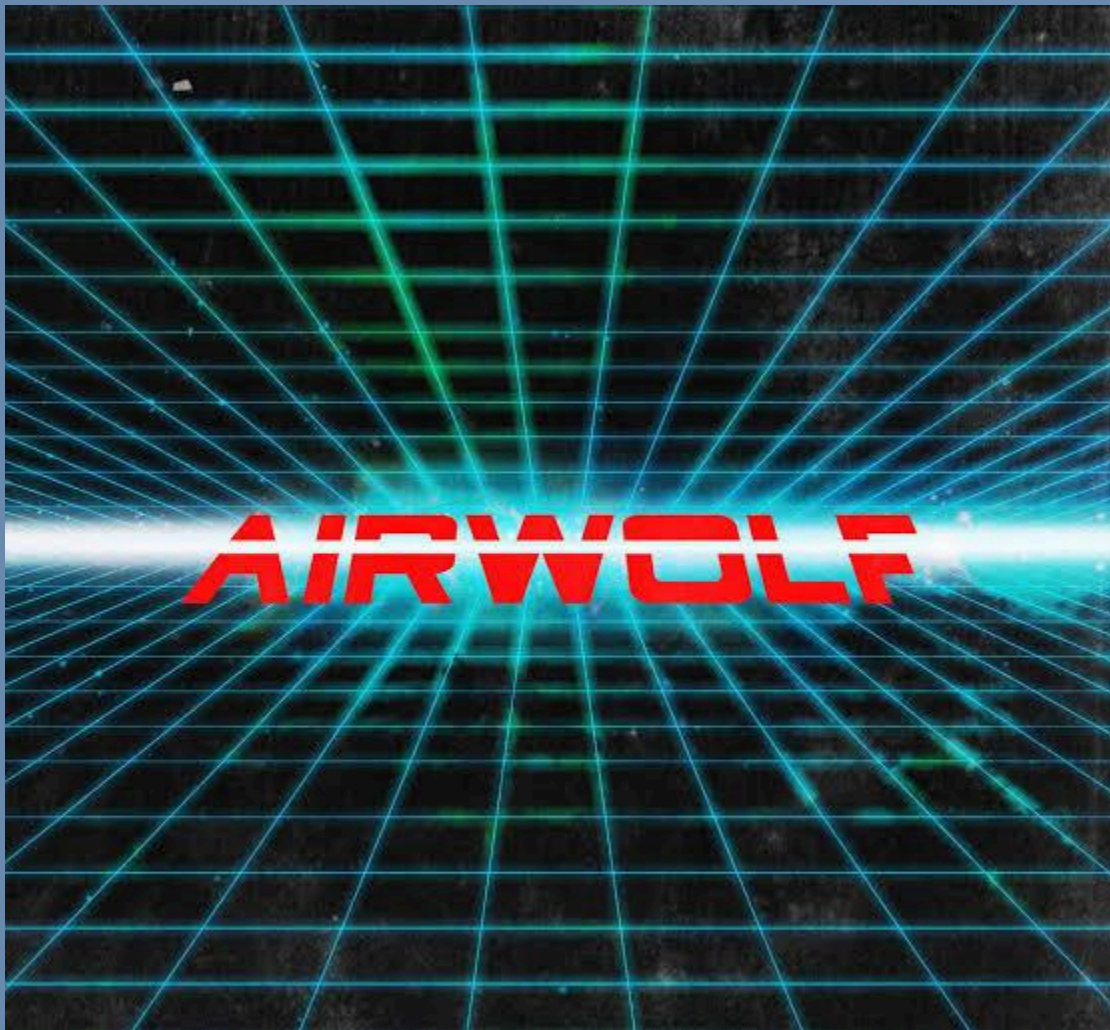




Show by Donald P. Bellisario, Jump by Aehriman

The year is 1984, a CIA subdivision called the FIRM has developed a super-secret, super-stealthy, supersonic attack helicopter codenamed Airwolf. However, the thing's designer, Charles Moffet, is a sadistic madman and destroys most of the plans and steals the chopper, shooting up the testing facility on his way out, ultimately fleeing to Libya.

To wrangle Moffet and steal back Airwolf, Archangel (the codename of the FIRM's deputy director) recruits the test pilot, Stringfellow Hawke. In the pilot, he succeeds, with help from his mentor Dominic Santini and Archangel's secretary who is kidnapped by Moffet. However, Hawke does not immediately return Airwolf but hides it in a cave he names the Lair. Hawke's brother, St John, has been missing in Vietnam for many years now and he's not been terribly impressed with the US Government's efforts to get him back. He'll trade the chopper for St John, in the meantime he'll fly missions for the FIRM if he believes they're needed, and refuse the ones that don't align with his moral compass. He claims to have booby-trapped the chopper so no one else can fly it, but the FIRM does try to steal it back multiple times.

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

Locations

*Anywhere in the world, they roamed pretty far and wide.
I might recommend the Lair, the hidden cave they operate Airwolf out of.*

Age, Race & Sex

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

Origin

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.

Tradecraft (free) You know the essentials of espionage. How to blend in, arrange meetings, cultivate contacts, and spot a tail. It's a lot less glamorous than the movies.

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.

Armed Bastards: You have trained for serious combat, and are an expert in small unit tactics, as well as breach-and-clear operations.

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.

Friends in Low Places: You easily make friends with the violent and criminally inclined. You fundamentally get them, what they want, what they fear and how to help them.

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.

Low Life: You know how to run a con, pick a pocket, rig most common gambling games, and a variety of petty, non-violent crimes.

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.

Nancy Boy: You know just what to say to really get under someone's skin, and get them to swing first.

Natural Born: You're a natural behind the stick, a fantastic pilot. Even if a bird is out of fuel and on-fire, it will somehow hold together long enough for you to land it safely. You can also pull off all sorts of crazy maneuvers and stunts like, you know normally helicopters can't do a loop de loop?

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.

Plausible Deniability: You can easily escape consequences for your questionable or illegal acts. Obviously this person got the wrong idea and went rogue. Use a cut-out or two, and they'll never prove anything.

Police Brutality: Welcome to the 1980s. You can deal out incredible pain when you want to, your fists or weapons striking vulnerable spots as if drawn to them magnetically. You know how to fight dirty.

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.

Roguish Charm: So what if you're an overweight, over-the-top, over-the-hill nicotine-stained borderline alcoholic homophobic with a temper? So what if you broke a dozen department regulations and a suspect's arm? You get results, and as long as that continues, your bosses will turn a blind eye to your personal failings and abuses of the system.

Self-Discipline: The worst part about the eighties 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.

Special Tactics: You have graduated from the special forces program of your choosing. Besides having general military skills, you have some specialization that is rare, like field medic or underwater demolitions.

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.

You're Nicked!: Once you get the cuffs on somebody, the fight goes out of them. They won't try and fight, escape or make trouble on the way to the station or whatever holding area you have.

Items

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

Soundtrack (free): It was the 80s. You can have any period music or the show's theme blaring in the background. You can choose if only you can hear the music, or everybody.

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.

Cigarettes: Good luck finding a no smoking sign in '73 outside a couple of airlines and clubs. This box of coffin nails won't give you cancer or smoker's lung or any of a dozen conditions it probably should, just the sweet nicotine high. Even the ashy smell fades in five minutes.

Comms: A secure two-way radio hidden inside a stylish wristwatch.

Connections: A good spy 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. Nobody will ever ask you about 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 \$50 thousand per year. In future Jumps this updates to the local currency and equivalent purchasing power. Purchase multiple ties, each adding a zero.

Lair: A cave that is surprisingly dry and warm and serves as a perfect hidden hangar with fuel and ammo, maintenance equipment, and a hole in the ceiling for VTOL aircraft.

Rubbers: A necessity for the time of free love before AIDs spoiled the party. Never break, never leak, you hardly notice they're on. Replenishes overnight.

The Fortune Teller: An experimental technology that lets you control machines, like cars or helicopters, with your mind. Given some time, you can probably do a lot with this mental interfacing technology. Comes with schematics.

Airport (-200 cp) Your own small airport and airline, got some chartered planes and choppers for local trips, aerial tours, stunt flying or barnstorming.

Jumper’s Millions (-200 cp) Well, a million bucks. In future Jumps this updates to an equivalent sum in local surgery.

Blue Thunder (-300 cp) Around the time this show first aired, there was a movie about a super-helicopter. Blue Thunder is less well-armed than Airwolf, but the single minigun can follow the pilot’s gaze. It also has a suite of surveillance equipment including laser-whisker microphones and thermal cameras that can record near anything, and can fly silently. If you wish, you can apply these capabilities to any other aircraft you own.

Airwolf (-400 cp) A prototype attack helicopter that is 90% radar absorbent, can achieve speeds of up to Mach 2 and an altitude of up to 100,000 feet. Bulletproof all over, can still die to missiles but has both jamming and active countermeasures. It can also refuel mid-air, unlike any other chopper. Carries various missiles, four .50 caliber chainguns, 2 in .30 caliber, an ADF pod and a laser.



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 in three years.

Wunza (+0 cp): One’s a test pilot turned secret agent. One’s an old airport owner. A third is a secretary turned secret agent. Together, they fight crime. Feel free to supplement this to any other Jump or venue, even if you need this to visit the setting.

Half-Pint: You are... very short. Probably the butt of a lot of jokes.

Out of Time: You just... never quite fit in with the time period. Popular music is grating, fashion twice as much. The things people talk about bore you as historic trivia.

***Purgatio*:** You’ll stay 10 years here. This can be taken multiple times.

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 American Dream: People are constantly trying to cheat you or intimidate you out of any financial success.

Business Negotiations: You have something the FIRM wants, and they will bring any pressure to bear to get it.

Ending

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