
ROCKETEER
JUNE 21, 1991

The Rocketeer (1991)

A Jumpchain Adaptation by MadaMada
1.0 - Original Edition

Los Angeles, 1938. This world is mostly like our timeline - Hollywood's in its Golden Age (though it's *Hollywoodland* right now), the world's shaking off the effects of the Great Depression, and the Third Reich is making power grabs halfway across the globe. But that's far away, seemingly irrelevant to what's happening here, though they've got an airship on the way to the city.

What *is* relevant is that there has been something very novel being developed by the Hughes Aircraft Company - the Cirrus X-3. It's a miniature engine with a shell that remains as cool as ever, even when the machine itself is spitting fire! It can output tremendous amounts of horsepower, exceeding the planes of the day by huge leaps and bounds. This revolutionary device shall surely change the future of aviation!

…ok, yes, it's a jetpack. No need to mince words.

To make things worse, the prototype has been stolen by local mobsters secretly working for the 3rd highest-grossing actor in Hollywood. Their motives remain unknown, but the FBI's hot on their tail. This chase will eventually lead them to an airfield.

There, the feds are going to catch up to the mob, resulting in a shootout which'll bring down the plane of a stunt pilot named Cliff Secord. He'll be fine, but he'll be out of work. But that'll all change when he discovers the Cirrus X-3, hidden in the hangar in a desperate attempt to stop the FBI from recovering it…

That's where you come in. You'll show up on October 7th, 1938, approximately a week before this comes to pass.

Don't forget these. You'll find them in a nearby duffel bag:

+1000cp (Cirrus Points)

Location

Roll 1d6 to choose the place of your arrival, or pay 100 points to choose. They're all somewhere in LA.

1. **Chaplin Airfield**
   The airfield where Cliff Secord and Ambrose "Peevy" Peabody are based. It's owned by a guy named Bigelow, who runs an aeronautical group and some air shows. He's a real money-grubber and a serious piece of work. They're aiming for the national air race, but the mobsters chased here by the FBI will shoot down Cliff's Gee Bee. That's putting them out of business. Until they find the rocket pack secretly stashed in one of the planes during the chase, that is.



2. **The Bulldog Cafe**
   The cafe the main characters hang out in. True to its name, it's shaped like a bulldog. It's more of a diner. It serves coffee, ice cream, pie, tamales, burgers, sandwiches, milkshakes, and whatever else you might find in a diner at the time. There's nothing else that's notable about it. You'll see Cliff take his girlfriend Jenny here on a date, and it's run by a lady named Millie. Will be held up by the local mob, the way things are going.



3. **1635 Palm Terrace**

   The residence of Secord and Peabody. Why do they live together? I don't know. They must be real close. It's a pretty big house. You'll start inside if you know them, and outside if you don't. The only real thing that's going to happen here is a shootout - the hitman Lothar will come here looking for the rocket, and a large group of armed feds won't be far behind…



4. **The South Seas Club**

   The heart of the Los Angeles club, and the place of choice for Hollywood's #3 box office star: Neville Sinclair. It's a nice place to spend a night. He'll be taking someone else's girlfriend, and it's run by the gangster he hired: Eddie Valentine. It's a shame that some *rocket-propelled menace* will tear the place up, pursued by Valentine's men.



5. **Hughes Aircraft Headquarters**

   These facilities are the birthplace of the Cirrus X-3 - the brainchild of the business magnate himself. The man himself is in town; the military and government have a vested interest in

mass-producing the jetpack. They're not the only ones, but Howard Hughes is going to deliberately destroy his designs for the invention.



6. **Ennis House**
   2607 Glendower Avenue, in the Los Feliz neighborhood. This Mayan-revival mansion is an awfully big place for the one man who lives in it, that being Neville Sinclair. Big-name actor, ladies man… and possibly up to no good? There's something suspicious going on with a certain bookcase…



Origins

All origins may be taken as drop-in.

Aviator
You're some sort of aspiring pilot, working out of Bigelow's airfield, flying planes for a living, and it's likely you know Cliff and Peevy. You're licensed, you've got at least 200 flight hours, and can perform your fair share of aerobatic stunts when it's time to do an air show. If you're lucky, you'll even make nationals.

Engineer
On the other hand, there's a second side to the coin that represents the aviation industry. Who designs, builds, maintains, and repairs planes? Who dreams them up? Who works on the ground so their friends can fly in the sky? You do. You're an aircraft engineer. Like the aviator, you work at Bigelow's airfield, but your job is to make sure the planes are in top shape instead of flying them.

Thug/G-Man
Maybe you're a member of Eddie Valentine's outfit (you're a thug) or one of the Federal Agents pursuing it, working under J. Edgar Hoover himself, under orders to help Howard Hughes recover the jetpack. Either way, you're after the X-3, and you want to get to it before the other side does. It's in the hands of the mob for now, but things are gonna change…

Actor
You're in Los Angeles, Jumper. And what is LA famous for? Hollywood! The sign says *Hollywoodland* right now, but still. The film industry is burgeoning, and you're not one to miss out on it. You've got money to make and a dream to fulfill, after all! You're a budding actor or actress. You've had a few small parts in some films, but haven't caught your big break yet.

Perks

All perks are discounted by 50% to their corresponding origins.

Aviator

Airplane 101 (100): You can fly. That's basic. You've been trained to fly airplanes and passed all the tests the Department of Commerce's Aeronautics Branch might have sent your way. If you didn't already, you now possess the requisite health, eyesight, and reaction time to do so. In terms of flight, you're capable of flying quite well and performing various aerobatic maneuvers such as Immelman turns, and have a good chance of winning a race.

"What's This?" (200cp): You tend to find MacGuffins, which are objects that drive the plot of a story forward but are unimportant by themselves. The Cirrus is ostensibly the movie's plot-driving device, but it defies being *just* a MacGuffin by allowing Cliff Secord to fly around and be a cool jetpack hero. But maybe you'll beat him to it, as you will often stumble upon plot-relevant items and figure out what they're good for, and how to use them. These things just have a way of falling into your hands, but beware the consequences of finding them. This perk is toggleable.

"Dollars or Deutschmarks?" (400): When it comes to loyalty and determination, you've got both in spades. Cliff Secord went through a lot of hassle in the movie - he was in a plane crash, his home was attacked by a hitman and later the FBI, he was held at gunpoint by mobsters, his girlfriend was kidnapped, and he almost died on an exploding zeppelin. Yet he never gave up once during the movie, and you've got the same sort of grit. Additionally, you've got a way with words that allows you to talk yourself out of a wide variety of bad situations. Hang around people long enough and you'll inspire some fierce loyalty. You could even convince your enemies to help you out, given a greater common foe.

The Barnstormer (600): The age of pulp heroes is in its infancy here (although the Rocketeer was created like 50 years after their heyday in our world), and you've got what it takes to be one, and an ace pilot to boot. While you don't have much experience flying planes in war, it wouldn't take much time for you to adapt - you're more than capable of winning races the world over, be they the Challenge Internationale de Tourisme abroad or the domestic National Air Races. But you aren't just someone who pilots a plane. If anybody could be described as being born to fly, it'd be you, seemingly endowed with the strength, agility, balance, and nerves of tungsten to be the greatest of all wing-walkers… or fly around on some device that isn't a plane. If you've got a way to take to the skies, it'll be no time before you learn to optimize its speed, maneuverability, and fly in style. *And* you've got a great sense for dodging all the bullets someone might put your way. Finally, you're seemingly always capable of finding a safe way to land, no matter what.

Engineer

Grease Monkey (100): An aircraft maintenance technician is you. You're more of an aircraft mechanic than an engineer, but you know how the propeller-driven flying machines of your day work. You're a jack of all trades in that regard - you understand airframes, the principles of flight, engines, hydraulics, and avionics, and pretty much every aspect of a plane. A plane present in the late 30s, that is. A F-35 is most certainly out of your element.

"I wouldn't do that if I were you." (200): Strange levers. Light switches with an unknown function. Big red buttons. Why do people always insist on messing with parts of a machine when they've got no idea what pressing something does? It's very dangerous, that's what it is. It's something that's happened right before your eyes numerous times, enough for you to develop a sense of when pressing a button or flipping a switch will have immediate, dangerous effects. Sometimes it's better to leave well enough alone. If you're about to interact with a machine in a way you definitely shouldn't, you'll know. Additionally, you've got a knack for spotting any damage to a machine, which could be lifesaving.

The Tycoon (400): You're not just an engineer - you're a businessman. Everybody's gotta eat, and everybody who wants to build, maintain, or repair flying machines needs the money to afford what they need. Where would you be without tools, parts, a hangar, or a plane? Fortunately, you don't need to think about that, as you'll be thinking about ways to make money instead. Business is your forte, as a top-tier education has made you intimately familiar with finance, marketing, economics, and pretty much all the knowledge you'll need to propel yourself to being one of the richest people in the country. Maybe you could even run your own company…

A New Age (600): Of aviation, that is. The science of flight has truly taken off this century, and humanity will rise to ever greater heights. It's been a long road from kites, hot-air balloons, and Langley aerodromes, and there's a longer way to go still. We'll go from 300 mph to Mach speeds to escape velocity, after all, soaring faster, higher, and longer than ever before. And that's just in our world, where we don't have jetpacks as effective as the Cirrus. In this world, it's even more so. In you is a mind full of brilliance and expertise, fit for the forefront of the art and science of flight. Even without modern-day knowledge, you could put together jet engines, helicopter rotors, and innovate way beyond the scope of the 30s and 40s. And rocket engines. Shrink one down, put it on someone's back? Now, there's an idea… a machine which you're entirely capable of physically designing and building.

Thug/G-Man

Cops and Robbers (100): Though Capone and Luciano have been put away by the authorities, the mob's still going strong. Maybe you're one of them, or maybe you're one of the guys putting them behind bars. Whatever the case, you've developed the skills and/or received the training you'll need to do your job. If you're a mobster, that's probably a wide variety of crime, and for the FBI, that'd be expertise in investigation, criminal law, and forensic science.

Condolence Calls (200): Can't make it big in the mob if you don't have the fists and bullets to back up your words, and you can't take down the mob without a fight. The guys on both sides of the law are all pretty tough, but you're a ways above them. It wouldn't be a stretch for you to keep up with the Marines, as you've got the physical fitness, marksmanship, toughness, and discipline to qualify for the toughest units in the army. Taking and throwing punches, shooting things, taking a bullet yourself if you're unlucky - all of these things are what you do, and what you do *well*. Additionally, you're pretty sneaky - getting away after carrying out a hit on someone should be a snap.

"Remember Me?" (400): Sometimes, despite your best efforts, the guys you hunt get away. That's not something that worries you, though, as you're like a bloodhound when it comes to tracking people down. You've got a good memory, a sharp mind, and when you're searching for somebody or something, leads just seem to fall into your lap out of nowhere. Has that rocket pack you've stolen and/or been looking for been lost? Well, you just might see some flying daredevil perform some lifesaving stunts in the next airshow, and what do you think could be on his back? Need to know where people are going to fight over the McGuffin? Someone might've accidentally shown you a handwritten address…

King Kong (600): Holy moly. Someone's *built*. I'm afraid there isn't much to say about this simple perk; the amount of words to sum it up is inversely proportional to the physical height and power it grants you. Standing at the height of seven feet, you tower over most men and women. You won't find anyone around here taller than you, that's for sure (though maybe you'll find someone your height). And with all this extra mass comes what you'd expect - extra muscle. You're strong and tough even for somebody your size, able to punch through walls, lift and throw men one-handedly with ease, snap their spines, fold them in half, and can soak up what you dish out, if standing back up after being headbutted by a helmeted, rocket-propelled menace is anything to go by. You can physically overpower pretty much anyone around here in a contest of strength, except maybe Lothar. That's a coin flip.

To put it simply? You're big and strong.

Actor

Graduated from Acting School (100): Acting is acting like you're not acting. And you're good at pretending not to pretend when you really are. Simply put, you've spent enough time in drama school to know your way around the set. You're well-versed in the various day-to-day minutiae that compose acting. Job skills, like the other 100cp perks. You've got a strong and articulate voice, are a quick study of scripts, and have a knack for improvisation.

Charmed (200): *Doubly* charmed, if you're a lady. No two ways about it - you're a good-looking person, like Jenny Blake or Neville Sinclair are, and like the real-life actors who portray them are. A solid 8 to 10 on the (subjective) beauty scale. What's more is that your nature's just as good as those looks - or at least, you can convince people around you that they are. There's a charming, trustworthy air about you, and you can easily behave in a way befitting of it. There's a word for it: charisma - and it wouldn't be hard to leverage it into… say… going on a date with someone else's girlfriend.

Errol Flynn (400): Most actors have stunt doubles to perform these spectacular, yet dangerous, tours de force for them. You aren't one of them. No, you're the sort who does stunts yourself and you possess the required expertise to not immediately die. The sort of stunts you'd find in a swashbuckler movie are your forte, as you're well capable of a variety of acrobatics, with the athleticism and quick reflexes needed for leaping, flipping, climbing, tumbling, and other sorts of movie gymnastics. You could plausibly leap from one car to another in a chase. The other half of swashbuckling is the swordfight, and you live up to it. You're trained in fencing and can do it well enough to potentially qualify for the Olympics.

"It was all acting." (600): If acting's just portraying a person you're not, how hard could it be to do it under higher stakes? When the fate of nations are at stake? That's where you come in. You're an actor, yes, but in more ways than one - you're actually a spy who *acts* as an actor *acting* out parts in a movie. Who knows who you work for? One of the various US government departments, or a foreign polity? Whatever the truth is, only you and your handlers know, for you are a veteran intelligence operative. Whether you're conducting surveillance or conducting the drills necessary to evade someone doing the same to you, as are other techniques employed by espionage agents, such as convincing people to loosen their lips around you. Lying's easier than breathing for you. Your true forte is forging new identities - you've got more of those than you do clothes, and can switch between your various personas effortlessly. Given enough time, you could infiltrate even the highest organizations and attain a disproportionate amount of influence with both your "superiors" and your *real* organization.

Items

All items are discounted by 50% to their corresponding origins.

The Rocketeer (free): The series itself. You get a copy of every single Rocketeer comic book, from the original 1982 run to all the comics IDW published after Dave Stevens passed away. They're all signed if you wish them to be, and come with the movie this jump's based on, the full 2017 Disney season, the NES and SNES games (I don't recommend the NES game), action figures, Funko pops, and whatever other Rocketeer merchandise there is.

A House (100cp): Yes, it's a house. There's been an uptick in homelessness due to the effects of the Great Depression, and it's still a problem in 2025. If you don't have housing, you can spring for this. It's a nice place, and the utilities are all paid for. Electricity, water, heating, you name it. There's also a certain quality about it - if it suffers a home invasion, circumstances will align themselves so you'll escape unharmed. If damaged, it'll repair itself by the time the week's over.

Bulldog Cafe (200cp): You're the proprietor of your very own eatery, just like how Millie runs the Bulldog. It's a regular American diner and serves a variety of foods you'd expect to find in one. It's good food. The cafe makes enough for you to live comfortably, and the building resembles a dog of your choice. There's a second floor in the part of the building that's supposed to be the dog's head. In time, it'll attract regulars, who often all work in a specific profession, such as piloting or fixing things.

Blue C-34 (200cp): Inside this large wooden cargo crate is something even more unrealistic than what you'd find in a pulp magazine: a ray gun. I'm sure *some* pulp mag did have ray guns, though. They're not a new concept. This ray guy is the size of a rifle and might just pack more of a punch than a tank's main gun, if vaporizing something the size of an elephant (or bigger!) in a single shot is anything to go by. There's enough to repeat this a few times, but it'll run out of ammo eventually. In that case, you can easily modify it to act as a bomb powerful enough to level a small building. It'll automatically refill with enough ammo/power/whatever daily, and replace itself within a month if destroyed.

Cargo of Doom (600cp): My [the Jumpmaker] favorite Rocketeer comic is *Cargo of Doom*, so it's getting a mention here. It's the one where the bad guys release rampaging dinosaurs into downtown LA. So, guess what you have? *Dinosaurs*. It seems that there's a skull-shaped island off the coast of the Indonesian island of Sumatra, where they still dwell. Sadly, there's no pair of Viking giants having a century-long brawl there. You have tamed a large group of these dinos. They're prehistoric beasts that act according to their savage instincts, but they'll listen to basic commands you issue. You have 20 of them - Stegosauruses, Brachiosauruses, Pterodactyls, a giant spider, and most importantly: one authentic Tyrannosaurus Rex. None of these dinosaurs will attack each other. They come with a large freighter that can store them safely and a large, replenishing supply of the food necessary to keep them fed. They count as followers and will be replaced by the Jump's end if killed.

Aviator

Aviation Outfit (100): This getup includes a flight suit, a leather jacket, a nice pair of jodhpurs, a pilot's cap with goggles, and a nice pair of gloves and boots. There's even an oxygen mask if you decide to go high-altitude and face the freezing temperatures that come with it. It even comes with an easily-accessible parachute, though no parachutes feature in the movie. It wouldn't do for you to crash without giving you a fair chance to bail out. Parachuting's pretty fun, anyway (the Jumpmaker can say this from experience). Try it out sometime.

Beeman's Gum (200): This unassuming pack of gum is popular with pilots, as chewing a stick of the stuff helps relieve ear pressure in the air. Beeman's is more than most, from word of mouth. So, you've got some of it too, and it works exactly as advertised while tasting great. Why are we selling you a pack of gum for 200 points when you could find it in the general store? Good question. Well, besides never running out of sticks, the gum can patch up any holes or leaks you'd have in your stuff, allowing it to work as intended. It won't come off unless you remove it.

Gee Bee (400): A plane, and it's a fast one. This can be any racing plane found within the era, but it defaults to the Granville Gee Bee Z, a short, stubby little plane that can nonetheless output tremendous amounts of torque and thrust, pushing 280 mph at top speed. If you don't want a Gee Bee, you can have any single-seater plane of the era, provided it's not armed. No Spitfires or P-40s for you, because those are military hardware with machine guns. Besides that, anything's fair game, from a navy trainer like the N2S-3 to the Schneider Cup-winning Curtiss R3C-2. Even the Autogyro. Whatever the case, your plane will automatically repair and refuel each night and will come back as good as new in a week if lost.

Cirrus X-3 (600): This is the rocket. A second rocket. Hughes must've made a backup, which is funny, because it's fallen out of his possession and into someone else's, just like the original. So, what can you do with this jetpack? Well, you can fly at around 400 miles an hour in it at top speed[1], all without frying your butt. Unlike the original pack, this thing won't ever run out of fuel… but try not to get it shot. It's operated with a throttle you wear on your hand; squeeze it to lift off and squeeze again, and release to stop. It also comes with a helmet just like the Rocketeer's; the dorsal fin is there to help you steer by acting as a rudder, and it just happens to be bulletproof. Fly high. The jetpack comes with a detailed set of blueprints and can be reproduced given the know-how.

[1] This is an exaggeration. The original comic book says 200mph. I initially had no idea how fast the Rocketeer actually goes, but he's certainly fast enough to outspeed most planes at the time. We clearly see Cliff outspeed a lot of planes in the comics - he's clearly faster than a Mitsubishi A6M Zero in *The Rocketeer at War*. I wanted to say the jetpack is faster than most WWII fighter planes, so initially I just took the Messerschmidt 163's speed and divided it by two, so I said 500 mph at first. I've been playing too much Bomber Crew. Your Bomber's OP in Bomber Crew.

Engineer

Tools of the Trade (100): The Engineer is more of a working man than the other origins, and a working man (or -woman, or -person, I'm not one to judge) needs their tools. Which you have. You've got a kit full of all the aircraft maintenance tools you'll need for your job. These are things like drills, wrenches, pliers, and protective clothing and shoes fit for the workshop. If your tools break, they'll repair themselves overnight. That's no excuse not to take care of them, though. Treat them well, and they'll treat you well.

Hangar (200): You've got to have a place to store the planes you're working on, and this here's the place you'll do it. This giant air garage here will store your planes, and has room for about ten. While in here, your planes won't suffer from any mechanical breakdown. What's more is that the hangar comes with all the spare parts and fuel you'd ever need, so you won't have to worry about the logistical strain of flying. There are plenty of nooks and crannies here, too, so if you were to hide something here, I doubt it'd be found. Someone else might even hide something important here if they're in a pinch…

Air Circus (400): Moving up, I see. Forget owning the hangar - you've got an entire airfield, and an air show, your own flying circus. You are the boss of a troupe of stunt pilots and the ground crew responsible for maintaining their planes, and they come with aircraft. Unlike most flying circuses, yours is based in the airfield you've got, which comes with a building (which you may use for whatever you want), hangar (no fiat-backed spare parts or fuel), and it's a popular venue, with an air course, large bleachers and many ticket booths. You could make a killer profit this way, as a lot of air races will take place right here. If you have the **Hangar**, it can be based here.

Jumper Aircraft Company (600): It's not exactly the aircraft manufacturing behemoth that is Boeing, but still, you are the proud owner of an up-and-coming aviation company. It's roughly worth 10 million dollars. It definitely has the potential to grow into a giant in the industry if led well. It's already made you rich, and you've got approximately 2000 loyal, experienced, hard-working, well-paid, and well-educated employees, alongside the holdings necessary for the company to function, including a HQ, assembly lines, and more.

What makes your company stand out? Well, it specializes in one type of aircraft. You could specialize in commercial airliners, warplanes, seaplanes, or maybe you'll take a page from Hughes' book and make the fastest planes possible. That, and your company is *way* ahead of its competition in that field, and can once per jump invent something incredible that will revolutionize aviation, something out of a comic book. That thing's related to the specialization. For example, a jetpack if you specialized in speed, or a VTOL bomber with both jet and rocket engines, armed with a death ray and capable of flying across the Atlantic and back if you specialized in warplanes[2]. It'd likely take the entire decade, though, and you'll only have *one* of these things, though. Headquartered in California by default.

[2] Yes, I know nothing like that appeared in the movie, but the Nazis had something like that in *The Rocketeer at War*. Think the Hydra Bomber in Captain America: The First Avenger, but smaller. Still around the size of a B-17, if I had to guess.

Thug/G-Man

G-Getup (100): The mob still looks the way they were during prohibition, what with their suits and the famous gun seemingly in the hands of every gangster - the Tommy gun. You're no exception - you've got a suit that's tailored to your size and guaranteed to make you look *dapper*. The gun never needs maintenance, and you'll be given a replenishing supply of 3 drum mags a day. Also comes with a handgun of your choice, provided it's feasible that a gangster or FBI agent could have one in 1938. If you're a jack-booted type, you can swap out the Tommy for an MP40 and get a Mauser, Luger, or Walther instead.

Getaway/Chase Car (200): Vroom vroom. This here's a set of wheels when you've got to make like a tree and *leave*[3] as quickly as you can. This can be any car that's around in the era, and it's sure to be beautiful since this is the era of classic cars. Now, this thing's just a mundane car (or bike), so you'd best be careful if you get it into some sort of car chase and/or shootout. But by the power of benefactor-backed fiat warranty™, the car will repair itself like it's Christine if totaled, and never runs out of fuel. Seems like a prudent thing to leave you with, considering that agents Fitch and Wolinski lost 3 cars in a month.

The South Seas Club (400): Nice place you've got here. It'd be a shame if it were run by some *gangster*, but here we are. One of the hottest nightclubs in Los Angeles is under your ownership, and it attracts no shortage of the rich and famous. Why wouldn't it? It's got some of the best chefs and kitchens in town, and routinely attracts upper-class clientele and performers alike. Rakes in a lot of money, that's for sure. The club employs a small band of musicians, an attractive singer, and a sizable group of kitchen staff and waiters who all count as followers. There's an office for you somewhere so you can run the club, too.

The Jumper Gang (600): Forget working for some mob boss. *You're* the boss. Or, if you're with the FBI, you're one of the SACs (Special Agents in Charge) of the Bureau's Los Angeles Field Office. That means you're in charge of a substantial amount of assets and lead about 30 men (mobsters or special agents). You've got all sorts of guys, though their jobs will depend on whether you're a cop or a criminal. Both sides will have people who can investigate and shoot, but lawmen may have forensic analysts while the mob might have racketeers. With this purchase, you may optionally replace Eddie Valentine as the leader of the Valentine gang if you are a gangster. You will find yourself leading a similar gang in future jumps, or having the same post in the FBI or an equivalent organization, depending on which side of the law you're on.

[3] Yes, I like *Back to the Future.* How could you tell? (For those in the minority who don't understand, *Back to the Future* is a movie.)

Actor

Swashbuckler Set (100): More clothes and a weapon, just like the suit and the guns provided to the Thug/G-Man. Unlike that origin, though, you've got a whole wardrobe of outfits, from high-society dresses/tuxedos to whatever costumes you need to act in a role. In short, if you need a specific outfit, you've probably got it, though none of them will protect you. The weapon, on the other hand, is a fencing sword. Your choice of foil, epee, or saber.

Studio Contract (200): You're popular enough with one of the big-name Hollywood studios to have secured a well-paying contract with them. Think Universal, Paramount, or Warner Bros. It's a 5-year deal, but they're happy to renew it as long as you don't break your end of the agreement or anger them somehow. You have access to a studio - even in other jumps - and this'll net you a chance to audition for a role in most of their films, if the director thinks you'd be a good fit. You may choose to be contracted with the same studio in future jumps or change it up.

Box Office Jumper (400): You might've been a C- or B-lister before, but now you're definitely in the A-lister crowd, as one of the top 5-grossing Hollywood stars. Maybe you've won an Oscar or two. This nets you fame the world over, with legions of adoring fans, millions of dollars to your name, and you'll see yourself in popular films quite often. Being famous has its benefits - you've got a lot of friends in high places, and if you combine that with your fortune, a substantial amount of influence. Also, you've got a mansion in whatever style you'd like, because of course you do. It's probably something with a relatively unconventional style, like it was designed by Frank Lloyd Wright or something.

Luxembourg II (600): No, not the microstate south of Belgium. It's strange you even have this zeppelin, considering the Hindenburg went down in flames last year. Yet you do. It probably comes from Germany. Consider who's in power over there, and make of that what you will. Nevertheless, this blimp is all yours, and it's manned with a small crew. There's a group of about 30 commandos ostensibly assigned to "protect" it, though nobody's going to threaten the thing unless given a reason to. They're here to promote world peace, but they're armed with submachine guns. These soldiers are under your command. It's called Luxembourg II because there's already an airship called the Luxembourg. Maybe you could call it Lichtenstein instead. Also, we made sure to fill this one with Helium instead of Hydrogen, because Helium is an inflammable noble gas.

Companions

Import (free): You've probably got some fellow travelers by now, folks who've been with you through thick and thin. It wouldn't be nice to leave them out, right? You may import up to eight companions, free of charge. They get 600 points each. Everybody can get an origin, but companions may not take any drawbacks.

Canon (0/100): If you'd like to convince someone to come with you on the Jumpchain, you can do that at no cost to yourself. You just need to convince them, and it has to be their decision entirely. You can't influence them in any supernatural or unethical ways when they make their decision. For 100 points, you may choose a specific person. You'll start on great terms with them, or quickly hit it off if you're a drop-in.

The Vigilante (100cp): This strange man seems to have been killed in the line of duty, only to seemingly rise from the grave. He's very much alive, but has been declared dead legally. So, what's a guy with a strong sense of justice to do? Well, in this case, he becomes a vigilante. Calls himself a friendly outlaw and lives by his own personal code. He's a skilled detective, and because this is a pulp story, he's tough in a fight, a good shot with a gun, and very sneaky. Recently, he's also received a massive windfall and managed to ingratiate himself with high society, which allows him access to no shortage of resources and contacts.

Foxy Roxy (100cp): Roxy's just a nickname, and "Foxy Roxy" is the caption on the nose of her plane. Hailing from the northern UK is Agent Molly O'Hara, and if anyone could be said to be a woman of interest, it'd be her. She's been assigned to you for some reason. Despite working for MI6, she's more Kim Possible than your stereotypical Femme Fatale - she's a woman of action. She's definitely got the looks for playing the role of a Bond Girl if she wanted to, with the pale-skinned, red-haired, and green-eyed appearance a lot of guys seem to like. She's skilled behind the stick of a Spitfire, can beat most guys in a fight, speaks multiple languages, and of course, she's a secret agent.

Butchie (100, free with Bulldog Cafe): The Bulldog Cafe's got to have a mascot, right? Meet Butchie. He's not the same Butchie running around the cafe Cliff frequents, and he might not even be a bulldog, but it's undeniable he's a good boy. This is a dog. He's your pet now. You're guaranteed to get along, and he's very loyal and loves you very much. Doesn't age or get sick, either, and will come back unharmed in a day if something happens. He's the same breed of dog that's depicted by your cafe, if you took the item. Does not take up a companion slot.

Drawbacks

No drawback limit. Don't bite off more than you can chew.

Comics Continuity (+0): The Rocketeer originated as a creation of Dave Stevens (may he rest in peace), with the first comic book being published in 1982. This jump largely covers the 1991 movie continuity. By taking this drawback, you will be sent to the comics continuity instead. Cliff and Peevy are still around, but Cliff's girlfriend is Betty instead of Jenny[4], and she looks more like the real-world Betty Page than Jennifer Connelly. The Rocketeer's going to get into far more trouble - fighting criminals, dinosaurs, nazi, fighter planes, and more, but that just makes for more stories to tell, doesn't it?

Abrupt Cancellation (+0cp): The producers of the movie wanted to make a trilogy. Unfortunately, that never got off the ground, though there's some Disney series where Cliff Secord's great-granddaughter becomes the new Rocketeer. I didn't watch it. The point is, if you want to skip right to the standard Go Home/Stay Here/Move On choice after the events of the movie are over (or when there's a definite conclusion to the question of who gets to keep the jetpack).

"Does She Know That?" (+100cp, requires a romantic partner): A recurring subplot in the comics is the continual bickering between Cliff and his girlfriend, whether it's Betty or Jenny in this continuity. It's been present from the start. Don't get me wrong, though - they love each other. The same issues will hinder you and your significant other - you'll argue, have communication issues, get jealous sometimes, and bicker. With time, effort on both sides, and maybe some heroics and grand romantic gestures, you can patch this up.

"I wouldn't press that if I were you." (+100cp): You're a pretty direct person. A tough guy, a fighter. You get right to things. No delay. Unfortunately, acting so impulsively has its downsides. You're quick to rush off to do something without thinking up a plan. While this might provide you with the courage to do what you have to, this bullheadedness can lead to some pretty boneheaded decisions, and you've got a noticeably shorter temper than you had before. Punching an FBI agent, pressing untested buttons with an unknown function… what won't you do?

"You don't need my services." (+100cp): Unlike doing things you shouldn't, this drawback makes you *say* things you shouldn't. You're something of a control freak and don't work well with others. You'll find ways to push their buttons without even trying. Think Eddie Valentine: he mocks the man paying him and his gang to find the rocket and says he won't be needing his services anymore… all while sitting on his employer's couch and watching his visibly agitated employer swing a sword around. Now, this probably get you killed, but you're guaranteed to anger someone you shouldn't have at some point.

The Third Deadly Sin (+100): That's greed. You share a flaw with Otis Bigelow, the guy who runs the airfield our heroes work out of - you're very greedy and focused on making a profit to the detriment of everything else. You're so greedy that you'll be willing to endanger the public if that's what it comes to that. You won't be committing crimes, but if it's between warning them of danger or screwing them over to get rich? You're getting those greenbacks.

[4] The movie has an actress named Jennifer play an actress named Jennifer. That's kinda funny.

County General (+200): You got in a fight, or a car crash, or both. It didn't end well for you, as you've been seriously injured and are now stuck in a hospital. At least three of your limbs have broken bones, and you have numerous other injuries besides that. It hurts. A lot. No healing or recovery perks or items will avail you of this - you're stuck in the hospital until you recover naturally. You can't use any out-of-setting perks, powers, or items in this state. It'll be a long, painful, and arduous process, but you'll get better. Now, this wouldn't be too much on its own, but if someone's got it out for you…

Damsel in Distress (+200): How many times has the Rocketeer's girlfriend been kidnapped? More than once, that's for sure. Now, you seem to be a magnet for that kind of trouble, as every two-bit bad guy will see taking you hostage as a viable means of achieving their goal. And the not-so-two-bit, competent villains are going to have the same idea. No matter how powerful you are, you'll be captured by someone at least once, and if you're taking the comic continuity, you'll be bound and gagged too. While captive, you'll pretty much be helpless, powerless, and can only wait for someone to save you.

Wanted (+200/300): Cliff Secord is often targeted by the numerous parties who want the jetpack. The rightful owners of the Cirrus, Nazis who want to steal it, and more. That's pretty much the plot of the entire movie. And the comic book. Now, these parties are interested in you, too. Someone's hunting you. If you have the Cirrus X-3, that's what they want from you. If not, you'll be put in jail at best and killed at worst. Either Sinclair, Lothar, and Eddie Valentine's gang are hunting you, or it's the FBI and the rightful owners of the jetpack. For 100 extra points, both sides are after you, but they're not cooperating.

Obligatory Powerloss Drawback (+300): Yeah, it's that drawback. You've lost all your out-of-universe powers, perks, items, etc. And access to the cosmic warehouse. If it's not from this universe or a mundane skill you picked up yourself, you won't have access to it until the Jump is over. Same goes for any companions you bring in. If you try to game the wording of this drawback in a way that benefits you, you'll fail, and Jump-Chan will slap you in the face. It will hurt.

Ein Neuer Anfang (+300): *Heute Europa, Morgen Die Welt.*

This might be the darkest timeline, Jumper. The Third Reich stands victorious. Every nation in Europe has fallen under its malign banner, even the United Kingdom and the Soviet Union. And with the fall of Europe, the Nazis have turned their eyes towards the rest of the world - and the United States is their first target. Germany has invaded American soil, and they have vast armies many times larger than what they had historically. If they had the manpower, equipment, and strength to conquer a continent, odds are that they're going to triumph here as well. They've already taken several major cities, such as New York and Washington. What's worse is that Neville Sinclair (or the other Nazis in the comic book since he doesn't exist there) successfully stole the Cirrus X-3, and now virtually every soldier in the Wehrmacht has been equipped with an improved version of it. The Nazis want you dead, and will send significant forces to achieve that goal. They will have *some* way of meaningfully threatening your life, no matter how powerful you are. If you don't repel the invasion, liberate the world, and destroy the Nazi Party at least as thoroughly as it was done in our timeline, you fail the jump. Are you a bad enough dude?

TLDR: Jetpack Nazis have invaded the United States and it’s your job to stop them from taking over the world.



Future

Ten years have passed. It’s time to make your choice:

Go Home

Stay Here

Move On

NOTES

#29.

Charmed: If it's not obvious, "*doubly charmed,* if you're a lady" is referring to boobs. It's a line from the part in the movie where Jenny meets W.C Fields.

The Vigilante: He's sort of a composite of Jonas in the comic and the Spirit (Will Eisner's character).

Foxy Roxy: She's a canon character from *The Rocketeer at War*.

The Rocketeer comic series was created by Dave Stevens, and the movie was produced by Disney. The director directed *Captain America: The First Avenger* 20 years later. No money is being made from this document; it is merely fan work. I feel like there's something I'm missing in the notes here.

Changelog

- Made January 2nd, 2025
- Slacked off for months
- 0.1 posted on March 15th, 2025
- 0.2 posted on March 16th, 2025
- 0.3 posted on March 25th, 2025
- 0.9 posted on March 30th, 2025
- 1.0 posted on March 31st, 2025