Gun Tribe

Jump by dragonjek
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Welcome to the United States, at some indeterminate point in time in the tail end of the 1800's. But it's not the one you might be familiar with. "Sheriff Dogs" hunt down lawbreakers, "Wild Bill" Hickok is a girl (same with Sitting Bull), mad scientists use drugs to warp the human body into monstrosities, and a criminal can get a harness equipped with steam-powered robot arms. But perhaps the most mysterious part of this Wild West is the presence of the "Guntribe".

A bit more than a century ago, the Great Chief Tecumseh of the Shawnee tribe sealed seven terrible devils into a set of seven custom-made guns—the Guntribe—with the intention that they would spend the rest of time redeeming themselves. But even as objects, unable to act for themselves, the demons within could twist fate and toy with the lives of their wielders, driving them into conflict with one another.

Oh, and this rendition of the American West is far lewder than the boring one from your Earth's history. Just a heads up.

Take **+1000 Cowboy Points** to prepare yourself for the ten years you'll be spending in this world.

Location

You can choose any location in the territories controlled by the United States of America. Billy the Kid recently moved into the Midwest after a host of crimes on the East Coast, so you'll probably want to start thereabouts. Not too long from now, a bounty hunter named Drive will be joined by a native girl called Maty near the lands controlled by the Shawnee tribe, somewhere west of the Mississippi River, and they'll start hunting down Billy's organization. Well, he'll do it, she'll mostly just get in the way.

Origins

Who are you in this world? Any origin may be taken as a drop-in.

Bounty Hunter:
A profession that lets you be as free as a bird, able to travel the length and width of the nation, because there's always someone out there with a bounty on their head that needs taking.

Sex Slave:
Now, while slavery might have been outlawed a while back in the American Civil War, that doesn't mean that enterprising perverts can't offer someone something and then treat them like a slave once they accept. Your relationship isn't legally binding, but you're still a "slave" to someone. Hope they treat you right.

Lawkeeper:
You're someone who is duty-bound to uphold the law and protect the innocent, although how much you actually do of either is up to you. Still, there's no shortage of monsters out there who would prey upon the good people of this land, and it's up to you to protect them.

Criminal:
You're a lawbreaker, a member of the ugly underbelly of society, a parasite feeding on those less capable than yourself. It's up to you whether you're independent or a member of Billy the Kid's gang.

Perks

Perks are discounted towards their associated origin by 50%, although the 100 CP perks are instead free for their origin. In addition to the discounts from your origin, you gain one "floating" discount for the 100, 200, 400, and 600 CP price tiers which you can use on any perk that hasn't already been discounted.

General Perks

Rootin' Tootin' Wild West Shootin' (Free):
You're a deft hand with a gun, or with any other weapon, really. With this perk alone you could take down most other gunslingers in a duel, with a damn good quickdraw and accuracy most people train for years and fail to achieve.

But if you spend **-100 CP** here, you can improve yourself in some regard to near the peak of what a human being can accomplish. You could use a faulty gun to split a playing card in half down the middle, from thirty paces away. Or maybe you could quickdraw in the blink of an eye and unload an entire revolver into someone's gut in a brief moment. Maybe you could throw tomahawks in perfectly curving arcs to attack someone from two different directions at once. But for this price, you're limited to what's humanly possible, although you're perfectly able to learn other skills on this level.

For **-200 CP**, however, you can go a bit beyond the human limits in a single specific way. Maybe you can make accurate shots from so far away that you can barely see your target. Perhaps you're so good with a knife that you can chop off a gun barrel with a single swipe. Maybe you could ricochet your bullets off axes spinning through the air to hit your target from strange angles. Or maybe your quickdraw is so fast you could draw and kill someone in the process of shooting you before they can finish pulling the trigger. What's more, you have the potential to learn other "tricks" of a similar level just by putting in the effort and training.

Safety First (Free):
Regardless of if you have the safety on or not, it would usually be a *terrible* idea to shove the barrel of a loaded gun in one of someone's orifices for sex play. Yes, even if that gun is incapable of killing. But for you, it would be perfectly safe—whether you're on the shoving side or are the one being shoved into, unless you intend to injure someone with an object you're sexually penetrating them with, it is impossible for you to hurt them.

Wet 'n Wild West (Free):
Porn is known for playing loose with logic and physiology, and hentai is an even worse offender. By taking this perk, hentai logic will follow you on your travels. Insertions far larger than the human body was meant to experience aren't only something that can be survived, but that one can find pleasure in. STDs and

pregnancies never seem to happen on accident. People can go naked in the American West without getting full-body sunburns. That sort of thing.

What's more, since it would be pretty boring for you to show up and just fumble around, you've been granted increased sexual proficiency and a natural knowledge of your partner's erogenous zones.

Bounty Hunter Perks

Hunting Bounties (-100 CP):
It's kind of in the job description. You are always aware of any standing bounties that may be applicable in your location. You also gain skill in all the nitty-gritty details of bounty hunting, such as tracking and gathering information on your target.

Packing Heat (-100 CP):
Is that a gun in your pocket or are you just happy to see me? You are well-endowed, and are skilled at putting those endowments to good use in the bedroom. Or on a sleeping bag, or out in the open, or on the floor, or wherever else you decide to have fun.

Maybe You'll Like It (-200 CP):
You have a way of working your way into people's hearts, dick-first. The more you have sex with someone, the more important you will become to them and the more they'll find themselves coming to care for you. Given enough time, even someone who hated your guts could eventually become your wife, as long as you fucked them enough.

What's more, people you have sex with will find themselves adopting complementary fetishes to yours, such as getting into being bound if you like tying people up.

Rope Master (-200 CP):
There's being handy with a rope, and then there's you. You can tie up a resisting prisoner in moments, and with nothing but rope and a tree could tie someone spread-eagle in suspension bondage. You can accomplish this more quickly than should reasonably be possible, and the ropes you use will never wear, tear, or fray from use unless you want them to. With just a bit of extra effort, you can even

make the ropes comfortable for the people you bind, although you're under no obligation to do so.

Fucking and Fighting (-400 CP):
Sure, it's fun to get down and dirty with someone, but that's just leaving you open to a sneak attack. That's why you're always aware of your surroundings, even in the middle of an orgasm. You could react to a surprise attack during sex—and even keep fighting while you're balls-deep in your partner. It might swing them around a bit, and there's no guarantee they'll be happy with you, but it won't detract from your ability to battle.

Hot Commodity (-600 CP):
For some reason, a lot of people want to fuck you. It's not because you're especially handsome, or that you're charismatic or charming. Sex with you just seems to be something that people put high value on. You could buy knowledge from an informant with sex instead of money, or convince a Sheriff Dog to fuck an entire tavern of strangers before you'd let her have sex with you—and she'd do it. People are quick to offer their bodies in exchange for your help or services, in addition to any other forms of compensation they may offer. It doesn't hurt that you're actually good at fucking.

Sex Slave Perks

A Thousand Shades of Pleasure (-100 CP):
Sometimes you have a partner who's better at giving pleasure than others. And sometimes you get strapped to a sex machine and injected with drugs that would make even the touch of the air an agonizing ecstasy. But there's no reason for such experiences to turn you off to the pleasures you could find elsewhere. You are capable of viewing your experiences in isolation when you so desire, without comparing them to similar memories.

Eating the best food in the world won't make all other foods seem lackluster in comparison, because you can view it on its own. Being subject to inhuman degrees of pleasure won't make normal sex boring, because you can isolate it as its own experience. It won't even taint your memories of sex, because you can disconnect them to be independent from each other.

Built for Sex (-100 CP):

You have a sinfully sexual body, one clearly meant for the pleasure of your partners… be you willing or otherwise. You are a shade past simply being gorgeous, and rare would be the individual who wouldn't acknowledge your beauty—even if they aren't particularly attracted to your type. You have a way about you that can serve as a lure for those who would assault you; you can convey weakness and vulnerability in subtle ways that encourages people to take advantage of you, albeit in an entirely sexual manner.

This is a willing act on your part, not an automatic signal to be attacked.

Combo Attack (-200 CP):
Regardless of how good you are in a fight, your ability to serve as a teammate to your allies is top notch. Even if you're a less skilled fighter, you instinctively know how to act in combat to provide the most opportunities to your allies and work to the detriment of your enemies. Your allies have a supernaturally easy time taking advantages of the openings you make available, and combo attacks just flow between you and your partner without any need for you to have practiced beforehand.

Through the Shame (-200 CP):
Maty never did reach the point of walking naked in public like Drive wanted, but maybe you could? You have the ability to function through any degree of shame. No matter how embarrassed you are, or how much shame you feel, it will never inhibit your ability to function or your decision-making process. Note that this doesn't prevent you from feeling embarrassment, it just ensures that you can keep doing whatever you decided to do despite how you feel.

This same willpower that allows you to function despite your shame is also useful for other emotions; keeping calm despite your anger, staying focused despite your fear… it's a pretty versatile tool.

The Perfect Subject (-400 CP):
Perhaps, like Maty, you are one of the ideal subjects that Doctor Magus has been looking for. You have a natural affinity for biological enhancement of all kinds, and operations, drugs, and machines to induce such modification are guaranteed to be successful when performed on you (as long as you would view the modification as an improvement; otherwise, it will fail without consequences on your body).

What's more, such enhancements seem to be a little more effective when performed on you than they ought to be.

As a bonus, you can have a physical alteration made to your body, in line with the "mad fleshcrafter" theme Doctor Magus has going on. It could be that your breasts are as big as your torso with fuckable nipples, maybe you have two dicks, or perhaps your vagina has a tongue in it. This is entirely optional, although you can purchase more such modifications for only **-100 CP** each.

Master's Responsibility (-600 CP):
Those who have taken charge of you seem to feel a need to protect you… or at least ensure your health. If you were a man's sex slave, he'd go to great lengths to save your life if you were to be kidnapped. But then, your kidnapper would take care not to permanently harm you. And the man your kidnapper gave you to might experiment on you, but would never put you through the same horrors that he did his other test subjects. This effectively ensures that as long as you get captured by someone, you're going to survive. You might not be happy with your circumstances—nothing prevents you from being raped—but you're guaranteed not to be killed by your captors. But this also applies to other forms of having someone "in charge" of you. Your teachers will never mistreat you, your bosses will do their best to guarantee your health, and in war you are unlikely to ever be assigned to the front lines unless you volunteer for the position.

Lawkeeper Perks

A Sixth Sense for Malice (-100 CP):
As a bringer of the law, you face all sorts of scum and ne'er-do-wells. The best in the business will develop a sense for when someone is hostile towards them. Malevolent will, the desire to harm, killing intent… when someone desires or intends to harm you, you become aware of it. You might not know where it comes from, but you'll always know when someone nearby intends to do you ill. Note that this doesn't apply to people who aren't acting of their own free will, so mind-controlled individuals won't trigger this at all.

Believe in the Badge (-100 CP):
Trust is the most important part of the relationship between law enforcement and civilians. It lets ordinary people relax, knowing that the best of the best are on the job, and it lets the lawman know that they can rely on the information given by

the people they're sworn to protect. You seem to have an aura that tells people that you're a trustworthy individual, and you find that it's easy for you to behave in a way that is kind and caring. It doesn't take long at all for people to trust you, even total strangers.

Set Things Right (-200 CP):
Try though they might to prevent the worst, a sheriff and their deputies can't be everywhere at once, and terrible things are going to happen to people who don't deserve it. That's something you can't prevent—but perhaps you can set things right afterwards. Once you've saved someone, they are always guaranteed to fully heal from whatever ordeals they underwent. Even if they were tortured and had their mind broken, once you've saved the day then it is only a matter of time until their body and soul are both right as rain.

Tough as Nails (-200 CP):
It isn't easy for someone who's been molested into an orgasm to just get up and keep on fighting. And someone who's been jerked around and beaten up would normally be at a big disadvantage when they stood back up to take down their attackers. But you? You never falter. No matter what sensations you experience or what injuries you suffer, it will never inhibit your ability to fight, aim, or move.

Best in Show (-400 CP):
There's never enough of the Wild West Show Dogs to go around, so they almost all work on solo missions at all times, only joining together for brief periods. It's only because they're just so goddamn effective that they get away with it, but they are—and so are you. Regardless of if you're one of the Sheriff Dogs or not, you're astonishingly effective at fighting on your own. You just don't suffer from the weaknesses expected from someone who is fighting against groups single-handedly. You can get surrounded, but you aren't any more vulnerable to attacks from behind than you are from the front, and react just as quickly to a pincer attack from both sides as you would to a straightforward charge. You seem to have a sense for your surroundings, letting you respond to assaults you shouldn't have seen coming, and overall find that enemies working together to oppose you are far less effective in their teamwork than they should be.

Sheriff Dog (-600 CP):

It's not just humans who enforce the law around these parts. The Wild West Show Dogs—also known as "Sheriff Dogs"—look similar to human beings, but are notable for their canine ears, their tails, their unflinching dedication to justice… and also their sheer superiority to humanity. The Olympic Games haven't started yet, but if you showed up to compete, you'd put every athlete there to shame without even trying. You're strong enough to hurl men around the room and kill with a single blow, fast enough to keep up with a running horse, and can maintain that speed past the point when the horse would die of exhaustion. Still, it's pretty tiring to do that, so it might be more reasonable to stick to riding most of the time. What's more, your senses are all increased beyond those of a human, but most notable is your sense of smell. Given someone's scent, you could track a troublemaker as with as much precision and tenacity as the sharpest bloodhound, regardless of what "breed" of dog you are.

But all these physical enhancements would be of little use without the training to practically apply them; you're amongst the most highly-trained individuals in America when it comes to anything related to fighting or solving crimes. You can wield strange or unusual weapons with the same skill and finesse as you'd expect from a sword, are a master of bare-fisted brawling, can easily coordinate group attacks on bandit hideouts, and have a knack borne of experience for telling when someone's telling you a lie. You are a skilled investigator by the standards of the latter 1800's, and excel at the sort of deductive reasoning needed to solve a case.

Normally, Sheriff Dogs would report to "Master Bill" (who's actually Buffalo Bill—no connection to Billy the Kid), but you have no such requirements. Similarly, although all known Wild West Show Dogs are female, you aren't required to be a girl yourself.

Criminal Perks

Bitch Breaker (-100 CP):
It doesn't matter whether you prefer to use pain or pleasure to do your work, you're skilled at taking uppity little brats and showing them their place. The more sensations you inflict on someone, the more submissive to your will they become. Whether it's the pain and pleasure of being raped, or just the agony of being shoved onto a far-too-big dildo, you're quick at breaking the willpower of those who might resist you. Keep it up long enough, and even if the opportunity to escape comes up, they won't have the initiative to take that chance without

someone telling them to. What's more, you're always able to tell if someone is actually broken, or just playing the part.

Wilderness Survival (-100 CP):
Being an outlaw means you can't rely on the comforts of civilization. Food won't hunt itself, and in the American West there are plenty of places where finding water isn't as easy as listening for the nearest babbling brook. However, you have an incredible skill for roughing it in the wilderness, and have a bizarre measure of luck, too; no matter your environment, the basic necessities for survival will always exist. They might not be easy to find, but they'll be there.

Organized Crime (-200 CP):
Outlaws aren't the sort to respect authority figures but they'll sure as hell respect you. The world's criminal scum recognize you as a kindred spirit and you can easily buy their loyalty when you can supply them with a fix for their vices, whether it's women, drugs, or something else entirely. That said, providing for people isn't the only way to get their service—if you're strong and fearsome enough, your underlings will never attempt to betray you for fear of the consequences you'll bring down upon their head.

Hidden Hideouts (-200 CP):
The most important part of having a secret lair is making sure that it stays secret. You, and all of your minions, have a sixth sense for when you're being followed. Now, this doesn't actually help you hide any better, and it won't tell you what to do to shake your tail—or even tell you where the one following you is to begin with—but you'll know never to approach your hideout while someone's watching you. That should prevent any would-be heroes from barging in on you.

Hostage Taker (-400 CP):
Nothing does as good a job of curtailing the actions of a meddlesome do-gooder like taking a hostage. And for you, that goes double. Whenever you take someone hostage, those emotionally close to them are unable to go against your demands. As long as they care even a little for the life of whoever you've taken hostage, they will obey you. They won't try to find ways around your orders, they won't try to "take a third option" to escape, they won't take measured risks to save the hostage—they'll just do what you say, quietly and without backtalk. Just make

sure to keep the hostage safe… and make sure you give the bastard the right orders.

Brilliance of Doctor Magus (-600 CP):
You are equal in genius to Dr. Magus himself, and share his knowledge of engineering, medicine, and biology. Given the resources, you can accomplish marvels beyond what you would expect to find in the 19th Century. Harnesses that can extend steam-powered limbs to "intelligently" grasp at enemies, drugs that can increase sexual sensitivity to the point that the very touch of the air becomes an unbearably pleasurable torture, the ability to bend biology to create obedient abominations… these are only the examples taken from what Dr. Magus has done, but even he is limited by his preconceived notions and his desire for his monstrous vision of "beauty". The world is your canvas, regardless of whether you are painting with machines or flesh.

Items

Items are discounted to the appropriate background by 50%, except for 100 CP background items, which are instead free rather than discounted. You receive an additional "floating" discount of each price tier that can be spent on any 100, 200, 400, or 600 CP item. If lost or destroyed, items will be returned to you after 1 week. If you own a similar pre-existing object, you can import it into your purchase of this item to add these new abilities to the original. You gain **+300 CP** as a stipend to spend on items alone.

General Items

Basic Weapon (Free):
Whether it be a knife, a revolver, or a rifle, you have a common weapon readily available in the American West to use for whatever purposes you may need it for. Although otherwise mundane, if it uses ammunition it will come with 20 shots, with are replenished each night.

Horse of the West (-100 CP):
You can't be expected to cross the great distance between towns on foot, now can you? This purchase provides you with a horse—by default a well-trained Mustang or a Steeldust, but you can have any breed commonly found in the American

West. This horse is acutely intelligent, and can understand just about any simple order you give it, even if you never trained it to recognize the command. What's more, this animal never seems to need food, water, or rest—at least, you're never going to catch it eating or sleeping, although you'll sometimes mind plant stains on its muzzle even when there's nothing around for it to have eaten. Don't worry about losing it, either; it will always appear after just a couple seconds if you whistle for it, no matter how tightly bound it is or how far away you are from where you last saw your horse.

Informants (-200 CP):
When you start each jump, you will have a network of informants in place among the local populace. These are people who keep track of goings-on in both the upstanding and criminal spheres, and have a solid grasp on what people are saying in the rumor mill (and just as importantly, which of those rumors have any validity to them). They aren't likely to be able to tell you how to find a criminal's secret lair, but they'll more than likely be able to tell you some sort of clue that would end up leading you there in the long run. Once per jump (or once every 10 years, whichever comes first) they can give you a single piece of information that a regular informant shouldn't reasonably be able to know. A specific person's bank account number, a hidden criminal hideout's location, the plans to a superweapon… that sort of thing. These informants are all locals, but are more than willing to be paid for their information with sex. Actually, they sort of demand it.

Guntribe (-300 CP):
You have possession of a duplicate of one of the Guntribe weapons. These guns, each unique in design, each have a devil sealed within, instilled the weapon with special powers. These weapons are impossible to lose—whenever you leave one someplace, it will just appear somewhere next to you in the future, usually when you need it most. What's more, it's impossible for other people to fire them; the trigger just won't pull for someone else other than their "rightful" owner. Furthermore, the gun itself is unbreakable. However, if you take this item, you must also take the **Lure of the Guntribe** drawback for no points.

> **Guntraitor**:
> This resembles a modern handgun more than a revolver; it has a magazine rather than a cylinder, with you loading bullets into it from the grip. Each

time you fire the gun, a small “jaw” set underneath the barrel will make a biting motion.

Guntraitor cannot inflict lethal damage, and the bullets it fires cannot penetrate the skin. It does a great job knocking people out, though—any shot to the head or torso will instantly knock anyone it hits unconscious. But there’s a reason it’s called Gun*traitor*. It is the only thing in this world capable of destroying one of the Guntribe, and in future worlds will be capable of destroying objects which normally cannot be destroyed.

In addition, there is one exception to its inability to kill or penetrate skin—demons. Hellish creatures receive no protection from Guntraitor, and it is capable of killing even demons that normally cannot be killed, or that would ordinarily be “unsummoned” when dealt a lethal blow.

Finally, bullets that it fires will work to end the effects of any supernatural abilities affecting those it hits; in this world, this is mostly restricted to ending the effects of other Guntribe weapons, but in future worlds it may be much more versatile.

Gunduelist:
A gun with an elongated barrel, Gunduelist is special in that it can only hold a single bullet at a time, forcing you to reload it each time you fire. That said, it is also the most lethal out of all the Guntribe; one hit causes the enemy to completely fall apart. This is meant in the most literal sense of the word; each and every piece of the target you hit will be blasted away in a spray of gore, with even the items they’re holding falling apart into their base components.

Gunassassin:
Resembling a small hold-out pistol, Gunassassin’s unique trait is that it cannot be seen or heard by anyone except for its rightful wielder. With proper use, nobody will even realize you’re the one who shot the target, because they’ll just fall over with a bullet in their head, and you’ll be standing there with seemingly empty, innocent hands.

Gunpreacher:

Gunpreacher is a rather blocky-looking gun, and looks a little silly… but it might be the scariest out of all the Guntribe. When someone is shot with Gunpreacher, they take absolutely no damage—not even suffering a bruise. However, their will and their consciousness are overridden, forcing them to act according to the desires of the owner of the gun. There's no need for Gunpreacher to kill people when you can just command them to kill themselves. You can cancel this effect on individual targets whenever you like.

Custom Guntribe (-100 CP):
By spending an additional **-100 CP** on top of the base price for purchasing one of the Guntribe, you can design your own Guntribe—there are are still three left that are unaccounted for, after all. It will have a single special ability of your creation, so long as that power is not beyond the abilities demonstrated by Guntraitor, Gunduelist, Gunassassin, or Gunpreacher.

Bounty Hunter Items

Bounty Hunter's License (-100 CP):
Now, the West was known for being pretty rough—nothing as fancy as a license was needed for you to become a bounty hunter. But you'll be going to plenty of worlds that are fancier and more formal in the future, so it might be helpful to have the guarantee that you'll be able to keep up with this way of life in your other jumps. This license ensures that you'll always be legally permitted to hunt criminals and bring them to law enforcement in exchange for payment. The government will pay you according to each living criminal you capture; if they committed a crime at least as severe as murder, then killing them will earn you money, too. The payment you receive is dependent on the severity of the crimes the individual performed.

This only applies to wanted criminals, or those whom you turn in along with evidence of their misdeeds. You won't receive money for turning in an outlaw that no one knows about, with no proof that they've committed any wrongdoing.

Enough Rope (-200 CP):
This seems like a simple loop of rope on first sight, but despite looking no longer than 30 feet while curled up, you can keep pulling more rope out until you have a

rope twenty times that length. You can pull it back into a loop unnaturally fast, too, taking only a few seconds to form a spool again.

Old Flames (-400 CP):
Wow, you really do have "connections" all over the place, don't you? When you arrive in a world, you may give yourself a past sexual or romantic relationship with up to 3 different characters. You have since parted ways, although amicably, and would find it easy to make use of your shared history to get them to do a favor for you, or simply stir up old attraction and reignite that relationship.

Slave Contract (-600 CP):
Slavery is a very recent part of history in this version of America, and something that could get you in a lot of trouble for engaging in it—or it could have, before you purchased this item. By buying this paper, you are legally considered the owner of all the slaves that you possess, regardless of the law's actual stance on slavery. But more than legal protection of having slaves, you are a giant social blind spot. When it comes to you and your slaves, even the most ardently pro-freedom individual will accept your right to have a slave and not find anything strange about it. This applies to both slaves you own at the start of the jump, and those you take; people might fight against you when you try to claim someone as a slave, but once you've taken them as your own and are indisputably their master, even those that previously fought for their rights will accept that you are their new owner and stand aside.

Sex Slave Items

Cloak (-100 CP):
A basic cloak, woven in the traditional style of the Shawnee tribe. It's long enough to cover your body just barely to the knees, but unless you want people to see more, will never show more of your body than it ordinarily covers. Even if you were to be buck-naked underneath, nobody would ever be able to know unless you wanted them to.

Tomahawks (-200 CP):
You have a pair of tomahawks, perfectly balanced for throwing. Whenever you reach to your belt for another one, there always seems to be more to throw—but those you've used seem to just disappear when nobody's looking at them. If any

of your allies shoot one of these weapons, their bullet will always ricochet off of it to hit the nearest enemy, so long as they're within bullet range in the first place.

Slave and Master (-400 CP):
This isn't a physical item, mind you; rather, at the start of each jump, you can designate one person in the jump. You become this individual's sex slave, and in exchange, they will keep care of you, take you with them on whatever journeys or adventures they might have, and will do their best to keep you safe. This also guarantees that they will use you for sex on at least a semi-regular basis.

Society as a whole will be accepting of your slave/master relationship; you don't have to worry about the law coming down on your master for owning you, nor anti-slavery factions attempting to free you. At the same time, you aren't legally required to follow the same laws and limitations that normal slaves do—only the rules of your master. You aren't required to designate a master, and you are free to abandon this relationship at any time.

At the end of the jump, you can bring the individual you chose as your master along with you as a companion.

Shawnee Village (-600 CP):
Like the name implies, this is a village of the Shawnee people, which will accompany you on your chain. It's up to you if they do so as a Warehouse attachment or if you insert them into each new world, but they don't seem to mind either way. They're perfectly ordinary people for the most part, but their leader is always very familiar with the supernatural, and is capable of identifying supernatural or spiritual items, detecting curses, and giving you information about the magical side of the world of whatever jump you're in. They can't actually do much—they know *about* the mystical, but they aren't particularly practiced in it—but knowledge is a sort of power all of its own.

Lawkeeper Items

Sheriff Badge (-100 CP):
A simple sheriff's badge in the classic six-pointed star shape. So long as you have this badge, you are considered to be an official sheriff so long as it is beneficial to you. People will believe you when you say you need their help with a case, you

can generally get the help of low-ranked law enforcement for anything you might need, and nobody will bat an eye when you need to confiscate “evidence”.

Battle Collar (-200 CP):
At first glance, this looks like a spiked dog collar connected on a long wire to a handle. But it was never designed to be worn—at least, not for someone to *live* past wearing it, considering it has some quite thick spikes on the inside as well as the outside. This collar isn’t cloth or leather, but instead two hinged metal curves that can snap shut on the press of a button on the handle. It’s solid enough to be used to bash people to death even before taking the spikes into consideration, and the wire is nearly indestructible. A quick motion with the handle is enough to retract the wire, pulling the collar back to you (or depending on what you’ve latched on to, possibly pulling you to the collar).

Rectum Gun (-400 CP):
You have the ability to summon a gun inside your ass. This gun is specially designed to be operated by specific muscle movements, which you now know; you can extrude the barrel out of your asshole, fire the weapon, or pull it back in. When you don’t need the gun anymore, it just vanishes into thin air. You also possess an uncanny skill for aiming from your ass.

Alternatively, you could physically possess this butt-gun, which will be fiat-backed to always be clean, never require maintenance, and never misfire. But it’s probably going to be awfully uncomfortable to walk around with a gun in your rectum.

Sheriff Dog Badge (-600 CP):
Visually speaking, it looks identical to the **Sheriff Badge**, but it doesn’t automatically make people respect you as a member of the law. Instead, it lets you outright command ordinary civilians to do what you want them to—for instance, if you wanted to claim an entire tavern for “police work”, the owner would let you do as you desired, even if all you actually did was have an orgy.

Criminal Items

Case of Drugs (-100 CP):
A case full of a wide variety of drugs—not recreational ones, but rather drugs designed to break down someone’s willpower and turn them into unresisting sex

slaves. You have drugs to increase sensitivity to pleasure and/or pain, drugs to put someone in a haze so they don't notice what's happening around them, and drugs to capture people in their own memories and delusions, to the point that they'd assume they're having sex with their fiancé instead of being raped by strangers. Use them well, and you could completely shatter someone's will to resist you.

Hostage Harness (-200 CP):
Used by a certain criminal who fought Sheriff Dog Annie Oakley, this is a machine that you wear, connected to four crosses that surround you, with mechanical processes lifting them in such a way that their weight barely affects you. These crosses are designed to hold people and violate them with metal tentacles, using them as human shields and making it harder to attack you. The harness also has a number of steam-powered metal arms, which you can control to reach out and grasp at enemies from a distance.

Limbed Abomination (-400 CP):
A result of Dr. Magus's unholy experiments, this is a vehicle-sized mass of engorged arms. Capable of crawling around at surprising speed, it is managed from a set of mechanical controls embedded atop it, and the host of limbs can be extended to grab opponents some distance away from you with precision and finesse enough to molest your targets even mid-combat. Will never require fuel or nutrients to keep working.

Human Ranch (-600 CP):
You have a large supply of human beings, drugged to the gills to the point that they don't want or care about anything but fucking. You can decide the demographics of your ranch, as well as its purpose. You could use it to breed humans to sell into slavery, or you could just have it serve as a lewd getaway for rich folks, able to indulge in criminal degeneracy with no risk of anyone finding out about it. Your human ranch is well-hidden, and nobody will be able to find it unless you or your underlings show them where it is.

Companions

Imported/Created Companions (-100 CP):
If you'd rather not enter this world on your lonesome, you can take someone with you. You can either select a pre-existing companion to import into this world, or

you could create a completely new companion from scratch. This companion receives an origin and 600 CP to spend on perks and items. You can purchase more than one companion by taking this option multiple times, but if you do so three times you can skip ahead and get a full set of 8 companions, at your discretion.

You can spend your own CP to provide extra CP to your companions on an individual basis, if you feel like they need more.

Canon Companion (Free):
You may bring anyone in this world with you as a companion provided that they agree to join you on your chain once your time in this jump comes to a close.

Undercover Agent (Free):
A new member of the Pinkerton Detective Agency, this individual has been hired for the dangerous job of infiltrating criminal organizations to find their hideouts, gather evidence that can be used to convict them, and eventually blowing the whistle to bring down the strong arm of the law. They've had to do some awful things to keep up their cover, things that leave them with nightmares, but they're firm in their belief that the gangs they've busted would have continued harming the world for years to come if it wasn't for their work. They're fresh to the business, and haven't yet gotten involved in the more sordid side of the Pinkertons.

Engine Injun (Free):
A native from the Navajo tribe, they've always had a fascination with the technology of the United States. They left their tribe with the intention to return once they mastered the scientific marvels of steam power, but when they returned from a difficult and prejudiced stay at university, they found that their entire village had been burnt down by bandits. Since then, they've devoted themselves to creating newer and better steam machines and weaponry to fuel their attempts to bring criminals to vigilante justice.

Broken Slave (Free):
Now, slavery might not be legal anymore, but criminals aren't often known for caring about legality. Once the respectable child of a prominent mayor out in the Midwest, a firm hand and a selective dosage of drugs, with some vigorously

applied rape, has reduced them to little more than a mewling whore, desperate to give pleasure to you—their new master—in hopes that it will spare them the rod later.

Cautious Outlaw (Free):
Not everyone chooses the bandit life. Born to a pair of felons, by the time they reached adulthood they already a wanted criminal with a laundry list of crimes to their name. This has colored their perception of the world—they view everyone as out to help themselves over everyone else, and as such see no problem with screwing over other people before they get fucked over in turn. On top of that, they have a small problem with paranoia, born from being bullied by a trio of elder siblings (whom they poisoned years ago). Still, they understand that loyalty to a group helps everyone involved in it, and are proud to have never betrayed anyone they've worked with. They're uninvolved with Billy the Kid's human ranch operation, having primary worked with smaller bandit groups up to this point.

Shawnee Shaman (-100 CP):
This is a middle-aged member of the Shawnee people, one who has devoted their life to studying the magic that sealed away the devils of the Guntribe. They've developed a potent understanding of the supernatural, and of ways to defend against it. They are able to create talismans that ward of evil influences and banish the mystical effects of tools such as the Guntribe, and if need be they can imprison similar evils into objects to ensure that they don't torment men any further… well, at least not in the way they originally did. As the Guntribe show, sometimes that just means they find new ways to be a nuisance, although their influence and powers are generally limited in this form.

Bright and Shining Basset (-100 CP):
Basset Hounds have a reputation for being tired and lazy dogs, but this Sheriff Dog enjoys defying convention. With a cheerful attitude, they go about their job helping people with vim and vigor, and easily make friends wherever they go. But they have peculiar luck that always seems to lead them into trouble—which they can fight their way out of, of course, but it's still inconvenient when their trip to the grab some food winds up getting them in a fight with a gang. They prefer to dual-wield Battle Collars in combat, although they also have a revolver as back up should they get in a shootout.

Airy Macdowel (-100 CP):
Hm? Well, this is different. This girl seems to be from another time period entirely, and has been sent back in time due to an accident involving the Guntribe. She's the descendant of Drive Macdowel and Maty, a skilled gunslinger specializing in the quickdraw who earnestly tries to protect other people… but in so doing, got on the bad side of a criminal group called the Organization, and had her mind broken until she's a cum-loving slut. Still, she still has all of her skills, and still has the Guntraitor of the future in her hands, even if she's looking for someone new to be her master.

Drawbacks

There is no limit to how many drawbacks you can take, just make sure that you can handle what you take on.

FastDraw (0 CP):
Instead of having your adventures take place in the Wild West, you'll be starting off more than a century into the future, during the days of Gun Tribe FastDraw, when Airy Macdowel, the descendant of Drive and Maty, gets broken into a cumdump by the Organization.

Self-Insert (0 CP):
If you like the idea of entering this world, but would rather not compete with [Named Character] for the attentions of [Other Named Character], you can insert into this world in their place. Your personality, possessions, and powers aren't affected by this, so don't think inserting into Annie Oakley or Drive Macdowel will get you a free Guntribe.

Taking the Longer Route (+100 CP):
Want to see FastDraw, but don't want to give up on the experience in the original Gun Tribe? Each time you purchase this drawback, you will remain in this world for another 50 years. You may only purchase this drawback three times. If you take it more than once, you'll probably want some out-of-jump means to achieve agelessness.

Trained Body (+100 CP):

Your body has been thoroughly trained to quickly and eagerly respond to the touch of another. Just the slightest hint of someone having lewd interest in you is enough to get you hard or wet (as may be appropriate… perhaps even both?), and you feel extra pleasure at the touch of other people, beyond what you'd experience normally.

Chirarism (+100 CP): [Incompatible with **Mororism**]
Nudity just doesn't do it for you. Oh, seeing exposed skin is great, but having *everything* revealed to you? That's not nearly as lewd as concealing something. The appeal of the naked body is the appeal of the forbidden, and it is only by at least partially concealing the lewdest parts of the body that one can find maximum eroticism. But for you, it's a bit more extreme… you just can't get turned on unless your partner is at least partially clothed.

Mororism (+100 CP): [Incompatible with **Chirarism**]
Some people say that it's better to conceal than to reveal, but that's just stupid. Sure, there's appeal of the forbidden when someone's partially clothed, but what you want is to actually *see* what is hidden, not keep it out of sight! In short, you just can't get aroused unless your partner is completely naked.

Private Nudity (+200 CP):
It looks like you've got something similar to Maty's deal with Drive going on… in exchange for CP, your Benefactor wants you to be nude a lot. Basically, any time you aren't in public, you will be compelled to strip naked, and can only put your clothing on when there are other people around (who aren't companions or sexual partners).

Taking Charge (+200 CP):
You love to be dominant in bed, and hate letting someone else take the lead. You can only really enjoy yourself if you're the one in charge during sex. A more equal relationship sort of spoils the mood for you, and your partner being the one to take charge? Well, you'll still stay hard or wet, but even after you cum you aren't going to feel an ounce of satisfaction afterwards, because it ruins the whole experience for you.

Mistreats Animals (+200 CP):

Well, you aren't necessarily *abusive*, but you sure don't treat your animals right. You tend to forget to take care of them, push them to hard, and are generally neglectful to their needs. Which is a kind of abuse, truth be told, but at least this drawback doesn't make you beat them. If no one holds you back and forces you to treat them better, your behavior will still be enough to drive away your animals and turn them against you. Your fiat-backed pets won't hold grudges against you, but they might abandon you for a week if you mistreat them.

Tuna With a Dead Heart (+300 CP):
Not many people are going to enjoy sex with you. You have no passion, be it physical or mental, for the act of sex. Your body barely responds beyond basic arousal, you can't really get into it, and even with the use of drugs, you mostly just lie there like a dead fish.

Lure of the Guntribe (+300 CP)
The guns of the Guntribe hold a strange allure to one another that draws wielders of the Guntribe towards one another, and it seems like that's the case for you, too. For the duration of your stay here, you will find that you will continue to encounter the wielders of the guns of the Guntribe—and not all of those guns are in the hands of upstanding members of society. More often than not, you will find yourself in conflict with them. This won't necessarily be to the point of drawing guns, especially for the nicer users, but don't expect your stay in this world to be peaceful.

On the Altar of Ambition (+300 CP):
You've been subjected to chemical treatments in an attempt to improve your personal power. This has given you CP, but in exchange you've completely lost your sexual drive. Oh, you might still have an interest in lewd things, but you don't get hard or wet anymore, and can't feel sexual pleasure.

If taken with **Trained Body**, then your body will physically respond to touch, but your mind won't feel any of the pleasure of it.

Bounty (+400 CP):
Looks like you're out of luck, partner. You've got a bounty placed on your head with a value of $1,000,000, which is a bit less than $38 million in modern money. It wants you either dead or alive—which means most people will think it's easier

to just kill you. It's up to you whether this bounty is one supported by the law, or a hit put on your head by the criminal underworld. By taking this drawback twice, you've drawn the ire of both criminals *and* law enforcement, and have a bounty from both of them.

Your companions have bounties on their head, too, but it's only $0.80.

Enslaved (+400 CP):
A character in this world has claimed you as their sex slave, and you are bound—be it by honor, debt, or just jumpchain fiat—to obey their whims… at least, in regards to sexual matters. As long as their command is somehow lewd, you are compelled to obey your master. Furthermore, you are incapable of causing your master harm, and should they die, someone else will just pick up their position as your master after a short while, with you being compelled to obey them instead.

For the given price, their kinks aren't too divorced from your own, although you may have a few uncomfortable moments here and there. For another **+300 CP**, however, their fetishes don't line up with your own at all, and you'll be forced to do things that you hate.

Mundane (+400 CP):
Although Tecumseh was capable of sealing away the Guntribe, by and large people aren't capable of the sort of magical feats a Jumper may be used to. And now you're limited to the capabilities of this jump, because access to your perks and powers have been cut off until the jump is over.

Jealous Guntribe (+400 CP):
It looks like the Guntribe have become jealous of the attention you're giving all your supernatural toys from previous jumps, and have locked out your ability to access your Cosmic Warehouse or otherwise utilize any items you've obtained from other jumps.

Alone Again (+400 CP):
The lone cowboy riding off into the sunset is a common theme in Western movies, and it's one you'll become very familiar with over your stay here—because you can't bring any of your companions from previous jumps into this world with you,

and the normally free companions provided in this jump now cost **-100 CP** each if you wish to take them.

Cum Dump (+600 CP):
Your mind has been broken, Jumper, and you've been reduced to nothing more significant than a living sex toy, a human toilet for semen and whatever fluids your betters bother to spill into you. You will do anything you are told to do by anyone you perceive as having authority over you—which is a category that applies to anyone who hasn't themselves been mentally broken into a fuckdoll. You have no personal initiative, although you retain all your skills and abilities, and will obediently follow the whims of your masters, no matter what cost it may have on you.

Ending

Continue On
Go Home
Stay Here

Notes

Thanks to everyone on QQ for the help, especially Smuthunter's extensive suggestions

Changelog

- Version 1.2
    - Expanded **Slave and Master** to normalize your relationship so no law or well-meaning individuals get in the way of your willing slavery.
- Version 1.1
    - Spelling and grammar corrections, some word choice modifications
    - Expanded **Sheriff Dog** to include the skills expected of your position
    - Added the **Cautious Outlaw** companion
    - Expanded **Organized Crime** to allow for rule via fear
    - Provided an item stipend
    - Reduced the cost of the **Guntribe** item

    - Renamed the Sex Slave's Slave Contract item to **Slave and Master**, and it now allows you to bring your master as a companion
    - Increased the value of a number of drawbacks
    - Made some modifications to the **Undercover Agent**
- Version 1.0
    - The **Rootin' Tootin' Wild West Shootin'** perk now lets you learn more super-skill tricks
    - Removed the **Knife** item
    - Reduced **Enough Rope** to 200 CP, made it longer
    - Reduced **Informants** item to 200 CP, moved it to General, and allowed them to give you better information
    - Gave the Bounty Hunter item line the **Slave Ownership** item
    - Rephrased some of **Slave Contract**
    - Added **Bounty Hunter's License** item
    - Moved **Horse of the West** to General items, reduced value to 100 CP, and made it more viable
    - Added **Old Flames** item
    - Added the **Basic Weapon** item
    - Added **Wet 'n Wild West** perk
    - Added additional discounts to the perks and items
    - Added an additional 100 and 200 CP perk to each origin
    - Added the **Taking the Longer Route** drawback
    - Added the **Mundane** drawback
    - Added the **Jealous Guntribe** drawback
    - Added the **Alone Again** drawback
    - Made **Mororism** and **Chirarism** mutually incompatible
- Version 0.5
    - Created Jump