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In 1992, Nicholas Knight became a detective for the Toronto police department, a brilliant investigator with a particular quirk, a rare skin condition that is incredibly sensitive to light.

In truth, Nick is Nicholas de Brabant, a vampire. Born in the Netherlands in the 13th Century, as a young man he was framed for murder, a charge he could escape only by enlisting in the Crusades. His experiences in the Holy Land broke his faith, and left him a bitter misanthropic drunk. It was then he was approached by two vampires who offered immortality. After centuries of nightly killings, Nick developed a sense of remorse. For the last hundred years he has forced himself to drink only animals' blood and has joined the police force to try and atone for his many sins, all while seeking a cure for his vampiric condition.

Have **1,000 cop points** (cp) to survive the mean streets.

Locations

Sacramento, California. Choose to start in 2008 when the pilot airs, or five years earlier, the day that Patrick made his foolish boast.

Age, Sex, Etc.

Pick whatever you like as far as age and sex, ethnicity. etc.

Perks

These cost 100 points unless otherwise stated. You get 4 Tokens which can be redeemed to get anything you want here for free, though things costing more than 100 cp will take two tokens to purchase.

Police Academy (free) You have graduated from the police academy with distinction and have all learned all the skills expected of a rookie cop. If you were not already, you are physically capable of meeting all the qualifications.

Nerves of Steel (free) When all is chaos and screaming and shooting, you never lose your cool. You don't freeze or hesitate, you don't react impulsively, you decide and act.

Bad Vibes: You have a peerless instinct for when things are about to go wrong. Might give you time to get out, or at least pick a better place to stand when the shooting starts.

Civilian Career: Choose an ordinary job, like cooking or carpentry or something. You get 10 years of experience with that career and updating credentials that'll allow you to practice it elsewhere in the future.

Crowd Control: You can't reason with a mob. Except for you, you can shake people out of the groupthink and get them to consider what they're actually doing, to feel guilt. That's a rare gift.

Defensive Driving: You learned how to drive extremely well. Any vehicle you get behind the wheel of seems half again faster and more resilient. You have an exceptional mental map for roadways and quickly learn the best shortcuts.

Encyclopedia Brown: You have a perfect memory. Every face, every fact, every figure you encounter, you can recognize and remember exactly how and where you encountered it. You can also read a whole page in little more than a glance.

First Responder: You may not be an EMT, but you aren't far behind, having trained in emergency and trauma medicine, you know how to set a bone, stop bleeding, and can keep people alive until the handoff to the professionals.

Hypnosis: With eye contact you can subtly lull people into a suggestive trance, giving them a strong compulsion to, say, tell the truth. You can't make people do anything against their core nature, but you can fuzz with their memories and perceptions and so on.

Internal Affairs: You have a nose for rooting out corruption within the force. You can spot a dirty cop with ease and know who you absolutely cannot trust.

Interrogator: You know how to question a suspect, how to keep to a theme and make yourself utterly terrifying, how to spot a lie and entice the truth.

Marksman: You are one of the best sharpshooters to ever wear a uniform. Even firing from the hip you're more accurate than most of the SWAT guys taking a few seconds to line up the target just right.

One Loose End: Sometimes the cover-up just exposes more holes. No matter how clever the conspiracy, there will be a clue to its existence, and you are guaranteed to stumble over it at some point. Plan your next moves very carefully.

Resistor: Hypnosis is a vampire's most valuable tool for getting what they want, covering up and cleaning up their messes. But every so often, they run into a person who is just

flatly immune to hypnosis and mind control. You are one such person, better play along or they'll likely move on to murder.

Quick Study: You pick up on new skills and information about three times as fast, and easily synergize different things you know.

Resilience: You have the guts of an action hero. Shot? Just a flesh wound, walk it off. Broken rib? Won't stop you from winning the fight. You can take punishment like a pro. Just remember sometimes it's better to stay down.

Self-Discipline: The worst part about the seventies has to be the waiting. No convenient internet to just look things up, you've got to wade through logbooks and reference materials. Still, you can be endlessly patient, that's how you catch the rabbits.

Solid Cover: When you take shelter you can be assured it will stand up to a bullet or a few, even if it's behind a parasol. You are skilled at finding cover and fitting yourself to it, even if you need to suck in your chest to hide behind a lamp post.

Spot the Clue: One of these things is not like the others, one of these things just doesn't belong. Whenever there's an anomaly or odd detail, it jumps out at you as if highlighted or glowing.

Stealth: It isn't easy getting close enough to an alert cop during a firefight to neatly heart-shot him in the back. But you manage just fine.

To Serve & Protect: People trust a policeman, until they learn better. You are charismatic and effortlessly reassuring. People feel they can come to you with their problems.

Vampire (-400 cp): You are a vampire, possessing immortality, the strength of many men, superhuman speed, flight, senses to rival the best of the animal kingdom, and invulnerability to blunt force, gunshots or *most* stabbing/slashing attacks, staking your heart or chopping off your head work, any other wound can be ignored. The more you use your powers, the greater your hunger for blood.

You *also* start with some weaknesses, aversion to garlic and bursting into flames from sunlight exposure or holy ground, holy symbols burn your flesh and are hard to look at, like the sun for mortals. These weaknesses, at least, fall off after the Jump ends.

Items

100 cp unless specified, you can also spend your tokens here.

Piece: You have a firearm that can never be found in a patdown, and never jams or runs out of ammo.

Badge: This marks you as a member in good standing with the constabulary here, or wherever you land. The paperwork will all be in order too, yet you never seem to get assignments.

Connections: A good cop knows people, the retired guy at the diner who likes people-watching, that guy you let off once. You have a network of friends, snitches and stool pigeons who are very good at keeping you up on the street-level side of major events.

Go Bag: A bag packed with two changes of clothes, a knife, two bus tickets out of town that are always valid on the next bus, and $3,000 in cash or an equivalent in local currency.

Home: A large and well-furnished suburban house. How are you managing this on a policeman's salary? Nobody will ever ask, same for utility bills and taxes.

ID: All your background paperwork, already handled. License to drive, social security card, passport, state and/or national ID, and a whole history that should stand up to even intense scrutiny.

Income: Regardless of whatever else you do you get about 53 thousand per year, the maximum salary for a Detective. In future Jumps this updates to the local currency and equivalent purchasing power.

Stake: Sometimes, you need to kill a vampire quickly. This piece of wood pierces any armor and can slay even vampires that wouldn't normally have that weakness.

Nest Egg (-200 cp): You have a series of shell accounts and wise investments made over the centuries. Keeping ahead of inflation should be a monumental task over an immortal's timeframe, but this will keep you in the upper 1% of disposable income without input or effort from you, come what may. No worries about taxes or people asking why your account predates the Renaissance.



Companions

These also cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree.

Partners: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Template tokens, same as you got.



Drawbacks

Each of these grants 200 points unless otherwise stated.

Bail (+0 cp): You can leave when the show ends after three seasons.

Wunza (+0 cp): A vampire cop? More likely than you think. Feel free to supplement this to any other police procedural or setting with vampires, even if you need this to visit the setting.

Call ACAB: Because at the end of the day, All Cops Are Bastards. What, did you think wearing a badge would make you one of them? Besides a couple named characters, everyone on the force is now racist, violent, on the take or some combination of the three. They will never believe you, never support you, and if you go around asking too many questions, well, that's how cops die heroically in the line of duty.

Love to Stay, Eh?: You'll stay an extra 10 years here. This can be taken twice.

Power Lockout: You can't use powers from outside of this jump in this jump.

Item Lockout: You can't bring items from outside the jump into this jump. Your Warehouse is barred to you.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you. They'll be in stasis instead.

Under Investigation: The cops suspect you strongly of something. If you're a cop, it's Internal affairs that's all up in your business. Be very careful lest the weight of civilization itself turn against you.

The Masquerade: The end of the show, let's say *strongly implied* that Nick chose death over turning or killing Natalie to preserve the secret that vampires exist. Well, now the enforcement mechanism is a lot more thorough, there are thirteen clans upholding the Masquerade, the Camilla, the Sabbat, Anarchs, all of it from the popular vampire RPG of the time.

Ending

What will you do now? Stay here? Go home? Move on to the next jump?