

Speed Racer

Version 1.0.0



Here he comes

Here comes Speed Racer

He's a demon on wheels

He's a demon and he's gonna be chasin' after someone.

And maybe the one that he's gonna be chasing after will be you, Jumper. Welcome to the world of Speed Racer, a classic of anime from the 1960s. This is a world of fast cars, long lost brothers who are secretly secret agents, stowaway children, international espionage and anarchy, and most importantly racing.

You will be here for a decade, maybe you can win some grands prix, help some orphans, or put a stop to some villainous plans to disrupt world peace. Or maybe you'd rather be the one scheming to disrupt world peace yourself?

Whatever kind of jumper you are take these to help you make your way in this world.

+1000 CP

Drive fast, and remember anyone who gets too greedy gets punished.

Location:

The events of the series take place across much of a world much like our own. In fact it even has the same geography, though it often also includes fictitious countries as well as real world ones. You may begin in any non-secure location on Earth whether fictional for the anime or real.

Age and Gender:

While there will be those who care about your age and gender in this world, you may still choose your gender freely, and be any age within the range available to a normal human as appropriate to your background.

Origins:

Select one background of your choice. Except for Minor Character, the associated 100 CP perk and first copy of the associated 100 CP item are free, and all other associated perks and items are discounted 50% off.

Minor Character: Do you even really belong here? You seem to have no connections whatsoever, just being a character that has appeared for a single episode and should fade again when it's over. Maybe companions or purchases will give you a bit of a place in this world, and you will have legal ID and citizenship in your starting country no matter what, but don't expect any new memories. You have no associated items or perks, but get +200 CP to use on items, may select up to 2 100 CP items associated with other origins or 50 CP general items to be free, as well as any 2 200 CP and 2 400 CP non-general items to be discounted.

Racer: You are a professional driver, with the skills and reflexes required to at least make the cut as one, and maybe even the skills and abilities to give Speed himself a run for his money, or even take the title and win.

Child: You seem to be a bit on the young side, your starting age capped at 14. Still that doesn't mean you can't get in on the fun. Especially with a slingshot. You can expect to find yourself rather spunky, and don't be surprised if you end up saving the day time and time again.

Engineer: Someone has to keep these cars running, they get wrecked often enough. It would seem that someone is you. You have the makings of a mechanic or an engineer. Well you might just be someone who works in a repair shop, but you might be one of the finest car designers this world has ever known, and it's just possible you delve into more dangerous designs.

Supporter: It seems you're more of an ally to a star than the star of the show yourself. You're certainly lovely, likely rather likable, and may even have the knack to show up when you're needed most. You've got a good chance to have the best seat in the house too.

Villain: Oh... Oh no jumper. Whether you're involved with international spies incorporated, the group of spies and anarchists attempting to cause trouble on the world stage, or just trying to steal some native treasure, you're one of the bad guys now. You've got a knack for getting people's attention elsewhere, and who knows maybe you've got what it takes to create plans that threaten the governments of the world.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

I'm Alright (Free while here/100 CP to keep): You might need this. Whether riding in a car, plane, or truck, people around here tend to get into a lot of crashes. You will find that you will find that any injuries you sustain due to a crash are minimal. In the worst case you will find yourself temporarily blind until you can get some basic medical treatment or injuries of a similar scale.

While the crash won't kill you, the environment afterwards might. If you crash into the sun this won't help you survive the sun, but you will find that when you're thrown from a vehicle you land somewhere reasonably survivable if at all feasible; crash into a volcano and you'll end up thrown onto somewhere solid and not directly into the lava. This still might not save you, but it ought to help.

This is free during the jump, and you can pay 100 CP to keep it post jump.

Inspector Detector (200 CP): You are skilled at deductive reasoning, and the investigation of crime. This won't make you Sherlock Holmes, but you could reasonably work as a detective for InterPol, and can usually reason through criminal plans and plots with an amount of clues that wouldn't be sufficient to most others.

If you want this can include a background in law enforcement during this jump, though it's not mandatory; you could just be naturally gifted.

More Than Just a Clown (200 CP): But just because you're more than just one doesn't mean you aren't one. You have the skills to be a professional clown, as well as sufficient hand-eye coordination and reflexes. Clowning, however, is not your real talent. You could easily be a world class animal tamer with your knowledge of animal training, and your ability to curb the ferocity of animals, asserting dominance over wild beasts, or bringing trained attack animals to heel with little more than your voice, stance, and maybe a whip or chair. You have the knowledge and skills to train almost any real world animal.

Secretly a Secret Agent (300 CP): Well you might not be one, but you have the skills and abilities to be one. You have a basic foundation in espionage and spycraft, whether that's realistic spycraft or the more cinematic version. You know how to set up secret meetings, hide your identity, set up a tail, lose one, perform undercover work, and more; this covers most of the basic skills of a spy.

Strangely this seems particularly good at protecting your identity. Wear a mask and your own family won't recognize you, at least the first half a dozen or so times you help or save them. This can eventually wear thin, but as long as you wear a mask it takes a lot more work to uncover your identity than it really should.

If desired, your in-jump background during this jump can have an existing relationship with a spy organization whether legitimate or less so. It is not mandatory.

Boosted - If taken with **Dragon Jumper**, and **A Fantastic World** you will find that your fighting skills are significantly improved. No longer merely capable of fighting off a band of thugs, you could lift ninja and swing them on the ends of meters long chains by spinning around and similar feats, and your marksmanship is such that you could shoot the ropes off of a dozen people with a sweep of a submachine gun. Bullets and other ranged attacks also seem less likely to strike you; an effect which synergizes with the plot armor from **A Fantastic World**.

Twinkling Star (300 CP): You are a skilled gymnast and acrobat, easily skilled enough to compete in the Olympics, or make a living as a professional in performing death-defying stunts of acrobatic or gymnastic prowess. It's when you're performing, however, that you really shine. When you perform these stunts you will find that the more dangerous and skill-intensive the trick the better an impression, and more charismatic, those who view it will see you as.

A Fantastic World (500 CP): On the surface this is a normal world without supernatural elements or super powers. It's a world of racers and cars. And yet between villainous science and Speed Racer's driving physics seem to be a fair deal looser around here.

You're now a major character. This brings with you a touch of plot armor. Your death will be dramatic and significant. This is far from immunity to death, or even unexpected death - dying to an enemy surprise attack can be pretty dramatic - but just to an insignificant death. It also helps apply to injuries as well. You find that narratively unimportant individuals are far less likely to successfully strike or harm you, and that even when you are injured the wounds are far more likely to recover quickly and dramatically impair you than cause chronic long term effects.

More than mere plot armor physics seems to *bend* a bit when you pursue your goals. This is generally relatively minor, things that a casual observer might miss; maybe you barely complete a task within a time limit that really should have taken a bit longer, or the submachine gun doesn't shake when it's fired allowing you to be more accurate. Once in a while you'll find yourself managing to do something that really defies expectations; cornered by an enemy in your car and you could manage to drive straight up a vertical cliff by driving head on towards it, split a rock several times the size of a car by driving along it with a buzz saw, spend almost all of a 2 hour deadline getting to a place and you might manage to make the return trip in mere minutes. These exploits work off of dramatic necessity, and don't expect to pull off more than one, or maybe two, in a single adventure.

This perk also functions to boost certain other perks from this jump; namely the 600 CP perk for each background and **Secretly a Secret Agent**.

When All You Have is a Car (800 CP, requires A Fantastic World): There is a certain theme to how problems are solved in this world. One way or another it almost always involves driving a car fast. And now you carry this with you.

The narrative warps around your presence so that any problem can - somehow - be solved through a race of some type; whether against a rival, against the clock, or even some sort of deadly driven obstacle course. These races do not always directly connect to the problem at hand, but can somehow inadvertently solve issues. A villain is plotting to start global nuclear war with a series of ICBM strikes, somehow you will be able to find yourself racing them to catch them so they can be stopped or to somehow stop the countdown. A global organization of spies has been causing trouble, you may find yourself racing against your greatest rivals, with bombs in your cars and just happen to have the opportunity to use those bombs to destroy the spy ring.

Be warned, however, that the harder it'd be to deal with conventionally the more challenging and dangerous the race, and for some problems you may need multiple races. Don't expect to undermine a global terrorist operation with one race, you might need to race a half dozen times across the globe, against deadly ninja assassins. And if you try and use this to stop Galactus, or an alien invasion, you can expect Galactus to not only have one awesome car but to be an inhumanly skilled driver, or for the aliens to possess a crack team of super high speed racers.

Racer Perks

Pro Racer (100 CP): Most people can drive, but you can really drive. You've got the makings of a real professional racer. This gives you at minimum the reflexes and physical endurance needed to take driving a Formula 1 race car in a race, the endurance to perform in often multi-day grands prix, and of course the skills of a driver to at least have a chance at winning a fair race. This won't put you at Speed Racer's or Racer X's level, but you'll be skilled enough to make a living as a race car driver.

Go Go Go (200 CP): It's one thing to drive a car, it's another to fight criminal hitmen and ninja while you do it. You can do the latter. Well assuming you've got the stuff to fight criminal hitmen and ninja at least. To help you with fighting while racing you have a few advantages.

First, your reflexes are peak human, fast enough to possibly get off four or five shots with a rifle before a normal person could get off one, and to drive supersonic cars. Second, your balance is such that you now find it easy to stand, crawl, or fight on objects moving at high speeds like a race car, a mammoth truck, or the wing of a plane. Third, you seem to be an expert leaper, able to jump further than you'd expect from even your general level of fitness and to stick the landing even on moving vehicles. Finally, you are good at recognizing speed and determining where a vehicle will be to time movement between them.

We're in the Middle of a Big Race (400 CP): Sometimes it seems that the world wants to conspire to make you choose between the right thing and winning. Whether it's your rival being at risk of dying, or criminal activity that only you can stop, you find that when you stop in the middle of a race to help others, or to fight evil, it somehow won't harm your chances of winning. And this doesn't only apply to races, any time you are involved in something time sensitive, you will find that pausing to help others or to stop injustice doesn't seem to reduce your chance of making it in time, at least as long as it doesn't take more than a fraction of the time that the task you're pausing should have; you can't stop to spend a month to build an orphanage in the middle of a race. This does not, however, extend to such things as giving away your vehicle, or your gas.

You also find that when you help or save people they are more likely to take it to heart and value it and you for it. Save a sworn rival's life, and you may find yourself turning an enemy into someone with lifelong respect for you - and if you play your cards right a friend.

Absurd Driver (600 CP; Requires Pro Racer): There's being a professional driver and then there's you. Your control of your vehicle is almost perfect, and strains credulity. Drive across logs only barely wider than your tires while maintaining Grand Prix race speeds, catapult your vehicle through the air at hundreds of kilometers per hour, land on a steep mountain side, and drive down it, drive through a tunnel no larger than your car; with a bit of luck on your side you could follow another car across a dangerous mountain road while blind by the sound of their engine and the feel of the road. If it's physically possible for your vehicle to do it, you can probably manage it, and even if it isn't you seem to be able to push your vehicles beyond what should be physically possible. There's still limits to this, but you will get more than 100% out of any vehicle you drive. And of course to use this your awareness of where your vehicle is has to be just as immaculate, so now you will find you can almost feel where a vehicle you're driving is as if it was part of your own body.

This only applies to vehicles you have a mundane mastery of; the equivalent level of skill that **Pro Racer** would give you with a car is sufficient, but you have to reach that level either on your own or through perks first before this perk will take effect.

Boosted - Now when you drive a vehicle that you are sufficiently skilled at to activate this perk you can do more than push it to its limits and feel where it is like it was a part of you. You seem to be able to share your perks and powers with your vehicle, letting them spread to it and affect it. While not everything will translate one to one, you will find that perks to help you shoot human scale guns will help you shoot weapons systems built into your vehicle, that you can apply your superspeed through it to be faster than you would be without it, and you might even manage to shoot your eye beams out of your car's headlights. At the very least you should never have to worry about obsoleting your vehicle of choice with your own bodily capabilities again.

Child Perks

Charades (100 CP): You are an expert at non-verbal communication. Even without knowing sign-language - or the person you're trying to 'talk' to knowing it - you can easily make your meaning and intention clear through a series of hand and body motions. You probably shouldn't be allowed to play charades anymore, it's just unfair.

Get Back Here You Little (200 CP): There's a lot of downsides to being a kid in a fight. You're just not as strong. You don't have the mass. You don't have the reach. But there are some upsides, at least for you. You find it particularly easy to dodge from and around larger opponents. Whether it's slipping between their legs, swerving around them, or avoiding their gunfire, when you're fighting someone larger than you it's easier for you to avoid attacks and to run away. This caps out at about the proportionate size difference between an 8 year old and an adult, but even that should make you rather slippery in a fight.

Stow Away (400 CP): Sometimes the grown ups just won't let a kid ride along on the race because the opponents are known to be trying to crash the drivers, or join them on an international trip. That's what this is for. You find your attempts to sneak into locations significantly boosted, skillful enough that you could slip into a nominally secure facility with ease and at least initially unseen. This is especially prominent when it comes to stowing away on vehicles; even if you've a known pattern of behavior of doing so, you could repeatedly manage to sneak into the trunk of a car without being noticed, or on board internationally bound boats or planes somehow passing the security to keep non-paying individuals off.

You will find that it greatly falls off once you're actually on board or in the facility. It will still see you fairly skilled at stealth, but whatever luck or narrative protection this affords will stop to function.

Wrench in the Works (600 CP): Maybe it has something to do with having a monkey as a best friend, but Sprital seemed to just naturally become a wrench in the works messing up any and all plots or schemes. You seem to have the same effect about you. Wherever you go you will find that your actions - unintentionally or otherwise - seem to wreak havoc on plots and schemes which would negatively affect you and those you care about. This won't directly reveal these schemes to you, but you will find yourself in the place to at least help stop them, and that your actions often work to undermine them well before you are ever aware of them. Even as a young child you'd be able to - almost through

sheer accident - potentially upset a scheme that could threaten this world; though you may need help or power to make it stick.

This also makes it harder for people to plot or plan around you. Even those who should know you quite well will have a tendency to underestimate you, and you will find luck and outside factors on your side to disrupt plans to deal with you.

Boosted - Where before you would have had to rely primarily on dumb luck, and perhaps encountering the scheme directly at a critical junction, you now seem to draw in information about such schemes more directly. You will stumble into location to overhear people explaining their plots - even to people who should already know them - or other clues and evidence that reveal even to a child what is going on. And you now seem to have a gut feeling for actions that will help undermine these plots making you all the more effective if you actively try and stop them; these gut feelings can arrive for plots you're still unaware exist.

Mechanic Perks

Dragon Jumper (100 CP): Did you used to be a professional wrestler? Well if not you could fool most. You have an overall fit body, and rather developed fighting skills. In a fight you could knock out your average thug in one or two good blows, and have the situational awareness and brawling capabilities to fight a small group of average thugs at once and win.

And because sometimes you just need to shoot a few people, you'll find that while not up to the level of a top class sniper you are a naturally gifted shot with man-portable firearms, as well as slingshots.

Finally you're naturally gifted at passing this physical fitness and baseline combat skills to your children, and can expect them to likewise reach this minimum level just by growing up in your household.

Perfect Mechanic (200 CP): Perfect might be a hyperbole, but you could almost make people believe it. You're an incredibly skilled mechanic capable of taking apart - and putting back together - a car or most other similar technology with ease and a little time. And we do mean only a little time. You can perform basic repairs on vehicles with speeds fit to keep them in a race and make you a world-class pit crew member.

You're also skilled at jury-rigging vehicles or repairs. If someone blew up your car while you were racing across Antarctica you could use the scraps and some basic tools to build a sail powered sled quickly enough to keep you in a race around the world.

Expert Copier (400 CP): Sometimes one can't quite get all the blueprints for technology they'd like to build, and maybe you just don't have the skill - or time - to invent it from scratch. You are particularly skilled at reverse engineering technology or replicating feats of engineering from incomplete plans. Steal a car filled with gadgets for a night and you might be able to replicate it perfectly, or even work in other gadgets you had available, and if you had partial plans for a set of rockets you could probably figure out how to recreate them from scratch including their payloads.

Of course this has some limits. Tech that's sufficiently beyond what you know and understand won't be replicable with just this.

Genius Engineer (600 CP): You are one. At least when it comes to designing and building vehicles. You could easily match Pops Racer, designing new engines better than anything on the market, or building the Mach 5 and designing all of its gadgets. When it comes to designing vehicles you are simply among the best in the world, and you will find them easier to design, and producing better results, with any engineering skills or technology that you possess. This benefit is only at its full function when designing them first and foremost as vehicles; you won't be designing high powered laser weapons or impenetrable armor with just this though you may be getting a tank to move with more weight on it than anyone else could.

Boosted - You are now capable of - with time and research - replicating all the feats of super science and engineering in this world, or even developing others of a similar scale. You start with the knowledge of one breakthrough of science and engineering on the scale of something like the Mizmo Beam, a formula that can make animals grow into hard to control giants, or fuel where a few drops are equal to gallons of gasoline. And of course you remain particularly gifted with vehicular engineering, and now it fully extends to weapons and armor you might develop for them. Given time, research, and resources you could build something like the Monster Car, controlled by an electronic brain, able to drive underwater or directly through the earth, larger than most houses, and able to shrug off the shells of tanks.

Support Perks

You're So Pretty (100 CP): You've got the kind of looks to turn heads and catch the eye of even seasoned world travelers. You'll find your appearance and figure easy to maintain, without having to worry about diet or exercise regimes. Of course looking good is only half of looking good. You have impeccable fashion sense, and can easily figure out what outfit would be the best for any situation.

Pilot (200 CP): You might not be at the level of a pro-racecar driver, but cars are so limiting anyway. You know how to pilot a variety of vehicles, from boats to planes and helicopters. This won't put you at the level of competing in global competitions of skill for such vehicles, or even necessarily on the national level, but you will be capable of certification to drive, man, or pilot any civilian vehicle you care to name, and can quickly reach a similar level of skill with military vehicles; you won't be the best but you'll be competent.

If taken with **Pro Driver** you will find that you possess the skill of a world-class driver/pilot with any civilian vehicle and will quickly obtain it with any vehicle you care to try and learn to pilot.

Faithful Speed (400 CP): As much as Speed's distraction by a pretty face, and Trixie's resulting jealousy, is played up, despite girls often throwing themselves at him, Speed never shows signs of actually being disloyal to Trixie. You will find that your romantic partners show you the same loyalty. Your romantic partners will not commit infidelity against you, or seek other romantic interests. They may still find others attractive, they may still be unable to resist helping someone in distress, and they may still break up with you, but they will not cheat on you.

You also find that your romantic partners are rather accepting of any stormy bouts of jealousy you may possess.

Helicopter Cavalry (600 CP): There's more to being the main character's support than being a love interest. You have to be able to provide help, and for that you need to be there when they need help. When one of your friends is in danger, you seem to have an odd feeling that gets you moving towards them. This actually seems to be a little precognitive, as if they're going towards danger it will start and grow, leading you towards them. Even if you don't know where they are - or they're lost somewhere in the wilderness - this will guide you to their location to provide timely assistance. It does have its limits, the feeling starts sooner the more certain the danger is - if they're going out driving in a terrible storm on a race course that's deadly in the best of times the feeling

will start sooner than if they go out and then decide at the last moment to detour and randomly run into a mugger - so if you're far away and the danger is truly sudden you might not make it in time, and it has a tendency to only kick in when you'd arrive in the nick of time so you really must hurry when you begin to feel it. However, it doesn't just guide you to arrive. You have a tendency to bring along things that might be critically needed. If they're stranded without a car, for example, you're likely to have a sudden impulse to go look for them driving in their car, or if they're starving in the wilderness, you might find yourself feeling like pausing to grab some food and something to drink before going out to find them.

Boosted - Oh well it seems that you can really push the limits. You now simply seem to have a feeling for when your friends will be in danger even if that danger really should be impossible to predict. You'll find yourself even having an idea of what sort of danger they will be in, and why. This won't be too detailed still, but you're no longer just intuitive, and are pushing into true precognition allowing you a chance to actually plan and prepare for the danger, and maybe arrive before the nick of time.

Villain Perks

Spectacular Distractions (100 CP): You are a marvelous font of ideas for how to create distractions that can hold the attention of others and serve as a smokescreen for your own illicit activities. Need to sneak into a secret cave without the police noticing you're stealing buried treasure from public property? Get an acrobat driver to drive a car across the nearby waterfall and distract them all with a show. Need to smuggle \$30,000,000 in gold? Build it into a mammoth car and carry it over the border in a race. Some of these ideas might seem crazy, but they work better than you'd expect.

Villains Come in Groups (200 CP): They do. Speed might have his friends, but all these villains just seem to be able to put together half a dozen racers, or several dozen thugs. Why shouldn't you be able to too? You find it easy to attract people willing to help with whatever purposes you have in mind. You can always seem to find people with the general skills you need, and a willingness to do whatever it is that's needed. These skills won't necessarily be world class, this certainly won't ensure prodigies and geniuses, and you won't find wizards in a world without magic, but you will never be lacking for someone that will be willing to engage in nefarious schemes. But if you need acrobats who can double as professional racers, or bank robbers who can also build a car, you can find them, and no matter how many thugs you go through there always seems to be some new blood you can find.

Do Whatever You Have to to Win (400 CP): If you're willing to win a race no matter the cost you might want this. After all, when the hero is the best, how is a villain supposed to win?

This provides you with three basic effects. First, you are skilled at aggressive driving intended to force other drivers into crashes or off the track, or using your car as a weapon; this can be applied to other non-car vehicles and to a lesser extent even with your own body. Second, you have an eye for potential sabotage and means to disable or otherwise stop the vehicles of other competitors; this might be best when racing but could also help you find ways to disable military vehicles. Finally, like the car acrobat team you find yourself highly skilled moving in a formation, whether on foot or in a vehicle, and coordinating your movements and activities with a group. You can, with surprising ease, train and teach others to coordinate with you in a similar manner.

Jumper Ben Schemer (600 CP): People seem to be rather overly trusting of you. They have a tendency to turn a blind eye to your evil plans until you actively begin to put them into practice, and simply be more gullible around you than they would be otherwise, ignoring early warning signs and giving you a better chance to get all your plans together. And those who begin to follow you, will find themselves falling into an obedient mindset, continuing to follow you even if you begin to subvert the original goals they joined you for.

With this you could easily convince an honorable cousin that your home country's government was fatally corrupt, to the point of having them lead a rebellion to restore proper rule, and then once the troops were used to obeying you as his second in command you could take over the rebellion to instead seat yourself on the throne for your own naked ambition. Of course once you nakedly do something like that you will find that the blind eye has probably reached its limit.

Boosted - But maybe you have ambitions greater than lordship over some third world country. But you can do more than that because you now have a few additional talents. First, is a knack for building and running organizations in secret. Second, is one for creating and coordinating plans that have a large scale and scope. With these talents, time, and resources you could create a world spanning organization of spies and assassins unaffiliated with any government which could occupy the governments of the world with a shadow war, and legitimately threaten the world with your schemes. Who knows you might even manage to pull off something like assassinating all the world's politicians and diplomats to take power yourself.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin. No discounts on general items.

A Minor Character may instead take up to 2 non-general 400 CP items at a discount, up to 2 non-general 200 CP items at a discount, and up to 2 free items chosen from non-general 100 CP items and 50 CP general items. Additional copies of a non-general item that they take for free or at a discount are discounted. A Minor Character can select 2 copies of the same item for their free 100 CP item, and still gets the same free copies of general items as other origins.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

General Items

An Outfit (1 Free, 50 CP each for extras): People around here don't have many changes of clothes. Trixie might have several, and many have formal and casual, but in general people around here don't have many different outfits. And now you can join them. Select 1 outfit shown in the series and get a copy. It will clean, or repair itself if left unattended for 8 hours, and if destroyed or lost will reappear good as new within a day.

Race Car (50 CP/1 Free to Jumper unless Car Hater drawback is taken): This is nothing special like the Mach 5 but it'd be a cruelty to send you here without at least some car. This is your basic street legal car designed however primarily for racing. It will refuel over the course of 8 hours when not in use, and if damaged, destroyed, or lost will reappear good as new within a month.

Riding Horse (50 CP/1 Free with Car Hater drawback): Well this is a little primitive, but if you want it. This is a well trained riding horse. Will even run headlong into oncoming traffic without flinching. Comes with a free whip for attacking the cars of fools who get in your way. Doesn't need to eat or drink, and if wounded, killed, or lost will reappear good as new within a month.

Ninja Talons (50 CP): This set of metal gauntlets and boots end in hooked spikes designed to be used as weapons or climbing aids. They can be driven into wood, plaster, and stone hard enough to stick within and hold a human upside down on the ceiling and

even effectively walk on it, or used as weapons. Strangely despite their shape they do not prevent you from running or walking normally. If damaged, destroyed, or lost will reappear good as new within a day.

Projectile Sword Cane (50 CP): A cane with a sword hidden inside of it. Unlike a normal cane sword you don't draw it from the top of the cane, instead there's a button which will shoot the sword from the bottom of the cane with enough force to launch it across the room, and through a wooden crate. If damaged, destroyed, or lost will reappear good as new within a day.

Mizmo Gun (150 CP): This is a car mounted beam weapon capable of shooting beams of 20,000 degree heat; powerful enough to create holes in rock or to reduce a car to ashes in seconds. By purchasing this you may have it installed within the hood of any CP backed vehicle you possess, where the press of a button can raise it up for use, and the press of another can fire it. Somehow it doesn't interfere with the vehicle's engine or performance.

Stone God (200 CP): This is a large mech built to resemble an ancient Egyptian statue of a human on a scale where a foot is as large as a jeep. This mechanical idol is crewed by a team of people, and strong enough to shrug off bullets or tear apart an ancient temple, but does not take falling down well. Crew is not provided, but will refuel itself if left inactive for 8 hours, and if damaged, destroyed, or lost will reappear full restored within 1 month.

Dragon Sub (300 CP): This is a large submarine built to resemble a (Japanese) dragon. Its head is just large enough to swallow a car like the Mach 5 whole, with a neck several times longer than its head, and a large submarine portion with a brig large enough to hold a sightseeing boat full of diplomats and capable of housing scores of trained ninja. In addition to being a submarine capable of creating whirlpools that can crash smaller ships, this submarine is a dragon, able to use jets and extendable wings to fly in the air. While flying this ship is able to launch fire missiles from its dragon-head, car sized fireballs that produce small explosions when they hit. Crew is not provided, but will refuel itself if left inactive for 8 hours, and if damaged, destroyed, or lost will reappear full restored within 1 month.

Racer Items

If You Need Money Race (100 CP): This looks like a simple flier, but it's actual purpose is that whenever you look at it you will be able to see listed on it various races you could enter into to win prize money. Even in settings where you'd not expect there to be car, or even vehicle, based races, you will find that it will still list races and if you regularly enter these races you will be able to potentially make enough money to live off of, and possibly more if you're skilled enough.

Letter of Challenge (200 CP): This is a form letter which, if you fill in with an individual and with a challenge in a field they pride themselves in, or practice, and they must accept. They aren't required to accept bets, or enter an obvious death trap, but they will face you in the contest. Once you use this letter you will get another letter 1 year later.

Mach J (400 CP): This is a gadget-augmented top end race car. It can be a replica of the Mach 5, or another regularly sized car shown in the show - such as the Shooting Star, one of the Car Acrobat Team cars, or Zoomer's car for car wrestling. It will not however contain any weapons on the level of the Mizmo beam, or high explosive at least without you adding upgraded. You will find that your Mach J is highly receptive of your attempts to upgrade it, and will even automatically incorporates upgrades based on fiat backed technology you have available to you to make itself a better racing vehicle. It will refuel automatically within 8 hours when not in use, and will reappear fully repaired if lost, damaged, or destroyed, though this repair function will only restore it to its original base state with any automatic upgrades installed.

For **an additional (undiscounted) 200 CP** this can be upgraded to a Monster Car. Larger than a house, capable of self-driving with an automatic brain, possessing armor which can stand up to sustained tank barrages, a deflective force field which can divert missiles, and the ability to drive through nearly anything - underwater, skyscrapers, straight through the the ground, etc - with a variety of weapons to help it in its task. You can even drive it if you want, and it will incorporate upgrades based on fiat backed technology you have available for military purposes. It is however a bit of a fuel guzzler, though will still refuel fully within 8 hours when not in use and does contain enough fuel for more than a day of operation, and is unfortunately rather slower than a race car.

Child Items

Candy (100 CP): It'd be unsatisfying to be a child in this world without candy. By reaching into your pocket you can find some candy or chocolate, and once you eat it there will certainly be more soon. It's like you can never really run out.

Chimp (200 CP): This chimp serves you as a surprisingly intelligent (for a chimpanzee), and loyal friend. Somehow it is able to follow you anywhere, being accepted accompanying you anywhere you go, and somehow able to share in your abilities just enough to follow you through any environment that you can safely travel through. It is able to talk to animals, and comes with copies (tailored for a chimp) of all your CP backed clothing though they lack any special qualities of the original beyond self-repair and self-cleaning.

Good Luck Charm (400 CP): This is a fairly cheap looking stuffed toy like a child might be expected to own. However possessing it seems to bring the bearer a touch of good luck. Things go just a little better for you, mostly little things, but it's enough to add up to a slight advantage even in major things as well as just making you a little more likely to stumble on a candy bar somebody dropped.

However, 1/jump you - or someone else you give it to - can make a wish on it and it will grant you great fortune in pursuing that goal. The more specific/short term the goal is the more effective; something like winning a race might see you go from having fallen far behind to having had the only path washed out for long enough for you to catch up and to remove the majority of your competitors entirely.

For **an additional (undiscounted) 200 CP** now up to 1 person each year can make a wish with it. It will still only work for a single individual once per jump, but you can lend out and share the fortune more easily.

Engineer Items

Repair Shop (100 CP): A simple shop for automobile repair and maintenance. It has all the tools you'd need to repair a car, and the parts to theoretically build one from scratch. Parts will slowly and automatically replace themselves when used. If you start to work at the shop you will find it relatively easy to attract customers and get the business running.

Invisible Blueprints (200 CP): On this windshield there is, drawn in invisible ink, the blueprints for a new engine superior to any currently on the market. What you do with it is up to you, but at the start of each jump you will find these blueprints have changed to those of a new, slightly improved version of some piece of technology or technique native to the setting.

You are also able to erase these blueprints and write your own in invisible ink that rivals and enemies will have difficulty finding. Just be careful not to break the windshield glass.

Jumper Motors (400 CP): You are now one of the big boys of the automotive world. You have become the owner of a major automotive company, something in the real top of the industry and an international name. It at minimum possesses several factories, and sells cars across the globe, as a rough equal to Ford, Toyota, or Volkswagen. It could be one of the top 5 automobile manufacturers in the world. It comes with employees and management competent enough to keep it going along, it might not stay top 5 if you do absolutely nothing, but it'll not be in any danger of actually failing, or you can take the helm yourself.

In future jumps it will adapt to be a setting equivalent - maybe horses in the middle ages or spaceships in a futuristic setting - and will continue to be one of the largest on the planet.

For an **additional (undiscounted) 200 CP** this automotive company is actually only part of a conglomerate. While the single largest moneymaker, it is related to a whole slew of other businesses in fields varied enough to have a good chance of having at least a tendrill into any you care to name; agriculture, textiles, new technology, news outlets, or weapon manufacturing, you probably have at least some business in the field even if it is relatively small (compared to a top global automobile company).

Supporter Items

Helicopter (100 CP): A fully functional helicopter. There's 2 seats in front, and some room in back if in an emergency you need to carry more people than that. It refuels in 8 hours when not in use, and will reappear good as new within a month if damaged, destroyed, or lost.

Library (200 CP): This room, attached to your warehouse or a property you own, or just existing as its own 1 room shed, contains a library full of mostly mundane research books. Opening a book on the right general subject even at random will lead you to information relevant to what you're looking for as long as it is something that could be found in mostly mundane research books, even if you don't quite know what you're looking for. If you were looking for information about a cryptic clue talking about Egyptian ruins, for example, you could open the book and it would be talking about the same ruins as the clue.

Heiress (400 CP): You are independently wealthy with the sort of wealth that would allow you to live a decade in luxury. You aren't one of the richest people in the world with just this, but you are firmly within the upper class with just the trust fund that you are given.

This wealth will restock at the start of each jump, in the proper currency for the setting. If you want it will even weave itself into your background (if you have one), giving you a legitimate means of having obtained it in setting (maybe your parents were super wealthy, or maybe you won the lottery).

For an **additional (undiscounted) 200 CP** you are now one of the wealthiest people in the setting. You don't have infinite wealth, but you're wealthy enough that if you were a teenage woman you'd probably be able to be called the wealthiest girl in the world accurately. You could live a decade of traveling the world, staying in the finest hotels, and indulging in hedonism without significantly denting this wealth. Or you could sponsor races that would take the racers from the US down across South America, along Antarctica, up Africa and Europe, and across Russia and China into Tokyo and pay for all the red tape that has to be dealt with, provide a dozen different vehicles for each racer for the trip, and give the winner prize money sufficient for them to live a lifetime on, and still be wealthy. Maybe your family owns a major oil producing country or something.

Villain Items

Remote Control (100 CP): This remote control comes with a receiver that you can install into a vehicle that could normally be manned by a single individual to control it from afar via radio. The remote control doesn't seem to run out of batteries, and overpowers manual control of the affected vehicle while in use, but does have a range limit and doesn't come with a means to see what's happening in the car. Of course the range limit is at least the breadth of a large city, maybe even a small country.

Mammoth Car (200 CP): This is a truly massive car, almost more of a train on wheels. 2 stories tall, over 200 yards in length (though animation sizing varies), and with wheels as large as cars. Made out of 10 sections with flexible connectors, to help it take turns or circle around other cars and destroy them. Despite its size it's as fast as a race car, and with its sheer bulk can force most others off the road. If allowed to rest for 4 hours it will refuel itself, and if damaged, destroyed, or lost it will reappear good as new within 1 week.

This car has a dark secret, though. Within the materials used to construct it may in fact be \$50 million of (stolen) gold (in 1960s money so rather a fair bit more now). Unfortunately this gold only auto-repairs at the start of each jump, and if extracted you'll only get a non-golden version back when it reappears.

Monumental Lair (400 CP): As a villain you require somewhere to hide out between schemes. This is just such a place. A secret facility built into or under a major national monument. This facility consists of a large compound with rooms full of museum quality art, rare cars, and your own trained group of exotic guard animals like panthers or cobras, as well as space to garrison a reasonably sized force of thugs and goons, teams of technicians, or whatever else you need. It's easily the size of a castle.

It will be inserted as a national monument each jump, either as part of an existing one - such as being built into Mount Rushmore or under the Washington Monument - or as a new monument that will be retroactively inserted in the setting and no one will think to look for a secret lair built into it unless you give them a specific reason to.

Alternatively you could have this be built into or under ancient ruins, a castle, simply built into a mountain or even as an underwater base, but in this case you won't be inserting your own new personal monument as a public facade and in the case of the underwater base this won't provide you means to get in and out, but it will be able to exist at the bottom of (average) oceanic depths. You can even make this choice each jump; you don't have to stick to only one option.

For an **additional undiscounted 200 CP** you also gain a stockpile of a hundred intercontinental ballistic missiles which can be launched from this base and which resupply at the start of each jump. As is these missiles are sufficient to - even with expected missile defenses from the late 60s - wipe out scores of major cities all over the world, but if you have sufficiently stronger fiat backed explosives you will find these missiles upgrading themselves; they may not be equal to the strongest bombs you could build through resource intensive means, but they will stay relevant to the explosives you possess in your arsenal.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal but may not pay to upgrade any 400 CP items they buy. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

You may pay 50 CP to increase the CP gained by one of these companions to 1000 CP, 100 CP to increase the CP gained by 3 of these companions to 1000 CP, or 200 CP to increase the CP gained by up to 8 of these companions to 1000 CP. Additional ones beyond these are 50 CP each to increase. If you desire more CP for one or more of your companions you may transfer CP to a single companion at a time with a 1 to 1 ratio.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character other than Speed Racer or Racer X. A character that is recruited this way can be considered to have all perks that are most likely based on them or which they could be considered to show in the series; this means that all the major recurring characters get **I'm Alright, Dragon Jumper, and A Fantastic World**; however Pops and Trixie would not get the boosted version of their capstones.

Speed Racer (100 CP): As the star of the show, Speed Racer costs a little extra. He can also be considered to have **I'm Alright, Dragon Jumper, A Fantastic World, Inspector Detector, Pilot**, the entire Racer Perk Tree, and the unboosted version of **Wrench in the Works**. He comes with all the Racer Items (with the **Mach J** being in his case the Mach 5), as well as his signature **Outfit**.

Racer X (100 CP): Secretly Speed Racer's older brother Rex Racer who ran away from home and became secretly a secret agent and one of the best in the world, Racer X is a little extra as well. He can also be considered to have **I'm Alright, Dragon Jumper, A Fantastic World, Inspector Detector, Secretly a Secret Agent, Pro Racer, Go Go Go, Absurd Driver, Pilot, and Helicopter Cavalry**. He comes with the Shooting Star as a **Mach J** as well as his signature **Outfit**.

Car Acrobatic Team (200 CP): 20 skilled professional racers with high end race cars designed for acrobatic stunts. They can be considered to each have **Pro Racer, Do Whatever You Have to to Win**, and **Go Go Go**, their cars can be considered **Mach Js** though are relatively on the low end and focus primarily on stunt jumping. Their

personalities, appearance, age, and gender are all up to you, though they will always be extremely - even fanatically - loyal to you.

They can be treated as Followers, though can be imported either into a single companion slot for the entire team, or with individual members imported into their own individual slots.

Jumper X (200 CP/800 CP): This individual is a little odd. They seem to be like you, but better. They will join you on your journeys, but will remain aloof from you and your other companions, only intervening when you need a helping hand and even then they will rarely do more than provide the necessary minimum help. Still they seem concerned for your safety and well-being, and to watch over you like a protective older brother.

For 200 CP they only have more experience, skill and capability with the perks and powers of your current jump and do not keep these powers past the jump. For 800 CP however they seem to have all that you have and more, every perk and every power, but at a slightly higher level.

The 800 CP version cannot be imported as a companion, and counts as a follower instead of a companion as long as they remain primarily aloof from you. The 200 CP version also counts as a follower instead of a companion as long as they remain primarily aloof from you, or until they are imported as a companion. If imported as a companion the 200 CP version will receive imports normally, and will not receive their normal like you but better capabilities for the jump, however they will permanently retain the abilities gained from being imported into future jumps.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade after 10 years.

Adaptation (Toggle): Speed Racer is an anime classic, but it has a lot of different versions. The jump is based on the 1967 anime's English dub, but even that differs from the original Japanese anime which was an adaptation of a manga. It's been rebooted more than once as both a manga and an anime, and even has an American live action film. While the perks and items in this jump are based off of the dubbed version of the 1967 anime as long as an adaptation doesn't have a jump of its own this toggle can be used to send you into it instead.

Speed Racer is Crazy (Toggle): Oh no. Oh no. Yeah it's a meme and a joke that Speed Racer is a murderous psychopath, after all he isn't a non-killing hero and does have quite a body count even in canon, but he's normally not crazy or evil. Now, though, Speed is both these things. Gone is the heroic figure, and in his place is a madman who just wants to cause as much high speed carnage as possible. Maybe you'd like to take the position as hero? Or maybe you just don't want him being an obstacle in your path as a villain?

All the Gold in the World Isn't Worth a Man's Honor (+100 CP): And you are honorable. You will find yourself living by societally accepted ethics, and extremely bound by the idea of honor and fair competition. This does mean you won't use out of jump powers/abilities to get an advantage in contests such as races, though thankfully when it comes to stopping terrorists and criminals all is fair.

He's Gaining On You So You Better Look Alive (+100 CP): One way or another you will lose every race you enter that Speed Racer is also in, and can never get rid of Speed as a racer. He might not be in all the same races as you, but he will always come and beat you in races from time to time as long as you are competing in them, and can expect to see him in any of the biggest name races. Becoming the world champion is now impossible for you.

Jumper O'Chain (+100 CP): It seems you are now part of the naming conventions of this world. Your name will be a corny pun, play on words, or just statement of what you are and what you do for a living. If you're an archeologist you might be Digger O'Bone, a biologist who studies large predators might be named Dr. Carnivore, if you're a villain you might literally be named Schemer. No one else seems to notice, but you can expect to cringe a little every time you hear your own name.

Looped Footage (+100 CP): Events seem to often repeat identically, including your actions during them. This isn't dangerous to you, but you will find it jarring and weird. Perhaps all the more so because no one else seems to notice anything odd about it, including your companions.

We Only Need Race Car Drivers Here, Not Monkeys (+100 CP): Not children either, or girls. Your friends, allies, and even random people will treat you as nothing more than a young child, or worse a girl. You'll find they seem to think you need to be protected because otherwise you'll simply be in the way and while they will acknowledge when you do help they will forget it well before the next time you could be of help. Thankfully your enemies will be unaffected, and respect your potential danger as much as they would have previously.

Would Risk Your Life for Ice Cream (+100 CP): You seem to have developed a major sweet tooth. You will find that any attempts to bribe you with candy, cake, or other desserts is strangely effective, though thankfully won't break strongly held morals or ethics. You might go fighting criminals in a bomb-filled car because a friend promised you ice cream however.

As Long as Men Seek Power Illegally (+200 CP): There will be adventure. Normally if you didn't go poking around and kept your head down you might avoid much of the criminal element of this world - oh if you were racing there'd be some corruption and crime it's a big business after all, but you'd not have to get involved with things like International Spies Incorporated. Now, though, you will find that whatever you do you find yourself beset by adventures like those that Speed Racer found himself in; international spy rings, criminals, would-be warlords, and madmen trying to use slave labor and giant warbots to loot Egyptian artifacts all have a way of finding you and pulling you in. And even if you're a villain yourself don't expect them to find you as a friend, these will be rivals, enemies, and hostile forces.

Back is Out (+200 CP): You seem to have a problem. It doesn't matter how good of a fighter you are, or you used to be, or how good of a racer you are. When you try to take center stage you will find that your powers and your body fails you. You can still provide support, and give a little help from the sidelines, but you will never be the star of events, and should you be forced to direct action you will find yourself needing to pull back and let others do it for you.

Car Hater (+200 CP): You hate cars and want to see them all destroyed as rolling weapons dangerous to all mankind. This hatred is so intense that you find yourself prone

to getting violent when you see people caring for or driving cars. You will never drive or use a car yourself, except to show people how they kill people, and may instead go to elaborate lengths to plan how to destroy them all.

Framed (+200 CP): Somehow you were knocked out and your distinctive abilities, powers, and items were used for a major crime which you are now wanted for. Even if people believe you are telling the truth, without evidence to confirm your innocence the law will treat you as guilty and come down on you as a dangerous criminal.

GRXed Out (+200 CP): You're terrified of moving at great speeds. Hopefully you don't need to drive at highway speeds, since even speeds under 60 mph will be enough to make you go into a full-blown panic.

Hit on the Head (+200 CP): Something hit your head as you entered this jump. You now have total amnesia and in fact believe yourself to be some ruler of the ancient past. Out of jump methods to restore your memory will fail, and you will be actively hostile to those who try and convince you that you are other than who you believe you are.

Someday the Whole World Will Be At Our Command (+200 CP): Ambition consumes you. You feel a mad desire to rule the world eating away at your being every hour and every second of the day. You will find this desire twists your personality and action, leading you to acts of espionage, terrorism, and rather Bond style villainy. Even if you do conquer the world your ambition will still drive you to feats of domination, and grandiose self-aggrandizement.

A Cloudy Future (+300 CP): Your powers, perks, and items have been copied and given to a masked super villain with world-conquering ambitions. They don't have your skill with these things, but they possess them and you will find some even have significant improvements (your super jumping may have become full fledged flight).

Anyone Who Becomes Too Greedy is Punished (+300 CP): And you were too greedy for CP, so now you will be punished. It seems the plot is against you. This won't ever directly lead to your death, but you'll find that any perk that relies on things just happening, on plot armor, luck, or the narrative fails you, and that events have a way of turning against you. Again this will not lead directly to your death, but the narrative is against you, your luck is worse than horrible, and you will find yourself often blindsided by disaster.

Just Here to Race (+300 CP): As outlandish as some things that happen here are, it's still a mostly normal world. You don't really need those perks, powers, and items from other jumps, do you? Well hopefully you don't as they're all gone now. Your perks, powers, items, warehouse, and out of jump abilities as well as those of your companions are all sealed for the duration, leaving you with just your bodymod, any companions you paid to import into this jump, and what you bought here. Be warned if you take this with A Cloudy Future your enemy will still get all your out of jump powers that are now sealed.

Outro:

Well did you survive this world and 10 years pass? Or did you die? Either way you've come to the end of the jump and it's time to make a decision.

Retirement: You're done. It's time to go home and stay there. Return to your original universe, a moment after you left it all those years ago, with everything you gained on your chain. If you failed the jumps - such as by dying - this choice is mandatory.

Take a Victory Lap: So you've decided you like this world? You can stay, racing and winning. Keep all you gained on your chain and get +1000 CP to spend here. Enjoy your time here as your chain is now over.

C'mon, Jumpchan, Let's Go There's More Races to Win: Just because the series has ended doesn't mean you can't have more adventures, or even more races. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

The jump is based on the English dub as opposed to subs because it's what I had most of taped off of Boomerang, and could easily find the rest. Plus the dub is what I grew up with. Nostalgia.

I was gonna watch the movie, maybe see if I could find scans of the original manga, or watch the late 90s reboot (a third of which was dubbed in the early 2000s) and maybe include some nods to them... except after spending 2 weeks watching the series in its entirety I needed a break from Speed Racer.

Minor Character background came about because I wanted to experiment with 'more item discounts less perk discounts' and because 2 of the 400 CP items were actually really from minor characters who didn't fit any specific background and it gave me the idea.

Capstone Booster came about because... Speed drove at a wall and then went straight up it. Also because the Racer and Supporter perklines both had significantly 'worse' capstones than the others, so I split the capstones for the other backgrounds and then added effects not really based on anything canon for Absurd Driver and Helicopter Cavalry. Absurd Driver was probably going to happen in some form regardless just because while out of context powers aren't shown to be used with cars, Speed was strangely good at making the Mach 5 jump and using it to fight, and it's the sort of meta perk - letting you apply your jumper-ness to your race car - that feels like it fits for a show about a race car driver fighting Bond villains.

Changelog:

Version 1.0.0: Released. Probably buggy since I didn't actually proof read it.