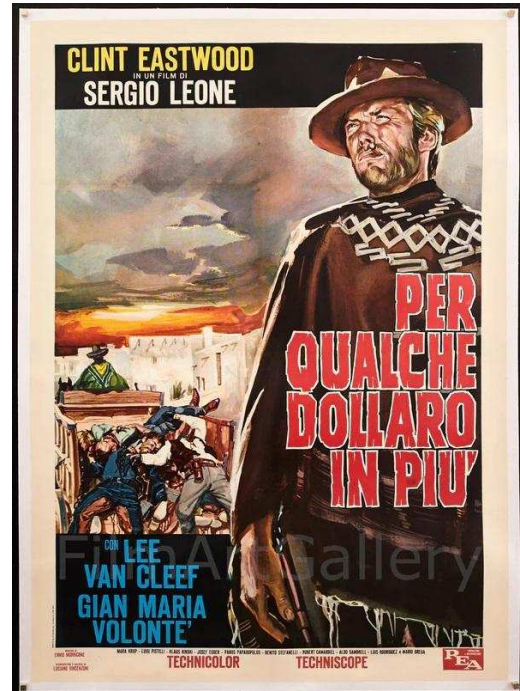
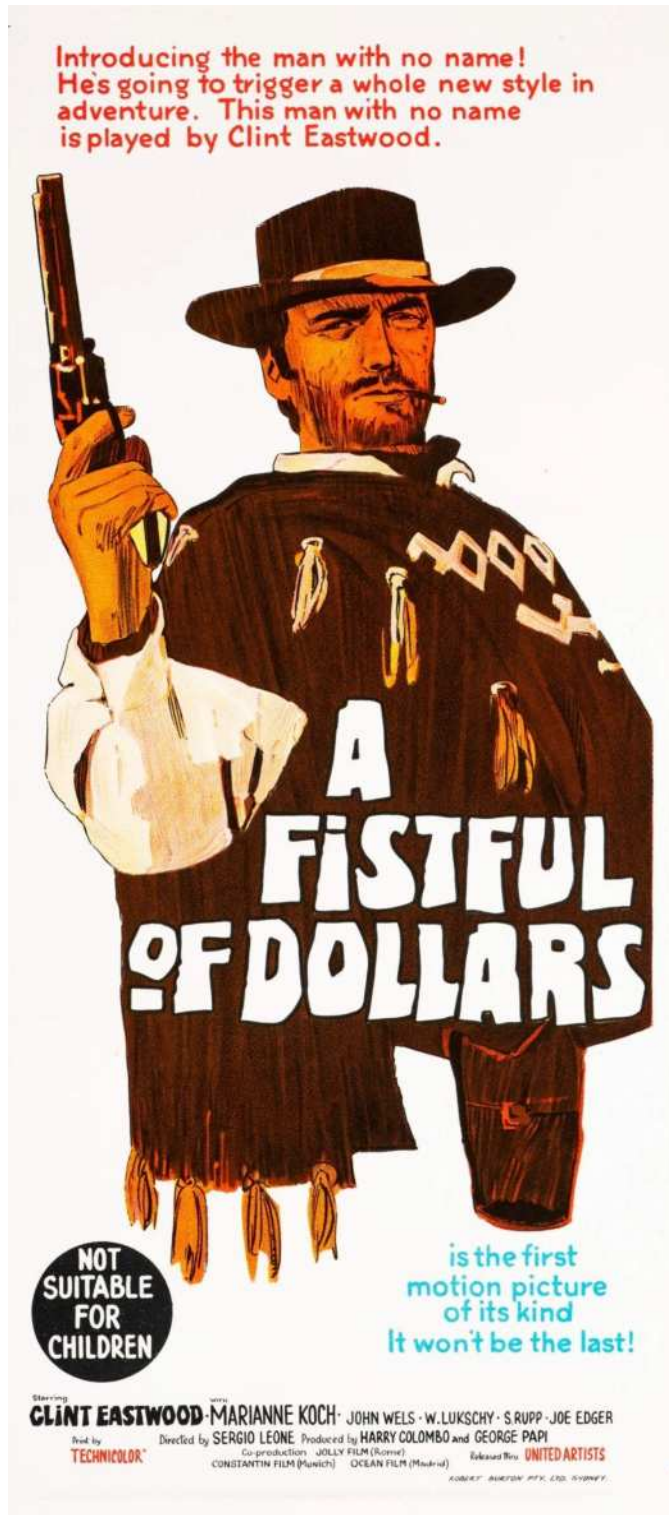


The Dollars Trilogy

Version 1.0.0



Released from 1964 to 1966, these films tell the stories of the Man with No Name, a bounty killer in the American west and northern Mexico during the 1860s and 70s. Loosely connected, if connected at all, they are stories of violence and conflict which gave rise to Clint Eastwood's stardom.

You will be sent to this world for a decade. A world of gunmen, bandits, stolen gold, and depending upon which film you arrive in war. So welcome to the west, shoot outs, and adventure. And to help you find your place in this world:

+1000 Cowboy Points

Good luck and good jumping.

Backgrounds and Discount Rules:

There are no fixed backgrounds or origins. When you insert into this world you may choose to have a background suitable to your purchases there; maybe a bounty killer, an outlaw, or an ordinary inhabitant caught in the middle. Alternatively you may choose to forgo connections and memories in this world to drop-in simply appearing ex nihilo somewhere in this world.

Regardless of your choice, you get 1 free 100 CP (or 50 CP) perk and item, as well as a discount (50%) on each of one perk and one item of the 200 and 400 CP price tiers, and an additional discount on either a perk or item of each price tier from 100 to 600 CP (100/200/400/600). You may use a higher value discount on a lower value purchase if you'd prefer; if used on a 100 or less CP perk or item this will be a 50% discount not free, and a single item or perk cannot be discounted twice. In addition to these discounts any additional purchase of an item you have already purchased is discounted whether the original was free, discounted, or full price. This means you get a total of 2 free 100 CP (or 50 CP) purchases (1 perk and 1 item), 1 discounted 100 CP purchase, 3 discounted 200 (or less) CP purchases one of which must be a perk and one must be an item (if you use all the discounts), 3 discounted 400 (or less) CP purchases one of which must be a perk and one must be an item (if you use all the discounts), and a single 600 CP discount to use.

Time and Location:

Choose one of the three films of the trilogy. You begin your jump in this world at the beginning of that film, and in any place shown in the film appropriate to your background in this world (if any).

Age and Gender:

You may select any age and gender appropriate to your background in this world for free. If you drop-in you are instead whatever age and gender you were at the end of the last jump.

Perks:

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

Ennio Morricone Theme (Free/50 CP for companions): Ennio Morricone's scores for the trilogy include some of the most iconic music in movies, much less Westerns, and as a main character you deserve a leitmotif. Now you will have one, a leitmotif as if composed by Ennio Morricone in the style of the music for these films will play when appropriate. Only you, your companions, and your followers can hear it.

Of course companions, being mere side characters, don't get this for free, but if they want one they can pay 50 CP for it.

Cowboy (100 CP): You have the basic skills of a cowboy in these times. You know how to shoot a gun, rifle or pistol, how to ride a horse, and generally you could get a job as a farmhand, tough, or bandit in this era. This is basic proficiency, so don't expect to be near the level of the likes of Joe/Manco/Blondie, Colonel Mortimer, Angeleyes, or Tuco in a fire fight with just this. Still you have all the basic skills of a cowboy.

Desert Rose (100 CP): You have a sort of easy beauty about you. Living in the wild west you'd be likely to be the most attractive individual in the local territory or region. You're attractive enough it may even cause you a bit of trouble.

Ennio Morricone Soundtrack (100 CP): Was a single motif not enough for you? By purchasing this, you don't merely get a personal leitmotif, but a musical score. It will include the entire OST of these films, but also occasionally have new songs added to it as you continue your chain, as if another movie in the series was being scored centered around your story. As with the **Ennio Morricone Theme** above before these songs will play when appropriate, but with this option you may now choose who can hear them, whether it is just you and your companions and followers, or everyone.

Hat Shooting (100 CP): You are a phenomenal shot when it comes to hats. This won't help you hit things other than hats, helmets, crowns, and similar headwear, but you are a fabulous shot when it comes to hats. Your shots can reliably hit the hats off of people out past what should be your effective range, but when shooting at a hat this way you won't ever hit something else, even if it defies belief you managed not to hit their head beneath the hat.

Menacing (100 CP): You know how to threaten people. Beyond knowing the way to hold yourself, and what to say, you just seem to be more intimidating than you were before. Sure some of this is body language and tone of voice, but there's almost certainly something more ineffable about it as well.

Mysterious Stranger (100 CP): You possess an air of mystique to you. This is most effective the more aloof you are, but it is hard to rub it away completely. You also seem to just simply stand out, and when you make your way into a region people will notice and will become curious about you.

Complete Madman (200 CP): Some might consider you one. You're an expert at coming up with criminal plans, and figuring out how to rob someone, smuggle items, or break into a fortified position. Your plans are especially creative as well. Finally you're fairly good at lying.

It's strange how you always manage to be in the right place at the right time (200 CP): It's because you keep spying on people. And you are good at it. You seem to move quieter than you did before, and have an easier time hiding. Though it almost seems to be more that people are a little less observant when it comes to you; even ordinarily highly alert individuals may fail to hear your approach. On the flip side your eyes and ears are pretty keen themselves.

The Gang to the Rescue (200 CP): When you have been captured or incarcerated, your allies will find themselves working more competently and with more luck in their attempts to break you free of your captivity.

Tough as Nails (200 CP): You are capable of taking an abnormal beating and still keep going. This won't make you bullet proof, or make a mortal wound not mortal, but you could take a flesh wound and keep going undeterred, and even after a thorough beating to the point that they had to stop to avoid killing you by accident you might manage to move about well enough to be able to climb up and position yourself to push a large barrel of wine at your captors if they left you in a room with such. You can go longer without food or water than most individuals, walk in the desert sun without flagging, and just generally are as tough as someone like the Man with no Name.

When I Start Off to Find Somebody I Find Them (200 CP): You have information gathering skills to be a proper bounty hunter, whether it's finding the right person to ask, or knowing how to do research in the public library. You actually seem extremely good at it, but beyond basic skills you will find that dead ends are rarer than they should be, and leads are more common.

Coffin Maker (400 CP): Sometimes it's best not to be noticed or cared about. Like a coffin maker in a town torn by gang violence you seem to be rather good at this. As long as you keep your head down and out of other people's business they leave you alone, and will come to lower their guard around you which may give you the opportunity to suddenly poke it into things when you see circumstances which make it worth your while. This effect is weaker if you do something like flaunt excess wealth or other things that would make you a target, but as long as you're simply living life in a way that seems like a normal individual people will mostly leave you alone. Though if you do oppose someone, or act as a significant player it will weaken the effect on those who are aware you did this in the future.

Cool Guys Don't Dive For Cover (400 CP): With the sorts of accuracy some of these gunslingers have, you'd think standing still like a certain ex-soldier would get you killed quickly. But when it's you people seem to have trouble aiming their guns at you. This isn't a perfect defense, but even a good shot like one of the stars would have a decently large chance of missing you, or hitting somewhere less vital than they aimed. This effect is strongest when you stand still and remain absolutely calm which is more effective for you than zigging and zagging or moving in a way intended to avoid gunfire.

Friendly Locals (400 CP): You seem to have a way of running into them. Whether it's a saloon keeper who will let you stay for a few days for free, a young lad who can be efficiently bribed to give you information, or an army group which you can pretend to be volunteering to sign up with, wherever you go you are more likely than normal to meet someone willing to help you out for free or a surprisingly reasonable price. These will usually be people who are in some way useful to you; though the more above average an individual would have to be to be truly useful to you the less often they will be. But in general wherever you go if there are people you'll probably meet one or two who are willing to help you out; even if it means taking some risks, though how far they'll go out on a limb for you will vary. This won't affect everyone in the region, either; just ensure some people are willing to help you out.

If You Don't Mind Doing a Little Killing... (400 CP): It's oddly easy for you to find people who are willing to pay you to be violent. Those who are seeking hired guns, muscle, bodyguards, soldiers, bounty hunters, or the like will find you a more appealing prospect than most, and even if you're potentially dangerous to them they'll be more inclined to pay you to help them just to avoid you going wild than they normally would be. Even if you do something like trying to play both sides, they'll be more willing to accept your help despite your flexible loyalties.

Finally this does seem to increase the probability of you meeting someone who is inclined to hire someone as assassin, bodyguard, or in another martial role.

Supposed to be a Prophet (400 CP): Oh, you're not capable of seeing the future, but you might manage to make some worthwhile predictions about it. While this doesn't give you precognition, you will find that at the start of each jump you get a good deal of knowledge about the who's who and events of the world around you each jump, even as a drop-in. While this will all be public knowledge it is a fairly wide net of it and decently detailed, especially in your region; you could probably name every major bounty killer or outlaw in the west, and identify them by features such as how they carry their guns, as well as list most major events. This information will passively continue to update throughout a jump though it will always be most complete at the start of the jump, still it's similar to having a good line of gossip and informants, or access to rather unbiased newspapers.

Best Shot in the Carolinas (600 CP): You could lay claim to the title. You are an expert marksman. While you'd not match the Man with no Name in quick draw, when it comes to hitting a target you could put even him to shame. At ranges where he'd have trouble hitting near your feet, you'd be able to hit the hat from his head and then juggle it in the air. You might need something to help reduce the recoil - like a rifle but you could brace against your shoulder, but even without it your aim is the best in the land. You have the kind of accuracy to casually shoot a man who is riding away on horseback so as to inflict a flesh wound in his throat without causing serious injury, easily cut a hangman's rope with a rifle, or casually fire a heart into a target while walking down stairs and only half looking. Your aim isn't literally perfect, but a lot of people might think it was.

Every Town Needs a Boss (600 CP): And you could be it. You possess the skills necessary to manage a criminal smuggling organization or a band of robbers. This won't give you the skills necessary to pull off or plan, for that you want **Complete Madman**, but it will give you the administrative skills necessary to keep such a band together and to gauge when you can control, threaten, or bribe the local authorities, and when you need to get out of the area instead.

But it's not just these skills which this grants you. You seem to be particularly adept at using ruthlessness, and intimidation in lieu of charisma, as the more frightening you are the more your followers seem to honestly like and respect you. Though in lieu may be the wrong term; it seems that in general the scarier you are the more charismatic you become.

Fastest Gun in the West (600 CP): You are a master of the quickdraw. You can fire a pistol, or other firearm, from your hip with no significant loss of accuracy compared to firing it normally, at least as long as a scope isn't involved, and possess reaction times at the peak of human capabilities. But they seem to go beyond the peak of human capabilities, as time seems to slow when you're aiming, and while it won't make you crack shot on its own, it does help you aim much faster and almost as if the world was in slow motion. Assuming you knew how to shoot, you could shoot down 4 average gunslingers whose guns were half free from the holsters before they took a shot.

I'm Alive and I Always Will Be (600 CP): Well maybe not always, but you do seem to have some fairly good luck in staying alive. Death by random chance is far less likely for you, enemies are more likely to take their time with you and choose some method of death which gives you a chance at escape, and luck seems to be on your side when it comes to keeping you alive. It's not perfect, so don't go relying on this too completely, but if someone is preparing to kill you in a town that's getting shelled, you can expect a high chance of one of those artillery attacks giving you the diversion you need to escape, and most foes won't be firing first but giving you some chance to use your wits or capabilities, at least until you've proven they have no chance if you have any. To put it simply you have a main character's plot armor, though don't expect this to save you in a gun duel or active fight, it might help you avoid it, but even Blondie needed all his skills and wits as well.

Yojimbo in the Wild West (600 CP): *A Fistful of Dollars* was sued due to being an unauthorized remake of *Yojimbo* from a few years earlier simply transplanted into the Wild West. And now you carry the ability to Western-ize other jumps you go to. The decision is made at the beginning of the jump, but will twist the setting by introducing the aesthetics and genre conventions of the (Spaghetti) Western to the world. Swords might be replaced with six shooters, horses become common, taverns become saloons, and wild open plains go on as far as the eye can see. The effects will depend upon the setting in question; from relatively small, to potentially altering not only the aesthetic and tech level but the flow of the plot.

Items:

You may purchase multiple copies of items, additional copies of items are discounted (this discount is already included if the first purchase of the item is always free). You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Hat (1 Free, additional 25 CP each): This is a wide-brimmed hat of a style of your choice. If lost to you it will be replaced within 1 day and repaired in the same amount of time if damaged, and if it is shot the bullet hole will be immediately mended.

Gun (50): This is an ordinary pistol of the period. You always seem to have ammo for it when you go to load it, and if it is lost or damaged it will be replaced or repaired within a day, but is otherwise ordinary.

Horse (50): This is an ordinary horse. Well mostly. It doesn't seem to require nearly as much food or water as it should, and produces far less waste, but is otherwise ordinary. If lost to you it will be replaced within 1 week. Comes with a saddle, harness, and basic kit to outfit the horse.

Poncho (50): This poncho is comfortable, able to be worn in a wide array of temperatures and conditions, and always seems to fit you just right. It is also self-cleaning and repairing. If lost to you it will be replaced within 24 hours.

Canteen (100): This is a wooden canteen capable of holding enough water for a man walking through the desert. It will refill daily. If lost to you it will be replaced within a week.

Endless Supply of Coffins (100): This is less of an individual item and more one which appears when you need it. Whenever you kill an individual you will get a coffin for them in your warehouse or other convenient storage area. This is only a very simple, wooden coffin, but it might save you a fortune on having coffins made.

Highly Flammable Booze (100): This is a large barrel of wine, probably for smuggling north of the border into US territory and selling to the natives. Well maybe you'll use it for another purpose. Either way you get a replacement each month. Despite being wine and well below 80 proof, this wine is not only highly flammable, it will outright explode if the barrel is shot or exposed to open flame. It's no dynamite, but its explosion will spread flaming wine over the area and is particularly good at getting other substances to ignite.

Lockpick and Acid (100): While it won't always be easy between this lockpick and the vial of acid which comes with it you can pick any lock you'd find in the 19th century, or melt around the locking mechanism to allow it to be jimmied. While it's only 100% guaranteed with those you could find in the 19th century, this lockpick and acid can even work on more sophisticated and advanced locks, such as biometric and electronic locks, or even outright magical ones. The more they go beyond a high end safe of the 19th century, the harder it will be and it may prove impossible for those which are advanced or secure enough.

If the acid is used it'll refill within 1 week. Similarly if damaged or lost the kit will be replaced within 1 week.

Stick of Dynamite (100): This is a single stick of dynamite. It will never go off unless its wick is lit and allowed to burn down, and is highly resistant to anything that'd stop it from exploding as well. You get a replacement 1 week after using it.

Winchester (100): This is a high powered rifle. In fact it seems to be higher powered than it should be shooting further and hitting harder than it has any right to. You always seem to have ammo for it when you go to load it, and if it is lost or damaged it will be replaced or repaired within a day.

Long-Barreled Pistol (200): This pistol has a longer barrel than usual. While not as powerful as the **Winchester**, this pistol does pack a punch that you'd not expect from a pistol, almost being comparable to a rifle, and it's not just in its stopping power. You'll find that the pistol is more accurate as well, even out to higher ranges, firing more like a rifle than a pistol. It has an attachable butt, like that of a rifle, to help you to steady it against your shoulder to reduce the impact of recoil on your aim or just any movement of your arm, and when this is used it will not only completely negate the effects of recoil on your aim, it seems to draw in your shots towards what you were aiming at. You always seem to have ammo for it when you go to load it, and if it is lost or damaged it will be replaced or repaired within a week.

Quick Draw Gun (200): This pistol is perfect for winning duels. When you put your hand near it and want to draw it, it'll start moving towards your hand as if attracted by magnets, drawing your hand and it together and pulling it out of the holster significantly faster than you should be able to. It will then guide your hand towards your target. Your aim won't be perfect with just this - knowing how to aim and shoot will help a lot - but your hand will get into position faster than it should be possible for you, and the gun's

own aim isn't horrible. You always seem to have ammo for it when you go to load it, and if it is lost or damaged it will be replaced or repaired within a week.

Sheriff's Badge (200): This badge demonstrates that you are part of a local law enforcement agency, updating with each jump. Once per jump, you can walk into an appropriate law enforcement agency and just declare yourself a (new) member and be accepted as such, or in the case of the wild west or similar just walk into a town which currently doesn't have a sheriff and declare yourself the new sheriff and have this accepted as legal. More when you present it to others all but the most desperate, cold-hearted, or bloodthirsty will find themselves hesitating to shoot you; even if you are corrupt and spineless you are the law.

Wanted Dead or Alive (200): This is less of a specific item, and more a constantly rotating set of them. This is a collection of bounty posters which will continually change and update, and which show fugitives wanted by the government for higher end crimes; capital crimes if the death penalty is still used or what would be if it was. Each of these bounty posters will include a reward for the individual, sometimes higher alive than dead, and you will be able to legally collect them even if vigilante justice, bounty hunting, and/or killing a fugitive would be illegal in the area. You won't even be charged for crimes committed against the fugitive in the process, though it won't protect you from prosecution for other crimes committed in apprehending them so if you're breaking stuff make sure it's your target's stuff and not someone else's.

Wooden Cabinet (200): This is a decent sized wooden cabinet. Built into it is a highly secure metal safe. Of course a mere safe isn't worth 200 CP, but you see as long as there's a more obvious container of wealth - such as a publicly visible or known safe - no one will suspect valuables are here without already knowing you put them here or had a safe built into it. Even once such places are thoroughly checked, they'll still tend to look at this cabinet after other possible hiding places. It just somehow seems unassuming.

Gang (400): This is a small band of about 15 individuals. Trained cowboys they seem to be proficient bandits and smugglers, having experience as both. They come with guns, horses, and a basic kit of gear, their guns and horses resupplying like the **Gun** and **Horse** items above. Lost members of the gang will be replaced at a rate of 1 per month.

These gang members are loyal to you, not to the point of outright suicide, but they are willing to face dangers to help you, as long as they are treated reasonably.

Jumper's Horse (400): This is a horse, much like the option above, and includes all the same benefits as the **Horse** above. However when you ride this horse it will always be

able to travel over long distances faster than you can, at least for distances you can travel in under a day (beyond that it may or may not be able to match you based on stamina), even being able to fly faster than you do if you can fly. It is also able to survive traveling anywhere you can travel, and will never die from being ridden into battle unless it is specifically targeted. If lost to you it will be replaced within 1 week.

Machine Gun (400): This is a late 19th century machine gun. Fully automatic, it seems to contain an impossible number of rounds, at least one far in excess to what such guns actually could hold or carry. It will need to stop firing for a period to cool off regularly, only firing in bursts of several seconds, but it can go several times longer without reloading than a machine gun should be able to, and even then it doesn't need reloading, and just resupplies its supply of bullets over time when not in use over the course of several minutes, though could be loaded regularly at which point it will be able to fire several times the number of bullets loaded into it. If lost to you it will be replaced within 1 week, and if damaged it will repair itself over this period.

It also comes with a stagecoach, and pair of horses, to pull it around.

Metal Plate (400): This is a metal plate with straps to strap it to an individual's chest. This plate is powerful enough to take bullets, even from high powered rifles, without harm coming to you - though it may push you back a bit - and stop even multiple such bullets. Even high powered modern rifles can be stopped this way. Though sufficient hits will weaken its structural integrity and it is not indestructible. No matter how powerful you become, though, when undamaged it will possess significantly more ability to stop attacks than your skin, and when undamaged it will always be able to stop a single attack no matter how powerful it is, though a powerful enough attack may destroy the plate in a single blow, and a large enough one may still hit around the plate.

If this plate is damaged it will repair itself over the course of a week, and if it is lost to you it will be replaced within a week.

Name on a Grave (400): This is less a singular physical object and more a bit of information. Specifically you have been informed of the location of buried wealth, its last owner now dead, worth roughly \$200,000 in 1960s money (roughly several million in modern currency), of course this treasure trove is in gold coins and somewhat more than 9500 ounces of gold which would be in the tens of millions today. This treasure may require a bit of an adventure, or at least a trip, for you to reach, but you thankfully know both which graveyard and which grave; well if it is a grave at all, it won't always be. You will have instructions to a treasure trove of similar value in each future jump.

Jumper's Gun (600): Many of the characters in these films have their own distinctive guns, and now you do too. Whether this is a pistol or a rifle is your choice, but whichever you choose it be a top of the line example for the 1860s. If you are a normal human this will just be a rather normal gun, but no matter how powerful you become this gun will always hit harder than you do. This won't always be at the same proportion as a bullet from a normal gun of the type to a human fist, but the stronger you become the stronger this gun will hit, and it will always be more powerful than your fist even ignoring the (presumably) smaller striking area of a bullet compared to a fist. Beyond this, this gun seems to almost be a part of your body, as when you hold it you can feel it with your proprioception as if it was an actual part of your body, able to receive tactile sensations from it as if it was you. Furthering this sense that it is part of you, when you carry it, this gun is able to share any and all perks or powers you possess which could apply to it.

As with the other guns available here, you always seem to have ammo for it when you go to load it, and if it is lost or damaged it will be replaced or repaired within a week.

Companions:

Companion Import (100+ CP): For 100 CP you can import or create 1 companion with 600 CP; they gain a single free 100 CP perk or item, and a single discount on a perk or item of each higher price tier. For 200 CP you can import or create 3 companions with 600 CP. For 400 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (100+ CP): For every 100 CP you pay you may recruit 1 canon character.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Series? (Toggle): The trilogy were originally filmed as three individual films, with the same star actor and director, not as a series. It was the American distributors which linked them as a single narrative about the Man with No Name. You may use this toggle to make them share a single timeline, or to choose to enter one of the three films individually without the other two.

Stay Length (Special): You may choose to reduce the time you spend here to as little as 1 month, or extend it to up to 1 century. If you reduce the time you spend here you will receive only ½ CP from drawbacks, or no CP from drawbacks if you reduce it to less than 1 year. Extending the time does not provide you with extra CP from drawbacks.

And None of Them Last (+100 CP): The Man with No Name becomes a very wealthy man at the end of *The Good the Bad and the Ugly*, but less than a decade later during *For a Few Dollars More* he's burned through it all. And despite gaining a good deal of wealth in that film, within a year or two in *A Fistful of Dollars* he is broke again.

Now you suffer the same sort of monetary fortune. Well this won't give ensure you gain massive amounts of wealth regularly, but your out of jump wealth is lost and you seem to burn through your cash super fast; even if you got a hundred thousand of 1860s dollars in gold you'd be broke within a few years, and less than that will probably not last you a year. Expect to always be broke and if you want any money you'll have to be scrambling for it always.

Face Worth \$2000 (+100 CP): There's a bounty out for you, one where you're wanted dead or alive. This bounty is enough that there are bounty killers hunting you in the local region, and you'll be wanted out east as well, and your wanted posters are well posted in the area. You can possibly escape the reach of the legal authorities and their bounty killers, or just kill enough would-be killers with the big iron on your hip that they decide you're not worth hunting down. However this will ensure that people who would recognize you in one alt-form will recognize you in all of your alt-forms, though won't stop you from using other disguises or shapeshifting.

One Armed (+100 CP): Select a single arm. You are only able to use that arm for everything you do with your arms except wielding weapons or attacking. Select a different arm. You are only able to use that arm for wielding weapons or attacking. Your

other arm(s) cannot be used for the things they were not the one selected for; and yes this means if you have 3 or more arms you can only use 2 of them at all.

Quest for Vengeance (+100 CP; incompatible with being a drop-in): Someone you cared about deeply - your wife, daughter, or sister - was killed by a particularly nasty bandit. You will find that the urge for vengeance drives you after them, and that you feel the need to see their killer brought to a bloody and final justice during your time here. Even once they are dead the pain of your loss will not fully fade, though it will no longer be as all consuming.

Ugly (+100 CP): You're ugly and physically unattractive, and are unable to take forms which are not ugly and physically unattractive.

The Cavalry has Arrived (+100 CP): Somehow you keep having problematic run-ins with the army. They might not always be directly hostile, but whether it's being detained, mistaken for a soldier on the wrong side of the war, or just the cavalry sweeping through to scare off your bounty before you can collect it, you can expect the presence of the army to regularly disrupt your life in ways that do not benefit you.

When I'm Paid I Always See the Job Through (+100 CP): Come hell or high water if you accept a responsibility you will do it no matter what bribes or difficulties you arrive at, or any immorality of the act.

Addict (+200): You saw, or did, something, and it has affected you. You are addicted to a form of perception altering drug, one which will leave your wits and reactions dulled, and no matter how immune (or non-biological) you normally would be you are fully affected by this drug. And you will continue to seek it out, suffering the full effects of withdrawal if you attempt to abstain.

I'm Cutting This Partnership (+200 CP): Your companions and followers have (all) betrayed you and are now working against you. They will not start at the same location as you do, but you will not know their start location and they will know yours. You can expect them to try and kill you, so do be careful. You must have companions or followers to take this drawback.

Madly in Love (+200): You are madly in love with an individual, but they have no interest in you. You refuse to harm or mind control them, and you will be trying to get them to fall for you for the entire jump and want nothing more than to possess them even if it means abducting them. As you are madly in love with them you couldn't bear to let someone else hurt them so they make an effective hostage to control your actions, and

you will try to woo them as much as you can possibly do so while keeping them hostage yourself, and not allowing anyone else to have them.

The Good (+200 CP): Despite being called the Good, Blondie is willing to betray his allies, lie, cheat, kill, and fraud the government by turning in someone for a bounty and then rescue him to repeat the process. You however are the Good. You cannot lie, cheat, kill, or otherwise act in an 'immoral' manner. This includes a compulsion to help and save others, even by throwing yourself into dangerous situations. In fact you will find yourself regularly meeting the worst sort of cutthroat outlaws of this world. Hopefully you can deal with them non-lethally.

Two Jumpers after the Same Prey (+200 CP): There is a second jumper in the jump. They aren't necessarily hunting you or actively targeting you, but they're comparable to you with somewhat different strengths and weaknesses, and goals which at least partially conflict with your own. You will be unable to permanently copy, reverse engineer, or learn anything from this jumper (and vice versa). They are not necessarily hostile, and maybe you could compromise, but that will require giving up on some of the goals you would like to accomplish during this jump.

Just a Man (+300 CP): You are reduced to an ordinary human. Anything that a normal person of this time and place could not possess you do not possess whether perk, power, body mod, item, or otherwise; your warehouse will be available to you for 1 week at the end of the jump. An exception is made for perks and items bought in this jump.

There Are Two Types of People In This World (+300 CP): And you are the second type. The type that fails. Your competence and intelligence has taken a general nose dive. If you were powerful enough you could still be highly dangerous, but you are now easily tricked or outthought, and possess a substantially overrated opinion of yourself. Finally your luck has similarly taken a nosedive, as it has turned all bad, misfortune and poor timing seeming to follow you in whatever you try to do.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

Judging by references to events or date the films take place in opposite order of release as *The Good, the Bad, and the Ugly* takes place in the middle of the (US) Civil War, *For a Few Dollars More* has a veteran of the war and a newspaper dated to the early 1870s, and *A Fistful of Dollars* has recent graves dated to the mid 1870s.

Companions are overpriced compared to normal because the Man with No Name is generally a loner with only short term alliances making them less appropriate than normal.

Changelog:

Version 1.0.0: Released.