

Version 1.1

By DeuceOfDiamonds

Welcome to the World of Hail, Caesar! A world of the Golden Era of the Silver Screen. Eddie Mannix works as the Head of Physical Production at Capitol Pictures studio in the dying days of the Old Hollywood studio system, attempting herd cats, wrangle movie stars, and everything in-between. If that weren't enough, the stars of his studio, and thus Mannix himself, get drawn into a kidnapping plot by Soviet 5th Columnists. You can either get involved with these events, launch an acting career of your own, or find some other way to keep yourself (and more importantly, Jump-Chan) entertained. No matter how your approach it, you'll be here for 10 years.

To assist you, take these **1000 Caesar Points (cp)**.

<u>Origins</u> (Any can be taken as a Drop-In)

- Singing Cowboy – You're a dustman, able to ride, shoot, and sing with the best of them. Shame about your acting, though.
- Actor – The lifeblood of the film industry, yours is the ability to bring ideas to life in front of the camera
- Production – Just as important as the on-screen talent, if not moreso. From the lowliest production assistant to the Head of Physical Production himself, your job is to facilitate the artistic types and more importantly, stay in the black.
- Writer/Communist – Stay in the black? It's all about dollars and cents, isn't it? History? Economics? Same thing, aren't they? Your role is to create, and hopefully change a few minds by slipping your ideals into the screenplays you produce. And *maybe* a bit of light kidnapping.

Location

- Los Angeles, CA, 1951 – You begin as Eddie Mannix sits in his car down the street from DiFalco's house at about 5 AM.

Perks (50% Discount for Origin, with 100 cp Perk being Free to Origin)

- Singing Cowboy
- Fixin' to Be Friendly (100 cp) – You have an easy confidence and a boyish (or girlish, if you prefer) charm that draws others to you, platonically or otherwise. Who knows, you may even find yourself singing an impromptu duet with a blind date.
- Hobie! Stop Playing with Your Food! (200 cp) – You are an expert with a lasso. From knots, tricks, and calf-roping, right up to and including the myriad other uses you could find for a rope. And since you're paying CP, we'll let this translate to other lasso-like objects, such as wire, string, and noodles.
- You Just Never Know About an Extry (400 cp) – You have keen observational skills and a surprising knack for deductive reasoning. You could potentially even rescue a kidnapping victim single-handedly, if you catch a break or two.
- Hobie Doyle's a Dustman, He Can Barely… Talk. (600 cp) – You're a trick rider with a horse and a crack shot with a revolver. You can also carry a tune quite well, and while you're no Van Halen, you can pick out most songs by ear on the guitar.



- Actor
- Is It Hard to Dainсe with All Them Bananners on Your Head? (100 cp) – You have a special skill that comes in handy in your career. It might be dancing, it might be swimming, but whatever it is, it becomes a calling card in your work.
- Vince was not “Minor” (200 cp) – You have a way of making connections through all social strata, from the underworld to the lights of Tinseltown. This doesn’t mean they’ll sacrifice themselves for you, but you can expect occasional aid from your contact list.
- You’re a Big Star, Burt Gurney (400 cp) – People know you, and your reputation is that of someone worth knowing. People generally go out of their way to include you, and usually defer to your preferences.
- I Liked “Passion.” It's Strong. “Passion!” (600 cp) – You are a prodigious acting talent, even when it comes to improvisation. You always know the perfect phrasing and body language to get across what you’re trying to communicate. Yours is the full range of human emotion, and that makes you convincing and influential, even off the clock.



- Production
- But the Work of Eddie Mannix Cares Not for Day or Night... and Cares Little for His Rest (100 cp) – You are a multitasker par excellence. You can move rapidly from task to task, no matter how wildly unrelated they are, and suffer no loss in efficiency. Additionally, you only require four hours of sleep per night to feel fully refreshed, if indeed you sleep at all.
- I'm Bonded, Miss. (200 cp) – You have the reputation of being the most reliable person on the planet. You also have the needed skills to be worthy of your rep. Foster a stranger's baby? Do six months in the LA County lockup for someone else's crime? No sweat. This won't give you any supernatural or extraordinary abilities, just the ability to handle whatever mundane needs your current assignment entails.
- We Don't Need to Agree on the Nature of the Deity: if We can Focus on the Christ, Whatever His, uh… Parentage. (400 cp) – You can bring together people from all different walks of life, perhaps even sworn enemies, and come away with, well… détente, if not exactly consensus. They will agree to work with you and each other, at least temporarily, to accomplish your aim. As long as it doesn't directly undermine theirs, that is.
- You're Gonna Do It Because the Picture has *Worth*, and *You* have Worth if You Serve the Picture, and You're Never Gonna Forget That Again! (600 cp) – You can not only remind people of their place, but you can motivate them to perform at their absolute maximum in their role. All it takes is a few inspirational words and maybe a slap or two in the face.



- Writer/Communist
- I Wrote ALL the "All the Way" Pictures (100 cp) – You're a pretty good screenwriter, able to churn out about 3-4 marketable scripts a year. Note I said "marketable," not necessarily "good." If you want a shot at a gold statue, you can create 1 script a year that has a 30% chance to win such an award by forgoing all other script production for the year. This can translate to other forms of writing Post-Jump.
- THE BODY POLITIC! (200 cp) – You're for the little guy, or at least, so you claim. You have a connection with the lower and working classes of any setting, and can enlist them to aid your cause in whatever way you need.
- Our Modest Contribution to the Comintern (400 cp) – Gifts you give to curry favor, particularly with foreign parties, always have the effect you intended. Useful if you're looking to establish trade, or perhaps enlist some aid in fomenting rebellion at home.
- Man is Unitary; a Simple Economic Agent. (600 cp) – Once per year, you can predict one major world event to take place within the next 365 days. Be careful who you let in on this, as at best, you'll have to be persuasive to convince them you're right, and at worst, you'll have to be persuasive to convince the authorities that you weren't in on it.



<u>Items</u> (50% Discount for Origin, with 100 cp Item being Free to Origin)

- <u>Singing Cowboy</u>
- Cowboy Getup (100 cp) – This is a flamboyant Roy Rogers or Gene Autry-style cowboy outfit, complete with hat, chaps, spurs, and lasso. Alternatively, you can have a drabber, Clint Eastwood-style getup.
- Whitey (200 cp) –Your trusty steed. You share an almost preternatural bond with this horse, enabling you to work together and communicate wordlessly, each anticipating what the other wants. Whitey is a highly-trained but otherwise mundane horse, and as such counts as a Pet, regenerating as a young colt if killed or crippled.
- Six-Shooters (400 cp) – A beautiful pair of custom pearl-handled revolvers that improve your accuracy, drawing, and firing speed by 50%, even while fanning the hammer. When they run out of ammo, they regenerate a full load, but you have to go through the motions of reloading, either by opening, spinning, and closing the cylinder, or by holstering and redrawing the pistol. Comes with holsters and belt.

- <u>Actor</u>
- I Don't Think I'll Fit in that Fish-Ass After This Week. (100 cp) – But no worries. You have here a full, period-appropriate wardrobe for all occasions. It somehow fits into a normal closet, or you can have it as a stand-alone cherrywood armoire. The fashions update as time marches on, and again at the start of each Jump to fit the setting, though it never loses anything it had.
- The Studio Takes Pretty Good Care of Me (200 cp) – As one of many stars in the Capitol Pictures sky, it wouldn't do for you to be living under a bridge like a common troll. So take this nice, cozy bungalow and a late-model coupe. All taxes and fees taken care of, and neither will ever need maintenance.
- The Brown Derby (400 cp) – This iconic Hollywood hotspot is yours now. It's where the who's who come to see and be seen. It generates a tidy profit and remains a trendy nightclub even without your involvement, but if you pitch in and put in some face time every once in a while, who knows how hot it could get?

- <u>Production</u>
- Can I, uh... Bum a Cigarette? (100 cp) – Prepare to be asked this question a fair bit, as you always have a half a soft pack of smokes of your choice of brand in your pocket, with a small, ever-full lighter taking up the rest of the space in the pack. The pack is *always* half-full, and the light is *always* in the pack when you're looking for it. The smokes themselves are non-harmful, and help you clear your head and remain alert, but they still smell like cigarettes. You can change brands at the start of each Jump.
- Did I Say "Petty?" (200 cp) – This is $100,000 in 1951 US Dollars (roughly $1,208,365.38 in 2024) in unmarked, nonsequential bills stuffed into an attaché case. Any money spent from it refills every year.
- Capitol Pictures Studios (400 cp) – Nestled snugly in Hollywood, this aging colossus in the dying days of the Studio System is all yours. Comes with an army of top-notch NPC actors, writers, and production people. Without your intervention, it will produce two

prestige pictures a year which will be moderately well-received, though it will focus more on the B-Pictures and shorts that keep the place (barely) profitable. With your help, however, you could double the number of successful, top-drawer films, with one or two a year being reliable Oscar bait. This would come with a commensurate increase in profits.

- Writer/Communist
- Yappy Dog (100 cp) – A yappy, if affectionate, little lapdog. He loves you with all his heart, and once per Jump (or ten years, whichever comes first), can help you find one person you're looking for. Counts as a Pet, regenerating as a puppy if killed or crippled.
- Malibu Beach House (200 cp) – A beautiful mansion in a nice, quiet beach community on the southern California coast. All taxes, fees, and mundane utilities are taken care of, and it can resize to house all your Companions. Comes with a regenerating supply of light refreshments including cucumber finger sandwiches, or something not disgusting if you prefer.
- Soviet Submarine S-99 (400 cp) – Launched in February 1951, this is height of the contemporary Soviet sub fleet. We're not nuclear yet, and not even armed with ICBMs at this point, but this sub is still ready to silently wreck anything at sea. Comes with a standard complement of NPC sailors. Retains upgrades, never needs maintence or resupply, and can be summoned at midnight to any body of water capable of fitting it.

Companions (Companions cannot take Companions or Drawbacks)

- Import/Create (100-200 cp) – For 100 cp, you can import or create up to 4 Companions, up to 8 for 200 cp. Each Companion gets an Origin and 600 cp
- Canon (Free) – Has Hobie Doyle won you over with his earnest bravery and easy charm? Maybe DeeAnna Moran finds you irresistibly reliable? Or maybe you just want to rescue Eddie Mannix from all this nonsense. Any canon characters that you can convince to join you at the end of your Jump may join your Chain as Companions. Or, for 100 cp each, the stars can be aligned for them to be as receptive as possible to your invitation.
- Singing Cowgirl (100 cp, Discount Singing Cowboy) – The Dale Evans to your Roy Rogers, this little lady takes you from a single singing cowboy to a potentially more profitable double act. Her personality, appearance, and exact relationship to you is yours to define, though she will never get jealous or attempt to upstage you. Alternatively, this could be a male cowpoke that you just can't quit. Either way, this Companion gets floating discounts, one for each cp level of Perks and Items, and 600 cp.
- NOT a Gossip Columnist (100 cp, Discount Actor) – This is a REPORTER along the lines of Thora or Thessaly Thacker, a name that 19 (or 20) MILLION readers trust. Fortunately, this one's on *your* side. They will reliably get out whatever "news" you want with whatever slant you want. Careful, though. No one says these reports can't be challenged or disproven by third parties. So don't get carried away. They get floating discounts, one for each cp level of Perks and Items, and 600 cp. Their exact appearance, personality, and relationship to you are yours to decide.
- Assistant (100 cp, Discount Production) – This man or woman is your right hand. They can completely oversee your busy calendar, making reservations and setting up meetings

as needed. They will keep you informed of what's going on, including any necessary context for the challenges you'll face in your day-to-day work. They get floating discounts, one for each cp level of Perks and Items, and 600 cp. Their exact appearance, personality, and relationship to you are yours to decide.

- You're a Communist Too? (100 cp, Discount Writer/Communist) – This leading man or lady is the perfect public cover for whatever subterfuge you're up to, Communist or otherwise. They will loyally draw attention away from your activities, leaving you a free hand to operate as you see fit. They get floating discounts, one for each cp level of Perks and Items, and 600 cp. Their exact appearance, personality, and relationship to you are yours to decide.

Drawbacks

- Combine Settings (0 cp) – You can use this Jump as a Generic Jump, inserting it into another Setting of your choice. Up to you how exactly you blend them.
- Leave Early/Stay Late (0 cp/+100 cp) – Since the whole plot takes place in fewer than 24 hours, you can take off as soon as either the Police raid the Communist safehouse or you have ensured that doesn't happen. Alternatively, you can extend your stay for another decade and pocket +100 cp for your trouble.
- Would That It'were So Simple (+100 cp) – You cannot act. Which is especially unfortunate, because about every other year or so for the duration of the Jump, you will be required to play the lead in a role that is entirely unsuitable for your skillset. The critics will not be kind, and in a world where one bad review can tank your career, you'd best be sure to build up your other work as best as you can.
- Of Course They're Kooks, It's All Make-Believe! (+100 cp) – No one but you takes your work seriously. This doesn't mean that you won't face consequences for failing to do your job, but even if you do it to the best of your ability, you'll never get any credit, and your efforts will be laughed off as a waste of time.
- Babysitting a Bunch of Oddballs and Misfits, Shouldering a Lot of Crackpot Problems (+100 cp) – Work/Life Balance? Never heard of her. You have a work schedule that would give even Eddie Mannix pause. Expect to work 80 hours per week at *minimum*, doing the kind of jobs that others would find unimaginable. And if you take the Of Course They're Kooks Drawback, all your hard work will *still* get neither you nor your career any respect, so take an extra 100 cp if you combine the two.
- On Wings as Eagles (+200 cp) – Somewhere in your not-too-distant past, there's an unspecified scandal. It's not clear exactly what it was or even if anything actually happened, but suffice to say it's as bad as it could be given the setting and your role in it. Fortunately, it's not completely public knowledge… yet. For the duration of the Jump, you'll have to live with the possibility of an inside source leaking your shameful secret. No Perk or violence can get around this, and in fact, any attempt to silence those in the know will guarantee this image-ruining secret comes out.

- The Public Loves You Because They Know How Innocent You Are (+200 cp) – You have an image to maintain. In fact, your career and those of your co-workers depend on its being maintained. Unfortunately, that means that nearly every move you make, public and private, will be reported on and heavily scrutinized. So it would behoove you to maintain your squeaky-clean persona. And bear in mind, we're talking about squeaky-clean by 1950s America standards. This Drawback makes you *especially* vulnerable to the On Wings as Eagles Drawback, so take an extra +100 cp if you take them both.
- We Ain't Gonna See No Dames (+200 cp) – Whether you're shipped off with the Navy or stuck in a smoky editing suite, circumstances during this Jump will prevent you from getting any action, of whatever kind you'd normally be into.
- But You're Saying, Actually, *Technically*, I've been... Kidnapped (+200 cp) – And so you have. At some point in the Jump, you will be taken against your will by vaguely nefarious forces. No out of Jump Perk, Power, or Ability you have will either be able to prevent this nor permit you to escape on your own. You'll have to be rescued by a third party. Fortunately, your captors aren't really criminal types, and the worst you'll have to endure during your stay are some cucumber finger sandwiches and ideological prattling. Unless, of course, you want an extra +300 cp. In this event, your captors will be decidedly less convivial, and they *will* kill you, ending your Chain, if you are not rescued within a week. The same Perk/Power restrictions above still apply, so I hope you've made a few friends in this Jump.
- I Know It Sounds Screwy, But She Said Someone's Calling from The Future! (+200 cp) – This is the flip side to the Kidnapped Drawback. At some point in your time here, someone vital to either your personal or professional life will be abducted along the lines of the above Drawback. Perks/Powers won't prevent this, but you can use them to get the victim back. Still, at least the kidnappers are still as benign as before, and you'll get your target back safe and sound once you either cough up the ransom or stage a rescue. Unless, of course, you'd like an extra +300 cp. In that case, the same week deadline as above applies before the victim is killed, and this time, out of context Perks and Powers not only won't prevent the abduction, they won't help you get them back either.
- Armageddon. And Lockheed was There (+600 cp) – The Doomsday Clock is now one minute to midnight. Some damn thing, maybe the Korean War, maybe the H-Bomb, has the world on the edge of an all-out world war. It *will* happen sometime during your time here, unless you can stop it. Whether that's easing Cold War tensions through film, some well-placed sabotage, whatever means you like. Bottom line is that it's up to you to prevent a nuclear World War III.
- Ave, Caesar (+600 cp) – Instead of 1951 Hollywood, you've arrived in Roman Palestine during Emperor Tiberius' reign. Given the plot of the film within the film, you're likely here sometime in the 30s AD/CE. This is an "as-is" proposition, so if you don't know Latin, you'd best start learning. Enjoy.

Final Choice

- Stay Here – Get the lights of Old Hollywood in your eyes, eh? Well, you can stay in this world permanently if you wish, taking an extra +1000 cp with you.
- Move On – Well, it's been fun, but this traveling circus has got to be moving on. You're shipping out to the rest of your Chain. Good luck.
- Go Home – Hollywood is nothing if not nostalgia brokers. If this world has given you that wistful, homesick feeling, you can go on back home. You keep everything you've gained to this point.

Changelog:

- *1.0 – First Published Version*
- *1.1 – Added pictures, some spacing, and some proofreading. Added Version numbers.*