The Ridiculous 6 Jump

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White Knife, an orphan raised by Native Americans, finds his birth father but his father gets kidnapped by a gang who ransom him for 50,000 dollars. White Blade travels the west, robbing evil people and ends up finding his five half brothers who help him save their father.

There are no origins, pick whatever age or sex you're comfortable with. As for race, this movie is set sometime after Abraham Lincoln’s assassination so you'd be better off as a white man if you don't want to be discriminated against. But don't let me dissuade you from the story you want to tell.

Take these 1000 West points (WP) and these 4 bullet tokens. You get 4 discounts per price tier. You can use a token to get any 100 CP/200 CP perk for free and use two tokens to get higher priced perks for free.

Perks:

Good health (free): You're immune to diseases of all kinds, genetic or transmitted. You aren't a transmitter or carrier of diseases. This perk can be selectively toggled to carry a disease without being infected by it, get the benefits from a magical disease without downsides, etc;

Fighting skills (free): You have some amount of skill and experience with fighting. You aren't a master of fighting but you had more than 5 years of experience with fighting barehanded.

Shooting skills (free): You have some amount of skill and experience (about 5 years) with shooting a gun.

Headless jumper (free): You can control your body for a few minutes if you lose your head, no complicated suggestions, just something like shoot in this direction or something like that.

Memory dreams (100 WP): Revisit your memories with perfect clarity when you sleep. Think of a day and you can see it in a third person view in your dream.

Good aim (100 WP): You've a great aim with knives and can throw a carrot strong enough to punch through muscles or a knife through a steel flask.

Strong neck(100 WP): Like Lil Pete your neck is so strong you can't be hanged. If you don't want a strong neck, choose another body part that's so strong, it can't be broken or cut off by ordinary means. That body part is always noticeably stronger and tougher even if you

enhance your body via perks or powers or shift between alt forms.This perk can be bought multiple times, one time for each body part. Subsequent purchases are discounted.

I'm your brother(100 WP): People believe you when you're telling the truth even when it feels ridiculous.

Singer(100 WP): You're a good singer, with an enchanting voice. You know a wide variety of songs and can even improvise songs on the spot. You also have experience playing a wide variety of musical instruments and the skill to play the Piano with any body part.

Rendezvous with history(100 WP): You seem to stumble across interesting events that are important to history at a mind boggling frequency. You can ignore them or participate in them but you're sure to make history. You can toggle this perk off at any time.

Bodyguard(100 WP): You have a sixth sense for suspicious situations and people and know how best to protect your employer.

Raise them well(100 WP): As long as you didn't have a hand in raising your kids, they grow up to be kinder and more morally righteous than you. They wouldn't even abandon their kids like you did.

A talented distiller(100 WP): You're one of the best in the world at making alcohol of all kinds. You can quickly learn how to make new types of alcoholic beverages and alcohols.

An honest job(100 WP): You're pretty good at a job of your choice and have some work in the town or your tribe. You have around ten years of experience in the job.

Jumping blade(200 WP): You're physically as strong and fast as white blade. He could run faster than a man can see, hit them a dozen times in a few seconds and throw them more than 12 feet up or 30 feet away. You also seem to have enhanced reflexes, letting you run on a tightrope while carrying another person, jumping between building to building while dodging gunfire, etc;

Hallucinations(200 WP): Just like Tommy and his dad, you can make people hallucinate (or lose their courage) by using the ambient lighting or lights in an area, along with voice skills (changing your voice and throwing it) and with the help of some small items (dolls, chairs, etc). You also know just the right things to say to discourage or unsettle someone.

Jumper's orphanage(200 WP): This perk arranges events so that orphans find their way towards you. Any child who can grow up to be good and kind hearted or whatever else you prefer would come across you and become your student in whatever things you can teach them. Additionally, all of them seem to have a preternatural talent at one skill/power you can teach them.

White people lie(200 WP): You know when someone's lying to you or is omitting information. You also know when someone thinks something is true but it isn't really true. (Doesn't give you any extra knowledge about what the truth is)

Be better(200 WP): If you defeat someone and give them a second chance to be better, they will try to be better most of the time. If they're truly incorrigible, they would stick to their ways but they wouldn't target you or yours again

The Ridiculous 7(200 WP): What's this? There seems to be another Stockburn Brother (or sister), you. In future jumps, you can choose to become the member of a family or a bloodline of your choice before you enter the setting. This could have wider implications on the plot of a setting.

Acceptable targets (200 WP): Designate a target and you frequently come across them. Want to steal only from the bad people, you come across a surprising amount of bad people ready to have their money stolen by you. You can designate a new target anytime and can have 10 different target types at any one time. You can remove the targets you don't want. These targets can be anything. A specific type of person you want to recruit, a type of person you want to love, etc;

Plans A to Z (200 WP): You know how to efficiently use all the resources (people and things) you have for any plan and make more plans for every situation you might face.

Fastest gun in the west (200 WP): You're the fastest shooter in the west, possibly the entire country even. Shooting a guy dead before he can even lift his gun. This perk can be used for knife throwing too.

Shit happens(300 WP): You get over things and hangups faster by telling yourself that shit happens and you'd do better (or telling yourself that life will get better). You can even help others get over stuff just by looking them in the eyes and telling them that shit happens and they need to move on.

The apples didn't fall far from the tree (300 WP): Like how the Stockburn brothers inherited their father's talent at robbing, you too can inherit the powers and skills (intelligence, skills at specific fields,etc) of your parents fully and that of your grandparents at half potency and so on, you can improve all your inherited powers and skills with training or experimenting with them or increasing your experience with them.

Bring a knife to a gunfight (300 WP): Bringing a knife to a gunfight is a foolish idea but you can throw knives faster than your opposition can shoot bullets, when they bring guns to the fight. This perk manifests as a ridiculous boost to your aiming and throwing speed, so you'd be throwing knives faster than a machine gun if the opposition has one and even faster if your opposition has multiple machine guns and so on.

That's some mystical shit (300 WP): Like White Knife you seem to be raised by the Apache or some other tribe and you learnt some mystical skills like talking with animals and mute people, understand the languages of other people temporarily (by asking the spirits for help), making magical bombs (are more potent than mundane explosives of that size and only damage what you want) from ordinary items, pretending to be a plant (or like a

tumbleweed), seeing with all your senses and hitting the wings of a fly in complete darkness, etc;

Items:

Four discounts per price tier, 50 WP items are free if discounted.

Outfit(free): An outfit tailored for you. It is extremely comfortable to wear, doesn't get dirty, if damaged, it repairs itself overnight.

Horse(50 WP): A thoroughbred horse for you to ride across America. It always seems to be faster than you.

House(50 WP): A two storey house in the town. Comes with all amenities as expected of a house from 1865. The pantry gets restocked every week. The wardrobe has clothes for both men and women. Any clothes added to the wardrobe gets cleaned and repaired and get the size changing enchantment.

Farm (50 WP): Nothing much to say, a farm for you to grow crops or raise animals.

Shovel(50 WP): An ordinary looking shovel that can decapitate a man with a single swing.

Message crows(50 WP): These two dozen crows fly all over America and can take messages to your target destination. If one of them dies, a new one takes its place.

Guns(100 WP): A pair of revolvers and a rifle. Never run out of bullets. They can be attached to the outfit via belts.

Knives(100 WP): A bunch of knives and a sword hidden across your body via belts on your outfit. They don't need to be sharpened and are sharp enough to punch through steel kettles. You always seem to have one more knife even if you throw a hundred of them.

Taco tree(100 WP): A tree with tacos growing from it, there are other variants too like ice cream tree, etc; you get a new tree with a different food growing from it every jump. Once every year, the tree gives a special seed that can be planted elsewhere to grow a new food-tree of its type.

Saloon(100 WP): A place of gathering for those who want a drink and some fun.

Jumperville(100 WP): A town of 250 people. You're the sheriff/mayor of this town. All the people are extremely loyal to you and count as followers in future jumps.

Fort Jumper (200 WP): A fort well defended by walls and guards. Can house 100 people and the food gets replenished daily.

Jumper bank(200 WP): A bank in the town, you get a neat amount of profit from it. It has guards protecting it from outlaws trying to rob it. You can expand the bank to other towns and cities. Everywhere you establish a branch, it will be staffed by loyal followers who do their best to bring profits to the bank. But you need a certain amount of profits before you can expand the bank to other towns and cities. All your offices can be inserted in future settings, with setting appropriate technology.

Companions:

If you can Convince someone to be your companion, you can take them with you for free.

Brothers (Free/100 WP): For free, you can import or create 5 companions with 800 CP for each of them to spend. They can take drawbacks that only affect them. For 100 WP, you can import or create 10 companions who get 800 WP each to spend. They too can take drawbacks that only affect them.

Family (200 WP): You can import all your companions with this option. They can have 600 CP each and they can't take drawbacks.

Here are some premade companions (you can change the sex/gender of the companions described below, for ease of writing, I used female pronouns). The companions' backstories are like prompts for you, you can modify them however you want.

Golden Fox(free/Optional): She's your childhood friend turned lover. She puts your happiness and satisfaction above her’s. You should occasionally remind her to do things that bring her happiness but she'd probably reply that your happiness is her happiness. (She has the following perks: Good Health, Fighting Skills, Memory Dreams, Good Aim, I'm your brother, That's some mystical shit. As for items, she has an outfit and knives).

Louise(free/optional): A retired prize fighter, she decided to become your bodyguard. Is overprotective of you but knows when to give you space.
(She has the following perks: Good Health, Fighting Skills, Shooting Skills, Bodyguard, White people lie, Rendezvous with history, Jumping Blade and ‘the apple didn't fall far from the tree. As for items, she has an outfit and guns).

Anna Marie and Marianne (Free/Optional): A pair of sisters. Anna works as a singer and the proprietress of a Saloon and secretly helps her outlaw sister Marie with finding easy marks to attack outside the town. Both of them have kept their connection a secret until you found out about them. (Both of them have Good health, Shooting Skills, The ridiculous 7 and Acceptable targets perks) (Anna has Singer, Good Aim and Plans A to Z and the following items: House, Knives, Guns and Saloon) (Marianne has the fastest gun in the west perk and the following items: Horse, Guns, Knives and Message crows).

Rachel (Free/optional): A wandering Lawwoman, moving from settlement to settlement to get rid of outlaws plaguing the west. She took your help in bringing down a notorious outlaw gang. (She has the following perks: Good health, Shooting Skills, Bodyguard, White

men lie, Be better, Shit happens, fastest gun in the west. As for items, she has her horse, her travelling outfit and her trusty guns).

Shenhe (free/optional): A relatively wealthy noble from China, she immigrated to America after some personal disaster back home. She brought most of her material wealth and bought a farm and teaches kung-fu to the band of orphans who somehow came under her care. (She has the following perks: Good health, Fighting Skills (Kung fu), Good aim, Memory Dreams, Jumping Blade, A strong neck (Right fist), A talented distiller, Jumper's Orphanage, Hallucinations, Bring a knife to a gunfight. And she has these items: Outfit, Horse, House, Farm, Knives).

Jumper Tribe(100 CP): A native tribe that has selected you as its leader. Any lands they occupy at the end of each jump count as the tribe lands and follow you along on the chain as warehouse attachments to be imported in future jumps. Optionally you can take white knife's tribe with you.

Outlaw gang(100 CP): A gang of dozen outlaws who follow you. They are loyal to you and follow all your orders. You can recruit more members to your gang and all of them would be loyal to you and follow the rules you've set in the gang. At the end of each jump, all the members of the gang become your followers.

Drawbacks:

Supplement mode(+0 WP): Add this jump doc to any other jump or setting (even a fanfic is ok).

Stay extension(+100 WP): Extend your stay by 5 years everytime you take this drawback.

I'll protect my brothers(+200 WP): You don't want to involve others in your mission (or work) if there's a chance of them losing their lives, you like to do things on your own and this obviously means you leave without telling them anything.

Sad childhood(+200 WP): You had a sad childhood like White Blade and it had scarred you and your outlook on life. You can move on from those experiences but it'd take time.

Left eye gang (+300 WP): You don't have an eye or a hand or a leg. Maybe you're mute like Herm? You can take this a maximum of seven times (eyes, legs, hands, voice) and any prosthetics won't work correctly.

I'll keep them safe (+300 WP/+600 WP): You have to keep someone safe during your stay here but they have a habit of putting themselves in harm's way and if you aren't careful, they'd die and you would feel devastated by their death. For 600 WP, their death would mean chainfail.

Killing is bad(+300 WP/+100 WP): You don't kill, breaking bones and beating up is on the menu but killing is a step too far for you. For 100 WP instead, you reserve killing only for those who have killed those you love.

Drunk(+300 WP): You have a drinking addiction, you always crave a drink and are tipsy most of the time, if your day is particularly shitty, you are shit-faced drunk too.

I've come for revenge (+300 WP/+ 600 WP): Any enemies you didn't kill come back to harm you and yours and they always find the most inopportune time (for you) to attack you and yours. For 600 WP, you don't like killing people and always leave them alive, hoping they'd change their ways and they would use whatever means necessary to have you at a disadvantage when they inevitably attack you.

Gall dang(+400 WP): Like lil Pete, you too have some developmental disorder, something that sharply reduces your intelligence to around the same level as his', (Halfway through writing a letter, lil pete lost track of what he was doing and why), so your time here would be interesting. (Protip: Have some companions looking after you)

The ugliest woman I've ever seen(+400 WP): You're as ugly and dirty as Herm and his mom. People are repulsed by you at first glance and do everything they can to interact as little as possible with you. Their opinion can be changed moderately if they interact with you for an hour or so, daily for a week.

Yer a wizard(+400 WP): People want to burn you at the stake for being a wizard (no, it doesn't matter if you don't have or show off your powers, everyone thinks you're a wizard and you need to be executed as soon as possible).

Sharting animals(+400 WP): Animals have a habit of shitting near you or on you frequently.

Notes:

A wikipedia link for a summary of the story.
https://en.m.wikipedia.org/wiki/The_Ridiculous_6

The apples didn't fall far from the tree - This is basically you inheriting their skills and powers at your birth. You can improve them, even if it doesn't make sense in the setting. You can decide how this works on a case by case basis every jump.

Fastest gun in the west and bringing a knife to a gunfight are pretty similar perks but the former just ups your speed a certain amount but the later doesn't have an upper limit and is pretty situational.

Mystical shit perk: As for the magical bomb, the only time we see it in action is Tommy mixing up some alcohol, ink, leaves, etc in a tea cup, praying to the spirits and spitting the

liquid at the vault door to blast it off its hinges. You can create similar things using any items you've at hand.

Jumper bank: It starts out as a bank in a town, if you have enough profits, you can expand to neighbouring towns and so on. The profits are mostly for you to justify how you can afford having branches and other ventures.