



Rocket Knight Adventures

Jumpchain by:



According to legend, the world of Elhorn was once invaded by an extraterrestrial army, sailing on a great and terrible ship known as the Pig Star, a battlestation capable of destroying the world. Despite being vastly outnumbered and outgunned, however, a brave and valiant hero, El Zephyrus, was able to drive back the invaders and place the Pig Star under a magical seal, such that it might never again be used for evil.

Though the kingdom he founded was peaceful and prosperous, the other tribes of the world constantly sought to threaten it, seeking to obtain the Key to the Seal that the Zephyrian royal family safeguarded and steal that awesome power, so he established an elite martial order to defend the kingdom, combining ancient magic and salvaged technology: The Rocket Knights.

Era:

Choose one and take **1000 CP**.

Rocket Knight Adventures: Generations have passed since the days of El Zephyrus, such that the tale of the founding of the Kingdom of Zephyrus is regarded as ancient history— ancient myth, were it not for the shadow of the Pig Star still looming in the sky, a gun pointed at the head of the world just waiting to be reloaded.

The current leader of the Rocket Knights is Sparkster, a war orphan taken in and trained from childhood by his predecessor, Mifune Sanjulo, until he was slain by the traitor knight Axel Gear in the process of the latter's stealing the order's foundational codex. Though Sparkster defeated him, his punishment of treason with exile rather than death led the Black Knight to seek work as a mercenary for the Devotindos Empire, the ancient alien invaders who, once scattered, eventually reformed and settled their new world as an industrious-if-militant society.

With his inside knowledge of Zephyrus' tactics and defenses, the pigmen launched a brutal lightning strike on the Kingdom, slaughtering the Rocket Knights save for Sparkster himself. While he breaks the back of the assault, Axel Gear is able to abduct Princess Sherry and spirit her back to Devotindos, as she holds the Key to the Seal, and the ruler of the Empire, Devilgus Devotindos, is secretly none other than the ancient AI of the Pig Star itself, working remotely through a robotic doppelganger to win its freedom and resume its conquest of the universe.

It falls to Sparkster to rescue the Princess and avert the reawakening of that dread machine—or, failing that, to destroy Devilgus and the Pig Star before it can return to full operation, ridding Elhorn's sky of its grim shadow forevermore.

Should this come to pass, the Devotindos Empire's slave states will rise in revolt, and the timeline diverges depending on who inherits their technology:

In one branch, the lizardmen seize power, seeking to form a global empire under the sorcerous Emperor Gedol, who once again enlists the skills of Axel Gear to kidnap Princess Sherry to exploit her royal magic (and, possibly, also marry her to cement his legitimacy as ruler). Sparkster must seek out seven sacred swords imbued with the holy power necessary to break through his fortress of illusions and slay him to return peace to the world.

In the other, the wolfmen seize power, and the Wolf Army, led by the robot-disguised-as-a-cyborg Generalissimo Lioness*, usurp the Kingdom of Eginasem; though the King entrusts his magical pendant to Princess Flora and bids her to flee, she's abducted by, of course, Axel Gear on Lioness' behalf, as the pendant can be used to power a massive orbital missile he intends to use to hold the world hostage and become its ruler, or, if he can't have it, to blow it up instead. As a sworn ally to the kingdom, Sparkster is deployed to rescue the Princess and liberate Eginasem, even if it means tearing down the entire Wolf Army, their newly minted orbital shipyard, and their magitech nuke single-handedly.

*Actually a dude, despite the name

Rocket Knight (2010): Since the Devotindos Empire's defeat and the failed ascension of the global Gedol Empire, Devotindos lands have been ravaged by famine, infighting, and the strip-mining and pollution caused by their industrialization and the creation of Devilgus' robotic army. With the throne empty and the state functionally insolvent, General Sweinhart, former commander of Devilgus' army, negotiated peace with the King of Zephyrus as assumptive leader of the Devotindos refugees, exchanging the robust pigmen's technology and labor for succour. A kind-hearted soul, the King of Zephyrus took them in, despite Sparkster's escalating protests, culminating in his abdicating his position as leader of the Rocket Knights, breaking off his relationship with Princess Sherry, and retiring from the King's service.

For the next 15 years, Sparkster would establish a homestead in the Zephyrian countryside, marry a commoner, and raise a family with her, until the Mountain Wolves attacked Zephyrus, prompting him to don his old armor out of duty to defend his homeland, which would prove fateful: Despite his overtures of peace, Sweinhart is a

revanchist at heart, forming a conspiracy with corrupt Zephyrian noblemen and Axel Gear (who, in the King's profound lack of judgement and his technically being the last surviving Rocket Knight, was named Sparkster's successor) to usurp Zephyrus for its natural resources in order to rebuild Devotindos, and he eagerly offers to muster and lead a joint Devotindos/Zephyrus militia to launch a counterattack on the wolves—all the better to betray them, so none can oppose his taking over the kingdom with a combination of impressive civil engineering and a giant robot.

Despite Devilgus being an ancient artificial intelligence of antediluvian evil, it and the Pig Star by extension were Elhorn's primary sources of advanced technology— with them gone, and the devastation of the past wars, technology has regressed significantly, though not completely. As the Gedol timeline occurred here, the wolves are largely tribal savages with simple mechanical devices and only a handful of firearms and airships to their name, and even Sherry and Axel haven't aged well, with the latter trying to rebrand himself as a misunderstood antihero turning over a new leaf (he's still a bastard).

Background:

Choose your age and gender freely, I'm not your mom. Either background may be taken as a Drop-In, preventing you from having any history or memories from this world.

Knight: The peace-loving, agrarian, but long-suffering opossum people occupy the centrally located sister kingdoms of Zephyrus and Eginasem. Due to its strategic importance and rich natural resources, Zephyrus has had to fend off enemies from all directions since its inception, relying on stout walls and a small number of highly trained and hyper-mobile Rocket Knights for interception and decapitation strikes in lieu of a standing army. Though all opossum citizens swear fealty to Kings Zephyrus and Eginasem, a handful have fallen to greed and corruption, most notably the Black Knight, Axel Gear.

Imperial: Outside the green fields and rolling hills of Zephyrus, Elhorn is a violent place, full of warring kingdoms and tribes of other animal people. Choose one:

-Devotindos: Brutish and craven, but industrious and loyal to their Emperor, the pig-men of Devotindos are the distant descendants of space pirates/conquerors who arrived on Elhorn via the Pig Star; most alive now aren't even aware of the influence it holds/held over them.

-Gedol: Though the insidious and power-mad sorcerer-king known as Emperor Gedol aspires to take over the whole of Elhorn, most of Gedol's population are reptilians, be they stout crocodilians, naga-like snake-men, or tiny lizardfolk.

-Wolves: The hardy, warlike Mountain Wolf tribe is ruled by the Wolf King, the strongest of their number—unless, of course, Generalissimo Lioness is created by unknown hands and Devotindos technology to bring them to heel and forge them into a space-capable professional army on par with that of the pigmen themselves.

-Other: Though not mentioned, Elhorn's plenty big enough for polities of other beast folk to exist, be it a current/former slave state of Devotindos or somewhere more far-flung and obscure.



Perks:

Discounts are half off (or free for 100 CP).

Imperial discounts are marked [D], [G], or [W] for their respective faction. Imperial (Other)s receive three floating discounts.

Knight:

Rocketeer (100/200 CP): You have the training of a Rocket Knight: You're handy with a sword, know how to operate a rocket pack, and have trained your body and mind extensively to cultivate a superior sense of spatial awareness and resist the disorientation, nausea, and g-forces that rocketing around at high speeds entails.

For an additional 100 CP, this includes training in several special techniques from the Secret Book of Rocket Knights, such as a burnout spin-attack good for both offense and evasion, a rolling jet-slash useful for midair maneuvering, and a corkscrew charge that specializes in breaking through barricades and, occasionally, allowing you to act like a giant screwdriver.

Heroic / Blackheart (200 CP): Courage is not the lack of fear, but the strength of character to be fearful and act anyway. You are courageous beyond the ken of most mortal men, and a clear sense of justice removes all hesitation when it comes to doing what's right, regardless of risk to life and limb.

If you're a villainous Black Knight, you instead gain the ability to take all the feelings and emotions that would weaken you and hold you back—Empathy, guilt, sentimentality, and so forth—and lock them away in a corner of your mind for a time while you do what it is you need to do. The ends justify the means, after all.

Princess' Blessing (400 CP): Blessed by Princess Sherry, you've gained the magical ability to breathe in space. This isn't the ability to not need to breathe—though if you have the Rocketeer perk, your physical conditioning lets you hold your breath for an impressively long time underwater or in hostile atmospheres—but to respire vacuum itself.

Simple Geometry (600 CP): There's often a lot of math involved with being a Rocket Knight, calculating ranges, distances, angles, and vectors on the fly for flight and combat, be it to avoid splattering yourself on something, find the perfect angle to ricochet off it, or to hit or outmaneuver a similarly agile foe.

In those same situations, you usually don't have the time to stop and calculate. So, you don't: You've cultivated such a deep and profound knowledge of such things that you can predict the outcome of maneuvers intuitively, automatically, and with almost oracular accuracy.

Imperial:

Losing Streak ([D] [W] 100 CP): What's an infantryman to do when a knight with magical arms and armor blasts through the wall at nearly the speed of sound and starts mowing everyone down? If Plan A (mob him) doesn't pan out, running away is a solid Plan B, and ablative armor makes it one much more likely to succeed.

When you would be struck by an otherwise fatal blow, your armor and clothes will fly off instead, allowing you to try to retaliate or scarp in your underwear; life is more important than dignity, after all. This ability only works once per engagement (even if you somehow instantly re-clothe yourself) and will trigger before any 1-UP perks you possess.

Machinist ([D] [G] [W] 200 CP): Industrialization. Mechanization. Something the simple, quaint farmer-folk of Zephyrus will never quite grasp. You're a prodigy with machines, able to intuitively drive just about anything you find yourself behind the controls of—you might need to experiment with the systems or skim the manual for something truly exotic, like an alien spaceship. Likewise, if you have the facilities and/or materials necessary, you're exceptionally skilled at repairing, modifying, and even building anything you've had adequate time to study.

Ambush Predator ([D] [G] 400 CP): You're a master of hiding and disguises, be it packing yourself in crates that ought to be too small to fit you or dolling a revolting pigman up like the splitting image of Princess Sherry; even the observant will be hard pressed to notice anything awry before you jump them.

If you have Magic (Ninjutsu) as well, you become able to hide in shadows so completely that you can become functionally invisible and intangible while stationary (until you choose to end the effect, or someone turns out the lights).

Magic (600 CP): There are several different styles of magic in Elhorn. Choose one; if you are a Knight, this comes with royal Zephyrian blood (you may choose whether to be a recognized relation of the royal family or a bastard). May be purchased multiple times, choosing a different option each time.

— **Hypnosis [D] [G]:** Magic for influencing the minds of others. The simplest and most obvious application of Hypnosis magic, as used by Emperors Devotindos and Gedol, is mass-mind control, turning groups of people into obedient-if-unwilling puppet-slaves.

With more ingenuity and finesse, the communication potential of Hypnosis magic can be used to imbue orders, plans, and understanding into people's minds for efficient, idiot-proof execution without needing to control them directly: Even with the materials and blueprints organized in advance, mere puppets couldn't perform a coup d'état, seize

control of a kingdom, and turn it into an industrial hellscape of harvesters, factories, and refineries in the span of mere hours, as General Sweinhart's collaborators did.

—**Lightning [G] [W]:** Simple and brutal, the ability to conjure and control electricity, usually as great big bolts of lightning. Can also be employed for flight, though not terribly efficiently.

—**Fire [W]:** You would expect Fire to be even simpler, more brutal, and more self-explanatory than lightning magic, but fireballs aside, Fire Magic is actually the go-to tradition for enchanting items of various kinds—usually weapons, or for militant purposes.

—**Ninjutsu [G]:** An obscure and eclectic form of magic that often overlaps with other schools. Known techniques include enhancing one's acrobatic abilities, summoning gouts of spirit flame, and transforming the body; Paeli of the Gedol Empire, the undisputed master of the art, is able to transform himself into both a huge musclebound form and a swarm of mini-Paelis, while Gedol himself transforms into a gigantic monster.

—**Summoning [G]:** The art of not merely conjuring, but evoking and forming arcane forces. Can be used for teleporting allies to one's location, creating freakish human-faced elementals, and forming illusionary barriers.



Items:

Discounts are half off (or free for 100 CP).

Imperial discounts are marked [D], [G], or [W] for their respective faction. Imperial (Other)s receive three floating discounts.

Items that are lost, destroyed, or expended will automatically be replaced after one week, unless otherwise specified.

Knight:

Aeronautical Armaments (100/200 CP): A stout, diamond-shaped broadsword, lightweight and aerodynamic field plate worn over a compression bodyglove instead of a gambeson, and a rocket pack affixed to the back of the breastplate form the standard armaments of a Rocket Knight.

For an additional 100 CP, these are enchanted to the degree of Sparkster's own equipment: The sword is capable of lobbing spinning projectiles of Fire magic, and, more

impressively, inflicts damage every frame it's striking an enemy; the armor is robust enough to ricochet off walls and slam through fortifications of stone and steel without damage, repels radiant hazards like heat and cosmic radiation, and can even shrug off molten lava provided only momentary contact; and upgraded throttle control allows the rocket pack to momentarily hover.

Fire Power (200 CP): There are two primary types of Fire Magic boosters employed by Rocket Knights: Canister-shaped Boost Modules imbue their rocket pack with unlimited energy for cruising flight rather than merely short bursts and lasts upwards of a couple hours (or until the user crashes into something sufficiently robust, like a fortress). Fire Orbs wreath the user's weapon in flame, increasing its damage and burning enemies; this lasts until the user takes damage.

The expended powerup is replaced daily instead of weekly; you may specify which type you receive on a given day.

Launch Cannon (200 CP): Sometimes, you need to get somewhere in a *real* hurry, such as to intercept an enemy airship or scramble to orbit to take down a villainous space station; a Boost Module might get you there, but traveling just below the sound barrier is a bit too slow for your purposes. The solution: Fire yourself out of a huge, magic iron cannon.

Comes with a mule-sized uniceratops or biceratops (your choice) and a cart to haul it.

Rocket Wing (200 CP): In defense of the kingdom, it's sometimes required that a Rocket Knight fight not only entire armies on the ground, but entire fleets in the sky as well, at which point the maneuverability of the standard rocket pack leaves something to be desired. This wing-pack attachment gives your rocket pack not only additional maneuvering surfaces and thrusters for atmospheric and orbital use, but a pair of rapid-fire energy blasters to cover your flanks. I hear spinning's a neat trick.

Shock And Awe: As a Black Knight, you may still have some shred of chivalry in your shriveled heart, but whatever code of conduct you abide by, "fighting fair" isn't a part of it, allowing you to avail yourself of all manner of dishonorable weaponry. Choose one; this may be purchased multiple times, picking a different option each time.

—**Micro-Rockets (200 CP):** A near-bottomless magazine of small dumbfire explosives that can be seamlessly concealed in armor and fired in bursts.

—**Exhaust Plume (200 CP):** Modifies a rocket pack to leave a trail of thick, choking, toxic smog when fired.

—**Concussion Grenades (200 CP):** Concealed in a magazine inside the breastplate and ejected from its center, these fist-sized blue spheres denotate in waves of concussive force that throw around and disorient enemies more than damaging them.

—**Burst Cannon (400 CP):** A heavy, shoulder-mounted armament that fires a huge, wide beam of pure, brilliant white energy. Requires an external power plant, such as a rocket pack or vacuum suit, and takes several seconds to cool down and recharge after each blast.

—**Blade of Darkness (400 CP):** A perversion of science and magic, this enhancement modifies a sword to allow it to channel a relatively thin beam of destructive, necrotic energy. Though difficult to control, it's at least possible to adjust your aim, rather than the more fire-and-forget nature of the above weapons.

Imperial:

Soldier's Ensemble ([D] [G] [W] 100/200 CP): Standard equipment for a prospective world-conquering army: Typically includes uniform half-plate, a dress uniform, a scimitar, and a rucksack.

For an additional 100 CP, you receive specialized equipment for your faction:

—**Devotindos:** Field plate, a balloon for aerial insertions, and your choice of any two of the following: Bombs, Energy Pistol, Taser Maul, or Grenade Launcher.

—**Gedol:** A jetpack (slow, but fully hover-capable), Autocannon, and Missile Launcher.

—**Wolves:** A jetpack (as above), and any two of an Assault Rifle, Flamethrower, or Rocket Launcher.

Ultra Armor ([D] [G] 200 CP): A suit of heavy-duty powered armor suited for elite defensive forces.

—**Devotindos Ultra Armor** is a black, full-body suit of pig-styled plate armor with a spiked tower shield, and is completely impervious to conventional attack. Unfortunately, it's also limited in that it's extremely difficult to maneuver or see out of and is so obscenely heavy that it requires rocket thrusters to jump and dropping a few feet in it will shake the ground, leading to a vulnerability to blundering into things like quicksand or lava traps.

—While vulnerable to damage, **Gedol Ultra Armor**, in the form of the Snake God Soldier, is significantly more versatile; as a hundred-foot mechanized snake-man in shape, it

possesses rocket-hands for smashing and hurling intruders and is agile and flexible enough to use its tail as a weapon.

Vacuum Suit ([D] [W] 200 CP): For orbital combat and operations for those of us not lucky enough to be able to breathe in space. Comes with retro and maneuvering thrusters; Devotindos models are armed with a shoulder turret and integral flail, while Wolven models are armed with a large, shoulder-mounted beam cannon. Needs periodically resupplied with fuel and air.

Spikes ([D] [G] [W] 200/400 CP): A classic option for waylaying interlopers, this gives you enough blocks of sharp metal spikes to adequately trap an area about the size of a football stadium.

For an additional ([D] 200 CP), these are high-tech Hyperspikes instead; gravitically locked in place once installed, even in midair, and imbued with glowing power fields that punch clean through even magic armor, ensuring a one-hit kill. The power fields even have RGB lighting, to defend your demesne in style! Comes with an antigravity service lift for maintenance.

You receive a new shipment of spikes once a year.

Magic Missile ([W] 600 CP): Birthed from the wicked mind of Generalissimo Lioness, this Orbit-to-Surface ICBM contains a sentient core of leashed wolf spirits that serves as both guidance system and primary payload, able to annihilate an entire kingdom through ridiculous quantities of Fire Magic and conventional explosives. Has an internal compartment for additional payloads or transport; should it be invaded to destroy it from within, a squad of maintenance robots will attempt to defend it, and the core can defend itself with Fire Magic, energy beams, and releasing submunitions from compartments onto intruders' heads. Requires an infusion of magical energy, either directly or through a magical item, to arm and launch.

You receive a new Magic Missile once every three years.

General:

Sparkster™ T-Shirt (1 CP +49 CP processing and handling): Official merch! Bears the image of the hero of Zephyrus! Tough, stain resistant, comfy, and breathable! Order today!

Sounds Of Adventure (50/100 CP): Bring the music of Elhorn with you! For 50CP, this is a small magitech device that acts for all intents and purposes like an MP3 player, including the music of all the games in the Rocket Knight series. For 50 more, it can

summon a small Zephyrian orchestra to play the music live—they kind of just spontaneously pop into existence when needed and despawn when not needed.

Seven Sacred Swords (100): If this seems unusually cheap, it's because you only receive one of the swords directly, but possessing it draws you towards the others and gives you a general idea of their location.

Individually, the Sacred Swords are only slightly stronger than an enchanted sword (above), but they're conventionally indestructible, and when the set is united, they imbue the bearer with the Golden Armor of legend—while it doesn't actually make the bearer any tougher (like certain other gold-colored rodents), it acts as a bottomless well of Fire Magic that ignites the swords, overcharges a rocket pack, and empowers flame to burn even other forms of magic, lasting until any of the swords is stolen or returned to the earth (i.e. stuck in the ground).

Gathering all the swords and obtaining the Golden Armor will guarantee the full set of seven under this purchase.

Companions:

Companions can't take Drawbacks or Companions of their own.

Save/Load (50 CP/ea. or 300 CP for 8): Bring preexisting Companions or create new residents of Elhorn to accompany you. They receive a Background and 600 CP to spend.

Canon (50/100 CP): You may bring along any resident of Elhorn whom you can convince to accompany you; this costs 50 CP for civilians and weaker characters like the royals of Zephyrus/Eginasem, Captain Flegel, Colonel Wolfheim, or General Sweinhart, and 100 CP for stronger characters like Sparkster, Axel Gear, Paeli, or Generalissimo Lioness; Emperor Gedol will never agree to 'serve' under another under any circumstances, and you may not Companion Devilgus Devotindos (being that he is, in actuality, the Pig Star).



Drawbacks:

Jumpster (100 CP, Knight-only): A quirk of fate means that you were adopted by Mifune instead of Sparkster, and must take his place in the story, saving the world in his stead (you may still be a Black Knight if you wish).

It's Treason, Then (100 CP): Due to your crimes against your nation (legitimate or framed), you have been exiled on pain of death, and will not receive any support from your home faction.

Human-Face (100 CP): You have the same kind of rounded face and bulbous, cartilaginous nose that, on Elhorn, only Gedol's summoned elementals possess, as all its regular inhabitants are furies. Some people will be more accepting of your bizarre countenance than others, but by and large, it's treated as an ugly and disturbing mutation.

Major Malfunction (200 CP): You and technology just don't seem to get on well. Rocket packs unexpectedly sputter and die when stressed, weapons jam frequently, and

vehicles suffer all sorts of gremlins that maintenance can't seem to banish— but only when you use them.

'Tis Only A Flesh Wound (200 CP): Regardless of your faction, the Black Knight seems to have a grudge against you in particular, and will hound you for your entire time here. It's certainly possible to defeat him, especially given his arrogance, but the bastard *always* comes back—his ability to defy certain death and escape prisons, prison dimensions, and fates worse than death is frankly miraculous, and abilities like mind control that would pacify him seem to slide off him like water off a duck's back.

If you are a Black Knight yourself, Axel Gear will be sufficiently impressed by your skill and tenacity that he'll agree to become a Companion at the end of the Jump; you may take him at no cost.

Code Of Honor (200/300 CP): Citizenship guarantees service. Being a world of monarchies, pretty much everyone swears fealty to someone, and your station as a vassal (whatever that station is) compels you to uphold a strict moral code. At least once a year, a situation will arise where it will be significantly safer or more expedient to allow a severe breach of your code of honor, or you'll be stuck in a catch-22 where it's impossible to reconcile two aspects of it without seriously outside-the-box thinking.

Failure to uphold this code will fill you with a deep and abiding sense of shame, disgust, and spiritual uncleanliness that will linger until you perform some type of quest or spiritual cleansing to restore your honor.

-Courage: Cowardice is forbidden. Black Knights and Imperials may surrender or take leave of the field of battle when obviously defeated, but Knights are compelled to fight to the bitter end, only surrendering when incapacitated and granted quarter.

-Honesty: Knights may not lie or renege on their word. Black Knights must uphold the letter (but not the spirit) of contracts entered into willingly, but are otherwise free to lie, cheat, and steal. For Imperials, Honesty is a part of Loyalty.

-Loyalty: For Knights and Imperials, this is fealty to their sovereign, to carry out their duties of station and never to betray their liege or their liege's interests. For Black Knights, the self is the sovereign, and the interests of others cannot supplant their own.

-Honor: Knights and Imperials must fight openly and without subterfuge (unless a spy or special forces, in the latter case), and uphold the honor of their liege and avenge slights against them. Knights and Black Knights are expected to afford enemies the chance to surrender and give quarter where quarter is received.

-Humility: Knights must comport themselves with humility. For Imperials, this is a part of Loyalty. Black Knights are expected not to upstage someone they're working directly under (until their contract is fulfilled and they're free to stab them in the back, as with Honesty), but otherwise have no expectation of humility, and in fact must avenge themselves of any humiliation.

-Courtesy: For Imperials, Courtesy means respecting rank and decorum, while for Knights, it means showing respect and courtesy towards nobility and women in particular. For Black Knights, this means manhandling women as little as is necessary and respecting the rights of hostages.

-Generosity: Knights are expected to be generous, especially to those poorer or of lower station than themselves as Noblesse Oblige. For Imperials, Generosity means advocating for and preventing the abuse of their subordinates, while for Black Knights, Generosity towards the self means avoiding self-denial: If you want something, take it.

Because the Code is stricter for Knights than for Black Knights or Imperials, this Drawback gives 300 CP for the former, and 200 CP for the latter.

Tripartite Pact (300 CP): The timeline seems to have gotten a bit muddled: The Devotindos Empire, Gedol Empire, and Wolf Army (plus your own faction, if an Imperial Other) all exist simultaneously for some reason. Worse, the factions you aren't aligned with (including Zephyrus) have realized what kind of threat you represent as a Jumper and have allied with each other to take you down. If you took the *It's Treason, Then* drawback, there's basically a global manhunt out for you.

The Baconator (400 CP, requires Rocket Knight Adventures Era): Behold the firepower of this fully operational battlestation! The Pig Star has already been awoken by the time you arrive, and the Devotindos Empire has functionally conquered the entirety of Elhorn: Every other polity on the planet is either an ally or a slave state.

You have five years to disable or destroy the Pig Star before Devilgus finishes exploiting the planet for resources, packs up his army, and leaves, blowing up the planet behind him. Worse, since the Pig Star is fully operational rather than recently awoken and still coming online, any obvious attempt to attack it will be retaliated against by just destroying the planet out from under you, since it has enough men and materiel aboard already to just recoup its losses somewhere else.

If you're a Devotindos Imperial, this isn't a drawback, and consequently isn't worth any points unless you also took the *It's Treason, Then* Drawback.

Crazy Hard (500 CP): This is a no-hit run. Perks that give you fiat damage immunity are disabled, as is your Warehouse (so you can't just hide in it for ten years), and anything capable of seriously injuring you will instead kill you instantly.

Any 1-UP Perks you have are *not* disabled, but they must be found as power-ups scattered throughout the world before they can be used. Resurrection, however, is not possible: Dying means the immediate end of your Chain.



Scenario:

Pig Star Wars

(Requires Rocket Knight Adventures Era)

Instead of replacing Sparkster in the story like you might with the *Jumpster* Drawback, you'll instead be replacing Devilgus Devotindos as the AI of the Pig Star. Placed under a magical seal, the Pig Star itself is completely disabled, leaving you with only a vague awareness of your systems. Fortunately, you have an out: A copy of your consciousness uploaded to an android body that you can use as a proxy. This is a pigman by default but can be changed to whatever you wish.

Unfortunately, the only way to unseal yourself is by finding the Key to the Seal—the fact that this is Princess Sherry will be unknown to you at first, and nobody but the Devotindos Empire and Axel Gear will have any compelling reason to assist you in unsealing the planet-busting doomsday machine, no matter how nice you are.

Should you succeed in breaking the seal, you must then survive until the end of the Jump: Sparkster will be out to destroy you to ensure the safety of the planet, and Axel Gear plans to usurp you to conquer the world himself. While stuck in the boot cycle, you won't have access to the planet-cracking superweapon or the ability to leave orbit for a full year, but you'll immediately gain access to the Pig Star's external point-defense weapons, internal manufacturing (for drones and more robot doppelgangers), and your body as the Pig Star Core, a car-sized ball of techno-wizardry capable of hovering and short-ranged teleportation, armed with laser-whip 'arms', ring-shaped energy blasts, and lightning projectors.

While it's massively resistant to attack, the Core's pop-out thermal probe that prevents you from overheating unfortunately isn't-- but if the Core (and thus the Pig Star itself) is destroyed, you can still cling on with just the screen and essential components that contain your core consciousness, and if you can defeat your attacker and find a place to hide before you run out of power and without burning up in Elhorn's atmosphere, this torpor is still *technically* survival.

Success in this scenario grants you all the obvious benefits thereof going forward: Being an AI with a dollar-store Death Star and a replenishable supply of robots to serve as bodies. Failure to break the seal before the Jump ends counts as choosing to Stay Here.

This Scenario affects Drawbacks:

-Jumpster and The Baconator: Incompatible.

-It's Treason, Then: General Sweinhart and the people of Devotindos are satisfied with leaving the Pig Star as a relic of the past and will oppose your trying to break free of the Seal like everyone else.

-Human-Face: Applies to both your robot bodies and the Core's screen.

-Major Malfunction: This doesn't apply to your bodies directly, but it doubles the amount of time it takes to bring the Pig Star fully online (as well as affecting technology you try to use through your robot bodies).

-'Tis Only A Flesh Wound: Axel Gear is either bright enough not to risk the planet getting blown up or isn't confident in his ability to usurp the Pig Star from you, and will oppose your trying to break free of the Seal like everyone else (which is inconvenient, since he's the only one who knows where the Key is and is otherwise ready and willing to capture her).

-Code of Honor: Rather than serving a head of state, you are the head of state. It's still broadly applicable, but only worth 200 CP, even if you're a Knight.

-Tripartate Pact: The Wolf Army has a significant orbital presence and will lay siege to the Pig Star the moment you break the Seal.

-Crazy Hard: Applies to your robot bodies and the Core's weak point. You won't die if your proxy is destroyed before you break the Seal, but you're probably still screwed unless you have Axel Gear on your side.



The End:

Choose one:

Stay Here:

As violent as Elhorn often is, there's still a chance for peace in your time, and it's generally a pretty nice place with an intriguing blend of the magical and technological. If you decide to stay, time resumes in all of the worlds you've previously visited, you become a missing person in your home world, and your Chain ends here.

Next Stage:

Pack up and continue on to your next Jump, wherever in the Multiverse that lands you, older, wiser, and better-armed than you were before.

Retire:

Maybe it's all been just a bit too much for you. On returning to your home world, time resumes in all of the Jumps you've previously visited, and your Chain ends here. If you die (permanently, not somehow being raised or resurrected by the end of the Jump), you take this option by default.

Notes and Changelog:

The original Rocket Knight Adventures is pretty much the definitive game in the series; none of the sequels quite stack up to it, and I highly recommend it if you have or can emulate a Genesis. It's also got a fantastic soundtrack, being an early credit for Michiru Yamane and having possibly the best boss music of all time.

There was going to be a vehicle customization section and associated Perk, but I got mired in it and decided to cut it for a hypothetical later version. There'll probably be at least one, given that Konami's decided to release a classic collection for the franchise (no release date at time of writing), and Konami touches the franchise roughly once every 14 years on average. At least it wasn't a fucking pachinko machine.

>Losing Streak

This isn't a 1-UP perk, but a defensive perk that protects you from one lethal attack per combat if you have clothes/armor. Still works if you take Crazy Hard but doesn't provide significant i-frames: It'll save you from getting shot in the head or from touching

Hyperspikes, but if a machine gun has you dead to rights or you fell on the Hyperspikes from above, you'll just die naked.

>Ultra Armor

Devotindos-style Ultra Armor is mostly defeated by getting it stuck, but Hyperspikes will still puncture it, and while the armor will survive a Magic Missile, the occupant will still get baked alive.

>Magic Missile

If you want to produce them, you'll need a minimum of Machinist, Fire Magic, and Summoning Magic (or OOC equivalents). In the Scenario, the Pig Star could manufacture and deploy them (given the above and appropriate materials) as an alternative to its superweapon, but you still won't be able to use them until you break the Seal on it.

V0.1: Initial Release

V1.0: Added the Sounds of Adventure Item and Human-Face Drawback. Minor cleanup.