



Initial D

You've found yourself in the Kanto region of Japan, Gunma to be specific, in the nostalgic age of the 90's. Here the favorite pastime of many a young man is racing up and down the local mountain roads, and you will be joining them for a decade. Here's a little something to help with that:

1000 CP

Backgrounds

Any can be drop-in. Choose your age from 18-30 and your sex freely.

Talent

Driving comes as naturally to you as breathing. You have an innate talent for racing comparable to Takumi Fujiwara or Keisuke Takahashi. It's still up to you to polish that talent through experience.

Strategist

You know racing and the racing world. You have contacts in both the amateur and pro side and have an eye for detail comparable to Ryousuke Takahashi.

Scumbag

Winners cheat, and you're a winner. You've mastered the art of bumping into others just right to send their car spinning out of control and making it look like their own mistake.

Mechanic

You may or may not be the greatest behind the wheel, but there's few who could match you under the hood. Your skill in automotive repair and maintenance is bound to make you popular in the racing scene.

Perks

Each background gets their 100 CP perk for free and others at half cost.

General perks

Driving skill (Free / 200 CP)

Don't know how to drive a car? You do now. This perk gives you enough ability that you can at least participate in a street race. If you want results worth boasting about you'll have to make up for the difference yourself. For 200 CP, you can start at a level where you can go toe to toe with the very best.

Aura (100 CP)

When you're skilled at something, you can intuitively tell the skill level of others in that thing when you meet them in person, even before seeing them in action. This ability scales with your skill and experience in the particular field. If someone is way beyond your ability you won't get a read on them. This doesn't give any particulars, just a measure of their overall ability.

Talent

Cool head (100 CP)

You have the ability to maintain focus under pressure and stay calm when others would panic. You still have your usual range of emotion, but you can choose not to let them distract you.

Imitation (200 CP)

You find that even if you don't fully understand the moves someone close to your skill level makes, you can usually repeat them flawlessly right after them. It will still take some additional training to truly make someone's technique your own, but in a race just tracing their line in the moment can give you an advantage.

Goddess of Victory (400 CP)

They say luck is also a skill, and with this perk it's a skill you possess. In any situation, there will be some minor thing you can use to your benefit. It will still be up to you to recognize and take advantage of it.

Evolution (600 CP)

It seems you're the type that grows best under pressure. Whenever you're fully exerting yourself and find yourself falling slightly short, you'll get a spontaneous growth in ability to make up for the difference. The improvement is fairly situational but permanent. There's a bit of a cooldown, don't expect to get two growth spurts in one race.

Strategist

Analysis (100 CP)

The whole is greater than the sum of its parts, and you have an eye for just how the parts contribute to the greater whole. You have an easy time seeing what the important factors in play are and where strengths and weaknesses lie, whether it's a car, a person or something else.

Terrain mastery (200 CP)

You have an uncanny ability to take in the environment and see where threats and opportunities lie, even going as far as to grasp how to best manipulate your surroundings to make them more favorable to you.

Know thy enemy (400 CP)

Even the greatest analyst needs information to go on. Luckily, you can pick up pertinent information from the slightest clues, and have a good intuition on the most effective ways to gather more information on a particular subject.

Key to victory (600 CP)

In any situation, you have a good idea of not only the odds of success or failure, but the greatest single contributing factor as well. This gives you, or someone else you share the key factor to, a significant nudge to favorable odds. This ability is dependent on you having correctly analyzed the situation, but a bit of incomplete or incorrect information won't ruin it.

Scumbag

Intimidation (100 CP)

You're scary and you know it. You know exactly how to put fear into the hearts of others and how to leverage it to your advantage. You can make an implicit threat as good as an explicit one, without saying anything that could be used against you in a court of law.

Profit (200 CP)

There's all sorts of losers out there competing for honor and glory or whatever. You can always find a way to turn success in any competition into cold, hard cash. The amount varies on the relative level of your opponent, but all you need to do is win.

No witnesses (400 CP)

It's only a crime if you get caught. While this perk won't make people or security cameras disappear, it will ensure that fate never conspires against you in such a way that there just happens to be a witness or recording of your wrongdoing.

Above suspicion (600 CP)

For one reason or another, people are very reluctant to believe anything bad about you. It would take hard evidence or directly witnessing your bad behavior to convince them otherwise, but once your true nature is made apparent to someone they'll be inclined to believe other things as well.

Mechanic

Basic skills and knowledge (100 CP)

You know cars. You can recognize each individual piece of their machinery, you know what they do and how, and where they fit on the greater whole. You also have all the practical skills necessary to take a car apart and put it back together again.

Diagnosis (200 CP)

As long as you have enough expertise in the relevant field, you can swiftly identify exactly where and how something is flawed or broken. Bottlenecks and redundancies will also be equally obvious to you.

Practiced hand (400 CP)

Whatever you're capable of doing to begin with, you can now do with increased speed and finesse. You'll never accidentally break something or hurt someone while working, and if at all possible you can even avoid getting dirty.

Tune-up (600 CP)

If you're skilled enough to fiddle with something to improve it somehow, you now find you get far better results than you otherwise would, even twice as big an improvement depending on what exactly you're working with and your overall skill in the field.

Items

Each background gets their 100 CP item for free and others at half cost.

Generic

Essentials (Free)

You have a driver's license and enough cash to live on for a month or so. If you wish you may have a place to live and a job in Gunma, though neither will be very luxurious or glamorous.

Car (Free/100 CP)

Any setting-appropriate car suitable for street racing. Anything from an old AE86 to a tuned up Lancer Evo is fair game, but mind that more expensive cars are also more expensive to maintain. It will only get a fiat refresh between jumps. Additional cars are 100 CP each.

Soundtrack (Free/50 CP)

Cassette tapes containing the entire Initial D soundtrack, plus an eurobeat theme song for yourself. This includes all remixes and covers. For 50 CP you can have another copy on your preferred kind of storage media.

Cellphone (50 CP)

Back in the 90's landlines were still more common, but you can have a reliable Nokia for your portable communication needs. You can always find it intact in your pocket even if you left it somewhere or managed to break it, it never runs out of battery and is never out of range - as long as there exists a network to connect to. It'll function at no cost even without a contract.

Talent

Home Course (100 CP)

Close to where you live is a piece of public road suitable for street racing. It is intimately familiar to you, as if you'd already raced along it a thousand times. No one will ever randomly bother you when you practice there. In future jumps you can place it in the world or make it a warehouse attachment.

Audience (200 CP)

Whenever you do something a casual onlooker might consider worth watching, you may have an audience gather if at all realistically possible. For best results inform the general public beforehand - there's only so many people that can reasonably just happen to be at a given place and time, especially if it's by a mountain road in the middle of the night.

Supplies (400 CP)

Gasoline, oil, tires and whatever else your cars consume you now have an endless supply of. This only covers your personal use so don't try selling this stuff.

Strategist

Computer (100 CP)

Personal computers were still an emerging technology in the 90's. Now you have a top-tier model of the age for yourself. Will get restored if lost or broken and will never lose your data. Comes with a manual.

Well-off family (200 CP)

You were born into an upper middle class family, your father might run a hospital or something. Your parents are fairly generous with allowance, enabling you to live, if not in luxury then at least in comfort, and afford expensive hobbies such as street racing. In future jumps you may find yourself in a similar standing if at all possible.

Yellow pages (400 CP)

This big, thick book has names and contact information for all kinds of legitimate professionals in a format that makes it easy to find just the thing you're looking for. Unless you've personally soured the relationship or otherwise made it impossible, everyone listed here will always be available to work for you at a very reasonable price. Doesn't restore itself, but you get a new one each jump.

Scumbag

Cigarettes (100 CP)

Obviously a bad guy needs to look the part, and constant sucking on a cancer roll is an important part of telegraphing that you're a complete asshole. Now you have a limitless supply of all brands sold commercially in Japan in this era to defy lung cancer with. Personal use only, your friends will have to settle for second hand smoke.

Arsenal (200 CP)

Whether it's oil slicks or caltrops, whatever weapon or tool of sabotage a low level street punk could reasonably have is always on hand for you. Obviously because you bought it before and brought it with you, finding your wallet equally lighter. Won't work to a comical degree, like pulling more knives out of your ass than could possibly fit there.

Underworld contact (400 CP)

You have the number of a guy that can arrange for things the criminal underworld could reasonably provide, no questions asked, so long as you can pay for them. His prices are reasonable considering that the goods and services are hot, but still pretty steep. He always delivers and will never sell you out. He'll stop taking your calls if you try to dig into his identity. You get a new number or other appropriate form of contact each jump.

Mechanic

Toolbox (100 CP)

All the most common tools for working on cars that fit in a toolbox, always in mint condition. Even though it's a big box filled with metal it's almost effortless for you to lift. If lost it can be found again at your warehouse or place of residence.

Van (200 CP)

A van with the necessary equipment for field repair and maintenance of cars. Somehow never needs repair or maintenance itself.

Garage (400 CP)

A hall with enough space for several cars and all the equipment you could want for working on them. Cleans itself when no one is looking. Can be attached to the warehouse or placed in the world in future jumps.

Companions

Import (50/200 CP)

Bring old friends from previous jumps along or create OC companions for 50 CP each or 200 CP for a total of eight. They gain a background and 600 CP to spend on perks and items. Companions can't take companions or drawbacks.

Canon (50 CP)

The people here are ultimately just normal humans, so you can bring them along for 50 CP each so long as they're willing.

Rival (Free)

Can't have a sports story without one of these. You may have a rival in whatever it is you focus on doing in your time here, and then bring them along for more adventures.

Drawbacks

Take as many as you like, but do note the following: This jump implicitly assumes a major involvement in street racing on your part. If you take drawbacks that would become trivial by ignoring the scene, that assumption becomes explicit. You're still allowed to take breaks and vacations and have a life, but street racing must play a major role in your life here.

A racer needs no woman (+100 CP)

Any romance will soon end in disaster, or at least disappointment. Your high school sweetheart turns out to be a literal whore that pleases old men for money, your college lover commits suicide over arranged marriage, the racer you confessed to turns you down because he wants to "concentrate on D" and so on. This affects not just you, but everyone involved with you as well. Your imported companions are exempt from this, but truly awful things will happen if you parade that fact in front of your local friends.

Gambling (+100 CP)

Where there's stakes, there's bets. Street racing is no exception. With this perk there will be a lot of people that have invested more than just hometown pride on your win or loss. Even if you don't get directly involved someone might sabotage or take revenge on you. Yakuza types showing up to insist you take a dive will happen sooner or later if you manage a decent track record.

Get in the car Shinji (+200 CP)

You're only 13 years old at the start of the jump. Obviously you don't have a driver's license. Even so, the adults in your life will be weirdly permissive or even insistent that you drive a car, and some compelling reason to do so on a regular basis will manifest in your life.

Oh shit it's the fuzz (+100 CP)

Street racing isn't exactly legal, but since authorities never interfered with it in Initial D, the default assumption of this jump is that they'll leave you alone as well unless you break something an outsider owns or land someone in a hospital (or coffin). This drawback makes law enforcement as interested and involved in your activities as they realistically would be in 90's Japan.

Crackdown (+200 CP, Requires Oh shit it's the fuzz)

Forget realistic, the authorities are out for racer blood, with extra patrols at mountain roads at night and speed bumps and cameras installed at the most inconvenient of places. You may have to grease some palms just to have enough of a blind spot to practice.

Bills to pay (+200 CP)

Regardless of what great wealth you may have amassed over the course of your jumping, over here you'll need to support the expenses of your living and hobbies by working a low end job, such as gas station attendant or tofu maker. Street racing isn't exactly cheap, so be prepared to suffer.

Fair play (+200 CP)

The average jumper has all sorts of amazing powers and tech. This drawback won't take them away from you, but you're no longer allowed to take advantage of them in the context of street racing if they would take you past what is humanly possible or the limits of the setting's technology. You're also forbidden from turning the world upside down.

Slicks 'n' Slide (+200 CP)

Looks like virtually no one in the street racing scene has any interest in law or morals. They'll do anything to win when it's against you or someone you care about and are frighteningly good at dirty moves, like giving you just the right kind of nudge to send you flying off a cliff. If there's a silver lining it's that they still want to win in an actual race, so they'll hold off on tactics that would give them a win by default.

Death Rally (+300 CP, Requires Slicks 'n' Slide)

Forget dirty tactics, street racing is now a blood sport where firearms are more common than turbos. Technically you can still win by reaching the finish line first, but it's far more common to destroy your opponent.

Undefeated (+300 CP)

Nothing gets the adrenaline pumping like high stakes. With this drawback, losing even a single race equals failing your chain. No trying to avoid racing, either. You must race at least once every two weeks, giving priority to the toughest opponents. Eliminating the competition is forbidden as well.

Scenario: Project D

For this scenario you must, during your time here, be a significant member in a team that challenges a local street racing team at each course in the Kanto area and over the course of a single year defeats them all without a single loss. Note that you do not necessarily need to be a driver, you just need to play a major role in the team and contribute to their success.

Should you succeed, you'll be rewarded with a fancy trophy and the right to host street races anywhere. Additionally you'll get an anime adaptation of your time here with a completely original eurobeat soundtrack on storage media of your choice.

The Choice

You made it to the end of your time here. What next?

Deja Vu - You take your street racing experience and head back to your Earth with it.

Running In The 90's - You make this world your permanent home.

Wheelpower And Go! - You step on the accelerator and speed on to the next jump.