A long time ago, in a galaxy far away…

Star Wars: Podracer

V1.0 Jumpchain by Songless

It is a time of great amazement and tense competition, and while this galaxy is well known for its far-reaching conflicts between good and evil, of mystical champions wielding blades of energy and vast space battles in the skies over countless planets… that doesn't mean that there's nothing else to see and do.

Indeed, before the fall of the Republic and the clashes between the Jedi and the Sith, people far and wide were still amazed by the speed, the spectacle, and the rivalry shown in the Podracing of the Boonta Eve Classic. Anakin Skywalker was just a child prodigy, Sebulba was the crowd favorite, and all that mattered was the roar of countless turbines and the cheering of the crowds.

For the next ten years, this is the world you'll be living in. Here, all you need to achieve greatness… are two engines, one pilot, and no limits.

The exact time you're here doesn't matter - Podracing's popularity has waxed and waned over the years, but no matter how many times the sport is made illegal or experiences a return to prominence… the thrill of the race is as eternal as the Force itself. Although by default you'll start in 33 BBY, about a year before Anakin Skywalker won the famous Boonta Eve Classic, this is not a hard requirement. You may spend your time here in the Star Wars galaxy in almost any reasonably quiet time period, with the only limit being that Podracing is (or at least should be) present while you're here.

While here, you'll see some of the most thrilling, exciting, and dangerous landscapes that the galaxy has to offer, and you'll probably spend most of that time speeding past them at barely below the speed of sound. But before you get ahead of yourself, remember that while every race must eventually end at the finish line, you're not quite there yet.

Even Podracers need to get their engines ready, hone their skills, and make plans for the race ahead. Many races can be won - and lost - before a Pod even arrives at the starting line, and if you're going to claim the fame and fortune that every Podracer dreams of, you'd better be ready to give it your all.

To get you started, you have **1000CP**.

Good luck.

BACKGROUNDS

All Backgrounds may choose to be any race and/or gender commonly found in Star Wars, and may take any age suitable for a young adult of your chosen race. Do remember though: not every race is equally suitable for podracing, as this sport requires some of the keenest reflexes and skill of any sport in the galaxy. A Hutt Podracer will be a novelty – but it might not be a very successful one.

There are four Backgrounds you may choose from, all of which give you at least a basic competency in piloting a Pod for free.

First, you may choose to be a **Nobody**. Like Anakin Skywalker himself you have little experience with Podracing, being a relative newcomer to the sport. However, while you're untested, you have a lot of potential: while you might be more focused on simply finishing a race than winning, you are also not influenced by the (bad) habits that more experienced Podracers tend to pick up and you've got more than a few tricks of your own to make up for your lack of experience. Since the Nobody doesn't start with much of a meaningful history in the Podracing circuit, this background may be taken as a Drop-In.

Your second option is to become a Podracing **Veteran** similar to Sebulba. You've got years of experience in this sport, which is saying something considering the average survival rate of Podracers. You've raced everywhere, you've seen everything, and you know how to win – no matter if that takes some underhanded tricks or cheating to get the edge you need.

Alternatively, you may become a **Speeder** such as Gasgano, the type of Podracer that focuses on pushing the race to a level that surpasses even the other racers. You live for the rush, for the thrill and the feeling of passing your competitors. Your goal is to race in the lead and stay there, leaving all others in the dust... but your singular dedication to speed does not come without cost.

Finally, you can choose to be a **Tinker**, an experimenter and free thinker not unlike Quadinaros or Neva Kee. For you, Podracing is about more than just the race – it's about pushing the boundaries, about coming up with new tricks and solutions to make your Pod the best racing vehicle in the galaxy. Your racing skills are only modest, but your pod is likely going to be one of the most unique and advanced machines on the circuit.

PERKS

- Nothing But The Race (Free during this jump, 600CP to keep)

Star Wars isn't the safest place you might imagine, ignoring for a moment that you're probably here to get dragged around by a pair of barely-connected jet engines in complete defiance of all safety regulations and common sense. There's also something about Separatists, rumors about a Jedi-Sith conflict, not to mention all these strangers getting involved with the Boonta Eve Classic. And yet... you're here to race. Galactic wars tend to get in the way of that.

This Perk ensures that the numerous and often dangerous events of the original 'plot' of Star Wars simply... don't happen while you're here. Effectively, the entire setting remains in a kind of stasis, indefinitely maintaining the status quo as it was when you arrived. Anakin Skywalker can participate in dozens of races across the galaxy seen in the Episode 1 Racer game, instead of winning once and getting whisked off-world by some visiting Jedi. The conflict between the Separatists and the Republic keeps simmering for a decade with no changes of note or impact on the wider setting. Sith plot in the background, making and discarding plans as they are wont to do, but overall the entire galaxy just... goes on much as it did before. Any grand and far-reaching changes simply won't happen. Essentially, you have no reason or need to concern yourself with anything other than the race, because the wider setting will not change so long as you don't make it do so.
This Perk will stay in effect as long as you wish, but may be disabled at any time you like. Taking an active hand in events (like preventing Anakin from eventually becoming Darth Vader) or otherwise causing major changes, be it personally, through intermediaries like Companions, or with some other method will cause this Perk to be disabled automatically. Once disabled, the galaxy far, far away will again become the chaotic backdrop of interstellar wars and Force-related tales of heroism that we all know and love. You'll once again have the freedom to interfere with whatever events you dislike, but you likewise lose any protections this Perk might offer you such as being arrested by the Republic or the Empire if or when they decide to outlaw Podracing – to say nothing of the dangers you might face getting actively involved in the conflicts to come.

However, keep in mind: this Perk doesn't prevent the plot from happening, it merely delays or modifies events such that major changes will not occur during your time in a setting. The Clone Wars will still rage, the Empire will still rise from the former Republic, and the Rebellion will seek to free the people of the galaxy... but all of those events will instead happen *eventually*, and not while you're on the race track and you really don't need the headache of getting to your next race when there's a Separatist blockade around the planet you're supposed to be racing on.
If you paid the CP to keep this Perk for future jumps, it likewise 'pauses' any major plotlines and events in whatever setting you're in, with the same restrictions on your own activities as apply here.

- All Or Nothing (200CP)

Why would you race for only a pittance? A master of the race track such as yourself deserves to have it all! Or perhaps you're not quite as confident in your skills, and would prefer a more equal distribution of prize money? Well, whatever your preferences may be, you now have a (limited) ability to change the reward schemes of any competition you enter. While you can't shift it around to the point losers earn more than winners, you can otherwise change the reward rules from anything between 'Winner Takes All' to 'Equal prizes for all finishing racers'. That said, you will need to make your choice well in advance and can't change your mind during the event – after all, we wouldn't want the gamblers and betting houses to feel too cheated, would we?

- Crash Proof (400CP)

So long as you're careful, you'll likely survive most or all of your races with at most a few crashes and some close calls. That said, going face first into a solid wall with your Pod at full boost is a bit beyond what the standard Pod safety systems can handle. With this Perk however, you're effectively guaranteed to survive any crash, even the kind that should really leave your Pod (and you) as little more than tiny burning pieces. It won't protect your pod, but at least you'll be back in the game for the next race... well, assuming you don't take a break due to any lingering injuries. You'll find that other types of crashes, from car accidents to crash-landing spaceships, are likewise substantially more likely to survive.
Furthermore, this Perk acts as a one-up, preventing any one instance of your (impending) demise through sheer luck once every ten years.

- Grease Monkey (100CP, free for Nobodies)

As a newcomer to the Podracing scene, you likely won't have the kind of support or infrastructure that more wealthy or experienced racers have. You've turned that downside into an advantage though – spending long hours maintaining your Pod yourself means you're keenly aware of all its ins-and-outs, all its unique little differences and all the subtle ways it responds during a race. You've got a similar ability to rapidly come to understand the practical workings of any piece of equipment or vehicle you use.

- Scrapper (200CP, discount for Nobodies)

Without the reputation to back their words and Truguts, many starting racers have to make do with the discarded scraps of more well-established racers. But just because an item is worn out or damaged doesn't mean it's not still useful – and you'd be surprised how much you can get working again if you put in the effort. You're a gifted junkyard salvager, with both a keen eye for useful scrap and the mechanic skills you'll need to get your haul back into working condition. Even better, it seems that you're unusually fortunate when you go 'junkyard delving', and are considerably more likely to find whatever you're looking for... or at least, a workable substitute.

- Rising Star (400CP, discount for Nobodies)

Sure, nobody might know you now, but that's soon going to change. By the end of your career, you'll be the most famous Podracer that ever lived! The most famous person that lived! Right? Well, maybe or maybe not, but this Perk certainly helps you get there. Making a name for

yourself takes time and dedication, but it seems that your exploits are tailor-made to take on a life of their own. Your every success and triumph will permanently increase the speed at which your reputation grows, proportional to how difficult the task you achieved was. Winning a few minor races will get you started, but a once-in-a-century triumph like winning the Boonta Eve Classic as your first race? That'll get you far indeed.

- The Gift (600CP, discount for Nobodies)

If there were actual Jedi racing in 'the circuit', you can be damn sure people would know about it. There's a good chance that you've only ever seen lightsabers in videos or news items, and you don't seem to have any obvious Force powers that would make you think otherwise... and yet, somehow, somewhere, you might still be more than you seem. Much like the Force at times seems to guide events such that what should come to pass does so, the line between chance and fate seems to blur when you get involved. The more important your goals and the more far-reaching the immediate consequences of your actions, the more you'll find that coincidences and lucky breaks tend to go in your favor, making circumstances 'just right' for you to succeed.

- Only Scratched Paint (100CP, free for Speeders)

Flying three feet off the ground at nearly supersonic speeds leaves little room for error... but you've got more important things to worry about than 'playing it safe'. Yet no matter how much you might try to cut corners, it seems that any kind of scrapes and collisions you experience are far more likely to only cause cosmetic damage rather than, say, ruin your engines. You'll want to avoid grinding down your pod against the racetrack walls for longer than you absolutely need, but even so you could probably have sparks flying off your Pod for a good few seconds before you start noticing any real damage.

- Unshakeable (200CP, discount for Speeders)

Ahhh, the thrill of the race. The adrenaline that comes with pushing your acceleration to the limit, the surge of triumph when you squeeze your pod through a narrow gap, the rush of pushing past another in a tight corner... of course, it wouldn't be much fun if you couldn't experience it all. Thanks to long hours practicing, a quirk of your biology, or some more esoteric reason, you've found that you're effectively immune to most motion-related detriments. You'll never get disoriented or suffer from vertigo due to rapid turns or shifts in gravity, G-force blackouts are a thing of the past, and you could probably keep your eyes wide open in a hurricane without needing to blink. So long as it doesn't cause immediate physical harm, you can not only take it, but even find a decent amount of enjoyment in it. The race calls to you, and you'll feel it all.

- Twists And Turns (400CP, discount for Speeders)

It's a well-known fact that not every race is equal when it comes to racing. When Podracers can reach speeds just below the speed of sound, you need perception and reflexes so fast you honestly can't consciously react. But you... you put even the greatest racers to shame. Your hand-eye coordination is nothing short of epic, your finesse godlike, and your reaction times are so fast they're impossible to measure without some seriously high fidelity science equipment...

and at times, you already move even before you could have something to react to, as if somehow you've picked up a sensitivity to something more than mere physical senses.

- To The Limit (600CP, discount for Speeders)

If it's worth doing, it's worth doing fast. Where once this was true of the race itself, this philosophy now applies to every aspect of your being. The longer you focus on a single task or goal, the swifter your progress becomes. Every minute, your Pod becomes just a little faster, a little more responsive. Your blaster shoots just a little faster, the bolts reaching their target just a little bit more swiftly. Your eyes track obstacles and terrain 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 and eventually giving you a weak form of 'bullet time'. Whatever you're doing, if it takes time to accomplish it will ever so slowly take less and less instead.
These effects are very minor on their own, but so long as you remain fully dedicated to a single task at the exclusion of all others, this boon will grow and grow.

- Know The Track (100CP, free for Veterans)

You've been doing this for a while, and it shows. Your knowledge of the racetrack is second to none, and even on terrain you've never been to before you've got a sixth sense for finding the easiest, safest routes to get where you need to go. Of course, knowing which parts are safe can also be very useful for making sure that others don't go there, and knowing where the hazardous rock formations and unstable terrain are is the first step in shoving your rivals into an area they won't get through in one piece...

- Dirty Tricks (200CP, discount for Veterans)

The one who wins the race isn't the one with the best reflexes, or the fastest pod, or even the greatest talent. The one who wins is the one who wins, whatever that might take. And if that means using a few underhanded methods or even outright cheating... well, it gets the job done. You've got a talent for figuring out how to break the rules to get ahead, as well as a solid sense of risk and reward to make sure you don't overdo it and get in trouble.

- Won't Walk Away From This One! (400CP, discount for Veterans)

Any thug can just ram into a Pod and try to do some damage, but such crude attempts are beneath you. Like many Podracers you're a talented engineer and mechanic, but your particular talents are especially well-honed when it comes to more 'destructive' applications. Spotting faults and vulnerabilities in machinery is a piece of cake for you, and you could probably do pretty well switching careers to become a professional saboteur. A minor bit of damage inflicted before the start can leave a Pod crippled mid-race, and even if you need to improvise while on the racetrack you'll know just where to hit any fools trying to pass you to punish them for their audacity.

- The Crowd Loves A Winner (600CP, discount for Veterans)

Trickery, cheating, a few bits of carefully orchestrated violence and destruction... in the end, what matters is winning. But being disqualified or arrested because you did what was necessary is counter-productive at best. Fortunately for you, getting away with breaking the rules is a cakewalk for you. All sins forgiven, all crimes ignored, all transgressions swept under the rug. Just remember: the crowd will look the other way for their favorites, the racers who guarantee a good show. They will not do so for any random loser that tries. The more you want to get away with breaking the rules, the more you'll need to make sure that doing so nets you victory – break the rules and lose, and you might still get in a lot of trouble.

- Open Minded (100CP, free for Tinkers)

Common sense is already somewhat rare among Podracers given the nature of their profession, but even so there are still traditions and habits among its fans and participants. But if you're going to stand out and become something greater, you'll need to abandon such accepted practices. You are exceptionally talented at recognizing and overcoming ingrained habits, both on a personal level and for larger environments like the Podracing circuit. After all, if it's crazy but it works it can't be that crazy, can it?

- Crazy awesome (200CP, discount for Tinkers)

No matter how much your rivals and detractors might call you nuts, the crowd knows where it's at. You're the one racer they can count on to always try something unexpected, and whether it's a thrilling success or a catastrophic disaster, it's always something new. Any time you go out of your way to do something cool, crazy, or unique, you'll find your charisma rising through the metaphorical roof. The crowd will love you, your rivals will (begrudgingly) respect you, and even if pushing your engines past the red line ends with them literally burning to cinders, people will remember your madness with fondness nonetheless.

- Just A Bit Singed (400CP, discount for Tinkers)

Small mistakes can lead to big accidents, but the longer you're in this career path, the more likely you are to have stuff blow up in your face... and that's before you start adding untested upgrades like more volatile fuel mixtures or overcharged compressors! Fortunately for you, you're practically immune to any form of backlash caused by untested designs. You might leave your workshop as little more than a scorched disaster zone with no machinery bigger than your thumb still in one piece, but you personally will probably just get away with little more than some scrapes, bruises, and a soot-covered face.

- Cutting Edge (600CP, discount for Tinkers)

What's the point of using the latest and most advanced technologies in your Pod if you have to rely on market availability? You can't wait around for others to catch up to you, and technological advancement is a race as thrilling as any on the Podracing tracks. Your knowledge and insights into technological progress make you nothing short of a mechanical savant, and coming up with some crazy new invention is trivial for one of your talents. Emphasis on the 'crazy', but you can't argue with results. Often, pushing your Pod (or most other

technologies) to heights undreamed of is as simple as taking a moment to think and getting the necessary components.

ITEMS AND RACETRACK SUPPORT

Existing items you possess may be imported into options purchased here, provided the combination makes sense. For example, if you already have a robotic butler you can give them the various pit droid upgrades

- Contract (Free for all)

Getting started in the Podrace circuit is almost as simple as showing up at the starting line with your Pod ready to go, but that doesn't mean there's a plethora of entry fees, regulations, bribes, sleazy connections, and other such details that play a part. To give you a chance to get going and *race*, you've got a small but sufficiently wealthy sponsor to handle all these various details for you. However, they do expect you to regularly race the various races and make a return on their investment, so don't treat this as a free handout. Still, it'll get you started early on, and it won't take too long for you to make enough money to go it alone if you prefer. In any future jumps, you'll find similar opportunities to get you started in a starter's job, though they'll often involve at least *some* sort of competitive aspects, if not racing outright.

- Bad Tricks (50CP)

Sometimes, you might want to hurl more than just insults at some impudent rival trying to pass you on the race track. Fortunately, you've got a seemingly endless supply of cogs, broken bottles, rocks and other such 'junk' available within arm's reach. Chucking a bit of trash into a rival racer's engines is the perfect way to add injury to insult, and now you'll never have to worry about where to get your 'gifts'. This supply can be reached any time you're in some kind of moving vehicle, it's not limited to only your Pod.

- Fuel (Free or 100CP)

Running a pair of engines as big as a Pod takes quite a bit of fuel, but running empty halfway through the race isn't exactly what you're here for. Therefore, this guarantees you an effectively unlimited supply of fuel for your Pod, meaning that as long as you fill up the tank before you go racing you'll never have to worry about gas prices. For an additional 100CP, your fuel supply automatically updates to include other commercially available 'standard' fuel sources, be it from Star Wars or other settings you might visit.

- The Invitation (100CP)

The most challenging, exhilarating and rewarding races in the galaxy are impossible to sign up for by just any racer, no matter how fast their Pod or how skilled they may be. As the name implies, the 'Invitational Podracing Circuit' is just that - entrance by invitation only. Ordinarily, you would have to prove yourself through the more standard Podracing tournaments before you even have a chance to race here… but with this, it seems you've had someone take a liking to

you right from the start. These documents allow you to participate in the Invitational Circuit from day one, with all the fame and glory that awaits. Furthermore, you'll find that a similar opportunity becomes available to you in any future worlds you might visit - sometimes racing, but possibly also other forms of competition if those are more suited to your talents and interests.

- Pit Droids (50CP per purchase)

These funny repair droids are mainly used for keeping your Pod in working order, but they occasionally find use in other places as well. The first purchase gets you two Pit Droids, sufficient to keep your Pod going so long as you don't take *too* much damage during your races. Each repeat purchase will double the total number of droids you receive. Having more than four droids to keep your Pod in good form is typically pointless, but any remaining droids can be put to use repairing other gear you may have lying around, such as other vehicles, starships, or other properties you might possess. The more complex, powerful or valuable the gear that you task them to repair, the longer the job will usually take. Repairing a starfighter won't take *that* much longer than fixing a Pod, but sending four pit droids to rebuild a Death Star is a different thing altogether.
Droids that somehow end up damaged or destroyed are replaced after a week.
All droids purchased here can be upgraded with a variety of improvements over the default 'smart as a toaster' version. However, your droids are guaranteed to never make things worse even if they're unsuited for the task at hand - you won't need to worry about them getting sucked into your Pod engines for example.They'll do the best job they can, and if they can't fix whatever damage remains they'll just beep at you in confusion instead of trying and failing.

By spending an additional 50CP, all your pit droids are immediately capable of repairing any other Star Wars technology you might possess, from Lightsabers to Super Star Destroyers and beyond. Alternatively, 100CP grants them sufficient analytical power to repair not only Star Wars designs, but also any other (purely technological) devices, including those that are noticably more advanced than any found in Star Wars.
Giving pit droids new technologies to repair will work best if you provide them with the necessary designs or repair procedures - if you can't, you'll have to accept a possibly lengthy 'learning process' as the droids figure out how your devices work and what they need to do to fix them.

You can also improve your Pit Droids with a certain affinity for the supernatural for an additional 100CP, allowing them to repair non-technological items such as magical swords, ritual circles, psionically charged gemstones and other such 'exotic' fare. Otherwise this upgrade functions much like the 'advanced technology' option above.

You can eliminate the need for materials for any Pit Droid repair jobs for 100CP, ensuring that you can rely on your droids without having to ensure a steady supply of (possibly hard-to-acquire) components. However, these materials are only used for the pit droids' repair tasks, and are otherwise impossible to 're-purpose' for other things.

Finally, for an additional 100CP your pit droids are upgraded with advanced context emulation software, designed to allow for restoration of missing information alongside a physical object. Items such as burned books or overloaded data slates can now be restored with their original contents intact, even if they were recovered years or even centuries following their destruction.

- Jumper's Pods And Parts (200 or 300CP)

This small shop provides a variety of second-hand, restored, salvaged and similar 'used goods', not unlike Watto's junk shop in Mos Espa. While there's various scraps and components here for a wide variety of systems, the shop's biggest collection is found in Podracer parts. It comes with a decently competent staff so you don't have to work here personally (unless you want to), and will provide a small but respectable income from its business without your direct intervention. Simply taking all the stock without paying to upgrade your own Pod will likely see it instantly go bankrupt, but it's still an excellent way to get a reliable source of parts and services. Furthermore, as you spend more time in the Podracing circuit, achieve more victories and accrue greater fame, the shop will likewise become more popular by association. The better you do the higher its profits will be, and it will get easier access to suppliers, more advanced components, and so on.
For an additional 100CP, the shop comes with its own 'junkyard', providing a replenishing supply of barely-functional components at substantially lower prices. They won't be in good condition, but with some time and effort to fix them up you can find some amazingly advanced gear between the useless scrap.
Should you move on from Star Wars, you will find yourself the owner of a similar enterprise in any other setting you visit. It'll always be some kind of engineering or services-related shop, but the exact specialization can be chosen before you first arrive. The junkyard, if you bought it, will likewise take the form of a reasonably effective boost to the business' profits or operations.

- Truguts (50CP per purchase)

Sure, you could walk into a shop expecting to buy some Blue Milk, or some Pod components, or a droid or two with *Republican Credits*… but everyone knows that the only cash accepted around these parts are Truguts. This Huttese money is the main form of currency on planets like Tatooine, and you can use it in the next section of the jump to buy upgrades to your Pod.
Any unspent Truguts you have left after completing your Pod design are turned into a monthly income, so if you have 1000 Truguts left unspent, you'll receive 1000 Truguts per month from this point forward. You'll receive an equivalent cash flow in any future settings you might find yourself in.
With each purchase, you receive an additional 300 Truguts.

THE POD

Your Pod is your life's work in the racing circuit, and many racers spend years perfecting their machines with a variety of upgrades, tweaks, modifications, and so on. In this section you can

build your own Pod, and all systems you buy here are guaranteed to operate at top efficacy without the need for further fine-tuning. If destroyed, your Pod is replaced after a day with a new one containing all upgrades you have purchased here. This doesn't prevent you from installing further upgrades during your time here, but any such changes do not carry over to replacement Pods.

Overall Pod Design

- Pod Size (Free)

Large pods tend to have more raw engine power and are more resilient, but are also trickier to get through narrow sections and suffer in terms of acceleration and braking. Small pods are likewise weaker and more fragile, but can change speed faster and are more nimble since they don't need to move so much bulk around. You can decide which overall design philosophy governs your pod, though further upgrades will be needed to really make it stand out from among your competitors.

- Safety Systems (Free for all)

It's a well-known fact that a sizable portion of Pods never make it to the finish line - accidents happen, and the more tight corners and obstacles a course has, the more popular it tends to be. That said, losing racers every time something goes wrong isn't good for the sport either, so almost every Pod comes equipped with a number of safety measures. From the standard 'roll cage' cockpit designs to inertial dampeners, seatbelts to armored windows… your Pod receives enough of such modifications to ensure that a crash won't immediately claim your life - at least in most cases. Even the best protection only gets you so far, after all.

- Extra Pods (400 Truguts, discount for Tinkers)

The majority of Podracers use the classic 'two engine' design which has been in use since the earliest incarnations of the sport. However, some adventurous souls (such as Quadinaros) felt this was not enough, and have added additional engine segments to their Pod. With this purchase, you gain a four-engine Pod, offering you a major improvement to raw power at the cost of fine control. You'll need to be careful during tight corners and narrow gaps, but this configuration will let you out-race almost any comparable two-engine Pod on stretches where you can really 'let loose'.

- The Surprise (100 Truguts)

Oh, this is a *nasty* one. Much like Sebulba, you've hidden some sort of improvised weapon on your Pod. The Flamethrower is a classic, but you could just as easily go for a cutting torch, smoke screen, or a similar kind of (lesser) weapon system. Whatever the case may be, it's remarkably difficult to detect during inspections and provides one hell of an advantage against rival racers trying to beat you.

- Excessive Force (400 Truguts)

Forget ‘improvised’, this version is genuine military hardware. With this upgrade, your Pod gains a set of weapons that wouldn’t be out of place on something like an N-1 starfighter or one of the Trade Federation’s Vulture droids. They’re also big and obvious enough that you *can’t* hide these babies from inspections, and actually using these against another Pod will probably see you kicked from the race (and probably most tournaments) without a moment’s hesitation on the organizers’ part. Still, the crowd loves a spectacle, and there’s plenty of ways you could use guns like these to ‘shake things up’ for extra entertainment even if you’re not killing the competition left and right. Nothing says you can’t blast your way through a cavern wall to make your very own shortcut *and* leave some extra obstacles for your rivals to dodge, after all…

- Fused Pod (400 Truguts, discount for Tinkers)

Most Pods are built as a pair of separate engine sections connected by an energy tether, with the pilot’s cockpit pulled behind them using high tensile cables. However, some more daring Podracers have opted for a different design. Much like Neva Kee’s Pod, yours is now built as a single, unified whole. Your cockpit is installed in between or even slightly ahead of the engines, with all three parts attached together to form a complete ‘hull’ of sorts. This setup provides a substantial increase to your Pod’s overall performance, owing to its more robust construction and greater space for additional components. Unlike Neva Kee’s Pod, yours is built with a heavily reinforced exterior that noticeably increases your Pod’s resilience. If you decide to place your cockpit ahead of your engines you will also have a far better view of what’s happening ahead of you - though frontal collisions will become an even greater risk.

Pod Components And Upgrades

Nobodies receive discounts on all non-unique Air Brakes (braking speed) and Power Cells (repair and improvisation) for their Pod. Speeders receive discounts on all non-unique Thrust Coils (engine power and maximum speed) and Fuel Injectors (acceleration) parts. Veterans receive discounts on all non-unique Steering Controls (steering speed) and Repulsors (traction). Tinkers receive a discount on all non-unique Coolant Systems (turbo duration). Each aspect of your pod is upgraded separately - improving every system in your Pod means buying seven different upgrades, not counting unique modifications.

- The Bargain Bin (Free for all)

If you’re going to race, you need a pod. Everyone has a pod, but unfortunately they’re not all made equal. Without any further upgrades, your Pod is… well, ‘functional’, but little more than that. You get the basic components you need, those being: a Plug 2 Thrust Coil, a Dual 20 PCX Fuel Injector, standard-issue Control Linkage and Mark II Air Brakes, an R-20 Repulsor suite, a simple Radiator to keep your engines from overheating too quickly, and a Single Power Cell to handle your Pod’s power needs. There’s a certain charm to winning with a Pod like this, given that it’s where just about everyone started at some point, but unless you start adding some better components you’re unlikely to win anywhere outside the Amateur Podracing Circuit - and that’s if you’re really lucky.

- Tier Two Upgrades (50 Truguts per upgrade)

Tier two upgrades cover the first components with noticeable improvements over the gear used by most starting racers. These parts are likely the minimum you'll want to stand a chance of victory in the lower challenges such as the Amateur Podracing Circuit. Tier Two Upgrades cover the Plug 3 Thrust Coil, 44 PCX Fuel Injector, Control Shift Plate, Mark III Air Brake, R-60 Repulsor, Stack-3 Radiator, and the Dual Power Cell.

- Tier Three Upgrades (100 Truguts per upgrade)

Tier three upgrades are the cheapest versions available that can be considered true 'professional' grade. These Podracer components will give you a decent shot at low level competitions and tournaments, though winning any of the semi-pro races will still be a challenge.
Tier Three Upgrades cover the Plug 5 Thrust Coil, Dual 32 PCX fuel injector, Control Vectro-Jet, Mark IV Air Brake, R-80 Repulsor, Stack-6 Radiator and Quad Power Cell.

- Tier Four Upgrades (150 Truguts per upgrade)

These engines, subsystems and upgrades are the ones most often seen in professional racing tournaments, and are some of the most effective components in use today. Expensive enough that they are unaffordable by racers without at least a handful of secured prizes, a Pod with these systems will be able to secure victory in a good number of semi-pro races and could compete with some difficulty in the Galactic tournaments. Tier Four Upgrades cover the Plug 8 Thrust Coil, Quad 32 PCX fuel injector, Control Coupling, Mark V Air Brake, R-100 Repulsor, Rod Coolant Pump, and Cluster Power Plug.

- Tier Five Upgrades (200 Truguts per upgrade)

At tire five, Pod upgrades enter the realm of both hideously expensive and extraordinarily effective. Even one or two of these upgrades will allow a Pod to noticeably outperform their more common rivals, and a Pod equipped entirely with such upgrades can participate in the Galactic Podracing Circuit with decent odds of victory. Tier Five Upgrades cover the Block 5 Thrust Coil, Quad 44 fuel injector, Control Nozzle, Tri-Jet Air Brake, R-300 Repulsor, Dual Coolant Pump and Rotary Power Plug.

- Tier Six Upgrades (250 Truguts per upgrade)

These magnificent parts are the most powerful, advanced, and expensive components available to even more successful Podracers. Commonly costing more than an entire lesser Pod, these systems will push a Pod to its very limit. Used by the most experienced, successful and wealthy Podracers in the galaxy, Tier Six Upgrades will allow a racer to outperform all but the most hardcore racers. This kind of performance and quality are rarely seen outside the Invitational Podracing Circuit, and using these gives you a solid chance to reach these highest echelons of the sport. Tier Six Upgrades cover the Block 6 Thrust Coil, Mag-6 fuel injector, Control Stabilizer, Quadrijet Air Brake, R-600 Repulsor, Turbo Coolant Pump and Dual Cluster Power Plug.

- Radon-Ulzer Rocket Engine (500 Truguts)

This sleek, powerful spaceship engine is the kind of powerhouse that's almost never seen in Podraces, with most racers instead using more standard ramjet turbine designs for their Pods. Unlike these lesser engines, this machine runs on its own fully self-contained fuel mixture, allowing your Pod to operate at peak effectiveness in any environment, even atmospheres without oxygen or even the vacuum of space. While all pods may be adapted to such tracks so they can keep going for a few minutes, your pod can effectively race indefinitely without any need for further modifications. Beyond these advantages, the Radon-Ulzer Rocket Engine also provides your Pod with performance on the level of a Block 6 Thrust Coil and a Mag-6 Fuel Injector.

- Omni-Directional Field Arrays (500 Truguts)

Many Pods include (weak) shields and antigravity systems to keep the air intakes free of sand, debris, and other dangerous materials that might be pulled into the engines. However, these tend to be very limited, providing only limited coverage and effectively no protection against hazards such as Tusken raiders firing onto the track or the extreme temperatures found in tracks running over active lava flows. Upgrading your Pod with Directional Field Arrays effectively gives it shields comparable to those used by smaller starfighters, providing vastly greater protection from the multitude of hazards you'll face during your races... although frontal collisions are still inadvisable. In addition, this upgrade allows your Pod to more effectively control its interaction with the surrounding track, rapidly adjusting the shield shape and strength to provide traction on par with the R-600 Repulsor system.

- Thrust Vector Realignment Channels (500 Truguts)

Though exceedingly fast, Pods are only really designed to go forward. The immense engine power they possess is difficult to direct anywhere else, be it for course adjustments or other efforts... and more than a few Podracers have learned this the hard way, their careers coming to a fiery end against a cavern wall or other obstacle because their speed outgrew their control. The Thrust Vector Re-Alignment Channels attempt to solve this problem by bleeding a portion of the engine's thrust into a number of ports all over the Pod, allowing for near-instant jet thrusts in any direction, suitable for both steering and braking. Aside from enhanced fine control, this upgrade ensures that your course corrections are no longer limited to two dimensions, and you can theoretically use your Pod as a full-fledged aircraft – steering 'up' and 'down' as easily as you would left or right. In addition, the ports provide steering and braking effectiveness equal to the Control Stabilizer and Quadrijet Air Brake.

- Synchronized Power Re-distribution System (500 Truguts)

Pods tend to run (reasonably) well when using the standard thrust, but any changes to a Pod's systems can cause substantial problems while they are in use. Whether you hit the Turbo for a temporary speed boost at the cost of maneuverability and rapid overheating or have to disable part of your Pod so you can reroute essential systems to compensate for damage or to put out engine fires, flexibility is valuable indeed. This upgrade to your Pod streamlines the existing systems for better integration, and installs a variety of redundant machinery and back-ups. The

resulting design not only provides performance equal to the Turbo Cooling Pump and Dual Cluster Plug, it also allows the use of a Pod's Turbo and Repair operations without the standard downsides, and substantially increases the damage and temperature limits of your Pod.

COMPANIONS

- A Sponsored Team (Variable Cost)

A race can only have one winner at the finish line, but there's plenty of space for more racers - the greater the competition the better the show. With this option you may import or create a new Companion for 50CP each. Alternatively, you may get a team of eight Companions at once for 200CP. You may recruit someone from this setting for the same price, provided they are roughly 'average' compared to the rest of the setting (such as most other racers). Individuals that are 'exceptional' by some measure (such as Anakin Skywalker or other Force users) cost an additional 50CP each. Each Companion gains a free choice in Background, 300CP, 300 Truguts, a Pod with whatever upgrades they decide to buy, and the chance to take up to 600CP worth of Drawbacks for extra purchases.

DRAWBACKS

If you forego Podracing entirely, your Drawbacks will adjust to provide similar issues to whatever other environment or career you end up in.

- Engine Limiter (50CP per tier)

Ouch, did you somehow run afoul of an overly bureaucratic Hutt? Or perhaps your contract has some rather strict limits that you can't seem to loophole your way around? Maybe the spectators collectively decided that speed wasn't all that important anyway? Whatever the case may be, the effective maximum performance of all Pod components you can use during a race is reduced by one 'tier' per purchase. You can still use more powerful upgrades, of course, but their performance will not surpass those of the highest level permitted by this Drawback - if you took this Drawback thrice, your mighty Block 6 Thrust Coil will only perform like the noticeably less amazing Plug 5 option, for example. Do keep in mind: your competitors are not hindered as you are.

- Rattling (+100CP)

Maybe you should have tightened your bolts and fittings just a little bit better, Jumper. Pods contain an immense amount of power, and it seems your particular Pod isn't quite up to standard. The longer you race, the more all the various screws, attachments, wiring, and other bits and pieces start getting loose. It won't cause too much trouble at first, but with every minute you keep your engines at full strength your Pod gets progressively more damaged. You'll want to pace yourself and avoid going to the absolute limit, especially on the longer tracks. Can you prove that slow and steady really *does* win the race?

- Danger Course (+100CP)

Any racer can just fire up their engines and speed off in a straight line - what separates the rookies from the pros is how they handle the more difficult courses. Now, you've got plenty of opportunity to show your skills, because every racetrack you might find yourself on has far more obstacles you'll need to avoid, from rock formations on Tatooine to mining equipment on Mon Gazza. You'll also see a lot more other hazards, such as Sand People shooting on the track or meteor showers while racing on Oovo IV. You'll need to keep your eyes open and your steering controls ready, or risk ending your racing career with crash after crash.

- Pit Problems (+100CP)

Hey, remember those pit droids we mentioned earlier? The ones that are normally smart as a toaster'? Well, it seems that the ones you have live up to their reputation, at least somewhat. They won't damage your Pod by getting sucked into the engines or anything, but it seems that no matter what you do all your various tweaks and settings are completely off when you start a race. Your steering controls are a bit too sensitive (or too sluggish), your engines are optimized for the wrong speed, and you won't know how long your Turbo is going to last unless you test it… which probably means setting one of your engines on fire by accident. They're not big changes or anything, but you'll always need to improvise with a Pod that's *just* a bit off from how you'd want it to be.

- Compulsive Gambler (+100CP)

A lot of Podracers gamble. Not only is the betting and gambling a popular aspect of the sport from the spectators' side, Podracers risk their lives with every race, meaning they usually have a bit of a thing for risky endeavors. Sadly, your own gambling habits are a tad worse than the norm, and no matter how many times you lose you can't seem to stop. You'll be wasting the majority of your race profits and other such income on the gambling tables, leaving you with little funds to spend on anything else. Maybe you should just accept it, and enjoy yourself?

- Fan Favorite (+100CP)

There's dozens of planets where Podracing is popular, hundreds of tracks where the sport can be found. Yet no matter how many opportunities are out there, you somehow end up always racing the same handful of tracks. With how few different races you'll end up participating in, you could be forgiven for thinking the galaxy only has about eight planets in it. And yet, while the familiarity becomes almost boring after even a little bit of time, the extra practice doesn't seem to make you any better at memorizing the tracks.

- Up-And-Coming (+100CP or +200CP)

Maybe you were born uniquely gifted and couldn't wait to start, maybe it's your only way to get out of your current life, maybe it's something else… but whatever the case may be, you're *young*. Starting as a child isn't so bad, but you'll find that having to race when you're so small and lacking in strength presents its own, unique challenges. Not to mention reflex problems from having to adjust to your limbs constantly getting longer, or dealing with the mood swings and general lack of common sense that comes with being a *teenager*. For +100CP you'll simply

be stuck in such a form for your entire stay here, meaning that even near the end of your decade the problems won't end. For a total of +200CP, you're not just physically a child, but also legally. Whoever or whatever happens to be your legal guardian will make all the major choices for you, and you're bound to follow them or risk getting into *major* trouble… and somehow, they never seem to actually do what you'd want them to do. Good luck convincing 'mom' that you need to participate in that super-high-risk championship race.

- Challenger (+200CP)

Oh, you've got *ambition*, Jumper. You've made it your goal to hold and maintain the time records in four Invitational Circuit races simultaneously for at least one full year, a feat that's going to Your efforts will probably bring in challengers from across the galaxy to dethrone you, so don't rest on your laurels for too long. However long it takes you to achieve this, you're not allowed to leave this jump until you succeed.

- Low Visibility (+200CP)

Blinding sands that batter your windscreen, water sprays from the ocean to your side, vegetation hanging over the track… there's a lot of ways that the racetrack might obscure your vision, and now you're guaranteed to run into such issues the majority of your time spent racing. Quick reflexes and a solid understanding of the surrounding area might help, but you'll have to be in top form - a single moment of distraction can spell disaster on a relatively quiet track, let alone the chaotic, confusing environments you'll find yourself in now. Any unusual senses you might possess are likewise hindered.

- The Junker (+200CP)

Well, the good news is: you've got a Pod! The bad news is, it may or may not have been found wholesale in Watto's junkyard. The starting condition of your Pod (including any replacements in case of crashes) have all your components damaged into the 'red', causing a severe penalty to their performance. You can repair them back to proper quality, of course, but doing so seems to be a lot more difficult and time consuming than one could reasonably expect.

- Indebted (+200CP)

You owe a few favors to some rather shady individuals, most likely including mercs, gamblers, or a few of the Hutts. Whatever the case may be, you'll occasionally be told to do certain questionable things for them, like throwing a race to guarantee their bets win, causing accidents knocking a specific racer out of the course so they crash, or even attempt outright sabotage of another racer's Pod. Yet no matter how much you do to pay off your debts, it never quite seems to be enough… and actually doing what they ask always ends up being the better option, no matter how distasteful it may be. Even killing the ones blackmailing you won't help - someone else will simply take over instead.

- Clumsy (+300)

Oh, this is bad. You might be the kind of twitchy that's needed to be a good Podracer, but your hand-eye coordination seems to have taken a nosedive upon your arrival here. You can still

race, sure, but you'll find that a lot of the more challenging turns and narrow gaps are a *lot* more difficult to get by in one piece, and your reflexes might very well fire in the wrong direction half the time. Skill, experience, and a powerful Pod can still see you get far, but relying on natural talent is going to be a fool's errand. Better race carefully, Jumper, and maybe stick to the easier tracks.

- Vendetta (+300CP)

The one major danger that leaves Podracers dead is crashing, often due to accidents and mistakes on the racetrack… but also quite often due to rival Podracers ramming them off the track or otherwise causing their doom. Every time you race, there will always be a skilled and determined racer out to end your career - permanently. Until they make their move you have no way to identify who they are, and they're practically guaranteed to get their chance no matter what you do. Keep your eyes open, because you'll be racing for your life.

- Speed Is All You Need (+300CP)

Really, it's what its all about, isn't it? You're here to race, not to train your magical powers or be a super spy or any of that. So by signing up for the Podracing circuit, you've also (temporarily) signed away all powers, abilities, technologies, and other such advantages you might possess from other jumps, including your Warehouse. For the duration of your stay here, you're effectively reduced to your Body Mod plus whatever you buy in-jump. Good luck, and may the crowds chant your name at the finish line.

ENDING

You've spent ten years here, racing on countless worlds for countless reasons, but now you've reached your last finish line… and it's time to choose.

If you've found a love for speed that you simply can't enjoy anywhere else, your first option is to **Stay Here**, remaining in this setting to race and live your life however you please. You retain anything you acquired from previous jumps and all Drawbacks lose their effect.
Alternatively, if you've died or you've simply had one too many close calls and would rather **Go Home**, you can end your Jumping days and go back to the world you once came from.
And finally, there is always the option to **Move On**. You leave this world behind, moving on to whatever Jump calls to you next and all the adventures lie in wait beyond.

NOTES

This jump was primarily based on the Episode 1 Racer game and the scenes from Star Wars: The Phantom Menace. Since I don't have the Racer's Revenge game, I haven't included much from it beyond some inspiration here and there. That said, if in doubt or having to reconcile conflicting information, assume that the movies are the most accurate depiction of Podracing, and not the games - this is not a setting where you magically respawn a few seconds after your crash.

I honestly have no idea how valuable Truguts or Credits actually are - Star Wars money frequently appears to have wildly varying values depending on what it's used for. Fanwank as appropriate.

When in doubt: fanwank responsibly, and have fun.