Need for Speed Jump

v1.0 by ThreadPulling













Introduction

This jump will focus on the Need for Speed series, with an emphasis on the following franchise entries: NFS Underground, NFS Underground 2, NFS Most Wanted (2005), NFS Carbon, and NFS Undercover.

For those unfamiliar with the setting of these games, they revolve around illegal street racing. The player character participates in unsanctioned races for cash, prestige, and occasionally premium parts and vehicles. Given the nature of these activities, police attention of the player characters often follows, with the subsequent pursuit playing a large role in the games.

Should a jumper choose to drop in this jump, they will become embedded in the street racing scene, as it is portrayed in the aforementioned NFS games. For ten years, they will devote most of their time to endeavors best pursued behind the wheel, in a ride tuned to maximum performance, living from one adrenaline rush to another.

> **Note that this jump is not an endorsement of actual illegal street racing. Please observe your local traffic laws for both your own safety and that of those around you.**

Age

There is no imposed age range. The jumper is free to choose their own.

Gender

There is no imposed gender, random or otherwise. The jumper is whatever gender they choose.

Drop Points

Choose freely or to randomly select on the drop points below.

Olympic City, circa 2003

Imports and tuner-culture are king here. The Eastsiders dominate Olympic City and no doubt take an interest in anyone gaining traction on their turf. Driving in style is just as important to the locals here as winning a race. Races are held at night and on the down low, so racers and cops don't feud too frequently.

Bayview City, circa 2004

While not so different from Olympic City in a lot of respects, Bayview City's more legitimate business people do put a lot of stock into relevant entities in street races. Perform well enough and you can find yourself getting offers for sponsored contracts from big names in aftermarket brands and finding your ride on the covers of magazines. The big name to watch out for here are the Wraiths.

Rockport, circa 2005

The exclusive club here isn't underground, it's the Blacklist, a group of fifteen of the best racers in the city. Unlike in Olympic City and Bayview, the street racers here openly feud with law enforcement, so they hold their races during the day and whenever cops take note, they try and wrack up as many infractions as possible before giving them the slip. To move up on the hierarchy, you'll need to do the same, winning races and building your rap sheet each of the Blacklist member's boroughs before challenging them one-by-one.

Palmont City, circa 2006

While street racers here do occasionally tie up with cops, they don't make a big of a deal about antagonizing them as those in Rockport. With the focus not as divided between racing and pursuits, most races here happen at night. The city is divvied up by several groups: Bushido, 21st Street Crew, TFK, and Stacked Deck. With so many competitors, it's common for prominent racers to form a crew of their own, with fellow members frequently assisting each other in races. Palmont is also known for its drifting scene and its canyon duels, where big feuds are often settled by a race to the bottom of a mountain at the city's outer limits.

Tri-City Bay, circa 2008

Like Rockport, local law enforcement is highly interested in shutting down street racing crews, given that while they don't intentionally seek out conflict with police, they do branch out into crime other than racing. Highway battles are the signature events here, and while they may be similar to the outruns held in Bayview, the battles take place in set areas, namely on highways during peak traffic hours.

Origins

Regardless of origin, jumpers receive 1000 CP to spend freely on perks and items.

Drop-In

New in town — you have no memories, no contacts, and nothing but what you bring with you.

Local

One of the cogs of the city. You know this place like you know yourself because you're an integral part of it. Maybe you're a veteran racer with a crew of your own or a small-timer who's in the good graces of all the major players, you're a fixture here, able not only to navigate the scene with ease but also help shape it.

Cop

Whether you're undercover or the antithesis of subtle in your pursuit, you're out to shut down the street racers in your city. But while you aren't among their number, you still have the skills behind the wheel to command fear if not respect, and government backing opens doors of its own.

Tuner

While you can hold your own on the street, your true talent lies in the magic you work under the hood. You know that no matter how skilled someone is, it doesn't matter if their ride isn't up to the task. Any machine is guaranteed to push itself well past the limit once you get your hands on it.

Perks

General Perks

Undiscounted for all.

Soundtrack (free)

Any combination of the Need for Speed soundtracks can play in the background of your life at will, whenever you are behind the wheel.

Blacktop Rolling (free)

If you didn't know how already, you are now able to drive. Not only that, but you are a skilled driver — solid awareness, reaction times, and

vehicle handling. Your level is only about the equivalent of a novice racer, but still well above normal drivers. You are predisposed to learning new skills and refining your current ones when it comes to driving.

Drop-In Perks

100 CP perk free and remainder discounted with Drop-In

On Your Own (100 CP)

...but you aren't, are you? When you reach your lowest point, someone will be there to extend help. They won't do all (or even most) of the work for you, they may not do so for free, and it may not even be enough to save you, but help is around the corner when you need it. The more clueless you are, the more helpful they will be. Your mystery friend will always have excellent advice for anything new you attempt to do.

Building Rep (200 CP)

Your successes are amplified and your failures are downplayed. Credibility that takes many players months or years to build up, you can accrue in a mere fraction of the time. You find that doors that are generally closed to relative newcomers open for you unusually quickly and offers of membership or alliance or just companionship come quickly. Of course, not all attention is of the benevolent variety, so watch your back — there are many reasons for people to want a rising star to fall.

Crashing Cars (400 CP)

This perk is present throughout the setting of this jump. However, with this purchase, a jumper may bring along some of this setting's rules into future jumps.

Your presence has an effect on roadway traffic and weather conditions that would adversely affect your driving. Whenever you are participating in a race or involved in a police chase or even transporting something from one destination to another, traffic levels are never so high as to impede you. You may have to weave a little here or there, but on the whole, drivers will not be present in their typical numbers regardless of the circumstance. Likewise, while it may rain, it will not do so heavily enough to affect visibility or in such a way to make hydroplaning likely. Finally, crashes are also far less likely to result in death during these situations unless one party intends their actions to be lethal.

Got a Need for Speed (600 CP)

Your skill behind the wheel is unparalleled — the car you're driving may as well be an extension of your own body. Weaving through traffic while keeping other racers in your rearview is trivial, time seems to slow whenever you need to make split second actions, and you learn to weaponize the environment itself to throw off pursuers or hamper competitors.

Local Perks

100 CP perk free and remainder discounted with Local

Connected (100 CP)

You have a loose network of business associates and friends willing to extend you a discount (an average of 15%) and do you minor favors in the realm of letting you crash on their property no questions asked or lending you their ride for a couple of hours.

How's Your Car Runnin'? (200 CP)

You know how to hit where it hurts, even if it means playing dirty. In times where you're faced with an enemy or opposition that you can't take in a fair fight, you have a knack for finding less legitimate avenues to remove them or even the odds. This is highly effective when the target is isolated or acting alone. Note that your means will rarely result in the threat or obstacle being resolved permanently.

Everything in the Race Scene Goes Through Me (400 CP)

You're a fixer or an agent for other drivers. You have your connections, but for many people, you are the connection. For the right price, you can get someone an invitation to an exclusive group, a new ride, or an in with the city's best mechanic. Now and in future Jumps, you have an uncanny talent for finding solutions for other people — leaving them indebted to you. The more they come back, the more reliant upon your services they become, leaving you with a steady source of income and network people who owe you favors. Comes with an eye for spotting potential talent that could use a boost. As long as they treat you right, you'll treat them right, right?

Stacked Deck (600 CP)

You know where the bodies are buried. What skeletons are in whose closets. The secret grudges and not-so-secret rivalries. In short, you know your enemies and how to play them off each other. You have a talent for

using others to achieve your own ends, to pit them against one another, and to stay out of their line of fire long enough for them to come under your thumb. How can anyone beat you if they're so distracted fighting each other? By the end of things, you'll be the one with all the power.

Cop Perks

100 CP perk free and remainder discounted with Cop.

Invisible (100)

In scenarios where you need to blend into the crowd, you're great at playing the part. Your knowledge of the scene holds up, your physical appearance and belongings seem to fit in, and most importantly, your behavior and general attitude give no indication that you aren't who you say you are. This isn't a perfect means of hiding in plain sight, and it will crumble if you take actions that call your identity into question.

Nice Pinstripe (200)

Government backing has its perks. You seem to get away with provocations that would usually invite a harsh rebuke thanks to your job. You may find that in spite of the ire earned, this is quite the boon indeed in settings where respect, reputation, and hierarchy are all held in high regard. Again, too much abuse will see this perk far less effective; you have an intuitive sense of where to draw the line.

Speedtrap (400)

Cameras. Informants. Concerned citizens. You have a network dedicated to supplying you with information about those you pursue. You can reliably gain information about their behavior, find out when relevant events or races are occurring, and the identities of the players involved. What's more, many of your methods for obtaining this information (such as the speed trap) act as bait, drawing your prey closer to your waiting jaws.

EVERYONE! (600)

You have an absurd amount of influence for your job, whatever your title. Your local government is unusually receptive for whatever budget and resources you want assigned or allocated to your cause. So long as you have a clear objective or end goal in mind, this perk will also ensure that you can be granted emergency powers that are usually out of reach for someone of your station and well outside of the funds allocated to your department. Continued support is dependent upon results, however.

Tuner Perks

100 CP perk free and remainder discounted with Tuner.

Wizard Under the Hood (100)

You're an expert mechanic, with all the theoretical and practical knowledge of vehicles that entails. When it comes to diagnosing and fixing a problem or fine-tuning a stock vehicle, you can do it so long as you have access to the right equipment. Additionally, you always have a line on the latest aftermarket parts or supplies, whether for performance or aesthetics. Sometimes you can get them before they even hit the market.

What It Look Like (200)

Appearance matters, and you know how to make it count. Whatever cosmetic adjustments you make to your vehicle, the desired impression is projected in a preternatural way. If you want an in with a certain crowd? You can find just the look to get their attention and more than a few admirers. Want something subdued and discrete? Pedestrians never seem to get a good description of you when calling the police, and police are prone to ignore it when you commit minor driving infractions.

9,000 Miles (400)

Vehicles you work on don't break down or suffer the effect of mileage in the form of wear and tear — they always maintain the level of performance they have once they leave your hands. And so long as you, a companion, or a follower are the ones driving said vehicles, they never seem to run out of fuel or fluids. Additionally, cosmetic upgrades you impart to vehicles are trendsetting in their allure, with many attempting to recreate the look, though they always fall just a little short of the ideal.

Rocket Ride (600)

You can now tune a vehicle to perform past its limits and, in some instances, past the limit of physics itself. Additionally, the NOS of your vehicles always seems to passively refill while driving and while collisions are still possible, no amount of abuse can total your vehicles. These effects are permanent for any vehicles you, Companions, or followers drive, but other vehicles must be serviced by you weekly to maintain this effect.

Items

Unless stated otherwise in an item description, the following can be assumed for any item purchased here:

Following an item's destruction, it may be found in the Jumper's warehouse following a twenty-four hour period that begins immediately upon destruction.

Items are not restricted to this Jump, so they carry over into subsequent Jumps. This includes any items with limited uses. If no specific rules are laid out for "recharging" of uses, assume that they reset upon entering a new Jump or after every ten years.

Upon the start of any new Jump, the Jumper may opt for the item to either retain its default form (as it appears here in its home jump) or take a form more suitable to the current Jump (this new form is lost to the item once the Jump ends). Once this decision has been made, the appearance is locked while outside of the Warehouse. Inside the Warehouse, the form may be toggled. Note that items will proffer the same advantages and have the same weaknesses regardless of form — the adaptation of form to a Jump is purely cosmetic. This does not override any drawbacks taken by the Jumper in this or future Jumps.

Individuals (sentient or sapient) purchased in this section count as Followers, not Companions. In subsequent Jumps, should the Jumper not remain, they will be replaced by a local equivalent on an individual basis (meaning each individual replacement will be similar to a previous member, not just that the group as a whole will function similarly). Their function will likewise adapt as the Jumper changes their own policies or mode of operation. The Jumper may import individual followers as Companions if they choose (meaning the entire group may not be imported using a single Companion slot). Individuals converted in this manner will remain part of the group from which they originated for purposes of fulfilling their group's member count. Beyond this, as Companions, they may or may not function with their group at the Jumper's discretion. Multiple purchases are allowed, with no hard limit. As with the rules above, if there is an exception to this, it will be outlined explicitly in the item description.

A given Companion may be imported as a single follower, though Companions imported this way will not have access to origins or CP that traditional Imports can receive. Items from previous jumps may likewise be imported in the place of items roughly their equivalent.

General Items
Undiscounted.

Games (free)
After the jump, the jumper receives the Need for Speed games that are focused upon in this jump, as well as an altered copy that shifts to reflect the events that transpire during the jumper's stay. Should they not have something which can run the games, they receive a device solely

Cash (50 CP)
$5,000 in cash upfront.

Starter Car (free; single purchase only)
This stock vehicle is in good repair, but is otherwise unremarkable. Even if outfitted with customized parts (which will not transfer to future Jumps unless Aftermarket is purchased), it will only perform above average in regard to the average vehicle, which will prove disappointing at best in a Jump revolving around high performance vehicles and precision driving.

The Upgrade (200; subsequent purchases discounted)
Still stock, but this vehicle is a clear upgrade to the Starter Car. It may be any vehicle of your choosing appropriate to the setting but it must be a vehicle that is commercially available (not custom built or modified). Regarding its performance, it will have whatever performance that is typical for whichever model the Jumper selects. As you encounter and acquire any new vehicles, you may freely move this status from one vehicle to another, with whatever Aftermarket Parts installed on a previous vehicle adapting to the new Upgrade. Should such a vehicle underperform compared to a stock model, it now functions at least well, with any damage or wear and tear disappearing. Each purchase comes with a 150 CP stipend for that Upgrade to be spent on Aftermarket Parts and Bells & Whistles.

Aftermarket Parts (50 each)
Requires **The Upgrade** or **Starter Car**
Upgrades in the form of non-standard engines, transmissions, turbochargers, superchargers, suspension, NOS kits, brakes, and tires. As long as these parts can feasibly be made, accounting for the setting, they can be included here. As with cars, as the jumper encounters better versions of a given purchased part, they may move Aftermarket Part status

to the preferred item. Parts will only work on the vehicle for which Aftermarket is purchased post-jump. These parts may be installed by the Jumper or a mechanic — otherwise, any changes made appear as desired every twenty-four hours.

Bells & Whistles (50)
Requires **The Upgrade** or **Starter Car**

Any cosmetic upgrades (paint jobs, rims, body kits, etc.) the Jumper would like for their vehicle may be obtained. As with Aftermarket, this is customizable. If a Jumper wants to adjust the appearance of their vehicle, they may apply the changes themselves or through a body-shop mechanic. Alternatively, after they obtain the parts, they may wait for a period of twenty-four hours for them to be applied to the vehicle.

Drop-In Items

Items half-price for Drop-In (100 CP item free)

Holographic Heads-Up Display (HUD) (100 CP)

In whatever vehicle that you personally drive, you will have a holographic HUD that may be toggle on or off on the windshield of the vehicle. In addition to displaying typical information found on dashboard gauges like speed, rpm, gasoline, and mileage, it will also feature a minimap. The minimap will show the surrounding area centered upon the vehicle. Other vehicles or locations of interest (such as police vehicles, other drivers, organized races, auto shops, etc.) will appear. Additionally, when a route is set for a race to a particular location, the route/road will be highlighted in real time.

Free Pass (300 CP)

Get out of jail free card. If police apprehend the Jumper, presenting this card will keep them from being detained and having their vehicle impounded. Note that this only pertains to any crimes or infractions committed while using your vehicle and it does not extend to coverage or loss of life. While vehicular accidents in this Jump largely avoid injury or loss of life, if the Jumper should intentionally try to subvert this, it can be accomplished, and in those cases, the Free Pass will not function. The card has three uses per six months — no rollover.

Safehouses (600 CP)

If you're being pursued by any hostile group, have had your usual home or base of operations compromised, or just need a place to crash for the night, these safehouses will appear for you. Whenever you need one, you will intuitively know the location of whichever one is nearest you. If you are currently on the run, if you manage to make it into one without your pursuers seeing you, the active hunt for you will cease within fifteen minutes and only allies who you wish to find you will be able to once inside. Though they take many forms from garages to warehouses to actual houses, they will always at least have the following: a week's supply of food and water, supplies for your vehicle, and a secure means of communication. You will can one safe house for every square five miles, though no more than a dozen active at a time. Should the Jumper move far enough away that no safehouses are in range or should a safe house somehow become compromised, said safehouse(s) will close upon exit and another will appear in an appropriate location within twelve hours.

Local

Items half-price for Local (100 CP item free)

Brand (100 CP)

Choose some kind of visual design, such as a graffiti tag or special paint job you apply to your primary vehicle. This is now your brand, and it boosts your prestige (or aura of intimidation) in the eyes of anyone who is in its presence. Further, it will serve as your signature, giving an impression of you whenever someone glimpses it, even should the viewer not know who you are.

Your Own Crew (300 CP)

A team of four other drivers, each with their own strengths and weaknesses. They will drive for or with you and generally do whatever else you need in the realm of your work. While they are skilled in their own right, they are neither as skilled as you or major rivals, but as your skill increases, so too will theirs. You may recruit up to eight more individuals that count as an official part of his group in this and future Jumps. However, each subsequent group of four will be less skillful than the last, with the members nine through twelve being good for little more than running errands. Group members count as followers, with each new Jump pulling from the local population to obtain a group more or less the equivalent to last Jump, though the Jumper may choose to import/create one

of the members as a Companion (who will still remain a part of Your Own Crew,) on this or any other subsequent Jump.

Borough (600 CP)

You own several blocks worth of territory, no more than ten percent of the total mileage of roadway in the city you call home. In the range of this zone or any territory added to it, you find that your authority and personal preferences weigh heavily upon your domain. While in this area, residents and newcomers alike afford you more respect, all of your skills and plans work more smoothly, and any challengers must meet certain benchmarks for anyone to see them as legitimate. Even the physical layout and terrain seem to conform to complement your particular methods and style. Note that new additions, while still proffering these advantages, diminish the further they are away from your core territory. Non-contiguous additions only impart the benefits at about ten percent effectiveness at most. You may reset the center of your Borough should you move cities or upon resettling following being ousted from your previous Borough, whenever you gain control of new territory.

Cop Items

Items half-price for Cop (100 CP item free)

Rap Sheet (100)

You have a device (or an app on a smartphone) that contains an automatically updating database of criminals and suspects relevant to your interests. This database contains dossiers that always have at least a few notes detailing the subject's modus operandi, a close contact, current vehicle of choice, and known frequented areas.

Neat Toys (300)

You have numerous devices dedicated to hunting racers or disabling vehicles, including spike strips and EMP devices. These devices never work on your own vehicles. You can toggle whether they solely work on those wanted for a crime, exclude allies of your choice, or operate indiscriminately.

Task Force (600)

You have under your command sixteen units specialized for hunting your quarry. Ten of your officers are skilled drivers, with access to top tier vehicles and upgrades; five officers function as heavies, driving reinforced

SUVs designed to ram and disable other vehicles; one officer is assigned a helicopter, which will allow you to keep eyes on your suspect for as long as it has fuel to stay in the air. You will only be able to bring your Task Force to bear once per month (uses do not rollover) for a twelve hour period — the rest of the time, you will only have access to one the following: five drivers, two heavies, or one helicopter pilot. During this time, these assets will be available to take direct orders from you at all times, appearing to assist whenever you call for them. When they have no orders, they will passively enforce whatever rules you dictate to them.

Tuner Items

Items half-price for Tuner (100 CP item free)

Stat Reader (100)

Handheld device (or software application if importing a pre-owned device in the Stat Reader's place) that rates the performance of your car in relation to its top potential (should you have the ability to push it past its natural potential, this device will instead show that new maximum threshold). Allows the user to see how the addition of new parts or maintenance will change the abilities of your vehicle before are actually changes are made. Will also allow you to play with the appearance of your vehicle concerning any cosmetic adjustments you wish to make. Can be used on vehicles the Jumper does not own as well (for reconnaissance, mechanic services, idle curiosity, etc.).

Mechanic's Coveralls (300)

Grease stains optional. As long as you're wearing these coveralls, anyone in the racing scene is apt to trust you, and any maintenance you perform for another person, you can safely uncharge over the average rate (~15%) without complaint. Furthermore, even those of the opposing factions tend to ignore you or treat you as a neutral party unless provoked, which extends to any property you own. This also extends to Companions and Followers, though it is to a lesser extent.

Garage (600)

A garage equipped to do mechanical or body work to up to eight vehicles at once. Is passively supplied with any desired parts for the needs of the Jumper, acquaintances, or customers. Comes with Follower employees who are all mechanics with the same skill level and knowledge

obtained from Wizard Under the Hood. If open to customers, the shop will generate a salary for the Jumper of no less than $125,000 a year, though this is merely the bottom limit. Finally, any Tuner abilities purchased that previously limited the Jumper to only improving personal, Companion, or Follower vehicles have that restriction lifted should the Jumper do their work in this Autoshop, though this is limited to half a dozen vehicles at a time.

Companions

Unless stated otherwise, Companions may neither take Drawbacks nor purchase other Companions.

Import (Variable)

For 0 CP, you may import up to eight Companions who each get an origin and its associated freebies. You may also opt to transfer jumper CP to a Companion stipend at rate of 1:2, with the resulting total being what each Companion receives to spend on perks and items (ie, transferring 200 CP will give each Import 400 CP to spend). Any non-human receives a human form. Pets (sentient non-sapients) are not required to take on an alternate form unless their native form is not natural to the setting, in which case they adopt a form setting-appropriate appearance. Further, the jumper may choose to forego gifting a pet with an origin, freebies, or CP in order to avoid counting them toward the 8 Companion limit.

Created Companion (100)

You may create a Companion using an Origin, freebies, and 600 CP to spend on perks and items. This Companion may optionally gain an additional 200 CP if you post your build for them, along with a write up of their background.

Canon Companion (100)

You may choose to elevate a canon character to Companion status, with the caveat that you convince them to come along of their own free will without coercion (using Perks to convince a character counts as coercion for this purpose).

Drawbacks

As is typical, drawbacks take precedence over any perks. You have a drawback limit of 800 CP.

Canon (0)
The jumper may choose to be inserted as the protagonist of any of the games.

Extended Stay (0)
The jumper may choose to stay in the jump for longer than the standard decade, should they so choose.

Sitting on E (100)
Forget about the little convenience of not worrying about filling up on gas, oil, or other fluids. You now must go through the drudgery of handling these little details, which will be something you do quite often indeed, given the amount of driving you will likely be doing.

Check Engine Light (100)
The jumper is plagued by maintenance issues. Better stay on top of things, lest faulty or malfunctioning parts cost yourself a race or worse, prevent you from evading police.

Indebted (100)
You are in someone's debt. Throughout the jump, you will be at someone's beck and call. Their asks will never be extreme (ranging from acting as a courier from one point in the city to another or participating in a given race) and will typically not be aimed at antagonizing your or impeding your interests. But because you owe them favors, it may occasionally hamper whatever plans you otherwise had for that amount of time. Note that while in some cases you may benefit from this arrangement (ie, the earnings you make from races they assign you will will remain yours to keep), they are not working with you nor are they treating your work in this capacity as anything other than an asset working toward their interests, regardless of your relationship outside of these activities.

Persona Non Grata (200)
Reputable vendors who would normally sell you aftermarket parts and vehicles refuse to do business with you when you enter the jump, meaning that you will have to resort to vendors selling second hand goods. As a result, parts and vehicles you get in this jump will be worn, performing well

below their expected value and the latest items will not be available to you until well after your fellow racers have already had a chance to pick them up.

Rival (200)
You have a fellow in the industry who occupies the same niche as you. They'll be likewise as skilled as you are in your chosen focus, and frequently seem to participate in the same events as you, often stealing your thunder. Further, it would appear that the locals appreciate their achievements more than yours, in spite of you both having achieved a roughly equivalent degree of success, which may interfere with some exclusive opportunities. While the nature of your relationship can be variable, this rival is not out to seriously harm you and will avoid underhanded sabotage, unless you escalate matters first.

Enemy (300)
There is now an antagonistic force in your life. This comes in two variants, and as such, a jumper may elect to take this drawback twice. The first variant comes in the form of an individual opposite your alignment (ie, street racer v. law enforcement), while the second is merely someone of the jumper's alignment but of a different faction (rival crew member or interdepartmental rivalry). Both variants will be content to resort to underhanded tactics to beat you and will have no qualms about injuring you, though they may . They seem to have a large amount of time and resources to devote to this enmity of theirs and should the jumper manage to remove them from the picture, another similar figure will appear. They will not cross the line into lethal intent unless the jumper does first.

Reality Ensues (400)
As with the previous entry, there are two variants of this drawback, and a jumper may choose one or take the drawback twice for both::
Typically, issues like weather conditions or losing traction or flipping your vehicle while taking an aggressive turn would be of no concern here. With this drawback, however, the protection against this type of problem will be in full force in a departure from how physics is generally treated in the Need for Speed setting.
Damage is something from which can be easily recovered in this world. Your car may be totaled but that is never more than an inconvenience that disrupts a single race or pursuit. Now, damage is something that must be

fixed the old fashioned way and severe damage may see something irreparably broken.

Public Enemy Number 1 (600)
Those on the other side of the law from where you stand have declared war upon your side. A considerable amount of their time and resources will be spent on shutting down operations across all levels that you and your fellows devote your time toward. While you may normally rely on some amount of solidarity from your peers against a larger threat, for whatever reason you have been designated as *the* major person of interest. Your opposites appear to be under the impression that you are the root of the problem and, as such, you are radioactive to fellows and will find little cooperation and no aid from anyone who is not a companion or a follower when your enemies come for you. Indeed, it is a fair bet that many on your side of the law may cooperate with said enemies to end the heated conflict.

Conclusion

Move On
Your time here has ended, jumper. Good luck on your next jump.

Remain
After the jump ends, you decide that this setting will do as you home. You remain here following the conclusion of your jump.

Return Home
Once this journey ends, so too does your jumpchain. You return to the place of your origin after wrapping up things here.