be a constant whirlwind of drama during your time here, as you catch feelings for one night stands, end up in the middle of love triangles, and generally experience everything except a stable monogamous relationship. Be careful, jealousy can prove fatal.

Exam Board (+100CP) - Ugh. Tests. Every few months you'll be faced with a written exam which you'll have to pass to continue your chain. These may take the form of university tests for students, faculty check-ups for professors, and so on. You may resit each test once if you fail, and while they won't be particularly demanding, each will be scaled to your intellect to ensure you require at least some light revision in order to pass.

Skanks Get Shanked (+200CP) - You're a killer, plain and simple. You might not have killed anyone yet, but sooner or later you're going to. With this drawback you'll find yourself considering murder as a solution far more readily than usual when things go south, and it will only take one really bad day for you to snap and turn those thoughts into actions. From there, it'll be up to you to figure out how to get away with murder.

Freakin' Whack-A-Mole (+200CP) - There's always something else. Problems keep popping up for you, just when you think you've got it all sorted out. Prove your client's innocence and an incriminating videotape will come to light, get away with a crime and the police will find a new lead taking them dangerously close to where you hid the body. This won't make it impossible to succeed, but it will ensure that you always have to stay on your toes, never quite sure what will turn up next.

Disciplinary Board (+200CP) - A supervisory organisation has its eyes on you. Whether it's the university's disciplinary board, your superiors at the DA's office, or so on, it'll be much harder for you to bend the rules now, with a whole group hot on your heels just waiting for you to slip up. And when you do, they'll throw the book at you, stripping you of your license to practice law, your place at the university, and maybe even having you sent to jail if they can find sufficient grounds to do so. You'll have to be careful, even more so if you actually do have something to hide.

Waitlist (+300CP) - You aren't anything special here. Not just because you only got in from the waiting list, but also because you've lost everything you brought from outside this jump. Your perks, items and warehouse access are all gone for the duration of this jump, with you reduced to your body mod form. This isn't the most dangerous setting most of the time, but with this drawback you'll have nothing to fall back on if it does all go wrong.

Get Away With Murder (+300CP) - You're about to get tangled up in something bad. Whatever you do in this world, you're about to become a part of the death of Sam Keating, to the point that any court on earth would find you criminally accountable. For the rest of the jump it will be your job to stay out of prison by any means necessary, as being convicted and imprisoned is now a chain fail. Things are about to spiral out of control, and you'll have to hope you're able to weather the storm and come out unscathed on the other side.

ENDING

Ten years have passed and, one way or another, you're still alive. Now, it's time to move on. You can remain in this world, in which case your affairs back home will be sorted and you'll be given blanket immunity for any as-yet-unsolved crimes you may have committed. You can instead go home, in which case you'll be given a refresher on your memories and dropped off. Or alternatively, you can go on to your next world, leaving all this conspiracy and crime behind you.

NOTES

- Version 1.0. A jump by Greeny.