



Fast And Furious Presents: Hobbs & Shaw Jump

v1.0

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Saving the world is easy, but working together is going to be a real pain in the ass.

In a world where the cars are fast, tempers are hot, and the greatest power of all is the power of *Family* (found and otherwise), a courageous young government agent who has overcome a deep familial connection to crime makes a bold move while escaping a powerful cyborg terrorist. In doing so, she unknowingly sets events in motion that will bring her face-to-face with a sibling of hers, and give her the chance to save the world from a horrifying super-virus. For the next decade, you will have the chance to be someone in Hattie Shaw's orbit, whether you're a villain hellbent on a goofy form of social Darwinism, an actual relative of hers, or a friend of one of her unlikely allies. One way or another you'll have some proximity to Hattie and you'll be beginning the next decade in your chain the very same day that she is to take part in an operation that goes awry, one that will cause her to come face to face with Brixton Lore, the dark transhumanist cult Eteon and that will cause her to befriend Luke Hobbs and reunite with Deckard Shaw; the former MI6 operative turned criminal turned ally of the Toretto crew, who also happens to be Hattie's older brother.

Take 1000 Family Points to fund your adventures.

Author's Note: This jump is for the first, and at the time of this jump's publication only, *Fast and Furious* live-action spinoff movie (though there are more in the works, including a potential sequel to *Hobbs and Shaw* entitled *Hobbs and Reyes*. Not to mention that there is actually a spin-off animated series on Netflix. Wild).

Starting Location

The thrilling global epic that is the full *Fast and Furious* saga takes place all over the globe. Even this specific entry in that series takes place in a variety of locations, from the Eteon cult's main base to Samoa, all the way to London. As such, where on Earth your story begins is up to you.

Age and Gender

You can determine your age and gender freely for the purposes of this jump, with there being an age floor of you being at least 18 years old.

Origins

All origins are drop-in compatible.

Unlikely Allies [Free]

Americans and Brits. Criminals and lawmen. Jason Statham and Dwayne Johnson. All over the world, there are unlikely alliances happening in real time. The dramatic, family-fueled, nos-heavy world of *Fast and Furious* does not escape this narrative convention. This origin puts you in a place where you are likely to meet people who are very different from you, and puts you in circumstances where you'll be able to work with such figures to achieve important, potentially world-changing objectives.

Eteon [Free]

There's a litany of unpleasant words that one might use to describe Eteon. "Cult" and "Transhumanist" come to mind, with all of the unpleasant connotations that come with both words. What Eteon is isn't super clear, but at its core, it's a group of people bound by a common goal: to force mankind to evolve and to augment the worst parts of the human body with cybernetics. And they are willing to commit truly nightmarish violence against humanity for the sake of their goals. By taking this origin, you become one of their members, well-equipped and trained to pursue a violent agenda that will bring about a new age for humanity if you were to succeed.

Family [Free]

In the world of *The Fast And The Furious*, there are two types of family. The first type is the family you are bound to by blood. This includes people like Hobbs' relatives in Samoa and Deckard's little sister Hattie. And then there's the second type of family: the sort you choose over the course of your life, like how Dom Toretto has Letty and Brian, or how Hobbs had Elena Neves. Either way, the connections you make shape the course of your life, and there's truly nothing like the power of family. With this, you become the family of someone in this story, though your bond to them need not be one of blood.

Perks

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

General [Undiscounted]

Ready for Action [Free]

You won't survive long around here unless you're able to keep up the pace, so here are some basic skills and capabilities to help you with that. You are now highly athletic and in peak physical condition, with the sort of ruggedness that defines characters in action movies. You can 'walk off' anything short of deadly wounds and recover from injuries in a cinematically short time. You have a broad base of skills in hand-to-hand combat, spec-ops training, and vehicle operation of all kinds. By itself, this is not enough to let you compete with the named characters around here, but it's still enough to let you deal with mooks and otherwise prove useful as supporting cast.

Ride Or Die [50 FP]

People match your energy, at least in terms of loyalty. The more loyal you are to your friends the more loyal they'll be to you, especially if you show them that your loyalty is the real deal. This also makes it easier for you to roll with people who innately match your energy.

Full Throttle [200 FP]

Even if the spinoff de-emphasized the stunt driving aspect, the fact remains that very few people in this franchise drive remotely like normal people. This perk upgrades the vehicle handling skills you received from **Ready For Action** to the ludicrousness you'd expect from a Fast and the Furious movie. You can perform the sickest tricks behind the wheel and make it look easy, squeeze through the tightest gaps on pure instinct, drive through a collapsing building without getting touched, and leave anyone pursuing you eating your dust - or wiping out in a collision. Sometimes you'd swear that every other driver in the sequence was actually cooperating with you in creating a spectacle worthy of a summer blockbuster.

This also directly improves how much damage and destruction you cause with a car, as well as massively reduces how much damage you take when you're behind the wheel of one, skyrocketing how dangerous a car or other sort of vehicle is as a weapon in your hands. The faster you're going, the less damage you'll take from deliberate attacks on your vehicle, and the harder you'll hit your foes when you use your car to slam them. This is what you want if you came here for the fastest cars and the most furious races.

Main Character [400 FP]

Your plot armor is *ridiculous*. Things just keep lining up so that you are never permanently at a disadvantage. Caught in a fistfight with a notably superior martial artist? Someone or something will interfere with the fight and give you a chance to escape or possibly even turn the tables. Up against a nigh-invincible cyborg? Turns out he has a design flaw that's easily exploited with some teamwork. Enemy ambush that caught you like a sitting duck? Somehow their normally -expert marksmanship is just off that day. Is your car being chased by a heat-seeking missile? Oh, look, a convenient ramp that lets you jump over an enemy submarine and let the missile hit it instead!

This plot armor is not infinitely powerful; it will *generously* abuse probability on your behalf, but will not create an outright impossibility. So don't try to take on odds that simply could not be survived even by the luckiest fool in the world, or you might still be a dead fool.

This perk becomes even more potent when you're fighting to protect a family member, with it wildly enhancing the quality of your impromptu planning and giving any wacky schemes a dramatically higher chance of succeeding. And if you're working with your family? Well, in such a case, everything about you gets amplified, most notably your luck and the ability of your allies to make incredibly helpful and actionable observations. This is the sort of thing that gives your friends the strength to hold down helicopters or the wits needed to realize and abuse the design flaws of guns that need to be connected to a server to fire. No one person is an island and by forming a family of islands you can all push each other to newer, and often sillier, heights.

Unlikely Allies

Necessary Teamwork [100 FP | Free for Unlikely Allies]

Part of being a human, a member of a social species, is coexisting with people you don't like. For many, ignoring people you don't like will be enough. Sadly, this isn't always the case. When you are shoulder to shoulder with someone you don't like, there may come a time when the two of you are forced to work together to achieve a shared goal, even if that goal is just to survive. This perk makes you shockingly good at teaming up with people you don't like, with all of you gaining buffs to your effectiveness (that primarily enhance whatever you are already good at, so strong people will become stronger still, and charismatic people become even more charming) the more you dislike each other and the more urgent the shared goal you're working towards. The more you work with people you dislike, the more the animosity melts away, though this doesn't reduce the potency of the buff you receive through this perk. Sometimes the greatest foes can become the closest of friends if only circumstances change even a little, and you are about to learn that firsthand.

The Greater Good [200 FP | Discounted for Unlikely Allies]

The law is important. It is a necessary thing for a civilized society. But sometimes the law can be inflexible and can stand in the way of true justice. Clever criminals know how to use the law and twist it against their opposition. Opponents of yours will find that such tactics do not work half as well as they should. Not only do your friends, loved ones, and allies have a sense that something is wrong when you are the victim of such tactics, but circumstances arrange themselves so that such attempts may annoy you and make things a little harder, but the effects of such tactics (be it blackmail, framing, or what have you) are significantly downgraded as far as their effectiveness goes. Beyond this, the law gets a lot looser when it comes to you, so long as you produce results and don't hurt innocents. This won't be nearly as strong if your actions hurt innocent people, but if you're doing something like roughing up actual criminals to extract information on their bosses from them or if you're in a car-chase hunting down a terrorist and some collateral damage happens then not only will innocents somehow be spared the effects of this (so long as you aren't trying to hurt innocents) you'll find that the crimes you technically committed get forgiven and forgotten. This also means that if you get framed and you capture the person who framed you and turn them over to the authorities, or deal with them your own way, things like clearing your name and the like happen remarkably quickly and thoroughly.

Shaw's Skills [400 FP | Discounted for Unlikely Allies]

Deckard Shaw is one of the most dangerous men on the planet. He is a ruthless, incredibly talented marksman, martial artist, and driver who is capable of keeping up with Dominic Toretto. Shaw's fighting style specializes in efficiency and precision, a strategy which you can now emulate. You are Shaw's equal, being a fierce operative in any sort of battlefield where you can speedily and stylishly take down all sorts of foes and even go toe to toe with absolute heavyweights like Brixton Lore, Luke Hobbs, and Dominic Toretto. In future jumps, this absolute wealth of knowledge and instincts updates, making you an incredibly fierce combatant in all but the most lopsided confrontations, capable of wielding a dizzying variety of weapons to devastating effects. You're also really, really good at fighting stylishly, making your fights entertaining to watch, though this matters considerably less than fighting effectively.

You Look Like You Could Lift A Building [600 FP | Discounted for Unlikely Allies]

Luke Hobbs is a one-man army. His physical strength is such that you'd think he's a whole family of people unto himself. And now you match his completely superhuman strength and durability.

Like Hobbs, you possess a colossal wellspring of physical power. Not only are you tough enough to endure everything from brutal beatings from infamously muscular combatants like Dominic Toretto (whose punches have shattered concrete and who has used his raw physical power to support the front end of a supercar that weighs over 3,000 pounds) to Brixton Lore (a completely superhuman cyber super-solider), to all sorts of physical trauma from tanking hits by rubber bullets to withstanding electro-shock torture and bounce back from it at shocking speeds. Your strength is even more notable, with you possessing the raw power needed to do things like hold fully-grown, muscular men in the air with one hand and, when adrenaline is pumping through you, do feats that defy physics, such as holding down a helicopter anchored to a truck with a chain with one hand. Your strength is well and truly superhuman, and your foes would be unwise if they ever forgot that simple fact. This comes preloaded with the instincts and muscle memories needed to leverage your enormous power, such that you are at least a little more than a heavy target and moving punching bag for enemy goons.

One curious and important facet of your physical strength is that it can grow. Both permanently and in the short-term, the feats described here are only what you can do with this perk and nothing else. Over the course of your chain, your strength grows when you are put in high-pressure situations, and especially when you need to protect someone or something. So long as you are working to protect your family, or even to a lesser extent the families of others, you find that you can push yourself much harder (in the moment, and you'll be sore afterwards) and then after you push yourself to new heights you find that you permanently retain a bit of the power it took you to do whatever cool feats you were asked to do to protect those you care about. There really is no greater power than family, jumper, and the sooner you learn this, the better.

Eteon

Ghost Stories [100 FP | Free for Eteon]

Reports of your death were... greatly exaggerated. You are incredibly enduring, even before someone gets to the more fully supernatural protections you may have (including other perks), but this perk gives you a subtle sort of plot armor that makes it tremendously harder for you to die unless you have eyes on you that are watching you take injuries and such. If people deal you a grievous injury and then leave, assuming you can't survive getting triple-tapped or something of the like, they'll find that you are absurdly durable... Assuming you appear before them again, anyway.

When people assume you can't possibly survive and leave, you become dramatically more likely to survive somehow. But what's every bit as important as that previous clause is that if an enemy assumes you fell due to an injury they inflicted and then leaves a fight before you actually die, they'll assume you did die and tell that to other people.

Ruthless Recruiter [200 FP | Discounted for Eteon]

Eteon loves to recruit figures from throughout the world who are already trained and disciplined enough not to need the basics of combat, wet-work, and other necessary acts drilled into their heads. They are quite willing to turn their agents into recruiters, and you are one of their best. You understand both how to orchestrate circumstances such that people are desperate enough to join Eteon, and how to make the almost comically evil agenda of the organization palatable to people who aren't themselves already on par with comic book super villains morally. One area you notably excel at is recruiting members of your own family, be they people you're close to by choice or figures you're actually related to. The closer you are to someone, the more likely you are to be able to recruit them, be it to Eteon or to any other evil organization.

Scientific Transhumanist [400 FP | Discounted for Eteon]

Where's the good in being a member of a transhumanist cult if you can't even design the cool augmentations that are the main selling point of the exciting new religion in question? With this perk, you become an incredibly talented scientist, one who is a once-in-a-generation genius when it comes to both the human body and the various scientific disciplines that allow people to augment themselves and others.

You have a profound understanding of the scientific process, and you know how to create and improve all sorts of technology related to the human body, from working prosthetics of every limb that look like actual limbs (and are undetectable as prosthetics) to completely synthetic organs that work better than their natural counterparts. You are also capable of sitting down and doing the messy work needed to install these prosthetics and synthetic body parts, able to do so without any difficulties and without risk of the bodies of those you augment (yourself included) rejecting the transplanted organs or somehow struggling to adapt to the prosthetics. This also comes with the knowledge needed to implant a kill-switch in someone, as well as the know-how to create and install various ways of making someone a vegetable or the like.

Those you augment find themselves becoming more and more loyal to you, the more you change them, with this effect becoming much more pronounced the more you objectively improve them. It should come as no surprise that you find it much easier to

improve those you care about, and in a rather twisted feedback loop, the more someone you care about is augmented, the more they come to improve in every way. On the off chance you lack a family, if you can get somebody into a proper workshop, you can make your own family.

This also works on those who do not consent to being transformed and improved but obviously it takes installing more gear and augmenting them more to break through their initial nonconsent. Of course having tech like killswitches and a myriad of ways to turn someone into a vegetable can certainly be persuasive...

In future jumps this updates to give you an equal amount of knowledge pertaining to any altforms you come to possess.

Cybernetic Superman [600 FP | Discounted for Eteon]

Brixton Lore started off as a scarily skilled MI6 operative, one on par with Deckard Shaw even before he joined Eteon. After his fateful decision to join the group, Shaw took him down and left him for dead in the wake of a failed attempt by Lore to recruit the oldest of the Shaw siblings. His Eteon handlers had him retrieved and used him as a guinea pig to test the effectiveness of their latest round of transhumanist inventions and augmentations.

Whether or not you possess a similar backstory, you are an equally augmented figure, filled to the brim with a staggeringly diverse amount of technological improvements that push you well past the limits of the human body. These potent cybernetics give you enough strength to throw motorcycles and smash through armored barriers, boost your agility and reflexes, make you effectively tireless, enhance your senses in several useful ways, provide enough impact resistance to laugh off trauma that would shatter normal human skeletons, and, if coupled with state-of-the-art body armor, prevent penetration, which would let you basically ignore all but the heaviest gunfire. Lastly, the augmentations are all integrated by a beyond cutting-edge combat computer that effortlessly meshes with your already-existing combat skills to enhance them to basically perfect, and lets you operate in 'bullet time'. Also, they worked out the bugs in your version so you can actually keep track of more than one person in a fight simultaneously.

Family

Can't Choose Family [100 FP | Free for Family]

Well... Other people can't. You specifically actually CAN pick your family. This perk allows you to pick who you are related to at the start of each jump, with this working even if you are a drop-in (though in such cases, you will be a previously unknown relative, but you'll find it incredibly easy to prove a relation).

You can also be especially talented at a talent your relatives are known for. This could be you being an impressive driver if you're related to Dominic Toretto, you being a beefcake if you're a relative of Hobbs, or you being a certified badass generally if you're related to Letty, not to mention the various other amazing athletes, criminals, and heroes that can be found throughout the world of *The Fast and the Furious*.

This also comes with a very minor talent booster that allows you to pick up very minor echoes of the talents other relatives of yours exhibit.

Plan B? They Need Plan C, D, E, They Need More Alphabet! [200 FP | Discounted for Family]

Taking after Hattie, you have an impressive ability to complicate enemy plans. Your enemies may have super soldiers, the ability to remotely take over a staggering number of screens to broadcast one message the world over, and more money than you can even begin to imagine, but you have a scary talent at inserting yourself into enemy schemes and making them incredibly complicated. You are especially good at making it so that the plans of your foes require taking you alive, and sometimes even require your active consent to take effect.

The Science of Family [400 FP | Discounted for Family]

A surprising number of characters in this series have exceptional scientific expertise. It is usually at least somewhat domain specific, whether it's Tej Parker; a mechanic who evolves over the course of several entries in the series into the Toretto crew's general tech guy before Ramsey joins the crew in *F&F7*, or Cipher: a cyberterrorist and villainess who torments Dominic and Letty in some of the middle entries in the franchise, all the way to newer faces like Jonah Hobbs (the older brother of Luke and the primary mind behind Hobbs Customs in Samoa, introduced in this entry in the series). You are a generally talented scientist and technologist who has a peculiar flexibility with science, such that you are your family's go-to-science person, and you make it work. For example, you could be a mechanic who, when the stakes are high, is capable of repairing an advanced medical device. If you are fighting for family, be it yours or... Every family, I guess, you find that your skills become quite versatile, which allows you to be a clutch team member so long as you're working to protect your family.

This also skyrockets the effectiveness of your most selfless scientific advancements and technological creations. This is enough of an enhancement that you can create superviruses that are harmless and can be used to skyrocket vaccine rates, or create cars that can drive themselves if it means protecting their owners. The more protective and caring your intentions when you sit down and make something the better it becomes, and very importantly, the harder it is to abuse or appropriate for evil purposes. Even if your inventions are financed by people who, from the start, have

wicked intentions they'll find it harder and harder to twist your science into a weapon or to profit selfishly from it. You, on the other hand, find it easy to come across those moved by your selflessness and who want to see to it that your efforts are rewarded appropriately.

You Don't Need Boosters When You Have Family [600 FP | Discounted for Family]

In the world of *The Fast and the Furious*, there's one incontrovertible fact: the most powerful force of all is not physics but family. This theme seeps into everything and everyone it touches. It is a quintessential and honestly undeniable fact. In the face of physics, luck, and even other tropes, all things lose out to family.

This perk gives your family, both found and biological, a hefty plot armor that makes them incredibly hard to kill even if it doesn't stop them from being hurt or knocked out of a fight. It also gives everyone a competence booster that scales to match the number of family members involved in a given situation, so the more you involve your family the mightier you all become. Finally this makes it so that your family can nearly always find ways to forgive you, if you wrong them, or will ask for forgiveness if they discover that something they blamed you for wasn't actually your fault but rather the result of a misunderstanding or even someone framing you.

Moments when you reconcile with your family are the impetus for them to discover new facets of themselves, or to share such hidden depths with you, and you find that if estranged family members come to you and ask for forgiveness you are filled with inspiration and can often piece together something critical or otherwise make a massive contribution to a conflict or other sort of situation that allows you to help your family members.

Your family will move Heaven and Earth to help you out, such as someone making a deal with the government to free you if you get imprisoned, and you are impressively able to help your loved ones out of whatever jams or pickles they find themselves stuck in.

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.

All origins get their 100 FP items for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete. They can then be imported into future jumps as desired.

General Items

Signature Vehicle [50 FP]

It wouldn't be an entry in the *Fast and Furious* franchise without fast cars, would it? This item is any real-world car of your choice outfitted with several key modifications and equipped with handy fiat-backed protections. Among the key modifications are the ability to use NOS (regardless of the type of car you purchase with this), space for various modifications of your choice, with applicable choices being things like guns that are mounted on the car, as well as ridiculous armor plating that gives the car the ability to endure the silly stunts a jumper might push it to do. The fiat-backed protections on this include specifically that it respawns the next day if lost, destroyed, stolen, or made inaccessible, as well as having infinite fuel, easy-to-use jumper cables, fire extinguishers, and other assorted goodies for use in emergency situations.

Unlikely Allies

Hand Cannon [100 FP | Free for Unlikely Allies]

Because you can't always use your fists to solve every problem. This is a powerful handgun of whatever style you prefer that is significantly more accurate and damaging than it would normally be. It never jams, doesn't need maintenance, and seems to reload itself at any brief pause in the action.

Your Team [200 FP | Discounted for Unlikely Allies]

Whether you're an adventurous, globe-trotting lawman or a skilled, deadly mercenary determined to chase down the crew of street-racers that put your brother in a coma, you can't do all of the stuff you need to do alone. This is a small group of incredibly skilled followers who provide the valuable mission support you need to get the job done, from techheads who hack street cameras to give you routing advice and feedback to the talented thief who can open any lock or get you in and out of any base. This team of specialists makes things like assaulting an enemy base much, much easier, and they loyally protect each other and you, benefitting from any and all family and plot armor perks you possess. At the end of every successful operation, they also grow in skill and gain new, handier resources that make it easier for them to succeed next time they are needed.

Redemption Request [400 FP | Discounted for Unlikely Allies]

Some people understand that people can change over the course of their lives and thus they can come to regret their past actions. Sometimes such figures can prove themselves deserving of forgiveness and the chance at a fresh start. This item is essentially a "One last job" item that can be expended to trigger an adventure that, if successfully completed, results in you being given a fresh start with all of your crimes being forgiven and you getting all of your old debts wiped away. How challenging this adventure is depends on the crimes and debts you're seeking to have absolved, and you can also use this to speed up actual, internal redemption arcs though in such cases it becomes noticeably more difficult. This item can also be shared with others, both used solely by them to ensure they get a fresh start or complete redemption arcs, or shared between the lot of you with everyone who embarks on a request getting the benefits of this so long as they play an important role in the ensuing adventure. This works on anyone but they have to want redemption, even if only by the end of the adventure. You only get one of these every five years, but they do stack in case you find many different people seeking redemption but unsure of how to go about it.

Eteon

Advanced Warfare [100 FP | Free for Eteon]

Eteon is the future, and even its lowest-ranking soldiers are equipped accordingly. This is a full set of bleeding-edge combat gear that borders on science fiction and covers a wide range of contingencies. Ultra-tech firearms of all varieties that have superior firepower and accuracy to anything on the market that also have faultless biometric locks which keep them from ever being used by unfriendly forces, body armor that can stop even assault rifle rounds at point-blank range (better have something else to deal with the bruising though) yet is still lightweight and doesn't interfere with movement, and a full selection of auxiliary items such as unhackable and untraceable comms, powered climbing gear so advanced it practically operates itself, nightvision/thermo goggles, and anything else that would plausibly be part of a special warfare operator's loadout. You get enough sets of this gear to outfit an entire team along with the schematics to make more.

Cyber Motorcycle [200 FP | Discounted for Eteon]

Brixton Lore's motorcycle is one of his signature tools, an incredibly speedy and powerfully modified Triumph Speed Triple 1050 RS that is outfitted with an array of futuristic modifications. The primary modifications Eteon outfits the motorcycle with are the ability to transform to avoid obstacles and help Brixton follow his foes, and an incredibly sophisticated navigation software linked to both Brixton and the bike, allowing the device to move without Lore being on it himself, to help its owner in a fight or to otherwise aid him in hunting the enemies of Eteon. Not only do you possess your own copy of the motorcycle, with some of the more common protections fiat-backing can apply to items such as an immunity to theft and the like, as well as infinite fuel, you also possess knowledge of the advanced engineering principles that allowed Eteon to make the device capable of the impressive array of feats it exhibits in its few on-screen appearances. You know how to apply these principles to sufficiently advanced vehicles, from cars to helicopters to boats, though this is a bit more difficult the further one strays from a motorcycle. Still, this will never be prohibitively difficult, and the ability to make tanks and other such vehicles capable of being piloted remotely is a terrifying one.

Eteon [400 FP | Discounted for Eteon]

This item makes you the head of Eteon (or an equivalent criminal organization that matches Eteon blow for blow in terms of resources and overall weight), an organization with a terrifying amount of power in the form of a small but incredibly well-trained and well-armed military, an entire research division, and at least two major facilities with both its own headquarters and a facility in Ukraine where they produce weapons and biotech. This item also comes with one very powerful cyborg follower who is the head of the field operations team and is essentially Brixton: a faultlessly loyal superhuman attack dog. If you possess the skills to turn more people into cybernetically enhanced supersoldiers, then this item is perfect for your more nefarious and bloody ambitions, coming well-stocked with the necessary supplies and workstations needed to both build the necessary hardware and to actually install said devices in your underlings.

Eteon has a reach that stretches across the planet, though most of its power is not what someone might expect when they think of a terrorist group. While Eteon can use its resources to crush its opposition, many in Eteon prefer to subvert and swallow their

opposition, turning foes into allies rather than making enemies perish and destroying cities. This item can either give you Eteon outright, making you the real head of the organization and ensuring it follows you into future jumps, or give you free rein to design an organization on equal footing that is wholly yours. This organization retains changes across jumps and scales to stay at the overall level of power it has in this (and future) jumps, giving you a very real and powerful covert enterprise to rule from and to use as a vehicle to bring about your vision for the world.

Family

Hobbs Customs [100 FP | Free for Family] The family mechanics shop that does *excellent* custom work for most types of personalized vehicles and is, *optionally*, run by your *actual* family (up to, and including, any *new* family members you've grown close to across your Jumpchain). All the paperwork is done quickly, efficiently and, importantly, correctly, ensuring that the day-to-day operations run smoothly so as to not get in the way of their high quality work that is a bespoke work of art, that is to say a comfortably beautiful fit that suits their wants and unknown needs, to their clients, ensuring a continuous revenue stream for the family for untold generations to come, same as it has for the many generations that came before. Should any family not be blessed with the talent and skill to work at, and run, a shop of this quality, they will find themselves rapidly improving to match the worst mechanic here (which, to be clear, is still in the top 95th percentile when compared to the rest of the industry) and slowly improve from there as normal. Furthermore, any improvements to the company will be kept in perpetuity, across all future Jumps, even as it remains a fully family-oriented and operated business.

Home Alone Setup [200 FP | Discounted for Family]

This is an impressive array of traps that can be set up to protect your home and especially your family. While the exact makeup of this will always change to match the specific talents of those you're protecting and to best ensure your home remains untouched by the chaos of battle. Some of these traps will be devices and conditions that weaken your foes, such as a trap that shuts off enemy weapons, while others will be more directly offensive things like gasoline that can be poured and then hidden away until it is ignited, dividing enemies and making them easier to pick off even if they manage to avoid the fire itself. You'll get a new version of this whenever you acquire a home, even temporarily, with it scaling to match the number of people you're protecting and the amount of space you need to keep safe.

Snowflake [400 FP | Discounted for Family]

A sample of a programmable supervirus, whose original purpose was to help people by serving as a vessel for faster vaccine distribution. This powerful virus is initially co-opted by the dark figures who originally moved to make it exist in the first place. This disease can be modified quite easily using a computer and special transportation device that are every bit as fiat-backed as the actual disease, which can be used to control every aspect of the disease. In the right hands, this can easily help a lot of families, whether it's sussed to combat diseases via serving as a vaccine delivery service or even outright participating in efforts to combat terminal illnesses and the like. While it's possible to use this as an infectious disease that would specifically target families and decimate them, its real purpose is to help people. It is spectacular when used properly, potently fighting even terminal illnesses and greatly strengthening one's physique. You possess enough to infect yourself and one other person, though if the disease is already infectious, how infectious it is will be up to you to decide. The full threat of the infectiousness, if the virus isn't used on you, is determined by how you've modified it and what you've commanded the virus to do via the computer. This item also comes with instructions on how to make more of the virus in its unactivated, neutral form.

Companions & Followers

The gender, sex, and appearances of the custom companions are up to you. By default they resemble the characters they are inspired by; Madame M/Margarita, the Eteon Director, and Professor Andreiko.

Youth Soccer Team (Follower Import) [0 FP] Allows up to two full soccer teams, including players, coaches, and support staff, but they only receive an Origin and do not receive a FP stipend, or Perks and Items, to reflect their status as your Followers- the support network for you and your Companions, mostly comprised of your families.

Your Family (Companion Import/Companion Creation) [50-200]

With this, you can spend FP to import companions into this jump, giving them 600 FP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 FP per person you do this for, or you can spend 200 FP and create or import 8 such individuals.

New Friend [50]

This is the option to recruit someone you met here. By taking this, you get a token that, if you give it to someone, allows them to instantly understand what a chain is and what it means to be a companion, and who is given the chance to come with you. If they say no, you get the token back, it is recharged, and you can give it to someone else. Each investment of 50 FP here gives you a new token. Each unspent token is refunded at the end of the jump.

Thief Extraordinaire [200 FP Discounted for Unlikely Allies]

Jumper you sly dog! This extraordinarily beautiful or ruggedly handsome person of your preferred gender is a well-respected, and rightfully feared member of the criminal underworld who has as many connections as they have friends and foes. They remember and reminisce on each steamy encounter you've had, as well as always be ready to make new memories if given the chance. This individual is incredibly skilled and comes along your chain with you partly to encounter new sights and engage in new crimes, but also quite possibly, out of a small hope that the story you two write isn't actually complete just yet.

Secret Bad Guy! [200 FP Discounted For Eteon]

The head of a collective of cyberterrorists and researchers is a surprisingly ordinary seeming person with a boring desk job. Whoda thunk, huh? This person is the head of Eteon and they are a dangerous criminal mastermind, and they bring their transhumanist movement (and the scientific knowhow needed to create new wonders, and terrors, in future jumps) with them moving forward. Who knows what they'd think if they encountered magic and the like...

Virtuous Virologist [200 FP Discounted for Family]

For some scientists it really is about family. And some scientists are so generous that it's about more than their own families! This virologist is an extraordinarily talented researcher who once created a programmable super virus in the hopes of using it as a vaccine delivery device that could aid health workers all over the world. And when their research was co-opted and twisted into a hateful weapon designed to cull the human

population they bravely risked life and limb to play a role, however small, in saving the world. Now they hope for a chance to see more worlds, and to help even more families. Will you allow them to come along with you?

Drawbacks

Another Universe [0 FP]

This is a supplement toggle; with this, you can attach this jump to another and fuse their settings into a single one to whatever extent you wish.

Leave When The Plot Ends [0 FP]

This toggle allows a jumper to end their time in a setting when the events of the setting's plot are resolved. This can be via the jumper playing a part and achieving a canon ending, or in some other way, significantly resolving the plot and conflicts of the series.

Self Insert [0 FP]

By taking this toggle you can insert into this jump as a character whose perks and items you possess. Various characters are eligible for this, from Hobbs and Shaw, to Brixton, to Hattie, all the way to Professor Andreiko or one of Hobbs' siblings.

Extended Stay [Varies]

For each purchase of this, your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that, you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]

You lock out Out-of-Context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points; if you block access to 3 of the four, you get 600 points; and if you lose access to all four options, you get a full 800 FP. Companions can still be imported and receive builds, but they won't be able to be active during this jump if the companion lockout is selected.

Showboat [100 FP]

You are quite the competitive sort and you enjoy bragging. This gets worse if you're among those you consider to be equals, with you often seeking to beat up more baddies, save more people, or the opposite depending on your alignment and personality. If you don't have the skills to pay the bills this can easily become quite embarrassing for you.

Not Too Fast [100 FP]

Oh this isn't good. You're a... very distinct driver, jumper. This gives you really bad luck when you're behind the wheel. In terms of your actual talent at driving you're as good as your perks suggest you would be, but events always go awry when you put yourself behind the wheel, with the scale of the misfortune matching your speed. If you're just driving at normal, appropriate speeds, you'll only be a little more unlucky than usual. If you're trying to keep up in a car chase and participating in it you're luck will become catastrophically bad. I sure hope you have someone else who can drive you...

If you want to make this drawback cost more then you can make it so that so long as you're inside of a vehicle, you suffer from this effect even if you aren't the one driving. You had better work on your balance and/or grip strength if you want to use any sort of vehicular transportation for the duration of this jump!

Foul Family [200 FP]

You and your family do NOT get along. Whether it's because you're a lone criminal in a family of lawmen or the opposite, or because of long-standing grudges, or any multitude of plausible reasons, you are the black sheep in your family. Many members of your family wouldn't even hesitate to enact violence against you if given the chance. This is unfortunate because circumstances will be arranged such that you need your family's help and they will be quite stubborn. Still, family matters and if you're sincerely asking for help and willing to put in the work... Maybe, just maybe, they'll find a way to forgive you.

You Definitely Gave The Eyebrow [200 FP]

You are predictable, jumper. Your reactions to this are exceedingly obvious even if you try to act stoic and cool. Even children can pick up on the cues of your body language. Expect people to be quite ready to poke fun at you for this, and for your foes to exploit it against you.

Skeletons In Your Closet [400 FP]

You have got to be sure you kill your opponents. It cannot be stressed enough, jumper, that when you take someone down you watch out and make sure they are down for the count, done, because if you don't... Well, one way or another there is a survivor of your antics who has come back to haunt you (or hunt your friends and allies if you are a drop-in, who quickly develops a deep hatred for you specifically). What's worse is that the more people you leave for dead, the more people survive and swear to hunt you down. Not all of them will be cybernetically augmented super soldiers but it's not impossible that one or two of them could become such figures if you don't finish the job properly.

Device Based Healthcare [400 FP]

Did you like what happened with Hattie, jumper? For some reason your only options for healthcare involve complex machinery and strange technology. I sure hope you have something like metal skin and superhuman durability. With this the only way for you to heal is for you to be treated by technology. This requires visiting hospitals or clinics or the like, rather than relying on your sheer aura and any neat healing factors you may have picked up elsewhere.

Shut Jumper Down [600 FP]

Eteon has a radio-controlled kill switch in you, and if you ever disobey them, they will press it. Death will be immediate within fifteen seconds. You can, in theory, have someone defuse it, but Eteon tech is far more sophisticated than what most people around here can even begin to hack, and the anti-tamper mechanisms on this kill switch are extensive.

No Lose Clause [600 FP]

Your central opponents seem to have some degree of curious fiat-backing that gives them the strange trait that they could never permanently lose- something that you are now required to work around. You'll know them by their egos, the ones with Main Character Syndrome and the ability to back it up- and of course, because that would *be* your luck, they believe you personally wronged them and theirs. These figures will always find a way back from defeat, and will be incensed by you with striking, almost unbecoming ease, such that they are encouraged to go after you. They are still people, however, and can fail to achieve whatever end goals they are pursuing, you just need to be more creative than trying to hit them with a bullet or run them over with your car.

Decisions

You have three choices ...

Go to the next Jump

Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Notes & Credits

-Changelog: This jump document was created on June 22nd, 2026. A public WIP was also released on June 22nd, 2026. This preview contained the initial drafts of all of the perks from the Unlikely Allies perk line and the description for the Personalized Guns Eteon freebie item. By the end of June 22nd, 2026, most of the perks, several of the items, and more than one drawback had been added to the jump, and its version number was updated from 0.1 to 0.5, marking a significant move towards completion. On June 23rd, all of the perks and items were completed and the version number was updated to version 0.8 indicating the near-completed status of the jump. During the early afternoon of June 23rd, 2026, the jump was completed and published to various places with its latest version number being 1.0.

-This is intended, partially, to see if there's interest in a newer *Fast & Furious* jump, but mostly because *Hobbs and Shaw* is my favorite movie in this series, and I thought it'd be fun to make a jump with some of the stuff we see in the film, from Brixton's handy cybernetics to Hobbs' superhuman strength.

-As usual with me, jumpmaking is a community process, and I appreciate the homies who gave me feedback in real-time on this jump document. If you made specific contributions, whether they were included or not, know that I appreciate you coming in and sharing bits and pieces of your vision with me!

-One pal directly and entirely created the Action hero general perk and its driving upgrade, with only the last bits at the end written by me, as well as contributed

drawback ideas and offered plenty of feedback in real time as the jump document developed.

-Big thanks to Orion Ultor, who has written several item descriptions and been a tremendous help with drawbacks.

-**So... Continuity stuff.** There are articles and theories that offer more specific information than this, but this is meant to be a general summary to help people. This jump is specifically for *Hobbs and Shaw*, the spinoff that takes place between *The Fate of the Furious* and *F9: The Fast Saga*. It is recommended, though not at all mandatory, that someone use the "Leave when the plot ends" toggle, which would make this jump last a few days but in keeping with jumpchain tradition this jump does have a default duration of a decade. In total the series, before *Fast Forever* (the planned, hypothetical sequel to *Fast X*: the most recent film as of this jump's publication), will span over 20 years.

-There is an older jump for the first films and the series is generally regarded as starting somewhere between 2001 and 2004 and lasting through, at least, 2023. *Hobbs and Shaw* takes place in the very late 2010s, probably 2019.

-I included the Team follower import option because it's basically flavor text and seems like fun but doesn't actually cost anything or grant big benefits.

-Oh hey, custom companions! Wild.

-There was an idea for a drawback where the setting becomes a movie set and that's a very fun idea but I wasn't sure how to write it out so I chose not to. Still, that's a neat idea and I am tucking it away in my mind for later use if I can find a way to make it work.