Cars

v1.1

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Welcome to a world of anthropomorphic Cars and Planes, this may be a post-apocalyptic world but that does mean you can't have fun right? Run races, fly rescue missions, pull off dare spy capers, the world is your oyster, if oysters still exist.

And take **1000 Choice Points** to help you survive.

Starting Location

Roll a d4 to determine where you start. Otherwise pay **50 CP** to choose your Starting Location.

1. Radiator Springs: This is home to most of the players in this universe from Mater, to Lightning Mcqueen himself.
2. Los Angeles International Speedway, California: This is the location of the final race between Lightning MCqueen and Chick Hicks, as well as the final race of the 2017 Piston Cup.
3. U.S. Route 66: The Mother Road, this is where Lightning Mcqueen gets stopped by the local sheriff and connects many locations along its route.
4. Free Pick.

Age and Gender

Age is rather relevant as a car but there are options and gender is whatever you were previously. It is 50cp to choose your gender for yourself.

Outdated (+200): You are an outdated model, you are slower and less powerful than others. For cars and planes this means you are an older and less capable model like Doc Hudson, for humans this means you are 60+ years in age range. **All of your specs and abilities gain a slight decrease due to being over the hill and running outdated hardware. This decrease only applies while you are in this form and you can upgrade your hardware or decrease your age in other jumps to get rid of it.**

Fixer Upper (0): You are a modern and capable model, you might be a bit older but you still have a lot of mileage in you. For cars and planes this means you are a capable if retired model like Lightning McQueen, for humans this means you are between 30 and 59+ years in age range. **All of your specs and abilities stay as they are listed and receive no boost as you are now almost over the hill of your life.**

Next Gen (-200): You are a modern and capable model, you might be a bit older but you still have a lot of mileage in you. For cars and planes this means you are an up and coming hyper advanced model like Jackson Storm, for humans this means you are up to 29 years in age. **All of your specs and abilities gain a slight boost due to having cutting edge hardware and being in the prime of your life. This increase only applies while you are in this form.**

Origins

Any origin can be a Drop In.

Speed Demon (0): You crave the spotlight, the feel of the track underneath you and the rush of the wind around you as you move to the limits of your abilities and push yourself to exceed them.

Utility and Function (0): You may not be glamorous or famous but you are as steady and reliable as the steel you were made from, and while you might not be the fastest, or the brightest but you have heart and grit.

Super Spy (0): You were trained in infiltration and spy craft, whether as a n independent or as part of an organisation you are a master of your craft.

Rescue and Recovery (0): You specialize in rescue missions and disaster relief no danger is too great to prevent you from helping out.

Race

What types of cars and plane you can be is your choice but the details should conform with your age choice.

Car (0): You got four wheels on the ground and are ready to go.

Plane (-100): You are a high flying plane.

Human (+100): How did you get here? There are not supposed to be any humans left on this world, there is no clue how the local vehicular residents of this world will react to you, will they think you an alien? And how will they react if you try to climb inside them?

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

Speed Demon

Tight Turning and Low Riding(100): You are a savant on the track able to find the tightest line and hug the curves like no one else. This provides you with skills in racing and stunt driving.

Flash and Awe (200): You know how to work the crowds and satisfy your fans, you are able to interact with the media and not make a fool of yourself.

Nos (400): You are able to temporarily increase your speed 300% for 10 seconds.

Maximum Speed (600): You've got a need for speed. You're able to safely perform any actions at your maximum movement speed and get the exact same results as if you'd taken your time doing them. Be that building a house, writing a letter, or even performing brain surgery. If you can do something normally, you can do it fast.

Utility and Function

Lovable Idiot (100): No matter how out of place or how in over your head you are people will find you to be loveable and endearing rather than holding your screw ups against you. **Allow others to overlook your failings and screw-up and see the inherent lovability that you embody, even if it's not there you can project the feeling of innocence.**

Strength of Steel (200): You have the strength of steel and are able to lift far more than most would think you capable of. **This boosts your strength by a factor of two for all of your forms.**

Built to Last (400): You are built tough and made to last and because of this you have the ability to shrug off injuries that would put a normal man down. **You're able to work through injuries as if they don’t exist and shrug off shotgun blasts like they were confetti.**

Goofy Luck (600): Sometimes, instead of complex planning, running back and forth, and long, long work, everyone wants to take a little rest, do useless nonsense and forget about what is happening around for a while, but the problem immediately arises – the world does not stand still, things still require effort. Well, now you have the right to forget yourself for a while. Maybe your casual ride from right to left will help your partner not to get hit by bullets, maybe your companions will be a little more proactive than usual and creatively understand your nonsense, or maybe your random remark will lead them to the idea that was just required now. In any case, if you do not engage in outright sabotage and just do yourself, then things go as if you are putting real effort into things around you. Most likely it will never compare to situations where you give your best, but it works. **Doesn't actually work if you do literally nothing.**

Super Spy

Spy Craft (100): You have skills in basic spycraft and enough knowledge and ingrained reflexes to pull off basic missions and take out your enemies.

Quick Swap Paint Job (200): You can shift the color of your paint job at will to allow for ease of disguise. In organic forms this will translate to you being able to alter the color of whatever you are wearing at will.

Seduction and Conversion (400): You have an almost supernatural ability to seduce your chosen target and convert them to your side. As long as you don't try and outright kill them or at least have a good enough explanation that you were just making the shot look good, then you will always have a chance to convert their loyalties to you personally. **Also comes with a large boost to charisma and a literal silver tongued way with words.**

Techno Subversion (600): You have enough training to use almost any piece of tech immediately after being introduced to it. While this doesn't mean you can make or repair it, it does mean that you will always find a way to subvert the enemy's technology.

Rescue and Recovery

Tracking (100): You gain enhanced senses and tracking ability.

Speed to Survivability (200): You have the ability to translate your flatout top speed to an almost uncanny ability to dodge and avoid dangers when in a hostile and dangerous environment, using fancy trick flying to avoid falling trees, or raging firestorms. **This helps you to convert any racing, or stunt skills and high speeds into a death defying avoidance ability the more out there abilities the greater the assurance of survival.**

Environmental Resistance (400): You have the ability to adapt to your surroundings and slowly develop a resistance to any environmental effect that would harm you, smoke, heat, the freezing cold of the sea, if you can initially survive it then you can build up your resistance to it.

Life Detection (600): You now have the ability to detect even the smallest trace of life that exist around you, the more sapient the life the stronger they appear to your new senses, things that were previously alive like corpses show up a faint echoes of their previous vitality. **You decide how this translates to your mechanical form, maybe a newfangle prototype sensor module? But when you're an organic being and in future jumps this will be an innate sense like your sight or hearing.**

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.
Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.
Origins get their 100cp item for free and the rest are discounted to 50%.
Building complexes will be placed near your starting location in-jump for your stay and will be attached to your warehouse after this jump is complete, they can then be imported into future jumps as desired.

Speed Demon

Eternal Tires (100): These tires will never wear down or suffer damage of any kind no matter how much punishment they go through. **You can import a pair of footwear and a pair of gloves into this set of four tires to gain these effects, If you do not have any then these will convert to a pair of matching gloves and shoes of your desired style when humanoid.**

Groupies (200): You can't be expected to be a star without some tailpipe following you around. This provides you with a set of ten groupies of your choice that you can design the model and aesthetic look of, whether cars or planes or a mix of both is up to you. **These groupies will be loyal and dedicated followers and once you leave this jump can be imported into a single companion slot if desired in future jumps to gain full companion status.**

Race Track (400): You have your own personal and modular race track that can shift and reform into any type of track or obstacle course needed to train.

Utility and Function

Tow Hook (100): You have a compact and stowable tow hook that can lift an eighteen wheeler without any extra effort on your part. This can enhance any effort you put towards pulling, dragging, and generally moving an object from one location to another. **Grants with ability to anything that is imported into it, want a glove that can shoot out a chain hook and drag a couple tons of steel without effort then this is for you.**

Truck Bed Full of Tools (200): You have a large steel container the size of a steamer trunk that contains all of the tools needed to perform on the road maintenance and upgrades to any vehicle you may run into. **Generates new tools as needed and never seems to weigh more than it would empty no matter how much you pull out of it.**

Repair Shop (400): You are now the owner of the most comprehensive repair and customization shop in existence, this building will always be stocked with any tools needed for any modification, creation, and repair job you wish to perform. **This is not limited to just vehicles either and will work on your fleshy forms.**

Super Spy

Plates and Mustaches (100): This is a never ending disguise kit, that will supply you with everything from fake ID's and cosmetic prosthetics, to fake vehicle plates and decals. **None of these will pass computerized scrutiny as they do not come with electronic data to verify them and are just physical props like perfect ID cards and plates.**

Spy Satellites (200): You have your own network of a dozen stealth spy satellites that will provide you with complete and uninterruptible communication anywhere within a single world. **These are completely stealthed and nearly unhackable to mundane methods and are an excellent housing for any companion AI to enhance the satellites capabilities. These will be stored in your warehouse and you can choose to deploy them to and from your warehouse at will to cover a planet.**

Spy Organization (400): You are now the proud owner of a secret spy organisation staffed with followers that will follow you from jump to jump and take on the racial characteristic of that setting, this organization if staffed with 50 followers and contains a mix of low level operative, RnD researchers, and command staff with one head chief and all fall under your leadership. They will be initially based out of your warehouse in a bare bones command center with quarters and a small RnD lab, but can be deployed into a setting to expand further. You may also expand their capabilities with any properties you may already own. **Your followers will decide what their new races are for themselves when you enter a jump, though the initial makeup of genders and species will be up to you upon purchase of this item.**

Rescue and Recovery

Infinite Tank (100): This tank will maintain a full supply of whatever liquid or liquid like substance that is poured into it and has a universal attachment to connect to various provided hoses and output nozzles for the dispensing of its contents. Pouring a sample of a new liquid-like material, whether water, molten metal, sand, or something similar the tank will be instantly filled with this new material and ready to be dispensed. This tank will be built into your form for your time in this jump and will become a physical item that can be incorporated into other items in future jumps.

Smokejumpers (200): You have a team of five current or ex smokejumpers that will follow your orders as law and assist in any task you need. **These five will become followers after this jump.**

Deployment Field (400): You have an airfield and hanger complex to deploy from and live in that is secure from environmental effects, accidents, and hidden from overhead surveillance. This is the perfect place to deploy air and ground rescue operations.

Companions

Companion Import (50-200): Import a single companion into any origin and race for 50cp each or eight for 200c, they get 600 CP each to spend.

Canon Companion (100): So you want to take any other existing character from this world. Well then this option is for you. **This will guarantee a good first meeting and a decent first impression.**

Drawbacks

Self-Insert (+0): Do you want to be an Ogre? A Princess? A Prince? A Donkey? A Farquaad? Well now you can. Buy their background and you can take the place of one of the main characters.

The Pixar Timeline (+0): This jump is now in continuity with every other PIxar movie that has been made, whether as a future, past, or alternate dimension they are all connected.

Extended Stay (+100): For each purchase of this your time here is extended 10 years.

Mute (+100): Like Bessie you can't talk, while unlike her you may have eyes and expressions, you still can't talk with others.

Bumbling Fool (+200): You are not graceful, no matter how hard you try you keep causing small mishaps and accidents.

Career Ending Injury (+300): No matter what you may have been in the past, you can no longer perform to your peak. Whether this means that you can not sustain long exertions or are simply no longer able to get up to the speeds you used to, one thing is for sure you can't race, perform stunts, or do any real tricks, you are now permanently slowed down for your stay here.

May You Live in Interesting Times (+400): Well I hope you enjoy being constantly challenged to race, getting caught up in death defying rescues and just generally not being allowed to rest and relax. For your entire stay here you will not be able to go more than a month without something happening to rope you into an epic adventure or challenge.

Lockdown (+600): You have no **Out Of Context** items, powers, or warehouse.

Choices

Go Home: What, done already? Alright then hope you had fun and enjoy your trip home.

Stay: So you enjoy your time as a sapient car or plane that much huh, nules you chose to be the lone human, weirdo. Well have fun staying in this world of sapient vehicles.

Continue: On you go then, take your purchase, companions (voluntary or otherwise) and get onto your next conquest.

Updates

v1.0 - Jump Doc created.
v1.1 - fixed next-gen from +200 to -200