

# INTERFACE ZERO

ROAD RAGE

LIFE IN THE FAST LANE

**GUN  
METAL  
GAMES**



## PUT THE PEDAL TO THE METAL...

Yeah, tomo, you've heard of Jump Bike racing, but do you really know what it is? It's one part Formula 1, one part Street Race, one part Demolition Derby, and possibly the most popular blood sport of the 2080s. Ever since Mickie O'Laragh demonstrated how weapons could determine the outcome of a race, the sport of 'Motorized Steeplechase' has never been the same, and Street Cred —or just plain Credits —often ride on the outcome of these events.

## ... AND RAGE YOUR DREAM!

Road Rage gives you all the tools you'll need to enter the world of Jump Bike racing, Interface Zero style. It doesn't matter if you're a player looking to build the ultimate street racer, a GM looking to offer a different sort of challenge to your jaded team, or just curious about Jump Bike racing, Road Rage has what you need. So what are you waiting for? Hop aboard your bike, tomo, and JUMP into the action!

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## IN THIS BOOK YOU'LL FIND:

- A history of Jump Bikes and Jump Bike racing.
- New Edges, Hindrances and Occupations for characters from the racing scene.
- More gear from MalMart, including Jump Bikes and other racing equipment.
- Modifications your character can pack onto his Jump Bike.
- Complete rules for running Fast, Furious and Fun races, including course Features and Hazards.
- Rules to quickly put together random race courses on the fly.
- Two sample courses to get you racing, along with hooks to stir the plot.
- New peeps to throw at the characters as either friends or foes.

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## CRASH COURSE

"Take the corner, join the crash.  
Headlights; headlines  
Another junkie lives too fast.  
Oh, on I burn,  
Fuel is pumping engines;  
burning hard, loose and clean.  
Oh, and on I burn,  
turning my direction.  
Quench my thirst with gasoline"  
—Metallica, "Fuel"

A spray of sparks and a blur of movement.

The Jumper in front of Angela nicked a wall, lost control and ricocheted across her path. Angela cursed as she adjusted her trajectory to miss the unfortunate rider. He'd probably end up as a smear on the street below—a bit of entertainment for the crowd watching through The Deep; more of an inconvenience for the ones watching from the street. Then she laughed. *Dad would be so pissed*, Angela decided. He hated it when she Jumped, but it was the closest thing to freedom she ever felt in this shitty world, so she kept sneaking out to do it.

*Stay focused, Angie*, she reminded herself. The next bit required timing and skill—if she cut too wide, she'd lose precious seconds; if she cut too close, Empire Pharmaceutical's automated aerial defenses would kick in. Fortunately, most the other Jumpers were more scared of the latter... Angela knew it would give her a chance to close in on the leader.

Angela leaned almost horizontally to the right and skimmed what she judged to be the hundred-yard perimeter. The move pushed her past two more riders, and brought her neck and neck with a third. He was apparently not interested in losing his place to a better Jumper. He pulled a large handgun from a saddlebag and fired, sending a magnetic pulse to slam into the underside of Angela's bike. She cursed as the bike's JUMP system kicked her 'up' and into the danger zone—the point defense guns on the building opened up almost immediately. Unfortunately for the other guy, the range on the guns wasn't restricted to those one-hundred yards... A stray shot nailed him as Angela played duck and weave with the barrage.

*That's what you get, prick*, Angela mentally berated the now-downed Jumper. While she wasn't above a little bumping and nudging other riders, she preferred to play fair and win by skill.

Then again, that put her in the number two position, with the front runner only yards ahead. Angela could tell by the bike and the colors that it was Naomi Lee—a Jumper who'd come into town from Chicago and was running with the Crazy 88 gang.

*I've got you now, bitch*, she thought. There was no love lost between the two women, and Angela was determined to show that arrogant little—There was a spark from her bike's vertical stabilizer, and the vehicle gave a sudden lurch.

Angela howled in rage. "*Damn! Damn! Damn!*" The jump bike was now moving erratically, and Angela knew it would take all her skill just to land the thing in one piece. And I was sooo close, she thought bitterly. She turned her attention to controlling the stricken jump bike, and made for an alley she spotted not too far away. She figured she could check the damage there... and hopefully get out of the area before the police showed up to haul her off for illegal racing.

Angela sighed. Oh well. Just another day at the races.

## BIG AIR AND HARD ROAD: A BRIEF HISTORY OF JUMP BIKE RACING

Face it, tomo... humans are bloodthirsty creatures and have a long history of finding entertainment in violent sports. From the gladiators of the Roman Coliseum, to the contact sports of the twentieth century, to the Ultimate Fighting competitions of this century, man has always enjoyed competing with his fellow man while others watch and scream for blood.

And in 2088, when life is cheap, you can't have featured it'd be any different. Only now, the blood sport of choice is jump-bike racing.

Jump bike? Glad you asked.

It's probably easiest to start with the development of the technology, which —as is often the case— originated from military need. All those brush wars of the 2020s created a need for rapid-moving scouts who could circumvent potential minefields quickly and quietly.

The initial idea was to use combat quad bikes, but those suckers still rolled on the ground and set off anti-personnel mines, so some brainer came up with the Johnson Under-chassis Magnetic Projector —or JUMP system— to solve the problem.

JUMP was based on a system developed in the movie industry to launch cars into the air for a simulated (and hopefully safe) car crash... the sort of thing that was fantastically popular in video and trideo spectacles. The vehicle would be fitted with three or four magnetic launchers that pushed against any metal surface and flung it into the air. Aerodynamic design and the driver's skill were used to ensure a successful landing.

No... 'Johnson' wasn't the name of the guy who invented the thing (and stop snickering—I'm trying to educate your lame ass). The technique was named in honor of Bill Johnson, a stuntman who worked in movies during the 1960s and '70s. He often doubled for John Wayne, and was particularly known for his skills on horseback.

Who's John Wayne? He— Oh, never mind. Go look it up later.

Anyway... In terms of military use, the JUMP system was only moderately successful. Not long after it was deployed in the field, featherlight hovercraft were introduced which were able to transport entire platoons, not just individual scouts, over minefields without risk of injury.

Fortunately for companies like Cherry Motors, word of the JUMP system managed to trickle back from the front lines, and it didn't take long for peeps to start considering how the technology could be used to make some extreme sports even more extreme. This led to such gems as Suicidal Snowboarding Extreme (the infamous 'SSX') and Motorized Steeplechase.

SSX was a short-lived fad. It turns out the name proved

to be spectacularly true and not just a lot of hype. Once the number of idiots willing to kill themselves on JUMP boards dwindled away, the sport died out as well (if you'll pardon the pun).

Motorized Steeplechase, on the other hand, became surprisingly popular in spite of the anachronistic name. Under the 'MSC' moniker, the events turned into a sort of urban equivalent to a day at the races.

It didn't take long before any city with a stretch of urban wasteland constructed a track or two. Or three. Hell... Even traditional horse racing moved to cash in on the act by setting up motorized courses alongside their equine counterparts—and finding the horses were soon a secondary draw for the crowds.

Spectators loved it... Especially when a mistake caused some poor n00b to smack into a wall—or better yet, another rider. But it didn't take long for the jaded masses to demand more spectacle.

In hindsight, when Mickie O'Laragh used a sawed-off shotgun on Danny Wraffen, the reigning three-times winner of the Chicago Challenge, as they entered the last corner of the last lap, it was just the inevitable conclusion to where things had been headed for years.

The day was March 26, 2063, and the modern sport of Jump Bike racing was born

## JUMP BIKE RACING TODAY

These days the vehicles are fitted with all sorts of weaponry or defensive systems.

Deployment systems allow a Jumper—someone who races a jump bike—to litter an area with such niceties as magnetic mines or magoil (a synthetic compound that can trigger a JUMP system early and unpredictably). Burning, blinding and outright shooting are other perennial favorites, as are spring blades, rotating blades and other weapons designed to maim or injure both rider and machine.

And of course jump bike racing has become big business, attracting lucrative sponsorships and trideo deals, as well as spawning all sorts of gambling syndicates, both legal and illegal. This has led to the evolution of a worldwide racing circuit which allows riders to transform their skill into fame and fortune.

Bear in mind that's not always as easy as it sounds, tomo. Aside from needing to make the connections that'll get you places, the best of those circuits feature ever-changing arrays of hazards and obstacles across a course of multiple levels, with ramps and chasms that can only be negotiated by an extraordinarily skillful Jumper.

Motorized Steeplechase still exists, but has ironically

## BEHIND THE WHEEL

become more of a sport for children. It's mostly popular with the rich and the wannabe rich —almost like soccer at the turn of the century. Moms haul their kids to safe tracks and cheer them on, while any number of deals are closed on the steeplechase sidelines by parents ostensibly there to watch their children compete.

And variants of the sport have developed, of course... Virtual Jump Bike Racing is probably the best example of these, catering to those who prefer their racing to be either more fantastic, safer, or both.

Virtual racing allows 'Jumpers' to ride through simulated environments like haunted forests, alien worlds, treacherous caves, or sunken ruins. The truly whimsical might try a giant's castle or the half melted world of a Dali painting. The companies who've created these things hire top-notch programmers whose goal is to make the physics of these courses as realistic as possible —the idea is for the Jumper's skill to determine the outcome of the race instead of some programming glitch.

Probably the biggest draw for virtual racing, though, is the notion of 'spectator participation'. This allows anyone to ride along with their chosen Jumper, or even just view the course from any point... which gives the spectator a safe but superb view of the action.

It should also be said virtual racing just can't be matched by real-world racing in terms of sheer action. Pop-up turrets and debris drops simply can't compete with things like rampaging dragons, zombie hordes, or malevolent living laser fields.

Be that as it may, as long as there are adrenaline junkies in the world, and peeps who've just gotta prove they're the best, the sport of Jump Bike Racing isn't going to die out.

## BEHIND THE WHEEL

So what makes for a good Jumper? For that matter, what drives someone to take up the life of Jump Bike racing?

The first question is a bit easier to answer than the second. Obviously, good reflexes and an ability to think quickly rate high on the list of qualities. In game terms, we're talking Agility and Smarts, since they're the Traits that'll be sitting behind most of the skills a Jumper needs.

After that, it doesn't hurt for a Jumper to be cool under pressure and able to take a few lumps —a good Spirit and Vigor, in other words.

Skill-wise, a Jumper obviously needs to be able to drive. It probably doesn't hurt if he can fix his own machine as well. So Driving and Repair are good skills to go with. And don't underestimate the practical applications of Intimidate, Shooting, Throwing and Taunt when it comes to psyching out or taking out an opponent.

Beyond the Traits a good Jumper might have, things start to get a little more vague and lead into the other

question of why he does what he does.

Peeps get led to the life for a variety of reasons, although a desire for wealth or fame often seem to top the list. But sometimes it's just the thrill of the adrenaline rush or to prove you're the best —either to yourself or others. And sometimes, those first couple of reasons aren't so simple.

There's a big criminal element involved in Jump Bike racing, as was mentioned earlier, and sometimes a talented individual might be roped into racing under the pretense of paying off a debt or some other obligation.

What follows are a number of new Hindrances and Edges a Jumper might have, as well as a couple of new Occupations that can be found in the Jumper community.

### A NOTE ON SKILLS

There's one thing the real jump gauchos won't overlook when it comes to riding the circuits (racing circuits, tomo, not computer circuits): the courses. An intimate knowledge of a track can give a Jumper a real edge against other bikes.

Of course, you've gotta bear in mind these tracks can change on a lap-to-lap basis, but still... If you know a course well, you can somewhat anticipate what things might pop up —figuratively or literally. To that end a character might want to consider the following Knowledge skill:

### KNOWLEDGE (COURSES)

A character with Knowledge (Courses) who succeeds at a skill roll prior to a race can take a +1 bonus to his Driving rolls, or +2 with a Raise. A Critical Failure, on the other hand, incurs a -2 penalty.

With the GM's approval, a character might get a small bonus to his Knowledge (Courses) roll for a track he's regularly raced or he otherwise has a reason to be intimately familiar with.

## NEW HINDRANCES

### GIRI (MAJOR OR MINOR)

Sometimes you just owe someone in a way money can't repay. Maybe it's out of a sense of duty; maybe it's out of a sense of debt... Whatever the case, a character with this Hindrance is one of those peeps. 'Giri' is a Japanese word that implies a certain amount of social obligation —usually to one's superiors —and it runs deeper than a simple sense of service.

A character with Giri as a Minor Hindrance has someone he's a little indebted to. Most of the time it won't make a big difference other than in how he behaves, but occasionally that 'someone' might need something like a favor or some help. The character could refuse, but it'll cost him a benny and a point of Street Cred (if not a certain amount of self esteem).

If the Hindrance is a Major one, the character owes someone big time. In this case, he may be called upon more often, and the costs of ignoring this call can be greater. The GM should decide how much Street Cred the character loses based on the nature of the 'favor'. If it was a little one, maybe a single point (for No Style); if it was a big one, it could be as many as five points (as if for Failing a Run...or worse). Additionally, the character must pay a number of bennies equal to the lost Cred —any shortage must be made up with additional Street Cred. If for some reason the character can't pay the penalties, he may wind up with an Enemy or even a Wanted Hindrance.

## NEW EDGES

### CROWD PLEASER (COMBAT)

**Requirements:** Seasoned, Ace, Driving d8, Shooting d8

Face it, tomo —Jump Bike racing is a blood sport. That means the masses want to see carnage, and lots of it. A character with this Edge knows how to maximize his 'abilities' to best play the crowd. When ever he manages to cause another driver to lose control on the lead-in to a course Feature (see page [[XXX]], he gets to draw an extra card. If he eliminates that opponent, he also gets a benny as the crowd goes wild.

### GOLDEN-HAIRED (SOCIAL)

**Requirements:** Novice, Charisma +2 or better

Yeah, yeah... It's supposed to be about a Jumper's skill and that sort of thing, but we all know there's always that one gauchito everyone likes because he's just so damn charming —or just plain hot, as far as the fangirls are concerned. Well, a character with this Edge is one of those guys. He always gets the face time, and when he pulls off a run, he gets an extra point of Street Cred. He also simply tends to get a lot of the attention when in a group of Jumpers.

Additionally, he gets to start with a one-token lead on everyone else... He's good for ratings and needs the 'camera time', after all. This bonus might not apply if it's a private duel between characters —the GM has the final call.

By the way, even though I used the male pronoun, there are Golden-Haired femmes, too, and the fanboys eat them up in exactly the same way.

### GOOD EYE (COMBAT)

**Requirements:** Seasoned, Driving d8, Notice d8

Some tracks are just plain rough, and some course planners love to put particularly nasty hazards into their tracks just to keep the ratings up. That's all well and good as long as it's the other Jumpers taking the fall... Which is why some drivers like to develop an eye for details.

A character with this Edge gets to draw an extra card when he succeeds on his Driving roll on an approach to a course Feature or Hazard. This applies to both Successes and Raises.

### EXTREMELY GOOD EYE

**Requirements:** Heroic, Good Eye, Driving d10, Notice d10

While a good eye is good, an extremely good eye is better. This is just an improved version of Good Eye, and works the same way except a character with this Edge gets two extra cards when he gets a Success or Raise on his Driving roll.

### JUMPER (PROFESSIONAL)

**Requirements:** Novice, Agility d8, Driving d8

Sure... Anyone can hop on a Jump Bike and start riding, but only the best —only the Jumpers who take it seriously —make it to the top. The rest just crash and burn. This Edge gives the character a +1 to Driving rolls while on a Jump Bike. Additionally, he can spend a benny to modify his card by one degree (e.g. make a Ten into a Jack) for purposes of passing a Feature or Hazard. Only one benny can be spent in this way at a time.

### LEADFOOT (COMBAT)

**Requirements:** Seasoned, Spirit d8, Driving d8

Some peeps just aren't happy unless they've got the pedal to the metal and are pushing their ride for all it's worth. A character with this Edge is one of those peeps. When he chooses to Drive Aggressively during a race, he gets a +2 bonus to his Driving roll. Additionally, he gains a +1 bonus to his Driving roll in a chase, as well as when making a ram maneuver with a vehicle.

### BALLOONFOOT (COMBAT)

**Requirements:** Seasoned, Smarts d8, Driving d8

Although slamming down on the accelerator theoretically gets you there faster, some peeps prefer to err on the side of caution —discretion being the better part of valor, and all that. A character with this Edge has learned the art of defensive driving, and when he chooses to Drive Defensively during a race, he gets a +2 bonus to his Driving roll. On top of that, a Success is always treated as a Raise for purposes of the Shooting penalty... For that matter, any time the character is behind the wheel, ranged attacks against him suffer a -1 penalty.

### SPONSOR (BACKGROUND)

**Requirements:** Novice, Driving d6

Having a sponsor can be a big boon when it comes to getting things and going places. Of course, it can be a pain in the ass if you don't like answering to someone else...

## NEW OCCUPATIONS

But life is full of little challenges, isn't it. A character with this Edge has managed to gain the notice of someone — whether through skill, charm or just plain dumb luck — who's willing to back him financially in return for some public advertising.

From a practical standpoint, this means the character gets a bonus of 10,000 credits at every Advance (as well as starting with 10k extra if he took Sponsor at character creation), as well as a Connection of some sort (usually corporate or criminal). The downside is a Sponsor usually expects certain behavior, as well as lots of public plugs, which means a character who goes against 'The Company Line' can easily find his sponsorship pulled.

## NEW OCCUPATIONS

### RACE QUEEN

**Nicknames:** Grid Girl, Pit Babe, Pit Girl, Pretty, Promo Girl, Racing Model

**Starting Credits:** 3,000 x Charisma credits

**Bonus Credits:** 1,000 x Charisma credits at each Advance

*Most peeps figure you're just another pretty face — or a nice piece of eye candy, depending on where they're looking. It doesn't really matter to you, though... Your pretty face is plastered all over the trideoos, and that's just plain exposure. The femina-zis complain that you're being taken advantage of, since your only job is to look pretty for the camera and hold an umbrella over your driver. Oh well. If you can broker your current sponsorship into a media or music deal, then you can cry about sexism and exploitation all the way to the bank. As long as the peeps are looking, you're a hot commodity.*

**Suggested Requisites:** Persuasion d6, Charisma +2

**Suggested Perks:** Most people hanging around the tracks and courses view you as innocuous and pleasant to look at. This translates into an additional +1 bonus to any Streetwise rolls you make while chatting with the racing crowd. Additionally, your mere presence with a driver makes him more 'appealing' — you can add half your Charisma bonus (rounded up) to the Charisma of any racer you're currently with.

**Possible Contacts:** Corporate Executive, Crime Boss, Dealer, Fixer, Gear Head, Grease

Monkey, Groupie, Media Icon, Producer, Ronin, Street Cop, Street Muscle

**Suggested Edges:** Attractive, Bedroom Eyes\*, Charismatic, Command, Common Bond, Connections, Danger Sense, Elan, Great Luck, Inspire, Luck, Modification Upgrade, Very Attractive

*\*This Edge can be found in the San Francisco-sourcebook.*

### VIRTUAL JUMPER

**Nicknames:** Bungee Jumper, Console Cowboy, Stick Jock, Tron, V-Jumper

**Starting Credits:** 4,000 credits

**Bonus Credits:** 1,000 credits plus a Driving roll x 100 credits at each Advance

*Yeah, some d00ds talk smack, but you ain't stupid. Why waste creds on a ride what's gonna get all busted up anyway? Plus the cost of gas an' all that crap? They gotta be kiddin'. You got Mad Skillz an' you're gonna use 'em. Besides... It ain't all sunshine an' rainbows in The Deep, either, ne? Just 'cause 'Johnny Rocket' thinks he's shit hot bouncin' off buildings don't mean you ain't takin' risks. Sure, the pay ain't as good, but you got your fangirls, so it's all good. 'Sides... Johnny would piss hisself the first time a giant robot blocked his lane an' started takin' pot shots. Heh.*

**Suggested Requisites:** Driving d6, Streetwise d6

**Suggested Perks:** Since V-Jumpers are essentially specialized Hackers, they should get access to low-end Hack-



ing Gloves (see the V-Glove in the MalMart Update on page 10).

**Possible Contacts:** Bartender, Dealer, Ganglander (choose a specific gang), Groupie, Gutter Punk, Hacker, Layabout, Local Store Owner (video arcade), Mob Soldier, Waitress

**Suggested Edges:** Connections, Expert, Interference, Master, Professional, Sponsor\*

\*This is a new Edge, and can be found on page [4].

## RACING TEAMS

One of the biggest problems you'll face as a Game Master starting a new campaign is getting the characters together as a team. Most of you've probably already run into it: trying to squeeze a media icon, a bodyguard, a corporate executive, a gear head, a trideo reporter and a jump bike racer into a group, and get the lot of them to cooperate.

After all... In the cutthroat world of 2088, if they can't cooperate, they're hosed, ne?

Fortunately, the world of Jump Bike Racing offers a way to bring a group of characters together with that common bond and purpose. At the very least, they've got a reason to hang out together and get into all sorts of trouble —both on and off the track.

Let's revisit that group I just mentioned in this light...

The media icon can be the public face of the team, able to use his fame, good looks, and media contacts to get better and more profitable sponsorship deals.

The bodyguard is there to protect the team —from assassination maybe, but certainly from sabotage attempts between races. The team's bike and the team's driver are their two biggest assets and need to be kept safe.

The corporate exec funds the team's operating costs. Perhaps he's an entrepreneur; perhaps he's the represen-

tative of a bigger company, but either way he's decided to take a hands-on approach to protecting his investment.

The gear head (obviously) keeps the vehicles running, either through routine maintenance or putting them back together after a particularly nasty race. He's also responsible for preventing any sabotage attempts before a race.

The trideo reporter could be an enterprising type who's hooked up with an up-and-coming racing team in the hopes of scoring major ratings. He's also good at spinning the stories so as to make the team look good (or at least not so bad in the event of a crisis).

And finally, the Jump Bike racer just does what comes naturally: he rides the bike and takes his team to glory.

That's just one example. You could easily replace the bodyguard with a mob soldier or a ganger. The corporate exec could be replaced with a crime boss, or the reporter with a pirate blogger. Hell... Even the Jump Bike racer could arguably be replaced with a pizza delivery driver.

And what team —racing or otherwise —wouldn't find the space in their ranks for any kind of medic?

Another thing to consider are the opportunities open to a racing team to pursue other, more edgy, activities. After all, they've got the perfect excuse to travel from place to place. They're also likely to be able to score invites to the hottest nightspots and parties as minor celebrities.

Hmmm. Come to think of it, they could set up a sponsorship meeting with a company to scope out a potential target.

Or they could just play it up as eccentric or drunken behavior when they case a place. After all, who'd suspect an arrogant, drunken, womanizing Jump Bike racer of attempting a run against some major corporation?

The bottom line is, whether the team does runs on the side out of idealism, greed or boredom (or even because they've just got the knack for being in the wrong place at the wrong time), they've got all the perfect excuses to work together and accomplish missions.

### 2090 JUMP CAR PROTOTYPE

#### "THE BARRACUDA"

Word up all you racing fans! The buzz on the street is, since jump bike racing has been so popular, a new jump CAR racing league is forming in 2090!

**TEAM BARRACUDA IN THA HOWSE!!!**



## NUTS AND BOLTS

Welcome to the latest update from MalMart —your top of the line provider of online gear. This time around we're bringing you a selection from the world of JUMP racing, featuring bikes and armor, and all the things you'll need to outfit yourself like a pro. And remember: MalMart cannot guarantee the availability of any given product and is not responsible for any property damage, injury or death caused by gear purchased through our outlets.

## JUMP BIKES

What's a Jump Bike racer without a bike? A spectator, tomo. Don't be a pedestrian... Take advantage of these great deals now from some of the top-of-the-line producers of JUMP system-equipped racing bikes: Cherry Motor Corporation, Harlon Classic Motors, and Yamada Industries.

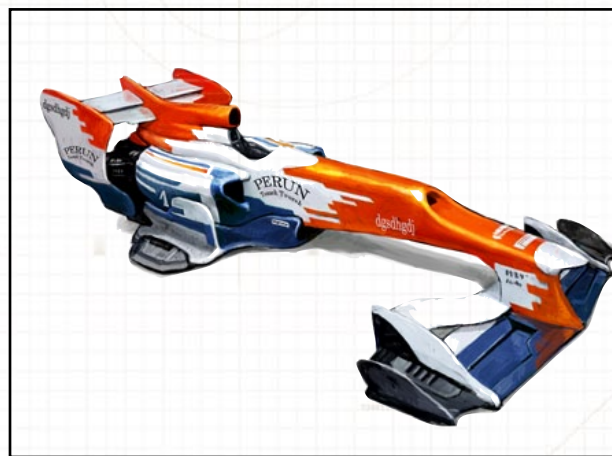
### CHERRY BOMBER



The Bomber, from Cherry Automotive, is a prime example of a mid-line armored JUMP bike combining speed and protection in a stylish framework. The durable, lightweight frame can be fitted with up to four upgrades to customize your ride for optimum performance. If you're going to be engaged in hardcore competition, do it in style and comfort. Be Cherry.

- Every bike is custom painted and vinyled to the customer's specifications.
- Cherry's state of the art JUMP system gives you nearly 25' (4'') of vertical clearance.
- Chassis 'hardpoints' allow mounting up to four external systems.
- Internal gyro-stabilizers insure optimal handling (no Driving modifiers).
- **Acc:** 15 T/S: 45
- **Toughness:** 8(1)
- **Crew:** 1+1
- **Cost:** 47,000 credits

### CHERRY SYNAPSE



The Synapse, from Cherry Automotive, combines style and top-of-the-line JUMP engineering for the fastest and most comfortable ride around. The durable, lightweight frame can be fitted with two upgrades to help optimize your ride for optimum performance. Don't be left in the dust. Be Cherry.

- Every bike is custom painted and vinyled to the customer's specifications.
- Cherry's state of the art JUMP system gives you 30' (5'') of vertical clearance.
- Chassis 'hardpoints' allow mounting up to two external systems.
- Internal gyro-stabilizers insure optimal handling (no Driving modifiers).
- **Acc:** 15 T/S: 50
- **Toughness:** 6
- **Crew:** 1+1
- **Cost:** 32,000 credits

## JUMP BIKES

## HARLON J13 ROAD KILLER



Harlon Motorsports has a long history of building meaty bikes for riders who want serious power in their engines. The J13 exemplifies that ethos—it's a big bike with some major output. If you want to be killing your competition, you need to be on a Road Killer. Harlon... It's a way of life.

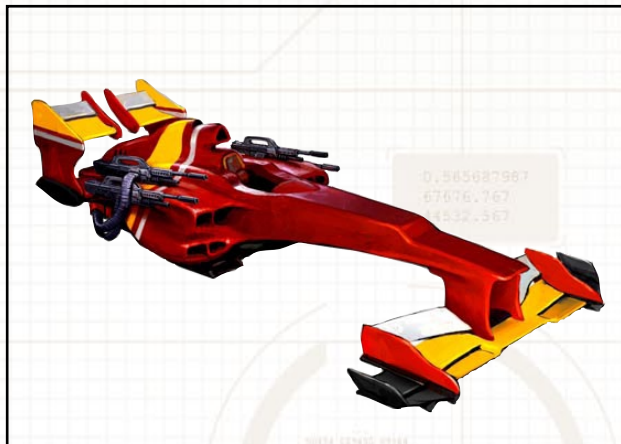
- Each bike is painted and given a customized vinyl of your choice.
- The lightweight chassis gives the JUMP system 35' (6") of vertical clearance.
- The Killer can mount up to three external systems.
- Armor plating gives the Killer perfect balance (no Driving modifiers).
- **Acc:** 20 T/S: 45
- **Toughness:** 5(1)
- **Crew:** 1+1
- **Cost:** 40,000 credits

## NIKON TORNADO

Nikon Industries takes its first steps into the jump bike racing circuit with the Tornado. This sleek, yet powerful design allows the jump racer to take command of the track, blasting past the competition. The durable chassis allows for up to three weapon systems without loss of performance.

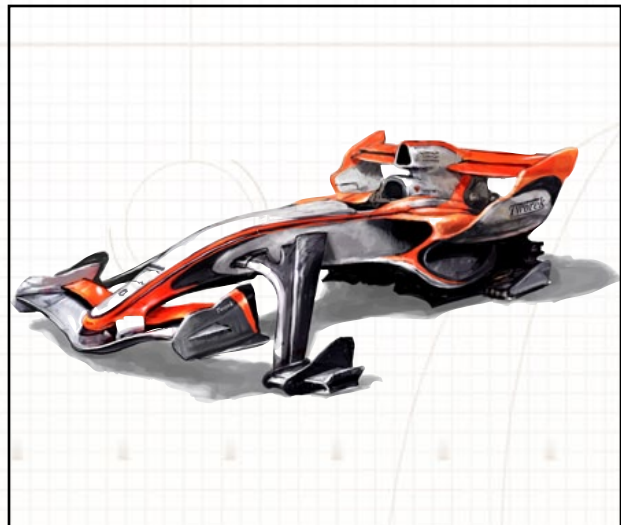
- The Tornado's JUMP system can achieve nearly 35' (6") of vertical clearance.
- The Tornado can mount up to three external systems.
- The Tornado has been designed to hug the track like no other (no Driving modifiers).
- **Acc:** 20 T/S: 40
- **Toughness:** 6(1)
- **Crew:** 1+1
- **Cost:** 45,000 credits

## HARLON J17 ROAD RAGER



The J17 exemplifies everything Harlon Motorsports stands for: it's big, beefy and badass. No one's gonna mistake your intentions when they see you bearing down on 'em on a Road Rager. It's got enough hardpoints to sport some serious firepower, enough armor to stand up in a fight, and enough horsepower to get you in and out fast. Even the JUMP system is big, just to make sure you can leap those obstacles and Rage Your Dream. Harlon... It's a way of life.

- Each bike is painted and given a customized vinyl of your choice.
- The bike's JUMP system provides nearly 20' (3") of vertical clearance.
- The Rager can mount up to six external systems.
- Warning: The J17 isn't for wimps—good driving skills are a must (Driving -1).
- **Acc:** 15 T/S: 35
- **Toughness:** 10(2)
- **Crew:** 1+1
- **Cost:** 58,000 credits



## JUMP BIKES

### YAMADA KEROKE-X



The Yamada Corporation is dedicated to the principle of *kaizen*—continuous improvement—and the Keroke exemplifies that principle. The Keroke is easily one of the fastest and nimblest Jump Bikes on the market, and easily capable of clearing some of the tallest obstacles. Lightweight and easy to handle, the Keroke is a superb bike for Jumpers of any level of skill. At Yamada, we dare to dream.

Custom painting and vinyl are available for every bike.

The Keroke's light chassis can achieve 60' (10") of vertical clearance!

The Keroke can mount up to two external systems.

The Keroke is designed for easy handling (Driving +1).

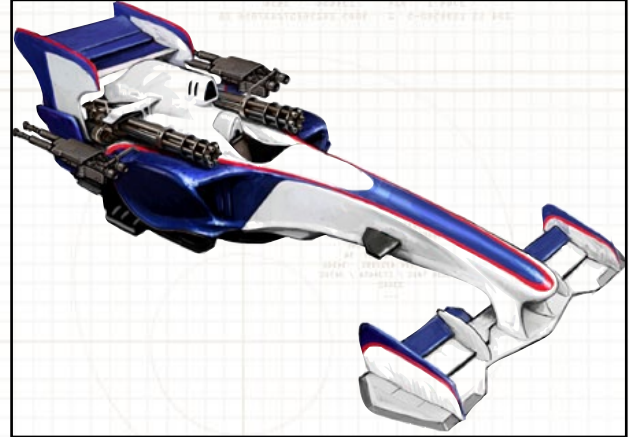
Acc: 30 T/S: 50

Toughness: 5

Crew: 1+1

Cost: 39,000 credits

### YAMADA SAMURAI 7



The engineers at Yamada Industries realize not every Jumper simply wants to go fast—some want to fight. In keeping with the principle of *kaizen*—continuous improvement—these same engineers created the Samurai, a Jump Bike designed to go fast and hit hard. Will we ever create a better bike? Perhaps... Such is the nature of *kaizen*. But until that time, we'd like to think the Samurai is near the pinnacle of Jump Bike development. At Yamada, we dare to dream.

Custom painting and vinyl are available for every bike.

- The Samurai's JUMP system can achieve nearly 20' (3") of vertical clearance.
- The Samurai can mount up to four external systems.
- The Samurai has been designed to remain well-balanced (no Driving modifiers).
- **Acc:** 20 T/S: 40
- **Toughness:** 6(1)
- **Crew:** 1+1
- **Cost:** 45,000 credits

### JUMPER GEAR

You've got your bike—now watcha gonna do? No worries, tomo... MalMart has got your back with all the latest and greatest in accessories for the discerning Jumper. Not just stuff to wear, but everything you'll need to make your machine ready to kick ass and take names. So pack on those mods and ride to the top!

### ROAD WEAR JUMP SUIT

You're all primed and pumped, ready to show those gauchos just who's the best Jumper around. You've got your custom bike; you've got your custom mods. You damn sure don't want some off-the-rack leather suit. Well, we've got you covered, Ace. Literally.

Our protective suits utilize the latest in memory tech-

nology so they fit snugly to your body, letting you look as sleek and stylish as your ride. And it's designed to protect as well. Top it off with our custom armored helmets, and you're ready to rock. Road Wear lets you own the road.

\*Although helmets are currently available in a variety of styles, including alien, dragon, samurai and wolf, our team of designers is on standby to create any style of your choosing!

- Available in nearly any size or color.
- Provides +3 Armor protection all around, and +5 Armor to the torso against bullets.
- The helmet is included, completing the +3 protection.
- Negates up to 4 AP.
- The combined 'wear weight' of the whole suit is a mere 16 lbs!
- **Cost:** 4,000 credits

## AGA "DAYTONA SPECIAL" EMP PISTOL

An interesting side-effect to an Electromagnetic Pulse delivered to a JUMP system is it causes the system to trigger. While it can be entertaining to fire a large EMP into a group of Jump Bikes and watch them leap around like a bunch of jumping beans, most Jumpers don't have two free hands available for lugging around a weapon like the Cyclone.

However, we here at Act of God Armaments strive to meet the needs of our consumers. Originally designed by AGA as a special order for Texas-born Jumper, 'Mad' Matt Mendez, the Daytona Special was created with the idea of portability and single-handed use. Since then, it has become a popular model with Jump Bike racers who wish to keep their opponents on their toes. Or their heads... depending on which side comes down first.

Don't gamble on Lady Luck... Rely on an Act of God.

- Warning: Use caution when firing near androids or other personal electronics.
- Can be used to a range of 36' (6" or Short Range in a Jump Bike race).
- Against normal electronics, the Daytona Special does 2d4 damage. However, if used on a JUMP system-equipped vehicle, a successful Shooting roll forces the driver to make an immediate Driving roll (at -2 with a Raise) or go out of control.
- While the Daytona Special is a hefty pistol, weighing in at 10 lbs, it's still less than 60% of the Cyclone's total weight!
- The Daytona Special comes equipped with a single-use ion battery pack, good for one shot. Additional battery packs sold separately (50 credits each).
- **Cost:** 3,000 credits

## KENSEI V-GLOVES

Kensei stands at the cutting edge of entertainment technology. Gone are the days of joysticks and hand controllers — now you can play hands on. V-Gloves allow the wearer to be just like the pros and interact with The Deep without all the dangers. Immerse yourself into a Hyper Real environment and engage in scores of activities fed directly into your TAP.

FPS takes on a whole new meaning with V-Gloves. Or you can be a rock star. Or a sports star. Choose your gloves and choose your path. Kensei lets you take it to the limit!

\*Each type of V-Gloves is sold separately. Age verification is required for V-Gloves designed for adult entertainment.

- Available in a wide variety of styles and colors.
- Each type of V-Gloves adds a +2 bonus to its attached skill when using them Virtually (for example, D-Gloves give a +2 bonus to Driving rolls in The Deep).
- V-Gloves aren't meant for actual program-

ming activity. Hacking rolls suffer a -2 penalty if the hacker is using V-Gloves instead of a proper Hyper Glove.

- **Cost:** 3,000 credits
- V-Mods can be added to Hyper Gloves at a cost of 1,000 credits for each type.

## BIKE MODS

Every Jump Bike has a number of modifications it can support (usually given in the description as the number of external systems the bike can mount). Each of these mods is bought separately, and in most cases count as a single mounted system. Any exceptions are noted in their descriptions, although these are usually limited to heavy weapons systems (like the Defender or Buster Brown described in the *Boston* sourcebook).

## AUTO SHOP

It's pretty likely you'll take some damage to your ride sooner or later, and it's not always going to be convenient to drop into the Pit to make repairs. For those occasions, we recommend an Auto Shop mod. Just activate your Auto Shop, and the mod does the rest!

Activating this mod requires an Action. The Auto Shop's Repair skill is then rolled, and one of the vehicle's 'Wounds' is recovered for each Success and Raise. Critical Damage can only be repaired with a Raise (and no Wounds are recovered). In any case, a roll of '1' on the Die means the current damage is irreparable until the vehicle is taken into a proper shop. An Ace may spend bennies on this roll.

TABLE 1: AUTO SHOP REPAIRS

TYPE	REPAIR SKILL	COST
D	d4	1,250 credits
C	d6	2,500 credits
B	d8	5,000 credits
A	d10	10,000 credits
S	d12	20,000 credits

## BOOSTER

Sometimes you just need that little extra kick of speed to get the edge you need. That's what a Booster is for. Whether it's a tank of nitrous oxide or a small ramjet, the effects are the same: for about thirty seconds (5 combat rounds), the vehicle increases its Acceleration and Top Speed by 50% (rounding up).

Mechanically speaking, this is a Free Action and works best on straightaways, granting a +2 to the Driving roll. A driver can attempt to use a Booster in a corner, but must immediately make a roll for going Out Of Control at a -2 penalty in order to gain the benefits.

## JUMP GEAR

Each Booster is good for one burst of speed.

- **Booster:** 5,000 credits
- **Refill:** 500 credits

## CHAFF LAUNCHER

Getting hit with a rocket—even a small one—can spell the end of your bike... Not to mention what it could do to you. To help prevent rocket and missile hits, you can employ a Chaff Launcher. It functionally spits out a decoy in the form of lots of small, but relatively harmless, strips of magnetized foil which confuses targeting systems into thinking they've 'hit' something. It takes an Action to deploy chaff, but if you haven't yet acted you can attempt an Agility roll to react to an incoming missile before it hits. This gives your opponent a -2 to his Shooting roll to hit your ride (along with any other modifiers). Once you've blown your chaff, though, you've gotta reload the launcher. Use it wisely.

- **Chaff Launcher:** 3,000 credits
- **Chaff Reload:** 1,000 credits

## FLAMETHROWER

This baby's a slightly slimmed down version of the military variety, but don't knock it... No one likes driving through a wall of flame. The biggest difference is this Flamethrower only does 2d8 Damage—but it still ignores Armor and otherwise functions exactly as stated in the *Savage Worlds* Deluxe rules.

When used in a race, the following rules also apply:

Opponents trying to avoid a hit must make a Driving roll to do so. The Flamethrower hits the first 1d4 targets behind the character making the Shooting roll. (All right... If someone really wants to mount the Flamethrower to face forward, he can, but the nature of fire and Jump Bikes means he's assumed to automatically hit himself as well—regardless of the result of his Shooting roll—which means he's got to dodge the shot like everyone else).

The Flamethrower is good for 3 Shots before the canister has to be 'refueled'.

- **Flamethrower:** 5,000 credits
- **Fuel:** 3,000 credits

## LEAPFROG MINES

Nothing sucks as much as holding the lead in a narrow corridor, only to have some ass Leapfrog you and nail you with a Flamethrower. That's why Leapfrog Mines were invented. Mounted on the top of a vehicle, they're designed to detect any magnetic suspension system passing over them. When they do, they fire into the air and hopefully disable the Leaper by blowing out his undercarriage.

They can also be dropped from the rear of a vehicle for much the same effect, exploding when a JUMP system passes over them. In either case, they do 3d6 damage to a single target (or in a SBT if you're not involved in a race). Since the charge is shaped, you're safe from an overhead explosion (unless the

bike comes down on top of you, but that's a different problem).

One word of warning, though: If you deploy a Leapfrog Mine behind you when someone's in your slipstream, you're in the blast zone as well. Just sayin'.

- **Leapfrog Mine:** 1,000 credits

\*Leapfrog Mines don't count toward the Mounting limit, but require a Mine Layer in order to be effectively deployed. However, they *can* simply be dropped somewhere by a person not in a vehicle.

## MACHINE GUN

When push comes to shove, nothing beats a good old-fashioned machine gun. Technically, almost any ranged weapon can be mounted on a Jump Bike, although some are more practical than others—pistols and shotguns, for example, will always count as being one range increment farther away during a race (unless at melee range).

Realistically, it's best to mount weapons that would otherwise be unwieldy for the Jumper to use while riding a bike. Such weapons cost 10% more than their listed price (to account for the mounting), and are considered to face forward unless specifically designated otherwise.

Also, any weapon counted as a Heavy Weapon (HW) requires 2 of the bike's mounting spaces to install. So a Cherry Bomber, for example, with four mounting spaces, could have two M2 Browning .50 caliber machine guns mounted on it, but it couldn't take anything else for Mods. By contrast, it could mount two M1919 .30 caliber machine guns—which aren't Heavy Weapons—and still have 2 mounting spaces remaining. Note that Military Grade weapons (like cannons and anti-tank guns) can't be mounted on civilian Jump Bikes.

## MAG OIL

Mines blow up. That's all well and good if you're hoping for a lot of destruction, but sometimes things can backfire—like when a mine goes off too close to your own bike. That's one of several reasons someone invented Mag Oil.

The idea behind Mag Oil is the slick synthetic compound gives a similar magnetic signature to the device that triggers most JUMP systems. What this means in practical terms is when a Jump Bike glides over a patch of Mag Oil, it jumps... hopefully before the driver realizes what just happened.

When Mag Oil is released on the course, each Jumper who reaches it must make a Driving roll or immediately go out of control. The first driver to hit it makes his roll at a -2 penalty. Each following driver offsets that penalty by +1 (to a maximum of +4) as they become more readily aware of the oil's presence on the track. (So, for example, the third racer to pass the oil would make his Driving roll with no modifier; the fifth would be at +2.)

A gallon of Mag Oil is sufficient to trigger a JUMP system, and Mag Oil tanks can generally hold up to five gallons of the stuff.

## JUMP GEAR

- **Mag Oil Tank:**1,000 credits
- **Mag Oil (1 gal.):**250 credits

## MINE LAYER

Okay... You've got your Leapfrog Mines —now what? Well, you need a way to deploy them, and that's why you need to mount a Mine Layer on your ride. Each Mine Layer can hold up to 3 Leapfrog Mines, and can either be mounted on the top or the rear of the vehicle, depending on how you want to deploy your mines. The location should be noted when the system is purchased.

A Mine Layer can also be loaded with other types of mines, although they don't tend to be effective during Jump Bike races (since things like anti-personnel mines won't be triggered). In all cases, the Mine Layer can hold up to three mines, except for proper anti-tank mines... Only one of those will fit in the system.

- **Mine Layer:**2,000 credits

## MISSILE POD

There aren't too many things as fun as locking onto a target with a missile and pushing the button. Unfortunately, most missiles are a little big for purposes of Jump Bike racing. Fortunately, in the world of marketing, demand is the mother of invention and someone came up with a solution.

Originally, Jumpers tried mounting rockets as smaller, fire-and-forget alternatives, but the resulting property damage was a little much even for the Jump Bike crowd. So smaller guided missiles were developed from military models for the purpose of taking out smaller targets in a populated area.

Jump Bike missiles work exactly as described in *Savage Worlds Deluxe*, but aren't Heavy Weapons, only have a Small Burst radius and only do 3d8 damage. Each Missile Pod can mount two of these missiles (officially called 'Shrikes', but usually referred to by Jumpers as 'Buggers'... for reasons that may or may not be obvious).

- **Missile Pod:** 2,500 credits
- **Shrike Missile:** 2,000 credits

\*Technically, any missile from *Savage Worlds Deluxe* can be mounted on a Jump Bike, but they're Heavy Weapons, and take up 2 mounting spaces. Also, as Military Grade weapons, they tend to be inaccessible to most Jumpers.

## RAM PLATE

Sometimes the easiest way to take on an opponent in a race is to use your vehicle as the weapon. Unfortunately, this can play as much hell with your vehicle as with the one you just rammed. That's where Ram Plates come in.

Shaped to disperse the kinetic energy of an impact, a Ram Plate reduces the structural damage a vehicle takes in a collision —whether head on, T-boning, or just bumping someone from the rear. A vehicle with a Ram Plate rolls half the damage Dice it would take (rounded down)

from a collision. Additionally, a character who has a Ram Plate on his vehicle gets a +2 bonus to his opposed Driving roll when attempting a ram maneuver.

- **Ram Plate:**1,500 credits

## SMOKE SCREEN

Most peeps think a Smoke Screen is just a tool for evasion, but it can be used as a weapon as well. How? 'Cause if you lay a smoke screen followed by a Leapfrog Mine, the guy behind you is probably hosed.

The Smoke Screen tank actually holds a set of chemical compounds that smokes when they are combined, and is portioned off so that it can be used up to three times before needing to be refilled.

When a vehicle lays down a Smoke Screen, drivers of trailing vehicles suffer vision penalties to any Notice or attack rolls they have to make. If they're trailing by 1 Token, it counts as Pitch Darkness; by 2 Tokens it's Dark; trailing by 3 Tokens counts as Dim lighting. The Smoke Screen has dispersed for any vehicles further behind than that.

- **Smoke Screen Tank:**2,000 credits
- **Smoke Screen Refill (each use):** 500 credits

## SAFETY HARNESS

About the only thing worse than losing control of a JUMP bike is falling off a JUMP bike after you've lost control. That's why smart Jumpers make sure they've got a good Safety Harness. In addition to the usual effects of a Safety Harness (as explained in the *Savage Worlds Deluxe* rules), it will also give a Jumper a +4 bonus on any Agility roll to remain on his bike when he loses control. On the plus side, a Safety Harness doesn't count against the Mounting points for a vehicle.

- **Safety Harness:** 1,000 credits

## WEAPON STABILIZER

Obviously it sucks to get hit with someone's mounted gun... But it sucks almost as bad to use your own cannon, paid for with your hard-earned credits, only to miss because both you and your target are bouncing around like pachinko balls.

That's why many Jumpers install Weapon Stabilizers on their bikes. These handy things are computerized and designed to both compensate for your vehicle's movement as well as anticipate where your target should be after you open fire. Each level of stabilizer offsets 1 point of the unstable platform penalty a driver would otherwise suffer while firing a mounted weapon. A Weapon Stabilizer doesn't count against a vehicle's Mounting points, but each weapon requires a separate stabilizer.

- **Weapon Stabilizer I:** 2,500 credits
- **Weapon Stabilizer II:** 5,000 credits

## RAGE YOUR DREAM

### RACING, SAVAGE STYLE

Jump Bike racing rides the fine line between a Chase and a Dramatic Task. Unlike a chase, it's a race. It isn't about catching, escaping or destroying the enemy... It's about beating them to the finish line.

Don't get me wrong, tomo —there are absolutely attempts to wipe out competitors in a Jump Bike race, but the bottom line is the winner, no matter how beat up, is the first Jumper to cross that line on the last lap.

Of course, being the only Jumper does pretty much guarantee you'll be the first...

Then again, you're still likely to have an opponent more dangerous than any of the other Jumpers: the track itself.

### ANATOMY OF A RACE

Jump Bike races basically come in two flavors —Rallies and Circuits —although there's really little difference between them, mechanically speaking. The only difference is that a Rally starts at one point and ends at another, while a Circuit ends at the same place it started (meaning it can have multiple laps). Short Rallies are usually called Runs, and are usually raced as a duel between two Jumpers.

No matter what type of race it is, it can be functionally broken down into three parts: The Start, Jockeying For Position, and (originally enough) The Finish.

### THE START

Races can also begin in one of two ways, usually determined by the type of race, but sometimes it's just a matter of personal preference.

Rallies and Runs usually begin with a Standing Start, with the Jump Bikes idling in a parked position. Most of the time a Run has both drivers (assuming there are only two involved) side by side and, at a signal, the drivers release their brakes and simultaneously accelerate.

The signal for a Standing Start comes in several forms: lights, a digital countdown, or even just someone in front of (and between) the two vehicles to give a hand signal. One popular method for some of the 'unofficial' teams is to have a Race Queen give the signal with a flag —often from in front of the Jumpers.

Circuit races usually begin with a Rolling Start (yeah, tomo, it's a misnomer, but the term is a holdover from road racing, when all the cars only had wheels). Each of the drivers has a position, typically predetermined either by prestige or lap time, and they all make one lap of the track in that position at a slow speed.

The moment a driver crosses the Start Line (or Finish Line —it's all a matter of perspective), he can put the pedal to the metal and accelerate for all he's worth.

There's usually someone on hand to give the 'clear' signal so a Jumper knows he can officially start.

### JOCKEYING FOR POSITION

This part is the meat of the race, and represents most of what takes place when two or more Jumpers are going at it.

Over the course of the track, each driver attempts to outmaneuver everyone else so as to get into the front of the group. By itself, that doesn't sound much different than any other race, but it isn't so simple. Jump Bike courses are designed with a series of challenges ranging from the standard chicanes, hairpins, and switchbacks, to more dramatic walls and pits which have to be negotiated using the bike's JUMP system.

On top of those relatively mundane obstacles, most courses also have less... 'predictable' hazards. Things like pop-up gun turrets, timed deadfalls to block the track, or even unmanned drones to harass the Jumpers. And the most dynamic tracks have hazards that change from lap to lap.

### THE FINISH

When it's all said and done, this is what it comes down to. The first driver to cross the designated Finish Line is the winner. What that means depends on the race, of course, but whatever the prize may be —money, glory, objects... Whatever —the winner gets it.

Sure, there might be compensation for those who survive and follow the winner across the finish line, but face it, tomo: no Jumper takes pride in shouting out, "I'm Number Two!"

## ROAD RULES

So let's spell out how all this works from a mechanical point of view.

The rules for Jump Bike Racing are similar to the chase rules in *Savage Worlds Deluxe*, but have a few modifications for flavor and to represent the back-and-forth of the Jumpers jockeying for position.

The biggest difference is the use of Tokens to keep track of who's where in the race. No, I don't mean "where on the track", I mean where the drivers are relative to each other. The guy with the most Tokens is in front, with the others trailing behind according to their number of Tokens.

Relax... I'm not gonna have you counting out handfuls of Tokens. In order to keep things simple, no one can have more than 5 Tokens at a time —or less than 1 —so it should be pretty easy to eyeball.

If two drivers have the same number of Tokens, they're assumed to be pretty much neck and neck, and will probably be rolling off to determine who (if anyone) has the edge.

The other difference is that Cards aren't used to determine relative position —instead, they're used to get drivers past the course obstacles. I'll explain all that in a bit.

## THE START

The type of start usually determines a Jumper's initial Tokens.

## STANDING START

Each Jumper has 3 Tokens, assuming they're starting on the same line.

There are occasions when drivers have different numbers of Tokens—for example, a character with the Golden-Haired Edge starts with 4 Tokens because of his bonus—or there may be times when it's not convenient to line up a whole bunch of drivers on the same line... Like when the race starts in a narrow lane.

In that case, the starting Tokens are determined in some other fashion: Either similar to a Rolling Start, or based on Street Cred.

## ROLLING START

Each Jumper makes a Driving roll and compares the result with the others (for most races) or each Jumper compares his Street Cred to the others (for prestige positions).

The default starting Tokens in the case of Driving rolls is 2, with each Raise granting an extra Token (to a maximum of 5 Tokens or one more than the next lowest roll—which ever is lowest. Failure results in the driver starting with 1 token (or one less than the next highest position—which ever is greater). A Critical Failure results in the driver being disqualified from the race.

The number of Tokens a driver gets in a prestige race is equal to his Street Cred divided by 5 and rounded to the nearest whole number—the maximum is still 5; the minimum is still 1.

In either case, drivers can start with the same number of Tokens.

## JOCKEYING FOR POSITION

Now the **REAL** racing begins.

Each lap (or the course itself if it's a single-lap race) is broken down into several Segments representing a particular Feature or Hazard presented by the course. Each Segment is further broken down into the number of rounds the Jumpers will take to traverse it (typically from 2 to 5).

During each round, the drivers make opposed Driving rolls with two goals in mind: first, to outmaneuver the other drivers (either through skill or violence) and second, to achieve the optimal position for negotiating the Feature or Hazard presented in the Segment.

Those Tokens we've been going on about are used to determine the relative positions of the drivers in each Segment, both for purposes of determining who's in the lead and ranges for combat.

*By way of explanation, let's say there are three Jumpers in a race. At the moment, they've got 1 Token, 3 Tokens and 4 Tokens, respectively.*

*The Jumper with 4 Tokens is in the lead, since he's got the most Tokens.*

*The Jumper with 3 Tokens is right behind—literally—riding the leader's slipstream. He and the lead guy can engage in ranged combat with each other at Short Range.*

*The Jumper with 1 Token is well behind the others. For purposes of ranged combat, he's at Long Range (with a 3-Token difference) to the leader and Medium Range (with a 2-Token difference) to the guy in second place.*

*Vehicles with the same number of Tokens are considered adjacent to each other, and the drivers can engage in melee combat should one or the other choose. Of course, this also means they're too close to use ranged weapons without penalty... Then again, crowds love it when a couple of Jumpers start going at it with fists and blades.*

## SLIPSTREAM

When a driver gets right on the tail of another driver (and I mean right on the tail—as in tailgating), he's in the other driver's slipstream.

For purposes of combat, it's considered Short Range (with no melee attacks possible), but the real advantage lies with the tailing driver. I won't go into all the physics behind it, but in layman's terms the front vehicle is creating a 'wake' of air pressure that drags the rear vehicle along with it to a certain degree. This means the rear vehicle can do something called 'drafting' and use the front

RACE TOKENS

TOKEN DIFFERENCE	RANGE	NOTES
0	Melee	The drivers are basically neck and neck (melee combat possible)
1	Short	Slipstream (see text); Ranged attacks possible (no range penalty)
2	Medium	Ranged attacks possible (-2 range penalty)
3	Long	Ranged attacks possible (-4 range penalty)
4	Out Of Sight	Out of combat range (see text)

## RACE RULES

vehicle's wake to boost its own acceleration.

The bottom line is it's easier to pass a vehicle by drafting, so a Jumper who starts in another vehicle's slipstream gets a +2 bonus to his Driving roll if he chooses to Drive Aggressively to overtake the guy in front of him.

Now for the bad news, tomo: Defensive countermeasures like mines, smoke or Mag Oil are pretty damn hard to avoid if you're right on a Jumper's ass. Any reaction roll you might get to dodge them suffer a -2 penalty.

### OUT OF SIGHT

Vehicles with a four-Token difference (a Jumper with 1 Token and a Jumper with 5 Tokens) are functionally unable to see each other—let alone engage in combat.

Aside from the obvious problems of being so far behind (Like... um... You're losing pretty bad, tomo), it's kind of hard to see when the guy up front lays down a trap for the trailing Jumpers. You suffer a -4 penalty to any rolls to spot or avoid things like Mag Oil or Leapfrog Mines dropped by leading vehicles that are out of site.

This penalty is reduced by 1 for every driver you can see ahead of you that avoids the obstacle (or who hits it, if the problem remains in place once struck).

### DRIVING ROUNDS

There are technically two parts to every driving round—the Driving roll and everything else.

At the start of each round, every driver decides whether he'll Drive Aggressively or Drive Defensively. As a rough rule of thumb, driving aggressively is best used to overtake other vehicles, while driving defensively is best used to maintain your position in a race.

Each driver makes a simultaneous Driving roll; anyone who's chosen to Drive Defensively adds +2 to the roll, however he can't gain any more Tokens this round than what he currently has. On the other hand, anyone beat with a Raise by someone driving defensively also suffers a -2 penalty to any Shooting rolls against that driver. Don't forget any modifiers for Top Speed.

If there are more than three vehicles in the race, the lowest roll gives the highest roll 2 of his Tokens. Then the next lowest roll gives 1 of his Tokens to the next highest roll. Anyone else remains in relatively the same position. If there are three or fewer vehicles in the race, the lowest roll only gives 1 Token to the highest roll.

Now for the complications.

Since you can't have more than 5 Tokens, any excess Tokens go to the second-highest roller (who is then considered to have gotten his allotment, so any Tokens from the second-lowest roll go to the third-highest).

Inversely, since you can't have any less than 1 Token, any residual losses are taken by the second-lowest roller (who is then considered to have paid his dues, so the

third-lowest roller pays the second-highest).

If no one is in a position to pay out or gain, no Tokens are exchanged.

Finally, every driver who succeeded at his Driving roll is dealt a Card. These are used for negotiating Features and Obstacles... I'll get to those in a minute, but for now it's enough to know each Jumper can only have one Card at a time, so every time he draws a new one, he'll either immediately discard it or put it in front of him and discard any Card he's already got there.

### TAKING ACTIONS

Now the real fun begins, tomo, as all the Jumpers in the race get to do other things—like bump into each other, take pot shots at other drivers, and try to get through the course's obstacles.

First, everyone's gotta declare what they're going to do this round.

The Jumper with the most Tokens must choose first, with the rest going in descending order of Tokens. Yeah, this means trailing vehicles might have a slight advantage, but that's only because they have a chance to react to what's going on in front of them.

If any drivers are neck and neck (with the same number of Tokens), the one with the lowest Driving skill must declare first. If their Driving skills are the same, the lowest Agility must declare first. If their Agility is the same, the lowest Smarts must declare first. If their Smarts is the same... Oh, for cryin' out loud—just have them roll a d6, with the lowest roll declaring first.

A Jumper with Quick, Level Headed or Improved Level Headed also has a bonus: Each of those can be counted as a 'Token' for purposes of determining the action order, either increasing or decreasing the actual Token count at the driver's discretion. In this case, numbers can go higher than 5 or lower than 1.

A Jumper may declare more than one action, but he suffers multi-action penalties as normal. Also, any driver who becomes Shaken (whether through combat, tests of will or anything else) immediately loses one Token.

Here are the options a driver can take in a round:

**Attack!:** This is one of the things the crowds live for... The driver opens fire on another vehicle with extreme prejudice. This can be with either a mounted weapon or a personal weapon. In any case, don't forget those range penalties, as well as any unstable platform penalty that might be involved.

A driver can also deploy passive weapons (like mines) or countermeasures (like chaff), as well as use a melee weapon (if he's in the right position). None of these suffer from unstable plat-

## RACE RULES

form penalties.

Also, some weapons (like top-mounted Leapfrog Mines) are designed to be reactive, and fire automatically. As a result, they don't incur any multi-action penalties, but they are susceptible to unstable platform penalties.

**Force:** In order to use a Force maneuver, both vehicles must be neck and neck. One Jumper attempts to sideswipe the other and force him into the track's guard wall or some other obstacle. This is treated just like the Force maneuver in the *Savage Worlds Deluxe Chase* rules, except any Complication is automatically assumed to be a Major Obstacle.

**Jink:** Jinking is weaving around in order to confuse an opponent. Driver's can of course attempt normal tricks and tests of will, but jinking is sort of like a special trick using opposed Driving rolls. If the Jumper succeeds at his jink, his opponent suffers a -2 penalty to his next Driving roll. If the Jumper beat his opponent with a Raise, the target loses a Token in addition to the Driving penalty.

**Leapfrog:** You can only try this if you're in another bike's slipstream. The short of it is you engage your JUMP system and try to leap over the bike in front of you. This amounts to an opposed Driving roll, but you suffer a -2 penalty to your roll —the good news is if they guy in front of you has already taken an action, he takes a multi-action penalty on his roll as well. If you succeed, the other driver gives you one of his Tokens as you leapfrog in front of him.

**Lethal 360:** A Jumper with forward-facing weapons can attempt this dangerous —but spectacular —maneuver. The disadvantage of the Lethal 360 is you give up any lead you have; the advantage is you can chew on your opponent with your weapons, and if it's done properly, not only are you in a position to attempt to reclaim your lead, but you can also gain the crowd's accolades.

In order to attempt this, the Jumper must be 1 Token ahead of his opponent and make a Driving roll at -4. Success allows him to bring his weapons to bear on the other driver at the cost of 2 Tokens; any weapons fired in this way suffer from multi-action penalties, but there aren't any additional penalties to the Driving roll.

If the Jumper gets a Raise on the Driving roll, he also

gains a benny (which may be spent on the Shooting roll) for pleasing the crowd. If he can also take out the other driver in this way —even if the other driver simply loses control and crashes —the Jumper also gains 1 point of Street Cred as the crowd goes wild.

On the other hand, if the Jumper Fails the Driving roll, he loses an extra Token and must immediately check for going out of control. He also can't fire his weapons. On a Critical Failure, the Jumper still loses 3 Tokens and suffers a collision, taking damage accordingly.

**Negotiate Feature:** This is the really important one, and every Jumper will need to do it several times during a race. The last round of each Segment is the Feature, and each Feature is different (see page 18)... but they're all overcome in roughly the same way.

As previously mentioned, each Segment of the race has a Feature of some sort that ultimately needs to be circumvented. Remember all those Cards the Jumpers were collecting and discarding each round as they moved through the Segment? This is what they're for.

Each Feature has a difficulty described in terms of the range of Cards that'll allow a driver to safely navigate it. If he's got one of those Cards in front of him when he makes his Driving roll, he suffers no penalty. If he doesn't, he takes a -2 penalty to the roll —or -4 if his Card is a 5 or less. This penalty is in addition to any modifiers the Feature itself may impose.

A driver can offset the Card penalty by 2 (either negating it, or bringing it up to -2) if he chooses to take the hazard carefully, but this gives everyone else an extra Token as they move into the next Segment.

By the way, Jokers count as Aces, and grant a +2 bonus to the Jumper's Driving roll, but only when he's dealing with the Segment Feature.

Once everyone's resolved the Feature, all the Cards are returned to the Action Deck and it is shuffled. This is the only time this happens during a race —even if a Joker is dealt as part of the maneuvering.

**Punch It:** A driver can choose to do nothing else but drive, in which case he just leans on the accelerator and makes another Driving roll, this one with a -2 penalty. If he makes a Success, he gains 1 Token; if he makes a Raise, he gains 2 Tokens. This is usually the resort of someone who's fallen too far behind.

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**Ram:** Ramming is similar to Forcing, except instead of bumping your opponent with the side of your bike, you're entering into an intentional collision —either by hitting him (usually) from behind, or by slamming on the brakes and letting him hit you.

A Ram can only be attempted when there's a 1-Token difference between the vehicles. It's handled just like a Force maneuver, except —regardless of the outcome —both vehicles suffer the effects of a collision, as explained in the *Savage Worlds Deluxe* **Vehicle** rules. Both vehicles are assumed to be moving at their Top Speed, unless the Ram was done by breaking, in which case the driver can reduce his speed by 5 for every Success and Raise he got on his Driving roll.

**Spot Obstacle:** Every once in a while, a potential hazard (like Mag Oil or Leapfrog Mines) might get overlooked by a trailing driver. In these cases, the driver can take an action to attempt a Notice roll so he won't hit something unawares. Note that size and circumstance might affect this roll (for example, Leapfrog Mines are small while a Smoke Screen imposes lighting penalties).

If the roll is successful, however, the Jumper won't suffer any Driving penalties he might otherwise have for not being aware of the hazard.

## THE FINISH

This is pretty much the easiest part of the race. When the Jumpers hit the Winning Stretch, the Jumper in the front —that is, the one with the most Tokens —is the winner, with the rest coming in behind in their relative positions. Realistically, this is handled just like any other action round to negotiate a Feature, except for a couple of things:

First, Quick, Level Headed and Improved Level Headed don't help you for this last obstacle.

Second, any driver who's already crossed the Finish Line still retains his position in the race, even if it's posthumously. In other words, once a Jumper has passed the checkered flag —even if you hose him in the most spectacular piece of annihilation the racing world has ever seen —he still beat you. Them's the breaks, tomo.

## COMBAT

## (AND OTHER RACING STRATEGIES)

For the most part, combat is handled exactly as explained in the *Savage Worlds Deluxe* rules, with a couple of minor differences.

**Damage:** There aren't any changes from the core rules, but you'll want to remember to pay close attention to any changes in a vehicle's Top Speed, since it affects a number of things in the race.

**Shaken Drivers:** This works just like the core rules, except that a Shaken driver can only choose to Drive Defensively —he can attempt to remove the Shaken status as his action for the round. And don't forget that a racer loses 1 Token if he's Shaken.

**Targeting Drivers:** Jumpers are usually considered to be shooting at the other bikes with any mounted weaponry, but you can choose to target another driver if you want. In this case, the other driver is considered to have Medium Cover.

This counts for vehicle-mounted weapons, or any personal weapon used from range. The driver is considered to have Light Cover against personal weapons fired at Melee Range, and no cover against melee attacks.

However, a Jumper who Fails on a Fighting roll against another driver goes Out of Control (as per the core rules). A Jumper who suffers a Critical Failure collides with his would be target. Check for damage accordingly.

## CRASHING AND BURNING

Sooner or later, what with lots of peeps shooting and bumping into each other, someone's bound lose control and crash. When that happens, he's gotta roll on the Out of Control table in the *Savage Worlds Deluxe* rules. However, since this is a Jump Bike race, the effects of a given result might be a little different.

**Roll Over:** You'll want to check out 'Slip' below. Most of the vehicle accessories are internal, except for Ram Plates, Mounted Weapons, Missile Pods, and top-mounted Leapfrog Mine launchers, which are all ruined. The Jumper also runs the risk of being thrown from his bike (see below).

Any Jumper next to or behind the rolling bike must succeed at a Driving Roll with a -2 penalty as well, or get caught up in the crash and roll for Out of Control. The good news for them is they gain a +1 bonus to the roll for every Token they are behind the rolling vehicle, so a driver 4 Tokens behind would get a +2 bonus to the roll.

If bike and driver both survive and choose to continue the race, the Jumper immediately drops to 1 Token, and is considered to be traveling at a speed equal to the bike's Acceleration for the first round. Keep in mind those Leapfrog Mines, as well. Top-mounted mines will still try to fire automatically if the bike is exposed to a Leapfrog maneuver... Since they can't, it could prove disastrous for the Jumper when they go off.

**Spin:** The Jumper immediately loses 2 Tokens, and he must make a Driving roll with a -2 penalty or suffer a collision. If he's still up and running, His speed for the next round is equal to his Acceleration.

Any Jumper 1 Token behind the spinning vehicle must also succeed at a Driving roll or go Out of Control as he's nicked by the first bike.

**Skid:** The Jumper immediately loses 1 Token and must succeed at a Driving roll or suffer a collision.

**Slip:** The Jumper immediately loses 2 Tokens, and he must make a Driving roll with a -2 penalty or suffer a collision.

Any Jumper who's neck and neck with the slipping vehicle must also succeed at a Driving roll or go Out of Control as he's swiped by the first bike.

**Flip:** The Jumper runs the risk of being thrown from his bike, and any Jumper 1 Token ahead of or behind the flipping bike must succeed at a Driving Roll with a -2 penalty as well, or get caught up in the crash and roll for Out of Control. As with a rolling vehicle, they gain a +1 bonus to the roll for every Token they are behind the flipping vehicle, so a driver 4 Tokens behind would get a +2 bonus to the roll.

If bike and driver both survive and choose to continue the race, the Jumper immediately drops to 1 Token, and is considered to be traveling at a speed equal to the bike's Acceleration for the first round.

## GETTING THROWN

When a vehicle goes Out of Control and either rolls or flips, the Jumper runs the risk of being thrown from his bike. The Jumper must make an Agility roll with a penalty equal to the number of times the bike either rolled or flipped.

On the other hand, if he was smart enough to have a Safety Harness, he gets a +4 to the roll (which should help offset all that bouncing around).

If the roll results in a Success, everything is fine. But if the roll is a Failure... Well, let's just say things are gonna get ugly for that gauch. You can assume he'll take damage from having a collision (at the bike's Top Speed) without a Safety Harness, as well as damage from falling. He'd better hope he was only about ten feet off the ground rather than —say —bouncing from the top of the Dubai Tower.

## COURSE FEATURES

By now, tomo, you're no doubt wondering just exactly what Features a Jumper might face as he winds his way through a course. Well, the time has come to tell you.

The numbers or letters listed after each Feature's name shows the range of Cards a Jumper needs to negotiate the Feature safely when he reaches it. So, for example **(10-A)** means a Jumper could safely negotiate the Feature if he had a 10, Jack, Queen, King or Ace.

Just in case you've never encountered it before, 'J' = 'Jack', 'Q' = 'Queen', 'K' = 'King', and A = 'Ace'.

And one more reminder: Jokers count as Aces, but give the Jumper a +2 bonus to negotiate the Feature.

**The First Corner (10-A):** Every course has one of these. Most of the time they're the first Feature the Jumpers hit after the race starts, but not always.

The First Corner can sometimes result in a pant load of carnage, with vehicles smashing into one another as everyone jockeys for position. The lead in to the First Corner is usually pretty short (3 rounds) and tight, but it doesn't impose any penalty on the drivers other than what their Card, their actions, or the actions of the other Jumpers might create.

Failing a Driving roll at this early Segment in the race can have some nasty effects. Any driver who does fail the roll not only loses one of his Tokens, but creates a road hazard for anyone his new position brings him neck and neck with.

Those drivers must make a Driving roll to avoid a collision —don't forget any multi-action penalties, tomo! Anyone who fails this roll takes collision damage as if they were moving at half their

## RACE RULES

### Top Speed.

Oh... And that original Jumper who caused the mess? He takes collision damage from every vehicle that hits him. After the First Corner is passed —if the race has multiple laps —it's treated like a regular old Corner (see below).

**The Final Stretch (2-A):** Every course has one of these, and it's always the last Feature in the lap (or on the track in the case of a Rally). It's like the Long Straightaway, except the Jumper who completes this Feature first on the final lap of the race is the winner.

**Chicane (J-A):** A chicane is sort of a sharp 'dog-leg' set in a straightaway, usually with some sort of barrier set up behind the first 'zig'. Some peeps think they're there simply as a test of skill, but the reality is a chicane is usually set up to keep speeds in a race from getting too high.

Of course, in a street race, a chicane may simply occur 'naturally' as the result of construction, or anything else that might interfere with what would otherwise be a simple straight run.

A Chicane imposes a -1 penalty to the Driving roll when navigating the Feature in addition to any penalties for not following the perfect line into the Chicane (in other words, tomo, not having a required Card). Failure on this roll causes the Jumper to lose 1 Token, and a Critical Failure forces him to make a Driving roll or go out of control.

**Choke Point (10-A):** This is a spot where the course narrows and forces Jumpers to get nearly single-file in order to get through it. Of course, doing this at high speeds can get a little dangerous.

Getting into the Choke Point isn't too tough —as long as the Jumper's got the right Action Card, there's no penalty to the Driving roll... Initially. Once a driver's entered the Choke Point, he becomes a potential obstacle for anyone behind him. For every vehicle in the Choke Point with the same number of Tokens as a Jumper entering it, he suffers a cumulative -1 penalty to his Driving roll.

A Failure on the Driving roll allows the Jumper to move through the Feature, but in addition to losing a Token, his Bike scrapes the barriers and suffers 2d6 damage. This is increased by 1d6 for every other vehicle the Jumper took a penalty for.

*As an example, if a Jumper entered a Choke Point with 3 Tokens, and two other Bikes were already there with 3 Tokens, the Jumper would take a -2 penalty to his Driving roll, and 4d6*

*damage if he failed the roll.*

If the Driving roll is a Critical Failure, the Jumper hits the side and suffers a collision. Any other drivers with the same Token count must make an immediate Driving roll or go out of control.

Note that any Bike that wrecks in a Choke Point becomes an immediate barrier to anyone behind it, adding a Berm Hazard (see below) to the Feature (see "Multiple Features and Hazards" on page [[XXX]]).

**Corner (10-A):** This is similar to the First Corner, except it can crop up anywhere on the course. While it's a challenging and tight turn, it doesn't cause any extra penalties beyond what a Jumper might have if he hasn't picked the right line.

Failure on the Driving roll causes the Jumper to lose 1 Token; a Critical Failure forces him to make an additional Driving roll or go out of control.

**Elevation Change (10-A):** The Elevation Change is a Feature unique to Jump Bike racing. As the name suggests, it's a spot in the course where the track might suddenly rise or drop... Not like a ramp, tomo —'suddenly' like a cliff.

On a street course, it may be a place where the route takes to the rooftops, or drops into canals (or sewers!), although official tracks are known to employ them —sometimes as a simple dip; sometimes going up or down like a drawbridge might. In any case, the only way to safely get past it is to use the Bike's JUMP system to leap to the new level.

In most cases, an Elevation Change doesn't give a penalty to the Driving roll, but there are a couple of notes and exceptions.

First of all, when taking a drop, there's no penalty as long as the drop isn't more than 10'. For every 10' beyond that, there's a cumulative -1 penalty (so a Jumper dropping 50' would take a -4 to his Driving roll).

On the other hand, jumping up normally doesn't have a penalty attached to it —as long as the Bike has the vertical clearance, it can make it. But if the bike *doesn't* have the vertical clearance... well, things can get ugly.

If the bike has the exact vertical clearance (say, a *Samurai* jumping 20'), the Jumper takes a -1 penalty to his Driving roll. If the bike is within 10' of clearance (like if that *Samurai* was trying to make 30'), the Driving penalty is -4. Beyond that, a Jumper is pretty much hosed.

Should a Jumper fail one of these rolls, the Bike either takes normal falling damage (if the Jump-

## RACE RULES

er was dropping) or normal collision damage (if he was leaping —and assume the Bike was moving at Top Speed). On a Critical Failure, add 1d6 to the damage.

**Hairpin (Q-A):** A Hairpin (sometimes called a 'Switchback') is a single extremely sharp corner which almost doubles back on itself. In short, a Jumper who hits a hairpin comes out moving almost the opposite direction from the way he came in.

Hairpins are hard to do at speed, requiring a near-perfect line to make it without either slowing too much or losing control. Jumpers have a -2 penalty to their Driving roll to get through a Hairpin, and a Failure causes them to lose 2 Tokens. On a Critical Failure, the Jumper goes out of control.

**Loop (J-A):** By 'Loop' we don't mean a Double Immelmann (although that'd be pretty cool... but current Jump Bike physics won't allow for it). A Loop is a single long, tight corner where the course eventually crosses back over itself. Usually —in order to prevent excessive crashes —it ends at either a bridge or a tunnel.

Normally a Loop wouldn't be very tricky to get through, but doing at speed and with other drivers in the vicinity takes skill and precision. The Driving roll to get through a Loop is made with a -1 penalty, but a Failure causes the loss of 2 Tokens. If the roll is a Critical Failure, the Jumper must immediately check for going out of control as well.

**S-Curve (J-A):** An 'S-Curve' is essentially a slalom —a series of two or more tight corners turning in alternating directions in a test of a driver's skill. Negotiating an S-Curve gives a -1 penalty to the Jumper's Driving roll. Failure causes the Jumper to lose 1 Token, and a Critical Failure forces him to make another Driving roll or go out of control.

**Straightaway (2-A):** As the name suggests, this is simply a long, straight segment with no real danger or difficulty built into it —other than the other Jumpers, of course. Under normal circumstances, a Straightaway can be negotiated with any Card; mostly it just gives Jumpers an area where they can take pot shots at each other or attempt complex maneuvers without worrying about the course itself.

All the same, a Failure on the Driving roll to

move past a Straightaway costs the Jumper 1 Token and a Critical Failure forces him to make a Driving roll or go out of control. On the other hand, a Success not only gets a Jumper through the Feature, but earns him 1 Token; 2 Tokens if he got a Raise.

## COURSE HAZARDS

As we mentioned before, it may be bad enough trying to navigate the Features of a course while your opponents are trying to find ways to run you off the road or otherwise kill you, but some tracks have —shall we say —more lethal Features.

These things, such as weapon turrets and combat drones, or (on illegal street courses) pedestrian traffic and territorial street gangs (usually with trigger fingers) are called 'Hazards'. Hazards are largely treated like any other feature, except they tend to involve more complications for the Jumper.

Hazards in a race with multiple laps, by the way, can sometimes change from lap to lap.

**Crossfire (2-A):** This falls into roughly two categories: gangers and snipers.

The first case is usually the result of angry gangers taking potshots at Jumpers as they tear through their hood (although other irate citizens have been known to do the same). At other times, the Jumpers may just be unlucky enough to speed through the middle of an ongoing gang war.

The second case most often happens during legal races, when some gaucho decides it would be sick to have the Jumpers speed through a Hazard often billed along the lines of "The Gauntlet of Death". The good news in this instance is the weaponry often tends to be a little less lethal than the more... um... 'spontaneous' variety used by gangers.

What ever the reason for the Crossfire, though, it plays out pretty much the same.

As the Jumpers make their roll to negotiate the Hazard, they take a lot of small arms fire. As each Jumper makes his Driving roll, make a group Shooting roll for the guys laying down the Crossfire, giving them a -4 penalty (a blanket modifier to account for speed, range and whatever). If the Shooting roll succeeds, the vehicle takes damage; if it's a Critical Success, the *Jumper* takes damage.

Gangers have Shooting d6 and Damage 2d8+1 AP 1. Snipers have Shooting d8 and Damage 2d6+1 AP 2.

If the Crossfire is from gangers, take note of the Suit if this Hazard is the result of a random draw, or draw a Card if this was a planned Hazard —if it's a Club, the Hazard changes to Police for any

## RACE RULES

subsequent laps that pass through this Segment.

**Dead Fall (10-A):** In most cases, a Dead Fall is created by a series of controlled explosions that drop concrete blocks or even a small building on the Jumpers as they pass through. For sanctioned races, these are planned Hazards, but for illegal races it might simply be a case of passing through a construction zone.

Each Jumper passing through a Dead Fall must make a Driving roll with a -2 penalty or be struck by falling debris for 4d6 damage. If the roll is a Critical Failure, the Jumper also suffers collision damage as he smacks into debris that falls in front of him, and he also loses 1 Token.

This segment becomes a Debris Hazard (see below) for the rest of the race, assuming future laps bring the Jumpers back through.

**Debris (8-A):** Debris can represent anything from Dead Fall remains (see above), wrecked Jump Bikes, construction zones, or even just stray junk. In any case, it's 'things' that potentially block a Jumper's path through the course.

There are no specific penalties to the Driving roll when negotiating this Hazard, but a Failure causes the Jumper to lose 1 Token and check for going out of control. A Critical Failure costs the Jumper 2 Tokens, and his vehicle takes collision damage as well—calculate it from the bike's Top Speed.

**Drones (2-A):** The nature of these Drones depends on the nature of the race, but a number of them enter the course equal to the number of active Jumpers.

Whatever a Drone's origin, it only has one purpose: To remove designated targets from the race. 'Designated targets' would mean the Jumpers, if you're confused, tomo. Each Drone has a simple AI guiding it, and a weapon system appropriate to its function.

Drones join the race with 1 Token as soon as the Jumpers enter the Segment they've been assigned to. Each Drone locks on to a single Jump Bike and attempts to close range and eliminate its target in the easiest way possible. Drones won't try fancy tricks like a Lethal 360; generally they just Punch It, Leapfrog and Attack. Drones are always assumed to be Driving Aggressively, although they will never intentionally pass their current target. Oh yeah... And they'll continue on to subsequent Segments of the race.

A Drone that eliminates its target will acquire a

Here's an example of a typical Drone:

### BLACK KNIGHT RACE DRONE

*Designed and produced by Black Knight Industries, Race Drones are functionally small Jump Bikes driven by computer Aspects. The central seating has been removed and replaced with an armored pod that houses the computer system.*

**Attributes:** Agility d8, Smarts d8(M), Spirit d4, Strength d8, Vigor d8

**Skills:** Driving d8+2, Notice d8, Shooting d8

**Pace:** 0 (but see below); **Parry:** 2; **Toughness:** 10(4)

#### Special Abilities

- **Armor (+4):** This type of Drone has armored plating to protect the Jump Bike.
- **Construct:** Drones are functionally highly specialized robots. They are +2 when attempting to recover from being Shaken, and they take no additional damage from called shots. They're also immune to disease and poison, should that become a factor.
- **Jump Bike:** The Black Knight Racing Drone is considered to have Acc: 20, TS: 45, and a vertical clearance of 25' (3"). The computerized system gives it +2 to Driving rolls, and the weapons are considered to be on a stable platform.
- **Weapon System:** Black Knight Racing Drones can be fit with a number of weapon systems. For legal races, they'll often be fit with a modified **EMP gun** (2d6, CBT; operates from the vehicle's battery: unlimited shots, but can only fire every 2 rounds). For breaking up illegal races, they're often mounted with a small auto cannon (30/60/120, 2d10, AP 4, ROF 3, Shots 30, Auto, 3RB).

By the way... Drones typically have some sort of failsafe—especially for legit races—so they can be 'shut down' when the race ends.

new one from among the remaining Jump Bikes. In short, Drones keep on coming until they are all destroyed, or all the Jumpers have been eliminated.

**Gap (8-A):** The course has a sudden hole or

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drop, and continues again a little further away. This can be a ditch or canal built into the course, or an open trench (or even large manhole) in a street course. Either way, the drivers have to use their JUMP systems to leap the Gap.

Most Gaps confer a -1 penalty on the Driving roll (although this increases to -2 if the Card drawn is a Club). A Failure on the roll causes the JUMP bike to land badly and take 2d6 damage. The Jumper must also make an immediate check for going out of control.

On a Critical Failure, the bike doesn't even clear the Gap, and suffers a collision with the far lip at Top Speed. Then the bike falls to the bottom, taking additional damage based on the length of the fall. In any case, the bike (and the Jumper) are both considered out of the race.

**Police (2-A):** Police generally only appear during illegal Jump Bike races—if they appear during a legal race, either something unusual is going on, or they're simply additional racers hired to play act the part of a police chase. Bear in mind this doesn't mean some of those actors might not get way too into their roles.

Police are treated similar to Drones (see above),

only they tend to have more free will, and can often call for backup if it becomes necessary.

**Traffic (8-A):** 'Traffic' is a catchall term for pedestrians or vehicles that aren't part of the race, but which are moving around the course—either parallel or perpendicular. Even in legit races Traffic can be a problem if fans or crew aren't careful.

When Traffic comes up as a random Hazard, the Suit of the Card determines its nature; if it's a planned Hazard, you can still randomly draw a Card for clarification.

- **Clubs:** Pedestrians crossing the 'road'. Suddenly there are people in the way, and the Jumpers must make their Driving rolls at a -2 penalty to avoid hitting someone. Anyone who fails the roll hits a person (plus an additional person for every 4 points the roll was missed by—so a Jumper would hit two people if his modified roll was a '0'). A Critical Failure means the body ends up pinned to the windscreen or in the Jumper's lap, and causes a -4 penalty to any further Driving rolls until the obstruction can be removed.

## RAVENLOCKE MK.8 POLICE JUMP BIKE

*The Mark 8 was designed for the express purpose of catching Jumpers participating in illegal JUMP bike races after a Mark 6 Interdictor slammed into the side of the Emperor Pharmaceuticals building in Boston while in pursuit of a Jumper. The Mark 8 was developed for increased agility in the narrow confines of city streets, and while it's slightly slower than some of the other JUMP bike models, the fact it has a side car for a gunner so the driver can concentrate on driving more than evens up the odds.*

- VCI rig support
- 30' (5'') of vertical clearance
- Mounting points typically hold an EMP gun and an auto cannon (see [[B]]Drones[[/b]] above) on a coaxial ring.
- **Acc:** 15 **T/S:** 40
- **Toughness:** 10(2)
- **Crew:** 1+1

## TYPICAL POLICE JUMP BIKE PILOT

**Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

**Skills:** Driving d8+2, Fighting d6, Intimidation d6, Notice d6, Repair d6, Shooting d6, Streetwise d6

**Pace:** 6; **Parry:** 5; **Toughness:** 9/11(4/6); **Cybertrauma:** -1

**Edges:** Ace, Dodge, Level-Headed

**Cyberware:** Basic TAP, Streetware: Roadmaster VCI (Acceleration of Vehicle 1.5x faster, only -1 to Driving rolls when going over rough terrain)

**Gear:** Combat Armor (+4/+6, Negates 4AP), AGA Thunderbolt (Range: 20/40/80, Damage: 2d10+2, AP2, Semi-Auto)

## TYPICAL POLICE JUMP BIKE GUNNER

**Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

**Skills:** Driving d6, Fighting d8, Notice d6, Shooting d8, Stealth d6, Streetwise d8

**Pace:** 6; **Parry:** 7; **Toughness:** 9/11(4/6); **Cybertrauma:** -2

**Edges:** Dodge, Rock and Roll!, Steady Hands

**Cyberware:** Basic TAP, Streetware: Reflex Enhancers Level 2 (+1 Parry, Ranged Attackers suffer -1 to Shooting)

**Gear:** Combat Armor (+4/+6, Negates 4AP), Kelvin-12 Class Assault Rifle (Range: 24/48/96, Damage: 2D8+1, RoF 4, Shots: 36, AP 3)

## RACE RULES

- **Diamonds:** Vehicles crossing the 'road'. Suddenly there are cars in the way, and the Jumpers must make their Driving rolls at a -2 penalty to avoid hitting one. Failure results in the loss of 2 Tokens and the Jumper must check for going out of control. On a Critical Failure, there's a collision.

- **Hearts:** Vehicles are in the 'road', either moving in the same direction, or the opposite direction—for purposes of the Hazard, it doesn't matter which. The Jumpers must make their Driving rolls with a -1 penalty to dodge the Traffic. Failure results in the loss of 1 Token and the Jumper must check for going out of control. On a Critical Failure, there's a collision.

- **Spades:** Pedestrians are in the 'road'. These pedestrians aren't going anywhere—in an illegal race, they might be sitting in an outdoor cafe, or gathered for a rally; in a legal race, they could be reporters or spectators who've strayed away from the Safe Zone. In any case, the Jumpers must make their Driving rolls with a -1 penalty. Failure results in striking someone; a Critical Failure results in the Jumper hitting something more solid (a table, a pylon or whatever). In that case, the driver loses 1 Token and must make another Driving roll or go out of control. Hitting a pedestrian counts as a collision with a soft object (although it's likely to be rougher on the poor guy who just got pwned). By the way, hitting and killing a pedestrian can cause a lot of complications, since it's generally a charge of manslaughter... And murder charges have stuck in some places and cases where an illegal Jump Bike race resulted in the death of a bystander. Hitting a vehicle counts as a collision with a hard object. Calculate the damage as normal. The repercussions of this can also be bad, so you've been warned, tomo.

**Turret (2-A):** Drones chase down their targets; Turrets simply sit and wait for targets to come to them. In some ways, this Hazard is similar

to Crossfire, with one major exception: Turrets open up as soon as they're in range.

For the round the Jumpers attempt to negotiate this Hazard, as well as the preceding round, the Turret is considered at Short Range. The round before that, it's considered at Medium Range, and the previous round is considered Long Range. If the Segment is 5 rounds long, the Jumpers are considered out of range for the first round.

*For example, if the Segment was determined to be 3 rounds long, the Turret would open up at Medium Range as soon as the Jumpers entered the Segment. The Turret would be at Short Range on the next round, as well as the final round, as the Jumpers attempted to make it past this Segment.*

There are basically three types of Turrets usually encountered on Jump Bike courses. If you aren't sure which one to use, you can once again look at the Suit of the Card (or draw a Card to pick a Suit). If it's a red card (Diamonds or Hearts), it's a Weapon Turret; a Spade means it's a Heavy Weapon Turret; a Club makes it a Missile Turret.

**Wall (9-A):** Yeah, you probably have a pretty good idea of what a Wall is... But in this case, it represents any vertical obstacle that might be in a Jumper's path, including fences, concrete slabs and parked semi-truck trailers.

For the most part, a Wall is similar to an Elevation Change (see page 19), except the other side is pretty much at the same elevation as the Jumper started from. This means he only needs to have enough vertical clearance to bet over it, and otherwise there's generally no modifier to the Driving roll.

However, there's still a -1 penalty if the Jump Bike has exactly the same clearance as the height of the Wall, and a -4 penalty if the bike's clearance is within 10' short of the Wall's height.

The big difference in this case is if the roll results in a Failure, the collision damage is applied to the Wall, as well as the vehicle. You can find the rules about Object Toughness under **Breaking Things** in *Savage Worlds Deluxe*, but you can assume that most walls have a Toughness between 8 and 16. If the Wall is broken (and becomes Debris for anyone coming later in the round, as well as on future laps), and if the Jump Bike still functions, the Jumper can continue the race.

## MIXING FEATURES

Sometimes a Segment will have more than one Feature or Hazard. A Straightaway might also have a Gap or a Turret; a Corner might have an Elevation Change or be littered with Debris. When that happens, there are a couple things to keep in mind.

Each Jumper still only holds one Card at a time, but the Card is applied to both Features (or Hazards, or whatever). However, the range of Cards that will get a Jumper on the best line to navigate each Feature is reduced by one.

So, for example, if a Jumper reaches a Corner (10-A) that's littered with Debris (8-A), the Corner becomes (J-A) and the Debris becomes (9-A). If the Jumper has a Ten, which would normally get him through either Feature, it will now only get him safely through the Debris and he'll take the penalty for the Corner.

Additionally, while a single Driving roll is needed to pass through multiple Features, it's considered to be a multi-action situation, so the roll suffers a -2 penalty for each additional Feature or Hazard the Jumper must negotiate at once.

## RANDOM COURSES

Ideally, you probably want to have a planned course just to make things easy. But life as a GM ain't always easy, so there's doubtless going to be a time (or two, or three) when you'll need to build a course on the fly.

Fortunately, it's not that tough to do, and all you really need is your Action Deck.

## COURSE BASICS

Most courses are roughly composed of five to ten Segments, with the number of laps usually dependent on the number of Segments — tracks with fewer Segments often have more laps; tracks with more Segments often have fewer laps.

Also, Rallies tend to have more Segments since the laps won't be repeating themselves.

So draw a card (See next page).

### WEAPON TURRET

Weapon Turrets usually house a machine gun that are enclosed in a light but solid armor casing. They are considered to have a Shooting skill of d8 +2 for the integral Targeting System. A Weapon Turret will always open fire on the closest target.

- **.50 caliber Machine Gun:** 50/100/200, 2d10, ROF 3, AP 4, Auto Fire, Heavy Weapon.
- **Toughness:** 11(3); a Shaken result forces a system error and reboot for 1 round; a second Shaken result or a single Wound disables the Weapon Turret.

### HEAVY WEAPON TURRET

Heavy Weapon Turrets typically house a small auto cannon enclosed in a solid armor casing. They are considered to have a Shooting skill of d8 +2 for the integral Targeting System. A Heavy Weapon Turret will always open fire on the closest target, but affects everyone in a SBT (or with the same Token count during a race).

- **30mm Auto Cannon:** 50/100/200, 3d8, ROF 1, AP 6, Heavy Weapon, SBT.
- **Toughness:** 13(5); a Shaken result forces a system error and reboot for 1 round; a second Shaken result or a single Wound disables the Weapon Turret.

### MISSILE TURRET

Missile Turrets typically house a magazine of surface-to-surface rockets enclosed in a solid armor casing. They are considered to have a Shooting skill of d8 +2 for the integral Targeting System. A Missile Turret will always open fire in the middle of a group, and affects everyone in a MBT (or with Tokens equal to or plus/minus 1, during a race).

- **'Screamer' Rockets:** 75/150/300, Damage: 4d8, ROF 1, AP 8, Heavy Weapon, MBT.
- **Toughness:** 13(5); a Shaken result forces a system error and reboot for 1 round; a second Shaken result or a single Wound disables the Weapon Turret.

## RACE RULES

### COURSE FEATURES

Once you know how many Segments are on the course, you just need to fill them in with Features. Or Hazards... However it all works out.

Each Segment also has a number of rounds before you have to pass the Feature —this is the 'Lead In' we've mentioned a couple of times. When you draw a card for the Feature, the Suit determines the number of rounds of Lead In available for the Feature:

Clubs = 2 rounds; Diamonds = 3 rounds; Hearts = 4 rounds; Spades = 5 rounds

In the event a given Segment has more than one Feature, you can either choose the Lead In from the Suits drawn, or take the shortest Lead In (because that makes things more intense). The first Feature of any course is The First Corner, and the last Feature is The Final Stretch. You can draw a card to determine the Lead In for each of those (or assume a '2' and a '5' respectively).

After that, just fill in the remaining Features —draw a card for each Segment and start with the 'Feature' column.

COURSE SEGMENT/LAP GENERATION			
CARD	SEGMENTS	TYPE	LAPS (BASED ON SUIT)
2-3	5	Circuit	Clubs: 7, Diamonds: 5, Hearts: 5, Spades: 3
4	6	Circuit	Clubs: 7, Diamonds: 5, Hearts: 5, Spades: 3
5	7	Circuit	Clubs: 6, Diamonds: 4, Hearts: 4, Spades: 2
6	8	Circuit	Clubs: 5, Diamonds: 4, Hearts: 3, Spades: 2
7	9	Circuit	Clubs: 4, Diamonds: 3, Hearts: 2, Spades: 2
8-10	10	Circuit	Clubs: 3, Diamonds: 2, Hearts: 1, Spades: 1
Jack	10	Rally	--
Queen	10	Rally	--
King	15	Rally	--
Ace	20	Rally	--
Joker	5	Rally	--

COURSE FEATURES			
CARD	FEATURE	CARD	HAZARD
2	Chicane	2	Crossfire
3	Choke Point	3	Dead Fall
4	Corner	4	Debris
5	Elevation Change	5	Drones
6	Hairpin	6	Gap
7	Loop	7	Police
8	S-Curve	8	Traffic
9	Straightaway	9	Turret
10	Hazard*	10	Wall
J-A	Hazard*	J-A	Feature and Hazard***
Joker	Two Features**	Joker	Two Hazards****

\*Draw another card and check the 'Hazard' column.

\*\*Draw 2 cards and check the 'Feature' column, ignoring any Tens, Face Cards, Aces or Jokers.

\*\*\*Draw a card and check the 'Feature' column, ignoring any Tens, Face Cards, Aces or Jokers; then draw another card and check the 'Hazard' column, ignoring any Face Cards, Aces or Jokers.

\*\*\*\*Draw 2 cards and check the 'Hazard' column, ignoring any Face Cards, Aces or Jokers.

## PLACES FOR RACES

Just so you don't have to build everything from scratch, here's a couple of 'example' courses you can let your Jumpers loose on. Or lose on... Guess it all depends on their skills.

### SUFFOLK DOWNS, BOSTON

Suffolk Downs is a 'legitimate' course in Boston—or at least as legit as a Mob controlled course is likely to be. At any rate, there aren't cops waiting to swoop in and bust any Jumpers using the track. Built on what used to be a track for horse races, Suffolk Downs is pretty straightforward in terms of courses—and relatively 'safe'. Given the Martial Law in Boston and the track's proximity to the LAMCOM military base, nasty things like Turrets are never deployed on the course.

#### THE COURSE

Because Suffolk Downs is a relatively small course, there's a limit to the number of Jumpers allowed to race at once... Six, to be exact. If there's a need to resolve challenges with more than six racers, it's usually handled as sort of a round robin double elimination (in other words, roughly equal numbers of Jumpers go at once, and are removed from the queue after losing twice).

Suffolk Downs is a Circuit course, with most races done in three laps—although particularly popular events might warrant five laps. The Jumpers begin in a Standing Start from the converted Starting Gate (where the horses used to start from).

The track itself is laid out in the following manner:

- **The First Corner (10-A):** (Lead In 2) Once the Jumpers are out of the Gate, this is the first Feature they come to, which invariably leads to a lot of jockeying for position. On 'special occasions' the race coordinators sometimes release **Drones (2-A)** from the Starting Gate for the second lap.
- **"The Far Bend" Corner (10-A):** (Lead In 2) The First Corner continues in a wide bend into what was the once the Far Straight-away. Once the Jumpers complete this Segment, they're heading in the opposite direction from what they started.
- **"The Rat Leg" Chicane (J-A):** (Lead In 4) Back in the horsey days, this was a Straight-away, but too many Jumpers liked to take it

too fast, only to cream themselves on the subsequent Corner. The crowds loved it, but the locals of East Boston weren't so thrilled every time a Jumper crashed through the retaining wall and into the shanties beyond. After one such incident sparked a skirmish between a local Bike Gang and a Combine Military patrol moving through the area, the management put the Chicane in to slow the Jumpers. It was either that, or get shut down entirely.

- **"The Back Forty" Hairpin (Q-A):** (Lead In 4) While it was originally not much more compact than the first two corners, after "The Rat Leg" was installed "The Back Forty" became a much tighter Hairpin.
- **"The Starting Gate" The Final Stretch (2-A):** (Lead In 4) Except on the final lap, Jumpers are expected to leap the Starting Gate, which functionally becomes a **15' Wall (9-A)**. On the last lap, the Jumpers are allowed to ride through the gates again—it's considered good form to 'exit' through the same gate you started from, which raises the line range to (6-A). While not required, it's worth an extra point of cred, so why not?

#### PLOT HOOK

What's a Mob-owned track without a little Fixing? If the team is proving itself to be good at winning, there are a few peeps who aren't happy with that. They're approached by a representative of Julius Angello, who 'suggests' they might want to lose the next race. They'll be duly compensated, of course, but Mr. Angello will be most unhappy should they not comply. On the other hand, if they do comply, they run the risk of losing some hard-earned Street Cred.

As an alternative, the team might find that another Jumper (perhaps Naomi or Hitomi) has been given a similar ultimatum. Are they willing to help a damsel in distress? All they've gotta do is take out the Mob's Jumper so the lady won't be forced to take the fall. Easy peasy, ne?

## RACE LOCALES

## MT. AKINA, JAPAN

For over a hundred years, Mt. Akina has been a favorite stomping ground for downhill racers, so it's not too surprising to find Jumpers using those same twists and turns for Jump Bike duels. The course is notoriously dangerous, with lots of Hairpins, and the best Jumpers take a certain justified pride if they've conquered Akina and emerged a winner. Some races on Mt. Akina are legal; some races are less so.

## THE COURSE

The mountain roads on Akina are narrow, generally only allowing two bikes to line up at the start. If more than a pair of Jumpers want to duel it out, the order is typically determined by each Jumper's time on a trial run.

Mt. Akina is a Rally course —a Run, actually —with a single lap usually determining the outcome. The course is laid out as follows:

- “The First Corner” (10-A):** (Lead in 5) This is the corner where the race really begins. Although there's a fairly good stretch of Straightaway that leads into the First Corner, most aficionados don't consider the race has 'really' started until the Bikes actually round the First Corner.
- “The First Hairpin” Hairpin (Q-A):** (Lead in 4) There are actually a couple little corners leading into “The First Hairpin”. Novices on the track are often lulled into a false sense of security until Akina pitches this sharp corner at them. If a Jumper goes out of control here, he's likely to find himself tumbling down a steep, tree-covered mountainside —apply collision damage and 10d6 falling damage if he fails the Driving roll to recover.
- “The Switchback” S-Curve (J-A):** (Lead in 3) The next Segment of Akina is a series of sharp turns that wind down the mountain's face. Much like “The First Hairpin”, this can be a bad place to go out of control (unless you're fond of falling off of mountains through lots of trees). In that case as well, apply collision damage and 8d6 falling damage if the Jumper fails his Driving roll to recover.
- “Spectator Alley” Straightaway (2-A):** (Lead in 4) This is one of the few relatively straight parts of the course, allowing Jumpers to gain momentum as they descend. This Segment has quite a few turnouts from where spectators can watch a race (hence the name), but that makes for a potential danger in the form of careless pedestrians. Draw a card when the Jumpers enter this Segment. If it's a Spade, add the Hazard **Traffic (8-A)** to this Segment, using the Spades result on page [23].
- “The Blind Corner” Hairpin (Q-A):** (Lead in 2) This Hairpin is particularly dangerous for several reasons. Mt. Akina is technically a public road, and a Jumper runs the risk of rounding the corner into oncoming traffic. On top of that is the danger of a long fall should a Jumper run off the road. Draw a card when the Jumpers enter this Segment. If it's a Heart, add the Hazard **Traffic (8-A)** to this Segment, using the Hearts result on page [23]. Regardless of the presence of other vehicles, if a Jumper goes out of control and fails his Driving roll, he suffers 6d6 falling damage.
- “The Skating Rink” Straightaway (2-A):** (Lead in 3) This is another relatively straight portion of the course that allows Jumpers to gain a little momentum as they go. This Segment is another popular spectator point, since it passes by an ice skating rink (hence the name of the Segment). Draw a card when the Jumpers enter this Segment. If it's a Spade, add the Hazard **Traffic (8-A)** to this Segment, using the Spades result on page [23].
- “The Four Consecutive Hairpin Turns” Double Hairpin (K-A):** (Lead in 4) This Segment is easily the most dangerous Feature on Mt. Akina, simply because of how tricky it can be to negotiate all four turns without losing speed and/or control. It takes a great deal of luck and skill to find the right line to make it through unscathed. Although this is called “The Four Consecutive Hairpin Turns”, it's treated as two Hairpin Features, so the Driving roll is made at a -4 instead of -2. Additionally, a Jumper who goes out of control and can't recover will take 5d6 falling damage.
- The Final Stretch (2-A) (Lead in 3):** This is potentially the most relaxing part of the course (provided your opponent doesn't decide to start shooting at you), since you only need to keep up your speed until you cross the Finish Line.

## HOOK

Shiro Kasegano is determined to make his team, the Black Hearts, the number one JUMP Bike team in the region, and he's not afraid to use dirty means to accomplish that goal. He challenges the characters to a race. If the Jumper refuses, he'll go as far as to intimidate and harass the Jumper's friends and loved ones until the characters accept his challenge. However, if they accept, he sets up the track with 'special' obstacles provided by his teammates or hired thugs to sabotage his opponents (you can draw for these randomly).

If the characters can defeat him in spite of his cheating, they can put an end to his plans, since his Street Cred will be trashed beyond repair.

## PEEPS TO MEET

What follows is a handful of people you might run into while running the Jump Circuit—Jumpers, pit crew, and even sponsors. Some might be allies, some might be rivals, and some could even become deadly enemies.

### CLARK JEFFERSON

Clark used to be a Jumper, but retired from the sport in order to become one of the largest Sponsors of Jump Bike racing currently in the business. Always popular with the ladies, Clark can be a bit of a show-off, but he knows his way around the business world almost as well as the knows his way around the circuit.



**Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

**Skills:** Driving d8, Fighting d6, Knowledge (Business) d6, Knowledge (Courses) d6, Notice d8, Persuasion d8, Repair d6, Shooting d6, Stealth d6, Streetwise d8

**Charisma:** +4; **Pace:** 6; **Parry:** 5; **Toughness:** 8/10(3/5); **Cybertrauma:** -1; **Street Cred:** 10

**Hindrances:** Arrogant, Greedy (Minor)

**Edges:** Attractive, Charismatic, Connections (Cherry Motors), Dodge, Golden Haired

**Cyberware:** Basic TAP, Roadmaster VCI (Acceleration of Vehicle 1.5x faster, only -1 to Driving rolls when going over rough terrain)

**Gear:** Road Wear Jump Suit (+3/+5, Negates 4AP, Covers all areas), Watchdog Pistol (Range: 15/30/60, Damage: 2d8+1, AP1, Semi-Auto), Knife or club (Str+d4)

## GENERIC JUMPER

This is a typical Jump Bike racer. What more needs be said, ne?

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Driving d8, Fighting d6, Knowledge (Courses) d6, Notice d4, Repair d6, Shooting d4, Stealth d6, Streetwise d6

**Pace:** 6; **Parry:** 5; **Toughness:** 8/10(3/5); **Cybertrauma:** -1; **Street Cred:** 10

**Edges:** Dodge

**Cyberware:** Basic TAP, Roadmaster VCI (Acceleration of Vehicle 1.5x faster, only -1 to Driving rolls when going over rough terrain)

**Gear:** Road Wear Jump Suit (+3/+5, Negates 4AP, Covers all areas), Watchdog Pistol (Range: 15/30/60, Damage: 2d8+1, AP1, Semi-Auto), Knife or club (Str+d4), Various Jump Bike Models

### NAOMI LEE

Naomi runs the Zhong Lung, who are notorious as a bike gang in Chicago —although they've been making a name for themselves in Boston as well. She can often be found participating in Jump Bike races both locally and abroad, as she's constantly on the lookout for a challenging and worthy opponent.



**Attributes:** Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

**Skills:** Driving d10, Fighting d8, Knowledge (Courses) d6, Notice d6, Persuasion d6, Repair d6, Shooting d8, Stealth d6, Streetwise d8

**Charisma:** +2; **Pace:** 6; **Parry:** 7; **Toughness:** 8/10(3/5); **Cybertrauma:** -3; **Street Cred:** 20

**Hindrances:** Enemy: Moretti family (Major), Overconfident

**Edges:** Ace, Attractive, Connections (Triads), Dodge, Golden-Haired, Quick, Steady Hands

**Cyberware:** Basic TAP, Reflex Enhancers Level 2 (+1 Parry, Ranged Attackers suffer -1 to Shooting), Roadmaster VCI (Acceleration of Vehicle 1.5x faster, only -1 to Driving rolls when going over rough terrain)

**Gear:** Road Wear Jump Suit w/ helmet (+3/+5, Negates 4AP, Covers all areas), AGA Thunderbolt (Range: 20/40/80, Damage: 2d10+2, AP2, Semi-Auto), Cherry Bomber (White with a Red Chinese dragon)

## NPCS

## KENTO

As Naomi's Second, Kento often follows his Boss and tries to keep her out of trouble. He's also a good Jumper, but Naomi often points out that he's not as good as she is. She's right, but still...



**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Driving d8, Fighting d8, Knowledge (Courses) d6, Notice d6, Repair d6, Shooting d6, Stealth d6, Streetwise d6

**Charisma:** 0; **Pace:** 6; **Parry:** 6; **Toughness:** 8/10(3/5); **Cybertrauma:** -3; **Street Cred:** 15

**Hindrances:** Enemy: Moretti family (Major), Greedy (Minor)

**Edges:** Connections (Triads), Dodge

**Cyberware:** Basic TAP, Reflex Enhancers Level 2 (+1 Parry, Ranged Attackers suffer -1 to Shooting), Roadmaster VCI (Acceleration of Vehicle 1.5x faster, only -1 to Driving rolls when going over rough terrain)

**Gear:** Road Wear Jump Suit w/ helmet (+3/+5, Negates 4AP, Covers all areas), Watchdog Pistol (Range: 15/30/60, Damage: 2d8+1, AP1, Semi-Auto), Knife or club (Str+d4), Cherry Synapse (Black with a electric blue Chinese dragon)

## HITOMI KASEGANO

Hitomi is known for her cold demeanor toward other Jumpers. While considered extremely beautiful, very few people have managed to get close to her. Rumors abound about her connection to the Yakuza (supposedly her older brother is the head of a powerful family), and some speculate that her races tie into that. However, she doesn't seem interested in discussing her personal life with anyone. Especially the Press.



**Attributes:** Agility d12, Smarts d8, Spirit d6, Strength d4, Vigor d6

**Skills:** Driving d12, Fighting d6, Knowledge (Courses) d8, Notice d8, Repair d6, Shooting d4, Stealth d6, Streetwise d6

**Charisma:** +4; **Pace:** 6; **Parry:** 5; **Toughness:** 7/9(3/5); **Cybertrauma:** -1; **Street Cred:** 15

**Hindrances:** Giri: Shiro Kasegano (Minor), Small

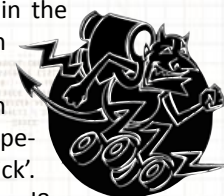
**Edges:** Ace, Balloonfoot, Connections (Yakuza), Dodge, Good Eye, Very Attractive

**Cyberware:** Basic TAP, Roadmaster VCI (Acceleration of Vehicle 1.5x faster, only -1 to Driving rolls when going over rough terrain)

**Gear:** Road Wear Jump Suit (+3/+5, Negates 4AP, Covers all areas), Watchdog Pistol (Range: 15/30/60, Damage: 2d8+1, AP1, Semi-Auto), Knife (Str+d4), Keroke

## RICHARD DIXON

Dixon is known as a big bully in the circuits, equipping his ride with heavy armor and nasty weaponry to take out the competition one way or another. And he especially doesn't like being called 'Dick'.



**Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

**Skills:** Driving d10, Fighting d8, Knowledge (Courses) d6, Notice d6, Persuasion d6, Repair d6, Shooting d8, Stealth d6, Streetwise d8

**Charisma:** 0; **Pace:** 6; **Parry:** 7; **Toughness:** 8/10(3/5); **Cybertrauma:** -3; **Street Cred:** 20

**Hindrances:** Arrogant

**Edges:** Ace, Crowd Pleaser, Dodge, Leadfoot, Level-Headed, Steady Hands

**Race:** Human 2.0

**Cyberware:** Basic TAP, Reflex Enhancers Level 2 (+1 Parry, Ranged Attackers suffer -1 to Shooting), Roadmaster VCI (Acceleration of Vehicle 1.5x faster, only -1 to Driving rolls when going over rough terrain)

**Gear:** Road Wear Jump Suit w/ helmet (+3/+5, Negates 4AP, Covers all areas), AGA Thunderbolt (Range: 20/40/80, Damage: 2d10+2, AP2, Semi-Auto), Harlon J17 Road Rager

