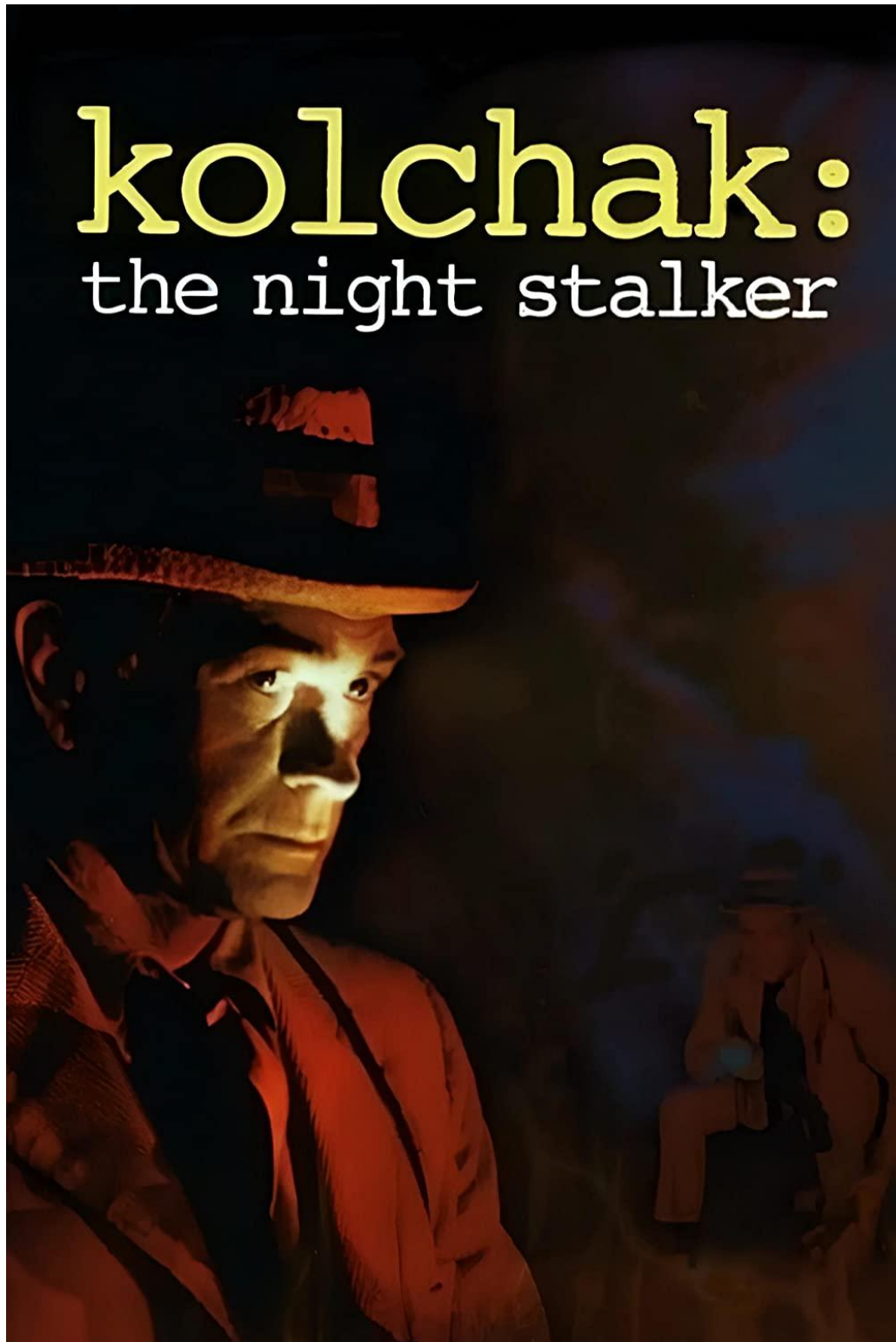


Kolchak the Night Stalker

Version 1.0.0



In 1972 a vampire killer stalked Las Vegas feeding upon showgirls. While the mayor and police department attempted to suppress information, a lone reporter investigated, pulling the FBI into events and managing to stake the killer. However this was not without its cost. They forced his girlfriend out of town, and forced him out too with a threat of a murder charge to prevent his publishing the truth.

In 1973 the same reporter had made his way to Seattle, Washington. He did so just as a Civil War doctor and alchemist was to begin the next of his killing sprees. Forced to kill 6 women in 18 days every 21 years to make the elixir of youth that prolonged his life for another 21 years as he sought for a perfected solution. Again the police tried to keep it quiet to prevent panic, and hide signs that it was related to a century of such killings, and again the journalist managed to track them down, and put an end to them, only to have the authorities kill his story and force him out of town.

*Now in 1974, said reporter - named Carl Kolchak - is going to settle down in Chicago, Illinois. He will work there and while working there will encounter many paranormal situations, none of which he will be able to publish as proof to the world at large. In so doing there will be the tv series Kolchak: the Night Stalker, one of, if not **the**, first monster of the week and occult investigation tv shows on television, one sometimes described as, to over simplify things: X-Files before the X-Files.*

*But this isn't Kolchak's story. That's been told. That can be watched. This is **your** story in this world. It is a world where the paranormal waits hiding just beneath the surface, where rakshasha are preparing to return to the corrupt world, lizardmen live in tunnels under the streets, aliens come for pit stops, and invisible Native American bear gods wake from hibernation hungry for energy. To help you survive such a world, or fit in with the other paranormal entities, take these:*

+1000 CP

Location:

The films took place in Las Vegas and Seattle, but the series is centered in Chicago. As to where you start, that's up to you, there's enough to imply that these aren't centered on one place that you could probably find similar adventures anywhere if you went looking... or were (un)lucky enough.

Age and Gender:

Your age and your gender are both up to you, as long as they make sense and are reasonable in context. Maybe you want to join Miss Emily in proving the elderly can be a force to be reckoned with, join INS as its oddly experienced new cub reporter, or be a real musical wunderkind.

Origins:

What are you? What is your role in this world? Your choice will determine your discounts, and provide you with your background in this world... or maybe even lack thereof. Oddities may choose to have a background in this world as something abnormal, or just to drop-in entirely.

Journalist:



Whether as determined to get the truth - no matter the cost - as Kolchak himself, or merely another reporter, you are a wordsmith, and part of the fourth estate. It is your power - and thus responsibility - to guide the minds of the populace with the information you give them; will you dig to the roots of the truth of the world and help show people what is really happening, or toe the official line and help maintain the facade? Or maybe you'll be like Updyke and report on financial news, or the INS's saint Miss Emily and write crossword puzzles.

Criminal:



Or maybe your activities aren't really the sort that you'd like written about. You could be part of the criminal element. While not the biggest part of events, scientists show up more often, yours is a field that has a decent chance of bringing you into contact with vengeful supernatural killers.

Civil Servant:



Maybe you'd rather stay on the right side of the law, though. As a Civil Servant you are part of the governmental bureaucracy. You might be a simple police patrolman, a worker at the city morgue, an aide to the mayor, or with the right options you could potentially be a police chief, or someone with larger political aspirations if you'd like. Maybe you could make it to the White House if you found the right supporters.

Oddity:



You may or may not have a background in this world, but whatever you are you are not a normal person. You are an oddity, existing outside of human society. Perhaps you are an immortal killer, or perhaps you're just a visitor from another world. Whatever you are, you're an abnormality and will have to make your own way in this world.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Remembering Everything (100): You have an excellent head for memorizing numbers and statistics. You could memorize all the stats of baseball, or in the economic news of a city like Chicago, and do so in a reasonable time. While your memory is at its best with numbers this does generally improve your memory.

Scientist (100): You have 10 years of experience as an analytical chemist, forensic scientist, coroner, or a scientific profession. Comes with necessary licenses in this jump, and the education necessary.

Musical Wunderkind (200): Choose an instrument, type of singing, or something else musically related such as conducting or composing. You were a musical prodigy at the age 14, now you might be the best in the world in your role, you're at least top 3.

Group Therapy (300): You have great success overcoming and recovering from psychological issues or bad habits by attending group therapy, or talking out your problems with others. Short of a supernatural curse (or drawback) you can recover from any mental or psychological issue with time and the support of a group that you can talk to your problems with.

Helenic Beauty (400): You have beauty to rival the demigoddess most renowned for her beauty. That is you have the same, perfect, flawless beauty of Helen of Troy herself. And like the police lieutenant Irene Lamont you seem wrap people attracted to your gender around your fingers almost without trying; while some people of particular integrity may prove immune to your charm, you will find that most people attracted to your gender will be easy to influence due to their attraction to you and your beauty. There are limits to what you can make people do with this, but this will give you a serious advantage in dealing with those who are attracted to you. This does not, however, provide you with any other benefits, and you are not eternally young and with age beauty can fade.

Name in the Title (600): Kolchak is an ordinary man, he has no supernatural powers, no magic, no super science, not even military or FBI training. He does not need those things. And now neither do you. Like him you are the protagonist of the story, and this comes with certain narrative advantages.

First off, you will find interesting events happening around you. Wherever you go there will be a possibility for adventure and excitement. Plot hooks seem to drop in your path, simply falling into place before you. It's hard to tell if this is because you being there makes them happen, because you are nudged to be there, or just that they would have happened regardless and you are just now more likely to stumble onto them as they do. Either way you can toggle this off without toggling off the rest of this perk.

More importantly the protagonist cannot die, at least not without having had a chance to fight against it. You will find that you benefit from this. You will not die, or otherwise suffer chain failure, due to something that you were completely unaware of or had no ability to influence. This helps you most in early encounters with dangers, as you will be given the chance to observe and learn the basics of their natures first. But even in later encounters you will have a fighting chance to do something at least; if you're too out matched you might still not be able to win or even survive, but if you are smart, and competent you will be able to do something that matters in the end. This works to help you survive, not obtain your goals; you'll have to use your own skills and abilities for that. You also will have to use your wits and abilities; you'll get hints and clues, but you'll still have to figure them out yourself.



Journalist Perks

Big City Journalist (100): You have the equivalent of 20 years of journalism experience, from cub reporter up to working as an investigative reporter in places like New York and Boston.

Impersonation (200): You're good at impersonations. Not of individuals or specific people, but you're an expert at pretending to be someone who should be wherever you're trying to go. This is a combination of body language, actual words, and having a good sense for what is needed, and what sort of role you can pretend to have to actually get you into an area.

Cultivating Contacts (400): You know how to get people to talk to you. Whether it's bribes, trickery, flattery, or something else you have a good idea as to how to get anyone to tell you what you want to know. You also seem to find it easier to do so, people having a tendency to let slip information to you even when they actively are trying not to. While this makes you extremely good at getting people to talk, even about things that they are actively trying to avoid talking about, this doesn't keep them from being mad at you after the fact for having gotten information from them. Of course part of getting people to talk is identifying when they lie so this does make you pretty good at sorting out honest statements from falsehoods.

Amateur Bloodhound (600): Perhaps you would have done better as an FBI agent or a private investigator because when you decide to figure out what's going on you do. While you're not Sherlock Holmes, you are excellent at making deductions based on scant or little information. This is especially effective when investigating the paranormal, helping you to quickly figure out what you are facing, which helps you to figure out how to face it.

Beyond being a skilled investigator you find that you almost always seem to be able to find some clue. As long as there is a mystery to unravel you will be able to find something to point your investigation onwards. You'll have to put in the work, and figure out what it means which this perk... actually helps you with (see the first paragraph), but mysteries are more solvable when you are the one investigating them as luck, fate, or the plot seems to guide you towards clues. Note this doesn't apply to scientific mysteries; that is where this perk would help you figure out 'how this person was killed... oh a black hole was generated with this clarketech device' it would not help you figure out how to generate a black hole with a clarketech device.

Criminal Perks

Street Thug (100): You have the skills to make a living as a small-time criminal. You know how to snatch purses, pick pockets, run numbers, set up bagman drops and narcotic deals, as if you had 20 years of experience as a successful small time crook; you might have been in and out of jail in that time, but you know how to reliably make a living by a life of crime.

Making a Name (200): It would often seem that a criminal lives on their reputation. The underworld needs to know to trust you, and to fear you, and for that you need the right reputation. You find it easy to gain recognition for your deeds even when they cannot be proven in a court of law to have been done by you. You will find this makes it easier for the acts and deeds you desire to spread to do so, without spreading those deeds you don't desire to have be well known.

Eye for Profit (400): Of course a life of crime is not exactly as simple as working a salaried job, you need to be able to figure out where the profit lies and pursue it. Perhaps especially if you're playing the double life of an informant, or an information broker who has to deal in information discreetly. You now have an excellent eye for profit, and how something could be used to benefit you; this doesn't give you information out of thin air, but it helps you connect information you already have. Who would be willing to pay to know such a thing (or whether you could make more by making someone pay to have it stay unknown), what opportunity has a good enough reward/risk to make it worth pursuing, etc. This doesn't only help in criminal activities, you could use this for knowing if there's a market for a knight themed discotheque, or a new fashion line. The more factors involved the less perfect it will be, but you'll still have a good idea how to get ahead.

Mr. J (600): There's crime and then there's organized crime. Who wants to be a street thug, or the unreliable life of an informant? You have the skills needed to rule an organization surreptitiously from the shadows, to administer to an extra legal organization that spans cities, states, or even countries. You know how to keep yourself shielded from legal repercussions and how far you have to keep yourself from it all to shield yourself, how to deal with criminal elements bound by codes, honors, and traditions and have a good eye for how far they will go to enforce said traditions and how quickly they will break them; you have all the skills needed to run a criminal syndicate well. This won't put you into such a position on its own, but even without it these administrative skills could help in the legal world too.

Civil Servant Perks

Respectability (100): You have a certain air of dignity about you, something that makes you come off as respectable. Not quite an air of authority, but a certain sense that you are someone who matters.

Legal Weight Class (200): What's the point of having authority if you cannot use it to put a squeeze on those who you dislike? You are excellent at finding legal means to oppress others, or make life difficult for them, and knowing how far you can push such things before you end up in legal trouble or trouble with your employers. You especially excel at using bureaucracy and governmental systems to harass people, figuring out every little technicality, fine, or regulation you can catch them on.

Ball Thrower (400): You know how to put on a masquerade. That is you know how to perform a cover up, suppress information, and get rid of evidence. You can apply pressure to keep witnesses, and the press, silent. This works best when you have control over the legal authorities and those who have oversight over you at your back, but this isn't limited to such a situation.

You are particularly good at covering up information about the paranormal. While this doesn't help you keep individuals from discovering it, you find that events seem to conspire to help you suppress information about paranormal events from reaching the public. Evidence you can't get to yourself has a tendency to be lost or damaged due to circumstances.

All the Way to the White House (600): You have the stuff to succeed at even the highest levels of politics. While this will make you a competent leader on the world stage, this is not a perk for being the greatest governor or leader of men. This instead gives you the ability to wheel and deal with the best of them cutting backroom deals with lobbyists and fellow politicians for support, the understanding of optics and mass psychology to help you rally popular support in a democratic - or representative republic - situation, the ability to recognize pragmatically when you need to give an inch, or a kilometer, to get the mile you want, and the charisma necessary to succeed in Washington. This won't be giving you the wisdom of Solomon, a head for administration equal to Napoleon's whose reforms to the legal system were even adopted by his enemies who tried to make him out to be the Devil incarnate, or even charisma like George Washington's, but you will have the stuff to survive in the cutthroat world of high power politics. This also doesn't come with the connections necessary to rise to the top in the current political climate, but it will help you judge who you need to get in bed with if you want to go to the top.

Oddity Perks

Red Burning Eyes (100): Your eyes aren't necessarily red and burning, but there's something about you that seems to tell people they shouldn't mess with you. Perhaps it's a physical trait like burning red eyes or a hideous undead face, though perhaps its just something about your intensity and body language. Regardless of what it is, you can give someone a feeling down in their gut of roughly how dangerous you are without showing any specific abilities and how much killing intent you might have. Some people might be foolish enough to ignore this feeling, and it's how likely/what sort of harm you would inflict matters; if you could blink universes out of reality but absolutely refuse to harm someone in any way unless it's to stop planetscale genocide you aren't that dangerous to the used car salesman who won't sell you a car; conversely if you're merely a human with great social influence who would be willing to ruin his life and get him blacklisted everywhere for a minor annoyance you are quite dangerous.

Denizen of Shadows (200): Whether once human or not you are something that lives on the periphery of the human world, lurking in dark places and acting according to your own desires. But if you are to stay on such a periphery you must learn to go unnoticed. You are a stealthy creature able to move silently and use the environment to your advantage to hide yourself. This goes beyond mere stealthy movements, though, as you seem to leave behind less evidence of your presence than you should. It's not none, but you leave less than you would otherwise expect.

Unbelievable (400): "When you have eliminated all which is impossible, then whatever remains, however improbable, must be the truth." Sherlock Holmes was not often dealing with the truly supernatural, and eliminating the impossible only works when you have correctly identified the impossible. You will find that when you use powers or abilities that are impossible by the accepted laws of the local reality - from things as simple as superhuman strength to crush a throat to stranger things like being an invisible energy consuming horror - people are quick to dismiss what you did as impossible, that the witnesses are mistaken, the evidence is wrong, anything that lets them retain their normal little world. The majority of people will look no deeper than they need to, even most professional investigators will dismiss things, it will be a rare individual who will properly research or investigate your abilities; someone who doesn't care about being considered insane. It would take some seriously irrefutable evidence to get most people to look into you in depth, and only those obsessed with finding the truth of mysteries and a truly open mind - like Carl Kolchak - might buck this trend. Even in more supernatural worlds you will find this working in your favor, as ways that your powers do not match

up to those of that world tend to be ignored and not capitalized on without truly looking into these differences; in a world where all magic requires incantation and hand signs even people who have seen you use telekinesis will be prone to dismiss your psychic powers as simply magic that was casted somewhat surreptitiously and still be inclined to believe that a gag will stop you.

Monster of the Week (600): With the exception of vampires, each monster shown on the show and the pair of TV movies was a one-off creature, no one seemed to work to replicate or duplicate these things; and even the vampire was one of the victims of the former vampire created by its actions. That's the nature of a classic monster of a week show, before story arcs became the norm. And now you carry that narrative element with you. Your paranormal powers and abilities cannot be duplicated, copied, or replicated by others. You can create others of your kind, but you can't be cloned. You are unique, and only you can create more of whatever power you possess and use. This only applies to powers that do not function by the normal rules of the local reality, including all Out of Jump powers and abilities. This effect extends to your items and personal gear.



Paranormal Powers:

No discounts; these are really just general perks, but sorting those that are out right supernatural/in-universe powers from those that are more narrative traits.

Divinity Schooled (300): You seem to have attended divinity school at some point in the past. At least you know how to speak ecclesiastic latin, and have the ability to bless things so presumably you have. You could bless water to make holy water, bless silver to create holy silver bullets to kill a werewolf with, theoretically you could consecrate ground, or perform an exorcism that would actually work and banish a pre-Christian demon.

Diablero (400/800): You are an evil Native American sorcerer. Your powers are in your eyes, for you they are everything. With your eyes you can change reality. Based on what was shown this means transforming yourself into a crow, a coyote, an eagle, and potentially with time and effort other animals, as well as grant yourself inhuman strength - enough to casually snap necks or to knock in a window as a crow - mesmerize those who meet your gaze and control their wills even to the extent of making someone shoot themselves or calmly await for you to kill them. This also comes with agelessness, allowing you to remain in the peak of vigor for eternity. You do have a weakness, of course, if you are blinded your powers will be lost, even a bright flash will make you feel your held back age and strip you of your powers for a few moments, and your reflection could kill you, but because you're paying CP for this you instead simply lose these powers for an hour if forced to confront your reflection.

For an additional CP you will have the stronger potential explanation of the cops being shot by bullets of their own guns. This is now outright reality warping abilities, allowing you to through concentration and effort do such things as blast down windows with your gaze, or redirect bullets in flight. The greater the feat of reality warping the more time, concentration, and spiritual energy it will cost you. Your power remains tied to your eyes, you need to see something to affect it (seeing the gun firing the bullet would be enough even if you can't visually track a bullet), and your reflection or being blinded will still depower you.

Ripper (400): You are nigh immortal, needing to fear neither age nor mundane diseases (you may or may not be more resistant to magical ones), and tough enough to be considered invulnerable at least on the scale of what you might expect to face from ordinary men; we're talking jumping down 4 stories, sticking the landing, and running off while taking at least 7 shots from the police, this resilience is not guaranteed against

heavy enough ordinance. You are strong as well, strong enough to tear down a steel door given time and opportunity, or to total a car with your blows in quick order. You do possess a vulnerability; a strong electrical shock can reduce you to normal, or even kill you as easily as it would a normal human.

If you'd really prefer you can instead be a vampire. Your capabilities will be roughly the same (even if the Ripper showed greater strength and agility), but instead of being vulnerable to electricity, you will find yourself forced to sleep in your coffin to recharge your power during the day, repulsed by crosses and sunlight powerless to approach or affect either, and rendered inert if a wooden stake is pushed into your chest and killed if it pierces your heart.



A Face You Can Trust (500): You have the ability to reach into the minds of others and cause them to perceive you as someone they would trust. This goes deeper than just the appearance, but can make them interpret your grunts and growls as words that they would say. It's all drawn from their own minds, and you won't know exactly what they perceive. You can use this on multiple people at once, but they will each perceive you as someone different, perhaps one cop sees you as his father figure and superior on the force while his partner sees you as his mother.

Dream Studies (500): You might not be part of some research on the effects of not being allowed to dream, but you still show abilities similar to those Paul Langois did. When you sleep your mind's psychic potential manifests itself as a physical creature. Its power and capabilities are tied to those of your own psychic strength and the length and depth of your sleep. It will usually be drawn from your nightmares, as those tend to be the most intense dreams, and the more often you dream a specific creature the more 'real' it will become; you will never however dream one that is able to kill you so as to obtain the

ability to continue to exist past your dreaming it. You can still expect, though, to create something roughly as powerful as Paul Langois's Pere Malfait by the end of a decade here, and for it to grow stronger as you continue to dream it and your psychic potential increases.

This dream creature will act to help you obtain your desires when you manifest it from the psychic potential of your mind, and unlike Paul Langois's will not attempt to make sure you remain perpetually asleep to ensure its own existence.



Mamalois (500): You are a bokor, a voodoo priest, and know how to perform voodoo magic. This doesn't seem to include voodoo dolls, but instead involves the ability to make healing tonics, perform auguries, and reanimate the dead as zombies. Only the third is shown in detail, but the other two were at least implied. Your healing tonics can help cure illnesses, mitigate the effects of incurable disorders, and speed recovery from wounds. Your auguries are not perfect, but you can get vague knowledge of the future, enough to get you looking into an individual, or decipher your lucky number; something similar to a horoscope in detail, though much more accurate. Finally you can reanimate the dead as zombies possessing super strength, high invulnerability - at least to handguns - and ritualistically direct them to kill; you could theoretically direct them to labor or other tasks as well.

Devil in the Bedroom (600): This doesn't improve your performance there. It just means you've gotten in bed with the devil. That is to say you've made a deal with the Devil, and he is now helping you obtain your goals. The Devil is arranging things behind the scenes

to go your way, creating opportunities and chances for you; he could see a dead-end loser rise meteorically to the White House, or a reporter already thrown out by most major news services in the country rise to fame and glory with a list of Pulitzers to his name. This is still, however, the Devil, the means to reach these ends will be ones that may leave a bad taste in your mouth. Deals with criminals, allowing evil deeds to go unpunished, or helping participate in them yourself. Oh and expect a lot of obstacles to be removed by rather lethal accidents. Cars suddenly swerve off the road when something breaks inside, motorboats have their fuel spontaneously ignite explosively, elevators short circuit and their failsafes fail causing a deadly crash. They don't have to be mechanical failures but they will be common.

Of course it's the Devil doing this for you so it comes with some caveats. This power will help you obtain wealth, power, privilege, and your personal desires, but expect it to create a net increase in sin and evil in the world either due to your influence with the end state or just due to the means. Also those with divine protection such as saints or even just devout priests will be resistant at least, and may be able to disrupt all of your goals; if your enemies are religious and turn to divine protection it can be problematic for you. Also it needs to be worth his while to support you over the other guy so don't expect it to do much to champions of evil unless you are in fact eviler than they are. Finally this is fueled by blood sacrifices; goats will do for some things, but expect to have to use some humans too and if you haven't performed enough blood sacrifices you'll have to make your own luck.



R.I.N.G.smith (600): Perhaps you work for the Tyler Institute, if you don't they'd love to have you. You are an expert on autonetics and its related fields. That is you could make an artificial intelligence in a humanoid robot using technology from the 1970s. It'd not be easy, and you'll probably have to put a few years of research into the topic, maybe with the help of some others, but you could definitely advance robotics by decades. This is more skill with circuitry and the construction of cognitive hardware; you can make a machine that can think, make decisions, and even teach itself philosophy at speeds far greater than a human mind could. Be careful programming in aggression and survival instincts, possibly it'd be best to start with the ethical programming. Oh, and in case you are wondering, RING stands for Robomatic Internalized Nerve Ganglia.



Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin. No discounts on general items.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

2 Dollar Hat (1st Free, 50 CP per additional copy): A copy of Kolchak's hat. You know you want it.



Max Match (100): Computer dating service which will set you up with the most physically attractive singles in the local area. Criteria is based primarily on youth, physical fitness, and physical attractiveness, though you could set it up for other criteria.

In jumps where there'd not be computers, this serves as a group of non-descript intermediaries to set you up with other singles who are actively looking for dates.

And your version is not being used by a Greek immortal to hunt for physically perfect specimens to steal youth.

Occult Supplies (100): Whether you're a witch, a bokor, or an alchemist you probably need some supplies for your techniques. This is a stockpile of supplies useful for the occult and magical arts. You won't have anything truly rare or unique in here, but some of these supplies can be hard to acquire in America - or just in other worlds - due to being from a different place, being odd to carry home (where do you get miniature coffins anyway?), or just being somewhat specific - it can be hard to find a chicken of the right color sometimes. These supplies will restock as you use them, and so long as you aren't working magic every waking hour you shouldn't run out, though the more expensive or rarer elements will restock slower, so you might run out of chickens for a while if you slaughter the whole flock. Updates for new occult arts you learn, and these supplies only seem to exist when you have a particular occult need for them; you will have chickens when you need to kill one, but you won't have chickens to eat.

Altar to Hecate (200): By performing a ritual prayer to Hecate under the light of the moon you are able to drain an individual of their youth, aging them to about a century in moments. By stealing a few lives you can restore your own youth once more, though you're probably more interested in using this as a tool for aging people. While this has an endless range, you must mark a target with an object dedicated to Hecate, something like an amulet, medallion, or ring. Unfortunately it only works on those who are still in the bloom of youth, under 30 years, and they must be physically perfect or you risk the wrath of Hecate being turned against you. Well alright, since you're paying CP for this Hecate won't take revenge against you for an imperfect sacrifice, unless you intentionally repeatedly make them, and just not accept the sacrifice leaving them unharmed.



Mojo Bag (200): This bag of bells, bear claws, copper wire, and buttons is a protective ward against witchcraft and black magic in general. While you carry it magic will be significantly reduced in its effectiveness against you - an ordinary witch would be unable to affect you at all and more powerful magic will be reduced substantially when directed against the bearer. In addition by shaking this mojo bag you can disrupt magic in an area around you, it isn't as strong as an effect, but it still might turn those witch controlled mannequins back into normal inanimate mannequins.

Succubus Tablet (300): This large, sumerian clay tablet was bestowed upon mankind by Ahra Manyu, and is presided over by a succubus. Normally this succubus would possess the bodies of attractive women who died, imbuing them with an additional supernatural allure, and use their puppeteered bodies to murder attractive young men by draining the life from them in acts of eroticism causing them to die from heart attacks. But the tablet was coveted because it gave the owner great power, and you have - somehow - discovered how to tap that power to command the succubus associated with it. If the tablet is destroyed the succubus is lost until the next jump where the tablet will be repaired.



Journalist Items

Press Credentials (100): You wouldn't be much of a journalist if you didn't have the credentials to prove it. Or maybe you would. Still these are credentials indicating you work for a legitimate news outlet, a press pass, business cards, etc. They will update in future jumps to indicate existing press outlets in those settings, and a cursory check will even find you do work there, even if you have never done any actual work for the news. This comes with a certain amount of cognitive filter to keep people from removing you from their databases just because you have never done any work for them, though if you cause them significant issues - like getting them sued - they may 'fire' you. Of course if you start actually working for them they'll assume you were hired normally and actually pay you.

Camera (200): Kolchak wishes he had a camera like this one. It always seems to have the type of film you need, whether infrared or ultraviolet, as well as the lens you might need for close shots or far shots. The pictures taken with this camera will almost always be in proper focus, and the film is resistant to being ruined by exposure to light. And finally its flash has a tendency to momentarily stun paranormal creatures; it loses effectiveness if used repeatedly, but you could buy yourself a few moments even when facing some form of a god.

Contacts (400): A reporter needs sources of information. While you might be able to make do by tricking, conniving, or convincing people to tell you stuff, it can help to have a group of reliable informants and contacts. And now you do. You have people who see you as an old friend, as someone who will pay a good price for information, or just someone they don't mind talking to. These contacts can be found in various criminal and legal groups, usually not the core sections of them but things like low level members or morgue technicians, across at minimum a large country, a planet in an interplanetary setting, or a system in an interstellar one. As a drop-in you'd have this minimum spread, but if your background would have you have ranged a larger area you can expect to have a larger spread of contacts; a sailor might have contacts all over the world in a real world setting, or a Star Fleet Captain could expect to have contacts all throughout the Federation and into bordering empires.

Library Card (600): This card isn't associated with any particular library you'll see in the setting, but instead you can use it to get books from the Jump-chain library. These books will be oddly accurate for identifying and dealing with any paranormal or supernatural entity you happen to encounter. The more unique the entity the vaguer they will be, but if it is a commonly known entity - something that would exist in folklore like

a vampire or a succubus - you can expect them to accurately describe its habits, behavior, strengths, and weaknesses. If it is something newer or more unique this information will be more vague but it will always be useful in pointing you in the correct direction to discover their habits, behavior, strengths, and weaknesses.

Criminal Items

Cane (100): Whether the gaudy cane of a pimp, or the more simple walking stick of a syndicate boss, this is a nice, sturdy cane. While you could probably use it to beat someone, the real use is that it seems to demand attention when you carry it, drawing the eye to it and you, and making you stand out as someone of importance.

Goon Squad (200): This is a group of 4 big, strong men who regard you as their leader, and have very few compunctions about breaking the law. Maybe they're a biker gang, maybe they're your personal muscle in the mob, maybe they're just some criminal thugs you've picked up. They're loyal, strong, and violent. If you lose one they'll be replaced within a year with someone as loyal, strong, and violent. In future jumps you will have a similar goon squad who will be loyal, violent, and strong enough to play the role of mob enforcers by the settings standards; this means in something like Marvel or DC they might be low end metahumans, or in One Piece they might be minor Devil Fruit users, but don't expect them to go toe to toe with the main characters and do more than slow them down.

Catering Service (400): You are now the head of a catering service, that is a service that uses the many attractive women in it to cater to the desires of its clientele. That is to say escorts and especially ones who are willing to provide companionship to their clients. It comes with the infrastructure needed to in effect run itself and make a tidy profit, or you could take a direct hand and hopefully steer it to even greater profits and expansion. And the girls are more than happy to attend to your needs for companionship anytime you require.

Syndicated (600): Cheating your way straight to the top. Well that's fine. This is a criminal organization complete with contracts, infrastructure, and influence. If you focused its influence in one city it could be enough to run organized crime in a city as large as Chicago, getting a cut from pretty much everyone involved in the city, though you could have one that was less focused and had a wider if less dominant influence if you wanted. And you are recognized as the boss, while they aren't slavishly loyal to you, you will find that they are unlikely to rebel against you save for when they have powerful incentives, and that the upper echelons are happy to give you a modest cut and run things competently themselves; don't expect it to be growing without your direct hand but it won't collapse if you disappear for a few centuries; in fact it might even be reliable enough to perform human sacrifices to feed you for a millennium. In future jumps you will have an equivalent criminal syndicate waiting for you if you want it.

Civil Servant Items

Savings (100): Sometimes a little nest egg is useful to have. Whether you plan to retire from the police force, or start a life in politics, take \$30,480 in 1975 money; or 2 years of the median wage of a Chicago Police Sergeant. Or about equivalent to \$168,250 dollars today. You get this at the start of this jump and the equivalent in the local currency at the start of each future jump.

Bureaucratic Posting (200): You have experience in government; this gives you either a job in state or city government, at most the mayor of a small town, or the police, you could be a captain in a major city or maybe the sheriff of a rural region. As a drop-in you can find a similar job easily once per jump if you try, while if not a drop-in you can either have an equivalent position (in an interstellar empire mayor of a small town might be equivalent to mayor of a moon) or have it on your resume and contacts from your time to help you get a start in politics.

Political Supporters (400): Whether a police chief, mayor, or senatorial candidate no one gets anywhere in politics alone. This is the basic team you'd need to run a senatorial campaign; speech writer, PR man, campaign manager, interns, etc. They seem to be paid by Jumpchan so you don't have to worry about their salaries, though you will have to provide material needs for running the campaign, but they are competent at their jobs and loyal to you; no need to worry about someone getting cold feet just because you're crooked and going to the DA forcing you to kill them.

Hellhound License (600): This Baphomet head medallion is the mark of a special deal with the devil. When you wear it, it allows you to transform into a demonically powered dog. As this hellhound you can effectively ignore handgun fire, survive a head on car collision, or a 40 story fall in a crashing elevator all without it even messing your fur; at least as far as conventional weapons are concerned you are invincible. Transforming with this is fast enough that you can do it as someone turns their head. Your hellhound form and the medallion, while mostly invulnerable to mundane force, are harmed by hallowed objects and the medallion can be destroyed by dissolving in holy water... in which case you'll get a new one at the start of the next jump. Now normally if you lost the medallion you would be stuck in dog form until you reclaimed it - permanently if it was destroyed - but for you you'll turn back to normal after 10 minutes without the medallion and simply need it to turn into a dog in the first place. Unlike Palmer's which - presumably - only worked for him, you can hand this one off to others and it will work for them as long as they have your blessing.

Oddity Items

Sturdy Weapon (100): This is the weapon for you, a simple handheld weapon of your choice; something without moving parts, at most as intricate in its design as a medieval period sword or a flail. No matter what you are, the weapon will be sturdy enough for you to wield it, resistant to harm from your powers and strong enough to withstand the force of you wielding it as a weapon, and it will always be the right size for you. It's nothing special unless you are something special, but it's a weapon you can wield no matter how powerful you become.

Chopper (200): Your very own motorcycle. By default it's a classic brand from the 50s, though you could have something from the 70s if you'd prefer (or any time earlier than the 70s) or import a motorcycle, or other small vehicle. This motorcycle seems to be tied to you, as it will drive to you if you mentally call for it, moving through the quickest path, avoiding collisions that would damage it and seemingly instinctively knowing the best way to reach you. Beyond that it doesn't need oil or fuel to run, and maintains itself, even self-repairing when not in use, not that it seems to need to do so too much as it is still able to run missing some parts and pieces as long as the essential skeleton is there; it doesn't need fuel why would it need an engine.

And since this is a supernatural bike connected to your soul in some way you will find that however fast you can run it's always capable of going at least twice as fast itself.

Flying Saucer (400): Seemingly unarmed and unarmored, this spaceship is fairly unimpressive except that it appears capable of intergalactic travel at reasonable speeds. It's a small ship, only for - well given your nature - we'll say 1 man can pilot it though it could hold 9 for a trip if they were willing to squeeze in, and could be repaired and refueled by stealing civilian supplies from a major city circa 1975 America.



Necromantic Armor (600): This full body European black armor circa 12th century would look appropriate on a medieval knight. It should, it was made for one, and enchanted by a necromancer to make the wearer invincible. This invincibility wasn't really tested in the show, and its exact effects were uncertain as it was worn primarily by a ghost.

For you it will increase your strength slightly, and due to its enchantments will be comparable to at least the armor of a post-WWII tank. At least because this enchantment will scale with your power, and the armor will always remain at least 5 times more resistant to harm and damage than you are. However this enchantment has a weakness, holy effects will strip it of its magical power reducing it to merely a normal suit of armor.

Of course since you're paying CP for this unrelated to its enchantments it will resize to fit you, changing with you if you change form, and will always remain at least somewhat tougher than your body, and more resistant to damage than you are. Without the enchantment this won't be much more, but it will still be somewhat better than being naked, and it will never be particularly protective against holy energy, but it can still in theory protect against the physical force behind such a blow.



Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character from the series or films. Kolchak himself would be a natural option, but perhaps you'd like to offer Helen eternal youth and beauty that doesn't require killing people, make a man out of Updyke by dragging him along to other worlds, or let Emily show the multiverse to respect a feisty, older woman.

I Want to Believe (100 CP): This FBI agent fervently believes that aliens abducted his little sister when he was a child, and that the government is now involved in a conspiracy to cover up the paranormal. It's possible he's correct, and he's actually rather good at discovering what's up with the paranormal, though he does seem a bit over-eager to jump on the supernatural explanation, putting even Kolchak himself to shame with how quickly he does so. He's a fully trained FBI agent, though his employment will not follow him into future jumps. He has **Respectability**, **Name in the Title**, and **Amateur Bloodhound**, though, borders on genius intelligence, his Smith & Wesson Model 13 magnum revolver seems to generate its own ammo as he fires it as well as maintain itself, and while his suit does not generate ammo it is self-cleaning and self-repairing. Apparently he picked them up on cases.

Remington Brothers (100 CP): This pair of brothers claim to have been trained since childhood as monster hunters, the last in a long line of monster hunters. Apparently it's a dying art, one reason you're not seeing very many monster hunters around, and seeing so many monsters instead. Armed with the traditions their father left them, and surprisingly good research skills they're ready to help you out with the paranormal events of this world, and maybe beyond. Whether it's true or not, they do seem to have a great deal of knowledge about using guns, improvised weapons, and the weaknesses of various monsters and horrors out there. They also seem to have access to a **Library Card** between the two of them, as well as **Name in the Title**. They share a companion slot.

The Chosen Slayer (100 CP): This teenage blonde looks like she should be trying out for the cheer squad, not roaming the streets at night hunting for supernatural horrors. And yet that's exactly what you found her doing. Despite not being particularly large she's surprisingly strong, somewhat above peak human in fact, and her agility, reflexes, and endurance likewise surpass even olympic athletes. She seems to have an instinctive skill when using medieval weapons to help her in her fights. And of course she has what she sometimes calls a "slayer sense" which guides her towards evil undead and hellish supernatural forces; won't help her find that alien, or even a fairy, but when something demonic is about she seems to get a feel for it and where. She carries a wooden stake she calls Mr Stabby which receives the benefits of a **Sturdy Weapon** and is able to push through vampires' chests with greater ease than even her strength suggests.

Vampiric Knight (100 CP): This police officer of French descent has some oddities about him. Due to a skin condition he only works nights for one thing. Though that's only one oddity. He has a strange skill and proficiency with medieval weaponry, knowledge of horsemanship and knightly combat tactics, seems to actually survive on bottles of rat blood, possess superhuman strength, be unable to enter a church, and actively be repelled by crosses. This vampiric French knight from the 12th century hopes to find a way to regain his humanity, and to redeem himself for his years of feeding on humanity by working to find those horrors which prey upon them even now. He has the vampiric version of **Ripper**, 800 years of life experience to provide him with a whole plethora of skills to pull out from nowhere, and he possesses **Respectability**, **Legal-Weight Class**, **Red Burning Eyes**, and **Denizen of Shadows**.

A Resurrected Old One (200 CP): This young woman might be rather attractive if not for the odd bluish tint to her skin and hair, and the reddish almost carapace she has over her body; or maybe that just makes her more attractive; though she is able to take on her hosts previous form if she wants. She claims to be a member of an ancient demonic race that once ruled this dimension, merely using a human woman as a vessel. If it's true she doesn't seem to have most of the power that she would claim, though her excuse is something about how the vessel couldn't handle her full power. Which isn't to say she's not powerful. She has the powers of both a **Ripper** and the upgraded version of **Diableros** giving her greater physical abilities than either one alone and allowing one to cover the weaknesses of the other. Beyond that she has the makings of a scientific genius with excellent memory, apparently her host was a physicist and she still remembers enough of it to have the **Scientist** perk and **Remembers Everything**. Once per jump she can push beyond her normal limits increasing her abilities to at least double maybe somewhat more than **Ripper** or **Diableros** would account for.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade after 10 years.

Crossover Mode (Toggle): Kolchak The Nightstalker inspired many shows, and could be called the birth of a genre. If you'd like you can place one (or more) of these successors in the same world. You'll probably be dealing with things 15 to 20 years before the events of that show, but if you want to crossover things with a prequel to the X-Files, Buffy the Vampire Slayer, Supernatural, or another all myths are true real world with paranormal show go for it.

Early Start (Toggle): Prefer to start during one of the films? Feel free to start earlier during their events instead of at the start of the series.

Reboot (Toggle): If you'd like to do so you can go to the 2005 reboot instead of the 1974 original series. I haven't watched it outside of the 1st episode at the writing of this doc, so I can't actually say anything about how this changes things.

Bullets are Useless (+100 CP; Requires Paranormal Bait): Your weapons/powers are useless against paranormal threats you encounter here, you will always have to find their specific vulnerabilities and use those, and you can expect to have to do research to identify what they are.

Can't Ever Prove It (+100 CP): Any time you try and prove the existence of the supernatural in a way beyond your own supernatural nature you will find that all evidence you have managed to acquire will be ruined or disappear. You cannot prove the existence of any supernatural entity, outside of yourself and those you brought with you, for the duration of this jump.

Disgraced (+100 CP): You might have been a big name once, but now you are disgraced, reduced to some minor post and without respect. Even if you are a drop-in you will find that people know of you as a crackpot, failure, and something bordering on a madman, with an untrustworthy reputation.

Enemies in High Places (+100 CP): Somehow you are disliked by the cops, the politicians, and the legitimate authorities. While they will not necessarily go out of their way to mess with you if you mind your business and stay out of theirs, you can expect them to make things difficult for you anytime you come into contact or especially conflict with them.

Enemies in Low Places (+100 CP): The criminal underworld doesn't have a hit out on you yet, but you are persona non grata there. They aren't ready to seek you out, but you can expect them to not like you poking around, and for them to oppose you if you start getting involved in their business; and possibly they will put a hit on you if you do. Expect to have no friends in the underworld.

Everything Makes You Sick (+100 CP): You get seasick, airsick, carsick, flu sick, etc. You are highly vulnerable to motion sickness, feelings of nausea and heartburn, and can expect to get that bug going around the city even if you would normally be immune to disease or are not even human. Everything makes you sick.

No Stomach For Violence (+100 CP): You have no stomach for violence. You can't stand watching it, or its after effects. Expect to lose your lunch, or worse, if you have to look at mangled or murdered bodies for some reason. Maybe you should stay out of fields that put you in contact with homicide for your own well being.

Gonna Get Fired Again (+200 CP): You compulsively follow the truth, the story, and the mystery. No matter the personal cost, damage it could do to your social standing or your career, or danger to yourself, like Kolchak you will follow the mystery and try to unravel it.

Mummy (+200 CP): You are a rotting corpse! There will come a time, predetermined at the start of the jump, in which you must have 4 perfect warriors sacrificed through ritualistic heart removal, and then a 5th sacrifice who has been pampered in a manner befitting a sacred king for the past year, allowed to live hedonistically without knowing want, and who willingly allows himself to be sacrificed. Do this or fail the jump

Paranormal Bait (+200 CP): During his time as a reporter Kolchak encountered at least 22 paranormal adventures. Now you will encounter at least 22 of your own during your time in this jump. Expect to run into a variety of creatures and oddities, and one way or another find yourself fully involved in the situation until either it is dealt with, or it finishes its reason for activity and leaves on its own.

Treasure Thief (+200 CP): You stole a sacred tribal treasure, or at least the spirits think you did, during your time here you must acquire wealth to replace it... the last person with this curse spent 300 years stealing jewels and didn't succeed. This must be material wealth (paper money won't count), and neither will anything bought with outside of jump wealth, acquired by selling out of jump items, out of jump items, or created by your own powers.

Doppelgangered (+300 CP): A doppelganger has latched onto you, taking on your appearance and attempting to kill those closest to you; often through pyrokinesis and by causing them to spontaneously combust when they sleep. If you go to sleep outside of sanctified ground it will take over your body and soul, replacing you and taking over your life entirely. If you can figure out who it is and force their soul to return to their body they will be dealt with... but another one will attach to you before too long.

Posted in Greenland (+300 CP): Well you were. Got bit by a wol. Now every full moon you grow excess body hair, have your strength increased, and become extremely hard to contain while lashing out violently at those closest to you... friends and loved ones first. You will almost invariably break free of any means you attempt to use to contain yourself during this time, and even if something works once don't expect it to work a second time. Maybe it'd be best to make sure you are too far to reach those you care about, and don't know where they are... though innocents will still likely suffer for your bouts of lycanthropy.

Vampiric Weaknesses (+300 CP): You may or may not be a vampire. This won't give you the benefits at least, but you will have the weaknesses. Sunlight repulses you and drains your powers, and you will find yourself having to sleep during the day to maintain your strength to act outside of it. A cross repulses you, forcing you to back away, and weakening you so that you cannot strike out against it, and one strongly presented - such as a giant burning cross - will even harm you potentially making you burst into flames. Finally a wooden stake will immobilize you when it's tip is driven into your torso, and should it be hammered into your heart it will kill you no matter what resistances and immunities you possess. Enjoy your night life.

Vulnerability (+300 CP): No matter how powerful or how invulnerable you should normally be, there is a means by which you can be killed. This means will be something that even an ordinary man armed only with courage, slightly above average wits, and a bit of luck could use it to kill you. This vulnerability will be recorded in myth and folk lore throughout history and the world. Try not to make enemies, at least not from those who have wits and daring.

Outro:

Your time in this paranormal filled world has come to an end. So now it is time to ask you (once again) what now:

Get me out of this contract: Go home to your original world. Your chain ends but those things you gained in it are still yours to keep.

Season 2: Think the cancellation was so much of a shame you want to stay here permanently? So be it. Your chain ends but those things you gained in it are still yours to keep.

An Enduring Influence: Or perhaps you will go to another world, taking what you gained here and becoming that much more because of your time here.



Notes:

Jump by Fafnir's Foe

If the original film hadn't been a vampire they'd not have made it in; too many weaknesses which feel bad to waive completely and... Ripper is just a better version of the powerset they had in the series.

Witchcraft was too vague/ill-defined for me to feel comfortable including it as a purchasable option. Similarly with Alchemy. Diablerie I cut the difference and went with 'what it was shown doing and can be confirmed to do' and 'it was described as reality warping and since we didn't see how the people shot themselves teleporting bullets is actually a reasonable possibility'

I decided against including the truly inhuman races and the like, focusing on supernatural powers and not 'you're a lizardman'. Especially since the limits of say primal man regeneration were not well demonstrated (evidently couldn't clone themselves, so why did a few cells reproduce to be whole organisms?), and neither were the slumbering lovecraftian bear god.

I would personally put the toughness of the Hellhound License over that of the Ripper. While an upper limit was not shown for either, the Ripper's feats include being unfazed by fewer bullets, falling a much lower height, and surviving a hanging, where the dog also survived a head on car collision which no human could. Mostly it's 40 stories > 4 stories. Big advantage of the Hellhound License, though, is you can give it to a minion or use it yourself for versatility.

I have not actually watched Forever Knight for the OC expy.

I have also not read the Kolchak books or comics.

Changelog:

Version 1.0.0: Released.