
ŌBAN™
STAR-RACERS

INTRODUCTION

Power, wealth, fame, peace, conquest, freedom, love.

To live is to desire. As such, when the godlike being known as the Avatar proposed a race to determine who would receive the Ultimate Prize, every species across the universe put all hostilities on hold in order to prepare.

What is this prize? The specifics are quite vague, but rumor has it that whoever wins this race will be granted any wish they can imagine. No matter how big or small.

Among the races competing is a quaint little species known as humanity. The Avatar's ceasefire is possibly the only reason humanity wasn't annihilated by the warmongering Krog empire. Winning the ultimate prize may very well be their planet's only hope of survival.

Leading humanity's racer team is Don Wei. An abrasive no-nonsense man with a chip on his shoulder and the social graces of sandpaper. In an odd twist of fate, his estranged daughter Eva broke out of the boarding school she's been practically imprisoned at for most of her life. When greeting her own father, he doesn't even recognize his own daughter. In a moment of panic, she adopts the fake name "Molly".

Through a series of coincidences, Molly stows away as the Earth team is transported to the first race, becoming an unwanted extra set of helping hands. However, if things proceed as expected, the Earth team's racer will be injured due to sabotage in their first race. This forces Molly to assume the role of racer, much to Don Wei's annoyance.

Matters are soon to become more complex, as many other species are more than willing to play dirty, from alliances to outright sabotage. Not to mention the questions of what the Avatar or this "Ultimate Prize" truly is. You start this Jump on the same day that Eva breaks out of her boarding school. You have **1000 Choice Points** to spend as you please.

SPECIES & ROLE

You may insert yourself into an existing species or create one wholesale. The different species involved in this race are diverse. You may choose up to two aspects that heavily impact your culture. You may only access the perks related to the aspects you chose but receive no discounts. Certain perks are only available to those who specialize in a single aspect.

You must also select one of two Roles for free. You are either a **Racer** who will be on the front lines of the race, or some kind of Support, like an engineer, gunman, strategist, etc. for your team. You may choose age and gender for free. Any role may be taken as Drop-In. Your starting location is irrelevant, as you will soon be transported to the location of the preliminary race.

Technology [FREE]

Your species has an advanced culture of technology and engineering. Technology is a reliable, intuitive, and versatile path to power. However, while your options for improvement are seemingly infinite, modifications or repair often require time, tools, and specialized knowledge that can't be easily used in the middle of a high-stakes race.

Biology (FREE)

Your species has access to some flora or fauna that by some evolutionary marvel can compare to the modern technology of other species. Depending on your purchases, you may very well be your own star-racer. Purely organic racers are tough, and their natural abilities slowly improve through use, but they require time and care to heal and are more vulnerable to hazards.

Mysticism { FREE }

Your species draws power from forces that can only be called magic. Whether it's playing hypnotic music or enchanting arrows to destroy mountains. However, magic often requires an obvious chant or ritual, and the effects are usually temporary. Only ancient masters of magic can use it through will alone. You'd be lucky to get away with 2-3 spells in a single race.

GENERAL PERKS

Audible Like Alwas | FREE |

At your own discretion, you may apply the Ōban Star-Racers soundtrack and art style to the world around you. This primarily affects your perception, so nobody else will notice a change.

Serene Like Satis | 50CP |

You have an eye for people. When you see someone going through emotional turmoil, you are able to quickly grasp what they're going through in a general sense. This won't give you any specific details of their circumstances, nor specifically how you can help.

Delicate Like The Drugers | 200CP |

Somehow, you have learned or evolved the same strange magic of the lifeforms of Obon. You are able to sing to animate nearby stones. They seem to spawn eyes and legs made of a yellow energy as they assemble themselves into complex stone structures. This is extremely weak independently. If you have centuries to refine this, or a large group of others possessing this same magic, you can construct enormous temples in a matter of minutes.

Secretive Like The Shaman | 300CP |

You have the spiritual insight of a shaman. You are overflowing with wisdom and receive a significant boost to any clairvoyant abilities you already possess. You are a treasure trove of ancient and occult lore for the current jump you're in. This also makes it significantly easier to make contact with dark or forgotten gods, for better or worse.

Forgettable Like Fate | 400CP |

Whether through research or mere intuition, you have deep insights into the nature of fate. To start, this is barely noticeable. No more than a subtle pull in the general direction of events of far-reaching importance. Your mastery will remain at this level for quite a while. However, after enough centuries, if not eons have passed, you'll be able to not only sense fate, but steer it.

You'll be able to remotely manipulate seemingly inconsequential events at the other end of the galaxy to set a chain reaction of otherwise meaningless coincidences in motion that allow you to change the fate of the entire galaxy.

However, even then this won't be perfect. When focusing on one line of fate, it's possible for unexpected actors you had disregarded as inconsequential to swoop in and thwart all your plans at the worst possible moment.

Ancient Like The Avatar | 800CP |

You are a truly ancient being. You are centuries, if not eons old before you even arrive in the jump. You are the pinnacle of your species, assuming any other members still live.

If your species specialized in Mysticism, your psychic powers may have people compare you to the Avatar themselves. If you prioritize Technology, your machines make the technology of most other species look downright primitive. If you prioritize the might of your Biology, you have refined your natural abilities to a level that doesn't even seem possible. You aren't required to specialize in just one aspect, but the boost will be less pronounced if you don't.

This also provides centuries of mastery to any General Perks other than Audible Like Alwas.

This won't grant you power that wouldn't eventually be possible with what you gained from this jump. However, if you want to reach the heights of Sul or O within this Jump using only what you can obtain here, you will require this purchase.

TECHNOLOGY PERKS

Requires Technology. No discounts.

Tinkering [50CP : Requires Technology]

You know your way around your species' technology. Whether you have the engineering skills to repair star racers yourself, or the programming skills to design algorithms that could make an alien AI blush. Can purchase multiple times for different specializations.

Interface [100CP : Requires Technology]

Whether you are literally connected to your machine, or this is just some kind of intuition, you are able to control vehicles as if they were your own body. Yor balance, reflexes, agility, senses, all transfer directly to your vehicle as if it were your own body. As a result, training your physical abilities also improves your driving abilities to an extent.

Breaking Barriers [200CP : Requires Technology]

Turns out there really isn't that much difference between different species' technology. You face weirdly little difficulty using your technological expertise on completely alien technology. As long as they aren't incomparably complex, you can hack, modify, and reverse-engineer alien technology as if they were using the same technology of your home world.

Calculation [400CP : Must specialize in Technology]

A highly advanced algorithm installed in your brain. This allows you to calculate and analyze just about anything in real time. Any data you collect is automatically inserted into the algorithm to further improve your calculations. More impressively, this algorithm can predict an opponent's every move before they make it, and even calculate the exact trajectory of their projectiles and how to dodge them before they even pull the trigger. This has a single flaw. In that, attempting to analyze too many chaotic variables at once can overwhelm your senses.

BIOLOGY PERKS

Requires Biology. No discounts.

Friendly (50CP : Requires Biology)

You have an odd way of getting along with less intelligent species. Even if you have no means of communication, you somehow just understand each other, and can train them with bizarre ease. That is, assuming you don't give them a good reason to just eat you instead.

Mighty (100CP : Requires Biology)

You possess some natural weapon or physical enhancement that grants you a notable advantage in battle. Whether its electrical tentacles, retractable claws that can tear through star racer hulls, or a thick exoskeleton that can shrug off gunfire for brief periods. Can purchase multiple times for more natural adaptations on a similar scale.

Shifty (200CP : Requires Biology & Star Racer)

You are able to morph your physical body almost like liquid and can even assume a form that renders a star racer redundant. In other words, instead of being a separate vehicle, the start racer you'll design later in the jump is a transformation you can assume with your own body. This does mean you should be extra careful about sustaining unnecessary damage in a race.

Hungry (400CP : Must specialize in Biology)

The devastating ability possessed by the mysterious alien 0. You are able to absorb an obscene quantity of energy to later release as a wave of destructive energy even more powerful than the energy you absorbed. Like a muscle, the more you train this ability, the more energy you can absorb and the greater it is magnified. After enough centuries, you might be able to negate blast from the Avatar themselves and use it to annihilate everything in sight. This renders you functionally immune to any energy attacks you're strong enough to absorb.

MYSTICISM PERKS

Requires Mysticism. No discounts.

Clairvoyance { 50CP : Requires Mysticism }

You possess some form of extrasensory perception or telepathy. The former starts out simply with detecting nearby life signs. The latter simply allows you to share your own memories with others. You can enhance their range and power over time. You must purchase twice for both.

Enchantment { 100CP : Requires Mysticism }

Through a special chant and deep concentration, you are able to enchant a simple ranged projectile like an arrow with the power to destroy a mountain, or an organism with a brief boost of speed that can leave most star racers in the dust. You receive both spells for one purchase. However, neither enchantment functions on complex technology nor machines.

Teleportation { 200CP : Requires Mysticism }

A power that risks rendering the entire race redundant. You are able to teleport yourself or others through space. To start, you can only warp a few meters at a time. This range will only grow with time and practice. With enough centuries of practice with this power, you might be able to warp between countries, or even nearby planets.

Telekinesis { 400CP : Must specialize in Mysticism }

You are able to use the power of your mind to levitate, move objects, launch blasts of psychic energy, or even shape that energy into solid constructs. The great magician Sul mastered this power to such an extent he could control time and space itself, and was rumored to be comparable to the Avatar in power. You are thousands of years off from being anywhere close to his level. But with enough time, who knows? Before long, creating a robe made of pure psychic energy might be a preferable alternative to just buying clothes.

RACER PERKS

One 100CP perk FREE and other perks 50% off for Racers.

Secret Identity / 100CP // 50CP or FREE Racer /

A little subterfuge goes a long way. You find it bizarrely easy to hide your true identity. Whether it's giving a fake name or covering the bottom half of your face with a cloth. Doing the absolute bare minimum to hide your identity is usually enough to fool anyone who isn't personally familiar with your appearance. Doesn't make you immune to background checks.

Plausible Deniability / 100CP // 50CP or FREE Racer /

While it's technically against the rules to attempt to kill your opponent, actually enforcing that policy is another matter. Onlookers are weirdly slow to recognize your blatant killing intent, as long as you don't succeed. Even if you clearly just tried to shoot your opponent with a giant laser, you'll likely get the benefit of the doubt, as long as you ultimately missed.

The Enemy of my Enemy / 200CP // 100CP Racer /

You have an odd talent for quickly forming friendships with people who have every reason in the world to call you an enemy. Even if you belong to warring races, even if you associate with people who openly despise them, even if the fate of their species depends on them defeating you, somehow this rarely impedes their ability to connect with you off the field of battle.

When the Going Gets Tough / 200CP // 100CP Racer /

Your pilot is badly injured? You can use that chance to prove yourself in their place. Lost half your racer? Now you can fit through much smaller gaps. You have the willpower and quick-thinking to turn almost any mistake into a last-minute miracle. This also gives you a better insight into when a risk is truly necessary, and the guts to go through with it.

Model Teacher / 300CP // 150CP Racer /

Not every genius has what it takes to be a teacher, but you certainly do. Whatever skills you know, you are a master of teaching them to others. Your methods aren't always conventional, but if someone has the basic capacity to learn your skills, you can teach it to them in a fraction of the time you'd expect. Not only can you teach them, you know how to figure out how to motivate your pupil to make them personally want to learn what you're teaching.

The Tough Get Going / 300CP // 150CP Racer /

Almost as a twisted form of karma, the higher the stakes become, the worse a situation becomes, the more your enemies cheat, the better you perform. Innovative solutions pop into your mind from nowhere, your allies become more competent, even your equipment performs just a little better and a little sturdier than it would normally. In general, the more the deck is stacked against you, the more fate steps in to give you a little push forward.

Untouchable Tyrant / 400CP // 200CP Racer /

Much like the Krog, you seem to emit this aura of invincibility. As long as you remain undefeated, all but the most brave, confident, or desperate opponents will take it as a given they have no hope of defeating you alone. You can terrify even the most honorable allies to throw away their dignity for your benefit and no personal gain, simply to avoid your wrath. The more public defeats you suffer, the weaker this illusion of invincibility becomes.

Heroic Soul / 400CP // 200CP Racer /

There's something about you that others can't help but trust. People often see you as a natural leader, and struggle to even imagine you abusing your power for personal gain. If the time comes to select someone to grant some godlike power or advantage, those who know you feel this unconscious suggestion that you are the most trustworthy person in the room to receive that power. Of course, this doesn't prevent unambiguous greed from interfering.

SUPPORTER PERKS

One 100CP perk FREE and other perks 50% off for Supporters.

Hot Head \ 100CP \\ 50CP or FREE Supporter \

When you constantly criticize, belittle, or demean someone, rather than getting discouraged, it only motivates them to improve. This might be light teasing, or a constant mean-spirited nagging. It's often enough to give someone the drive to try turning the universe on its head solely to spite you. Can be toggled if you'd rather just break their spirit outright.

Crack Shot \ 100CP \\ 50CP or FREE Supporter \

You have the makings of a professional marksman with just about any gun you lay your hands on. Even if it's a machine gun where accuracy isn't much of a factor, your shots rarely stray far from your target. This is naturally easier when you have time to line up your shot, but you're still fairly accurate even when firing from a moving star racer.

Grease Monkey \ 200CP \\ 100CP Supporter \

You can troubleshoot almost any technical issue with a quick glance and even the vaguest clues. This also helps with finding workarounds to control, modify, or just keep any technical system running far longer than it should. Whether it's keeping a racer running with half an engine or discovering the source of a security breach from a blurry photo of the hacker.

Friendly Fireproof \ 200CP \\ 100CP Supporter \

You can't make a fuss every time a turret goes berserk and starts firing on your own team. You have extreme luck with avoiding friendly fire. Even when your weapon is in the hands of an enemy, they'll have bizarrely little luck turning it against your allies, as most of their shots slip right past their target and are more likely to jam than they would be in your hands.

When in Rome \ 300CP \\ 150CP Supporter \

When sent across the galaxy and forced to adapt to literally alien environments and cultures, you tend to adapt far better than others. No matter how strange or grotesque it seems, you hardly have any trouble adapting to foreign foods or cultures. You even pick up local languages in a fraction of the time. Give it a few months, and the locals will be so comfortable around you they barely even notice you came from an entirely different planet.

Out of Sight, Out of Mind \ 300CP \\ 150CP Supporter \

As long as it ultimately proves useful and you do it out of sight, even the most close-minded cultures or organizations will turn a blind eye to your flagrant disregard of their traditions and taboos. Such as running an underground engineering ring in a staunchly anti-technology culture, or summoning demons for the benefit of an extremely religious community. However, if you fail to prove the usefulness of this transgression, be prepared to face the consequences.

Show of Force \ 400CP \\ 200CP Supporter \

Much like the Avatar himself, you are able to sell people on even the vaguest promises, as long as you precede it with a display of overwhelming power. You could use your psychic might to send a message to every corner of the galaxy, promising to grant one species "the ultimate prize". Even if you never explain what that prize is, almost every culture you reach will immediately put all hostilities on hold in order to prepare themselves to seize that prize.

Absolute Nobody \ 400CP \\ 200CP Supporter \

You have a talent (or perhaps a curse) for blending into the background. People notice you; they just have a hard time believing you pose a threat to them. Even fate itself can't seem to comprehend you being significant. Beings with the ability to control or observe fate will intuitively assume that your fate isn't worth the trouble to keep an eye on. Perfect for you to spring up at the worst possible moment to foil their millennia-spanning master plans.

COMPANIONS

Friends Today | 50CP PER |

With each purchase, you may create or import a companion to join you as an ally. They receive a 600CP stipend and can gain more through Drawbacks. You can choose for them to be part of your planet's team if they belong to the same species as you. Otherwise, they are members of rival teams. Each purchase after the first doubles the number of companions you receive.

Foes Tomorrow | 50CP PER |

With each purchase, you receive a slot that may be used to recruit any canon character as a companion, with their informed consent. Gaining their permission may be surprisingly easy or all but impossible. Each species has their own reasons for wanting the Ultimate Prize, so some may have far more attachment to this universe and their place within it than others.

Pirate Crew | 200CP || 100CP w/ 4+ Passengers |

About a dozen tiny members of your species. They're no taller than a human child, even if your species isn't normally that short. They're often quite clumsy and bumbling but are surprisingly coordinated in combat. Not to mention unshakably loyal to you. If imported into future jumps, they only occupy a single companion slot, and all purchases are divided between them.

Drudgers | 300CP |

A tribe of the strange beasts populating planet Ōban. Despite their intimidating appearance and lack of a spoken language, they are a docile and surprisingly intelligent species. The pack following you only numbers about a dozen. All Drudgers possess a natural magic that allows them to sing in unison to animate nearby stones and such to construct and repair elaborate stone structures overnight. The massive temples dotting planet Ōban are all the work of the Drudgers, despite resembling the craftsmanship of more technologically advanced species.

RACER ITEMS

One 100CP item FREE and other items 50% off for Racers.

Music Player / 100CP // 50CP or FREE Racer /

A small belt-mounted music player. Can either listen through earphones or through the deployable speaker. You can either use it to play CDs or even songs from any personal soundtrack perks. Can potentially break through weak music-based hypnotic effects.

Alien Bar / 100CP // 50CP or FREE Racer /

In any world you enter, you'll find a secluded bar full of a variety of alien species. The drinks are all somehow safely consumable by humans. The bar itself is a valuable source of intel and rumors, particularly relating to extraterrestrial matters.

Hover Bike / 200CP // 100CP Racer /

This vehicle is essentially a motor scooter with the same hover technology as a star racer. The speed or durability can't compare to a real star racer, so don't try to enter this in the race, but it never requires refueling, and makes for a decent mode of personal transportation.

Ancient Ruins / 200CP // 100CP Racer /

In any area mostly uninhabited by intelligent life, you'll find mysterious ruins dotting the landscape. These contain very little of inherent value, but the various murals serve as hints relating to ancient secrets of the land, particularly those relevant to your own interests.

Mobile Arcade / 300CP // 150CP Racer /

An odd mobile structure resembling a small arcade. In reality, it is one piece of a larger hacking setup. By setting up a transmitter near a vehicle or machine, even those of an alien nature, said machine can be remote controlled through the arcade console. You could trick a pilot into shooting up their own garage, thinking it's just a video game. This can be blocked with sufficiently advanced firewalls, or simply destroying the transmitter.

Adoring Fans / 300CP // 150CP Racer /

Much like the beloved Flint, you have an almost cult-like fan following. Even if you clearly lack the skill to back it up, these fans will practically worship the ground you walk on and show unambiguous animosity to anyone who makes you look bad. This is especially pronounced when you have the home field advantage, in which practically everyone in sight is part of your fan club and you have connections with practically every person of note nearby.

SUPPORT ITEMS

One 100CP item FREE and other items 50% off for Support.

Toolbox \ 100CP \\ 50CP or FREE Support \

A seemingly mundane toolbox that seems to contain just about any tool you could need. As long as it isn't exceptionally complex or expensive, and could conceivably fit inside the box, you can retrieve just about any hand tool you can think of by reaching inside.

Necessities \ 100CP \\ 50CP or FREE Support \

You have a supply of blankets, heaters, rations, water purifiers, etc. Basically all the bare necessities for keeping a group of 4-8 comfortable for months away from home. This won't help against extreme conditions like meteor showers or the lack of a breathable atmosphere.

Diagnostics \ 200CP \\ 100CP Support \

A computer with software for remotely communicating or running diagnostics on a specific vehicle of your choice. With this, you can communicate in real time or remotely identify any mechanical fault the instant they occur. Requires a wireless connection to function.

Communicator \ 200CP \\ 100CP Support \

Humanity's most advanced communication technology. It allows one to communicate wirelessly from seemingly anywhere in the universe with negligible interference. It even has a hologram projector for video calls (assuming the other person has a compatible camera).

Engineer's Paradise \ 300CP \\ 150CP Support \

In every Jump, you'll be able to find a secluded market run by mechanics for mechanics. Here, you'll be able to buy just about any mechanical part you can imagine. As most of the dealers are mechanics themselves, there's no shortage of competent help to assist you with installing your purchases. This is normally a somewhat exclusive club, but it seems a trusted member put in a good word for you, so you'll always be welcomed with open tentacles.

Government Contact \ 300CP \\ 150CP Support \

In every Jump, you will have a direct line of contact with a high-ranking member of your planet's government. Now, they may not be particularly cooperative with you, but they'll be able to provide up-to-date intel on the current state of the world and if you can convince them they can pull some favor, or just stall the government from doing something really stupid. Of course, they know they stand above you in the hierarchy, so try not to push this too far.

STAR RACER

Everyone receives 400CP for this section. Alternatively, they can pass on receiving their own racer to spend those points elsewhere. Various options can be modified in various ways. These mods can either be positive + (-100CP), negative - (+200CP), or neutral = (FREE). Points gained from negative mods cannot be used outside of this section.

Racer Body | FREE |

Star Racers can take on an infinite variety of forms. However, it must make sense with your choices of your specie's culture. After all, you wouldn't expect a species with no culture of Technology to be flying around in a high-tech hovercraft, just as it'd be strange to ride a giant beetle into battle if your species places no such emphasis on Biology.

Passengers | FREE |

How many passengers your racer can comfortably hold. More passenger space means a larger vessel with sturdy armor, but worse maneuverability. Unless your species is quite tiny, designing for more than 4 passengers will make it too large and clunky to properly compete.

Personalization | FREE |

You may use this to determine the aesthetics of your racer. Perhaps it is designed to match your culture's unique aesthetic. Maybe you personally customized the control interface of your racer to match your personal preferences. You are able to freely import a vehicle you already own to become your star racer. However, for the sake of fairness, this vehicle's capabilities will be scaled down to match your choices in this section until post-jump.

If you participate in the endjump version of the scenario, this restriction will be lifted as soon as you finish the initial race.

Engine | FREE |

There may be slight differences in terms of maneuverability or acceleration, but for the most part all star racers are on an even playing field in terms of speed, and so will you.

Guzzler | - | : Your engine is horribly inefficient. You'll need someone constantly loading fuel into it if you want it to keep up with other star racers.

Control | + | : Your racer is freakishly maneuverable. In general your racer is able to pull off maneuvers one would expect from a vessel almost half its size.

Boost | + | : Your racer has a mechanism to grant it an enormous speed boost at the cost of heavily damaging your racer. You could more than triple your speed, but more than a few seconds of this could reduce even the sturdiest racer to scrap metal.

Armor | FREE |

Your racer is designed to be able to handle basic attacks from most other species. Sustained gunfire or a particularly powerful charged attack could still do a number, but it can handle a significant amount of automated gunfire before suffering any severe damage.

Exposed | - | : For some bizarre reason, your racer is designed to leave the driver completely exposed. It may even require the driver to simply ride on top of it to control.

Work in Progress | = | : Your racer starts off significantly slower, weaker, and more fragile than it would otherwise be. However, something about its construction makes it significantly easier to upgrade and repair manually, limiting its performance to your own engineering skills.

Reinforced | + | : Your racer's armor is made from a special alloy that no mundane blade or bullet could hope to penetrate. However, this doesn't do much against energy attacks.

Resistant | + | : Your racer's armor has been specially treated to be more resistant to energy attacks. Far from immune, but tolerant enough to survive at least one or two good hits.

Resilient | + | : Your racer's armor has some odd trait that renders it immune to all but the strongest thermal or chemical attacks, such as fire, acid, radiation, etc.

Weaponry | FREE || 100CP |

One of the core rules of Ōban is that all weapons are permitted, as long as they aren't used with intent to kill. As such, your racer has been equipped with some form of weaponry. All racers receive a basic ranged or melee weapon at no cost. Anything from a medieval crossbow to a machine gun turret to a harpoon and wench. Any additional weapons are 100CP each.

Unarmed | - | : In a brazen display of confidence, you have chosen not to equip your racer with any weaponry. You may not purchase any other weapon modifications.

Equipped | = | : This weapon is not built into the racer but is in fact a personal weapon for the pilot themselves, meaning it can be carried outside of the racer.

Rainfall | + | : Instead of one powerful weapon, you instead cover your racer in dozens of individually weaker weapons. Instead of a single cannon, you can shower your enemies in lasers, or maybe instead of one giant blade, your racer has countless razor-sharp insect legs.

Missiles | + | : Your racer can launch slow-moving but powerful homing missiles.

Chemical | + | : Your racer has some kind of chemical attack. Whether it be acid, poison, adhesive, etc. This can be combined with any other weapons you purchased.

Energy | + | : One of your racer's weapons has been modified into an energy weapon, such as a laser cannon or energized blade. Mundane weapons pale in comparison to the pure destructive power of energy weapons, but such weapons are extremely vulnerable to overheating.

Disruption | + | : Your racer has some mechanism to disrupt all but the most advanced electronics or detection systems within a short range of your racer.

Mobile | + | : Your weapon has some extra level of maneuverability. Whether it be a freely rotating turret or be able to shift from one side of the racer to the other.

Charged | + | : Your vessel has some kind of charge attack. Most likely a beam or other projectile. Its raw destructive power can destroy most other star racers, but requires a long charge time between use, which makes it extremely easy to predict.

Esoteric | + | : Your racer's weapon is something so bizarre it doesn't fit cleanly into any other category. Such as magnetically controlled boulders or parasitic worms.

Extra

A handful of miscellaneous options that don't fit cleanly into the other categories.

Reconfigure | + | : Your star racer can transform into an additional mode. This mode sacrifices one attribute for a proportional boost in the other. Perhaps you greatly increase your speed by disabling all weapons systems or increase defense at a significant cost to speed. This can be purchased additional times for more configurations under the same rules.

Stasis Pod | + | : In your star racer is a special pod that can freeze someone in suspended animation. This can prevent them from succumbing to fatal injuries or similar fates, but won't allow their condition to actually improve, as their natural healing abilities are frozen as well.

Combination | + | : Your star racer is able to split apart into two separate vessels. Somehow this doesn't break any of Ōban's rules. Each vessel requires a separate pilot, making this worthless if you plan to race without a co-pilot.

Boarding | + | : Your star racer is equipped with a kind of tractor beam that allows it to "sync" to another vessel. Your vessel will be connected to the vessel. Whether you use the enemy's engines to save your own fuel or simply hold them in place to board. The only issue is that a quick-thinking opponent can use this link to ram your vessel into any nearby surfaces.

DRAWBACKS

No Drawback cap.

The Ultimate Surprise | +0CP |

In the event you were privy to any outside knowledge regarding the existence of Canaletto or the true nature of "The Ultimate Prize", you will be stripped of that knowledge for your time here. However, there is nothing stopping you from obtaining that information on your own.

Rough Exterior | +100CP |

You are abrasive to an extreme. Your stubbornness makes even the most basic displays of gratitude a struggle, even when you genuinely mean it. Those with blood or family-like ties have a nasty habit of imitating the worst aspects of your personality, often at your expense.

Language Barrier | +100CP |

Whether due to a condition specific to you or simply the limitations of your species, you are incapable of spoken communication, despite being fully capable of understanding it. This is a rarity among intelligent races, so it will make cooperation of any kind exceptionally difficult.

Jumper Supremacy | +100CP |

You've never been a fan of aliens. You hold a general intolerance for other species and have no qualms saying as much to their faces. You almost always assume the worst about aliens and have no interest in trying to understand their point of view.

Broken Family | +100CP || +200CP |

You lost a loved one in an extremely tragic incident. This caused you to become desperate for approval while causing the rest of your family to drift apart. For double the price, you personally witnessed their death and are prone to losing control of your emotions when faced with anything that even vaguely reminds you of those painful memories.

Common Enemy | +200CP |

For whatever reason, you have a talent for effortlessly making enemies. Even if you do literally nothing to instigate it, your team is always the target of cheating and similar dirty tactics. They don't even need to see you as a threat, they just don't like you. If you still manage to stand out after all this pressure, alliances may start to form specifically to target you.

Empty | +200CP |

The weight of time has left you as a husk. You are completely apathetic and plagued by constant ennui. Whatever motives you have for joining Ōban are secondary to easing your own boredom. In the pursuit of stimulation, you are indifferent to the suffering of others, no matter the scale. Luckily, you seem convinced that Ōban will provide you with the thrill you seek.

Jumping the Gun | +200CP |

Matters back home are dire. If you fail to claim the Ultimate Prize, your home planet risks extinction. To make matters worse, your leaders back home are quite impatient and seem to have little faith in you. The second things start to look remotely bad, they'll begin taking extreme actions to tackle the threat that inevitably only brings their doom closer.

Jumping the Gun | +200CP || +300CP |

The Crog are a ruthless empire of conquerors. You are one of the many species forced to live under their thumb. They are essentially holding you and your entire race hostage if you don't do everything in your power to help the Crog win the Ultimate Prize. For a plus-charge, losing even a single race, regardless of the reason, will result in the Crog sentencing you to execution.

Past Your Prime | +300CP |

You aren't as young as you used to be. You are extremely old and decrepit. This naturally makes you far weaker and more fragile physically. Not just that, using too much of your power can greatly tire you out. You'll be fine as long as you pace yourself, but attempting to use too much of your power for too long poses a very real risk of you seriously hurting yourself.

Shellshocked | +300CP |

You have suffered serious nerve damage. The second you experience a significant amount of stress or attempt to operate a vehicle; your motor functions go berserk. You can never expect to drive another star-racer for as long as you live. No power in this universe, or even anything you brought with you, will be able to cure this condition.

Clenched It | +300CP |

There's no such thing as an "easy victory" for you. In every race your team joins, you'll face absurd bad luck or have to deal with some kind of handicap. Whenever you win, no matter how much of an advantage you should have, it's always by the skin of your teeth. It's normal for your machines to require extensive repairs between every single race.

Plaything of Fate | +300CP || +400CP |

Your arrival didn't go unnoticed by Canaletto. He will quickly seek to turn you into another pawn in his schemes that will no doubt end in your destruction. He is borderline omniscient, and his schemes operate on a galactic scale. For a plus-charge, he is able to somehow bypass any defenses you may have against being observed or influenced through fate.

Victory at all Costs | +400CP |

You don't have the luxury of losing. Whatever forces control your Chain have determined that you must personally win the Ultimate Prize. Should you fail for any reason, or if someone steals your prize before you can claim it, it will mean the end of your Chain. If taken alongside the Endjump version of the scenario below, you only need to win the first race and ensure Canaletto is defeated or remains trapped by the time you leave.

THE ULTIMATE PRIZE

Requires The Ultimate Surprise to reap the rewards of this scenario.

As it turns out "The Ultimate Prize" wasn't quite what the various species had in mind. The goal of Ōban wasn't to have a wish granted by the Avatar, but to replace him.

You see, the planet Ōban is a kind of womb, designed to seed the universe with planets with the potential to birth intelligent life. As such, the Avatar is granted godlike power in order to maintain order within the universe and the child planets of Ōban.

The Avatar is ostensibly immortal, but every 10,000 years, they must give up their power and authority to a worthy champion. Should the Avatar belong to a race that doesn't live that long naturally, they will succumb to age the instant they relinquish their power.

However, 20,000 years ago there was an Avatar who refused to give up their power. His name was Canalletto, a madman who saw all life in the galaxy as impure and abused his power to enact universe-wide genocide. He was imprisoned before he could succeed in his ambitions, but he can only remain imprisoned as long as there's an active Avatar to maintain the seal.

Even while imprisoned, he was able to subtly manipulate fate on a galactic scale in order to arrange for the circumstances of his release.

Your task is simple on paper. Your team must become the champions of Ōban and you must personally succeed the Avatar. However, Canaletto will not stand idly by as you claim the power he feels he rightly deserves. You must either thwart his plans and assume the role of Avatar or allow him to escape and destroy him once and for all with your own power.

Putting aside his borderline omniscience over the galaxy, should he escape he will be able to wield the full power of the Avatar. Destroying such a foe is much easier said than done.

Should you succeed, the planet of Ōban will follow you between worlds. You will be able to control its functions to create planets. You will also receive the Avatar's authority over space, time, fate, and reality on a galactic scale. However, post-jump your godlike abilities will be limited to the confines of Ōban itself, until you finally receive your Planeswalker Spark.

Should you be up to the challenge, the stakes can be raised even further.

Somehow, the Avatar's call has stretched across the entire multiverse. Winning against the strongest racers from this universe will simply allow you to enter in the true race of Ōban. In this new race, you will be competing against many of the strongest entities and species from across your entire Chain, and maybe even a few universes you've never heard of. They have had years to prepare for this race and are fully determined to win at all costs.

If you aren't confident in winning such a race right away, or simply wish to indulge in your Chain more before its finale, you may put this trial on hold. This universe will be frozen in time, to be resumed at your leisure. Whether that time comes in several months or several eons, resuming this world means you are prepared to risk everything on one final prize.

Should you fail to win the Ultimate Prize under these conditions, it will mean the end of your chain. However, should you succeed, you may choose to receive your Planeswalker Spark right here and now. Not just that, your authority as Avatar will be enhanced to extend to every universe you've ever stepped foot in simultaneously.

In either case, while the Avatar's power can seem infinite, not even they can revive the dead. While you will find very few entities who can rival or surpass you in power, such an event is neither inherently impossible nor even unprecedented. Be wary not to grow overconfident.

ENDING OPTIONS

- Go Home -

You have decided to end your Chain and return to your original universe.

- Stay Here -

You have decided to end your Chain and remain in this universe.

- Move On -

You have decided to continue your Chain and move on to another universe.

CLOSING NOTES

Jump by **Gene**