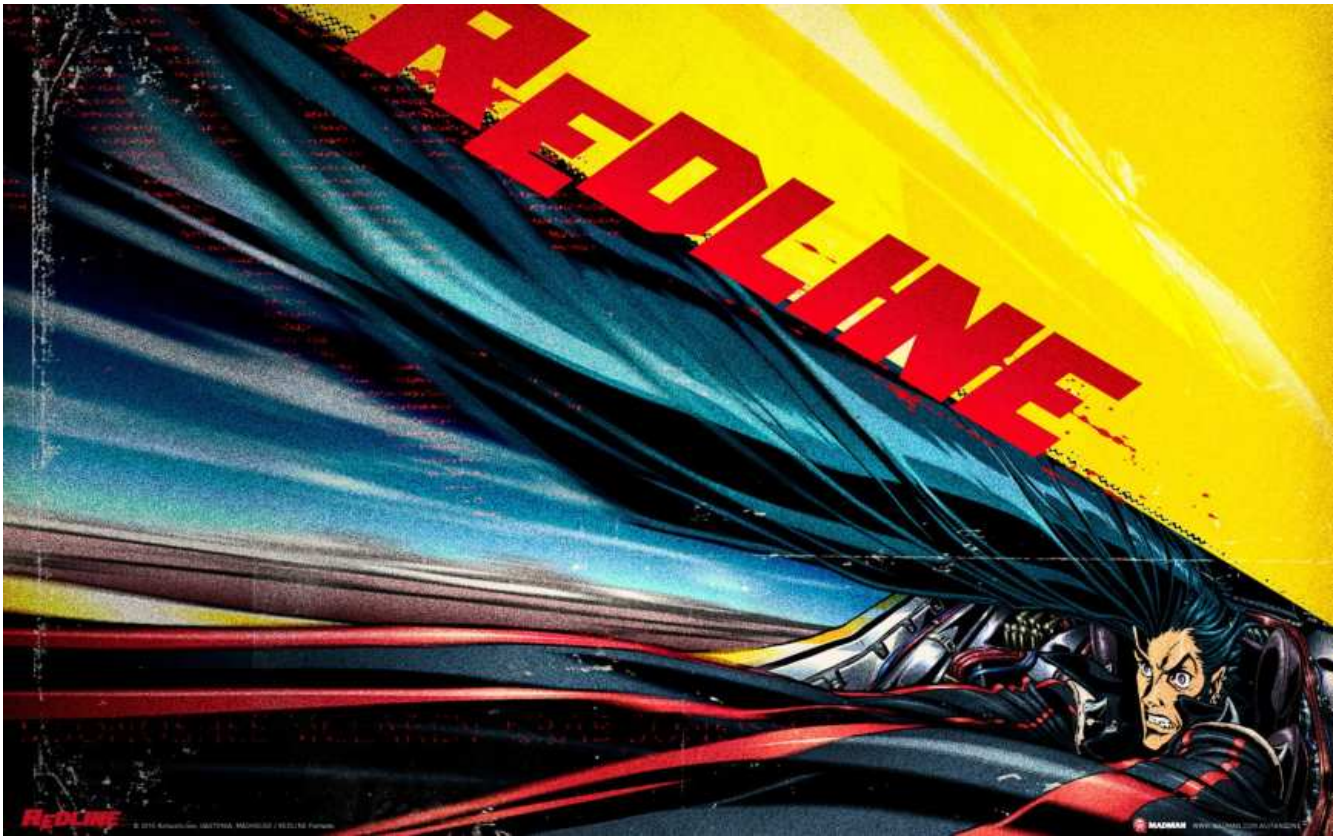


♫REDLI-IIIINE♫

So, you like going fast? You like violence? You have little to no sense of self-preservation? Well, that's good, because I've pulled a few strings to get you into the next Redline, an illegal road race with rules you can count on one hand. The first rule is that your vehicle has to travel along the ground. Hover engines, tires, your own legs, are all acceptable. The second rule is you have to start at the starting line and cross the finish line. The route you take to cover the distance between is up to you. The third rule is that any sort of teleporting or extra-dimensional movement is flatly forbidden. The fourth rule is that you have to cross the finish line first to win, no technical victories. Got that all down? Good.

Redline happens once every 5 years, and the next Redline race is happening on Roboworld. Roboworld is a military superpower suspected of having illegal bio-weapons, with a massive army and a Hyper-disintegrator cannon capable of taking out entire cities. The race will start with an aerial drop over Knockout Tower, a heavily armed outpost tower, and end atop Roboworld Tower, the President's base of operations and capitol of the planet. This world is bleak, all the quickest routes to the finish go through a mine field, and the Redline officials have hired some mercenaries to release a few of Roboworld's military secrets to broadcast on intergalactic television. I'm dropping you off immediately following the previous Redline race, to give you time to practice and make some enemies on the racing circuit. Good luck out there.

+1000 Car Points

Origin: Roll 1d8+20 for age. Your gender doesn't automatically change for this jump. Pay 50 CP to change either.

Drop-In – You are dropped onto the track in your vehicle of choice, with no new memories, no new knowledge of the universe, and no idea which way the finish line is, but the paperwork somehow checks out and your a competitor now.

Racer – You've worked all your life to get on the track to Redline and now you're a rookie favorite to get in the next one. You have years of experience on the amateur circuit and a reputation to uphold. You start just before the next Blueline, waiting for the all clear to get on the starting line.

Mechanic – You know cars. There are people who can build cars, but you KNOW them. The mechanics just speak to you, and you've decided to ply your trade with the big boys at the Blueline. You are sometimes even called upon to ride with a racer, if they think it's necessary. You're in the garage, waiting for the next race to start when a racer comes over to have a word with you.

Roboworlder – Roboworld is the greatest military power in the universe and a symbol of freedom for all the galaxy. If anyone says otherwise you are trained to smack the shit out of them. Roboworld itself is a barren wasteland with highly cyborgized military and a number of illegal weapons projects. The nearby moon has been made into a refugee world after the last war, and is thus full of scum and criminals.

Perks: To help you survive the trials and tribulations of road-racing in the far flung future, you can spend your CP to enhance your abilities. Different origins will receive discounts of 50% on certain perks and get one for free.

[100 CP, Free to Drop-In] Helpful Radio Announcer – A helpful voice ready to give listeners the down low on their current location or destination, people of interest, and the events happening around them. Works through any radio or TV when turned to an unused frequency, though only when you don't want to find static.

[100 CP, Free to Racer] Driving – You are aware of the basics of operating a motor vehicle in excess of 300 miles per hour, and have the reflexes to pull it off. This includes knowledge of turning signals, awareness of other drivers, course correction, the operation of your vehicles basic weaponry, and how to stop without breaking your neck or dieing horribly. This applies to any vehicle with a motor, including planes and speedboats.

[100 CP, Free to Mechanic] Basic Maintenance – You know how to modify, repair, and maintain a racing vehicle. You can swap out and attach weapons, change the oil, and fix your machine from nearly any condition, provided you have the parts and tools. If you put the work in, your car or other vehicles will always be in tip-top condition the day of the race.

[100 CP, First Free to Roboworlder] Cyborg – You have mechanical enhancements installed in your body. This can be a strength enhancement to peak human, replacing your eye with a multispectrum scanning device, or a direct vehicle interface for better control and weapon targeting. If you purchase the vehicle interface, any vehicles you purchase in this jump will automatically come with ports installed. Purchase up to three times to get all of these.

[100 CP] Wind Resistance – You no longer need a windshield when driving. Debris will avoid you entirely, you can easy communicate with other racers, and still see in spite of heading face first down the track at speeds that cause your vehicle to fall apart. The wind won't even mess up your hair. Also applies to times when you want to run really fast.

[200 CP, Discount Drop-In] 4 Arms, Omnidextrous – You have gained a second pair of arms beneath your first, and all your arms can function as well as your dominant arm. This increase in dexterity is useful both in speeding up repairs and using all the neat gadgets in your car while driving. After this jump, your extra arms can disappear and re-appear at will.

[200 CP, Discount Racer] Day-job – You have a source of income outside of the professional racing circuit. You might be a pop-star, a member of the police force, or a career criminal, it doesn't matter. Expect your victories and losses on the track to affect your promotions or sales in your job. In effect, accomplishing flashy feats like defeating the big bad or winning a softball tournament will see a boost in any career you undertake proportional to the flashiness of the victory.

[200 CP, Discount Mechanic] The Finder – When it comes to building things, you've always got a line on that rare part, the one-of-a-kind component, or the exact tool for a job, and it will always arrive in time for the next race.
This perk improves your ability to locate the materials you need to build things, either by black market contacts, great luck at rummaging through junk piles, or securing access to rare prototypes and one-off production models. Whatever you're looking for has to *exist* , but if it does, you can find it fast enough to make use of it.

[200 CP, Discount Roboworlder] PEACE AND FREEDOM – In order to protect the secrets of your homeland, you've gained the ability to give truly terrifying speeches and an enhancement to your force of personality. Anyone who hears your speech will know that you are deadly serious, and only the craziest would think to challenge your authority. This effect is weakened when you obviously don't have the force to back it up, but not so much that a normal person would ever ignore it completely.

[200 CP] Super Boin Body – Damn, you're hot! Curves that take the whole night to navigate, a tight gym-fit body, bulging muscles, six-pack abs, soft skin, long eyelashes; however you define beauty, you've probably got it. This perk is only cosmetic, and your aesthetic improvements won't see any increase or decrease in the practical effectiveness of your body.

[400 CP, Discount Drop-In] Crashproof – You have absurdly good odds of surviving any time your vehicle crashes. For simple high-speed car crashes at racing speeds you'll walk away with a couple broken bones at worst. Anything less will see you unfazed and safely landing in improbably soft areas. This protects you no matter what the cause of the crash, though using it more than a half dozen times in a month will see your protection fall apart for the rest of that month.

[400 CP, Discount Racer] Are You Fucking Insane? - Yes, and it works wonders for your skill on the race track. Speed no longer fazes you, and stunts like skipping your vehicle across the water or driving on the ceiling are now both possible and liable to come to mind at just the right moment. This perk is half making you better at coming up with wild ideas on the fly and half making you better at the quick calculations necessary to make those ideas a reality.

[400 CP, Discount Mechanic] Combat Mechanic – Your ability to keep a machine functional through extended vehicular combat is vastly improved. Through both pre-race preparations and on the fly repairs you can keep your car moving, whether it's on two wheels, half an engine, or next to no frame to hold your parts together, you'll keep moving, and might even go faster than you ever have before.

[400 CP, Discount Roboworlder] Crying Gives Him Super-Strength – When you're feeling very

emotional it helps to hit something, sometimes. Now you can punch pillows even harder. Your strength receives a notable boost when you're crying, letting even a normal person compete with a high-end cyborg. The deeper your sadness and the louder your cries, the more your strength increases. This boost is capped at around “flip a large car with one hand” level.

[400 CP] Made of Iron – You are liable to be shot for participating in Redline. At the very least you will be shot at. You can now tank several rounds from a mech-mounted machine gun or a quick burst from an energy cannon without risk of permanent damage. These things will still hurt, of course, but no more than a few minor blows to the head would. If taken with “Crashproof”, you can double the amount of crashes you walk away from every month.

[600 CP, Discount Drop-In] Machine Magic – You have been granted magic from the planet Supergrass. This specific magic pertains to the disassembly of any machine, letting any individual part or plate you tickle fall off. This takes a few seconds to cast the spell and only affects one part at a time. It can be channeled through a machine, provided that machine can tickle.

[600 CP, Discount Racer] Over the Redline – You have the ability to force any engine beyond it's limits, provided you're in the cockpit and don't mind the engine exploding. Your vehicles will go much faster than they ever could before as they slowly rip themselves apart. Eventually, after all the wheels fall off and you're blasting forward like a rocket, your vehicle will explode, somehow safely propelling you forward at speeds easily matching those of your vehicle.

[600 CP, Discount Mechanic] Engine-uity – You are a top-grade mechanical engineer, capable of designing the vehicles of the intergalactic era. You can design and create engines capable of traveling for days on a few pints of fuel, or those that can handle a steamlight and a couple of gold nitros. Even tires that can handle that sort of wear and tear without breaking. Getting it built is another thing, but any mechanic who sees these designs will go weak in the knees at the genius, and sick at the thought of someone actually trying to drive it. If you decide to build it yourself and have everything on hand, you can get most designs built within 72 hours.

[600 CP, Discount Roboworlder] Minor Bio-Weapon – You have gained control of a Roboworld experimental “minor” bio-weapon designed for surprise attacks. While you won't reach the absurd size and city destroying power of your larger brethren, you can still breathe out destructive energy blasts capable of taking out a small building and gain enhanced regeneration, enough to grow back a lost limb over a few days. This will make you a target for every non-Roboworlder out there, if they see your new abilities. You can also expect Roboworld itself to try and force you into doing their dirty work.

[50 CP] Pulse Pounding Beats – You have the option of a diegetic soundtrack. Media devices can spontaneously start playing appropriate music for your awesome feats whenever you feel like it. This effect is optional, and merges seamlessly with other audio effects.

Random passerby may spontaneously break out into freestyle or supplement your background track with UNTZ UNTZ UNTZ.

[50 CP] Pompadour of Victory – With only a single stroke of the comb, you can arrange your hair into a stylish pompadour. Might just save your life some day.

Companions:

[100 CP] Racers and Mechanics Gotta Stick Together – Import a single friend to be your co-pilot and/or mechanic. They receive a free background and 600 CP.

[200 CP] New Best Friend – You gain a new ally who is willing to follow you post-jump, for their own reasons. You decide the age, gender, species within this universe, and personality, and I'll find someone who matches it. If they're already on the circuit, things can be arranged to bring you together. They are either a mechanic or driver and will start off with 600 CP to spend.

[400 CP] Competition – Import up to 8 friends as with your choice of background for free and 600 CP to spend as you wish. They are all officially racers on the intergalactic circuit, and will be competing with everyone else for money, glory, and the right to compete in Redline.

Gear: Some items to help you get going.

Switch-comb – Free for taking the jump. Unbreakable, except when you would it weren't.

[50 CP, Free to Drop-In] Your smokes – Your favored brand of cigarettes. Infinite supply in one pack, never go stale.

[100 CP] Toolbox – A mechanics toolbox containing everything you'd need to work on a racing machine and a limitless supply of steel screws, washers, nuts, and bolts in varying sizes.

[100 CP] Screwdriver rifle – A crossbow like weapon designed to fire screwdrivers at high speed. It's accurate to a range of 50 yards and can load up to 2 at a time.

[100 CP] Anti-missile handgun – A large handgun designed so that a shot to the face of a missile will cause that missile to detonate, hopefully prematurely. It's easy enough to aim while driving at a few hundred miles per hour, and can still fit in the glove compartment. Comes with 3 boxes of ammo and instructions on how to make more.

[150 CP] A garage – Well, the keys to a garage. You now seem to have a garage in every town you visit. The garage is empty, easy to find, and legal. If you purchased the Toolbox, you can choose to combine them by leaving the toolbox in any of your garages. If you leave and come back, all garages will be stocked to a level that would impress the most die-hard of professionals.

[200 CP] Anti-gravity bike – A bike running an anti-gravity engine, and capable of limited flight. Modeled after any bike you wish, and guaranteed cool even without the wheels. Has a maximum safe speed of 180 miles per hour, but can reach 300 with a few modifications. Not admissible in Redline.

[200 CP] Nitro Gold – 3 caps of Nitro Gold will be available for every race you participate in. They can be saved for use between races, but you'll only receive more if you have less than 3. Nitro Gold can be added to your fuel injection system via a special interface, where it will cause a tremendous increase in your cars speed. Your vehicle for the races will be outfitted with a Nitro Gold injector, and it comes with instructions on how to install an injector in other vehicles.

[300 CP] Platinum Nitro Charge – Also known as the Steamlight, this is a stabilized ampule of antimatter and a high-capacity storage substance. When you stick it in your engine, the matter-antimatter reaction turns the storage substance into superfuel energy that is eagerly accepted by the engine, (and does not outright destroy you either). The legendary performance boost only lasts for a

few short seconds, but if you're lucky and good, that's all you might need.
Regular, unmodified engines *will explode* if this is added to them. The Steamlight comes with a free injector in your vehicle and will be replaced a week after each use.

[300 CP] Mech-Suit – A combat mech-suit: either a land based mercenary model, or an air and space-based Power for 100 CP more. The standard model can be used for industrial work and comes with jackhammer arms capable of making dents in and destroying foot thick steel. Powers come with large jets and robotic arms attached to the back. The robotic arms will emulate the movements of your natural arms to the best of their ability. There's even a tournament for Powers somewhere out there in the wide universe, which could be a nice diversion.

The Car: We'll start with your cars starting parameters, and move on from there. This is the thing that will carry you and your partner through every race. I'll leave the appearance and size of the thing to you, and we'll just focus on what really matters for spending your CP on. Speaking of CP, you get a bonus of 400 to spend in this area only. All options but the design parameters can be purchased multiple times.

Pick the design parameters for your car. It comes with a basic engine, a sturdy set of wheels, and custom controls suited to your needs. Additional cars can be purchased for 200 CP:

Fast – To win a race, you have to be the first to reach the finish line. With that in mind, your vehicle is designed around speed. These vehicles tend to be small in size, but carry powerful engines capable of using two Gold Nitro caps. They dodge and weave on the track, and use their competitors weapons against them.

Sturdy- To win a race, you have to live long enough to reach the finish line. Your car doesn't have the best weapons, and it usually isn't the fastest on the track. What it can do is keep you alive and in the race, taking much more damage than other vehicles before failing. These vehicles often carry unique parts like grappling hooks and flares, and the racers in them can often count on their opponents to deal with each other rather than the harmless racer in the tank.

Dangerous – To win a race, you have to actually reach the finish line. You've decided against leaving that option open to the other competitors. The weapons on your machine are fine tuned and well programmed for dealing with your enemies, often dealing more damage to foe and track than any other racer. Your best shot is taking out the quickest opponents and out-driving the rest.

[100 CP, free to Drop-In] Import – To win a race, you've decided to bring in an old friend. This can be any land based vehicle you have and can effectively drive. Your vehicle can be upgraded to increase one area of functionality by selecting one of the previous designs. Any options selected below will be mods to your vehicle.

Kicking the Tires:
[0 CP] Wheels – Standard intergalactic-age, nigh-invulnerable wheels. You can have as many or as few wheels as you'd like, though their positioning could affect your racing style. These things are sturdy, fast, and have great handling. Just don't expect any compliments.

[0 CP] Treads – Tank style treads, providing the best traction and speed on par with the rest, but the worst turning of any option. These things are tough and stable over any terrain, just don't expect to be the most graceful vehicle in the race.

[100 CP] Hover-Jets – You have traded wheels for hover technology. You travel a few feet above the ground,but you aren't flight capable. Makes for a much smoother ride than the other methods of transport. In addition, you can travel over and through water the same way you can over land. On the downside, you are easily spun out and knocked about, which your enemies will take advantage of.

[100 CP] Robo-Legs – Robotic legs akin to a spiders propel you forward. These have amazing traction, but lack in the speed department. They are capable of attaching themselves to walls and other vehicles to make up the difference.

Engines:
[0cp] Basic engine (Free for all vehicles) - It's an engine. It'll get you from A to B and has a fair shot at winning a given race, but against custom rigs, and the stranger power sources you'll find out in the galaxy, this is just not good enough. That being said, you could make up for it with skill…
You can safely use two gold nitro capsules, but it could be modified to handle three. A platinum nitro *will* make this engine explode, no matter how beefed up.

[200 CP, Free to Racer] TRZ-Airmaster –A rare and out of production engine, you managed to secure one for your vehicle. Outweighing most small cars, this many-cylinder beast has cylinders with eighty-millimeter bores and puts out thirty-five-thousand horses. It doesn't get any badder. It's also the only engine capable of handling 3 Gold Nitros and a Steamlight without being completely destroyed, unlike the rest of your vehicle at that point.

Additional Components:
[0 to 50 CP, Upgraded Version Free to Mechanic] Secondary Cockpit – A second cockpit for your partner, this cockpit has controls for the weapons and secondary functions of your vehicle while the driver concentrates on winning the race. For 50 CP, this cockpit comes with full controls for the vehicle and you can transfer in between them when one is destroyed or damaged.

[100 CP, Free to Mechanic] Modular Vehicle – You're going to lose parts of your car in this race. You can now choose to eject parts of your vehicle if they become a liability, such as them being grappled onto or targetted by any missile fire. These ejections usually won't have too heavy an effect on your vehicle, at most reducing speed or stability by 20%. A simple set of switches is added to the cockpit, and you can't eject anything necessary to keep your vehicle functional, aside from the driver.

[200 CP] Drill – Your car can travel underground. This is obviously a slower sort of movement, and others can follow you through your tunnels. It is, however, the safest method of transport available and can enable shortcuts that aren't available to your opponents.

[200 CP] Back-Up Car – Your car has a trailer attached that only slightly affects your overall speed. In this trailer is your back-up mode of transport, which you have to acquire on your own, either using a previous vehicle or buying a second one with CP. The trailer is guaranteed to keep this back-up vehicle intact until it is actually driven. Your backup has to be smaller than your primary vehicle.

[300 CP] Transforming Vehicle – Your vehicle can become a fighting mecha of equal size. This trades speed for fighting ability, with your machine having the arms and legs necessary to pull off any non-supernatural fighting style you know. Wheels and other components can become weapons and normal weapons will stay functional through the mode shift.

Weapons:
[50 CP] Flares – Anti-missile defenses that throw off heat and light sensors by launching flares into the air. You can launch as many as necessary and never seem to run out, though they won't do much good as offensive weapons.

[50 CP] Custom Weapon Mount – Have a neat toy you want to through on your rig? For 50 CP it will be attached to your vehicle. Doesn't only apply to weapons, and can be used to integrate whatever weird technology you have at your disposal. You can still integrate tech using perks or skills, but this is the next best option.

[100 CP] Machine Guns – High caliber machine guns are mounted onto your vehicle. These weapons are only capable of taking out the thinnest of armor, but they're also lightweight, rotate as you wish, and require little in the way of energy.

[100 CP] Grappling Cannon – A length of titanium chain attached to a sturdy grapnel, capable of pulling your vehicle up a 90 degree incline. It can also be used to damage or pull an opponent, knocking them off balance.

[200 CP] Missile Launcher – You have storage space for 10 missiles on your vehicle. They come in laser-targeted and heat seeking varieties, and can be modified to include any missiles you can create or acquire. If purchased with Grappling Cannon, you can also choose to add grappling missile variants.

[200, Free to Roboworlder] Laser Cannon – A high output energy cannon capable of blasting it's way through military vehicles. This has a high energy requirement, and will slow your vehicle while you use it. The Laser Cannon will be mounted to the front of your vehicle, or for an additional 50 CP it can be mounted to the side and freely rotate to target your competition.

Drawbacks: A maximum of 600 CP may be gained through drawbacks.

[+100 CP] “Sweet” – You can not purchase weapons, use weapons, or attach weapons to your vehicle for the entirety of your stay in this universe. Other people also won't use weapons for your direct benefit. Your racing with speed alone, often through war-zones while dodging missiles.

[+100 CP] Debts – You owe the Mafia a lot of money, and your winnings alone won't cover it. You'll be asked to throw every big race you find yourself in. Should you attempt to win, you'll start to find bombs on the underside of your vehicle, and threats made to your companions and family. If one of your companions should die because of your refusal to throw a race, they'll stay dead for the rest of the jump.

[+100 CP] Motion Sickness – You get nauseous traveling at high speeds or riding roller coasters, to the point where you'll find yourself queazy thinking about one. I hope that won't be a problem.

[+200 CP] Blood on the Racetrack– You have a rival on the race track that will stop at nothing to see you killed. Whether you wronged them or the just don't like your attitude, they'll come at you with everything at their disposal, both on and off the race track. Should you kill them, a new rival will appear to take their place.

[+200 CP] Sanity – You have a strong sense of self-preservation that will often see you panicking on the race track. Dodging enemy missiles will be more important than passing the competition, and you

won't be able to try to pull any crazy stunts like driving on the walls or using more than a single Gold Nitro in your engine. Without a good amount of willpower, you might even pass up the opportunity to compete at Redline.

[+200 CP] In It to Win It – You aren't leaving until you've won a Redline. This means you could leave after only 5 years or be stuck in this jump until you die. All your future Redline races will be at least as dangerous as the race on Roboworld, by some bizarre stroke of incredibly shitty luck.

[+300 CP] Captain Crash – Anytime you or your racing partner are driving a vehicle, it will crash. These crashes will range from minor fender benders to terrifying explosions that no one is certain you'd survive, but you can't predict what type you'll have before getting into a vehicle. Try to crash in the general direction of the finish line if you want to win, or the general direction of the store if you want to pick up milk.

[+300 CP] At the speed of plot – Your skills at racing don't matter. Your car's speed doesn't matter. All that matters is the drama of the race. You could be miles ahead of anyone and some nobody could pull up behind you all the way from last to challenge you, and they'd have a decent shot at winning. The competition's crashes and fighting will never get in the way of their odds at victory. Don't expect this drawback to benefit you the same way. You still have to race your heart out.

[+600 CP] Realistic Damage Assessment – No one has plot armor anymore. Every injury someone should receive from being sent flying into a field of flowers will happen. The battle with Funky Boy will probably kill everyone in the area. Getting a missile launched through the windshield of their car will actually kill the driver. Good fucking luck getting enough racers to actually run a Redline Race.

Your Future:

Live the Dream – You have decided to stay on this track until the end. I'll make sure your affairs are in order back home. It was nice knowing you, Jumper.

Call it Quits: You've decided to return to your Earth. Maybe you're retiring, maybe you want to show the boys back home how to really race, it's none of my business. It was nice knowing you, Jumper.

Keep on Racing: You want to head out to another world? Let's get rolling.