
SUPER CHASE H.Q.
LICENSED BY
Nintendo
TM
Chase criminals at blinding speeds!
Use super-powered Nitro Acceleration!
Race through traffic-packed streets!
TAITO
Official Nintendo Seal of Quality
SUPER NINTENDO
ENTERTAINMENT SYSTEM

Super Chase HQ 1.0 By Burkess

Welcome to Super Chase HQ.

In this world, an elite police officer named Tony Gibson and his partner Raymond Broady are members of the Chase Special Investigation Department. They specialize in tracking down suspects in high speed chases and catching them in a black Porsche 928.

Soon, they'll encounter their biggest case yet, as a series of linked crimes escalates further than anyone could have predicted.

You'll need these.

1000 Chase Points.

Locations:

1. Chase Special Investigation Department HQ.
2. Somewhere else on Earth.

Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Chase Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times.** Doing so provides an additive bonus.

Invulnerable Driver: You can toggle on an effect that makes any vehicles you pilot indestructible while you're operating them. You can still be stopped or crash into things, but it won't cause any damage to the ride or prevent it from functioning.

Drive-By Expert: Grants the skill to perform drive-bys and fire weapons out of a moving vehicle with the same accuracy as if you were standing still and had time to aim.

Triggerman: You're a crack shot with projectile weapons and actively gain accuracy whenever you attack a target. Any shots you fire, be they hit or land, steadily gives you an accuracy boost until your aim is perfect. This bonus gradually decays overtime when you're not attacking until it disappears, requiring you to fire at something to refresh it.

Speedy Racer: You're an expert racer and have the skill to win illegal street racing tournaments. Weaving in and out of traffic and chasing and being chased is your bread and butter. Racing and driving in urban and highway environments is where you're in your element, and where you gain a bonus in performance when racing in.

Hot Pursuit: When you follow after a target, you get a projected mental map of where they're likely to be going and gain knowledge of the best shortcuts of how to cut them off. The longer you chase someone, the more you'll learn about them, letting you easily predict their future movements.

Super Cop: You're a cop. In fact, you're always a cop. You gain the basic level of training in every branch of law enforcement in this world, and when you visit a new setting where cops exist, you'll also gain the same there. When you act as law enforcement, your skills in law enforcement will quickly grow to earn you the title of Super Cop.

Career Options: Pick a career, illegal or legal. You gain 10 years of experience and memories in that career, and if applicable, updating credentials that'll allow you to practice it in future settings.

The World In Slow Motion: Grants intense reaction speed, letting you think faster than a normal person. You're able to overclock your thoughts to cause them to let you perceive the world at half speed.

Movie Gunfight Logic: Projectiles will veer off course to miss you, and in the event you do get hit, they'll only strike areas that won't incapacitate you. The only time you'll get hit by a projectile attack head on is if it's at point-blank range.

Mind Of A Fox: You think a step ahead of every action, and your mind actively plans your next moves at all times. This process doesn't detract from your focus, and you can seamlessly move forward.

Outrunning Helicopters: Turns you into a superstar at escape and evasion. You're very good at running away and often get lucky breaks that have people lose you. You have an extra sense that guides you to areas where it would be advantageous for you to run to, even if it wouldn't logically make sense. These hunches will have your luck take over to inconvenience your pursuers and help get them off your trail.

Smuggling Expert: Grants skill at hiding and smuggling contraband. When you or someone you order to do it attempts to move illegal goods, it's significantly less likely for anyone to catch onto it.

Repeat, Happy Customers: When you sell someone a product, you'll get a sense of what conditions must be met to have them buy from you again. You'll also become aware of what behaviors will burn them and make them decide not to purchase from you anymore.

Plug The Leak: Enables you to sniff out traitors, making you hyper aware of any fake or dishonest behavior. Finding snitches and moles becomes easier the more time you spend around them, letting you zero in on any out of character behaviors or stories that don't add up.

Trust Your Gut: Grants honed, powerful instincts more akin to an animal than a human. If there's anything in the environment or in someone's behavior that would let you pick up on something being off or not quite right, you'll know about it. You'll also find it easy to trust your feelings, with how often they're right about things.

Partners Complete Each Other: When you work together with someone as a partner, you'll complete them. The more time you spend together, the more you'll grow closer and will have your skills and talents expand to cover their weaknesses, while they do the same for you. You don't have any limit on the number of partners you can select, but growth will require time spent with them.

Kingpin Maker: By spending money, you can get hours of condensed mental instruction from criminals of the past in any criminal activity you can think of. The greater your level of skill and expertise, the more this costs.

Mole Maker: Enables you to find informants who will tip people off about things relevant to you. The more money and things of value you have to offer potential informants, the more of these people you'll recruit and be able to call upon. If you're rich enough, you can get people nearly anywhere.

Controlled Destruction: Grants the ability to destroy objects people are using or operating without hurting them. It transfers any damage they'd take to what you're intending to harm.

You could smash someone's car dozens of times until it catches on fire, and then arrest them after without needing to take them to the hospital. You could fire a gun at someone's jacket and cause it to burst to pieces, leaving their flesh underneath unharmed.

Items:

Porsche 928: Free! This is a Porsche 928 in your choice of color. It doesn't need any gas or maintenance, and is indestructible.

Service Weapon: Free! You get a handgun of your choice that existed in the year 1993 and before then that has unlimited ammo.

Car Collection: This gives you one of every car that was created between the years 1990 and 1993. Respawning.

The Shop: This shop allows you to upgrade, service, repair, and build vehicles. By paying cash, you can improve any metric of your rides. It also enables you to buy extra turbo boost. The turbos are spent to accelerate your ride to rapid speeds.

You can also use this shop to buy new vehicles. If you've got the cash to afford something that exists in the current setting or a previous one, you can pay and have it delivered to a location of your choice.

Super GPS: A special GPS unit. It locks onto a target and shows you an image of it. It'll guide you directly to that target and adjust your route accordingly.

Gang And Gang Houses: Spawns hideouts upon entering a jump, where a group of gangsters you control will do work you command to make you and them some money. There's 20 hideouts that appear, and you decide where they'll be placed, as well as what activities your workers will be doing.

Each gang hideout has 100 of your gangsters within it. All hardened and loyal to you. Spending cash enables you to gain more of these recruits, and replenish those who have fallen.

Children's Hospital: A fully staffed elite children's hospital. This one has won awards for the high standard of care and many life-saving operations they've performed. Giving it more funding only improves the quality of care and allows it to expand to help more people.

Drug Plantation Mansion: A massive private island with a mansion on it and a battalion of armed guards. It's where you can produce a variety of drugs and then distribute them for sale elsewhere. You can spend money to have workers begin producing whatever drugs you desire, even exotic ones from other universes. When they're ready, you can either have them distributed to your dealers or collected for you to decide what you'll do with them.

Military Arsenal: An excessive amount of surplus military hardware. It's enough guns and equipment to equip a militia that could take over a small country.

Road Debris: When you're being chased, it creates obstacles for your pursuers. Oil slicks, barrels, large chunks of debris. Things like this will be placed in their path to help you shake them off your tail.

Police Agency HQ: A replica of the Chase Special Investigation Department HQ. Walking around within it will gradually teach you the secrets of police work and procedure. Sitting in the Captain's chair and wishing it so creates car racing super cops and criminals who also race cars and causes them to spread across the setting.

Those with any natural potential for racing, police work, or becoming master criminals will gain the knowledge they need to pursue these dreams. Car technology will be invented and become common if it isn't already.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Chase tokens, same as you got.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Be The Main Character: You become either Raymond Broady or Tony Gibson. Your goal is to take down the drug cartel.

Longer Stay: You'll spend 10 more years here.

Blistering Pacing: Any major plot events will rapidly accelerate themselves so that they'll all happen within a year at most. If the plot took less time than that, time will bend so that it finishes within months or potentially weeks.

Warehouse Lockout: You can't use or access your warehouse.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Power Lockout 2: You don't get access to any purchases here until after the jump ends.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

The Drug Business: You must run a successful drug business that makes you at least 10 million dollars in profit. You'll remain in this setting until you do so.

Rhymes, Puns, And Dad Jokes: You now can only speak and communicate exclusively in rhymes. The one exception is when an opportunity to tell a dad joke or a pun comes up. You can speak normally to do that.

Dossiers: If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many Chase points as you spent. They don't like you and want to defeat you.

The Boss Dislikes You: A major drug cartel believes that you must be eliminated. You'll quickly come under their crosshairs once they become aware of you.

Adrenaline: People you chase move 50% faster than they'd normally be able to, and can squeeze extra speed out of any vehicles they may use.

The Drug Dealers Were Tipped Off: Anyone that you plan to ambush will receive a tip off at least 5 minutes before you plan to spring your trap.

The Gibson Effect: If someone becomes a member of law enforcement, they gain the skills and talents of Tony Gibson. He's a fantastic driver and shooter, and all around super cop.

Gifted Criminals: Anyone who makes the choice to become and remain a criminal in this world obtains the wisdom of the greatest criminals, becoming modern day Al Capone's.

Genius Drivers: Everyone who works against you drives a car or operates a vehicle does so with the skill level as if they spent 10 years practicing advanced driving techniques every day.

The Hidden Mole: In Gibson's unit, there's a hidden mole. This person will foil any attempts at catching the right targets unless they're found and stopped. If you're working against Gibson, instead there's a spy in your organization that's giving your enemies information on you.

The Scarface Ending: If you get involved in anything illegal for more than a month, you'll inevitably be betrayed by someone close to you, who will attempt to take you down the best way they know how.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?