DC MULTIVERSE EARTH - 18



Jump by Aehriman

The many parallel worlds of the DC Comics multiverse offer strange twists on the heroes we know and love. What if the Justice League was evil, or if Superman's space pod had landed in Russia? This world is simultaneously new and very old. There was a time when it was nearly impossible to sell superhero or horror comics (look up Seduction of the Innocent, it was a whole thing) and so war stories and Westerns came to dominate the newsstands. Instead of Superman and Batman, children lined up to thrill to the adventures of the Vigilante, or Tomahawk (Indian Lawman!) Cinnamon and Bat-Lash.

What? No, Jonah Hex came in a bit later, in the 70s. There was also a time-travel episode with the Justice League Cartoon where the League had to work with these gunslinging heroes of yesteryear. Well, since that time the Multiverse was destroyed once or twice, reshuffled and now all these Cowboy and Indian tales take place on Earth - 18, along with a miniseries about Marshal Diana Prince rounding up her own posse, the Justice Riders, to avenge the destruction of Paradise City by oil baron Maxwell Lord.

So this is the world you will live in, where outlaws rule the West, but heroes are aplenty. Where the six-iron at your hip is a valid solution to most problems. Have **1,000 cowboy points** (cp) to get yourself started.

Saddle up! Mount and ride.

AGE, RACE, SEX, ETC.

Can matter quite a lot in this time. Feel free to change any of these about yourself, on the house, for convenience. Or take a stand with pride. Either way is fine with us.

BACKGROUND

Stranger (Drop-In) You blow into town, have an adventure or free, and just sort of… move on. As if you were an adventurer with no permanent home, no desire to build ties.

Lawman A pillar of the community, forging civilization on the edges of the frontier.

Justice Rider (-100 cp) One of Marshal Diana's posse, you're surely a real special one in some way. You might even bring some law out here, despite the uneasy relationship the group sometimes has with the law.

Outlaw In these times and places, it's every man for himself. An outlaw is a bandit, someone whose behavior removes them from the protections of law and civilization.



POSSE

Companion Import (-50/100 cp) For 50 cp, bring in a group of up to eight Companions with 700 cp of their own to spend. For 100 cp, there is no limit on the number of Companions. Companions cannot import Companions of their own, nor benefit from drawbacks.

Justice Rider (-100 cp) Marshal Prince, tinkerer Ted Kord, the manhunter from Mars, the Hawk-Man Katar, Booster Gold, even the West kid they call the fastest hands in the West. Feel free to recruit any of them, or a 'wild westernized' version of any other DC comics character.

Barbary Ghost (-50 cp) Yanmei Tsen and her family of gunsmiths migrated from China to find a new life of safety and prosperity in the US, only to find a criminal gang, the Tiandihui, already had a stranglehold in San Francisco and killed her father, inspiring Yanmei to assume the masked identity of the Barbary Ghost to make them pay with her skilled use of firearms and explosives.

Bat-Lash (-50 cp) Bartholomew Lash is a gambler, ladie's man and a cheat. He tried going to the law when his family were swindled out of his home, only to enrage the corrupt sheriff and be for ed to run after killing the deputy. After avenging his folks, he lives mostly for himself.

Batman (-100 cp) Becoming a violent vigilante after the senseless murder of his parents, rich ninja Bruce Wayne shot an evil god and was sent back in time. This is more like his fourth or fifth stop on his way to the 21st Century. He doesn't much approve of gunplay, but is so skilled he doesn't really need a pistol.

Cinnamon (-50 cp) Kate Menser's father, a sheriff in Wyoming, was brutally gunned down and she spent years training in guns, knives and throwing weapons to avenge him, eventually falling in love with Nighthawk.

Cowboy Marshal (-50 cp) The first headliner for *Western Comics*, Jimmy Sawyer never had much of a backstory, he was just a US Marshal who got sent into the most dangerous and complex of situations, because he was the guy who kept coming back.

El Diablo (-50 cp) Lazarus Long was a meek and humble bank clerk, until the day a bunch of robbers came in, and his coworker who resisted was shot. Disgusted at his own passivity and cowardly inaction, Long confronted the gang, only to be beaten to death and hurled into a stream, where he was struck by lightning and returned from the dead three days later by his shaman friend, Wise Owl. Now possessed of a burning drive to avenge injustice, and literally possessed by a spirit of vengeance, he stalks the night as El Diablo.

Firehair (-50 cp) Lone survivor of a wagon train massacre, adopted by the Blackfoot tribe, by the time he was a man, Firehair could out wrestle, out throw, out ride and out shoot any of the tribe, and left in search of his heritage, eventually becoming a protector of the plains despised by Natives and the white man alike.

Golden Arrow (-50 cp) Roger Parsons as an infant was the sole survivor of a balloon crash when an unscrupulous businessman hired a sharpshooter to down the balloon in which his parents, noted inventors, were demonstrating their new non-flammable gas and a steering mechanism. Adopted by prospector Nugget Ned, he learned to survive in the wildest part of the West, and became a master archer whose calling card was the golden arrowheads he used.

Johnny Thunder (-50 cp) Son of a schoolmarm and a sheriff heroically killed in the line of duty, John Tate swore to his mother never to take up guns and violence. When his community and students were threatened, he got around his vow by creating the identity of Johnny Thunder.

Jonah Hex (-100 cp) A bounty hunter, and the one they call the most dangerous man in the world. Raised by Natives, and later branded by them with the Mark of the Demon for betrayal and murder. Jonah Hex is a cold and ruthless man, but what few things he cares for he does fiercely.

Kid Baltimore (-50 cp) Guy Gardner in this world is a Pinkerton detective, a legend for his persistence and ruthlessness, as well as skilled shooting.

Madame .44 (-50 cp) Jeanne Walker was the daughter of a gold prospector who had a heart attack and died after being robbed by a claim-jumper, and swore to get back at all the cheats and thieves who steal the hard work of honest folk. By day, she is a professional in the new art of photography. By night she assumes the identity of Madame .44, famed outlaw and trick-shooter clad in white, who infiltrates various gangs before destroying them and returning their ill-gotten gains, the Robin Hood of the West.

Matt Savage (-50 cp) An Army Scout who could find little work outside of herding cattle, Matt Savage eventually recruited his own cattle-driving crew, the Dogiron Crew, who boasted they could move any size of herd anywhere, through any terrain, weather or danger.

Nighthawk (-50 cp) Hannibal Hawkes roams the West as the masked vigilante Nighthawk, bringing justice where the law fails.

Pow-wow Smith (-50 cp) Ohiyesa of the Sioux nation left his native valley to learn the ways of the white man, and through a complex set of events became Sheriff to the town of Elkond, where he serves with distinction thanks to his skills in combat, tracking and diplomacy.

Scalphunter (-50 cp) Brian Savage, son of Matt Savage was kidnapped and raised by the Kiowa as their virtual slave before escaping and becoming a sheriff in Opal City.

Tallulah Black (-50 cp) Jonah Hex's understudy, a girl shot in the eye and forced off her land by bandits under the color of law, she became a prostitute until those same scum found and disfigured her some more. Jonah taught her to shoot and fight, and she's since become a grim avenger of wrongs done to women.

Tomahawk (-50 cp) Hawk Haukins, son of the legendary frontiersman and Revolutionary War hero Tomahawk was raised by his father to be an exceptional fighter and frontiersman, for all he disdains violence, particularly against the Native tribes.

Vigilante (-50 cp) A singer and songwriter who took up a mask and pistols to avenge his sheriff father, Greg Sanders is a master of the lasso, which he often uses to take people alive. If that fails, he always has his six-shooters.

The Whip (-50 cp) Johnny Lash is a character legally distinct from, yet virtually identical to, the masked hero Zorro.



GIFTS

Healthy Constitution (free) The 19th Century isn't as… clean as you might be used to. Horse pats in every street, a time when cholera and typhus ran rampant, to say nothing of smallpox to this day having an impact on the more isolated tribes. Well, you won't have to deal with any of that, even if you wade through hospital sewage, you won't get sick.

Rider (free) You may not have been born in the saddle, but you may as well have grown up there. You never get saddle-sore, and can direct your mount with just your knees. You also know just about everything there is to know about the grooming and caring of horses. Remember, the US Cavalry manual says to walk beside your horse to rest it for one hour after every hour spent in the saddle.

Roughing It (free) It's more than likely at some point you'll be riding beyond the comfortable places of civilization. You know how to hunt and fish, clean and cook your kills, make camp, make fire, and assorted skills to not just die if left alone in the wilderness. In time, you can even thrive. As a bonus, you're fairly resistant to heat and cold, comfortable in a wide range of climates, say all those you could encounter in California.

Brawler (-50 cp) Wouldn't be a comic book, nor oddly a Western if the gunplay didn't sometimes give way to old fashioned fisticuffs. Whether the martial arts of the far east or a boxing ring in Baltimore, you've learned how to more than handle yourself in a scrap.

Musician (-50 cp) You can play a musical instrument of your choosing as well as a professional. This can be taken multiple times.

Settler (-50 cp) You know how to build a frontier house and make it a home. How to make your own furniture and clothing, cook and clean, sew and shingle, and how to care for kids. Also how to farm and raise livestock.

Skilled Labor (-50 cp) You are a fully trained member of a particular profession. Could be a doctor, or a blacksmith, or a cooper, chandler, ferrier, tanner or other honest trade.

Trail Boss (-100 cp) If there's anything you don't know about herding large groups of livestock, well it ain't worth knowing. You rarely lose any head when moving cattle or other animals across even very difficult and hostile terrain.

Gunsmith (-200 cp) You are an expert in the crafting of firearms, gunpowder and explosives. Why, if you were trapped in the medieval era, you could have some crude muskets and cannon available in a few months, just maybe not enough to equip an entire army. Still, some strategic explosions can make a big difference, so you are also an expert in demolitions.

Drifter (-100 cp, free Wanderer) It's hard, being a person without roots. As such, you've learned to vanish into a crowd, to size up the local community and gossip in a hurry. How to fit in, and how to say goodbye

Time to Go! (-100 cp, free Wanderer) If you stick two fingers in your mouth and whistle, you can summon your horse, apparently from nowhere. In future Jumps, this applies to any mount or vehicle you paid cp for or could be said to own.

Needed Elsewhere (-200 cp, discount Wanderer) You feel a sort of pull or instinct directing you to trouble and new challenges. Never hard for you to find your next adventure.

Rodeo Rider (-200 cp, discount Wanderer) You have exceptional balance and agility, and can easily do things like ride standing on horseback, or lean over enough to touch the ground, even at a full gallop. You can tame even the wildest bronco with ease, and always get the best performance out of your mount.

Straight Shooter (-400 cp, discount Wanderer) The people of the West are - as a rule - simple, practical and plainspoken. You find that if you act honestly and fairly, your reputation for being honest and fair spreads far and wide. Treat people decently, and they'll be strongly inclined to do the same for you. You are a skilled orator, and never more so than when appealing to people's pragmatism.

Without A Trace (-400 cp, discount Wanderer) When you want to disappear, you leave no tracks across even fresh snow, and people's memories of you get fuzzy, leaving out any distinguishing features. You are never afflicted with loneliness or mental troubles from isolation, if you want to become a hermit, you can easily do so.

Gambler (-600 cp, discount Wanderer) You gotta know when to hold 'em, know when to fold 'em- I'll just stop now. It's not that you always win games of chance, it's that you consistently win 90% of the time or so on average, more when the pot is bigger. Your fortune follows through in other matters as well, you practically trip over dropped change and opportunities, and handily avoid trouble most of the time.

Friends in Low Places (-100 cp, free Lawman) Every copper needs a snitch and some shady underworld contacts, and you just happen to be a pro at spotting the weak links and squealers in any gang to ride into town.

Shyster (-100 cp, free Lawman) How will you enforce the law, if'n you don't even know it? You are a qualified attorney, as familiar as any man can be with the laws in your area. This updates in future Jumps.

Hunter (-200 cp, discount Lawman) You are an expert tracker, whether stalking bison across the plains, or men through the dusty city streets. You can hear horses at a great distance by listening to the ground, accurately determining their number, distance and direction.

Never Forget A Face (-200 cp, discount Lawman) Before photography, Bertillonage and fingerprints, coppers would periodically visit the jails to memorize the faces of criminals. You have a perfect memory for faces. In fact, you have a perfect memory in general.

Here I Stand (-400 cp, discount Lawman) "Justice, like lightning, ever should appear/to few men's ruin, but all men's fear." You bear with you the weight and authority of a very avatar of the forces of law and civilization. In any room, you become the center of attention, your presence a palpable weight. It is hard for greenhorns to even raise a pistol or a hand to you, though hardened criminals will barely hesitate. Finally, you are a skilled orator, never more so than when arguing matters of law or the benefits of civilization.

Resolute (-400 cp, discount Lawman) The Canadians say they always get their man, but they ain't a patch on the kind of sheriffs come outta the West. You have the resolve to never give up, through any pain or hardship, no matter the temptation.

Deadshot (-600 cp, discount Lawman) You never miss. Ever. Whether firing from the hip, fanning the hammer or bouncing a bullet off three surfaces. If a bullet can physically fly that far, you shoot the stinger off a bee with it.

Legends (-100 cp, free Justice Rider) Your reputation spreads far and wide, tales of your deeds inspiring others, and bringing fear to the wicked. You may toggle this on or off each Jump, but cannot recall a legend once it's out in the wild.

Then Improvise! (-100 cp, free Justice Rider) You excel at coming up with new ideas under pressure, novel approaches to problems, new angles of attack, and using your environment to your advantage.

I Pick The Talent (-200 cp, discount Justice Rider) You just naturally seem to encounter extraordinary, talented people, to befriend them. You can tell which rumors about a potential recruit are clear nonsense, and which are probably true, and whenever you need a gang for anything, you know at least a couple people who would be perfect for the job.

Rope 'Em (-200 cp, discount Justice Rider) You're a master with a lasso, able to snare small targets even on the run or from horseback, and can do all kinds of amazing stunts with a rope.

Heart of Gold (-400 cp, discount Justice Rider) Some say it's childish to see the world in terms of black and white hats, it's all shades of grey. What they don't seem to realize is grey is just white that's gotten a little grubby. That ruthless bounty hunter had a mother that loved him, that

treacherous sellout has a family to feed and worry over. You are amazing at reminding people of their better natures, giving them a chance to do the right thing and inspiring them with an inclination to do so. You can't make that choice, that first step, for them. But you can ease their trail and show them that the path is still open, however lost they feel they are. Alternatively, you can tell within a few minutes of conversation who can't be redeemed, or not without a prohibitive cost in time and innocent lives.

Smith (-400 cp, discount Justice Rider) Really, there should be hordes of people behind some of these heroes, to make and maintain their trick gear, to build secret caves and so on. Not only are you an expert blacksmith, architect and chemist, in any of these fields you seem able to replace a horde of laborers and get months worth of work done in days.

Brilliance (-600 cp, discount Justice Rider) You have the kind of once in a generation mind that can scale up to most any challenge. I believe 10th level intellect in the local terminology. You're an expert in every field of science, could invent an internet run entirely by telegraph if you had to, or hot air balloons safer and more advanced than the 21st century. And that's without factoring in the things you know to be possible. Naturally this comes with a perfect memory and multitasking enough to pursue ten tasks with as much diligence as one.

Master of Disguise (-100 cp, free Outlaw) It's amazing what people can not notice if they're not expecting it. Like an infamous outlaw in a skirt and shawl, or that old man pointing the law one way. You are amazingly skilled at disguises, acting and impersonation.

Parlour Tricks (-100 cp, free Outlaw) You're a master at card and coin tricks, endlessly entertaining. And if it's taught you the misdirection and sleight-of-hand to lift wallets easily, or escape from manacles, well, that's a neat bonus.

Dirty Varmint (-200 cp, discount Outlaw) Nice guys finish last. You are a master of all forms of cheating and fighting dirty, feints, sand in the eye, hits below the belt and more.

Snake in the Grass (-200 cp, discount Outlaw) You are a sly and cunning manipulator of people, with a keen sense for exactly how far you can push them. Whether that means how much you can get a person to agree to do, or how much of your ways you can expect a community to tolerate before they run you out on a rail.

Faustian Deal (-400 cp, discount Outlaw) You know the rudiments of demonology, can always find someone willing to offer a pact, and you know all the ways to not just tempt them in, but turn it around and get off scot free despite selling your soul, or even having them take the punishment for breaking faith. As part of your pacts, once per Jump or decade (whichever comes soonest) you can return from death on the next sunrise.

Robber Baron (-400 cp, discount Outlaw) A man without schooling can rob a rail car, a man with one can steal an entire railroad. You know everything there is to know about running a criminal empire, from recruitment to muscling out the competition, smuggling, protection. You are a fantastic orator, especially skilled at appealing to people's fear and greed.

Powerful Medicine (-600 cp, discount Outlaw) Like Wise Owl, you have learned to communicate with the spirits of this land, learn the secrets they have to whisper to you. You can lift objects from a great distance, command the winds and weather, hypnotize others, send forth your spirit to spy or possess others, take on the appearance of other men or beasts. You can also craft charms and talismans for a variety of purposes. Yet it is your healing skills that surpass all others, given three days and nights of labor, you could even raise the recently (no more than a day or two before you started) deceased.

---Exotic Skills---

Justice Riders get +200 cp for this section

Immortality (-100 cp) Like a certain monsieur Sauvage, age and sickness have no power over you. If not killed by violence, you could well go on forever.

Hawk (-200 cp) Thanks to the mysterious Ninth Metal in your bloodstream, you can adjust your personal gravity up or down, but you'd still need wings to fly. Luckily, a wing harness comes as a bonus.

Ironhide (-200 cp) like you've got a steel plate under your clothes, bullets ping off you and are barely even felt.

Dynamite Thor (-300 cp) You possess the amazing, if highly specific, power of being immune to harm from explosions. The pressure wave, the heat, random spalling or debris, none of it can harm you. Not even radiation. You won't even be deafened or blinded. Now please try not to solve all your problems with explosives.

Might (-300 cp) You've the strength of more than ten men, able to pull a house down with a great effort, or hurl an oak table like a frisbee.

Fastest Hands (-600 cp) Like Windrunner, or the West kid, you have undergone a mystic ritual of the Blackfoot tribe invoking their god of storm and wind, drawing a lightning bolt across your chest in warpaint. Now you can race arrows and bullets to their destination, create dust devils by spinning your arms.

Manhunter (-1,000 cp) The strength to lift mighty ships from the water, the toughness to shrug off bullets, reading and controlling minds, assuming whatever shape you please, Martian vision and hearing, telekinesis, even phasing. You have the powers of a Martian. Must take **fear of fire.**



DOOHICKEYS

Better to have it and not need it, than need it and not have it.

Colt (free) God may have created all men, but Sam Colt made them all equal. This is your own Colt Army 1871, a .44 revolver that never misfires or jams. If you fish in your pockets or things for a moment, you can always find a speed-loader. Of course, this being a comic book Western world,

you can add all kinds of improbable steampunk and/or enchanted elements. If lost or stolen you will find it in your pack or pocket after a minute or two.

- **Extra Gun** (-100 cp) A second pistol, for those who like to showboat and shoot two. Matches the original in every regard, including any improvements purchased. You may opt out of some for one gun if you so choose.
- **Stopping Power** (-50 cp) The .22 was phased out because you could empty a revolver into a man and he could still stagger over and kill you before dying. With this, your six-shooter has the force and knockback of a small rifle.
- **Hand Cannon** (-100 cp) Or you can skip all that and have your gun be as strong as an actual artillery piece.
- **Spring-Thinger** (-50 cp) Don't ask me how it works, but the recoil of your gun is now the lightest of kicks, just enough to feel it fire.
- **Working Silencer** (-100 cp) Your gun actually shoots whisper-silent. Ain't technology grand?
- **Tracer Rounds** (-100 cp) In another time, guns would include phosphorus rounds to show the path of a stream of bullets. Your gun also fires phosphorus rounds, they're great for starting fires and triggering explosives.
- **True Sight** (-100 cp) Your pistol is incredibly accurate at longer ranges.
- **Ghost Bullets** (-200 cp) There's something a little immaterial in your shots, they way they can hurt spirits and pass right through any cover without leaving bullet holes. Overpenetration is likewise never an issue, your guns never hurt anyone you don't want hurt.

Jumper Saloon (free) Want your Warehouse to look like a saloon or the set of a spaghetti Western? Now you can have that with this desktop theme. Can be toggled at the control panel that now appears by your front door.

Mouth Organ (free) The classic instrument of a cowboy, rugged and highly portable, this harmonica makes sweet music and cannot be lost, stolen or damaged.

- **Soothes The Savage Beast** (-50 cp) Or if you'd prefer something else, maybe a fiddle or a guitar, you can have that instead. It always kind of just appears when needed, never getting in the way otherwise, and nobody finds it odd.

Steed (free) Can't rightly call yourself a hero without a reliable mount, or two for switchin' off. These are fine horses, often with names like Lightning and Comet.

- **Magic Horse** (-50 cp) Or perhaps you'd prefer a single horse, one swift as any train, tireless and needing no care from mortal hand. Perhaps it can fly, or run on water, something like El Diablo's horse Lucifer.

Walkin' Boots (-50 cp, free Stranger) Some comfortable shoes that never give you a blister, and never slip, save when you might want them to.

Distinctive Outfit (-50 cp, free Justice Rider) There's so many, and not just in the Justice Riders, it seems every hero and half the villains have some kind of iconic getup. Now, so do you.

Tin Star (-50 cp, free Lawman) A badge marking you out as a lawman, accepted wherever you go as proof of membership in some police force or other.

Wanted Poster (-50 cp,free Outlaw) Your mug, with a list of crimes you are suspected of, and a reward reflecting how badly the authorities want you, updated moment to moment.

Throwing Knives (-50 cp) A dozen perfectly balanced throwing knives you can always recover after use. Just reach behind your back and you'll always find one.

Whiskey (-50 cp) A bottomless flask of whiskey, a perfect disinfectant, it can surprisingly hydrate you enough to keep going through even the driest desert, and won't make you more than slightly pleasantly drunk.

Bandolier (-100 cp) A strange belt of pouches, full of smoke bombs and these funny little throwing stars are shaped like bats. Never seems to run out of either.

Dynamite (-100 cp) Nobel's prize invention for making roads and mines where hills once stood. You always have a stick or pack of dynamite and a match on you.

Intelligence Inducer (-200 cp) A helmet with two antennae. By channeling negative electrons into the cranial cavity, this miraculous device can double your intelligence while worn. Alas, it is

hard for your expended intellect to be taken seriously because it also makes you look like a huge dork.

Clockwork Men (-300 cp) Thirty robotic mooks with a fleshy covering for blending in with society. They're not the brightest bunch, they don't speak and their aim is pretty much average. But they are relentless and make fantastic bullet sponges.

Golden Lariat (-400 cp) A duplicate of Marshal Diana's rope, this golden cord is uncuttable and infinitely elastic. Anyone you bind with it will be forced to speak the truth and obey your commands.

Claw of Aelkhund (-600 cp) A desiccated, clawed hand clutching an amber charm. Within the charm is the Swamp Thing, sent back in time to the dawn of man by alien invaders. Who holds the amulet can wield some of the Swamp Thing's power over plants and nature. How much depends on the willingness of the captive Swamp Thing to help, or the user's force of will to draw on the power despite his resistance.

Manitou Stone (-600 cp) Gifted to the Iroquois by the spirits, this meteorite medallion grants the wearer "the strength of a thousand bears, speed that surpasses the swiftest deer, and jumping prowess beyond that of the wolf." But only for an hour at a time.

Jade Ring (-1,000 cp) Legend has it that a being of the Celestial Court, one of the guardians of the universe, gave this ring to Jong Li, the Dragon Lord, in the 7th Century and it had the most astonishing powers to let a humble monk defy the Emperor of all China. Legend may be all, it seemed just a trinket until the day you touched it to this ornate lantern that purportedly also belonged to Jong Li and swore as he did "I will oppose evil, ease suffering, and protect the innocent." From that day, the ring has blazed with emerald fire that shapes itself into whatever you can imagine, as long as you repeat the oath each day.



TROUBLES

Weird Wild West (+0 cp) Feel there's something lacking? Apply this Jump as a supplement to another if you want to, let's say Wild West-ify the Teen Titans or Young Justice or something. Should probably be a Western or a DC Jump.

Wanted (+100/200/300/400 cp) You're a wanted man, dead or alive. For 100 cp, in a single territory. For 200 cp, Pinkertons are after you and ready to follow to the ends of the Earth. For 300 cp, the US government is very alarmed by your existence and happy to mobilize all their forces to finding you and bringing you down. For 400 cp, that includes working with the Justice Riders or villains depending on your allegiance..

Beans 'n Beer (+100 cp) Perhaps you should have packed other supplies. You are very flatulent and frequently have cramps in your guts.

Mark of the Demon (+100 cp) Your face is horrifically, and rather distinctively, scarred. Maybe you were branded by your tribe for treachery and murder, maybe you had an accident with a toothpick. Either way, expect to be recognized.

The Man With No Name (+100 cp) For some reason or other, you can't quite spit out your own name, nor any alias to which you're accustomed or used more'n the once. Get used to having other people introduce you or making up names on the spot.

Support Your Local Sheriff (+100 cp) The world has gotten a lot sillier, more like the parody Westerns. Unfortunately for you, you're usually the butt of the joke, especially slapstick or pratfalls.

Straight To It (+100 cp) No time to get your bearings, a gang of banditos a dozen strong is riding right up on your starting locale to make demands of you.

Fair Play (+200 cp) You seem to believe the world should be fair, believe in honor and decency and all of that. Well, being a nice guy doesn't make you stupid, per se, but it will be a lot easier for others to take advantage of you and your code.

Fear of Fire (+200 cp) You are terrified of fire. Moreover, any powers you have flee you at the sight or warmth of flames.

Ingrates! (+200 cp) Would it kill anyone around here to say thank you? It seems like it might. Your accomplishments and good deeds are never rewarded, while people remember the bad bits all too easily.

Just A Hoss (+200 cp) You find it hard to emotionally connect with or care about animals or people. Were you hurt before? Your callous heart means you'll spend some time lonesome here.

Blazing Saddles (+300 cp) Okay, look, the 19th Century was in many ways an astounding progressive time in which many things improved for marginalized groups in massive ways. That doesn't mean that anyone female or darker skinned would enjoy being sent back to that time. Now, credit where it's due, there are a lot of women and Native heroes here, even back in the original 1950s stories, and it's rare for anyone but the villains to hassle them or give them trouble, by default. However, by taking this you forfeit those rose-colored glasses, and the average person on the street will be, to modern eyes, incredibly racist, sexist, classist and nativist. Have fun!

Night Trains (+300 cp) A rail baron is after you, and he has a very particular gimmick. Train cars full of vampires, with windows blacked out roll up and down their lines, delivering their blood-drinking enforcers.

A Few Starros More (+400 cp) Starro the Star-Conqueror has crashed in a sleepy mining town, and quickly taken it over. Only you can save the world from being the meat-puppets of an alien starfish.

Savage Tales (+400 cp) The wealthy and powerful Vandal Savage has received a warning, from his future self, about you. He knows all about your powers, and a ritual he can use to gain access to your chain, one requiring a human sacrifice.

How The West Was Won (+600 cp) If Jonah Hex or that dandy Bat-Lash can get by without superpowers, you dang-well can! You cannot access any powers or perks from other Jumps, save the base Body Mod and Warehouse.

The Man Behind the Curtain (+600 cp) So, there do be some sources that claim Earth - 18 is actually in the 21st Century with the rest of us. A mysterious being or force keeps the world from progressing, technologically or socially, past the 1890s or so. The various Native tribes are always dying out, but never quite gone. Though the telephone is a relatively simple improvement on the telegraph, you find it doesn't quite work. Well, partner, best settle in for the long haul, because you ain't leaving until you've solved this mystery, and put a stop to whatever funny business is going on. Oh, and the tech-ban applies to all your fiat-backed items as well.

Purgatory (+1,000 cp) You died and came back, given a second chance. Alas, you must walk the straight and narrow, and live by the Creator's rules. Drinking or cussing will get you a warning unless oft repeated, same with skipping church. But if you commit any major sins, if you raise your hand to a fellow man save in the strictest defense of innocents, if you rob or rape, you will immediately chain-fail and be trapped here forever. Same if you persist in breaking the minor rules.