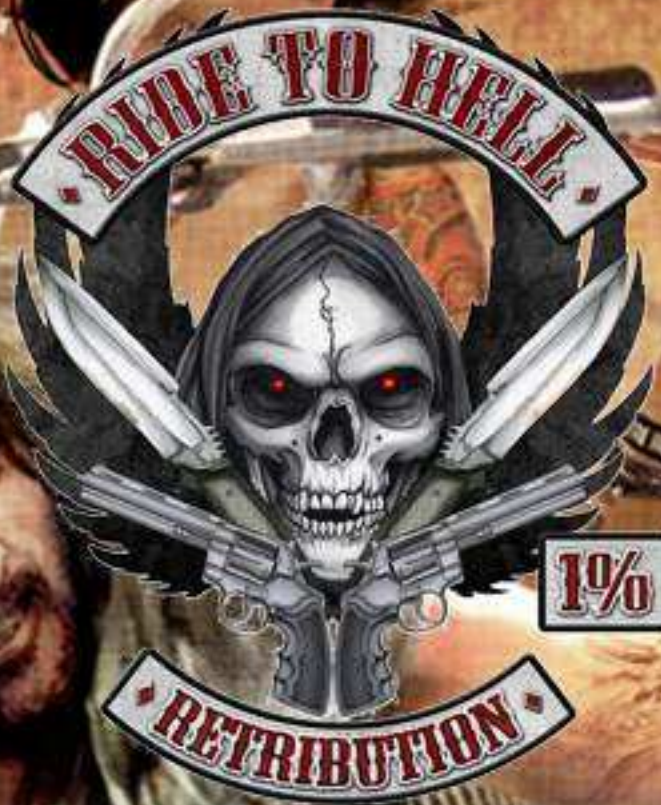


Cenanon !M04SfQ4DJ0
Accept no Substitutes.



Ain't gonna be too many cowboys runnin' around, but you'd best believe that you're headin' to a version of the American southwest that's wild as all hell. Welcome to the 1960s, Jumper - the age of the motorbike. In this day and age, biker gangs have cornered the market on drugs, weapons, and crime in the southwest. Countless people get mowed down without any damn reason - with one of the most notorious gangs being the Devil's Hand, controlling a vast swath of land in Arizona and Texas. Through controlling a large amount of smaller gangs, they control vast amounts of manpower and resources. So much so that they managed to shut down and kill all the members of all other rival gangs, including the one known as Retribution, lead by a man named Toledo Conway. Today, his son, Jake Conway, has come back from Vietnam - and you'd best believe he'll be looking for revenge. Whatever happens, there's probably gonna be room for you to do damn near whatever you want out there. Welcome to the open road. Oh, and as always -

+1000 CP.

Heh. Good luck out there, kid.

Backgrounds

You're nearly a century too late to be the man that came from nowhere. So, where did you roll in from?

DEALER-FREE

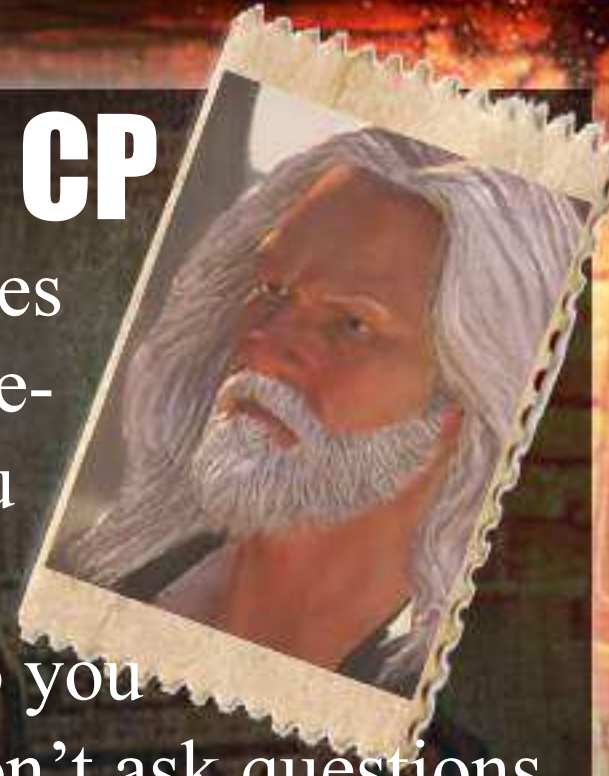
There's gotta be hundreds of your kind all around the southwest - getting goods to those who need them.

No one particularly cares for any given dealer, making this the perfect background for someone to just drop in and do whatever they want.



MECHANIC-100 CP

Tens of thousands of bikes around these parts - someone's gotta fix them. You are gonna get some well paying people coming to you for repairs, and if you don't ask questions, you might become pretty well-off. Just be sure you know how to deal with tough customers.



COP-100 CP

Drugs, theft, murder - it's right next to a way of life here. Most people have accepted it, or even worse, romanticized it. You're one of the few still fighting for law and decency in this area. That won't win you a lot of friends in the public, but you'll never have to worry about hiding like these criminals.



BIKER-100 CP

Now this is the truly free life. You've got the cash and the muscle to go anywhere and do anything, legalities be damned. You've probably got more enemies than anyone else on this list, but unlike those losers, you can just shoot the bastards. Have fun, you son of a bitch.



LOCATIONS

- 1: Dead end
- 2: Tupexo army base
- 3: Birkin Brewery
- 4: Airplane Graveyard

You arrive on the day
Jake Conway returns
from Vietnam. But where?
Roll 1d8 to find out.

- 5: Lost Valley City
- 6: Blackfield
- 7: The stadium
- 8: Free choice!

PERKS/ABILITIES

Can't get out there without knowing what you're doing. So, tell me what you can do, kid.
All discounts are 50% off for the origin in question, and 100 CP perks and items are free when discounted.

SNAGGED SOME DRUGS -100 CP DISCOUNT DEALER

You've got a nice eye for things that might prove valueable. Whether it's cash, drugs, or kit, you've got the eye of a magpie, and can usually pick out anything that might be of use - whether that means things that can be pawned off, or ones that would help you get to your next goal.

STRAIGHT FROM THE SOURCE-200 CP DISCOUNT DEALER

You know where to get some high quality shit. Whether it's drugs, weapons, or nearly anything else, you can usually find a high-quality source for it. Of course, they may be of dubious legality, but why care about

I KNOW MY WEED FROM MY WEED-400 CP DISCOUNT DEALER

You might be high, but that doesn't make you stupid. You happen to be pretty insightful, and have a way to put two and two together that most people don't - and which can lead you to figuring out some far-out shit, man.

TRUSTING RELATIONSHIP-600 CP DISCOUNT DEALER

You can get favors from damn near anyone, even if it means they need to risk their lives. Works for you - you were never much of a fighter to begin with. Just remember - they they scratch your back, you scratch theirs - don't let them think you're useless to them.

AUTO MECHANIC-100 CP DISCOUNT MECHANIC

You know your way around vehicles, and can easily service, repair, and improve most pieces of 1960s-era machinery. You find it quite easy to keep most of those pieces of machinery in good condition, and you have a really good sense for when they need repairs.

DISCREET-200 CP DISCOUNT MECHANIC

Lotta tough customers in these parts. Good number of them'll figure that you're a loose end. That is, if you were anyone else. You have a reputation for being discreet which can attract you all sorts of business on the down low. Just don't let the law find out.

JURY-RIGGED-400 CP DISCOUNT MECHANIC

Some times, you won't have the time to do proper repairs. Which is why it's nice you're good at improvising - putting together ramshackle, improvised solutions to mechanical problems that can last a good while is your speciality.

MASTER MECHANIC-600 CP DISCOUNT MECHANIC

You're one of the best mechanics alive. You can get nearly any machine at its best after only a brief spell of maintenance. What's more, you can adapt to other machinery extraordinarily quickly - even those strange European bikes will quickly become familiar to you.

FACE OF THE LAW-100 CP DISCOUNT COP

Ain't too many cops around here - you and yours are spread quite thin. And where there aren't cops, anarchy reigns. In contrast, when you're around, people recognize that the law holds sway. They may try to undermine you, but they will always see you as representing the law.

ROADBLOCKS-200 CP DISCOUNT COP

Newsflash - if someone's hurtling down a highway on a bike at over 100 mph, they're probably wanted for something. Nearly no one can catch up to a talented biker, though. Which is why you block their path - something that you've become quite skilled at. No matter what type of road or traffic, you can usually think of a way to block it.

SENSE OF DANGER-400 CP DISCOUNT COP

Seems there's always something going on out here. Unfortunately, you can't be everywhere at once, making it likely you'll miss your chance to prevent lawbreaking. Or you would - but now you seem to have something of a sixth sense that tells you the direction of happenings.

MANHUNTER-600 CP DISCOUNT COP

Many times, you're going to be tasked with tracking down some pretty slippery characters. Fortunately, you're talented at doing so. No matter how cold the trail seems, or how obscure the clues are, you can usually find some way to catch up to your subjects.

YOU KNOW HOW TO MOVE?-100 CP DISCOUNT BIKER

You always gotta make sure others take you seriously. If they don't, they'll walk right over you. You, thankfully, have the gift of being highly intimidating no matter how you sound or talk - even if your voice is high and scratchy, they'll nearly always feel intimidated.

COMBAT SKILL-200 CP DISCOUNT BIKER

You know how to handle yourself more than most others - comes with skill in handling melee weapons, firearms, and your fists, as well as improvised weapons such as beer bottles. Hell, put some practice into it, and there's very few people in the southwest that could beat you.

WANNA GET GREASY?-400 CP DISCOUNT BIKER

Muscles, wheels, leather - you've got everything a girl could want, which must be why they're falling head over heels for you every day. Even if you only do them a few small favors, they'll quickly gain a desire to "repay you". Enjoy yourself out there, stud.

MULTITASKER-600 CP DISCOUNT BIKER

Not everyone can shoot straight while driving 90 mph on a motorbike. As it turns out, you can - as you're very capable of doing multiple tasks at once in ways that would normally take up the whole of your attention, especially ones that are combat-oriented.

PRESSURE AND TIME-50 CP

Whatever you're doing, you nearly always hear some appropriate '60s-inspired tunes in your head. They'll be pretty quality, and quite catchy. Of course, you can turn this off at your pleasure.

ITEMS/EQUIPMENT

Bad idea to roll out of here with just your wheels.
Here, have some of my old kit.
All discounts are 50% off for the origin in question,
and 100 CP perks and items are free when
discounted.

CASH-100 CP DISCOUNT DEALER

Can't get started without this, now can you? You get about 1000 dollars in cash. Now don't you give me that look, remember - inflation. This could easily buy you a totally tricked-out bike, man. Or enough hookers for a year! Replenishes once per jump.

DRUGS-200 CP DISCOUNT DEALER

This is what I'm talking about, brother. This shit is far-out: Meth, Heroin, you've got it all, man. You've got about 20 doses of each, all in all, it's worth about 50 large. Replenishes weekly at the warehouse.

COOKBOOK-400 CP DISCOUNT DEALER

Brother, you are gonna come across some weird shit in your time here. That's why you need this - a book that automatically generates a recipe for any drug you consume that can be made with 1960's era tech. Of course, some might be harder than others.

HUSTLEMOBILE-600 CP DISCOUNT DEALER

Now this is where it's at, brother. This here is a good old-fashioned RV, with space for 2-3 people to live in. It's also got a couple of potted plants and, er, chemistry equipment for making yourself some goodies. In addition, it has some hidden compartments, and most official authorities will think nothing of it unless you seek their attention.

TOOLBOX-100 CP DISCOUNT MECHANIC

Can't get much fixin' goin on without the proper tools. Which is why you have this - a nice suitcase-sized toolbox with damn near everything you'd need to fix up a '60s motor-bike. Of course, more serious repairs will require even more tools, but this box has all the essentials.

CONTACTS-200 CP DISCOUNT MECHANIC

You have ways of knowing things and getting resources. Whenever you enter a jump in the future, you will find that you have a preexisting set of contacts useful for coming up with intelligence and goods to sell.

SAWED-OFF-400 CP DISCOUNT MECHANIC

Sometimes, it's nice to have a weapon that can quite loudly and most definitely kill anyone you want it to. To that end, you've got your hands on this - a 2-barreled sawed off shotgun. Its twin barrels can usually kill anything that moves - if you can get close. Whenever you run out of ammo, you find a few spare slugs in your pocket.

AUTO REPAIR SHOP-600 CP DISCOUNT MECHANIC

You've worked hard for years, and now you have your very own auto repair shop. It has enough garage space and equipment to service a half-dozen bikes at once. It also has space enough to live in, though the smell of oil will never leave. Post-jump, it appears, owned by you, in whatever location you start in.

BADGE AND UNIFORM-100 CP DISCOUNT COP

The symbol of authority - while you wear these, you can be sure that everyone will know you to be a police officer, with all that entails. Comes in a light brown color scheme. Somehow, they always manage to seem clean and crisp.

BATON-200 CP DISCOUNT COP

A far more humane instrument than most for beating outlaws halfway to death in the street. Two feet long, this baby can knock someone out cold if you hit them on the head just right. What's more, the weapon is all but guaranteed to be nonlethal in its hits.

ALBATROSS A40 RIFLE-400 CP DISCOUNT COP

You and yours try to bring in offenders peacefully. But sometimes, it just can't be helped - someone's gotta bite the dirt. This rifle will make sure it ain't you - it has a 6 round magazine, and its bullet will pass straight through a gas tank at 30 yards. Whenever you run out of ammo, you find a spare full mag in your pocket.

RADIO-600 CP DISCOUNT COP

You're a good cop. But even you can't do it alone - which is why you can use this radio and call for backup once per week. Nearly 50 cops, with many of them equipped with motor-bikes, cars, and other useful equipment will come to assist you in nearly any legal endeavour.

SIGNATURE CUT-100 CP DISCOUNT BIKER

You're one of the baddest, meanest bikers around. But that doesn't mean much if you don't dress like it. This leather jacket is one of the highest-quality you can find, adorned with patches and on its back, a large symbol of your choosing. It's quite worn, but you can be sure it'll last.

BARBED WIRE BAT-200 CP DISCOUNT BIKER

Now that's just cheating. You've got a baseball bat wrapped in barbed wire, which is probably one of the most deadly weapons that you don't need a license for. What's more, the weapon is all but guaranteed to intimidate those who see it in your hands. One good hit to the head can

COLT 6-SHOOTER-400 CP DISCOUNT BIKER

But some times you won't want to get in close. That's why you've got this - a standard single action revolver that can take down most people with a single shot from 50 feet. It ain't the most powerful, but it's pretty concealable, for when you don't want to spook the cops. Whenever you run out of ammo, you find a spare full mag in your pocket.

STRIP BAR-600 CP DISCOUNT BIKER

Sometimes, you need a place to chill. That's what this here bar is for - it has a replenishing stock of booze, live music, and other... entertainment. All supplies replenish weekly. Post-jump, it appears, owned by you, in the location you start in.

COMPANIONS-50 CP

But why roll alone? Import up to 8 companions, 50 CP each. Each gets 400 CP to spend and a free origin of their choosing.

MOTORBIKES

Here it is, Jumper - your very own motorbike. Course, she ain't much just yet, which is why you can purchase modifications. She starts as a rather generic black hog topping out at 90 mph. All discounts are 50% off for the origin in question, and 50 CP mods are free when discounted. Bikers get 200 extra CP to spend here.

CUSTOM JOB-50 CP DISCOUNT DEALER

Dude, plain black? Seriously? Alright, dude, we gotta get you a makeover. That shit ain't right. Here it is - anything more exquisite that you could think of - Leopard skin seats, Chrome all along the body - you name it, it's here.

SADDLEBAGS-100 CP DISCOUNT DEALER

Bikes are nice and all, but where are you going to keep all your shit? In these, of course. These bags, when attached to the sides of your bike, can carry a reasonably large amount of cargo, and minimally affect your bikes' balance and speed.

PLOT DRIVE-200 CP DISCOUNT DEALER

Shit just seems to fall into place around this bike, man. When you need to get under a falling tree, you can usually make it. When you need to jump right over a helicopter, you can just make it. This has its limits, though - your luck runs out when you rely on it.

THE BLACK-300 CP DISCOUNT DEALER

Hehe... Now this, this is some weird shit man. Whenever you crash into shit on your bike, you don't actually crash. Everything fades to black, and POP! You're right where you were before you started to crash. Crash too many times and you crash for real, man.

SIDECAR-50 CP DISCOUNT MECHANIC

Not a lot of people are going to get too much done on their own. And riding on someone's back plain isn't fun - which is why you have this sidecar. It can carry one other passenger in their own seat, or a considerable amount of equipment. You can detach it at any point you like.

FUEL EFFICIENCY-100 CP DISCOUNT MECHANIC

Who the hell has time to stop in for gas and oil changes every five damn minutes? You certainly don't, which is why you've had this installed - a modification that should allow you to go without gas for nearly a week on end, and potentially without oil forever.

STABILITY BOOST-200 CP DISCOUNT MECHANIC

Any idiot can powerslide, or pull off a sharp turn. It takes a well-crafted bike to not tip over when you do that for more than five seconds, though. Your bike can do that - Wheelies, powerslides, you can do nearly anything without tipping over.

BELTFED LMG-300 CP DISCOUNT MECHANIC

Now this is a monster. Capable of spewing out just under 50 50 CAL bullets in a minute, this bad boy can chew through anything. Mildly inaccurate, though, and it has a hell of a kick. Be warned - requires a sidecar to mount to your bike.

SIREN AND LIGHT-50 CP DISCOUNT COP

What better way to tell someone they need to pull over than this? A small blue siren attached to your bike that blares the universal police siren audio, signaling to all who listen that they need to stop and pull over.

LISCENCE TO SPEED-100 CP DISCOUNT COP

You're a cop, and that means that you can't afford to follow all the rules. Can't avoid speeding while you're chasing someone down! As such, you can now drive as quickly and recklessly as you desire, without being detained or being held liable for any accidents that occur.

HEAVY ARMOR-200 CP DISCOUNT COP

You and your bike are going to get shot at - a lot. Which is why you're going to need some protection - this bulletproof armor should suffice, given that it can prevent the vast majority of bullets from messing with critical systems.

SPIKE TRAPS-300 CP DISCOUNT COP

Now this is why they call it a dead stop. These spike traps can quickly expand to cover at least half of a road, and the spikes on them can cut through nearly any tires. You can deploy them from your bike while at top speed, and they will quickly neutralize pursuers.

PAINT JOB-50 CP DISCOUNT BIKER

If you're gonna get out there, you might as well do it in style. You get a free paint job, and can color your bike any way you want - matte, metallic - you name it, you got it. You can also put any one insignia you desire on the fuel tank.

AGILITY BOOST-100 CP DISCOUNT BIKER

You're a regular vet of the bike, aren't you? You and your bike can take curves extremely easily, and can turn and accelerate much faster than nearly any other biker out there. Of course, a bike this sensitive needs a real pro to control it. Hope you know what you're doing.

SPEED INCREASE-200 CP DISCOUNT BIKER

Alright, now you can win races. This here takes your top speed from 90 mph to 150 mph, and changes up your acceleration so that you can still get to its top speed in just about ten seconds. Do be careful not to get yourself killed out there...

SPEED BOOST-300 CP DISCOUNT BIKER

But sometimes, even 150 mph won't be enough to overtake your opponents - which is why you have this. With the push of a button, your bike will near-instantly accelerate to about 200 mph and stay there for about 5 seconds. Hope that's enough!

BIKE IMPORT-50 CP

You can import any motorcycle already in your possession. That bike gains any attachments or modifications purchased here.

DRAWBACKS

Was that not enough CP for you, Jumper? Well, it can't be helped. I can hook you up with some more, but it'll cost you.

THEM VOICES-100 CP

It seems that no matter what you do, everyone here has a voice that makes it impossible to take them seriously at all. This'll get real old, real fast.

MUDDY TEXTURES-100 CP

Damn, this entire universe looks like ass. Everything just seems so soft and ugly. Nothing you can do about it, best get used to it.

DEPOWERED!-200 CP

C'mon Jumper, give the other fellas a fair shot! Your powers and warehouse have been sealed away from you until the end of the jump.

WANTED!-200 CP

Dunno what you did, but you'd best start runnin' - you will have a bounty on your head from the federal government for the entire duration of your time here.

HUNTED!-300 CP

The Devil's Hand are after you - a gigantic criminal empire across the southwest knows what you can do, and it wants you dead. Somehow, they'll seem to always be one step ahead.

STRANDED!-300 CP

You're in the middle of nowhere - stranded in the middle of the desert. All perks and items are locked off until you make it back to civilization, which may take a while.

POST-JUMP OPTIONS

Your ten years here are up, and it's time to make a choice. What road will you take next?

NEXT EXIT

You've grown fond of this place. And who wouldn't? You stay, and as a bonus, you get to decide if society progresses to something more familiar to you or stays as it is.

U-TURN

Or maybe it just made you a bit homesick. Alright then, head on home - back where there's peace, law, and order.

INTERCHANGE

That open road's grown a bit stale once you've been up and down it - and you have been up and down it. Time to see what new horizons are out there - you proceed on to your next jump.