

The Fast and the Furious Jumpchain CYOA

This is a world not too different from our own. There's been no alien invasion, you're not a wizard, and superheroes are in comic books. However, this world does have one "special feature:" You are afflicted with the Need for Speed. In this place, fast cars are king, and you need to fit in. You wake up one morning in early 2001, with the movies occurring from 2001 to 2009. So grab your keys, grab your gun, and get ready to burn some rubber!

It's not NOS, but you'll need these to get your car up and running anyway. +1000 CP

You maintain your gender, and roll 1d8+20 for your age, or you may pay 100 CP to select both of those options.

Places

Where are you? This world's full of interesting places with fun museums and gorgeous scenery- nah, you're gonna be on the road running from the cops inside the hour. Which cops are you running from? Roll 1d8, or pay 100 CP to pick.

1. Los Angeles: The city of angels has some speed demons as well. The gangs run some serious backstreets action, and the city drains are great to drag in.
2. Tokyo: In this high-tech center, racers are usually too fast for cops, so there's no challenge in pure speed. Drifting and handling are king here, but watch out; the Yakuza are nasty if you owe them a debt....
3. Miami: While the gorgeous beaches may lure you in, there's plenty of racing here too. Not all on land, either; drug runners and fast boats are a high-octane mix. .
4. London: In this capital of the old world, there's still some speed to be found. Narrow streets make races more interesting, and after all, this is where you find Jaguars, Astons, and Ariels.
5. Rio de Janeiro: In this drug-money town, prepare to drive your way through both favelas and the ridiculously high-rent city center.
6. Abu Dhabi: A quickly growing city with a massive population of the hyper-rich, Abu Dhabi offers plenty of sun and sand for a driver. Unfortunately, the cops here drive supercars, so outspeeding them is a real challenge!
7. Baja: No real obstacles, but the sand makes it hard to use your full power. Are you a bad enough dude to jump the border at speed?
8. Your Choice.

Lifestyles:

Now, the people of this world know you as something already. Are you a famous racer, a mercenary, or did you just appear out of thin air?

Drifter: Free:

You just rode in one day, with your car and your skills. You don't have any friends, but few enemies either, and you have no memories to influence your choices for good or ill.

Gearhead 100 CP:

Engines, axles, tires, and bodywork are what get you out of bed in the morning. You have a "career" servicing the racers, and more importantly the cars, of illegal races everywhere.

Gunbunny 100 CP:

While you love the thrill of the chase as much as anyone, what gets you humming is the satisfying

conclusion, when you get to bust the heads of the loser. You may have been a Cartel enforcer, a military raider, or a high-speed cop, but now you're stuck in the backroads like everyone else.

Driver 100 CP:

You live behind the wheel. An ex-racer, a street drag master, a drifting champion, or just a really good driver, your most important memory is the need for speed.

Skills:

A normal, everyday life is certainly an option for most of the people in this world.... but face it, that's boring. What makes you extraordinary enough to enter and survive the high-octane world of street racing?

Smooth Criminal 100 CP, Discount Drifter:

You have a habit of spreading your bull smooth and wide. You can quickly come up with lies to get you into or out of trouble, but they rarely will hold water for more than a couple of hours. Of course, by that time you're 400 miles away.

Mechanic 100 CP, Free Gearhead:

Machines, especially ones that go fast, just speak to you. You have no problem fixing up and tuning any motor vehicle, and can rebuild them after the most devastating crashes. You can keep anything in top condition with just a few simple tools. Of course, you also need to understand the electronics, so hotwiring cars (and sometimes, alarm systems) is not a problem either.

Enforcer 100 CP, Free Gunbunny:

You are dangerous, with or without a weapon. You have expert training in at least one martial art, aim and reaction time most special operators would envy, and basic training in all man-portable weapons.

Fast and Furious 100 CP, Free Driver:

You love going fast, and can always make that happen. You have extraordinary skills behind the wheel of any vehicle, always able to get peak performance out of your ride. (Also, you can now drive a stick.)

Reinforcement: 100 CP

Your custom-tuned street racing machine is fine for a lot of tasks, but sometimes you want to make sure it's a little tougher; if you want to ram into a concrete wall or another car at high speed, you might want to make some changes. That heavy reinforcement would normally take a long time, heavily unbalance the car, and lower your speed, but you're just skilled enough you can weld some pipes into place and tough it out.

Hard Body 200 CP:

If you look at it the right way, the human body's just another vehicle, and yours is finely tuned. You are in peak physical condition and have some experience in free running. You're no traceur, but you can get from place to place, including jumping from car to car. Also, while you have no real martial arts training, your fitness and high pain tolerance make you a pretty good brawler.

Greasin' the Gears, 200 CP:

Your luck is astonishingly good. You usually happen to be at the right place at the right time, and turn just the right way. You fill up with gas just before your description comes over the radio, and bullets never quite seem to hit your gas tank. Luck for those opposing you often turns sour; many's the time you've watched unfortunate civilians drive into your rearview mirror and miraculously hit someone

about to pass you. This perk alone can't get you out of certain death situations, but it makes risky exits much less, well, risky.

Intuitive Driver: 200 CP:

You have a natural sense of direction, but that's not all. Just looking at a map (or out the windshield) you can easily find shortcuts others ignore. Further, you have an intuitive grasp of architecture: When you drive through a building, the only load-bearing walls you hit are the ones that trap your pursuers.

Ridin' in Style: 200 CP:

Your vehicles, and your body, always look just right to get across the intended message. You have a sixth sense about where to put stripes to intimidate and when to wear sunglasses, and the right time to pump your shocks. Also, anything you ride in is marginally more damage resistant.

Cars Don't Fly, Dom!: 200 CP

But when they do, you've got it covered. When your vehicle gets air, you manage to retain a little bit of control. You can't fly a car the way you would a plane, but your frantic turning of the wheel will adjust your trajectory, and if you hold down the brakes long enough you might actually slow down enough to survive impact... despite the lack of contact patches.

"Hey, isn't that ____?" 400 CP Discount Drifter:

Whenever you move to a new place, you find you've got plenty of connections with the criminal underground. They can buy stolen goods, sell you things that shouldn't be available, and there's always a job someone needs doing. You don't have a private army, but you always have a few friends if you know where to find them. You can't guarantee that they won't turn you in if there's a better offer, but most criminals have some loyalty to you.

Most Holy Order of the Socket Wrench 400 CP Discount Gearhead:

You are a master mechanic. Repair and upkeep is nice, but you can go beyond the impossible and improve any vehicle. Take a van and make it beat a supercar? Put NOS injectors on a bicycle (and make it work)? How bout something challenging? And anything you can build up you can tear down, too. You're a one-man chop shop and wiring a car to explode takes but a few moments and some chicken wire.

Demon Behind the Wheel 400 CP, Discount Gunbunny:

You are a crack shot even while moving, and trying to hit targets out of a speeding car is now nothing to you. Additionally, you are now trained in the rudiments of all vehicle-mounted weaponry, such as mounted machine guns or tank cannon. You can drive or pilot, if unsteadily, any military craft it's physically possible for you to run (No sailing an aircraft carrier single-handed).

Blessed of the Driving Gods 400 CP, Discount Driver:

Some say your skill behind the wheel of any vehicle borders on, or perhaps is, supernatural. Driving through an exploding shopping mall at 150 mph while reading a newspaper is nothing exceptional. Additionally, the gods of the cars love you too much to stop your driving; anytime you would die in a vehicular incident, you survive miraculously. However, don't expect to get off unscathed; any crash you escape this way scars you dramatically, and you can expect to spend at least a few months in medical care.

Equipment:

Your skills behind the wheel are certainly no longer in doubt, but wheel will you be behind? Choose your car (and some other toys) here.

The Vehicle: Free!

This object barely deserves the title of car, at least in your opinion. A Volkswagen Beetle, a Pinto, or a Yugo, this car technically meets all the criteria and is very cheap, but it would take a master mechanic and a driving god to let it rival even the worst other racers can bring to the table.

Fake Papers 100 CP, Free Drifter:

These fake I.D.s and documents will get you in anywhere you need to go. With a little bit of persuasion, they might even look official enough to fool officious inspectors on other worlds.

Garage 100 CP, Free Gearhead:

You have a nice garage and parts supply. With a few days and some elbow grease, you could basically rebuild your car or cars from the bottom up; you probably have enough parts to keep someone else's ride running or give it an upgrade, too.

Arms Cache 100 CP, Free Gunbunny:

You're far more heavily armed than your average crook. You have one conventional main weapon (M16, AK47, Mossberg 500, or similar), one conventional sidearm (Uzi, Beretta 92FS, Smith and Wesson Snubnose, or similar), and one conventional melee weapon (Knife, Baton, Katana, etc.), along with 30 magazines or clips for each.

Accelerator 100 CP, Free Driver:

NOS, "Juice," "Smoke," or "Boost", you have a tank of it hooked up to your ride and enough to keep you refilled indefinitely. May be dangerous if you crash, but it gives you that bit of speed you need. And besides, who's gonna crash?

NVS: 100 CP

Night-Vision Sunglasses, these bad boys look like really awesome sunglasses in your choice of style but, rather than making you blind when you wear sunglasses at night, have an undetectable night-vision system inside allowing you to see as if it were noon. They also include a camera with playback, a full HUD, and some targeting additions, if you feel the need for help.

Some Cash: 100 CP:

\$200,000. Spend a little something on yourself (or your ride). Or bribes. Or guns!

Dragonskin: 100 CP:

While of course ideally you'd not get shot at at all, sometimes it happens anyway. And while you can fix your car, it's harder to fix you. That's where this body armor comes into play. Much lighter, tougher, thinner, and all-around better than normal body armor, this stuff will stop a bullet without bulging your shirt.

Heavy Gun: 200 CP:

Something heavy and car-mountable. An M2, a RPG system, chaingun; have fun.

The "Car" 200 CP:

A basic car. Gets you from point A to point B. You can probably soup it up, but this is always just a basic car. And whatever you do, a Toyota Corrola is a Toyota Corrola.

The Cycle 300 CP:

A super-powered racing motorcycle. Not quite as powerful as a 4-wheeled beast, but far smaller, and much easier to get out of when it's gonna blow. Whether it's a Harley or a Yamaha, your cycle gets you anywhere fast.

Heavy Metal 400 CP, Discount Drifter:

Your car isn't really a car. It could be anything from a Ford Transit to a garbage truck to a school bus. In any case, you've had a lot of work done, and it can outrun most sports cars on the market today. On the one hand, it's easy to hide and you have a lot of room; on the other, it's still slower than a real FAST car, and you'll definitely get laughed at if you show up to a drag race in a dump truck.

The Technical Car 400 CP, Discount Gearhead:

You drive a small, fast car with excellent handling and maneuverability. A Mitsubishi Evo or a Mini Cooper. Your car can turn like lightning and drift like thunder, but you'll never match the straight-line speed of some vehicles.

The Armored Car 400 CP, Discount Gunbunny:

Your automotive weapon of choice is a custom-built and heavily armored racing machine. An armored-up Formula 1 machine or a stripped-down SEAL Raider, your car is built for when the guns come out. You're not quite as fast or maneuverable as the Technical or Muscle machines, but you're bulletproof and have some fun gadgets to use on anyone who gets in your way (or your rearview mirror). On the other hand, you are lucky to fit a small cat in the seat with you, and good luck parking anywhere that's not an army base.

The Muscle Car 400 CP, Discount Driver:

You drive a big, powerful car with an engine that can be heard for miles. A true 10-second car like a Charger or a Mustang is your favorite. It might not be as tight in the corners, but when you open up that engine you can out-speed anything on wheels.

Drawbacks:

If you want to make your time a little more interesting, you can pick up some Drawbacks to give you more CP to spend. While you can't gain more than 600 CP this way, there's some risk, as Drawbacks will override any conflicting Perks.

Pimp My Ride: +100 CP:

Speed and handling are nice, but what's really important is lookin' fine. You feel an irresistible urge to put unnecessary and gaudy accessories on whatever vehicle or mount you use. From spoilers, rims, and body kits to go-faster stripes and neon signs, you are the height of taste. This applies to any vehicle or mount you ride in the 10 years, so those bringing in a starfighter (or worse, riding a Pokemon) beware!

Rage: +100 CP:

You have some very hot buttons. If certain issues are pressed, or your loved ones are in danger, you lose your head and fly into a murderous rage. Woe betide you if you're concealing superhuman abilities.

The Mole: +200 CP:

You have served or are serving as a mole for a major organization inside another. You could be a cop in a drug ring, a Cartel spy in a hijacking crew, or a criminal in the DEA, but you must keep your cover or

lots of people will be trying to kill you.

Rival: +200 CP:

You have an incredibly skilled racing rival who you seem to run into at every turn. His skill and cars ALMOST match yours, but he's willing to cheat. They won't kill you in person, but he or she has no compunctions about ramming you off the road and off a cliff, or sabotaging your fuel tank.

Bad Luck, Mate: +300 CP:

You've pissed off Deckard Shaw, Owen Shaw, and the SAS Fast Pursuit Team. The next 10 years will be very challenging as you're hunted by insane killers with great technical skills, driving talents, and combat abilities.

APB: +300 CP

They're after you. Who? The cops. All of them. Actually, just pretty much every government everywhere wants you for something, and they'll be trying to hunt you down wherever you may run. Try not to spend your whole time here locked up, or dead in a ditch?

Hell On Wheels: +300 CP

You're going to need those driving skills just to survive. Your luck is impressively horrible; whenever you attempt to go anywhere, you'll end up in a collision of some kind. Drivers around you are aggressively bad, and drift lane-to-lane (or drive backwards down the highway) with surprising regularity. Expect a walk to the corner store for milk to involve a ten-car pileup.

Changelog:

Changed "Beirut" to "Abu Dhabi" in Locations

Added Deckard Shaw's name to "Bad Luck"

Added "Cars Don't Fly" perk, "Reinforcement" Perk, "NVS" Item, "Dragonskin" Item,

Added line breaks

Added to intro, added age and gender options, added intro to perks, equipment, locations, backgrounds, and drawbacks.

Reduced "Bad Luck" CP gain.

Added "APB" and "Hell On Wheels"