



LPJ9840



Man's dreams of individual flight have finally been realized through the advances of technology. The jetpack delivers those dreams handily, giving a character the freedom to soar through the air, and in some cases even the stars. Jetpacks make a fun addition to any modern campaign that's going for a technological feel, and can be very useful and effective for characters as well.

Within you'll find rules for operation, some example jetpacks, feats, and additions. Included is the modified flight maneuverability table.

## GENERAL OPERATION

A jetpack wearer is only subject to special movement rules when using the jetpack's flight movement. Under normal conditions, a character wearing a jetpack is only affected by its weight, as per normal encumbrance.

However, when using a jetpack's powered flight, the maneuverability of the pack determines much of its airborne capability, as per regular flight rules. However, good maneuverability for a bird is quite different from good maneuverability for a jetpack, as is reflected in the modified chart



# Jetpack of Pulp Adventure

Requires the use of the d20 Modern Roleplaying Game, published by Wizards of the Coast, Inc.

**TABLE: FLIGHT MANEUVERABILITY**

Maneuver	Perfect	Good	Average	Poor	Clumsy
Minimum speed	None	None	Half	Half	75%
Hover	Yes	Yes	No	No	No
Fly backward	Yes	Yes	Yes	Yes	No
Reverse	Free	10 ft.	20 ft.	30 ft.	—
Turn	Any	5 feet	10 feet	15 feet	20 feet
Turn in place	Free	10 ft/45°	20 ft/45°	No	No
Strafe	Yes	Yes	No	No	No
Up angle	Any	Any	90°	90°	90°
Up speed	Full	Full	Half	Half	Half
Down angle	Any	Any	Any	Any	45°
Down speed	Triple	Double	Double	Normal	Falling Speed
Between down and up	NA	NA	NA	NA	NA

below. There is also a difference in recovering from an uncontrolled descent.

**Minimum Speed:** Jetpacks do have a minimum speed, dependent upon their maneuverability. The difference is that a Clumsy jetpack, being a back-mounted rocket, always moves at least 75% of max speed. The speed need not all be spent on forward movement.

**Hover:** Perfect maneuverability does allow a jetpack to hover. Good maneuverability has more of an ‘approximated hover’, whereby the character bobs up and down in midair. This is actually partially beneficial, providing a +2 deflection bonus to defense, but penalizing any checks related to delicate manipulation by -2.

**Fly Backward:** All jetpacks except a Rocketpack have the ability to fly backward.

**Reverse:** This is the additional movement cost required to fly backward. This is paid for each reverse movement action.

**Turn:** This is the movement distance required for a jetpack to turn 90 degrees.

**Turn in Place:** A jetpack which has a perfect, good, or average maneuverability can turn in place. Movement is expended for every 45 degrees turned.

**Strafe:** This is the ability of a jetpack to move in a direction other than forward without changing facing.

**Up Angle:** Jetpacks have no problem blasting straight up.

**Up Speed:** This is how much movement a jetpack can spend on ascent in any given move action.

**Down Angle:** Clumsy jetpacks can’t descend at anything less than a 45 degree angle from the perpendicular without going into an uncontrolled descent.

**Down Speed:** Maximum downward speed. Lower-end jetpacks work a bit differently than wings. A clumsy jetpack can’t augment downward motion at all without resulting in a fatality. Instead, they rely upon cutting the engines periodically to control descent.

**Between Down and Up:** Jetpacks are based on thrust, and don’t have to level off while moving forward before changing their upward or downward direction. The only limitation is the pilot’s ability to take G forces.

**Uncontrolled Descent:** A fancy term for ‘falling’. A character in an uncontrolled descent falls 100 feet per round. At the beginning of each round, the character can make a DC 22 (*pilot*) skill check to regain control of their fall. This slows them by ½ the jetpack’s maximum speed each round until they hit 0 and level out, then being allowed to spend any remaining speed on movement as per normal. Otherwise, they keep falling until they crash.

**Example:** *Allin is spiraling downward in an uncontrolled fall, but makes his Pilot check with a result of 21. Thus, he may now reduce his downward fall by half the jetpack’s speed. His jetpack has a speed of 120, so he can reduce his fall speed from 100 to 40.  $100 - (120/2) = 40$ . Next round, he may stop his downward movement with the expenditure of 80 speed, and can use the remaining 40 speed to move about regularly.*

## JETPACKS IN OUTERSPACE

Only Jetpacks equipped with radiation/general shielding (see *Option Slots*) can operate in outer space. However, the Jetpack’s operator takes a -4 penalty on all attack rolls and

## ROCKETSHIPS OF PULP DESTRUCTION

skill checks unless they have the Zero-G Training feat or have equipped their Jetpack with a zero-g grav field.

In outer space, a Jetpack operates normally, with a few exceptions.

- First, any jetpack in a zero-g environment has its maneuverability increased by 1 rank. For example, clumsy becomes poor, or good becomes perfect.
- Second, all jetpacks can ascend and descend at full speed and at any angle.
- Third, a jetpack cannot move at an increased 'down' speed; ambient gravity is not a factor.

A jetpack which does not have the option of installing a zero-g grav field has a propulsion system which will not operate outside of an atmosphere, and thus is useless in space.

### SPECIFIC JETPACKS

#### ROCKETPACK (PL4)

A heavy, steel pack, with smooth lines and a bright finish. The Rocketpack uses internal combustion to send its controller to the skies.

**Purchase:** DC 18

**Restriction:** Experimental (+2)

**Size:** M

**Weight:** 60 lbs

**Hit Points:** 25

**Defense:** 16 (6 natural)

**Hardness:** 5

**Fuel:** 2000 feet.

**Refuel:** Purchase DC 10

**Speed:** 100, clumsy

**Max Carry:** 300

**ZG G Field:** Optional

**Option Slots:** 1

#### SPECIAL QUALITIES

**Flameburst:** The Rocketpack can be used to badly burn someone who is caught in its fiery exhaust. In lieu of a regular attack, a character with the Advanced Jetpack Operation feat can instead project a line of flame backwards, which is ten feet long and five feet wide. Doing this provokes an attack of opportunity (*you have to turn around to do it*), but does not require an attack roll to hit. Anyone within the line of flame must make a DC 18 reflex save or take 4d6 fire damage. The reflex save reduces this damage by half. Performing this action expends 10 feet worth of fuel.

#### JETPACK (PL5)

A lighter, polymer construction, the natural successor to the Rocketpack. Unlike its predecessor, the Jetpack uses actual jet engines to produce its thrust, resulting in much more control, but little more speed.

**Purchase:** DC 19

**Restriction:** Experimental (+2)

**Size:** S

**Weight:** 30 lbs

**Hit Points:** 20

**Hardness:** 10

**Defense:** 18 (7 natural, 1 size)

**Fuel:** 4000 feet.

**Refuel:** Purchase DC 10

**Speed:** 120, poor

**Max Carry:** 300

**ZG G Field:** No

**Option Slots:** 2

#### SPECIAL QUALITIES

**Afterburner:** By feeding additional fuel downstream of the turbine, much greater speeds can be attained with this jetpack. By expending 500 feet worth of fuel, a speed of 250 can be attained for 1 round. This causes a massive amount of heat, and if used for more than 1 round in succession, each additional round of use causes 1d6 fire damage to the wearer.

#### FUSION PACK (PL6)

Outfitted with a small, cold fusion reactor for use as a power source, the Fusion Pack operates through the use of very powerful, computer controlled electric turbines. This new energy source provides essentially limitless fuel for free flight and movement in the air. The sleek, matte black Fusion pack produces a nearly invisible flame from its thrusters.

**Purchase:** DC 19

**Restriction:** Experimental (+2)

**Size:** S

**Weight:** 25 lbs

**Hit Points:** 20

**Hardness:** 12

**Defense:** 18 (7 natural, 1 size)

**Fuel:** 240 hours total operating time

**Refuel:** none

**Speed:** 120, average

**Max Carry:** 400

**ZG G Field:** No

**Option Slots:** 3



**SPECIAL QUALITIES**

**Generator:** A fusion pack's fuel is contained within a very powerful magnetic field and consumed through a series of small, continuous reactions while the pack is in use. Due to the danger of any attempted refueling, the pack is designed to simply be discarded once its fuel runs out.

**GRAVITY PACK (PL7)**

Behold the gravity pack, the very epitome of safe, quick flight for the individual in the gravity age. Based around the manipulation of gravity fields, the gravity pack allows an operator to 'hop' by repelling themselves from points along a chosen flight vector. The movement is carefully computer controlled, so that no lurching is noticeable by the wearer. The only visible contrail left by the pack is a quickly fading streak of green light.

**Purchase:** DC 21

**Restriction:** None

**Size:** T

**Weight:** 15 lbs

**Hit Points:** 25

**Hardness:** 12

**Defense:** 20 (8 natural, 2 size)

**Fuel:** 5 hours of operating time

**Refuel:** Purchase DC 12

**Speed:** 150, good

**Max Carry:** 500

**ZG G Field:** Yes

**Option Slots:** 2

**SPECIAL QUALITIES**

**Gravity Field:** The Gravity Pack has a built in defensive measure, designed to prevent airborne collisions. The pack can be called upon to put up a shield of gravitational force, which encompasses the space occupied by the wearer. Attempts to strike the wearer are interrupted by this field, which provides a +4 deflection bonus to defense.

**BET PK (PL8)**

B.E.T. Pk stands for Biologically Engineered Telekinetic Pack. The BET Pk is actually the engineered brain of a strange, telekinetic creature found in the depths of the galaxy. Much of the intelligence has been removed from it, (*although it still possesses a rudimentary intellect*), and its natural telekinetic powers have been greatly enhanced. The brain is kept alive in a self-replenishing nutrient bath and encased within a smooth oval of polished jet, set with silver whorls. The whole device is about the size of a football, and hovers a few inches away from the user's back. It responds to his mental commands as if part of his body.

**Purchase:** DC 20

**Restriction:** Alien tech (+5)

**Size:** D

**Weight:** 5 lbs

**Hit Points:** 10

**Hardness:** 25

**Defense:** 26 (4 natural, 4 size, 8 dodge)

**Fuel:** Infinite

**Refuel:** Not Applicable

**Speed:** 150, perfect

**Max Carry:** 600

**ZG G Field:** Yes

**Option Slots:** 4

**SPECIAL QUALITIES**

**Force Arms:** At the user's command, the BET Pk can form a pair of telekinetic, spider-like limbs, which glow with prismatic light. These arms function as if they belonged to the wearer. They have an effective strength of 18, and can strike for 3d6+2 force-based damage each.

They may be used to attack 1/round as a free action, at the user's full BAB, +4. If the wearer is taking a full attack action, he gains two additional attacks for 3d6+2 damage each, both of which are at his full BAB +4.

**Evasive ESP:** The BET Pk is designed to avoid contact with more or less everything, and moves about freely in attempts to dodge attack. It gains a +8 bonus to its defense at all times, and cannot be caught flatfooted or flanked.

**OPTION SLOTS**

Jetpacks are usually equipped with a number of slots for plug-in, optional enhancements. These enhancements cannot be removed once they are installed, and are purchased separately from the jetpack itself.

**ARMORPLATING (PL4)**

**Purchase:** DC 12

**Restriction:** None

**Requires:** 1 slot

**Weight:** +5 pounds

**Special Qualities:** This is layer of armor that is thicker than normal, which protects the jetpack by toughening it up physically. Only 1 layer can be applied. This additional armor adds +2 to the jetpack's defense as an equipment bonus.

**EMP SHIELDING (PL6)**

**Purchase:** DC 10

**Restriction:** None

**Requires:** 1 slot

**Weight:** None

**Special Qualities:** A polymer blend which blocks the effects of electromagnetic pulses on computers and electronic devices. A jetpack with EMP shielding is not subject to the negative effects of an EM pulse.

### KINETIC BOOSTER (PL7)

**Purchase:** DC 14

**Restriction:** None

**Requires:** 1 slot

**Weight:** 2 pounds

**Special Qualities:** This attachment allows the jetpack to utilize highly controlled, brief bursts of power to enhance a character's ground movement through 'jumping'. This expends no appreciable fuel, and increases ground movement by 10.

### PILOT AI (PL7)

**Purchase:** DC 15

**Restriction:** None

**Requires:** 2 slots

**Weight:** None

**Special Qualities:** A small computer which aids in the piloting of the jetpack. The pilot AI will take over if the character is knocked unconscious, taking them in for a safe landing, but has other functions in addition to that, chiefly assisting in general piloting. All Pilot checks in relation to use of the Jetpack receive a +6 situational bonus, and both the Jetpack and the operator gain +2 dodge bonus to defense.

### MINI LASER (PL7)

**Purchase:** DC 14

**Restriction:** Military (+3)

**Requires:** 2 slots

**Weight:** 2 pounds

**Special Qualities:** This is a small laser arm which can be affixed to the back of a jetpack, enabling it to fire a focused beam on the wearer's command. This beam strikes as a ranged touch attack.

**Damage:** 2D8

**Critical:** 20, \*3

**Type:** Force

**Range:** 100

**ROF:** Special

**Magazine:** Battery (50)

The weapon is powered by a small internal battery; purchase DC for this battery is 15 with no restriction. The laser is capable of firing once per round, and this firing is treated as a swift action.

## RADIATION/GENERAL SHIELDING (PL6)

**Purchase:** DC 11

**Restriction:** None

**Requires:** 1 slot

**Weight:** +2 pounds

**Special Qualities:** This is a microscopic crystalline matrix which prevents extremes of heat and cold, moisture, radiation, and minute dust particles from affecting the jetpack when in space or other hostile terrain. This shielding also includes a 1 hour additional oxygen supply for the operator of the jetpack.

## TEMPERED SURFACE (PL4)

**Purchase:** DC 8

**Restriction:** None

**Requires:** 1 slot

**Weight:** None

**Special Qualities:** A jetpack which has a tempered surface gains a blanket energy resistance of 5. Tempered surface may be applied up to 2 times, stacking the energy resistance to 10. The energy resistance applies to heat, cold, acid, force, and sonic damage.

## ZERO-G GRAV-FIELD (PL7)

**Purchase:** DC 7

**Restriction:** None

**Requires:** 1 slot

**Weight:** None

**Special Qualities:** This item produces a miniature, localized gravity field about the jetpack and its wearer, using the bottom end of the jetpack as a reference for 'down'. This prevents the effects of space sickness, as well as negating any harmful effects and modifiers from a zero-g environment.

## JETPACK FEATS

### ADVANCED JETPACK OPERATION

You have received advanced training or extensive practice in Jetpack movement and operation.

**Prerequisite:** Jetpack Operation

**Benefit:** When you are operating a Jetpack, you gain a +2 to all rolls pertaining to its use. Additionally, you receive a +1 bonus to defense, due to your excellent command of its maneuverability.

### JETPACK BLAST

By directing your vectored thrusters all around your Jetpack, you can kick up a cloud of dust and debris that obscures the battlefield.

**Prerequisite:** Jetpack Operation

**Benefit:** You can aim your thruster toward the ground to create a hemispherical cloud. This is a standard action. If you are within 10 feet of the ground and there is loose debris or dust, you can create a cloud with a 20-foot radius centered directly below you. The generated winds snuff out small fires and give guided missiles attacking you a –4 penalty on their attack rolls. Creatures without eye protection caught within the debris cloud are blinded while inside it and for 1 round after emerging from it. The debris cloud grants anyone inside it one-half concealment (20% *miss chance*). Equipment with sensor systems ignore the concealment effects.

A jetpack with a maneuverability of good or perfect doesn't have to hover or fly upward to create the cloud. With an average or worse maneuverability, however, a jetpack must hover or fly upward at least 10 feet prior to attempting a Jetpack Blast.

### JETPACK FLYBY ATTACK

The jetpack operator can attack in the midst of his movement.

**Prerequisite:** Jetpack Operation

**Benefit:** When flying with a jetpack, the character can take a half move action before his attack, make a standard attack (*with any held weapons*), and then take another half move action afterwards.

**Normal:** A character can take a partial action only before or after its move.

### JETPACK OPERATION

You know how to operate a Jetpack.

**Prerequisite:** None

**Benefit:** You do not suffer the restrictions on movement and penalties on skill checks for being unfamiliar with Jetpack controls. You can move normally wearing a Jetpack, and generally perform any action as normal.

**Normal:** Characters without this feat take a –4 penalty on Balance, Climb, Drive, Escape Artist, Hide, Move Silently, Pilot, and Tumble checks when operating a Jetpack.

### JETPACK SWEEP

You can use your Jetpack to knock down opponents with a powered overrun.

**Prerequisite:** Jetpack Operation, Improved Overrun

**Benefit:** You can use your Jetpack's thrust and agility to hurtle through an area and damage all near your passage

with a sonic concussive wave. The damage is dependent upon the maximum speed of the jetpack.

Jetpack Speed	Damage	Bonus to Strength Check
100	2d4+2	+4
120	2d6+3	+6
150	2d8+4	+8

This is sonic damage. The bonuses to your strength check are added to the +4 bonus from improved overrun. You must move at least 20 feet for this attack to be effective. Anyone who is knocked prone by this attack takes the listed damage.

### KEEP AWAY

You can use a sudden burst of jetpack speed to evade attack, making it effectively impossible to strike you during movement.

**Prerequisites:** Dexterity 13, jetpack operation, mobility

**Benefits:** Any time you would normally provoke an attack of opportunity from moving within or out of a threatened area, you may expend a burst of fuel (*either 10 feet or 1 minute's worth*) to simply not provoke any attack.

### ZERO-G ADAPTATION

You are so accustomed to working in Zero Gravity that it actually provides you with advantages.

**Prerequisites:** Dexterity 16, Zero-G Training feat

**Benefits:** When in a Zero-G environment, the complete freedom of movement offered to you allows you to add an addition +2 dodge bonus to your defense. Additionally, you can 'roll' with a hit, accepting some of its momentum to lessen damage dealt to you. This translates into a blanket damage reduction of 3 versus any physical or concussive strikes.

*Written by Neal Bailey.*

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