

Generic Western Jump

Now, this place's pretty simple. The West is a land of plain people, horses, cattle, and guns, with some booze thrown in to keep everyone sane. There ain't no high-tech spaceships, no fancy magic, and no fools in capes (well, maybe ponchos). It's a time of stoic, lonesome heroes, dastardly scoundrels and the peach-faced boys who just want to make a living with their families out here on the Great Frontier. A place where a man's word is his bond (unless sittin' at a poker table), where the greatest issues of the day are decided on the main street at high noon, and where the only things you really own are your horse and your gun. Welcome to the Wild West!

We just got a shipment in outa Sacramento, so you can get yourself equipped. Have +1000 CP, to pick out your supplies.

Backgrounds:

Who are ya? If you want to be the greatest of heroes or the lowest of villains, that's up to you, but you had to start from somewhere. Make the choice of your history in this world.

Drop-In: Free!

You're just a lonesome high plains drifter, appearing in town one day with nothing. Nobody knows your name, nobody knows your face, and even you don't know anything about where you are. Of course, that's not an unusual state of being in this world, as there are plenty of lonesome drifters wandering the West.

Lawman: 100 CP

The long arm of the law needs to be heavily armed in these parts, and so you're prepared for anything. You might be a Texas Ranger, a small-town sheriff, a U.S. Marshall, a member of the Royal Canadian Mounted Police, or something even stranger, but keeping law and order is your responsibility in the lawless West. Hunt down bandits, stop jailbreaks, and make sure the honest citizens are protected, and you'll see glory aplenty (though still not much pay).

Cowboy: 100 CP

The prairies and deserts are your home. Just another lonesome cowboy, you're one of those law-abiding citizens (well, mostly). You have some sort of legitimate trade, such as riding herd on cattle being moved or owning your own farm. In this world, though, even a peaceful time can turn into a heroic story in just a flash...

Gambler: 100 CP

An itinerant barfly, you know the true heart of Western civilization isn't out in the wastes but in the towns, more specifically the parts of the towns with booze. You've lived your life drifting from bar to saloon, making a fortune at the card table then losing it upstairs, but you might've picked up some skills along the way.

Bandito: 100 CP

An outlaw, bandit, cattle-rustler or horse thief, the law is not your friend. But this far from civilization, the law is made by those with power, and you're a dead-eye with your sixguns. Besides, if you had to stay inside the rules, you'd never get to break into a rolling mail train and steal tons of gold!

Age, Gender, and "Location"

Now that you know your Background, it's time to figure out all those other details of your life. Roll 1d8+20, and that's your age; Your gender remains the same, or you can pay 50 CP each to choose either of those things.

Now, for Location, it's time to do something a little different. Roll 1d8 to figure out what Western setting you're in, or you can pay 50 CP to choose from anywhere on the list. If you'd like, you can instead choose to freely be in a Generic setting, where essentially every Western ever made is occurring all at once (yes, this means the El Paso bank gets robbed about six times a week).

1. Tombstone: The Earp family's just moved in to Tombstone, Arizona with their buddy Doc Holliday, hoping to have a quiet retirement. Unfortunately, a local gang isn't so happy with the Law coming around...
2. The Dollars Trilogy: It's just after the Civil War, during the rise of the Bounty Killers. The Man With No Name (or maybe Blondie) is off riding to paint his pictures with lead, as he meets the Bad and the Ugly before fighting for a Fistful of Dollars.
3. The Wild Bunch: In the twilight of the West, a band of aging bandits is about to rob a bank. With the expansion of actual government into the West, though, the only place they can run is Mexico. There's no place left to go...
4. The Magnificent Seven: A poor village of Mexican farmers is under the thumb of the bandit lord Calavera, and wants to get out. While they're planning to hire some American cowboys to save them, there might be a better plan if you're involved.
5. Rio Bravo: Aging Sheriff John Chance of Rio Bravo has a problem; he just had to arrest the brother of the richest and most dangerous man around, and now there's a whole passel of problems headed his way and not much in the way of help.
6. The Lone Ranger: The only survivor of a massacred posse, the Lone Ranger now rides with his horse Silver and his ally Tonto to fight injustice across the West, using his silver bullets to shoot away evil wherever it's found.
7. Quigley Down Under: Not quite the same West as the other options, this places you in the wilds of Australia, where a rancher born on the wrong continent has just hired himself a sharpshooter to deal with some pests on his property.
8. Free Choice: In addition to choosing from the above options or the Generic setting, you may visit whatever Western setting you'd like. If you want to spend your time figuring out Sukiyaiki Western Django or singing with the Riders in the Sky, that's up to you.

Perks:

When it's time to boast in the saloon, it seems every man is the hardest, fastest, meanest killer around. Now, for some that may be true, but the question remains; what makes you so special?

Dressed to Kill: 100 CP, Discount Drop-In:

The West had some silly outfits, but you can make even the weirdest get-up look good. No matter whether you're in four layers of shirts, a poncho, or just long-johns, you'll still look good and, if you wish, intimidating. Also, what clothing you wear never makes you get hot, even in

black longcoats in the desert or 3-piece suit, and you may find your clothing does a lot less than you'd think to impede horsemanship, brawling, or gunplay.

Fire In His Eyes: 100 CP, Free Sheriff:

Your intimidating glare is the best in the Territories. You can stop a train with an angry look and a squint, and bandits and bears know to behave themselves when you're nearby. Further, you know just how to hold and pace yourself to walk menacingly forward in such a manner that even the most hardened bandits will wish they could run.

Wrangler: 100 CP, Free Cowboy:

After far too much time on the range and the trail, you've picked up some incredibly impressive skills at riding, wrangling, and pretty much anything else having to do with horses. Whether it's the endurance to ride 18 straight hours or the dexterity needed to ride backwards in the saddle while giving cover fire, you've got it down. You're also quite good at training horses, including odd tasks like coming with a whistle or refusing to balk even when even strange weaponry is fired off their backs. As an additional talent, you have some tricks with a lasso that might come in handy...

Cardsharp's Life: 100 CP, Free Gambler:

Well, at least you won't lose your shirt! You're really good at gambling. You know every card, dice, and other chance game in the West (even the ones invented five minutes ago to fleece a poor civilizee of his last dollar), and have uncanny luck at any such pastime. If that's not enough, you can rook better than any chisler you've ever heard of, and are sure to catch anyone else who plans to cheat against you.

Time for a Jailbreak!: 100 CP, Free Bandito

The rest of your gang just keeps getting caught. Fortunately for you, you're an expert on getting 'em out! From keeping track of guard schedules and locating your friend's cell from the outside to smuggling in saws and picking locks, you've got a lot of experience in planning and running a jailbreak. Further, your expertise with dynamite is impressive (especially for something invented in 1863) making sure that you can blow your way through walls without hurting people (or valuables) inside.

Terse: 100 CP

People get what you say, even when you just say one-word grunts. Get to the point!

Music of the Prairie: 100 CP:

It gets awful lonely riding the wastes alone. Some good music can keep your spirits high, and you've always got some following you. You have your own soundtrack that changes to fit your mood, from tense strings and slide whistles when in a duel to triumphant horns when you ride off to the rescue.

The Drifter: 200 CP, Discount Drop-In:

In the vast expanse of the West, it can be hard to find a place with other people, much less a place that's interesting. That's never been a problem for you though. You always feel kind of a pull (which you can ignore if you're busy) towards somewhere you're needed by the people, such

as a village being ravaged by bandits, a lone traveller left to die, or a good man who needs his name cleared. It may not be quick and it may not be easy, but there's somewhere you can make a difference.

Ready for Noon: 200 CP, Discount Sheriff

With an uncanny talent for social endeavours, you can 'take the pulse' of a community with just a few minutes chat with one or two members, and are surprisingly capable of changing the whole group's minds with a speech to a chosen few. While you can't guarantee a whole change, a single dramatic action in a bar late one night will percolate to the whole town quicker than you'd believe, and you'll certainly never be surprised by your town's thoughts when a bandit comes callin'.

The Searcher: 200 CP, Discount Cowboy

The West is a lot bigger than most people can imagine. The wide open spaces are your home, and you've picked up a number of skills from your explorations. You're a master tracker, able to identify travellers by the feel of the ground and track people across bare rock, and have the wilderness survival experience and endurance to keep searching for weeks on end. Once you've found your prey, you know the terrain enough to easily camouflage yourself for an ambush, and can use a long rifle from the top of a mesa to pick off horses. You'll get what you're after.

Barfly: 200 CP, Discount Gambler

Your hours on a stool have taught you some serious lessons. In addition to nigh-immunity to the excesses of drink and drug, you're a master of bar brawls, able to knock out even the toughest hands with a single smash from a chair. You know just how to break a bottle to make a weapon and not cut your hand, and when to use a bar mirror to time your strikes. While your battles might leave a mark on your tab, they probably won't leave one on you.

Heart Cold As Steel: 200 CP, Discount Bandito

You don't feel that whole "remorse" thing anymore (well, unless you want to). You're very good at inflicting pain on others, and ignoring the mental scarring this can cause you. From knowing the best ways to torture someone (and having the willpower to go through with it) to knowing which member of a posse is the weak link you should shoot first, you are horrifically capable of, well, horrifying people.

Magnificent Jumper: 200 CP

Sometimes you just can't do it alone. When you need to hold off a gang of bandits (or a posse from the law) you might want to train up some allies. With just a few hours work, you can take farmers from wondering which end of the gun is safe to outdrawing and outshooting soldiers, with just a little wasted ammunition. They'll even think tougher, too!

Hooker With A Heart of Gold: 200 CP

Ultimately, everyone in the West's looking for redemption. And that's something you can provide. While there are certainly no sureties when it comes to this kind of thing, the soul of a hardened bandit or the true love of a Calico Queen might not be quite out of reach if you know where to look. After all, there's a little spark of good in all people... somewhere beneath the stains.

The Truth Is What's Told: 200 CP

Out here at the edges of civilization, it's more important than ever to have a good reputation. People will only know you by word of mouth, after all. So why not make sure you know what they're saying? You've got an unusual grasp of your own reputation, always sure about what the word is on you and yours, and can change it pretty quickly. If you wish, words of your heroic deeds will spread far and wide, or you may clamp down so that you're an unknown in every town you enter.

Kung Fu: 200 CP

After being trained by a wandering Shaolin master (who kept calling you "grasshopper" for some reason), you are now an able practitioner of Shaolin-style Kung Fu. In addition to the obvious benefits of mastering a lethal style of unarmed combat, you have a very strong sense of dignity, and can easily keep calm through pain. The obvious markings of your rank (dragon-shaped burns on your forearms) will also serve as an excellent character reference for the thousands of Chinese immigrants working the railroads.

Cool Headed: 400 CP, Discount Drop-In

It's hard to kill a man, especially if he's shooting back. Well, that's true for most folk. You've got ice water in your veins, the cool lack of fear to ignore distractions and take steady aim no matter what's coming your way. For that matter, you can walk into a saloon full of your enemies, kill three men, and walk out, without blinking an eye.

NO!!!: 400 CP, Discount Sheriff:

Though the Law's always on your side, sometimes nobody else is. When you're outnumbered, rather than being pushed down under the weight you always come out swinging. Your aim gets better, your senses sharper, your hands quicker, and one would almost think your bullets faster, so that you can keep up with even the largest gang. While they still might be able to bury you, your foes will have to stretch to the horizon.

Cavalry's Coming: 400 CP, Discount Cowboy:

When you need help, you need to make sure it arrives on time. In your case, it will... guaranteed. While you need to set it up beforehand, if you've got outside assistance coming they're almost certain to arrive in time. Neither hell nor high water (nor enemy action) will keep your allies from showing up if they know they need to. Whether they appear singing something about a yellow ribbon... well, that's up to you.

Hands As Fast As Lightning: 400 CP, Discount Gambler

The best way to win a gunfight, especially in the cramped environments you're accustomed to, is to be the one who shoots first. And that's always you. You're so fast you can draw and fire six shots single action before another man's hands touch leather, and without the inaccuracy most would expect. This has some nonviolent uses, as well; your card tricks must be seen to be believed, and you can make a draw or a simple cylinder check into a work of art.

Just Across The Border: 400 CP, Discount Bandito:

You always know a hideout, some place the Law can't go to catch you. No matter where you are, you'll have some kind of hideout within a few hours ride, and any pursuers will be very hesitant to follow for at least a day. While you could get smoked out eventually, having a good place to plan your next job (or count the money and lick your wounds from the last) can be the difference between a legendary outlaw and some fool hanging from a tree.

Just Good At Killing Things: 500 CP

Draw. Aim. Fire. Aim. Fire. Aim. Fire. And three men are dead on the floor. That's your talent; killin' folk. You know exactly how to ignore all the fancy bits, whether that's a fancy gun-twirling draw or a silly kung-fu stance, and get down to the barebones by shaving off the unnecessary bits (even the ones some other people think they need). It may not be quite as efficient, but it's sure effective.

Items:

Out on the lonesome prairie, where the only things you can trust are the horse you've raised and the gun at your side, it's important to know what those are. Here you can pick up some tools and gear (and maybe a friend) to make your time here a little easier.

Cheroot: 50 CP

This small cigar is odd in a number of ways. First, no matter how much you smoke it, it never seems to run out (or even burn down), giving you as much tobacco as you need. It also burns in a manner that's unnaturally imposing, helping your stare intimidate hardened men. No matter what you do, whether it's riding, getting in a fight, or just talking, the cheroot will also never fall out of place unless you want it to. Just light it up and forget about it!

LeMat Revolver: 50 CP

In addition to serving as an excellent 9-shot revolver, this pistol has a second barrel that can fire a 20-gauge shotgun round or more exotic projectiles. While reloading the second barrel is usually a problem, this particular example (owned by a famed Confederate cavalryman) seems to reload itself from shells in your pockets, on your belt, or in a bandolier, if given a few moments.

Great Hat: 50 CP

This hat is pretty great. Whether it's a bowler, a ten-gallon hat, or something else, it's still indefinably 'you,' and looks very good. It'll help keep your head dry, your hair down, and your face shaded from the sun. After some trouble with a show-off, you might've noticed something else odd about it; the hat itself is totally invulnerable. No matter how many times someone shoots it off your head, there won't be a hole (in the hat. Your head, of course, is another matter.).

Katana: 50 CP

Somehow imported from the mysterious Land of the Rising Sun, nobody else around here has one of these. A long sword, this weapon is good enough to cut through gunmetal with a little effort and, if you're really lucky, deflect a bullet or two. It also seems to drop the temperature a

few dozen degrees when you draw it. This also serves as a great method of deterrence; who's gonna start a barfight against a guy with a sword?

Poncho: 100 CP, Discount Drop-In

This woven poncho will keep you warm and dry even in the hardest rain, but that's not the odd thing about it. It falls just low enough to cover anything you might happen to be wearing on your waist, preventing anyone else from seeing how you're armed unless you flip it up. And how you're armed might seem a little... mutable. If you've got a pistol on your hip, you can switch around how you're wearing it up until the moment you draw. Left, right, reverse or straight draw, or even across your stomach; you'll be able to surprise 'em when the time comes.

Star: 100 CP, Free Sheriff

This emblem of the law proclaims you as a U.S. Marshal, a Mountie, a sheriff, or another legal agency. The star shines so brightly your jurisdiction can never be doubted; though people may not bow to it, they'll know you are the long arm of the law here at last, whether in the Indian Territories or even farther afield. When someone does draw down on you, the star flashes in the sun in a way that seems to often blind people aiming in your direction, giving you an extra second to draw yourself.

Spurs: 100 CP, Free Cowboy

You've earned your spurs, for sure. This pair, whether sharp or blunted, will help establish your dominion over any animal or beast your ride while greatly assisting you in controlling and instructing it. Further, while most spurs are incredibly awkward while off a horse, these ones seem to become a little bit "not there," saving you from walking funny, scoring up floors, or being unable to climb.

Texas Prayer Book: 100 CP, Free Gambler

While they may suspect, when using this deck of cards (which oddly seems to change shape, artwork, and even size, to fit the game in question) you can never be **PROVEN** to have cheated. No matter how carefully they check, there are only four kings in the deck. Just how you drew all of them... must have been luck, huh? Also guaranteed you'll never end up with the Dead Man's Hand!

Mask: 100 CP, Free Bandito

Having the law after you while riding away from a broken bank is one thing, but having them come in while you're home with your wife is another. How can you keep your two lives separate? Well, this cloth mask is sure to help. Really just a bandanna, if you use it to cover your face you'll become almost totally unrecognizable; after all, if they can't see your chin, how will they know who you are?

Derringer: 100 CP

It's hard to call you a gunslinger if you don't have a gun, so it's fortunate you've got this one! It's so easy to hide this tiny two-shot .41 pistol that you'll even forget where you hid it. Just try to draw or it from your sleeve and it'll be there in a flash... even if you don't have a sleeve at the time, or a hand for that matter. You never know when it'll be useful to have a gun nobody else can find!

Silver Bullets: 100 CP

These silver bullets, cast from the tailings of a silver mine massacred by bandits, are determined to smite the unworthy. Far more lethal than lead, even a graze from these bullets will quickly prove lethal (though whether that's due to toxic chemicals or shame from a villain is up for debate). Though you've only got enough to fill a pair of sixguns, the silver is strangely contagious, and any other bullets loaded in a weapon with even one silver bullet will soon have the same properties. So long as you keep even one original, you'll have a source for ammunition to fight evil.

Ivories: 100 CP

Perfect to make any saloon, music hall, or brothel feel like home, this upright piano is always perfectly in tune. While it's surprisingly easy to play, it has another effect that can shock the unwary; anyone who hears this piano played for at least a song or two starts acting intoxicated (While normally with alcohol, different tunes can lead to different intoxicants), to the point where a full set will leave even someone who's never touched a drop falling-down drunk. The pianist themselves are immune, and repeated exposure can lead to a higher tolerance.

Longarm: 100 CP

As a Winchester '73 (Octagonal barrel optional) this longarm is perfectly suited to sharpshooting work out on the prairie. While it's good for shooting people, this lever-action rifle is even better for shooting other things; in fact, the bullet seems to strike unerringly at targets other than humans. If you want to shoot a gun out of a man's hand at a mile, or kill his horse at two, this is the gun for you, and there's no chance of either causing any damage to the actual person involved. Somehow.

Bowie Knife: 200 CP:

This massive blade, used by Jim Bowie in the famed Sandbar Duel, seems to have absorbed some of the man's own toughness. Your foes weapons seem strangely fragile, liable to shatter even as they strike you. While this might not stop more esoteric devices, most weapons will only be good for a single blow against you before breaking. Also, it's good for stabbing!

Buntline Special: 200 CP

While there's not much "special" about the pistol in this Buntline Special (other than the massively elongated 18" barrel) the attachable shoulder stock has a few unique characteristics. First, it seems designed to attach easily to any roughly pistol-shaped object with just a few bolt turns, letting you change any pistol into a "rifle" with a couple of second's effort. Additionally, it seems to keep you safe while lining up your shot; while you're aiming using the Special, your enemies bullets just can't seem to hit you. Feel free to stand in the street while you make that perfect shot!

The Tennessee Stud: 200 CP

The Tennessee Stud is long and lean, and is pretty much the perfect horse for you. In addition to a noted habit of getting into places a horse normally wouldn't when you call (such as inside a saloon) the Stud is always strong enough and fast enough to serve as an attractive mount. No

matter what you weigh, the Stud can carry it and your gear, and no matter how fast you are, the Stud is fast enough to seem an attractive choice of transportation.

Deputy: 200 CP

You don't really ride alone. You've got a friend. Whether a new ally or an old Companion imported to fit the role, they have the same Background (possibly slightly altered, such as being a trusty Native ally to your Sheriff or a wandering bounty killer to your Drop-In) as you and 400 CP of their own to spend. Whether new or not, they can join you as a Companion ready to watch your back.

Posse: 200 CP

Perhaps a single deputy ain't good enough for you? If you want to bring along more people, here's your chance. Up to 8 Companions can ride along, gaining a standard human form, Background, and history in this world matching up with your own and the basic skills required to get along (or get those dogies along, either way).

Stagecoach: 300 CP

This stagecoach, after its use on the New Mexico-Arizona route, is perfect for getting people from place to place. Driven by four horses and capable of fitting at least nine people, this coach moves far faster than it should. It's oddly safe too, though in a surprising way; any mundane projectiles fired at the coach seem to be made less lethal and more primitive, changing cannonballs to thrown spears and a volley of bullets to just a few arrows. More fantastical ammunition may not be as degraded, but will still be surprisingly safe.

Devil's Right Hand: 300 CP

Shooting fast as lightning and true as thunder, you have an example of one of the guns that won the West. Whether a Peacemaker, a Single Action Army, an old cap and ball Navy model, or something more obscure, it's probably a Colt, and it's certainly lethal. It's even more dangerous than most on the draw; as you fill your hand time slows down, allowing you two to five seconds where you can perfectly plan your following shots and make sure you're as effective as possible.

Drawbacks:

If life in the West wasn't hard and dirty enough, you can make it tougher. Feel free to pick up to +600 CP of Drawbacks to gain some extra CP, but remember; Drawbacks override perks, and you don't want to get in too deep...

Water?: +100 CP:

The deserts of the West are hot and dry, especially for you. You just can't seem to find any water... anywhere. Though a clever and careful cowboy will be able to get enough liquid from the insides of cacti and other "wet" foods to survive, you will be pretty constantly parched and dehydrated. You can still find plenty of booze, but beware: alcohol will ultimately just dehydrate you further...

Jumper the Singing Cowboy: +100 CP:

It's home, home on the range... where you're stuck singing everything. For your time here, you can't quite seem to talk normally. Everything from a request for water to a challenge to a duel comes out in verse with harmony from your supporters (or even your horse). This can get very tiring very quick. If you wish, you can instead be forced to speak entirely in palindromes! If you can't sing it or say it backwards, you can't say it at all.

Rules In A Knife Fight: +100 CP

There aren't any. Well, except for you. For some reason, you believe in 'honor' and 'sportsmanship' and all kinds of other hornswoggles. Shooting a man in the back, breaking a contract, or even cheating at cards is anathema to you. In some places, that would be fine, but in the West... well, you'll get taken advantage of a lot, and you might get shot a few times. Or just stabbed.

A Cowboy Rides Alone: +200 CP

The life of a cowboy is a lonely one, even for you. You just can't seem to keep any attachments for longer than a week, at best. Your friends, lovers, and allies will always seem to end up leaving you. If you're lucky it'll be by their choice; if not, it could be a bullet that takes them from you. Even if you are brought together by crisis, expect them (or you) to ride off into the sunset within a few days at most.

Frail: +200 CP:

Congratulations, you've got cholera! Or diphtheria, tuberculosis, or the vapors, or some other horribly wasting disease that is totally incurable and untreatable. While the disease won't kill you alone, you're very weak; getting up and out of bed can be a hardship, not to mention a gunfight. Expect to constantly cough blood, and worst of all; you can't drink!

The Outlaw Jumper Wales: +200 CP

Son, you dun screwed up. As a legendary war criminal, the entirety of the U.S. government is after you, from the new Bureau of Investigation to the Army itself. They'll keep sending men in their hundreds until you're brought to justice. Don't think you can get off easy, either; if you happen to be here while the War Between The States is still ongoing, the Confederacy hates you just as much. In fact, you'll be the only thing North and South can agree on!

Nuthin' But A Man: +300 CP

For your time here, you're nothing but a man (or woman!) with a gun in your hand. All you can rely on are your own skills and anything you buy here; there ain't no superheroes, undying lords of magic, or extradimensional Warehouses out in the West. While you can still bring any Companions, they're stuck with the same limit; no perks, powers, or technology from other worlds.

Saint of Killer: +300 CP

The Saint of Killers is after you now. While he may not travel fast, he's utterly implacable, and will do his best to shoot you dead. With his twin Walker Colt revolvers reforged from the sword of the Angel of Death and bound to his very soul, every shot he fires will always hit his mark, and every hit will be a mortal blow, to the very Lord himself. Should you try to fight, beware a

man who can shrug of a strategic nuclear weapon with a literal shrug and has never been stopped save by the omnipotent Word of God (And that only briefly). You'd best get to running, boy.

End:

So, you've made it across the desert and survived your ten years in the West. Where's next? No matter what, all Drawbacks are revoked, and your Background memories fade to no longer interfere with your thoughts.

Just Keep Riding The Range:

You know this place now, like the back of your hand. And the people know you. So why leave? You can live out the rest of your days here, watching it always remain the West you know and love or seeing it change and evolve to the modern world.

Headin' Back East:

It's been a good run, but it's time to go home. You can ride on back to the world you came from, ending your lonesome journey.

Into the Sunset:

There will always be a place for you here, so why stay? It's best to keep going somewhere new, another world with its own places to explore.