

A Jumpchain CYOA by WoL_Anon

Ver. 1.1

A long time ago in a galaxy far, far away... a lot of people went racing?

Welcome to the Star Wars: Super Bombad Racing setting, Jumper. This is a strange interpretation of the Star Wars setting, particularly related to Star Wars Episode I: The Phantom Menace, in which major characters partake in what is essentially an equivalent of kart racing, riding in what appear to be shrunken down versions of vehicles associated with them. These characters have more 'child-friendly' appearances, with big heads and smaller bodies.

You arrive in this world a short time before the next race begins, giving you the opportunity to participate. You will be here for the next year.

You have 1000 choice points (cp) to spend.

-Age and Gender-

You may choose any age you would like for free, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

Your gender remains the same, but you can pay 50cp to change it if you wish.

-Species-

There is a good selection of species to choose from, hopefully you can find something to suit your tastes. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will. Unless you take the *Headshrinker* toggle, any species acquired here will initially have a big head small body aesthetic that does not impact its performance. Post-jump, whether or not you took the *Headshrinker* toggle, the form you acquire here can freely switch between this appearance or a more realistic one in line with regular Star Wars settings.

[Free] Human

Humans are a common sight across the galaxy. You probably know what a human is.

[Free] Dug

Originating from the planet Malastare, these strange creatures walk around on their hands, and use their feet as most humanoids would use their hands.

Sebulba is a Dug.

[Free] Gungan

An amphibious species which can live both on land and underwater, and are the indigenous inhabitants of Naboo.

Boss Nass and Jar Jar Binks are Gungans.

[Free] Zabrak

A near human species native to the planets Iridonia and Dathomir. Whilst many Zabraks can be identified by their cranial horns, Dathomirian females lack these horns altogether.

Darth Maul is a Zabrak.

[100cp] Yoda's species

You are a member of Yoda's unnamed species. This means you have a lifespan of 900 years. You are a short brown or green creature, with long pointed ears.

All known members of this species have been shown to possess great potential in the Force, but if you want this you will have to buy the relevant perk(s).

[Free] Other

None of these options appeal to you? With this option, you can choose to be any sapient species present in the Expanded Universe/Legends Star Wars continuity, so long as it doesn't provide advantages beyond those of free species explicitly offered here.

[Free] Import

Or, maybe you already have something you are comfortable with? If you've already been to a Star Wars jump, you may elect to carry through the species choice in that jump to this one.

-Background-

You may choose to Drop In to the setting with no memories or history in this world. Alternatively, you may design a background in this world, based on what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made.

If you took the Jumper History toggle, you may use your actions in other jumps you are applying to this one to help determine your background.

-Location-

You can begin anywhere in the known galaxy, as long as it makes sense and does not provide you with advantages you have not paid for. For those looking for some additional direction, here are some ideas.

Naboo

There are many race courses on Naboo, including one in the Naboo Swamp, another in Otoh Gunga, and two in Theed City, one that travels through the city itself, and another inside the city's power station. Finally, there is even one set up in a droid control ship currently sitting in the planet's orbit.

Tatooine

This desert planet features three notable race courses, one in the Dune Sea, and two in Mos Espa – one of which is using the podrace circuit.

Coruscant

A city planet, which serves the heart of the Republic. A race course is located here as well.

-Perks-

You may choose 2 100cp perks, 2 200cp perks, 2 400cp perks, and 1 600cp perk to be discounted. Discounted 100cp perks are free, and all other discounts are 50% off. For perks you may purchase multiple times, any discount applied only counts for the first purchase.

[Free] Basic Racing Ability

You have the necessary knowledge and skills to pilot the bombad ships present in Star Wars: Super Bombad Racing. By no means will this win you events, but at least you'll be able to participate.

[100cp] Racing Map

During races, a map of the course will appear in your field of vision. This map clearly identifies you as well as all other racers participating. This will allow you to track your progress through a given course, as well as identifying how much of a lead racers currently have over others.

You can toggle the effects of this perk on and off as you like. Perhaps you prefer to keep your view unobstructed?

[100cp] Big Head Mode

Do you enjoy the cute, kid-friendly style of Super Bombad Racing? Well, now you can take it forward with you!

Now, each of the forms you possess can freely switch between their normal appearance and one that follows a similar aesthetic of smaller bodies and larger heads. This in no way impacts the capabilities of your forms.

Additionally, at the start of each jump, you have the opportunity to decide that the setting you are visiting follows this same aesthetic. This does not change anything else about the setting.

[100cp] Racing Remixes

You gain a mental library of the complete music collection of Star Wars: Super Bombad Racing. You are able to play these songs at will. You can choose whether those around you hear the songs, or just yourself. You can adjust the volume (but not raise it to a level where it would harm an ordinary human), create playlists, and shuffle songs. You may set music to play under certain conditions, such as creating an internal alarm clock.

Should you possess, or gain in the future, a similar ability for other music, you acquire fun remixes of every song you have that is not one granted by this perk. These remixes are quirky and fun, in line with the kind of music present in Star Wars: Super Bombad Racing.

[100cp] ***What a pitiful lifeform!***

You have a knack for obnoxious taunts and biting insults. Such behaviour is quite common during the races here – even the Jedi seem to engage in it.

[200cp] Shortcut Seeker

You have a strong talent for identifying potential shortcuts on race courses, as well as intuiting what would need to be done to execute on them - be it using extra boost, jumping from the right spot, or what have you.

Actually making your way through the shortcut will depend on other talent.

[200cp] Lucky Lap

They say luck is better than skill, and sometimes these races prove it to be true.

Fortunately for you, you have become a fair bit luckier. This may help you get the right gadget when you need it, prevent your opponents from doing the same, cause course hazards to prioritise opponents over you, and more. Of course, such luck can only take you so far, so don't expect it to take you all the way to the top on its own.

[200cp] Spit Spray

Like Boss Nass, waggling your jowls (or equivalent if you lack them in your current form), you are able to create an impressive spray of spit. Somehow, this spray is rather powerful, and can quickly wear down energy shields.

There is a notable 'cooldown' on your use of this ability; without assistance, it is unlikely you can pull it off more than once in a given race.

[200cp] Tongue

Like Jar Jar, you can extend your tongue out an amazing distance. This will allow you to grab other racers and their vehicles and pull them behind you, whilst also nabbing a gadget they might have on their person. In forms without a tongue, you'll somehow be able to pull off a similar feat with another part of your body.

There is a notable 'cooldown' on your use of this ability; without assistance, it is unlikely you can pull it off more than once in a given race.

[Free/400cp] ***Wesa goen underwater, okeyday?***

For some strange reason, the racers here are able to safely move through the water and through space whilst their heads are completely exposed. In order to ensure you can actually complete the courses here, now you can too.

You are able to survive being deep underwater, or in space, without the use of additional equipment. In fact, this benefit also extends to any equipment on your person, and vehicles you pilot.

This perk is Free for the duration of this jump. If you'd like to take it with you going forward, you must pay 400cp (this can be discounted).

[400cp] Bombad Racer

You are an extremely talented racer. You can quickly adapt both to vehicles you haven't used before, and courses you haven't raced on before. You are capable of consistently making difficult jumps and turns, and can even keep track of what is going on during chaotic situations where many opponents are utilising gadgets at once.

With talent like this, you are sure to be celebrating a lot here.

[400cp] Levitate

A Force power. It allows you to target an opponent or object no larger or heavier than a racer in their vehicle from this setting, lift them up, and then throwing them a fair distance in a given direction. Obi-Wan Kenobi often uses a power like this during his races.

There is a notable 'cooldown' on your use of this ability; without assistance, it is unlikely you can pull it off more than once in a given race.

Post-jump, in addition to retaining this ability as described above, you also gain some level of Force sensitivity and lightsaber training, equivalent to an unimportant Jedi during the time period of The Phantom Menace.

[400cp] Saber Throw

A Force power. It allows you to 'boomerang' a lightsaber or similar object in order to turn a powerful melee weapon into a potent ranged attack. Darth Maul often uses a power like this during his races.

There is a notable 'cooldown' on your use of this ability; without assistance, it is unlikely you can pull it off more than once in a given race.

Post-jump, in addition to retaining this ability as described above, you also gain some level of Force sensitivity and lightsaber training, equivalent to an unimportant Jedi during the time period of The Phantom Menace.

[Free/600cp] Child Safety Features

This is just a kid's racing game, so despite the firing of weapons and throwing of lightsabers, competitors manage to survive to race another day.

Thanks to this perk, you can never be seriously harmed or injured when engaged in conduct that is 'friendly' or is otherwise not designed to seriously harm. You can still be knocked over, stunned, or otherwise be temporarily taken out; this perk does not make you truly invincible.

This effect applies to most sports as well, excluding those that specifically require you to injure or kill other players to succeed. You can also apply this effect to others who are currently engaged in the same activity as you, such as participating in the same race.

The effect of this perk will also extend to any vehicles you (or those you are also protecting with this perk) are piloting. Damage these vehicles take in this way will still drain any defensive shields that they might possess, but beyond that additional damage will instead cause a vehicle to momentarily spin out of control. This protection can apply to vehicles for sports that require their destruction; in this scenario you can decide whether your ship is teleported to safety when it would be destroyed, or whether it you and the ship is temporarily transformed into a bird creature that allows you to continue to move around the event and "spectate", but in either case it will be considered a loss for you.

Finally, should you fall from a great height during these kinds of activities, you will be teleported to safety, along with any personal vehicle you may happen to be piloting at the time. This effect does not apply if such a fall in and of itself would eliminate you from the activity you are participating in (beyond the mere harm you might experience as a result of it).

This perk is Free for the duration of this jump. If you'd like to take it with you going forward, you must pay 600cp (this can be discounted).

[600cp] Force Inversion

A Force power. During races, it allows you to target all other racers and flip them and their vehicles upside down. Outside of races, it allows you to do the same to a few discrete targets. This power cannot be used on those larger or heavier than the racers and their vehicles from this setting. Note also that it doesn't actually prevent a vehicle moving forward; it simply makes it harder for a racer to control their vehicle. Yoda often uses a power like this during his races.

There is a notable 'cooldown' on your use of this ability; without assistance, it is unlikely you can pull it off more than once in a given race.

Post-jump, in addition to retaining this ability as described above, you also gain some level of Force sensitivity and lightsaber training, equivalent to an unimportant Jedi during the time period of The Phantom Menace.

-Items-

You may choose 1 50cp or 100cp item, 1 200cp item, 1 400cp item, and 1 600cp item to be discounted. Discounted 50cp or 100cp items are free, and all other discounts are 50% off. You may purchase items multiple times, but any discount only applies to the first purchase. Free items are the exception to this; you may only get 1 of each.

Should you already possess any similar items to the ones you purchase here, you may import these items, giving them any advantages the purchases they are imported into offer, unless the item in question states otherwise.

[Free/200cp] Bombad Ship

The first purchase of this item is free. Additional purchases are 200cp each, and cannot be discounted.

The kind of ship utilised by the racers here. In most cases the ship appears to be a shrunken version of another Star Wars vehicle, though like Yoda's it could instead be a kind of souped-up hoverchair.

The ship is similar in function to a go-kart, except that it hovers a bit off the ground, and is capable of underwater travel. It can even move through space, albeit to a limited degree. The ship is equipped with shields that allow it to shrug off a fair amount of damage, and also possesses the ability to 'boost'; travelling at a higher speed by consuming a special fuel source. The ship is not equipped with any weaponry, though racers will often utilise various gadgets they find during a race to attack others, defend themselves, recover shields, or gain boost fuel.

If you choose to import an existing vehicle into this option, it will gain a new bombad ship form, which you can switch it in and out of as you desire. While the vehicle proper will gain any advantages this option provides, this second form is limited to the capabilities this item has on its own, ensuring that the ship remains competition legal. Post-jump, it gains a third form beyond this, which is visually identical but possesses the advantages of the imported vehicle – allowing you to choose between competition level or full potential as your needs demand.

Should the ship be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[Free & Exclusive with Saber Throw] Your Lightsaber

A weapon commonly utilised by Force wielders. They are sometimes called laser swords by those unfamiliar with them, which describes their function quite well.

You are free to determine whether you receive a single-bladed lightsaber (i.e. a typical lightsaber), or a doubled-bladed lightsaber like that wielded by Darth Maul. In either case, you are free to determine the hilt design of your lightsaber, so long as it doesn't provide any special advantages. Likewise, you are free to choose whatever colour for your lightsaber. Your lightsaber retains upgrades.

In this and future worlds, the use of your lightsaber is considered entirely legal in any vehicle-based racing competitions you participate in.

Should your lightsaber be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Star Wars: Super Bombad Racing Game Bundle

Big fan of racing games, huh? This bundle contains:

- A 2001-era television.
- A PlayStation 2.
- Four PlayStation 2 controllers, a PlayStation 2 Multitap, and a PlayStation 2 memory card.
- A copy of Star Wars: Super Bombad Racing.

Should any of these be lost or destroyed, a replacement will appear in your Warehouse 24 hours later.

[50cp] Super Jumper Racing

You have acquired a video game, which can be somehow be played on any computer or video game console that is at least close to the specifications of the PlayStation 2.

This is a racing game similar to Super Bombad Racing in both gameplay and aesthetics; however, the racers, items, and courses are all based on people, places, and objects of importance to the chain. At the end of each jump, the game will even update to add more content based on that jump, so long as there is the appropriate basis for it.

Should your game be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Trophies

You have a collection of every single trophy present in Star Wars: Super Bombad Racing. Helpful if you want to host your own events, or if you want a souvenir of your time here.

Should a trophy be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Additionally, if you give away a trophy, or offer it as a prize for some kind of competition, a replacement will appear in your Warehouse after a year.

[50cp/100cp] Goo

When this gadget is used, it creates a cube of goo. Racers can be caught in this goo, which not only slows them to a crawl, but also forces them to bounce along the track for a short while before it dissipates.

For 50cp you have a standard goo gadget. For 100cp, you instead have a multi-goo. This functions the same, except the gadget produces three cubes of goo instead of one.

In this and future worlds, the use of this goo is considered entirely legal in any vehicle-based racing competitions you participate in.

If used, your goo is restocked at the start of the next race you participate in. Post-jump, you instead will receive a replacement 24 hours after your goo is used.

[50cp/100cp/200cp/400cp] Force Field Gadgets

This option covers gadgets that recover a ship's shields.

For 50cp, you have access to a standard power cell. It can be used to provide a little energy to your ship's shields. For 100cp, it is a full power cell, which provides enough energy to completely recharge a bombad ship's shields. For 200cp, it is a super power cell, which provides even more energy – such that a bombad ship would not only completely recharge it's shields, but also immediately deploy a strong force field for a short period of time. Finally, for 400cp, it is instead an 'invincible'; as the

name suggests, in addition to providing enough energy for a full shield recharge, the ship is rendered completely invulnerable to attacks and crashes for a short period of time.

In this and future worlds, the use of these gadgets is considered entirely legal in any vehicle-based racing competitions you participate in.

If used, your force field gadget(s) are restocked at the start of the next race you participate in. Post-jump, you instead will receive a replacement 24 hours after a gadget is used.

[100cp] Ion Net

A shimmering energy net that can be deployed on the ground. When a racer moves over the net, it activates – both damaging them and holding them in place for a few moments. Of course, the observant racer can easily move around it unless your placement is ideal.

In this and future worlds, the use of these nets is considered entirely legal in any vehicle-based racing competitions you participate in.

If used, your ion net(s) are restocked at the start of the next race you participate in. Post-jump, you instead will receive a replacement 24 hours after an ion net is used.

[100cp] Training Droid

Once deployed, this training droid will fly forward, homing towards the nearest opponent and attempting to crash into them and deal a decent amount of damage. If none exist, it will crash after a short distance.

In this and future worlds, the use of this droid is considered entirely legal in any vehicle-based racing competitions you participate in.

If used, your training droid(s) are restocked at the start of the next race you participate in. Post-jump, you instead will receive a replacement 24 hours after a training droid is used.

[100cp/200cp] Gungan Energy Ball

Once deployed, this Gungan energy ball (otherwise known as a booma) will roll about on the ground. Should it run into a racer, not only will it deal a decent amount of damage, but it will also drain some of their boost and shield energy. For 200cp, you have a multi energy ball. This functions the same, except the gadget produces three energy balls instead of one.

In this and future worlds, the use of these energy balls is considered entirely legal in any vehicle-based racing competitions you participate in.

If used, your energy ball(s) are restocked at the start of the next race you participate in. Post-jump, you instead will receive a replacement 24 hours after your energy ball is used.

[100cp/200cp/400cp/600cp] Boost Gadgets

This option covers gadgets that restore a ship's boost fuel supply.

For 100cp, you have access to a standard boost gadget. It can be used to provide a small amount of boost energy to your bombad ship. For 200cp, it is instead a full boost, which completely refills your ship's boost fuel supply. For 400cp, it is a super boost, which in addition to completely refilling your ship's boost fuel supply, also provides an immediate temporary speed boost. Finally, for 600cp, it is an invincible boost, which in addition to completely refilling your ship's boost fuel supply, renders it completely invulnerable to attacks and crashes for a short period of time.

In this and future worlds, the use of these gadgets is considered entirely legal in any vehicle-based racing competitions you participate in.

If used, your boost gadget(s) are restocked at the start of the next race you participate in. Post-jump, you instead will receive a replacement 24 hours after a gadget is used.

[200cp] Force Field Coupler

When activated, this gadget will drain the shield energy of a nearby ship and, if possible, add that same energy back to your own ship. As you might expect, this is particularly useful during arena battles.

In this and future worlds, the use of this coupler is considered entirely legal in any vehicle-based racing competitions you participate in.

If used, your coupler(s) are restocked at the start of the next race you participate in. Post-jump, you instead will receive a replacement 24 hours after a coupler is used.

[200cp] Inversion Ray

This gadget allows you to fire a strange ray at nearby racers. Not only does this deal some damage, but bombad ships and similar vehicles will suddenly lose control and be forced into an upside-down spin for a short amount of time. It can only be fired once before it breaks.

In this and future worlds, the use of this ray is considered entirely legal in any vehicle-based racing competitions you participate in.

If used, your rays(s) are restocked at the start of the next race you participate in. Post-jump, you instead will receive a replacement 24 hours after a ray is used.

[200cp] Jammer

This gadget allows you to fire a strange beam at nearby racers. Not only does this deal some damage, but it also causes victims to temporarily experience a red scrambling effect in their vision. It can only be fired once before it breaks.

In this and future worlds, the use of this jammer is considered entirely legal in any vehicle-based racing competitions you participate in.

If used, your jammer(s) are restocked at the start of the next race you participate in. Post-jump, you instead will receive a replacement 24 hours after a jammer is used.

[200cp] Junk Toss

A special gadget, often employed by Sebulba in races.

At first glance, this appears to be merely some harmless junk parts. Once deployed however, it will home in on opponents and cause a decent amount of damage.

In this and future worlds, the use of this junk is considered entirely legal in any vehicle-based racing competitions you participate in.

If used, your junk is restocked at the start of the next race you participate in. Post-jump, you instead will receive a replacement 24 hours after your junk is used.

[200cp] Photon Burst

Whilst bombad ships usually aren't equipped with weapons, using this gadget will cause your ship to become able to fire high-energy photon particles. You'll be able to use this gadget on most kinds of other vehicles too. The primary downside to this gadget is that the new weapon has extremely limited ammo (a total of twelve shots fired two at a time), and the weapon will vanish once this ammo has been used.

In this and future worlds, the use of this gadget is considered entirely legal in any vehicle-based racing competitions you participate in.

If used, your photon burst(s) are restocked at the start of the next race you participate in. Post-jump, you instead will receive a replacement 24 hours after a photon burst is used.

[200cp] Probe Droid

Once deployed, this training droid will travel at high speed, homing in on its intended target, attempting to crash into them and deal a decent amount of damage. Usually, it will home in on the nearest opponent of the user. However, during any kind of organised competition, it will home in on the person in the lead (or in second place if the user is in the lead already). If neither of these options are viable, it will simply travel in a straight line through the air for a short time before crashing.

In this and future worlds, the use of this droid is considered entirely legal in any vehicle-based racing competitions you participate in.

If used, your probe droid(s) are restocked at the start of the next race you participate in. Post-jump, you instead will receive a replacement 24 hours after a probe droid is used.

[200cp] Reflective Blast

A special gadget, often employed by Queen Amidala in races.

When used, it allows your ship or similar vehicle to become capable of performing a one-time flash of light that temporarily blinds nearby racers caught up in it. After it is used, the gadget breaks.

In this and future worlds, the use of this gadget is considered entirely legal in any vehicle-based racing competitions you participate in.

If used, your gadget(s) are restocked at the start of the next race you participate in. Post-jump, you instead will receive a replacement 24 hours after a gadget is used.

[200cp] Tractor Beam

A small-scale tractor beam. While it deals no damage, it allows you to pull an opposing bombad ship back whilst slingshotting yours forward. It has little value on larger and heavier objects, and can only be used once before breaking.

In this and future worlds, the use of this tractor beam is considered entirely legal in any vehicle-based racing competitions you participate in.

If used, your tractor beams(s) are restocked at the start of the next race you participate in. Post-jump, you instead will receive a replacement 24 hours after a tractor beam is used.

[400cp] Anakin's Energy Coupler

A special gadget, often used by Anakin Skywalker during races.

When activated, this gadget will drain both the shield energy and boost of a nearby ship and, if possible, add that same energy back to your own ship. A tool that simultaneously works to weaken your opponent's position in the race whilst strengthening your own.

In this and future worlds, the use of this coupler is considered entirely legal in any vehicle-based racing competitions you participate in.

If used, your coupler(s) are restocked at the start of the next race you participate in. Post-jump, you instead will receive a replacement 24 hours after a coupler is used.

[400cp] Anti-Gravity Boost

A gadget normally exclusively reserved for arena battles. Purchasing here will guarantee that it remains legal for you even in standard races.

This gadget completely fills a bombad ship's boost fuel supply. However, this green boost fuel is different than the usual kind; it allows your ship to freely fly through the air instead of the usual hover it is able to maintain in most instances.

In this and future worlds, the use of this gadget is considered entirely legal in any vehicle-based racing competitions you participate in.

If used, your anti-gravity boost(s) are restocked at the start of the next race you participate in. Post-jump, you instead will receive a replacement 24 hours after an anti-gravity boost is used.

[400cp] Miniature Death Star

A special gadget, often used by Darth Vader during races.

This droid resembles a small Death Star, a superweapon with a planet destroying laser. Once deployed, the droid will seek out a nearby opponent, and blast them with its own laser. Of course, this laser is nowhere near planet-busting, but nonetheless deals relatively heavy damage compared to the other gadgets used in these races. After the laser is fired, or if the droid cannot find a nearby opponent, it will shut down and be destroyed.

In this and future worlds, the use of this gadget is considered entirely legal in any vehicle-based racing competitions you participate in.

If used, your Death Star(s) are restocked at the start of the next race you participate in. Post-jump, you instead will receive a replacement 24 hours after a Death Star is used.

[600cp] Special Gadget

This strange item has the appearance of a small, glowing green orb. It can be used in one of two ways. In either case, the orb vanishes after it is used.

First, it can be used to grant you a surge of energy. Immediately following this, you will be able to perform any single special ability you possess; eschewing any 'cooldown' or stamina cost the ability normally possesses. If an ability's power varies based on the stamina you use up, this power of this particular use will be limited by your normal maximum stamina. This energy surge only lasts a few moments; should you fail to use an appropriate ability, the effect ends with no benefit for you.

Alternatively, if you purchased any of the "special gadget" items, and you are currently waiting on a replacement for it you can use this orb in order to immediately receive the replacement early. These items are: *Junk Toss*, *Reflective Blast*, *Anakin's Energy Coupler*, and *Miniature Death Star*.

In this and future worlds, the use of this gadget is considered entirely legal in any vehicle-based racing competitions you participate in.

If used, this item is restocked at the start of the next race you participate in. Post-jump, you instead will receive a replacement 24 hours after it is used.

[600cp] Your Race Course

Your very own race course, in the style of the courses present here.

You are free to design the specifics of your course, as long as it is in line with the courses present in Star Wars: Super Bombad Racing, and that it clearly reflects the Star Wars setting in some way.

Note that whatever elements you choose, these elements cannot be used outside the context of a race course. For example, whilst you could have a course built out of a starship, that ship would be

able to sit in orbit, but couldn't actually fly around or fight off other ships. Likewise, hazards present in the course cannot be taken out of it, even if they are mobile vehicles like AATs.

You can choose for respawning gadgets to appear around the course, and can even decide to prevent certain gadgets appearing. You can change these decisions between races. Any gadgets acquired in this way cannot be taken out of the course, and will vanish after the race in which they are gained.

The race course also employs various droids to maintain it for you, to act as the race starter, and to serve as cameras that both track racers and share footage for spectators to enjoy. These droids count as followers, but cannot leave the course. If destroyed, they will be replaced the following day.

In future worlds, you can toggle whether outsiders consider these elements strange or inappropriate for a race course (both in terms of them noticing the Star Wars setting features, or simply in terms of any technology that may be in play), but toggling this protection on won't erase suspicions or concerns you have already allowed to grow.

In future worlds, you may choose for your race course to be attached to your Warehouse via a special gateway, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

Should the course be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse via a special gateway.

-Companions-

[50cp per.] Import

You may pay 50cp to import a companion you already have. They get 600cp each, to spend on a species, perks, and items, and are entitled to the same freebies and discounts as you. They may not purchase companions. Like you, they may Drop In, or have a background which matches their purchases.

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive 600cp to spend on perks, items, and their species. They may not purchase companions. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

For 50cp each, you may take any named character appearing in Star Wars: Super Bombad Racing along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

-Drawbacks-

You may gain up to **600cp** in drawbacks, but may take as many drawbacks as you like.

[0cp] Jumper History

This toggle allows you to selectively incorporate your actions and history from prior Star Wars jumps. Star Wars: Super Bombad Racing takes place outside of the standard Star Wars continuities; as a result, whilst your actions may influence aspects of the setting and how others view you, you cannot stop any of the racers from Super Bombad Racing appearing here in some form.

[0cp] Full Stay

Can't get enough racing? With this toggle, your stay is extended to a full ten years. Enjoy!

[0cp] Expanded Universe

Taking this toggle will ensure that there are many more racers from across the Star Wars setting, past, present, and future. Each of these new racers will pilot a shrunken vehicle appropriate to them.

[0cp] Headshrinker

By default, this setting assumes that all characters appearing here possess the big head small body aesthetic present in the video game. With this toggle, you can instead cause the setting to take on a more realistic look. This doesn't otherwise impact the tone of the setting or the performance of any of its inhabitants.

[+100cp] Kid's Game

This is a version of the Star Wars setting that has been toned down for kids, and by taking this drawback you too must behave appropriately.

For the duration of the jump you are not able to use profanities, act excessively violently (beyond what people normally get up to in the races here), or use or refer to illicit substances.

[+100cp] Jerk Racers

It's not just the odd taunt from Obi-Wan Kenobi; it seems that just about anyone you encounter is at least a jerk, if not outright hostile.

Those you are bringing into this jump, such as your companions, are not influenced by this drawback.

[+100cp] Terrible With Traps

You are hopelessly bad at using rear gadgets and other types of traps. Often, you'll end up triggering them yourself. Perhaps it is best to avoid them altogether?

[+200cp] Control Complications

You simply can't get a hang on how to control bombad ships, and will not be able to improve at all during your time here. Things are especially tough when piloting a bombad ship underwater.

You can just about forget about winning a race here.

[+200cp] Secret Character's Setback

Like Darth Vader, you are outfitted with various cybernetic prosthetics as well as a life support system. You will be dependent on this system to keep living, and as a result, your general day-to-day life will also be quite uncomfortable.

It is not possible for you to heal the damage that requires these cybernetics, bypass it by changing your form, or replace or improve the cybernetics to make them more effective or make your life more bearable.

[+200cp] Gadgets Gone

You are not able to utilise additional items beyond your bombad ship during races, whether picked up on the course or brought in with you. For arena events, picking up gadgets in the arena is allowed but bringing in anything extra is not.

[+300cp] Those Pesky Jawas

The Jawas on Tatooine possess strange weapons that temporarily shrink a racer as well as their vehicle. For some strange reason, you have been hit by a more permanent version of this effect.

Until the end of the jump, you and your bombad ship remain in a shrunken state which cannot be fixed by any means. This will make races much more challenging, as you effectively have to cover much more ground and jumps will be far tougher. It may also present a fair share of issue outside of racing.

[+300cp] Where Are The WARS?

Normally, this jump assumes that major conflicts either don't happen or are vastly scaled back in order to allow the races to be a dominant focus of the setting.

By taking this drawback, not only is this not the case, but you will regularly be drawn into active conflict during your stay. Are you sure you are equipped for this?

[+300cp] Powered Down

This is a setting for a kid's racing game, so there's no need to draw on your out of jump powers, right?

If you agree, you can take this drawback, which bars access to all out-of-jump perks and powers, save for the Body Mod, for you and anyone you are bringing in with you such as companions and followers.

Now let's get racing!

-Ending-

You have reached the end of your stay here. All of your drawbacks are hereby revoked. Any background memories you have acquired no longer have any influence over your behaviour.

Choose one of the following three options:

The Jump Strikes Back: You choose to remain in this world. Your chain ends here.

A New Jump: You choose to continue your chain. Proceed to the next jump.

Return of the Jumper: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

When does this occur in the timeline?

Star Wars: Super Bombad Racing was a game made 'purely for fun', and is not a part of either Star Wars continuity. It occurs around the period of The Phantom Menace (32 BBY), but there are obvious anomalies such as Darth Vader being present (even though young Anakin Skywalker is also present).

So, what exactly happens here, anyway?

Various Star Wars characters participate in a lot of racing. There is no 'story', or underlying narrative to these events.

-Changelog-

0.1
Created the jump.

1.0
(i) Minor grammar and formatting fixes.

1.1
(i) Added **Other** to species choice, rewrote **Import** slightly to account for it.