F-ZERO

It's the year 2560, and the world has gone mad for racing! Mankind successfully left our tiny planet, our star system and now across the entire universe there is roaring of engines, cheers of the crowd and, sometimes, a horrible metallic screech, followed by more cheers as a slightly charred racer gets out of the wreck that once was his car. These races feature the most technologically advanced racing machines, competing in numerous circuits of fast-paced action, where a single wrong turn can end your life. Heroes are born, villains are booed, fortunes are won and lost every hour. F-zero has become more than just sport- it's the way of life! It is known for its wild fans, and eccentric competitors! Winners of the Grand Prix receive large sums of money, as well as a great deal of prestige throughout the universe.

Have 1000 CP. Try not to spend it all in one place



Origin: Roll 1d8+20 for age. Your gender doesn't automatically change for this jump, but feel free to pay 50 CP to change either, or 100 CP to change both.

Origins

Pop stars, gangsters, the idle rich and contract killers. Soldiers, scientists, bounty hunters, wild animals and bio-engineered dinosaur people. Supervillains, sorcerers, gangsters, clones and every sort of robot - from cyborgs to androids. Mercenaries, undead, superheroes' spouses, aliens, time-travelers, and a descendant of the first monkey in space… F-Zero has had many colorful pilots, and it might be that you'll fit in among them…

- **Dark Horse –** Perhaps the reason nobody's ever heard of you is because you only showed up a few days ago, but you just arrived onto the track in your vehicle of choice, with no new memories, no new knowledge of the universe, and no idea which way to the finish line. If you like your chances, you could make a killing betting on yourself…
- **Racer –** It wasn't easy getting here, but somehow you managed it. You've worked your way up to the biggest leagues, and are ready to show everyone what you are up to! Whether for the love of the game, desire for glory, or a shot at the reward, you're here to win!
- **Bounty Hunter** [100] **–** Like the inestimable Captain Falcon, when you're not on the racetrack you make a living pursuing criminals for the price on their heads. Maybe you have an indefatigable sense of justice, maybe you're just in it for a buck, but given how many habitually race in these tournaments you'll never be short of a target…
- **Fixer** [100] **–** You are part of the reason F-Zero is so often fatal - you treat the track like a battlefield, and use every dirty trick, every aggressive ploy to get ahead. Sometimes, crashing in the right place can be more profitable than winning would be - nobody knows that better than you.

PERKS

100CP perks are free for their origin, the rest are discounted by half.

Undiscounted

- **Driving** [Free to all] **–** You'll be driving faster than the speed of sound in these races - if not faster still - so it's fortunate that you are aware of the basic physics of operating a vehicle at such speeds, and have the reaction times to pull it off. Circumstances change in a heartbeat on the racetrack, and you've got to have the reflexes to make the turns to have any chance at all. While this is optimum with your F-Zero machine, it also makes you competent with any vehicle with a motor that operates on the same basic physics.
- **Still in the Game!** [300CP] **–** With how fast the vehicles go and how aggressive the racers can get, F-Zero competition is definitely difficult, especially for those that are trying it out for the first time. Moving at supersonic speeds leaves little room for error… but if you try and play it safe you're never going to win anything. While this perk provides no actual protection (to yourself or your vehicle) somehow you can keep it running no

matter what is done to it, whether the anti-grav is failing, the frame has been compromised and nothing is holding the parts together, or the engine explodes (and you're driving a literal fireball), as long as you're still behind the wheel you'll keep moving (though making it respond might be difficult), until you give up on it. Or you die. Keep in mind that this only allows you to keep on going in spite of damage - if something is outright missing this perk won't be able to help you.

- **Only one may be worthy** [500CP] **–** You are unique - you may be imitated, but never duplicated. In spite of clones or pretenders that may arise, nobody is ever able to mistake you for someone else if you don't want them to and no one will ever mistake anyone else for you. Your powers cannot be copied, your identity cannot be replicated, you can't be reduced to a series of influences. You're unique. And though the time you have in each world you visit is limited, your time spent is used to the best effect possible. The seeds that you sow, whether new technologies, an empire or the path to a bright new future will endure long after you are gone, and you will have worthy successors who will carry on your ideals in your place, and do so in a way you would be proud of. This is a capstone booster.

Dark Horse

- **Newcomer** [100CP] **–** So nobody knows you yet… but that will change. By the end of your career, you'll be the most famous of all! Well, actually that's up to you, but this Perk should help you make it a reality. Making a name for yourself takes time and dedication, but it seems that your exploits take on a life of their own. Whether it's a figure like Captain Falcon taking an interest after seeing your potential and offering advice and patronage, or an unusual amount of publicity seeing you do something previously dismissed as impossible, opportunities just fall into your lap. Furthermore, your every success and triumph permanently increase the speed at which your reputation grows, proportional to how difficult the task you achieved was. In addition, at the beginning of a Jump you may choose to have your exploits in other Jumps trickle in as rumors (setting-appropriate rumors) which are attributed to you, increasing how quickly you gain fame in your current Jump. Finally, when you do have some attention, well, you can play the media like a fiddle, and turn any sort of coverage into publicity or propaganda.
- **Vehicle Master** [200CP] **–** While others may be attached to their machines, adaptability is your greatest strength. As soon as you strap yourself into any driver's seat, you'll be able to pilot that vehicle at a proficient level without any false starts. You rapidly comprehend the practical workings of any vehicle you use, irrespective of how it works or even why it works - you'll know what all the controls do, even without anybody explaining it to you.
- **Animal Motif** [400CP] **–** Pick an animal (with every new jump, you may pick a new animal if you wish). From now on, you are associated with that animal, and have a strange quality that makes you resemble it without detracting in the least from your looks - and probably even enhancing them. This effect is extended to any vehicle you own. This is not, however, purely aesthetic - you also gain a strange enhancement to yourself based on whatever animal you choose, enhancing you in what regard that animal was

known for, even developing abilities that fuse the animal you pick and your own nature. This is a scaling effect, but does see diminishing returns.

- **Unpredictability** [800CP] **–** People have a hard time predicting your next immediate action - whatever it is, they never quite anticipate it correctly. Surprisingly, the more effort they put into it, the more effective this perk is. This only works when you are acting with both spontaneity and immediacy - more large scale, far-reaching plans can be seen through more easily.
    - [CAPSTONE BOOSTED] **–** This perk becomes effective against supernatural means of prediction as well as mundane analysis. Any form of divination or prediction now only results in false readings (or just failure), probability calculation or brute-force profiling only further confuses the issue of your specific next action, and other powers - no matter how esoteric or infallible - fail to get useful information.

Racer

- **Experience** [100CP] **–** You've been doing this for a while, and it shows. This long experience has turned you into a veritable cornucopia of knowledge - as well as made you into an excellent teacher to any prospective proteges. This experience translates very well to any machine that you're familiar with, letting you get the most out of them - little surprises you. Furthermore, all this knowledge has given you the perspective to live each day as if it were your last, getting the most out of your life.
- **Intuitive Driver** [200CP] **–** At the speeds you're going, you need perception and reflexes so fast that conscious reactions aren't a big player. Fortunately, you are up to the challenge - your hand-eye coordination and finesse while operating a vehicle are nothing short of astonishing, and similarly your reaction times and reflexes are both so fast they're immediate to all practical intents and purposes. On top of that, you have a natural sense of direction and spatial awareness which allows you to effortlessly keep track of dozens of factors at once, including your own positioning and the environment. Functioning at absurd speeds no longer fazes you.
- **Your pride and Joy** [400CP] **–** Every F-Zero machine is a one-of-a-kind. They're complicated things, after all, and more often than not take a whole crew to maintain them so that they don't break down in the middle of a race. Your F-Zero is your pride and joy, and you know it well enough to circumvent this issue. You've got just the right idea on what needs tuning up and what needs fixing, along with having the speed to be able to fix it up by yourself without the need of any assistance in a fraction of the time. Performance issues are a thing of the past for you. You are so sure of your abilities that you're capable of altering vehicles to great effect, making them noticeably better than when they were fresh out of the factory. Upgrades and improved models will always be easy provided you have the resources to install them, and your technical prowess will ensure your vehicle can serve whatever role you wish it to. This extends to any other machine you're equally familiar with, no matter it's complexity, or if it's 'rocket science'.
- **One with the Machine** [800CP] **–** You have limitless reserves of will and character, and this perk helps you to take advantage of that. The longer you focus on a single task or

goal, the greater your abilities become. With every passing moment, your vehicle becomes just a little faster, a little more responsive. Your eyes track obstacles, turns and other vehicles just a bit more easily, your fingers pull just a bit faster. Even your very mind becomes a well-honed machine, absorbing information and experience at an accelerated pace. Whatever you're doing, this will steadily shave off the time needed to do it - these effects are very minor on their own, but so long as you remain completely focussed on one single task, this boon will grow steadily and without ever stopping…

- [CAPSTONE BOOSTED] **–** At times, it's like you already move even before you could be consciously aware, or even have something to react to, as if somehow you knew what was going to happen before it did. How did you do that? Who knows. But somehow your senses seem to pick up dangers before they even happen, giving you enough warning to never be caught off guard. This isn't psychic, or precognition, but the effect is similar to both. It's also not supernatural in nature.

Bounty Hunter

- **Show me your moves!** [100CP] **–** You more than know how to handle yourself in a fight - in point of fact you can dismantle even super-powered enemies entirely using punches, kicks, and knee attacks, making every blow count for far more than would be expected (or even should be possible). In practice, this perk makes you an actual threat to anybody in a fight who you can land a physical blow upon, no matter how disparate the level of skill or power. Doesn't work with weapons, unfortunately.
- **"You don't win by being lucky - you win by being bold!"** [200CP] **–** The sort of feats that you can pull at a moment's notice begin to border on the ludicrous. This doesn't necessarily give you a better chance of succeeding (that's down to your skill), it just improves the odds of everything you need falling into place to give you the chance to actually try that crazy idea you just had. This perk is half inspiration (ensuring that you do come up with wild ideas in the heat of the moment) and half giving events that little nudge to give you the chance to risk everything and put those ideas into practice.
- **Born to be an F-Zero Racer** [400CP] **–** Your care and discipline when approaching a race approaches the spiritual. Just by taking some time, you can easily familiarise yourself with every inch of your vehicle's specifications and capabilities, all its unique little differences and all the subtle ways it responds during a race. You know exactly how hard you can push it and just what it's capable of, and can make it perform as if it has the best ratings in every specificity. No matter how complex the vehicles features are, you can keep track of them all without effort or even conscious attention, without ever confusing them, and you know how to modify, repair, and maintain your racing vehicle - and, if necessary, rebuild it from scratch (provided you have the parts and tools). If you put the work in, your vehicle will always be highly tuned and waiting for you to show it off at beyond its full potential!
- **Use You Heart and BOOST FIRE!** [800CP] **–** Any vehicle that you pilot actually spontaneously develops a kind of sentience for the duration of your time spent piloting, one shaped by your intentions and informed by your desires. The vehicle instinctively

works to support you and your goals, becoming faster, tougher, and more responsive to your commands - and better applying these things then any driver could hope to - going out of it's way to ensure that things go as you intend, and even minutely correcting your course or avoiding obstacles which you do not see when it's beneficial to you to do so. This perk works on any vehicle regardless of size, and though it does not (sadly) provide true sapience, the more complex the systems it possesses the smarter it seems to become - and the better at leveraging it's systems to your best possible advantage. Vehicles which can drive themselves also develop this (provided that you're concentrating upon them), and should your 'vehicle' already be some species of intelligent to any degree (say an AI, or due to an imprint of your best friend being part of the engine), this perk's effects are greater still, allowing it to perform truly heroic efforts to see your goals achieved!

- [CAPSTONE BOOSTED] **–** Your connection with your vehicles becomes almost mystical (but it's not). It is treated as an extension of your body whenever it would be beneficial to do so - for the purposes of magic, upgrades, perks, and anything else your vehicle is part of you - while not treated as such whenever it would be in some way detrimental. Furthermore, you find yourself able to use the vehicles senses as extensions of your own.

Fixer

- **Race to the death!** [100CP] **–** Causing a crash is so easy most racers go out of their way trying to avoid it. Not you. Your particular talents are especially well-honed when it comes to more 'destructive' applications. Spotting faults, design flaws and other vulnerabilities in machinery is instinctive to you, as is sabotage. In a collision, you will generally win, because in your hand your vehicle is a potent and deadly weapon, and you are very skilled at knowing just how to strike to send your foes spinning off while suffering minimal, if any, damage to your own vehicle.
- **Strong like Bull!** [200CP] **–** You (and your vehicle) seem to be able to take more punishment than can be rationally explained. Your ability to keep a machine functional through extended vehicular combat is vastly improved, with any kind of scrapes and collisions you experience being far more likely to only cause cosmetic damage rather than, say, ruin your engines, the bulk of it being strictly superficial. As if that wasn't enough, your own physical toughness similarly defies both belief and explanation, letting you tank hits from super-powered individuals without so much as flinching. Which is a good quality to have if you can't quite manage to keep yourself from crashing…
- **It's brave of you to even ask me that** [400CP] **–** Anybody's first impulse upon seeing you is to cower in fear, and they're right to do so. You radiate a terrible and tangible menace which is entirely irresistible, even those normally immune to fear cringe in your presence. Anybody who looks at you knows that you're not to be taken lightly - intimidated in whichever manner you prefer - be it dark grandeur, cackling insanity, or unrestrained violent impulse. In minions this simply makes them a little more careful around you (and a great deal more motivated not to attract your displeasure), and those unaffiliated will think twice about crossing you, but in those you are hostile towards (or

are hostile to you) this effect is far stronger, forcing them to the brink of panic, and impairing their decision making considerably as a consequence. Even without you being present, your reputation has much the same effect.

- **Cold Blooded King of Crime** [800CP] **–** Like Black Shadow, your interests extend far further than some race for such a paltry sum as one billion space credits. You have a vastly powerful crime syndicate firmly under your thumb, spread out admittedly but easily powerful enough to effectively take over a planet or two. That, however, is only the beginning - you also have enough business acumen and knack for sensing opportunities to maintain this large and lucrative criminal network as a hobby, while devoting most of your time to racing (or whatever). Somehow you're resources seem to grow regardless of how quickly you burn through them, never seeming diminished after completing a project or task, never running short of loyal followers to take over responsibilities you can't be bothered with, and no matter how frequently the forces arrayed against you seem to thwart your efforts you'll find that you can quickly rebuild what you lost, subverting legal channels meant to bar your progress with infuriating ease. Of course, should you choose to dedicate yourself entirely to growing it, as opposed to simply enjoying the benefits, then it could grow a great deal more quickly…
    - **The heart of a devil! Doing whatever it takes to win!** [CAPSTONE BOOSTED] **–** And you have an unerring instinct for what that is. You always have a sort of 'sense' for the best, simplest, most logical and pragmatic solution in any given situation, a way to resolve it with a minimum of expenditure and effort. Moreover, there's a sort of 'plot armor' that affects these attempts, helping them be tremendously more successful then they would have any right to be on their own merits. You will stop at nothing, and nothing will stop you.

ITEMS

100CP items are free for their origin, the rest are discounted by half.

Undiscounted

- **Iconic Costume** [0CP] **–** Whether it's a Samurai inspired outfit or a sharp suit, racers are expected to have a bit of pizzazz, and won't attract any interest if they show up in whatever rags happen to be lying around. This is yours if you want it - it can look like whatever you want and won't get in the way when you're hurtling down the highway faster than you have any right to be, but that's the extent of it - it doesn't offer any protection outside of the racetrack. On the racetrack, it offers as much protection as a specialised racing suit - even if it clearly isn't one. Put it down the wonders of the futuristic setting.
- **Sword** [50CP] **–** A katana of your very own, perfect for cultural posturing and brandishing when leading a band of raiders. It's pretty obsolete, as weapons go, but perhaps it goes with your outfit. At the very least it is a genuinely excellent example of the craft, and there are collectors who might want it.
- **Sidearm** [50CP] **–** a gun holstered at your hip. And unlike Captain Falcon, it's not purely cosmetic - you can actually draw it!

- **Dash Pads** [100CP] **–** Arrows which accelerate your vehicle on contact, represented as arrows. Whenever you're driving a vehicle, you'll see them scattered around the place, and doubtless you'll have reason to be grateful for them…

Dark Horse

- **Day Job** [100CP] **–** When you're not on the racetrack, you need a job. Whatever it is, you have the skills and knowledge to perform it, and a contract to keep doing it. This can be something simple - taxi-driving, trucking, or bartending - or it might be something considerably more glamorous - pop idol and diva, world renowned surgeon. Whatever it is, you'll be amongst the best - if not actually the best - in the world. Which world? Whichever one you happen to be standing upon, of course.
- **Wealth** [300CP] **–** With all these people hoping to make their fame and fortune from these races, it's easy to forget just how expensive it is to buy into it in the first place. You don't have any problems with money any more, with this you can live excessively, and with quite a lot to spare. In fact, your net worth is such that you don't even need to know an exact number. You have wealth, fame and legions of fans.
- **Warp Gate** [600CP] **–** Warp Gates are large gateways in space which allow transport between planets. They've made transport very convenient, but improper usage can cause wormholes that can destroy entire planets, so they're closely regulated. This one is yours, for your private use.

Racer

- **Garage** [100CP] **–** Maintaining an F-Zero is usually a job for an entire team. Well, this place spares you such a need - it has a 3D printer, smelter, and forge with all the smaller tools needed to shape, reshape, and cast what he needs to repair (or replace) all the sections of your f-zero! With this you could build one from scratch - if you possess the first idea of how to do that - and even make them of higher quality than usual thanks to the high-end tools found here.
- **Robo Buddy** [300CP] **–** A somewhat adorable second-hand robot of your own design. It's got quite the toolkit of utility features like hologram projectors, long-range sensors and tool hands, and is extremely loyal. Also, it's actually capable of flying an F-Zero at a championship level, so it can cover for you if you want, for some reason. (If you wish, this may take a companion slot)
- **Your Own Track** [600CP] **–** An F-Zero track of your very own. Located as high up as 300 feet above ground and held in place by anti-gravitational guide beams on both sides of the course, It can be as simple or complicated as you want in regards to environmental dangers and obstacles. Better yet, whenever you want to host a race, racers will show up. They'll be NPC's, and depending on the setting their showing up might require convoluted explanations (and their machines will be roughly equivalent, no matter what their principles of design), but they'll be racing for the love of the sport and all will be worthy challenges to you. These racers aren't followers or companions - they're NPC's with their own lives off the course. Of course, these races are extremely exciting, so don't be so surprised if after a while crowds start showing up to watch, and

eventually vast sums of money are gambled on the races (though this will only happen organically). Keep in mind that you can be banned from your own racetrack - so keep the dirty pool to a minimum (or don't get caught).

Bounty Hunter

- **Dynamite** [100CP] **–** While it may look like ordinary dynamite, it's packing quite a bit more of a punch than it's appearance would suggest - it's roughly equivalent to a hundred sticks of dynamite in one! For all your explosive needs!
- **Bar** [300CP] **–** Everyone needs their own place to wind down. In a dark alleyway is this bar and restaurant, with just the right kind of dim lightning and menu that will find mercenaries and would-be bounty hunters using it as a sort of hub, manned by a skilled staff including a bartender very good at dispensing advice and 'overhearing' conversations. Every day all sorts of people from every walk of life will come in order to wind down, have a good time, and maybe let slip how they feel about how things are going… and drop useful intel that a bounty hunter will be able to use, or just giving you a feel for the pulse of whatever community you are is in. And as a side benefit of owning the place, you get free drinks.
- **The Flyer** [600CP] **–** A speedy midsize star cruiser that hones in on your location whenever you snap your fingers for it, thanks to an on-board computer that allows you to direct it remotely. You can control it this way, too. It isn't so much a racing machine as it is a personal base of operations, but a ship with style and substance, it's the perfect fit for anyone who wants freedom to prowl the galaxy at will. It's also large enough to carry your F-Zero wherever you want to go.

Fixer

- **Doping** [100CP] **–** This device pumps stimulants (adrenaline and dopamine - or their nearest equivalent - but it could be modified to pump something else with a minimum of effort) directly into your system with immediate results. Whie this is likely to have an effect on your personality and mood, it will also allow you to get that extra edge when on the racetrack. If you don't mind certain side-effects, anyway.
- **Throne Room** [300CP] **–** Now this is a throne room worthy of a being of your dread power. It comes attached to your warehouse, and encompasses several hundred thousand square feet – with various self-maintaining rooms for seeing your schemes progressed towards. Of particular note is the throne room itself, which is an awe inspiring place where you shall find your abilities at running your dark empire of crime to be dramatically improved. If you so wish, this may instead be placed in the physical world in any building that you own (even if it shouldn't fit) where your minions will be able to reach it so they can properly cower before your magnificence.
- **Dark Matter Reactor** [600CP] **–** A Space Station intended to rewind the Big Bang in order to rebuild the universe in your image, this represents the culmination of endless efforts. Of course, the energy it requires makes using it for its stated purpose completely infeasible, but it makes an exceptional base of operations (being the size of a small city),

is completely under your control, and if you had a source of energy sufficient, you just might be able to put it's sinister design in motion…

Vehicle Customisation Options

400CP Stipend for this section alone

Vehicle Customisation Options

- **Basic Frame** [Free to all] **–** All you need to build an F-Zero - a machine that weighs more than a ton, reaches absurd dash speeds and hovers a mere twelve inches off the ground! This gives you the Magnetic and G-defuser tech needed to reach the speeds, from here it is up to you. Larger vehicles tend to have more raw engine power and are more resilient, but are also trickier to make sharp turns and take more effort to accelerate… and to brake. Smaller vehicles may be comparatively fragile, and have a lower maximum speed, but they can change speed faster and are more nimble since they don't need to move so much bulk around. Your overall design philosophy is up to you, though further upgrades will be needed to really make it stand out from among your competitors.
- **Pimp my Ride** [Free to all] **–** Your vehicle can look however you want, limited only by your imagination and the realities of whatever you're working with. You want engines made of gold, or a chassis shaped like a star, then it can be done without trouble - or a particularly noticeable drop in efficiency. This is only aesthetic - it can't actually give your vehicle new abilities.
- **Safety Systems** [Free to all] **–** If you've been paying any attention at all, you're going to want these. A sizable portion of vehicles never make it to the finish line - accidents happen, and the more tight corners, obstacles, and danger a course has, the more popular it tends to be. That said, the sport isn't quite as lethal as it sounds - you'll be relieved to know that every vehicle comes equipped with a number of safety measures… but when you're travelling as fast as you are they might not be enough anyway. Even the best protection only gets you so far, after all.
- **Boost Power** [Free to all] **–** A little something extra under the hood that draws from your vehicle's energy reserves to channel them directly into acceleration. The engine will be able to briefly surpass its limits, pushing it far beyond its maximum output for as long as it can hold accelerating as much as possible in that time. While boosting, steering becomes difficult (if not impossible) and no vehicle can boost again until its boost duration ends, or can end a boost early. Continuing to boost more than the number of engines you possess is a good way to turn your vehicle into a fireball.
- **Extra Cockpit** [50CP] **–** There are a few teams racing, and while this was initially controversial nobody thinks anything strange about it these days. This installs an additional cockpit, for an additional driver.
- **Fancy Imported Foreign Model** [100CP] **–** To win a race, you've decided to trust familiarity over everything, and brought in an old friend. You may import any land based anti-grav vehicle you have, which you can upgrade to taste - it will automatically have it's

capabilities brought up to line with the average f-zero (if they wouldn't be already). Good luck!

- **Aerodynamic** [100CP] **–** With this perk, your vehicle can be shaped like a brick and still handle as if it were designed more sensibly, receiving minimal resistance no matter what it's driving through. It just defies belief…

Bodywork

Your vehicle's structure, engine and all the armor you nailed on to it - represented by how much the machine weighs (in kilograms). As a general trend, machines which are heavier can take more hits (due to their bulkiness) and also have some of the highest top speeds in the game. However, this is sacrificed for a lack of Grip and Acceleration due to its bulkiness being difficult to maneuver. Contrarily, machines with lighter weights often have better grip and acceleration, but have lower top speed and are rather frail due to the lack of bulk on the machine. Weight also determines how much damage you'll do to another vehicle you ram.

- **Very light:** 780 kg - 910 [100 CP] **–** F-Zero machines only come this light when built out of some exotic metal, such as wakamili (a metal unique to Huckmine). It's frame can support up to two engines, but really doesn't need more than one. Generally used by more gimmicky machines.
- **Light:** 910 - 1200 [50 CP] **–** A lighter frame, this handles extremely easily and steers just as easily, less extreme, but still for vehicles with a single strong suit. Usually has two engines, but can go up to three.
- **Medium:** 1200 - 1300 [0 CP] **–** Inasmuch as there is a 'typical' F-Zero Machine, this is it - average - balanced but with a single outstanding stat, depending on the skill of the pilot to make it shine. Can have anywhere between two and four engines.
- **Heavy:** 1300 - 2000 [50 CP] **–** A larger machine. Can support between three and four engines - it might take a lot of thrust to get it going, but when it does it's nigh impossible to stop.
- **Very Heavy:** 2000 - 2490 Kilos [100 CP] **–** The heaviest frame possible, this can support up to five engines (though mostly only support four). Tend to be fast, strong but accelerating with grace of a peg-legged turtle, and steering only reluctantly. They also possess a strong boost… but don't expect it to last long. Though theydo tend to come out better from collisions…

Engine

The engine is the most crucial part of a machine, since it's what makes it move, determining how much energy the vehicle has to work with and how efficiently it uses that energy. With tuning it's relatively easy for a mechanic who knows what they're doing to change the settings of their engine to have a balance between high acceleration with low top speed and good cornering ability or low acceleration with high top speed and less cornering ability, varying by the circumstances and what course the pilot will be racing.

Unlike the other options, you can install as many engines of the same type as your bodywork can support… if you think you can handle that sort of power. Better yet, all subsequent

purchases of an engine will be discounted to half the listed price (with the exception of Reactor Might)

- **RS-5060 engine, aka 'The Pride of the Universe'.** [50 CP] **–** Ideal for tests of endurance, these focus on speed and stability, however have a very poor acceleration as a consequence.
- **0Z-P1 engine** [50 CP] **–** Steady, softly running engines that are reliable and steady in output, their simply completely average in every stat.
- **ES-8302 engine** [100 CP] **–** Originally designed for military vehicles, the ES-8302 is a workhorse famous for being able to run despite a minimum of maintenance or assistance. They're remarkably efficient and hard-wearing, able to take a real beating without their performance suffering in the least.
- **NT4098 engine** [100 CP] **–** A rare and long out of production engine, this is old fashioned muscle, its gearbox alone weighs more than some engines. Its manual transmission and requires a quick mind to tame, but in the right hands, it's a force to be reckoned with.
- **CY96-Z1 engine** [150 CP] **–** Built for acceleration, with a million volts of power, who can stop you? This is an electric engine, with exotic alloys and laser-cut gears with nanometric precision which by themselves cost as much as some vehicles, this is the ideal engine for light vehicles.
- **DS020H engine** [150 CP] **–** Engines don't come any badder than this, this beast of an engine employs next-gen turbochargers to generate a mighty fifteen hundred thousand horsepower and a whole metric ton of torque. It might not handle smoothly, but it doesn't need to.
- **CY97-X4x1 engine** [200 CP] **–** Aura Engines operate off the reactive power of living organisms - though there is a rumor that they actually use a mixture of black magic and technology to suck the lifeforce of the spectators. These are extremely fast.
- **Reactor Might** [600 CP] **–** Not counting as an engine for the purposes of how many your frame can support, the Reactor Mights are ancient devices of unknown origin, said to generate untold quantities of energy from mysterious particles - a piece of a potential Big Bang and a source of immense energy density - a significant percentage of all the energy of a universe in something the size of a pinhead, far too hot to be meaningfully manipulated or for matter to actually form anything. They possess power that exceeds any lifeform possessing them, and they can also be housed inside F-Zero machines, causing them to have extensive speed and power. They're so rare that they cannot be easily found, even with advanced technology, and only six are believed to exist (three light, three dark). The most famous power bestowed by the Reactor Might is the ability to remotely control vehicles, but it doesn't end there - by tapping into this, the a vehicle can activate 'Boost Fire' (becoming a whirling energy buzzsaw spinning so fast it can even fly), rip holes through dimensions or detonate with a yield surpassing 6.7 Megatons of TNT, and can bestow bizarre powers on their owners. It could hypothetically do a great deal more… but not safely.

Trimmings

Extras add a little something to your vehicle.

- **Luxury** [50 CP] **–** A decadent interior, allowing you to add any creature comforts to your vehicle without a loss in function. You want to furnish your machine with a couch, a fridge or a microwave, you can do it here (though keep in mind the limitations of space).
- **Onboard Computer** [100 CP] **–** Sometimes it pays to have assistance. This is capable of calculating turns, optimum speeds, monitoring the craft, and otherwise assisting you in a thousand tiny ways - even cruise control! Don't let it become a crutch, however… at the end of the day, you're the one driving the machine!
  - **Digi-Boy's Formula** [50 CP] **–** This computer program analyses the capabilities of all other vehicles, calculates the optimum path to out-perform them, and does all the hard work. Using this, you could operate your vehicle one-handed. Assuming all the factors and capabilities have been observed, this *should* guarantee victory.

Companions

- **Single Import/ Companion Creation** [100 CP] **–** Import or create one Companion. They get 600 CP to spend on the options presented, and a stipend for the vehicle section as well. This can be taken multiple times, but keep in mind you'll be competing against them on the race course (unless you took the 'copilot' option by getting an extra cockpit)…
- **Canon Companion** [200 CP] **–** Choose one character that exists in the setting. This character may voluntarily choose to accompany you along your Jumpchain, meaning they become a companion. Does not work on Captain Falcon. Get any perks they would be expected to have, provided said perks come to 600 CP (after discounts) - and their vehicle of choice.
- **Captain Falcon** [400 CP… *and beat him in a race*] **–** The champ himself. He's a mystery, an enigma, in spite of his deserved fame as the greatest racer in the universe not much is known about Falcon other than his sense of justice. Stoic and impassive most of the time, boisterous, bombastic and positively campy in a fist fight. Can steer his vehicle while standing in the cockpit with his arms folded… somehow. Has all freebies, all the perks and items on the Bounty Hunter tree AND the Racer tree, 'Only One may be Worthy' (meaning he has both Capstones he qualifies for), as well as the following perk (and item) only available to him and not available to anyone else (including you) for any reason whatsoever (saving Scenario reward):
  - **The Blue Falcon** [SPECIAL] - With a well-defended body, average boost power and good grip, the Blue Falcon is well balanced and impeccably tuned, with high acceleration and turning speed - capable of speeds in excess of sixteen hundred kilometres an hour. Fairly well-balanced compared to other F-Zero machines, it has four engines of unknown origin (roughly equivalent to 'CY96-Z1 engines'), a 'Reactor Might', and 'Medium' Body.

    FALCON PUNCH [SPECIAL] **-** The 'Falcon Punch', the Captain's signature attack and his most iconic phrase, involves a forceful punch accompanied by a large burst of flame in the shape of a falcon surrounding his fist (the pyrokinesis caused by igniting the air with the sheer force he exerts). This is achieved by tapping into the Blue Falcon's 'Reactor Might', and in theory could channel

enough energy to be a literally unstoppable force (in practice, however, this is patently absurd - any physical frame's inherent limitations would see spontaneous combustion long before even the merest fraction of this power could be channelled), and given it's necessary build-up this punch runs the risk of leaving him open. He can also use the Falcon Kick (a flaming ariel kick), Raptor boost (a dash culminating in a flaming uppercut), and Falcon Dive (leaping in the air, fist extended, culminating in a flaming explosion).

- **Black Shadow** [400 CP… *and beat him in a fight*] **–** The nemesis of Captain Falcon, the leader of an evil intergalactic organization, and feared by all in and outside of the tracks, it is rumored that Black Shadow was bestowed with immortality and the ability to reincarnate. He certainly seems to have inexplicable dark magic powers… Has all freebies, all the perks and items on the Dark Horse tree AND the Fixer tree, 'Only One may be Worthy', as well as the following perk (and item) only available to him and not available to anyone else (including you) for any reason whatsoever (including Scenario reward):
    - **The Black Bull** [SPECIAL] - Weighing an impressive 2340kgs, equipped with four DS020H engines and created by the research team of Black Shadow's very own organization. This is an extremely fast and durable ship, designed primarily to knock out anyone who gets in Black Shadow's way at the racetrack, with a fearsome speed (which it takes a while to reach) and can demolish most things in its way. It has four 'DS020H' engines, a 'Reactor Might', and 'Very Heavy' bodywork.
    - **'Domination or death!'** [SPECIAL] **-** Just as there must be a balance between good and evil, so too are you a part of the universal forces that govern the universe, the struggles your own actions writ large. As a result of this, you have dark powers under your command, including shapeshifting and other inexplicable sorceries, however the greatest is a kind of immortality which will see you resurrected after your destruction as long as it serves the forces that you embody. It would take something truly phenomenal (such as your opposite number sacrificing his life in a climactic moment to rebalance the universe and remove you both) for you to meet a permanent end…

Gimmick emporium (Drawbacks)

Here be rule variants and gimmicks to spice your tracks. *No Limit on Drawbacks*

- **An Ever Popular Sport** [0CP] **–** All sorts of new racers are showing up every day, each more unlikely than the last, many bearing a strange resemblance to people you've encountered before. These aren't true guest racers, but they are hauntingly familiar to people you've encountered before, and seem to have a way of carrying on old rivalries and friendships onto the racecourse…
- **Rival** [100CP] **–** You are troubled by a recurring nemesis who constantly seeks to thwart your goals, defeat or humiliate you - or even kill you outright. Whether they are utterly hostile or not, however, they confine this to the racetrack, targeting you with uncanny

persistence, and making putting out of the race their priority. May come with a handlebar moustache that they twirl after their latest scheme. Sure to be a crowd favourite. Whatever you do, they'll show up next race to thwart you again, with a new bag of tricks.

- **We don't stock those here** [100CP] **–** Keeping your vehicle in a state of repair will prove to be difficult - replacement parts will prove elusive - and manufacturing them yourself will usually prove impossible for one reason or another. As a result, you'll miss a lot of races as your vehicle is in the shop. This will be bad enough just keeping it maintained and ready - if you crashed it, don't expect to do much racing regardless of how superficial the damage appeared to be.
- **"CAHM AWN! BURUUUU FARUKON"!** [100CP] **–** Nobody can doubt your enthusiasm, but your ability to actually make yourself understood? Forget it. You'd actually have a better chance if you actually were speaking the wrong language.
- **Settle It by a Race** [100CP] **–** In a perfect world, you'd deal with these types by administering some street justice. Sadly, that's not an option. Any conflict you have, with any other rider? It gets settled by a race. And no, you can't refuse a challenge, no matter how pointless the struggle might be. You're going to be spending a lot of time on that track for no good reason - and wagering the fate of the world on a race if it comes to it. What's worse, once the race is over, you'll have to abide by the result.
- **Wonky Controls** [100/200/300CP] **–** You… Are a bad driver. There are no questions about that, you get into a vehicle you're going to crash it. For 100CP, this is because such is the inescapable will of Fate, and circumstances will contrive to arrange crashes, no matter how carefully you try to avoid them. For 200CP, this is because you really *are* a bad driver (disabling any perks that might say different, and selectively editing your memories so as to make them not only unreliable but actually push you to make any decisions that will demonstrate just how bad a driver you are). For 300CP… well, whenever you inevitably crash anything that might protect you from suffering injury or brushing up to your own mortality will be disabled, be it perk or otherwise. Remember just how fast you'll be going…
- **SILVER** [200CP] **–** This isn't your story. The best you can hope for is second place in every race you join… because he will always be there. You will never beat him - no matter how hard you try. And even if it looks like you've won, *look again.* Obviously not compatible with the purchase of Captain Falcon as a companion… or the scenario.
- **Falcon/Black Shadow's Enmity** [200CP] **–** One or the other has their reasons for targeting you - in Falcon's case it's probably a bounty, in Black Shadow's it's an opportunity, and either way it's bad news for you. Pick either to be working against you. Should you somehow get out of it, expect things to seesaw and the other to begin targeting you (you just can't win). They won't confide this to the racetrack, either. Good luck.
- **Deathborn** [300CP] **–** The cause of many a problem in the universe, Deathborn is the recent champion of the Underworld's own F-Zero. He has died three times, but was brought back to life by exchanging his body parts with mechanical ones, making him essentially immortal. Already possessing the Championship belt of the Underworld, he seeks to achieve the belt of this world as well - were he to succeed, he would seize that

power, then, turn this whole galaxy into a pile of ashes in an INSTANT! Only you can stop him - are you a bad enough dude to stop this evil plot?
    - But even if you should succeed, the mysterious ghostly beings that inhabit the complete Championship Belt will challenge you to a race, and if you fail they will rip out your soul and turn you into his successor…
- **Just here to Race** [300CP] **–** With this drawback you lose access to any Alt forms, out of setting equipment, and your warehouse. You keep any companions that you import, but they are similarly affected. You do keep any powers… but they don't have any effect on the racing, or protect you if things go wrong (even if they really should).
- **It seems that Hell is a fate we share** [600CP] **–** You're tied up in some conflict with someone powerful who hates you. They'll come after you with resources beyond even your own, by an order of magnitude you can't even imagine. You'll be engaged in a conflict with an enemy who'll drive you to every extreme, that ultimately you can only resolve by sacrificing yourself. If you do sacrifice yourself in a way that foils their plans, it does not count as chain failure… but anything else (including failing to defeat them altogether) does.

SCENARIO

The name 'Captain Falcon' is a title given to those worthy of it. JUMPER… as of today, you are the new Captain Falcon.

The name Captain Falcon is a title, one that is passed down to the one capable of living up to all that it represents - to someone who can *surpass* the current holder of the name. Prove that's you, and the Captain will graciously retire, and give you the name, the title - as well as the perk and vehicle which were otherwise unavailable. He'll even toss in the the scarf, costume and helmet. The only way to do this is to convince him you can surpass him is to do so… and to do it with no perks or powers (or items saving the F-Zero you purchased) *including your body mod, and the ones that you purchased from this document.* Beat him in a race with nothing except what you yourself bring to the table before perks, convince him of your devotion to justice, the purity of your heart and your unbreakable will… well if you can achieve this, then the Blue Falcon, the helmet and the name are all deservedly yours, and nobody can say you didn't earn them.

Ending

Before you know it, ten years are up and you've got a decision to make.

One of the Regulars

There will always be another race, and you are never going to quit. Your affairs back home will be put in order - maybe a few of your old friends and acquaintances might be awakened from coldsleep and join you here - if you're lucky.

Go Home

You've had enough of the fast life. Take this option, and head on back to where you came - taking everything Jumpchain has given you so far with you, of course.

Ride on

It’s been a time, and you’ve made some memories, but there are a whole lot of tracks out there to ride, and you’re going to see them for yourself. Keep jumping.