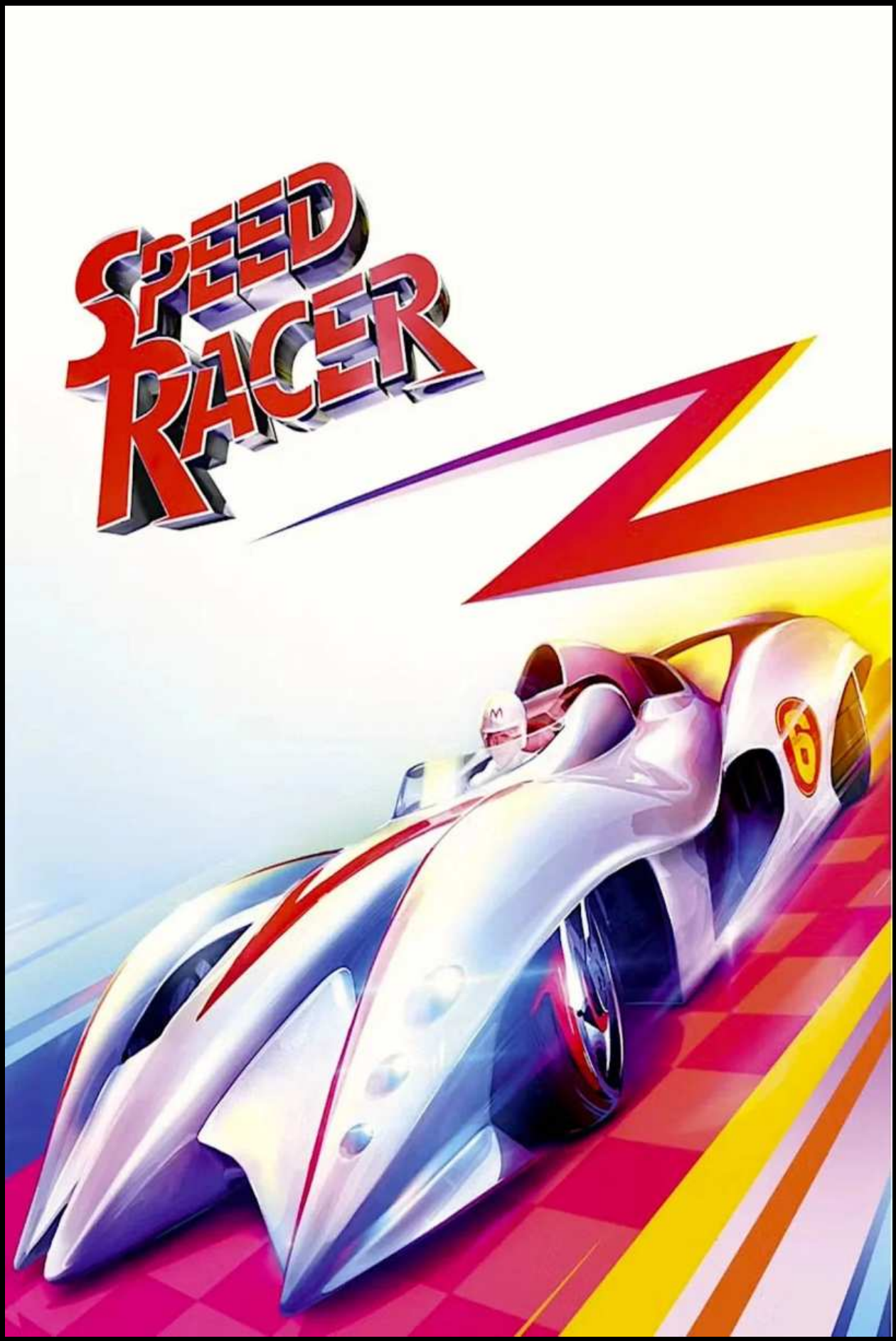
SPEED
RACER

‘All drivers to your cars, please. All drivers to your cars…’

By BearofCali V-1.2

Ever since the formation of the World Racing League and the first Grand Prix in 1943, Auto Racing has grown to be the most popular sport in the world, with simultaneous coverage in multiple languages at even small races, packed seats at every event, and the outcomes of races determining a racer’s fame and having far reaching effects for and on sponsors and the economy. There is, however, plenty that goes on behind the scenes. Race fixing, driver intimidations, illegal modifications, with inspectors and agents fighting to uphold the spirit of the sport. Aid in bringing down corruption eating at the WRL, join in and make a tidy profit for yourself, or simply race for the joy and glory of it, regardless of who was promised that trophy. Best figure it out, you’ll be here for 10 years.

You will arrive one week before Speed Racer’s stunning display at Thunderhead.

+1000 Racer Points

Origins

Any Origin may be taken as a Drop-In

Driver - You're the one behind the wheel of a T-180, not to be a driver, but because you are driven. Whether a Hotshot Independent, Hardened Veteran, or a Corporate Backed Champion, your life revolves around the track, your machine, and the next race. Everything else is just noise between the starting lights and the finish line.

Support - You’re the backbone that keeps the cars running and the drivers focused. Mechanic, Strategist, Dedicated Crew, Family Member, whatever your relation, you handle the builds, the repairs, the planning, and may be the emotional glue that holds those close to you together. Even the best Driver would be spinning their wheels without you.

Corporate - You’re part of the machine that owns the sport. Executive, Sponsor, Fixer, or Power-Broker, you see races as investments, Drivers as assets, and the rules as suggestions. You know racing has nothing to do with cars or drivers, and all that matters is power and the unassailable might of money.

Perks

All Origin Perks are Discounted with 100rp Perks being Free

Undiscounted Perks

Racing Skill (Variable)
(Free) You're able to handle and keep your head in these physics-defying vehicles. No matter how much flipping and spinning you are subjected to, you are able to keep your sense of direction and awareness while moving at high speeds.

(100rp) You're able to count yourself among the various racers of the WRL. You'll be able to cross the finish line more often than not, and not end up as a pathetic DNF.
(200rp) You are better than most in the WRL, able to keep up at the top of the leaderboards. Keep up your skills and your cool, and you'll be a regular on the podium.
(400rp) You are a prodigal racer, an artist on the track. Not only will you be leaving the competition in the dust, but you'll make it look good while doing so.

More Like a Nonja (100rp) - You are now a champion of a wrestling style of your choice. Mop the floor with those who dare to cross you. Receive a complimentary ring of your chosen style.

Tough to See What Goes On in Those Dust Clouds (200rp) - Your activities will be mildly obscured to allow you to get away with some shenanigans that you'll always be given the benefit of the doubt for. Would not be of any good when blatantly cheating, and especially if the wool is pulled from the eyes of the audience.

In Full View (400rp) - Cheaters never prosper, and you're gonna make sure of that. If you know how a person is cheating, especially against yourself, opportunities will pop up to publicly and undeniably expose them.

A Body was Buried (600rp) - You gain a 1-Up, however using this particular 1-Up will change your features that you won't recognize the person in the mirror, nor will any of your Companions or Followers without blatantly telling them. Resets once per Jump.

Driver

Stop Steering, Start Driving (100rp) - Listen when your machine talks, take in what can give you the best result. With this perk, you can discern any machine's tells and quirks to give the most optimal result you could want.

Car-Fu (200rp) - It takes more than just passing the person in front and making it over the checkered line to thrive in the WRL. You are now able to perform death defying tricks and stunts in vehicles that will have your opponent cursing your name in their bubbles as their machine spectacularly explodes.

He's Back in It! (400rp) - When the odds are stacked against you, in last place, the car's stalled, time is running out, you're surrounded, and more, that doesn't mean it's over. You can activate a dramatic comeback, abilities can almost instantly trigger, and the world seems to look towards you for one critical stretch. This will not guarantee victory, but it will give you a real shot when everything seems lost, especially when it's personal.

Racing Nirvana (600rp) - When you are behind that wheel, and you focus and listen to your machine, everything else seems to fade away. With this perk, and you take a moment, you can activate a pure state where you and your machine or mount act as one, with nothing fazing you as you shatter records and blitz to your goal. Be careful, as this state pushes you and your machine to its limits. Remember to change those melted tires.

Support

Easy Spotting (100rp) - What do your Commentary Eyes see? You are able to take in the status of a race, the position of the racers from even the nosebleeds of an arena with cheap binoculars, as well know how to accurately time specific drivers to the millisecond with a simple stopwatch. You also know how to advise a driver, if they plan on taking it.

You Little Sneak! (200rp) - You have an uncanny ability to be where you don't belong. You can easily hide and keep quiet without drawing notice. Even if your hiding place is flipping and somersaulting, you'll be no worse for wear. Not gonna help if you do get caught.

You Remember That Night? (400rp) - It's not easy when it feels like you're in a tailspin, and you don't know which way makes sense. But one day, it'll click, and everything will be alright. For you, it'll be sooner rather than later. And not only will you bounce back stronger, but you'll be able to help guide those suffering the same problems with the right words and proper support.

Then We'll Do it in Thirty Two! (600rp) - From design to masterworked finished product, you and those working on whatever project with you gain a significant boost to your workmanship, suppressing your bodily need of food and rest to merely a simple sandwich as you work around the clock, especially when under a time limit. It may be down to wire, but you'll get it done.

Corporate

Mr. Racer, Good Morning! (100rp) - You make a great first impression and continue to do so after meeting, especially when you show off what you are capable of doing and providing, enough that any cow-eyed bumpkin from the sticks will be wowed, reservations be damned.

They Ain't Checkered Yet (200rp) - When push comes to shove, you know who to call. When you delegate your schemes, even if your lackeys are unsuccessful, it will still throw a wrench into the works that'll force your opponents to pivot and improvise, allowing you to make your own moves.

The Price is Seventy Eight a Share (400rp) - When you have something someone wants, you know how to leverage it to the fullest extent. Your opponents can pound their chests and make their threats, but you have the upper hand, and they know it, and they will deal.

The Only Record Book That Matters! (600rp) - Your Driver got knocked out at the Grand Prix? Stocks plummeting? Good thing it was all a part of your master plan. You know how to plan and turn any event to your favor, even if it means immediate embarrassment, as you know the long term gains are worth it, as you masterfully manipulate the market.

Items

All Origin Items are discounted with 100rp Items being Free. Receive 300rp for Items only.

Undiscounted Items

Old Race Recordings (Free) - Receive a special edition of the Speed Racer 2008 movie, signed by the Wachowskis and leading actors, and all versions of the tie in video game.

Monkey Suit (Free) - Receive a perfectly tailored suit appropriate to your Origin. Drivers receive a racing suit and helmet, Support receives coveralls, and Corporate receives a business suit. All designed to your tastes, and will be cleaned and pressed by the next day.

Pancakes are Love (100rp) - Receive a home cooked, full course breakfast, complete a stack of wonderfully made pancakes. It is immediately warm and ready to eat when you wake up in the morning, even if in spirit.

T-180 (200rp) - Your very own racing car. A WRL standard vehicle in a design of your choice, complete with an Omnidirectional Drive, Jump Jacks, and Kwik-Save system, preventing you from suffering injuries in a major crash, encasing you in a cocoon of bubbles or automatically deploying a parachute. Won't save your vehicle though. Not to worry, as this vehicle will be repaired of dents and scrapes the next day, next month if a total wreck. If you want it repaired sooner, you or someone is gonna need to put in the elbow grease to fix it.
This Item is Fiat Backed.
You may import one vehicle you already own to receive these systems.
May be purchased multiple times.

Jumper Motors (Variable) - Your very own company, yours to customize as well as sponsor your own racing teams, depending on the size. Whatever profits you make will be in your preferred currency and accounts. May be Imported Post Jump.
(200rp) Your company is a small, independent one, comparable to Racer Motors. Whatever your business, is a simple operation, with employees in the single digits.
(400rp) You got a good business going, able to specialize in something such as transponder manufacturing, or telecom services with the facilities to match. You'll be rivaling Musha Motors or Togokhan Motors in no time.
(600rp) You're now the proud owner of a Mega Corp, with fingers in many pies. Work with Royalton Industries and control the WRL like the days of yore or bump them off and sit at the head of the table.

Custom Track and Stadium (400rp) - Create your own track with your own obstacles and hazards, and can allow anything to go. Can be an official WRL track if made within guidelines and approved. You also receive a portion of the profits, in your preferred currency and accounts. May be attached to your Warehouse Post Jump.

World Racing League (600rp) - Congratulations Jumper, you now have a major controlling stake in the WRL. You are able to import the League into future jumps, and are allowed to make edits to the Charter once per jump. You may have a hand in directing it, or leave it to the officials, with CIB agents enforcing the rules, to the letter or to the spirit. Determine if the races really are fixed or if they are legitimate tests of skill and sport. Various tracks and venues may also be imported as well, such as Thunderhead, Fuji, and the Grand Prix Coliseum. Rallies, such as Casa Cristo, may have to be modified for their locations. You also receive a portion of the profits, in your preferred currency and accounts.

Driver

Cold, Fresh Milk (100rp) - A pitcher of ever cool milk that will never spoil or ever empty. What's really special is drinking this after a major win, elevating the taste to a heavenly degree, as well something that may be shared with those who help contribute to your success. Also comes in lactate free.

Bernoulli Convergenator with Extra Kick (200rp) (Requires T-180) - A beefy upgrade to your vehicle, letting you be able to reach top speeds in a snap. Hope you have the skills to handle such a beast of a car.

Ghostly Rival (200rp) - Whenever you are practicing or in a race lacking some real competition you can conjure this. The apparition will only be visible to you, will take any form, and will be comparable to your skills and equipment, providing ample challenge.

Invitation to the Grand Prix (400rp) - A permanent, legally binding, one time use invitation that guarantees you a spot in the line up of any race in the world. No blacklist, bureaucratic obfuscation, obstruction, or technicality will revoke it. All Officials will treat it as ironclad. Post Jump, this will allow entry into any competing event. Replenishes every 10 years, or once per Jump.

Mach 7 (600rp) (Requires T-180) - This is the pinnacle of Racer Engineering, stepping above the previous Mach 6 in power, performance, and being able to take more punishment that would wreak other cars. This is no longer a mere race car, no dead piece of metal, but a living, breathing extension of yourself. Any and all Upgrades are enhanced, weapons being more devastating, gadgets that perform more and better functions, engine boosts that will push beyond any normal limits. You'll be flying with this.

Support

Spotter's Helicopter (100rp) - A Helicopter that is easy to pilot, can seat five comfortably, and will give a bird eye view of what you can see.

Defensive Options (200rp) (Requires T-180) - Modifications added to your vehicle that'll help you in dangerous situations. Your vehicle gains tire shields, bulletproof dome that'll cover the cockpit, hexadyno spare tires that immediately replace a blowout when activated, zircon tipped saws, and tire crampons to keep traction even on a near vertical surface. All with no added weight, and won't pull to the left.

Grease Monkey (200rp) - You gained the friendship of an incredibly intelligent chimpanzee, very dexterous, and makes for an amazing mechanical assistant. Nimble enough to fit in tight spaces, and clever enough to understand complex instruction when not causing mischief.

CIB Credentials (400rp) - Official identification and clearance that makes you a member of the Corporate Investigations Bureau. These credentials clear you to have limited legal authority to investigate race fixing, and related crimes, as well as gain access to CIB Databases and information, and make requests for equipment and other agents. You also have real leverage to use against corrupt sponsors and fixers. Post Jump, these credentials may be applied to equivalent investigative authority or agency.

Auto Garage (600rp) - A Garage that contains everything one needs to modify and enhance any mechanical item, or make their own masterwork of machinery and engineering from scratch. All Upgrades made within this garage may be Fiat Backed. May be attached to your Warehouse Post Jump.

Corporate

Bluebell Flowers and Kamut Cigars (100rp) - Genetically enhanced flowers that will bloom three times in a different color, and a case hand-rolled, premium blend cigars. Makes for amazing gifts to get your foot in the door. Receive a new bouquet and case every week.

Or At Least Try Not to Get Caught (200rp) (Requires T-180) - Your vehicle can be equipped with any three illegal weapons of your choice, ranging from bee catapults, flails, tire shanks, to even the infamous spear hook.
May be purchased multiple times.

Case of Valuables (200rp) - You receive a silver briefcase that when presented to your typical mercenary, goon, or contractor will produce whatever they desire and enough to say yes to your contracts and jobs, be it diamonds, cash, or furs. Cannot be used on yourself or companions.

Mobile Office (400rp) - You receive a massive truck, hauling a lavishly furnished office, complete with a fishtank. It also contains an armory of various small arms, as well as a multi missile launcher in the front, ready to blast away at any interlopers. Will be repaired of any damages, and rearmed by next week. May take any fish, even piranhas that'll intimidate any would be rats.

Vertically Integrated Plant (600rp) - A complete and fully autonomous production facility that can be attached to your Warehouse and can produce a high performance vehicle in 36 hours. Comes with a foundry that creates Inner-Positive Transponders, along with Royalton's trade secrets. Post Jump, it may be programmed to manufacture other vehicles and machines, at just as fast speeds, depending on complexity.

Companions

Race Team Recruitment - Import or create a Companion for 50rp, 8 Companion for 200rp. They may take an Origin as well as 600rp to spend. They may not take any Companions. They may take 300 points in Drawbacks.

Open Door - You may take any Canon Character as a Companion for 100rp each, First purchase Free. Take Speed and the Racer Family, Racer X, or even figures like the Taejo Togokhan or the Grey Ghost on adventures beyond this world. The Racer Family consisting of Pops, Mom, Spritle Racer, Sparky, and Trixy all count as one purchase.

Colorful Commentators (100rp) - A duo consisting of a professional announcer who has borne witness to many things odd and bizarre, describing plays and maneuvers in an incredibly dramatic fashion, and likes things in threes, and his laid back, head in the clouds partner who always has a non-sequitur at the ready, and loves stating the blindly obvious. They are both well versed on whatever event they are watching over, and will ensure that those listening in will be entertained and informed, even in different languages.

A Real Ninja (100rp) - After hearing about their amateur and only partially successful mission, along with the humiliating defeat and capture of her fellows, this purple-haired kunochi is going to set out and prove that ninjas are not some clowns in black pajamas, but professionals and an actual threat to be cautious about.

Sweet Driver (100rp) - A pompadour sporting punk who isn't really interested in duking it out on the track, and more focused on reaching that finish line with style. An amazing racer that will give the best a run for their money and is always ready to go head to head.

Body Shop Belle (100rp) - Raised with a wench in her hand by her gruff grandfather, this ever cheerful mechanic handles the day to day operations of her family repair shop, revitalizing it when business started going downhill, and earning a stellar reputation with her skills and bubbly personality.

Scarred Mobster (100rp) - You don’t want to cross this Russian lady if you want to keep your good health. She's running, along with other illegal activities, some serious gambling rings, and ensuring the odds are in her favor, even with CIB trying to put a stop to her ventures. Best not interfere with her business or cross her, lest things get messy.

Drawbacks

No Limit

Substitute Racer (Free) - Take the place of anyone in the world. Become a member of the Racer Family, honor your deal as a Togokhan, or properly crush the opposition as Royalton.

A Different Start Time (Free) - Drop in a different point in time. Become one of the legends at the infancy of the sport, alongside Ben Burns. Become a contemporary of Rex Racer during his controversial career. Equipment will adjust to the period.

Supplement Mode (Free) - Take this jump as a supplement in any Modern or beyond jump, race on tracks across the Core Systems, have the Grand Prix Colosseum be located in Night City, let racers from Heaven, Hell, and beyond join the lineup.

Take Another Lap (+100rp) - Extend your time by another 5 years. May receive points for a max of 4 purchases.

What Kind of Name is Spritle? (+100rp) - You have a very on the nose name, or something out there and ridiculous.

Cootie Sensitive (+100rp) - Romantic acts and displays make you incredibly weak in the stomach.

Eye Strain (+100rp) - Someone really turned the saturation up. Everything is too bright, almost blinding, that's gonna cause some serious eye fatigue for you if you look too long.

Says He Was a Big Fan (+200rp) - Gonna have to be vigilant of what you receive and who you receive it from, as now any gift or package you get may contain a bomb.

Jumper is One of the Dirtest Racers in the World! (+200rp) - You are a very divisive and controversial figure, with equal haters as fans, and your every action under scrutiny.

Casa Cristo or Bust (+200rp) - During your Jump here, you will be obligated to participate in the Casa Cristo Rally, or a similarly dangerous event, and win. Hope you can put together a good team.

Terrible What Passes for a Jumper These Days (+200rp) - Much like Sparky or the Nonjas, you are not much of a fighter, often finding yourself outclassed in a straight brawl. Hope you get some muscle on your side.

Are You Wearing the Socks? (+300rp) - One day during your first year, you'll suffer a terrible crash, but survive. There was something on you that was your lucky charm. Until you find what that charm was, you'll keep suffering worse and worse crashes or other misfortunate incidents.

One Track Mind - (+300) All you seem to talk about, all you seem capable of thinking about is Auto Racing. Whether it is building cars, driving in races, or even just watching the sport, that is all you are passionate about, with everything else falling by the wayside, unable to really care about much else, barely managing to do the bare minimum, as your mind wanders to the next race. You're gonna need some aid for the day to day stuff.

You Have Been on Cruncher Block's Leash for So Long (+300rp) - You now answer to someone. If they want you to lose a race, you better lose it. If they want you to build a car, you should get to work. If they want you to use your resources, smile and hand it over. You can try and get out from under their thumb, but it's not going to be easy or simple.

A Million Dollars to the Driver that Takes Out Jumper (+400rp) - There's a price on your head, and every driver is gonna be gunning for you or whatever driver you support. If they can't win the race, they might as well claim that bounty.

Warehouse Lockout (+400rp) - Thinking of upgrading your car with exotic materials, making a lighter frame with Mithril, powering your engines with magic crystals? That's gonna have to wait.

Power Lockout (+400rp) - No cheating with danger senses or enhanced reaction and reflex powers in this race.

Victory Lane

Keep Your Championship - Stay and receive another 600 Racer Points

Park Your Car - Go Home

Another Track to Race - Continue on your Journey

Notes

Companions are based on Cotton McKnight & Pepper Brooks, Ayane, Sweet JP, Cindy Aurum, and Balalaika

The T-180 is comparable to the Mach 5 with no upgrades. With the Bernoulli Convergenator, it performs more like the Mach 6 at the Grand Prix.

V-1.0 Created the Jump

V-1.1 Switched ‘Full View’ and ‘He’s Back In It,’ Added ‘Terrible What Passes for a Jumper These Days,’ Adjusted ‘Then We’ll Do it in Thirty Two!’, Renamed ‘WRL Standard Vehicle’ to ‘T-180,’ Adjusted some lines of text

V-1.2 Replaced Cover Image, used previous as Watermark. Added ‘Monkey Suit,’ ‘Jumper Motors.’ Added text to ‘Grease Money.’ Allowed ‘Or At Least Try Not to Get Caught’ to be purchased multiple times. Added ‘Substitute Racer,’ ‘A Different Start Time,’ ‘Supplement Mode,’ ‘Are You Wearing the Socks?,’ ‘One Track Mind,’ and ‘You Have Been on Cruncher Block’s Leash for So Long’ to Drawbacks. Allowed Open Door to have a Free Purchase, as well as added a clarification. Adjusted some lines of text.

