





**Baby Driver Jump**  
**v1.0**  
**by Sin-God/LJGV**

Welcome to Atlanta, jumper! In this mildly musical take on the city, the city is in the midst of a crime spree caused by a talented group of criminals with a notoriously skilled getaway driver. Who are you? Are you the getaway driver? One of the other criminals, maybe even the mastermind? Or are you, as of yet, an unknown individual with ties even you may not understand to this sequence of events?

Take **1000 Driver Points** to fund your adventures.

## **Starting Location**

*Roll a **1d5** to determine where you start, otherwise, pay 50 DP to choose your Starting Location.*

### **Outside of A Bank**

Oh, this either IS a fun option for you or NOT a fun option for you. You are outside of a bank, and you just saw a group of mysterious masked people walk in. Maybe... don't go in. But you're a jumper, so you might find it fun to walk into the bank.

### **Criminal Activities Inc.**

Ah, the headquarters of a certain mastermind who is quite busy. Another *fun* option.

### **A Diner**

This is just what it sounds like, it's a diner. Specifically, it's *Bo's Diner*. Depending on your perks, items, and origins, you may be here as a customer, or as an employee. Keep an eye out, you may see some important people here.

### **Apartment Complex**

Oh, so you're starting at home? That's an interesting bit of good luck. Some other people may live here as well.

### **Free Pick**

What luck! Pick your starting location freely from the choices above this one.

## **Age and Gender**

You need to roll your age using a **1d20 + 1d8**.

By default your gender is whatever you were previously.

It is **50 DP** each to freely choose your own age or gender.

## **Origins**

All origins can be utilized as drop-ins. All origins are free.

### **Driver**

You have a need. A need for speed. Also, if you're actually taking after *Baby*, a need for music. You are uncommonly skilled behind the wheel, and also probably have an upsetting backstory.

### **Criminal**

Some people are good at being bad. And jumper you are very good at being bad. You're skilled with a gun, have good instincts, and have a reliable enough reputation in the criminal underworld to let you have a few contacts who may hit you up from time to time.

### **Mastermind**

So you really don't like getting your hands dirty but love to reap the rewards of crime? Hmm... Well, I suppose it's good that you're the criminal underworld's equivalent of an egghead. You have an eye for details, can plan wicked schemes, and have plenty of resources to achieve your goals.

### **Waitress**

Some people have to be normal, gang. This origin is that of a waitress, or waiter, but either way, you're ultimately normal, though quite pretty or handsome. And that's a good thing. You're down to earth, able to relate to people, and can cheer up all sorts of people with just your presence.

## **Perks**

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

### **Driver**

#### **In The Zone [100 DP]**

You have a certain condition that if fulfilled allows you to enter a state of pure concentration. When you enter this state of concentration you are a machine, able to react to things at superhuman speeds and can perform feats at the very edge of your capabilities with ease. This condition can be something as easy as having earbuds in your ears, and when the condition is met you are able to stay in the state of concentration perpetually.

#### **Master of Movement [200 DP]**

You are a menace behind the wheel, able to outdrive even entire teams of other drivers due to, among other things, your keen spatial awareness. You have mastered both defensive and offensive driving, and can skillfully perform all sorts of feats with cars from high-precision driving to using them as weapons. You're also fast on your feet, with keen instincts and a solid level of agility, letting you perform *Parkour at home* with courage and skill.

#### **Uncommon Trades [400 DP]**

People who would normally be inclined to kill you or hurt you for offenses you commit against them find themselves in awe of something about you. It could be your raw audacity, the skills it takes to pull off something offensive to them, but they see something in you. Rather than hurt you, kill you, or demand you pay them immediately,

they tend to offer you opportunities that will settle the score for the harm you've dealt. If you do good enough jobs for them they'll even come to like you and may want you to stay in their employ after you've settled your "debts", offering you full membership in their criminal groups.

### **Talent And Likeability [600 DP]**

Your talent engenders admirers. The better you are at what you're known for, the more people will like you, and this is especially true when it comes to those you work for. If you're talented enough, and/or get people enough paydays, this gradually morphs into genuine loyalty and can show itself in moments of dire need, sometimes catching even you off guard. This also boosts the effects of good, kind-hearted actions on your part, causing you to build up a store of... something akin to karma, that can and will come back to help you when push comes to shove.

## **Criminal**

### **Monikers [100 DP]**

In this setting, every criminal with enough experience and blood on their hands gets a moniker. These monikers send a message about them and gives people who overhear them a certain vibe. You have a moniker of your own, one that you can change every jump, and it lets people know something about you.

### **Background & Connections [200 DP]**

You have a background that may catch people off guard. Sure you're a criminal, but once, a lifetime ago, you were on Wall Street or in a corporate law firm. This background translates to a set of skills that you can use while not engaging in criminal activities, and comes with a set of friends and resources that update in future jumps to reflect the sort of non-crime life you have led.

### **Violence [400 DP]**

Being a criminal, at least the sort of criminal that this origin is for means doing violent things. Sometimes even to people who don't deserve them. You are good at violence, with freakish skill at using weapons and at combat in general. You are also intimidating, and the more violence you've done in a single jump the more intimidating you are thought to be, at least when you're trying to be.

### **Seeing Red [600 DP]**

When you see red, everyone else sees black. You are capable of entering a dire rage that will make you incredibly difficult to kill. The raw strength of this rage, and how much it improves your durability, depends on your emotional state at the time you enter the rage.

## **Mastermind**

### **Potential [100 DP]**

You have a curious sort of luck. You can easily encounter audacious individuals, ones who are often in a bad state and in need of help, help you can provide. In exchange... they'll do a lot for you, leveraging the sort of skills that come with audacity.

### **Criminal Accountant [200 DP]**

You are a criminal, but one who doesn't need to get your hands dirty. You know how to do things like money launder, and can arrange for all sorts of more involved, less violent crimes.

### **Planning [400 DP]**

You know what it takes to **plan** successful crimes. You can plan even hilariously improbable crimes and account for an array of unlikely factors. Somehow your plans tend to be exceedingly accurate, and when those you get to execute your schemes faithfully pull them off, the rewards they reap are magnified.

### **One In The Shadows [600 DP]**

You're not the one doing the crimes, hell you're not even the driver. Sure, you PLAN the crimes, but that's not the same. You can successfully persuade people to do your bidding, and when people do your bidding and get properly rewarded for it they become loyal to you. Those loyal to you will not betray you, and you know what it takes to get them to get over their hangups and execute your plans. You'll happily reap the rewards of other people's hard work, after all the brain is the strongest muscle.

### **Waitress**

#### **Customer Service [100 DP]**

You're an exceptional waiter or waitress. You could easily afford your rent based on tips alone, and you're even a decent cook. You can't make coffee though, at least not with this.

#### **Love Interest Energy [200 DP]**

You have the energy of a love interest. You catch the eyes of other central protagonists with ease, and have the looks to be the star of a major romantic comedy. Those you find attractive are also far more likely to find you attractive as well, barring something like them not being attracted to your gender.

#### **Romantic Montage [400 DP]**

When you spend time with those you love, or could grow to love, time seems to pass in a flash, and the ones who love or could come to love you feel the same way. Small things like chores and errands seem fun, passing by almost like screenshots or brief video clips in a montage. The small bits of day to day life come and go in a breeze and when in this montage-mode things seem to go smoothly.

#### **You Love Her? [600 DP]**

You are a bright light in the life of other people. Something about you brings joy to people long clouded in darkness or long shrouded in monotony. You can inspire others to greatness, or goodness, and when they care about you they'll want to protect, help, and support you. This can incite change in others, making bad people rediscover lingering goodness in themselves, and can help good but frustrated people out of their ruts.

## **Items**

*Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.*

*Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.*

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

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

## **Driver**

### **iPods [100 DP]**

You have a litany of iPods, each with all of your music downloaded and infinite battery life. These also come with an infinite number of headphones and earbuds. Plus you can download all the music you want, for free, so you'll truly never run out of music. As a little treat, there's also a minor SEP here so no one questions you for having your headphones in and listening to music, but it'll be on you to be able to pay attention to other things happening around you.

### **Remixes [200 DP]**

This is technology for the purpose of creating your own remixes and music. It includes a laptop with infinite battery life and a suite of audio remixing programs, a recorder that captures sounds in crystal clear hi-definition, and endless tapes for you to put your remixes on.

### **A Car You Can't Afford [400 DP]**

A simple but powerful item. This is a luxurious car with endless fuel, that self-maintains, and that is all yours. This has standard fiat-backing, such that it can't be destroyed in a way that truly matters (reappearing at the start of the next decade or the next jump if somehow destroyed by something with narrative power or some sort of conceptual attack), and can't be stolen (reappearing in your warehouse a few minutes after its supposed theft). With it you can drive and drive and go somewhere no one knows your name.

## **Criminal**

### **Body Armor [100 DP]**

A simple but effective item. This is a set of body armor that is bulletproof and incredibly comfortable. It's also undetectable. Whenever you need this item you'll be able to find it somewhere close by, don it quickly, and fight enemies even armed with some heavy-duty firepower.

### **Anti-Detection Equipment [200 DP]**

This is a set of accessories that stymie efforts by technology like cameras to detect you. When these accessories; masks, glasses, and other such things, are turned on they flash

subtle patterns of light that interfere with cameras and other such tech designed to keep places safe or at least record criminals.

### **Farmer's Market [400 DP]**

You are one of the kingpins behind a rather lucrative deal. There is a rather fascinating arm's market for criminals run by corrupt cops. This gives you a piece of their pie (some passive income, seeing as you're one of the investors in this illegal enterprise), and a sizeable discount for when you need to use the farmer's market yourself. You can get to the farmer's market just by getting in a car and going for a drive with the intent to get there, and in future jumps you can find this black market arm's dealership just by looking for it.

### **Mastermind**

#### **Planning Equipment [100 DP]**

You have an array of equipment that you can use to help plan heists, and to communicate plans you've made for heists to your underlings. This includes a set of figurines, a whiteboard, and various other small bits of equipment that now have fiat-backing and can also be used to more effectively teach mundane topics and subjects if you wish.

#### **Criminal Architecture [200 DP]**

You may moonlight as a heist-planning mastermind but are you actually a real-estate developer? Well regardless of the answer to that you happen to own a building in a middle class part of Atlanta that is your home base in terms of work. This place is a well-known hotspot for criminals in the game and thus it is deemed as neutral space where talented criminals can get work, and when you are here you can be sure you aren't being watched by the law.

#### **Minions [400 DP]**

You have a small group of personal bodyguard criminals who watch your back and make sure you're safe. These criminals have potential and can be trained to do more than just watch out for you, but with just this you'll never have to do crimes alone and it'll be much riskier to take you on.

### **Waitress**

#### **Never Run Out Of Songs [100 DP]**

This is a small phone app that, when a name is plugged into it, tells you all the songs featuring someone's name. This bit of trivia will definitely impress some folks, particularly big music fans.

#### **Uniform [200 DP]**

You have an endless number of uniforms, ones that can shift and morph with a thought and be cleaned just as easily. This defaults to a waiter or waitress's uniform, but the uniforms are easily transformable and can become the standard attire for any job you get in the future that requires uniforms.

#### **Bo's Diner [400 DP]**

You are the owner of Bo's Diner, the location where Baby's mother and Deborah worked. This is a small diner in a part of Atlanta that's nice enough but not especially wealthy. You can eat here for free, and the place manages itself enough to turn a tidy profit even without you directly managing it.

## Companions

*Companions can purchase more companions.*

### Companion Import [50-200]

So you want to create your own crime fighting sidekick or family? Do you want to rule St. Canard at the head of your own Dreadful Duo, Threatening Three, Frightful Four, Fearsome Five, Sexy Six, Scary Seven, Eviscerating Eight, or even the Nightmarish Nine? Well import a single companion into any origin for 50dp each or eight for 200dp.

### Canon Companion [50]

So you want to take any other existing character from this world. Well, then this option is for you. With this you can recruit any character in the film, provided you can persuade them to go along with you on your chain.

## Drawbacks

### Self-Insert [+0]

So you want to be one of the Named characters huh, well if you take the appropriate background, race, and skills as closely as possible then you are free to go in as any character you would like.

### It's All Real [+0 DP]

Now you can include events and canon from other media that includes this setting or its characters whether this is games, cartoons, comics, or even commercials it is up to you.

### Plot is King [+0 DP]

You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

### Fan Theories are Canon [+0]

You got some fan theories that you ascribe to, or fanon that you want to be canon in your chosen universe, well with this you can.

Maybe some of the main characters are secretly evil?

Maybe the entire setting was nothing more than a stage production?

Maybe the bad guy actually has a tragic backstory and is a kind father of three?

Whatever the fanon theory, it is now fact in the version of the *Baby Driver* universe you're about to enter.

### Extended Stay [+100]



For each purchase of this, your time here is extended 10 years. This has a limit of 3 times, for the sake of points, but you can continue to extend your stay in this world beyond that if you wish.

### **Babysitting [+100]**

You frequently find yourself babysitting for criminals. Sometimes this can come in handy, some children and relatives of criminals take after their parents and family, but for the most part, this will be a distraction.

### **Need For Speed [+100]**

When you get behind the wheel you feel a strong urge to drive fast. This can be ignored with strong willpower, or by not getting behind the wheel, but it is a sharp feeling.

### **Lingering Injuries & Effects [+200]**

For the duration of this jump, you have the exact same set of injuries and conditions as Baby himself. This means you have Tinnitus. That can certainly complicate things in the criminal underworld, but with the right reputation and chances to show your skills, people won't underestimate you.

### **Do Drugs To Support A Robbery Habit [+200]**

You... really like robbing people and places. You don't do it for money, though the money helps, you do it because it's fun. You are addicted to robberies, and you can and will do more of them than required. You are at your worst when you're not doing something related to robbery.

### **Heart Of Positivity [+400]**

You meet someone early on in this jump who you instantly fall for. This person is not helpless, but they are also not a warrior, a driver, or any sort of criminal. You need to find some way to keep them alive and safe during this jump or else you jump-fail. Your method of keeping them safe cannot involve taking them off the board completely, so to speak (as in you can't pod them or put them in invulnerable stasis or anything like that), but there's a number of creative solutions to this available to the right jumper. In exchange, and as an additional reward, if you complete this task you can take this person as a companion or follower for free at the end of this jump.

### **Smoking Pigs [+400]**

What is this, GTA? Somehow your actions, whenever they could even be remotely considered offensive, merit an immediate law-enforcement response from cops who are determined to make you pay for your crimes. These cops are not good at actual law enforcement, but they are relentless and determined to hunt you down, doing everything they can to find you and get you behind bars or worse.

### **A Debt Owed [+600]**

You're in deep to some bad people, jumper. This is not like Baby's situation, when he's been hard at work for years steadily paying back what he owed. You are fresh, and deep, in debt. And somehow even deep pockets doesn't undo this, if you want to pay off your debt you're gonna have to work it off...

### **Buddy's Rage [+600]**

Somehow you got someone killed on a heist you were now. Now you have to face the consequences. That person's partner is on the warpath, and seems to have the effects of **Seeing Red**. They can be dealt with, but it'd take a lot to put them down.

**Lockdown [+600]**

You have no **Out Of Context** items, powers, or warehouse.

**Decisions**

*You have three choices ...*

**Go to the next Jump**

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

**Stay**

Stay and enjoy your current life.

**Go back**

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