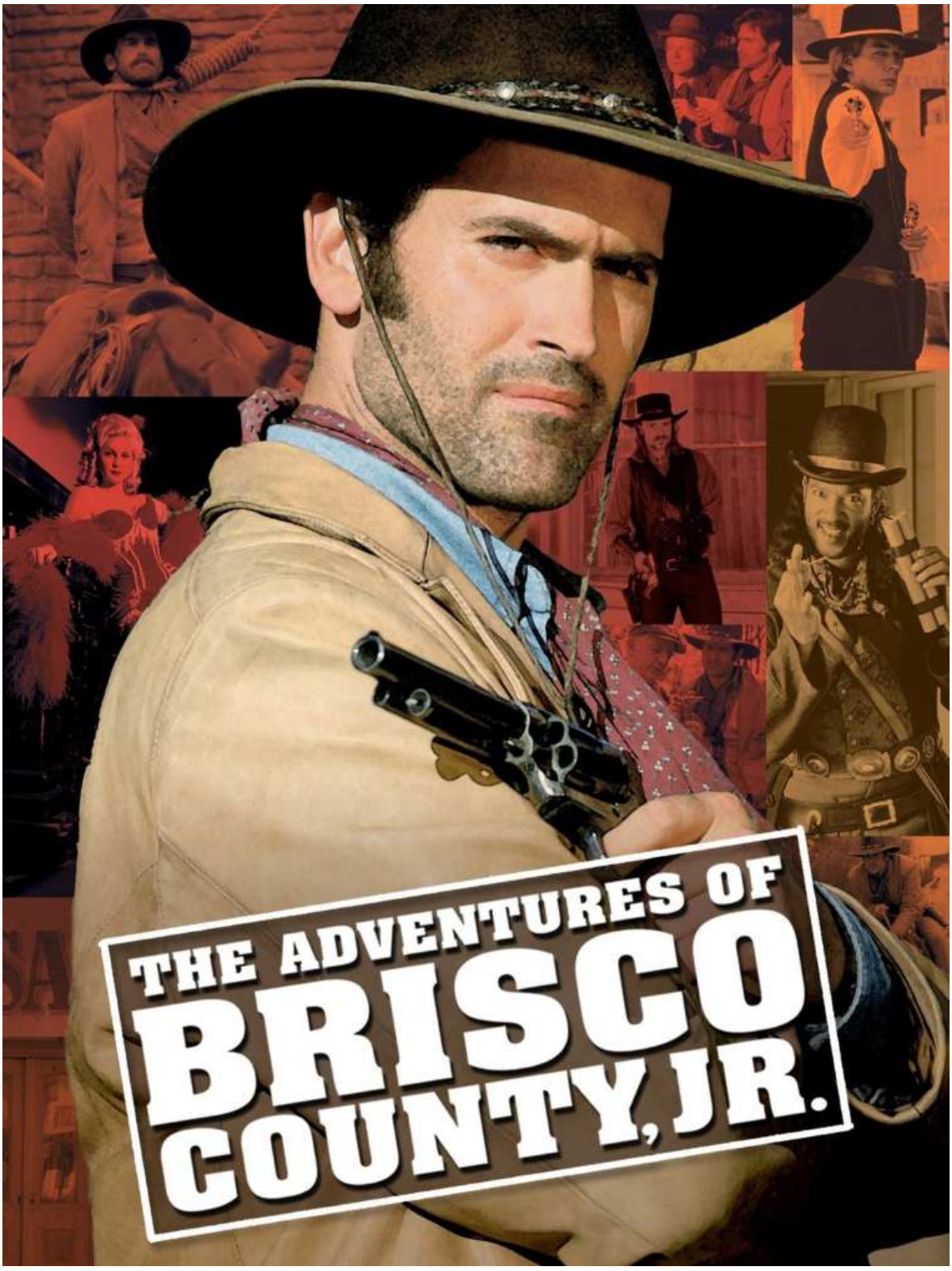
The Adventures Brisco County Jr Jump

Version 1.0.1



Welcome to 1893. The new century, the 20th century, is only a few years away, and change is in the air. The coming thing is right around the corner, or maybe that's the coming things, but it's not here yet and the West remains an untamed frontier. Outlaws ride the plains and prey on banks, trains, and good folk just trying to make a living. The discovery of gold leaves California's economy booming, and industry is expanding with trains, shipping, cattle, and more spreading across the West.

The greatest outlaw of this time is a certain John Bly. He and his gang, 12 outlaws each master outlaws in their own right, were recently captured by the greatest lawman of the age Brisco County. One derailed train later, and Bly's criminal network freed Bly and his gang, and Brisco County lay dead.

So the robber barons have decided to hire a bounty hunter to bring down John Bly, choosing none other than Brisco County himself. Brisco County Junior that is. Thus begins the Adventures of Brisco County Jr, stories of the wild west, the technology that will revolutionize the world in the first half of the 20th century, and outlaws with some detours into mysterious orbs, Chinese kung fu criminals, and governmental intrigue.

This might be the world of Brisco County Jr and his adventures, but you'll be having your own. You'll be here for a decade, so you'll get to see the dawn of the 20th century, but you'll also need these:

+1000 Cowboy Points

Good luck and good jumping.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Hero: You're a Western hero. With your six-shooter and skills as a cowboy you'll make the west your own. You can choose to take this origin as a drop-in with no memories of or connections to this world, or you can be someone born and raised in the west.

Bountyhunter: You're a bountyhunter. You've got a familiarity with the bounties posted at every town nearby, experience on the trails, and enough sheer guts and toughness to keep going through who knows what all the world can throw at you.

Lawyer: You come from back out east, and the pleasant comforts of civilization. You might have a lower class origin or be one of the richest men in the west, but you're a product of civilization and sophistication, your presence here more born from following money than civilizing the frontier.

Outlaw: You might not have committed every crime except murder (you've probably not broken any agricultural quarantines after all), but you've definitely committed a few crimes. You're not bringing civilization to the frontier, but taking advantage of the wealth that's flowing through it while there's not enough law and order to clamp down on the likes of you.

Scientist: You are a man of learning and knowledge, well-versed in chemistry and physics and mathematics, and the breadth of science. At least by the standards of the time. You might not be an inventor ready to light the new century and bring about the coming thing, but you are a man of science and maybe you could be someone to be talked about along or above even Tesla and Edison.

Location:

You'll be arriving in the United States of America, somewhere west of the Mississippi. Most things happen further west, but in a world like this one, there's certainly adventure in many places we don't see.

Age and Gender:

If you drop-in your age and gender remain the same. Otherwise your age and gender can be anything appropriate to your origin.

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.

Out Like a Light (Free while here, 100 CP to keep): It's a quirk of this universe that hitting someone in the head seems to knock them out extremely easily, especially if from the back, but with no long term harm or damage; oh they might have a painful lump when they wake up, but they won't have a concussion much less permanent brain damage. This naturally applies for you too while you're here, and if you pay 100 CP you will carry it with you. In future worlds it won't just be a general trait of anyone and everyone, but you'll find that when you strike something in the head it is easier to knock them out, especially if you hit from the back. These blows to the head won't cause your victims permanent head trauma, simply a quick, clean knock out. You will also find that you're heavily resistant to lasting head trauma from blows that knock you out or are intended to; this won't make you harder to knock out, but if they knock you out you won't be suffering brain damage from the blows to your head.

Blacksmith (50 CP): You are an experienced and highly skilled blacksmith. You're especially good at making custom parts, say for a rocket or other new invention.

Card Shark (50 CP): You're an expert poker player. You know how to roughly calculate your odds given what's been shown in any form of poker you're playing, and to keep track of cards that have been played if not shuffling between each hand. Of course everyone around here cheats so you know how to do that too. You can stack the deck while shuffling, deal from the bottom of the deck without being easily noticed, and know how to hide cards pretty much anywhere and palm them into your hand. You're good at subtly palming other objects too but not as good as with cards.

Doctor (50 CP): You're a fully trained, and good doctor, at least by 1890s standards. Don't expect to know too much from the 20th century and onwards, but you know a good amount of what chemicals go into medicine, what herbs have medicinal qualities, and what helps what.

Landscape Artist (50 CP): You are a highly skilled landscape painter. Whether it's backdrops for a show or rocks on train tracks you can paint surprisingly realistic backdrops with wonderful perspectives. Not enough to fool someone close up, but maybe enough to fool someone in a train till it was close enough that a crash couldn't be prevented.

Sing Like an Angel (50 CP): You have a real smooth singing voice that really has soul and feeling. You're a surprisingly wonderful singer, you might even have the best voice in the west.

Sketch (100 CP): You can draw fast. When you're simply drawing what you see, you can make a faithful sketch of a room in seconds, and it'd not be a low detail sketch but a fairly high detail one, catching people's facial features, and even things you've consciously missed in the room. It's almost like you're an instant camera when you've got pencil and paper to sketch with. Even when you're not drawing directly what you see, you still draw comically fast.

Sophisticated Chef (100 CP): You're a good cook. Whether it's traditional food, or your experimenting with something new, you're a surprisingly talented cook able to make good, satisfying meals. You are, though, particularly good with experimenting with something new, making your own sauces, or innovating food – such as making a sandwich with ground beef fried in patties instead of whole steaks, or inventing barbeque sauce – with a good knowledge of how tastes and smells blend together. This also helps you understand how to cover up scents and aromas in your food, though for something as strong and distinct as cyanide it might be better to find a way to shut down their sense of smell for a time instead.

Dragonic Whispers (200 CP): You're adept at identifying people's psychological weaknesses, and using words to attack these weakest spots. You just seem to know how to get in under the skin and twist the knife to manipulate or stop a person with nothing more than words. Even the normally stoic, or unflappable, are not necessarily immune to your venomous whispers.

Hollywood Aim (200 CP): People's aim isn't the best around here, but it does seem to matter who is shooting at who. Some people just don't seem to be hit. And you're one of those people. People can't seem to aim when shooting at you or those you are physically sheltering or actively close to and protecting (dragging someone out of fire behind you, have an arm over them to shelter them, etc). Even a whole group of men firing as a line will usually just throw up dust around your feet, or a sniper taking aim from afar when you don't know they're there seems to miss. This does not apply if you're in a duel, or restrained and they take extra time to aim. It also has its effectiveness vary against special foes; random mooks just won't matter, but someone who is clearly an expert marksman and differentiated from the group (whether through leadership or being alone) will be more likely to strike you, and someone you're emotionally invested in will be even more likely to; this further varies from the climatic nature of the confrontation, as even your

arch-enemy wouldn't be able to hit you if they were taking shots at you while simply running away, but if you had them where you could catch them and they're really fighting for their life you might find this protection disappear entirely.

Also this only applies to shooting you. Yes it will include arrows, and non-slugthrowing weapons, but it won't do anything against someone punching you or stabbing you. Thrown weapons and energy blasts are a gray area and may vary on a case by case basis.

Shadow Warrior (200 CP): You are a master of the art of the shadow warrior. This includes dressing like a Hollywood ninja, the use of (poisoned) throwing stars, acrobatics, stealth, and unarmed combat. Instead of ninjutsu, however, you use kung fu. Still you could get a drop on Brisco County or Lord Bowler, and have decent odds of capturing either one in a one-on-one fight; their luck at avoiding death might push things against you if you're actually trying to kill.

Strapping Young Man (200 CP): You're attractive. Oh this isn't just about having a well-shaped body with curves in all the right spots, or a chin worthy of Bruce Campbell. Though you are definitely a good looking (wo)man, and aren't liable to find someone who thinks otherwise, at least in the human species. But this is a lot more than that, as you seem to have a certain je ne se quoi which attracts those who are attracted to your sex and goes beyond mere appearance. Maybe it's how you move. Maybe it's your voice. Maybe it's your aftershave. I couldn't tell you, but you're very attractive to those who are attracted to your sex. This actually seems to be strongest when dealing with those who are highly attractive themselves, and you seem to have luck in both meeting and catching the eye of attractive individuals.

Dixie Darling (100 CP; requires/upgrades Strapping Young Man): Oh, you really know how to turn on whatever charm it is **Strapping Young Man** gave you. When you actively flirt with someone it's easy to turn them into putty in your hand, at least as long as they don't get proof of your bad intentions. It'd take a strong will and a good reason for someone not to fall for you when you actively pitch woo. This also gives you skills as a burlesque dancer, or stripper if you're more crass, able to sing, dance, and put on a show that will have all but those with notably strong or disciplined wills who are attracted to your sex staring and thinking of little else than your beauty during the performance.

The Coming Thing (200 CP): You might not know what it is, but you'll recognize it when you see it. You excel at recognizing things that will become major in society, whether that's a new style that's destined to catch on, new technology that will

revolutionize what's to come, or something else, and similarly you are good at recognizing the uses of such things, understanding how and why they'll become major. This makes you good at figuring out applications for new technologies (or technology analogues) you encounter, and how you can put them to use, as well as just generally having a good idea what changes and even fads might come.

Zen (200 CP): It can be deadly to be consumed by one's fear and hatred, even if you're not dealing with Clarketech. You have excellent control of your emotions, and are able to obtain and maintain a zen-like state of calm and enlightenment. It'll take some effort to reach this state, and some discipline to maintain it, but you can. And if you'd rather feel hatred, fear, and the full gamut of human emotions you can simply not put in this effort and discipline and rely merely on having excellent control of your emotions in the now. It shouldn't be beyond you to force fear of death and hatred for the man who killed your father out of your mind and act on righteous need to stop someone from hurting others instead.

Power of the Orb (400 CP): Like Big Smith after his return from his apparent death, or the orb researcher, you seem to have tapped into the powers of one of the orbs. This has provided you with superhuman strength – enough to pull a small bank vault out of a wall, or tear apart iron – and psychic powers allowing you to influence the minds or control the bodies of others. You could make someone turn a gun unto themselves – though you'd not be able to make them pull the trigger unless they did it in straining to fight your control – or suggest to someone they smelled smoke and make them really smell it and once that was well rooted into their mind that they could see fire. This even includes limited extrasensory perception – if you focused these on an individual you might be able to detect when he was near, or maybe you could sense what was happening in another nearby room. This is powerful, but not all powerful. Strong wills can resist your influence or control, and it's not like you're bullet proof. The abilities also depend upon your calm, and clear will; fear, anger, hatred and these darker emotions will weaken them. At least you don't seem to actually be reliant on proximity to the orb, or drawing on it for energy; maybe you just tapped into the same higher dimensional power source.

Lucky Son of a Sheriff (500 CP): You're lucky. This isn't day to day nothing bad happens to you luck, nor is it I can beat the odds at a casino and should play the lottery professionally luck. This is more of an adventurer's luck. It might help you break out of jail, have the first place in China Town you go for information just so happen to be the person who can give it to you, help you find clues to unravel a plot, or see that you spring your heist when someone is – for unrelated and unknowable to you reason – distracted. This isn't enough to ensure you'll always be successful, but when you're engaging in

adventure and excitement, things do seem to go at least a little better for you and serendipitous coincidences happen far more often than you'd expect.

This is especially effective when it comes to keeping you alive. Enemies choose to take you prisoner, or kill you via a death trap, instead of finishing you off. Mortal wounds are avoided, or some means to heal them arises. Attempts to kill you simply go very, very poorly. And this protection against death will apply even when you're not adventuring, so you shouldn't have to worry about random mishaps.

In short you have the luck and plot armor of at least a recurring character, and probably a main character. That doesn't mean this is an infinite protection, even your luck can run out, but it'll be there helping you stay alive and succeed as long as you give it the stuff to work with.

Hero Perks

Out Ride (100 CP): You're a proper cowboy. You're good with knots, can wrangle a cow if you need to, know how to quickly make a lasso and throw it properly, how to aim with a pistol, and all the basic skills a cowboy – whether a farm hand, outlaw, or bounty hunter – would be expected to know. You're especially good at roughing it on the trail, able to handle long days of travel, sleeping on hard ground, and trekking through the elements, and at riding, being one of the best horsemen of the west.

Out Spit (200 CP): You've got nerves of steel. Oh you can still feel emotions, fear or otherwise, but you don't panic, and you are able to calmly think things through even in an unexpected disaster. Your nerves serve you even better when it comes to bluffing, or just outright lying, as you don't have any tells, and are good at coming up with believable stories (and keeping them consistent) on the fly. This also comes with a knowledge of common cons and how to run them, and sure you know how to spit something out far and thick.

Out Fight & Out Shoot (400 CP): You're good in a fight. This won't provide you with martial arts skills or unarmed technique, but you're a great brawler. You have reflexes and reaction times best described as heroic, and instincts in a fight that help you to find and exploit opportunities. You find it easy to incorporate improvised weapons into your brawls, and cinematic elements – like trick shots, crashing through walls, or slamming people across bar counters – all seem to go better for you in a fight. You might not be the toughest guy in the west, or the strongest, but you're probably the best at taking someone down hand to hand barring some sort of kung fu master.

You're in the running for the best gunslinger in the west as well. You've got great aim, and are skilled at trick shots able to pull off feats like hitting a target by ricocheting the bullet off of two carefully positioned frying pans, shooting guns out of people's hands (or even shooting down their barrels), hitting bottles blindfolded after being spun around, or cutting ropes with bullets, and are also a master of the quick draw. It's entirely possible you're the fastest gun in the west.

Out Think (600 CP): You're smart. You might not be a scientific genius, or performing rocket science in your head, but you're observant and are able to put together information. You're not Sherlock Holmes, able to solve a case by a cold reading or just reading the facts in the paper, but you'd make a pretty good detective with your ability to piece together information and figure out what it is that's happening and going on. You're observant enough to pick up on minor details in a fight, recognize what's wrong with a

situation, or figure out when you could do something like ricochet a bullet into someone's hand for a surprising trick shot.

But it's not just observation. You're great at thinking on your feet and coming up with plans. Well, these plans are more improvised ploys than anything long term, but you excel at coming up with solutions to problems on the fly, and putting together ideas of how to handle a situation. These ploys and improvised plans seem to work better than they should when they're suitably bold, daring, and/or cinematic; a rescue by zeppelin, riding a rocket to catch a train, baiting someone with a pardon in one state to accidentally sailing into another, throwing a piece of a Clarketech device into an enemy empowered by a similar device, or a dozen other plans you care to name they just go better when they have a cinematic flare.

Bounty Hunter Perks

More Guts (100 CP): You've got more guts than most. You're strong, even for your size and build, but more than strong you're tougher than any man has a right to be. You can still be taken down, and a bullet can still kill you as dead as any man, but you could go 10 rounds with a heavy weight boxer, rather ineptly taking punches the whole time, and remain standing. And you're similarly tough in other ways. You might not be the best cowboy, but you could ride all day on a harsh trail alongside one.

Manhunter (200 CP): Really, oddly good at locating and tracking down people. You're oddly lucky at finding information about those who you're tracking down, overhearing people talking about them by sheer chance, or just happening to wander to where they are when you travel at random. You've also got truly phenomenal tracking skills; you can tell how long until a horse throws its shoe just by looking at its print, tell that a cow that was passing by was about to give birth, recognize someone's weight and proportions from their tracks, identify a specific wagon was among many that passed through by its wheel damage and how much longer it'll have until it gives out and needs a new wheel, and other similar feats almost casually. When you decide to track someone down it's a truly exceptional individual who can escape you.

Easiest $3000 Ever (400 CP): Adventuring can be a poor profession, especially when you keep doing things out of the goodness of your heart. Thankfully you seem to avoid that problem. Somehow when you engage in adventures and feats of daring or heroics, you seem to make a profit off of it somehow. Maybe you find people willing to pay you, or you find valuables on your way, or any number of other methods, but one way or another you can turn heroism and adventure into a full time job where you make a living, or more. Even when it'd normally pay anyone – like bounty hunting – somehow you manage to make more of a profit than normal.

Trusty Companion (600 CP): When working as the partner of an individual, a direct partnership (even if unequal) as opposed to merely being an ally, who is better than you in some way – smarter, stronger, better fighter, luckier, etc – you'll find yourself performing better in that regard for as long as the partnership continues. This only applies as long as you remain their partner – go back to competing against them and you'll be back to normal – and there is a limit to the increase you'll see. This will never make you their equal, and if someone is far enough beyond you they'll still leave you in the dust, but you're generally a lot closer than you otherwise would be when you're working with someone who is better than you are.

Lawyer Perks

Harvard (100 CP): Well maybe it was another law school, but you are a fully trained and experienced lawyer. While you may have a specialty, many lawyers do, you seem to be generally very well versed in the law, and to pick up new legal information and training at an almost farcical rate; you could go from a contract lawyer to a court attorney over the course of a single, badly biased and heavily rushed, court case, or pick up military law enough to defend someone in a court martial over the course of a few days at most. This won't guarantee you'll win your cases – especially if they're rigged and crooked from the start – but you are a good lawyer.

Trusted Agent (200 CP): You find it easy to obtain the trust of your employers, with them quickly coming to rely on you to keep their secrets and properly serve their interests. This even helps with prospective employers; you just have something about you which makes you stand out as a reliable agent. Betraying their trust can break this bond of trust, and repeated failure or incompetence might as well, but you just seem trustworthy.

Tycoon (400 CP): You are a robber baron. Or at least you could become one with the right resources. You are an expert at running businesses and corporations, and extracting the maximum profit from your holdings. You know how to manage holdings, and manage employees, and while you might not know all the ins and outs of every field – running a train monopoly isn't the same as a cattle one – you are good at familiarizing yourself with how to run a business of a certain type. You seem to have a natural instinct for profit at business ventures and in investing, able to make that money you have start multiplying and make the right business decisions to see yourself rich. Now, of course, sometimes you'll have to curb this with morality, and it's still possible to lose a bet but you've got a good eye for what sort of return on investment you can expect.

Soliciting Help (600 CP): It might be luck, it might be an eye for talent, but you seem to have a way of getting your money's worth when you hire someone to serve your purposes. Those you hire seem to be both oddly competent and oddly loyal, doing their jobs better than could be expected and more faithfully than most would for the pay. You do need to have actually hired them for what you told them you hired them for, and this loyalty only extends to performing the duties of their job. Hire someone to track down outlaws and they'll be faithful and better at it than they'd normally be, but it won't stop them from bringing you in for working with the same outlaws, and if you hire someone in an attempt to use them as an unwitting pawn in a false flag or frame them they won't necessarily be any easier to frame or more willing to let you go through with it.

Outlaw Perks

Blythely (100 CP): You have internalized a good villain's need for presentation, and you are able to craft a distinctive characterization and behavior, one which makes you stand out as unique. And you make it look easy, style seeming to simply ooze out of you, as you can chew the scenery and dominate attention with natural screen presence. While this is especially effective for more villainous styles, you can play the hero as well without too much difficulty.

Heist (200 CP): You have a sense and instinct for heists and armed robberies. You know how to rob a man, rob a bank, rob a train – which is basically a fast moving bank – or generally break into a place and rob it using a combination of speed, timing, and (threat) of violence. You're especially good at incorporating novel methods, or new technology or techniques into these planned heists and robberies. This also extends to kidnappings, and generally to stealing things.

Orb Dowsing (400 CP): Like how John Bly could feel the presence of the orbs, you seem to be able to feel the presence of powerful artifacts. You won't be able to tell precisely where they are, but you'll have a vague sense such that you could get an idea if one was in the western United States or the east, and could get a sense for when you're close; you might be able to tell when you're in the same state, or city, or part of a city, or even the same building. This won't ever be precise enough to point you directly to them, and it won't do something like lead you through a death maze of a cavern, but you'll know when they're nearby. You can learn to sense specific artifacts, and if there are too many ones the more powerful signal – either due to proximity or power of the artifact – can blot out weaker ones.

For the purposes of this perk a powerful artifact is some object of advanced technology, magic, or supernatural power which is clearly above the normal capabilities of the world and society; something just a touch more advanced than normal production wouldn't count, but some piece of technology from a century in the future, alien technology, or a lost, ancient magical object would.

Gangleader (600 CP): You possess a certain villainous charisma. You seem to find it easy to get a bunch of cutthroats and sociopaths to follow you. These immoral villains even seem to consider your amoral, dishonorable, and black hearted behavior a good thing, their respect and admiration growing with how dishonorable and lacking in morality you act, and not a reason to prepare themselves for your inevitable betrayal. This villainous charisma can make even proud outlaws who reject authority over themselves

and who are gangleaders in their own right agree to accept you as their leader and to work for and under you, as well as seems to keep your men loyal, even in your moments of weakness, not taking a momentary set-back or vulnerability as a time to strike you with their own inevitable betrayal. You'll probably still have to demonstrate you're a competent leader to get the role and loyalty in the first place, but you could get a dozen powerful, proud, and independent outlaws including pirate captains, corrupt leaders of organized crime, brilliant safe crackers, and big men with their own lawless towns all loyally under your banner. This is villainous charisma, however, and only works on the villainous; don't expect this to attract your normal person to your side.

Scientist Perks

Chemist-Physicist (100 CP): You possess a wide array of training in scientific fields, albeit circa 1893. Still you are proficient in math, chemistry, physics, and engineering. This doesn't extend to the field of medical science, but in all other STEM fields as of 1893 you are more than adequately experienced and trained, you're not a true master of any one of them but you'd pass as a professional.

Professor (200 CP): You are a natural polymath. You might not be trained in every (or any) field of science, but you possess a keen mind which naturally picks up scientific knowledge and information, absorbing it quickly and easily assimilating new scientific research and data and its implications.

Orb Researcher (400 CP): Technology thousands of years in advance of your own can be very hard to understand. And yet you're surprisingly good at it. You won't instantly understand Clarketech you encounter, but you seem to have a good intuition in dealing with it. You can get a feeling for what might be dangerous, and what might be safe, and get an inkling on what it can do and how to make it do it. It'll still take time and effort to fully figure out how to utilize it, and this won't guarantee you're able to figure out how to replicate it, but this intuition will give you a better chance than most people when it comes to trying it.

Experimentalist (600 CP): You might not know what the coming thing is, but you're liable to be the one who invents it. You have a knack for pushing the frontiers of technology and engineering, a mind that is able to carry forward technological engineering in leaps and bounds. From the technology of the 1890s you could almost casually invent anything that would be introduced in the 1890s, and even something like building a tank, a taser, rubber bullets, or a wagon powered by electrical batteries instead of a horse wouldn't be beyond you. Of course if you have a better tech base already this will do more, as you possess a highly inventive and creative mind which excels at pushing the envelope of technological engineering.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Blade (50 CP): This is a big knife, machete, or even a smaller sword such as a cutlass. It retains its edge well, and seems to be easy, almost instinctual, for you to wield. It will automatically maintain and repair itself when not in use.

Good Rope (50 CP): This is a good length of rope. Its length seems to vary somewhat based on what you need, it won't get longer than about 100-ft but if you need less it can seem to be less for the time being. It is strong, high quality, and oddly quick and easy for you to tie into knots.

Dime Novel (50 CP): This is a collection of dime novels. These short adventure stories are about you. You'll get a new one every week. Quality varies wildly, some dime novels can be good, others can be forgettable or bad, and accuracy varies just as much, but they are (at least loosely) inspired by your adventures.

Frontier Fashion (50 CP): This is an outfit fit for a dashing bounty hunter or a distinctive villain of the west. Whether you're dealing with a classic cowboy outfit, a duster, a longcoat, or something else, this is an outfit which cries out western adventurer. It is surprisingly resistant to being damaged or dirtied. If they are damaged or dirtied they will fix themselves over time when not worn. Hat, naturally, included.

Horse (50 CP): This is a riding horse. It comes with the accouterments a horse would be kitted out with to ride – a saddle, bit and bridle, reins, etc – and is well trained and good tempered. It's otherwise an ordinary horse.

Inner Space Suit (50 CP): This is a diving suit, apparently a new invention in this world. Normally you would need someone to work the oxygen pump, but since you're paying CP for it, yours will work itself as long as it's in the air, and the suit seems to be highly resistant to pressure. Of course the air hose is only maybe a hundred feet.

Six-Shooter (50 CP): This is a classic Western style revolver. The gun will maintain, repair, and reload itself over time. Alternatively you can have a rifle. It will still maintain, repair, and reload itself over time.

Still (50 CP): This is a still for producing moonshine. In fact it'll produce moonshine on its own without your intervention, filling up a large barrel within a (lunar) month. Besides being highly concentrated alcohol it's extremely flammable and the barrels can even explode if exposed to flames.

Adventurer's Map (100 CP): This is a large map. In a way it's nothing special, simply being a map of the area on the level of existing maps of the area. It is however a map of the area you're in, and will change to be an appropriate map. It won't show anywhere that cartographers are unaware of, or anything special, though if you're in unmapped territory it will map off of what you have seen and encountered. It does, however, show your journey. Whenever you are on a journey a red line will form on it showing you the path you have taken, how far you have gone, and where you are. This line will disappear when you've completed your journey, and a new line will begin when you start a new journey.

Cigar Case (100 CP): This cigar case is silver plated, looks nice, and comes with a restocking supply of cigars. It also shoots a dart tipped with anesthetic when closed. You don't need to worry about getting the dosage right, it never seems to overdose people, though people who are sufficiently more resistant to knock out drugs than a normal human could resist. It only holds one dart, but it will maintain, repair, and reload itself over time.

Green Apples (100 CP): This is a supply of green apples. Just reach into your pocket, or perform a bit of sleight of hand, and one of these apples will appear in your hand. You'll have to wait a bit before pulling another out, but you should have plenty of apples to snack on throughout a day. Equines seem to have a special love for these apples, only seeming to increase the more intelligent an equine gets.

Knightly Armor (100 CP): This is a large, iron suit of armor. It's heavy and difficult to move in, barely allowing one to walk, and reducing range of motion enough to stop one from climbing onto a horse unassisted, running, or really doing more than an awkward, unbalanced walk, and can't actually be put on or taken off unassisted except for the helmet. It is also completely bullet proof, even to modern guns, unless they manage to shoot you through your (unfortunately comically large) visor slits or use something designed to punch through the armor of (early) tanks. It still won't hold up to even 19th century artillery and cannon, though.

Machinery Gun (100 CP): With the butt of a rifle, but five barrels attached to a single round store of ammunition. Its accuracy is nothing to write home about, but it sprays down fire in a way that no other gun of the 1890s can match, holding far greater stores of ammunition than it should, though it's not a true (sub)machinegun due to firing only in small bursts. It has surprisingly non-existent recoil for firing 5 rifles simultaneously. It will reload itself over time, and holds a lot of rounds of ammunition to begin with.

Horseless Carriage (200 CP): This is a carriage, possibly a hearse, which comes with no horses. Instead it comes with a series of batteries which are capable of powering it. It's in effect an electric car, though built on the wooden frame of a traditional carriage, and controlled via reins as opposed to a wheel and pedals. A pair of rotating brushes on the back brush away its tracks perfectly, making even the most expert tracker unable to find them.

These batteries will recharge over time when the carriage is not in use, and hold a truly surprising amount of power. This carriage will repair and maintain itself over time when not in use.

Land Ship (200 CP): This is a horse drawn wagon. It has a small cannon on the roof, such that might have been carried on an age of sail pirate ship. This cannon surprisingly has little to no recoil.

The cannon automatically reloads itself, and the horses seem to need very little care, though they do need to rest from time to time.

Steel Horse (200 CP): This is a motorcycle complete with a side car. It's capable of easily handling horse trails and abnormally good at uneven or difficult terrain even when at highway or greater speeds. Or greater because where a kerosene powered motorcycle might reach 70 miles per hour, this one has a nitromethane fuel booster to make it like riding a rocket; it can run out of fuel if you push it to go too fast but it can easily gain on and outspeed another early motorcycle. It also has proper suspension, making it a smooth and comfortable ride even over such difficult and uneven terrain.

Because you're paying CP for this it will refuel, repair, and maintain itself over time when not in use.

Elysium Mine (300 CP): This is a gold mine valued at $3 million in 1894, so a good deal more by modern standards. You've got the deed, and the mine has been prospected and the start of digging it out has begun. You'll find that the mine refills itself at the start of each jump, so as long as you can get people to dig it out you'll have plenty of gold.

Super Cannon (300 CP): This is the most powerful cannon of its day, something closer to the artillery of WWI that'd be developed over the next 2 decades. It comes with a resupplying stockpile of shells. Most importantly it comes with a smaller supply of knockout gas canisters it is able to fire, which resupply slower. With only a fraction of this supply of knockout gas canisters you could knock out an entire small town. The gas does not linger long, at least in an open area where the wind can blow it away, but it will knock out people for much longer than it stays in the area.

No Man's Land (400 CP): This is a small town, one that was supposed to have been abandoned as a ghost town. Except that it's inhabited. Specifically, it's inhabited by only women. Men aren't allowed in, but they'll make an exception for you. Also you're the mayor. If you'd prefer it, you can have it have a different demographic mix, such as a normal ratio of men and women, or all men.

The town isn't on the maps. Some old ones might list it, but it's supposed to be uninhabited now. It'll not be on maps in future jumps either, and the town will follow you inserting into a relatively isolated location, retaining changes as long as it remains a small town, including those of population. You may choose to have it not insert into a jump but instead be frozen in stasis for the duration of a jump if you deem it too dangerous. You may also choose to have it reset to its initial state at the start of a jump, and may change the demographic mix at that time.

Orb (1600 CP): Oh well this is the big one. This is a 4th orb, one that even John Bly doesn't know about. Looking like a gold-colored orb composed of an unknown alloy, and from which several bumps extend each one a single end of a blue, energy filled rod, the orb is a manmade electromagnetic wave-particle net that captures energy at certain nodal intersections of the spacetime grid. What this means is unclear. However, it is clear that the orb has many powers and abilities. John Bly, if not stopped, would have conquered the year 2500 and ruled for 2000 years after all.

The orb seems to have an ability to sense the morality of its users. Bly had to have a good, moral man instruct him in its use under threat, and the same thing that gave a chain gang the strength to free themselves gave a corrupt executive strength only to burn out his body and reduce him to ashes. Another dematerialized an outlaw who tried testing its powers. The exact level of this intelligence is unclear, though it is clear that one can get around this judgment with the proper precautions and understanding of how the orb works. You're not given this understanding simply for purchasing this, but you may be able to obtain it.

The orbs were shown to be able to: grant strength, grant telepathic abilities, heal wounds, allow someone to see and communicate with the ghost of their father, create medicine capable of temporarily restoring youth or granting telepathic abilities, dematerializing individuals, when damaged ‘exploding’ expanding a spatial warp that covered a house before the explosion covered it from view and the end results were not shown, and with full access to its power gave telekinesis, ability to control people’s bodies (well enough to make the strong willed shoot at the orb user or to stop someone from moving or pulling a trigger), and exist in some state where bullets passed through them. Another individual powered by a second orb was able to fist fight an individual powered thus, and even hit them into furniture and walls to damage them before killing them by throwing them out of a window, and in another case destroy them by throwing one of the rods of the 2nd orb into them at which point it passed partway through their body before they were overloaded with energy and turned to ash.

The orbs were also able to create portals through time allowing for time travel which explicitly could change the past though this seemed to be relatively draining to them as they were unable to do so twice in quick succession.

Now normally given the orbs require insertion into specific parts of the spacetime grid to function, they’d lose their power and not work if removed from their native spacetime continuum given you’d be unplugging them. Since you’re paying for the orb it will automatically slot into the spacetime of a new jump, allowing it to retain its powers. It is possible that certain metaphysical elements of the nature of the world may change certain abilities of the orb – for example the existence of magical energies may grant the orb more magical effects – though this can be wildly varied.

Hero Items

Most Beautiful Gun in the West (100 CP): This is a revolver, with an ivory handle which has been painstakingly decorated. You can choose the exact design as long as it's distinctive. Besides being beautiful, this gun will grow to be associated with you, and your reputation. Somehow people will even recognize if someone has it with your permission to carry it or stole it.

The gun will maintain, repair, and reload itself over time.

Bounty Hunter of Tomorrow (200 CP): No, not a robot. This is a full body bounty hunting get-up, though. The goggles and mask keep dirt and debris from the trail from hitting your face. The metal in the hat provides protection from rocks and limited defense against head wounds. It wasn't mentioned but there's visible mail woven through the suit providing some level of armor, despite it seemingly being no heavier than normal clothes, though the wearer still got beaten up by someone unarmed so it's only a level of protection and shouldn't expect it to stand up to a gun. The boots are heavy and sturdy, and the gloves are thin, supple leather which are very sturdy while not encumbering your trigger finger.

It comes with a revolver loaded with non-lethal rubber bullets, hitting with enough force to hurt or knock someone out, but not able to penetrate their body. It also comes with an electro-pistol which fires a short range electrical device capable of electrocuting someone into unconsciousness. You'll never have to worry about either weapon doing lasting harm to a target or killing them, and both will repair, maintain, and reload/recharge themselves when not in use.

Super Horse (400 CP): It's almost hard to call this animal a horse. For one thing it seems to forget that it's a horse sometimes. For another it's rather extraordinary. It's not its speed and endurance, which are certainly above average for a horse as it seems to have more endurance than any other horse in the west, and while it usually is just a little faster than average, if it really pushes it can not only match but gain on a motorcycle going 70 miles per hour, though even with its endurance it's not keeping that up for more than a minute or so before being exhausted. But it's its intelligence. The horse is fully capable of understanding your spoken language, and while it lacks human-like vocalizations, it can respond and make itself understood to you with movements, foot stomps, and equine sounds and have full conversations in this manner. It's also capable of understanding Morse code, and a fairly skilled chess player. Beyond that it has a way of finding you wherever you go, seemingly able to get a feel for your location, and is remarkably good

at reaching you when you need it – even if that means it has to take a train on its own – time seeming to bend a bit for it to do so. Finally it has something like the **Trusty Companion** perk but only in relationship to you; other allies or partners won't benefit it.

Magic Bullet (600 CP): This is a single bullet. At first glance it seems to be made from gold, but in fact it's the same material as one of the orbs. It is also a truly special bullet. There's too many unknowns in Brisco's orb bullet to be sure exactly what it did, but yours has a way of penetrating any supernatural defenses, energy shields (including magnetic or gravitic shields), supertech defenses based on anything other than good old fashion real world physics, psychic barriers, or pretty much anything that could be called a 'force field.' It doesn't just penetrate forcefields, though, but has a way of disrupting energy fields using higher dimensional energies of its own to overload and shut them down, it can similarly disrupt special energies in its target. This can risk turning them against the target, especially if they were drawing on outside powers and energies beyond their natural possession. The bullet is also capable of transforming a target into energy and transporting them into a containment device that you possess, though no such containment device is included. It'll need to be capable of holding an energy being, because they will revert to normal if they escape. Alternatively, you can just have it release energy destructively, similar to the damaged orb when it was activated and imploded the local area into its spacetime warp; it won't be as big but it's still a pretty potent way to get rid of someone.

You get a single magic bullet which will replace itself after 10 years or the start of the next jump whichever is first.

Bounty Hunter Items

Shotgun (100 CP): This is a sawed off, double barreled shotgun. This shotgun seems to have all the benefits of a full length barrel when it comes to accuracy and range, as well as still having the smaller size and lighter weight of a sawed off shotgun.

Since you got it here for CP it'll repair, maintain, and reload itself over time.

Dynamite (200 CP): This is a set of 6 small sticks of dynamites. They're each a little on the small side, closer to a half stick in explosive potential. But that still makes them effectively hand grenades, and if you blow up all 6 at once you'll get a larger bang. The fuse length seems to be what you need it to be when you light it, from something that barely gives you time to throw it, to long enough to have several minutes without the actual length of the fuse visibly changing, and you do seem to have some influence on it even after you light it, able to speed or slow the burning though it won't be as fine control as when you were lighting it.

Use sticks are replaced at a rate of one per day.

House (400 CP): This is a nice house. It's not a sprawling mansion, but it is a high class house that you might buy in the heart of a bustling city such as New York or San Francisco. It has all the modern conveniences – meaning it has running water, electricity, and can even have a supply of natural gas if you'd prefer gas lamps – and comes finely furnished with luxuries such as fine crystal, a wine cellar, high value snacks such as fresh pistachios, and a butler with an English accent (or a maid if you'd prefer).

The house will insert into future jumps all taxes paid and legally yours. It will have its own supply of water, and natural gas, as well as a natural gas fueled generator for electricity, though utilities (within reason) will be paid for as well. Its furniture and fine crystal will also be replaced when inevitably damaged or destroyed in battles, and its wine and snacks will restock over time, not enough to completely feed you but enough that you should be able to have some snacks and fine wine with your guests for special occasions. The butler's salary will also be handled and they are a follower.

Federalized Agent (600 CP): This is a badge showing that you're the law. Oh not a sheriff's star showing you're the law in town, but a badge from the federal government. It's effectively a license to ignore the law, giving you an authority to break the law and use your own discretion in the service of the government's purposes. This will come with suitable employment by the US government, though they can strip this status from you if you should use it to try and get away with crimes unrelated to maintaining the peace or

opposing the sitting government, or if you act against them. The badge still might be useful for bluffs even then.

In future jumps you will be given a similar position in a major country as an agent of the highest levels of its government with authority to bypass the law in their service, and the badge will be recognized as providing you with such authority.

Lawyer Items

Suits (100 CP): This is an array of suits (or dresses) that look respectable and fit for a civilized man of business and not some frontier hayseed. They are surprisingly resistant to being damaged or dirtied on the trail, and will remain creased overnight even without you tucking them into your bed. If they are damaged or dirtied they will fix themselves over time when not worn; overnight at the latest.

Saloon (200 CP): This is an authentic western saloon. It has a series of rooms for rent above it. It's got running water and has been newly wired for electricity, don't fear. It also has a manager and staff to run it. You're a partial owner, getting a cut of the profits and being able to stay and eat here for free.

It will supply its own water and electricity in future jumps, and assuming it's in a functional society and place for a bar and hotel to be the follower staff can keep it up and running, though it won't automatically restock its food and drink except at the start of jumps.

Battle Wagon (400 CP): This is a wagon capable of moving without horses by use of a combustion engine. Designed to carry a single driver, it is protected by 8 inches of steel making it impervious to most man portable weapons, and its tread drive system easily carries this 3 ton wagon where it needs to go. A 70 millimeter cannon on the top provides it with a powerful weapon of its own, making this battle wagon a truly impressive force on the battlefield and possibly the coming thing in warfare.

Its cannon seems to pack more punch than it should, with its munitions having a rather large explosion when they strike. And because it's a lot lighter than 8 inches of steel armor should make it – or even any armor at 3 tons – it can actually tow a fair amount of weight, even if its engine is puny compared to that of a modern 60-ton tank.

This battlewagon doesn't need fuel, will automatically reload itself given a few moments, and is built to be manned by a single individual, being a very small tank.

Barony (600 CP): Well you might not be a full robber baron with just this, but this is a large amount of holdings in something that would give you a great deal of wealth and power in the west. Something like cattle, shipping, mining, or railroads. Banking being superior is not on the table, but you can go outside of these four; maybe you control the up and coming power company or telegrams. Either way, while you won't be as powerful as one of the robber barons hiring Brisco, you've got enough holdings to make you wealthy and powerful.

In future jumps you will find yourself in control of equivalent holdings to what this gave you. They will be updated to the setting as appropriate; shipping might represent ownership of a space merchant fleet in a space opera, or more primitive boats in one set in ancient Greece. Railroads might be some other form of public transport in a space opera setting (or human transport space ships) and maybe owning herds of horses in a more primitive one.

Outlaw Items

Derringer (100 CP): This is a small, single shot gun. It packs a surprising amount of punch, being more comparable to a full sized revolver in its stopping power, but it does still require you to make your one shot count. This derringer is extremely easy to conceal and hide even more so than its size would indicate.

Since you got it here for CP it'll repair, maintain, and reload itself over time.

Gang (200 CP): This is your very own gang. No one here is particularly impressive, or special, they're just 15 low-rate thugs. Still they know how to use their handguns, and can brawl. They're not particularly smart, so don't expect much creative thought. All in all they're pretty much your basic villain mooks.

They're followers not companions, and if killed will be replaced with new thugs at a rate of 1 a week.

River Boat (400 CP): This is a large riverboat. It comes with a follower staff, including ones who run the secret casino on it. Well it's not really that 'secret,' but somehow illegal gambling is tolerated on this boat. You could have the sheriff, governor, and district attorney gambling on this boat and you'd not get in trouble for it even if gambling was illegal; now if you were robbing people or killing them that would not be covered.

The boat comes with food, drinks, and money for the casino – at least a sizable starting seed of it – but these will only replenish themselves as the start of a new jump. The boat will refuel, repair, and maintain itself when docked, moored, or run aground. Also because a boat that's limited to ocean is pretty limited, yours is seaworthy, able to travel deep seas; it's not big for a cruise ship, but you could take it across the gulf.

If you'd prefer you can instead have a non-boat casino. It'll retain its ability to have extra-legal gambling without any legal consequences. You can change it between a building and a boat at the start of any jump.

Blanket Pardon (600 CP): This is a pardon for any and all crimes you commit in perpetuity, handed out by the governor of a state or territory (of the US) of your choice. They can revoke it if you commit crimes against them or threaten them, but as long as you're not directly targeting the highest authority in your state or abusing it too publicly you can commit a great variety of crimes and misdeeds; the occasional murder is fine, shooting people in front of a crowd in broad daylight is likely to get it revoked.

In future jumps this will have been given by the highest authority in a territory of your choice. The size of territory available will depend upon the setting; a jump taking place on something like the breadth of the North American continent you could choose a state or territory, but not a major country like the US, Canada, or Mexico. One taking place solely in Ancient Greece or Japan you might choose a single city state or a Japanese province. One taking place in a galactic empire it might even be an entire sector of space.

Scientist Items

Rocket Car (100 CP): This is a small rocket strapped to a small wheeled wagon. It doesn't quite fly, but can go a lot faster than a train on train tracks, and if you cut loose with the fuel can go faster than a car on a horse path. Though it might not be advisable because while it has brakes it doesn't have any suspension so it'll be a bumpy ride and it doesn't exactly have a way to steer it effectively.

Because you're paying CP for this it will repair, maintain, and refuel itself when not in use.

Dream Lab (200 CP): This is a well equipped lab for research in the field of your choice. It's only equipped by late 19th century standards, which means you won't have much in the way of complicated machinery, and definitely no computers, though it will come with running water and be wired for electricity. Still, whether you want a biological research lab, an engineering lab for the testing and design of mechanical prototypes, a chemistry lab, or something else simply choose your field of scientific research and this is a well-equipped (by late 19th century standards) workplace for it.

It even comes with regular shipments of resources appropriate to your chosen field. A medical lab might receive projector/microscope slides of disease cultures, lab animals, samples of medicinal herbs, and more. An engineering lab could receive shipments of machine parts or raw materials. A chemistry lab would receive various chemical solvents, catalysts, and substances for synthesis.

Zeppelin (400 CP): This is a helium-lifted airship similar to that which would be designed by Professor Wickwire. Lifted by expensive helium, as opposed to highly flammable and potentially explosive hydrogen, you don't have to worry about it lighting on fire, though it does vent helium into the passenger carriage at times. It's also a bit big for 1 person to man, requiring a second runner to turn valves and release gas for maneuver.

The good news for you is that it will refuel, repair, and maintain itself even when in use, and this isn't only the gas to run its engines but the helium used to keep it aloft.

Orb Medicine (600 CP): This is a set of small vials containing a clear fluid. Taking one of these vials serves to return a body to its biological prime. It won't age someone up or clear up a viral/bacterial infection but it will de-age someone to their youth, or reverse degenerative conditions. It can even bolster the body's recuperative abilities to heal wounds, and restore lost blood, though it cannot heal something that couldn't, given

enough time without dying, be healed naturally. For those who are already in their biological prime and not gravely injured, it instead grants temporary telepathic powers similar to those provided by the **Power of the Orb**. Unfortunately its effects are temporary, lasting only as long as the vital energies within. Used to heal it might fade very quickly, its energies directed to healing wounds. Used to reverse aging the duration will vary based on how much age is being reversed; and continuous use seems to burn through additional doses faster and faster. Used for telepathic powers they will fade eventually and using them will expend them faster. Given all of this is derived from it being a solution of energy made to be absorbed by the body safely, it could also be used to potentially refill or restore other bodily energies the imbiber possesses, and potentially other uses may be found.

You get 20 vials, and they refill at a rate of one per day.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain an origin as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 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 wish you may pay the price to import (or create) 1 or more companions a second time, to grant each companion imported again this way the **Lucky Son of a Sheriff** perk, however this will **reduce** their CP stipend to a mere 400 CP.

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 (50+ CP): For every 50 CP you pay you may recruit 1 canon character.

OC Companion (200 CP): You may gain one of the following companions who otherwise will not exist at all; each one is discounted for a certain origin. Their gender may be freely changed, though their perk and item choices are fixed. If you truly desire to give them another perk CP may be transferred to them giving them 1 CP for each additional CP you spend; this additional CP is not discounted for matching their origin. They have the discounts (but not freebies) of the same background which discounts their purchase.

Billy Butch James Hardin (Discount Outlaw): It's not exactly clear why this outlaw goes by the name he does, instead of his birth name, but he does. He might be eccentric but he's a pretty good outlaw, combining enough skill in the trade with enough luck to have made a pretty good career and have even gathered quite a gang about himself. But he recognizes in you someone who will lead him to the score of his dreams; which seems to be more about adventure and excitement and fame for his grandiose crimes than actual wealth which he has almost no interest in. He has the **Lucky Son of a Sheriff**, **Blythely, Heist, Gangleader, Out Spit**, and **Chemist-Physicist** perks. He has the **Most Beautiful Gun in the West** and **Gang** items.

Burlesque Beauty (Discount Hero): This beauty is a dancer by trade, normally not tied down at any one place, but traveling by making use of her wits and her beauty to get ahead in life. She has, however, taken quite a liking for you, apparently having decided that if it's you she just might be ready to stop making the same mistakes she has been all her life and settle down. She has the **Strapping Young Man**, **Dixie Darling**, **Out Ride**, **Out Spit**, **Out Think**, **Lucky Son of a Sheriff**, and **Sing Like an Angel** perks. She has the **Derringer** and **Horse** items.

Employer (Discount Lawyer): This wealthy magnate has decided that he wants to employ your services. He's a charming, sensible, and cunning businessman, and has some rather extensive holdings. And is only more than happy to try and expand them across the multiverse. He's not necessarily without morals, though he has a way of typically looking for how he can profit first and the common good second. Even so, he does fund some charitable organizations, and at least one orphanage, though if asked he'd say they're just for the purposes of building up his good name and reputation. He has the **Lawyer**, **Tycoon**, **Soliciting Help, The Coming Thing,** & **Out Spit** perks. He has the **Suits**, **Saloon**, & **Barony** items.

Manic Scientist (Discount Scientist): Despite their energetic and overly-excitable nature, this aging scientist is well-learned and a thorough polyglot. An expert on everything from chemistry to comparative mythology. He's thoroughly convinced that benevolent aliens taught early humanity the art of civilization, before being driven away in their war with the snake people who sank Atlantis and now live in the Hollow Earth, and he will expound for hours on end about his reasons if you give him the chance. He finds them convincing at least, and he does tend to be fairly good at figuring things out being absolutely brilliant as a rule. He has the **Chemist-Physicist, Professor, Orb Researcher, Experimentalist**, and **Out Think** perks. He has the **Inner Space Suit** and **Dream Lab** items.

Not So Lone Ranger (Discount Bounty Hunter): You saved this Native American hunter's life at some point, and they've decided that they'll join you in your adventures and undertake the dangers – and excitement – alongside you. They have an odd tendency to call you kemo sabe but are faithful, skilled, and true, and you'd have to search long and hard to find a more faithful or reliable friend. They have the **Hollywood Shooting, Out Ride, Out Fight & Out Shoot, More Guts, Manhunter,** & **Trusty Companion** perks. They have the **Shotgun** and **Super Horse** items. His skill with the bow is fully equal to that with the gun, but he prefers his shotgun.

Drawbacks:

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

Bear Paw (+100 CP): One of your hands has been replaced with a bear's paw. This change follows you in all forms. And unlike a fictional French trapper yours isn't a prosthetic.

Dime Novel Adventures (+100 CP): You are not entering into the world of *The Adventures of Brisco Country Jr*, but into the world of *The Adventures of Brisco Country Jr* dime novels that exist inside of the tv show. We don't get too many details, other than that Brisco has bullet fragments in his brain which keep him from sleeping right, and things are even sillier and zanier with bearclawed French trappers, miraculous survival from dynamite wagons exploding point blank, and Bolivian adventures, but expect things to get sillier, zanier, and weirder… And this was already a world with land pirates and time traveling orbs.

Elvis Impersonator (+100 CP): Like Sheriff Viva you seem to have somehow predicted the coming of the King and herald it by imitating his mannerisms, voice, and persona. You have a strange affinity for sequins, bad karate moves, and a tendency to call people hound dogs, and generally act like an Elvis impersonator.

Gunsmoke (+100 CP): Something you're going to be seeing a lot of. See you have an inordinate faith in guns as your weapon of choice. Unfortunately you have the same Hollywood accuracy as everyone else around here. Unless it's a duel or a climatic confrontation that's been properly built up to you won't ever hit anyone important, and even shooting at mooks you don't seem to be able to hit 9 times out of 10. Yet for some reason you keep putting your faith in your gun skills. At least when it is a duel or properly climatic you can pull off all the gun tricks you'd normally be able to.

Too Pretty (+100 CP): You look good. Or at least you think you do, this won't improve your looks. As much as you'll wish it did, because you're suddenly a lot more concerned with your looks and will find yourself spending a lot of time maintaining your beauty, and concerned more than a little too much about making certain you fit a rather stylized aesthetic. You're overly concerned with others' beauty too.

What Orb (+100 CP): You don't know anything about the Orbs, or Bly and his time travel. In fact you're not aware of anything about the Adventures of Brisco County Jr. You might have heard of Brisco County Sr if you haven't dropped-in, but you'll only have your in jump memories to rely upon, and you won't be aware of Brisco County Sr having a son. Unfortunately this drawback also ensures that you'll get involved with the orb in some way, and that if Bly obtains it – which he will if you don't change things – that you'll have to face him after he has its powers. Not that you'll remember that fact.

Bullet Fragments (+200 CP): You have bullet fragments in your brain which give you terrible headaches and make it difficult to sleep. No matter how immune you'd normally be to pain or the effects of sleep deprivation you'll feel this pain and every hour of sleep you're missing. That's it.

Have Gun Will Travel (+200 CP): You seem to have become something of a compulsive hero. Like Brisco County Jr himself you just can't seem to help but throw yourself into causes for altruistic reasons, and you'll be finding a lot of people who need your help. Hopefully you can find people willing to pay you for this, but you'll be volunteering to help people who can't afford such things more often than not.

He Touched Your Piece (+200 CP): You have a weapon. A weapon you love. It has a name, and you talk to it as if it can actually respond. You're actually sort of creepily attached to this weapon. You absolutely won't risk its destruction and will go to extreme lengths to get it back, forgetting everything else when it is taken from you. And when someone else has it you seem to be reduced to stunned sputtering and to become extremely mentally distraught for a time.

Philosopher (+200 CP): Like Socrates Poole, you're not made for adventure or life on the frontier. You seem to be easily flustered by unexpected events, you are unaccustomed to physical hardship and find yourself getting easily overwhelmed and discouraged by things like life on the trail or any sort of field work. You're not incapable of adventure – Socrates Poole proved essential more than once – but you do seem to have had your competence as an adventurer taken a sharp nose dive. You also have weird habits like tucking your pants in under the mattress to maintain their creases and hanging your socks on the top of bookcases to keep them warm for the morning; they might be normal back east, but in a frontier society you're just odd.

Wild Wild West (+200 CP): This is a Western not a space opera or a fantasy work. You'll find that all your powers, perks, items, followers, pets, and other resources from other jumps, including your warehouse, are unavailable to you during this jump. An exception is made for those resources from a jump of the Western, or even Weird West, genre (but not Space Westerns so Star Wars won't count), as well as any jump based on movie or show which prominently features Bruce Campbell as a major character, or based on The Evil Dead franchise. This restriction applies to your companions as well, who will be unavailable unless imported into this jump or from an applicable jump, or were played by an actor with a major character in The Adventures of Brisco County Jr (so the 60s version of Gomez Addams is quite applicable), and will likewise lose their out of jump resources from inappropriate jumps even if imported.

You may regain access to your out of jump perks and powers (but not items or warehouse) that were locked away in this manner temporarily by creating a special medicine from one of the orbs. The more powerful the abilities accessed the less time the medicine will last, and it will take time and effort to produce and almost certainly counts as an abuse of the orbs' powers, as well as requiring them to recharge between production of doses. An orb purchased from this jump document cannot be used to produce this medicine.

America's Most Wanted (+300 CP): John Bly has a bounty in the hundreds of thousands of dollars. Yours is at least $1 Million, dead or alive. You are officially the most wanted outlaw in America, and can expect every bounty hunter in the west to recognize your face, and every lawman in the country as well, and the army to be more than happy to chase you down. Even if you leave the United States you can expect even countries which don't have extradition agreements with the US to be more than a little tempted to hand you over, and bounty hunters to still be chasing your head. And given the crimes you're on record as having committed, you can expect people to distrust you and to see it as their moral obligation to bring you in.

Bad Luck (+300 CP): It's a nickname you're liable to earn. Partially it's because you're now extremely superstitious, believing in all sorts of luck, good and bad. Partially it's because you seem to be bad luck for yourself and everyone around you. You're just so clumsy and have a tendency to bumble and mess up things even when they should be simple. You just seem to cause accidents wherever you go, and while sometimes these accidents will hit you, they tend to do the most damage to your friends and allies. Thankfully these accidents won't be directly lethal, but when you cause them in combat that's no guarantee that your enemy won't take lethal advantage of them.

The John Doe Gang (+300 CP): There's an individual who, like you, doesn't belong in this time and place. Maybe like Bly they're from the future. Or maybe like you they're from another world. It's hard to say. What's clear is that no matter how good you are, they're going to be a challenge to you, and that dealing with them won't be easy and you will have to deal with them because their goals and yours are mutually incompatible and will lead you inevitably into conflict. Oh they're not necessarily a match for you, if this isn't your first jump they're very unlikely to be one, but they'll take you some real effort and time to deal with. All the more because they have 12 companions of their own, and when they're working together with their companions you certainly won't be able to deal with them. Thankfully they do have a tendency to split up, and you should be able to deal with their gang one by one. Until you do, there's no getting rid of them permanently; you might be able to beat them, or seal them away, but they'll always come back until you've dealt with their entire gang. Only then can you permanently say good-bye to them.

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. Though this may lead to an extra option.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, continuing on to another world and another jump. Proceed to your next jump.

End Jump Scenario – Orb Builder

The Orbs are marvelous pieces of technology, ones from the far future which draw power from nodes in spacetime. Possession of one can make a man into a living god. And you're going to take one even further beyond what they are.

To take this scenario you must choose to **Stay Here** at the end of this jump, meaning there is no giving up on this task partway and continuing upon your chain. You must then study the construction of the orbs and build your own orb. This is merely the first step to understanding, as you will then need to create a more advanced version of the orbs. This must be a device that is able to tap into crossdimensional energies and the powers of many worlds, drawing across the omniverse like how the orbs draw upon this world's power. This will require you to incorporate many different forms of energy and power from other worlds, including those which would be deemed supernatural, creating something that can harmonize with multiple different realities simultaneously, and goes as far beyond the orbs as the orbs went beyond the coming things that Brisco County Jr was looking for out in the west and which would define the early 20th century.

This won't be easy or safe. Mistakes in the construction of such a device could destroy you, the Earth, or even unravel the entire spacetime continuum. Even if you don't end up tearing a hole in reality, you will find that your research draws attention. Time travelers seeking to rob or kill you, even perhaps the original designers of the orbs breaking their own rules to kill you and preserve reality, and once you start making something truly transcosmic you can expect individuals from beyond this reality to potentially make an appearance.

However if you are able to push your scientific endeavours beyond the limits of this spacetime continuum, and build an orb capable of tapping not into nodal intersections of the spacetime grid but ones of the omniversal grid you will be able to draw its power into yourself, like Bly did with the orb, and use that power to ignite your spark. And with it you're free to leave this world as you please.

Notes:

Jump by Fafnir's Foe

Out Like a Light can apply to ranged weapons as they're bludgeons. Shoot someone in the head with a bullet and it won't help, but throw a rock and as long as you're not throwing it at the speed to pass through their face it'll be fine.

Hollywood Aim would apply storm trooper marksmanship to storm troopers or a task force of green berets, but Darth Vader, the green berets' CO, or that one guy who doesn't wear regulation clothing and holds himself aloof obviously the superior marksman might hit you, though their odds would vary. Meanwhile that dude who killed your father and you've spent your life hunting, he can probably hit you.

Trusty Companion exists because Bowler's competence always spiked once he stopped fighting with Brisco and worked with him, especially his intelligence. And it'd drop again when they stopped working together. As for how far it can take you… A normal person won't suddenly become Vegetta because they're working with Goku, but you might keep up with Krillin but if you were already Krillin you'd get a lot closer to Vegetta. And Socrates Poole wouldn't suddenly become Bowler's equal when working with Brisco even if he had the perk, but he'd be able to handle a gun and adventure.

Trusty Companion would function between say King Arthur and his knights or Charlemagne and his paladins. It would not, however, work between King Arthur and a random one of his footsoldiers. It requires a close working partnership, and not merely being on the same side.

Super Cannon is a bit vague on details because the actual listed range for the cannon was actually pretty low for the 1890s.

The Orb is expensive because it's the major macguffin of the series, reverse aging, possibly can turn you into an energy being, and is a time machine.

Magic Bullet is a stretch. I know it. I'm sorry. It's hard to say what Brisco's did other than transport someone who was immune to bullets – apparently they pass through him and some psychokinetic energy – into the orb via transforming him into energy though he might have already been energy. So I tried to pull on how the orbs were shown to function and make one that wasn't just 'penetrate the orb's defenses' which did mean broadening its effects somewhat.

What Orb does nothing to make Bly with the orb a serious threat to you. Just means you'll have to deal with that one way or another.

Changelog:

Version 1.0.0: Released.

Version 1.0.1: Added some suggestions Sophisticated Chef, Blade, Frontier Fashion, rifle option to Six-Shooter, Green Apples, Knightly Armor, Horseless Carriage, Land Ship, Machinery Gun, and Super Cannon.