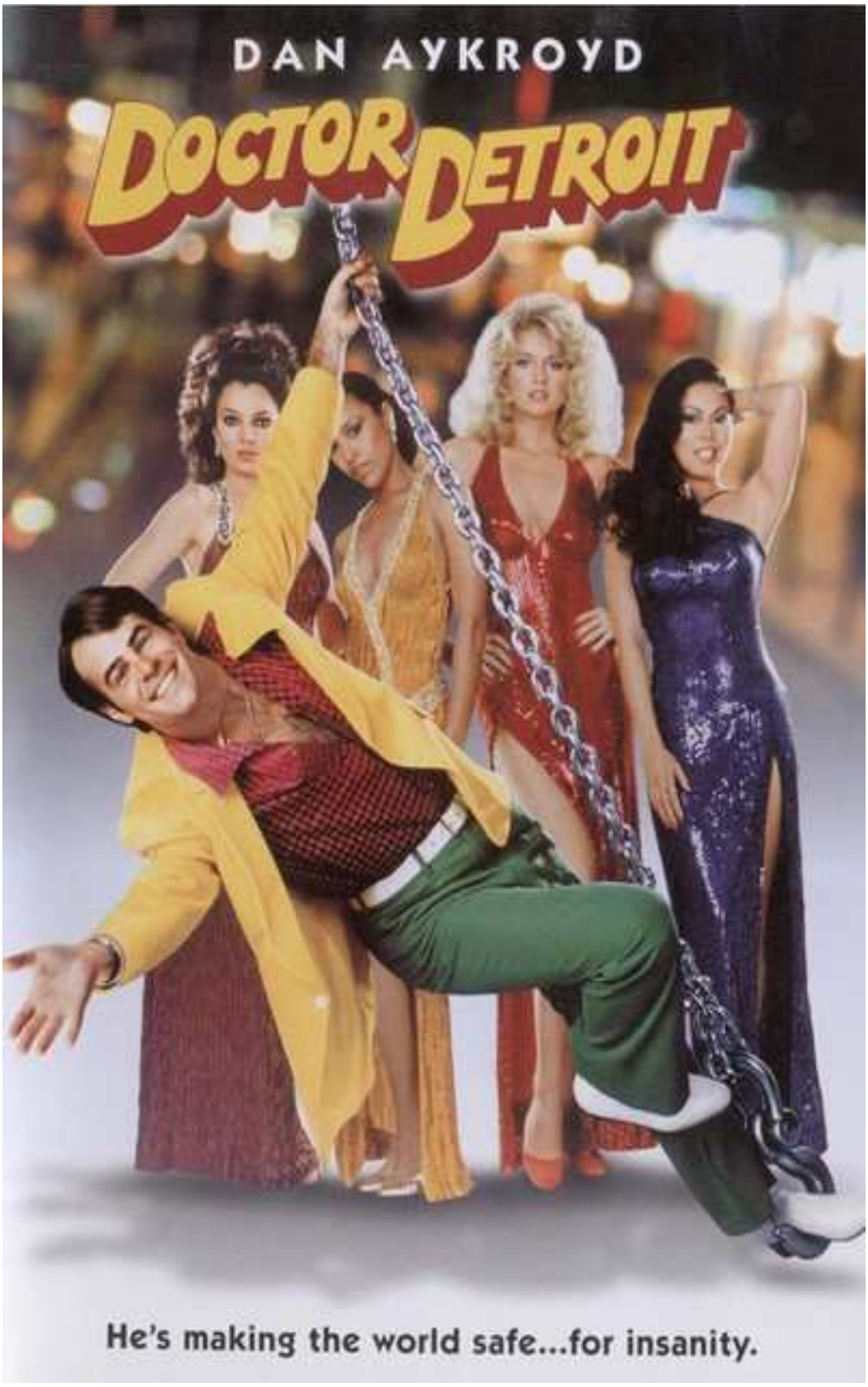

DAN AYKROYD
DOCTOR DETROIT
He's making the world safe...for insanity.

Doctor Detroit (1983 Film) 1.0
By Horrorshowjack

Professor Clifford Skridlow has a modest life. Still lives with his parents, works hard, powerwalks like mad, and does a lot of heavy reading. His idea of a big night out is getting Indian cuisine off-special and reading. On one such big night something goes horribly awry!

It leads to carousing. And drinking. And dancing. Sampling the Devil's Weed! Even an offscreen orgy with four showbiz professionals. It's the greatest night of his entire life!

Unfortunately, all is not peaceful in bucolic Cook County Illinois. No, the maidens are being threatened by a nefarious local gangster, Mom. Which now involves him. While they may be women of negotiable affections, they didn't negotiate with him and therefore still count as damsels-in-distress. He's been set up, but he still has his sense of chivalry. Seriously, he teaches classes on it. Therefore, he only sees one viable course of action. He vows to defend them and takes up the mantle of --

DOCTOR DETROIT!!

Knight errant, super pimp, player, and chiropractor extraordinaire. Can the Madman from Michigan save the day, free the girls, and maybe keep the university from closing down too? It would be unfortunate if all those people lost their jobs.

At any rate whatever you choose to do, help the Doctor, help Mom, or just wander around Chicago for ten years you'll probably need these:

+1000 Chivalry Points.

Locations:

1. Somewhere in Cook County IL
2. Detroit, MI
3. Somewhere else because you're avoiding the plot.

Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

As there are no origin discounts you get 6 pimp medallions. These can be redeemed to get anything costing 200 points or less at a discount (100 Point items free when discounted), or you may stack two tokens to get a 300 point purchase free or discounting anything more expensive.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. Anything you buy here can be **purchased multiple times** provided it makes sense**.** Just don't beclown yourself. Doing so provides an additive bonus unless noted otherwise. Perks with the [MULTI] tag require you to pick a specialty from the perk's topic, and have the option of purchasing multiple specialties at the normal price. These are then treated as separate perks for the purpose of acquiring the additive bonus and other features.

Upscale Dining at a Budget Price: (Free) It's rough being a college professor. Or a pimp. You have all those high-brow aspirations and style, but the money ain't always there. Fortunately, you're really great at finding high quality dining experiences you can afford, even if a lot of it involves sniffing out specials, coupons, and luck. This also applies to other areas, however the effects aren't as consistent or impressive. The effects of this perk get bigger the longer you're in a particular city.

Coming In: (Free) You are pretty good at finding nighttime entertainment establishments that suit your tastes, and getting into them. While not very helpful at members-only establishments, at others bouncers will usually be favorable to letting you in if they can. You're also highly skilled at greasing palms of bouncers, headwaiters and the like when necessary.

Swordsman: (50) You're familiar with both Olympic style fencing and the weapons they were practice for. Not an expert, but generally competent enough to not embarrass yourself. You also have a knack for adapting it to other things of similar sizes and shapes.

Trough of Academics: (50) When cooking for a crowd you are able to stretch food and drink farther, along with getting better quality even if you have to improvise. It's not miraculous, but it is impressive to people who know what you did.

Career Options: Choose a career. You get 10 years of experience with that career and updating credentials that'll allow you to practice it elsewhere in the future.

Powerwalker: You're an expert powerwalker, and have the drive to do it repeatedly. Not only is it easier for you than one might expect, but it's a far more effective workout than seems possible. You could even wind up with the divine caliber legs and tush of Dan Akroyd by doing it.

Superfreak: You have great instincts at sexual activities, learn new techniques with ridiculous speed, and you're able to keep going physically well enough to satisfy four professionals to the point they'll remember you fondly as an athletic, baseline human. As you improve so does this perk's effects.

Systems Analysis: You have both formal training, and keen instincts at analyzing systems. As this is in the interdisciplinary sense,

Possible Homosexual: Won't be a surprise to you. By studying someone for a moment you can tell where on the Kinsey scale they fall, and how interested they are in your apparent gender.

Full Assistant Professor: You're pretty good at teaching things in an academic setting,

along with all the additional mundane stuff associated with it, and will always be able to find a job doing it if you have the knowledge and credentials required. Oddly, you're treated as if you already have tenure from day one. Even if tenure shouldn't be possible where you're teaching.

Big Reader: You're very good at reading, read significantly faster than you would otherwise, are able to get more into what you read, and have a solid understanding of literary analysis, On this and future jumps you'll always have a solid understanding and knowledge base of literary forms and "the canon."

Paperwork: You're really good at it, and only take 1/4 the expected time to finish it. Even better, routine paperwork that doesn't take particular skill, creativity, or attention will fill itself out if you organize it in your workspace.

Chivalrous: You're an expert on the (largely fictional) medieval dogma of chivalry and can draw strength from it. Not only does it help your willpower, courage and so forth based on how strongly you adhere to it, but others recognize it in you as well and tend to view you as more noble and respectable when you do. Oddly, the chastity part seems to be less stringent of a requirement for you than it should be. And lets face it there's a lot of perks that will negate that bit entirely.

Hapkido: You are roughly as skilled at hapkido as a pretty good black belt. Can be purchased up to four times which would put you in the discussion for world's best at least in pure skill level. As an added bonus you can purchase other common Korean martial arts and combat sports for 50 CP at the same level.

Hot Soup Coming Through: If you say something loud and or make a spectacle of yourself, you'll find it really easy to move through crowds without them taking offense. You could even grab a prime spot on a dance floor. Does require the crowd to be at least neutral towards you. You can take one other person with you doing this.

Indian Cuisine: You're a skilled cook when it comes to Indian food of any region, and an expert on the technical details and history associated with the field. As an added bonus, you're literate and fluent at all the languages native to the subcontinent, and could play an expert on cable news regarding any aspect of their culture and history.

Rock Climbing: (300) You're an expert rock climber, move at a high speed when doing it, and get a much better work out from it than expected. Even if you're beyond the point it should count as a workout, you'll still benefit from it as if you were normal. This also serves as a minor boost to any other climbing type perks and powers.

Kung Fu: (300) Cliff also claims to be an expert in both Red and White Crane Kung Fu. No idea what Red Crane is, but it would probably be some sort of hybrid. Unlike him you actually are a Kung Fu expert, but at all eight traditional animal styles. For a second purchase, you're probably the best in North America at each of them. You're also pretty good at combining them into distinct styles of your very own.

Box Master: (300) You're a great driver, and have added luck at doing normal stuff safely. This also comes with significant skills at both offensive and defensive driving. Including boxing people into a formation, and trying to escape from it yourself.

Smooth: (300) You're a master bullshit artist. You can tell wild lies with a straight face, know how to make them more believable with fabricated evidence, and have a borderline ridiculous knack for running away from consequences. You're also good at finding patsies.

Player: (300) You take well to any facet of sex work, including management, and have at least middling skills for the job on day one. Where you really excel is avoiding arrest for doing this sort of thing, and that it's extremely difficult for related to result in your conviction. Things just sort of happen and they're usually outlandish or vaguely comedic. Also comes with the minor benefits of being able to wear bright and/or wildly clashing colors while still having it look good to most people, and improving the effectiveness of your dancing skills.

Kennel Keeper: (300) You're able to force people to do things if they owe you money, even things that aren't legal or ethical. Even if they're only tangentially connected to the debt, but the actual debtor has run off or died. Major crimes would require spectacular amounts of money however. The fact that they are basically slaves won't draw much attention from authorities even if it's illegal.

Chiropractic: (600) You're a master of the chiropractic arts, and won't injure someone unintentionally during adjustments. Since this grew out of vitalism, you have abilities for energy flow adjustments consistent with that. This can even allow you to do other life

energy adjustments on people when you adapt the techniques, provided you have that system. You also have the knowledge to seriously injure or even cripple someone with chiropractic techniques.

Big Hero: (600) As allegedly a normal athletic human, Cliff is able to: outrun a car in a confined space, dodge gunfire, punch through a windshield, effortlessly climb a pile of wrecked cars thirty feet high, and even get driven through a heavy wood gate face first without effect. You can now achieve a similarly ridiculous power-up with two important caveats. First is that you have to be mantled as a hero and defending the weak and innocent (for some strange reason sex workers always qualify) from some serious threat. Second is that this works on a per encounter basis. It starts during the fight or encounter and ends when things are done, or a notable period of time passes without further conflict in the case of multiple short fights strung together. It takes three times as long as this ability was used for to recharge.

Piled Higher and Deeper: (600) They call you doctor, because you've finished a doctorate in something related to a subject taught at a private, liberal arts college. Despite the title, it doesn't have to be a Ph.D. You get a new one on future jumps.

Items: 100 cp and purchasable more than once unless listed otherwise. Similar items may be imported to gain the new features.

Media Collection: (Free) You get a copy of the movie in whatever format(s) you need, a new version about your adventures here by the same crew and actors, funnier and raunchier versions of both, the official soundtrack on vinyl autographed by all the contributing artists, and every song by anyone involved in the movie added to your soundtrack perks and/or music players.

Good Grass: (50) A bag of very high quality marijuana that refills as you use it. Turns to lawn clippings if sold. Includes rolling papers and a nice zippo.

Outfits: (50) Your standard, large selection of outfits appropriate to the film and your lifestyle. Clean and repaired overnight.

Kentucky Fried Chicken: (50) Did you know KFC used to be an acronym? You get two buckets of Kentucky fried chicken (holding 16 pieces each), six large sides, a dozen biscuits, condiments, and a bunch of those plastic sporks. Can be refilled every 90 minutes but not resold.

Faculty Club: A members-only club associated with some nearby university or college. You have full membership there, even if you aren't associated with the attached institute of higher education. Attaches to a new one each jump if available, and you'll keep reciprocal membership in any from prior jumps if they exist.

Player's Ball Tickets: There will always be at least one, and you can attend it. This also applies to your companions, and any followers who are somewhat involved in sex work.

Limo: (200) You get a stretch limo with a designated driver. With the normal stuff associated with fiat backing. Never runs out of fuel. Insurance and basic repairs handled automatically. Replaced in a week. Has a decent mini-bar that restocks overnight. Can also copy any other fiat-backed limos or similar vehicles that are fiat backed.

Yacht: (300) Is it actually a yacht, or just a houseboat? At any rate, it floats and costs a lot of money. You'll find it at a paid for slip on some large lake in the area of this and future jumps. It is seaworthy if you crew it properly, but in general it's mostly a living space. Doesn't run out of fuel and dry docks itself for repairs when needed.

Penthouse: (300) You gain a huge, lavishly furnished penthouse with a great view of some major city. By default will show up in Chicago, or the nearest major city on future jumps. Warehouse attachment if not imported, or if there are no compatible buildings. Bills are covered, and it's very hard for strangers to find out you live there for some reason. Even though your mail shows up.

Monroe College: (300/600) Maybe it wasn't as successful as hoped? For 300 you get just the campus, but with the library and other stuff. Warehouse attachment until the end of the jump, but you can import it in future ones. Has all utilities and taxes paid for in that

event. For 600 you get all the staff and stuff required to run it as an actual school. They'll be capable of teaching anything you could or stuff that exists in universe at the university level. The library updates in either case. Single purchase per crew.

Jumper Joliet: (600) It may look like it was made from stuff randomly grabbed in a costume department (and probably was), but this gaudy ensemble has some interesting benefits. When taken you create a persona this is attached to. First it provides a minor boost to all your physical abilities and the effectiveness of your combat skills, along with a major boost to dancing. Second, it provides a major boost to the persona's rep gain. And finally, people won't recognize that the persona is you without serious direct evidence such as being effectively unmasked in front of them.

Penthouse Inc (600) You gain complete ownership and control of Penthouse as it exsted in 1983. Magazines, videos, and even a small film studio leftover from *Caligula*. Pays you a rather large sum on a monthly basis, and a great way to meet aspiring actresses of either variety. Includes a warehouse attachment library with everything they ever put out in their existence.

Professional Sports Team: (600) You own a pro-sports team. Should turn a substantial profit for you, and you get free tickets for you and your companions. Single purchase. Companions can't buy in same league as each other or you.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These 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. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the same base discounts and tokens you got.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Be The Main Character: You'll be replacing Prof. Clifford Skridlow and have to try and be at least as successful as he was for the overall plot. However, you aren't tied into his marriage should you prefer otherwise.

Longer Stay: You'll be here even longer,twenty year minimum, and somehow find yourself getting involved in incidents disturbingly reminiscent of *Nothing But Trouble* and *Blues Brothers 2000* during your stay. It may not make sense, but neither does those movies being greenlit.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Warehouse Lockout: You can't access your warehouse.

Companion Lockout: Your companions can be imported and buy things, but they can't

enter the jump with you.
Taking the four prior Lockout Drawbacks gives you an extra pimp medallion.

Power Lockout 2: You don't get access to any purchases here until after the jump ends.

Rhymes, Puns, And Dad Jokes: You now can only speak and communicate exclusively in rhymes. The one exception is when an opportunity to tell a dad joke or a pun comes up. You can speak normally to do that.

Dossiers: If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many template points as you spent. They don't like you and want to defeat you.

Wrath of Mom: You'll wind up dealing with related plots or sequels no matter how thoroughly you avoid or resolve this. Even completely avoiding the plot will still get you dragged into two instances of this sort of plot.

Find the Gunboat: You're incapable of having sex without paying for it in cash or prizes, and you're a full-blown sex addict who suffers mentally, physically, and in other areas of performance without frequent sex.

Broke: You owe someone a rather large amount of money($80,000 in 1983 dollars at the start), and must pay it off by the end of the jump. They're a borderline loan shark. This money must be earned in jump.

Important Institution: You have to keep Monroe College afloat and open for the full ten years to avoid chain failure.

Your Majesty: You have to be the king or queen of the Players Ball by the jump's end to avoid jump failure.

How Many Years Have You Been A First Year?: You have to complete a Bachelor's degree at Monroe College. You'll be stuck here until you do, although if it takes more than eight years as a full-time student they might kick you out.

The Doctor Is In: (600) Turns out Doctor Detroit isn't just an alias and disguise. He has every perk on this document maxed out, everything he claims to own in the movie and beyond, along with serious beef with you. Since the Doctor lives in all of us, even killing him won't stick, and he'll escape from any confinement in due time. Even if you hopelessly outclass him, he'll still find a way to come back and be a pain in the ass. Negates early exit. Good luck.

Notes:

Change Log:

1/31/26 Version 1.0 For Monthly Jump Challenge: Resolutions.

Ending Options:

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