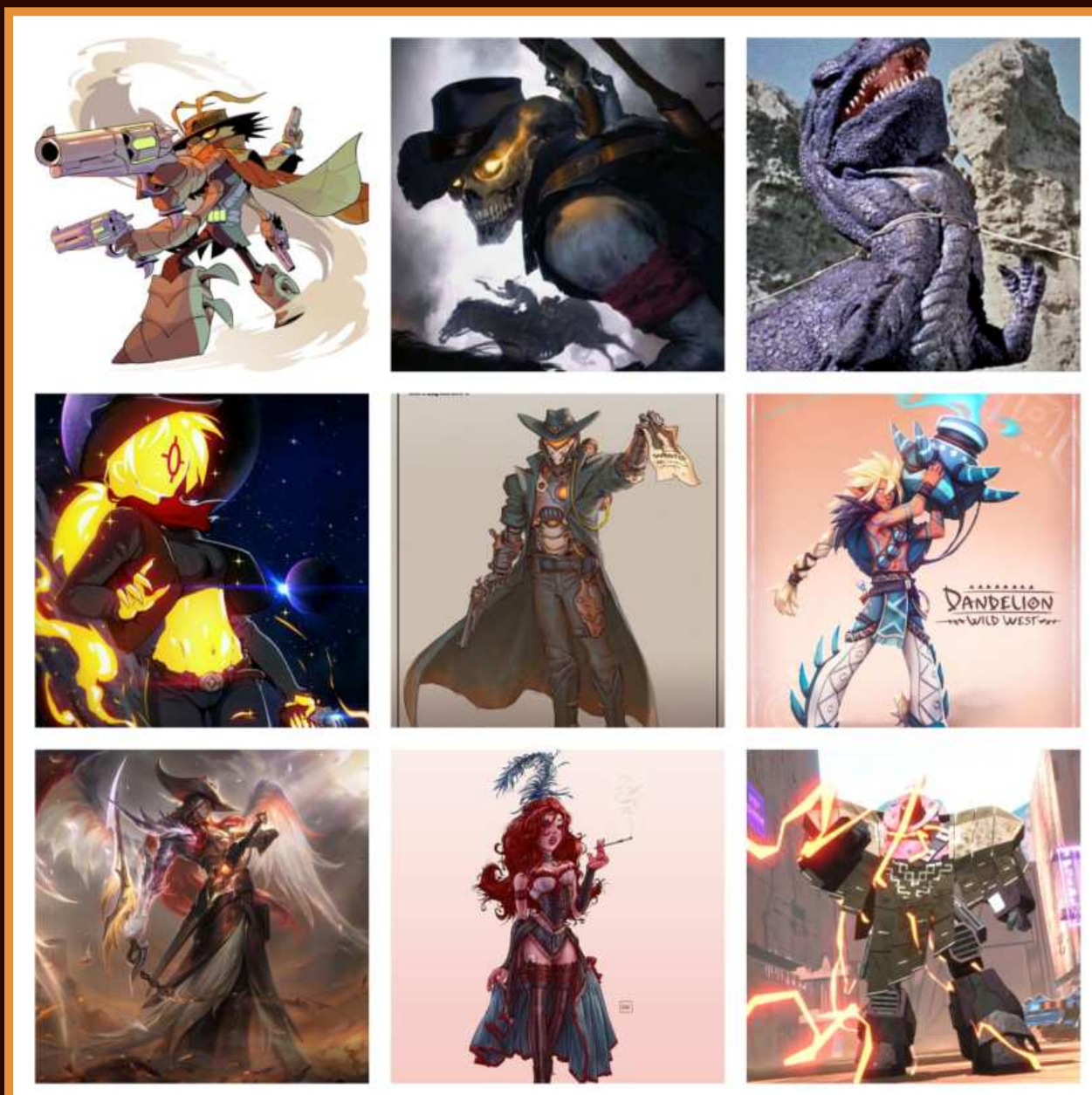
Generic Weird Western



Version 1.0

Welcome to the Weird West, not the Wild West, THE WEIRD WEST!!! Things get pretty weird out here. Things like aliens invaders, dinosaurs, vampires, demons, werewolves, mages, steampunk robots, and whatever else your brain can come up with! So whenever you're exploring western america, a fantasy world with wild west elements, or the final frontier, for the next 10 years you will have to do your best to survive the madness of the Weird West.

You will have 1000 Golden Nuggets. Spend them how you wish.

(Note: All Perks and Items cost 100 Golden Nuggets unless stated otherwise)

Perks

(For this section you will gain 4 Silver Dollars that you may use to purchase any perk so long as it cost 100)

(Free) The Wild Wild West: This place is crazy. Strange beasts, wacky gizmos, and insane people. Every left turn, there will always be something unexpected, whenever it be fantastical or something out of a science fiction story…or both. With this perk, every world you go to will be as crazy as this place…provide it you want it to be.

(Price Varies/Can be bought multiple times) Strange Folk in a Strange Land: The nice thing about the Weird West is that it isn't just humans running around, a lot of other strange sapiens can exist too. Choose a species that can be classified as sapient and isn't overpowered (Like a Kryptonian From DC if you want an idea). You become that species for the jump and gain as an alt-form afterwards. You can buy this perk multiple times, choosing a new species every time and combining the alt-forms as you wish. For an additional 400 CP for 500 total you may remove the overpowered restriction.

Quick Draw: You're the fastest draw in the west. As soon as combat begins, you can automatically ready your weapon and then use it within the same millisecond. Of course, you need to be aware that combat has begun for this to work, so don't think of it as some kind of danger sense.

A look that can make men stop fighting: Or fight over…anyways, this is a beauty enhancing perk. You're a 10 out of 10 at worst, and you can make those that are attached to you swoon and dream about being with you. For those that are not, they might start questing things about themselves, and just appreciate your damn good looks.

A Song in Your Heart: In addition to gunslinging duels, train heists, and general craziness, the west is also known for its music! With this perk you become a master of singing plus three instruments of your choice. Your music will instantly cause everyone to dance to the beat or join you doing, plus can provide a moral boost to those on the battlefield.

Industrial Frontiersman: In the real wild west, the most advanced tech was likely the train, however in the weird west the possibilities are almost endless…and it runs on coal! (or something like that) You now possess the knowledge to build technology that would make every steampunk scientist cry tears of joy.

(Can be bought multiple times) HI-YAH!: You have studied a way to turn your body into a weapon. Choose a martial art, you will become a master of said martial art. You can buy this perk multiple times.

(Can be bought multiple times) Way of the Weird: You have attuned to a power beyond that of the physical world…or in other words, you have magic…or some form of supernatural powers. When you buy this perk, you can choose what your magic/power system is. Perhaps you studied the ways of

shamanism, or you're a witch doctor…or you practice actual voodoo instead of the stuff Hollywood puts on the screen. Honestly just pick a magic/power system you like. You can buy this perk multiple times, each one granting you a new system which you can combine as you wish.

Spellslinger: The gun and the wand. Some say that they can not cross…however, you know better. You have the ability to infuse magical energy into your bullets, enchanting them with magic. You can infuse any spells/supernatural powers you know/have into the bullets to grant them their effect. If you for some reason don't have any magic or supernatural powers (Which is strange because there is literally a magic perk above this one), the bullets can simply do more damage and also gain an element of your choosing.

Pecos Bill Style: Like Pecos Bill and Slue-Foot Sue, there is seemingly nothing you can't ride and tame (Well maybe not Widow Maker if you're the latter but still). You can jump onto any beast that can handle your size and within a minute they would be your loyal steed.

Lawman: No matter what nation you are in, you instantly become aware of every single law. You can make it so that you are physically incapable of breaking said law no matter what. You can turn that feature of the perk on and off as you wish.

Greased Lightning: In the Weird West speed can make the difference between life or death. This doesn't make you move faster but instead it increases your intuition and reflexes. Ensuring you are not caught flat footed and quick on the draw during a shoot out.

(Meta) Grim Servant of Death: You always seem to find yourself in trouble…wait, how is this a perk? Well you see, this perk is effectively a drawback that you can apply onto every jump, granting an extra amount of whatever the points are called in that jump. Depending on how hard you tap into this perk, you can gain an extra 100 to an extra 1000….be aware that an extra 1000 causes you to get into trouble that even the most powerful jumpers need help dealing with.

(200/Can be bought multiple times) Totem Animal: You have found yourself attuned to a particular animal. Choose an animal, it can be living, extinct, mythical, or even from a different franchise. You gain the abilities of the animal you choose, and can gain two alt-forms based on said animal, one that is the animal and one that is anthromorphic version of it. You can buy perks multiple times choosing a new animal every time, and you can combine the alt-forms as you wish.

(200) Husk: You're either undead, a robot, a combination of the two, or something else all together. Either way, you don't need to eat, breathe, or sleep. You also can't age, are completely immune to disease and plague (Unless it gives you benefits, and even then only the benefits), and it takes a lot more effort for someone to put you down for good. You can also attach limbs that have been detached or use someone else's limbs as replacements. However unless you have regenerative powers you can't just slap it and call it a day, you have to do something to keep on you.

(200) High Noon: Sometimes you need to settle things the old fashion way…violence! You can challenge someone to a duel, which they will have to accept, no matter what. You can include any rules you want

and decide the time. They will not break the rules you set for them, but be aware they will try to find loopholes.

(200) Fossil King: Fossils, the preserved remains of the creatures that came before. This perk grants you several abilities relating to fossils. For starters, you know the presence of any fossil within a 300 mile radius, and you also gain summoning living fossils to aid you. You also become a pretty good paleontologist.

(200) Gun Diplomacy: It is annoying that some species (e.g. ghosts) have the ability to be immune to firearms, isn't it? Now, regardless of whatever natural immunity to weaponry any being might have, your guns or other firearms are now effective against them. Even if their natural abilities prevent you from directly killing them, at least you will still be able to injure or otherwise hinder them.

(300) Bullseye!: Guns, the great equalizer, or at least they are minus one detail: you have to aim them in order to make them useful, and if you can't aim, you can't effectively wield a gun. Luckily you don't have that problem, as quite literally, you don't miss. Your accuracy is so great that wherever or whatever you intend to hit, it doesn't miss its mark no matter the odds.

(300) Bullet Time!: Congratulations, you just straight up have the ability to slow down time! How much do you ask? Well the fastest bullet would be moving as fast as a garden snail from your point of view. By default this would only work for 10 seconds with a cooldown of 5 seconds. However with training you can increase how long this lasts for and decrease the cooldown time. What doesn't need training is the fact that you and anyone/anything you choose will not be affected by this.

Items

(For this section you will gain 4 Coal that you may use to purchase any items so long as it cost 100)

(Free) Weird Western Aesthetics: You can apply a "weird western" aesthetic to literally everything.

Big Iron: A pistol or revolver that fits the look of the setting. It never runs out of ammo nor does it jam.

Big Laser: Instead of firing bullets, it insteads fires lasers and/or plasma.

Endless Crate of Dynamite: A crate that holds 150 sticks of dynamite. It refills itself at the end of the week. Don't worry about leftovers, these sticks won't go bad as time goes on.

Bag O' Gold: You get a small bag of gold nuggets with a total of ten ounces in it. Its contents replenish at the end of the month.

Gold Rush: Now this bag is filled to the top at the end of the day.

(200) Mother Lode: Forget a measly bag, now you get a 2x1x1 foot wide chest that replenishes on a daily basis. Try not to boast with it, this gold supply is a big target for the greedy and desperate.

Infinite Rattlesnake: A Rattlesnake that possesses the ability to infinitely extend and is also completely invulnerable. It greatly enjoys being used as a lasso for some weird reason.

Valley of Dinosaurs: A hidden lush valley home to creatures like Allosaurus, Styracosaurus, Ornithomimus, Pteranodon and prehistoric mammals (Like Eohippus) amongst others, all being innately friendly towards you and your companions. You're the only one who knows where the single entrance is, as well as being able to change it once a month. After concluding this jump, this valley will be transported to your warehouse or pocket dimension you might possess, or you can import it into the world.

Black Diamond Playing Cards: Old rugged playing cards. Any games of chance played with these cards will be free of any cheating on any side. And any stakes put up will be guaranteed to be paid out with no issue. If you buy the Tricky Ace Playing Cards, you can combine them into a single item if you wish.

Tricky Ace Playing Cards: Pristine and detailed playing cards. They can be used as a normal playing card deck, however that is actually not their main purpose. The main purpose is to be used as super-sharp throwing weapons. When used this way, you never seem run out of them no matter how many you have thrown. If you buy the Black Diamond Playing Cards, you can combine them into a single item if you wish.

Spectral Steed: In life it was yours, but even in death it is still yours. A Ghostly-Horse or other rideable animal of your choosing. It can out run most cars and never tires, and all attacks simply phase through it. You can call upon it at any time by whistling. If you bought the Strange Steed you can combine the two.

Saloon: When the people of the west need some place to chill, they head down to the saloon, possibly your saloon. It will always be the supply you will need to make your food and your drinks, and there is always some music playing. The music can be anything you like. You will need to hire workers though.

Railroad: This isn’t really an item you own, rather this ensures there is always a working railroad system no matter the setting you are in. Yes, even if you are in the middle of caveman times where the most advanced idea they have is air that hurts you and a really round rock there will be a working railroad with trains.

(200) Horseless Carriage: Aka, a car. The car can be any model you wish, either way it will have the same benefits. It goes about as fast as the Spectre Steed, is immune to all damage like it as well, and never runs out of fuel. The key will only work for you and your allies, and if you lose them a new one will appear in your warehouse the next day.

(200) Gunslinger’s Bane Armor: Created by an engineer with a dislike of firearms, this steampunk-style power armor not only enhances all of your stats twofold, but also grants you total immunity to mundane firearms. Supernatural ones can still affect you however. The suit also makes its own oxygen or whatever you breathe and is vacuum sealed, making it a good space suit too.

(200) Strange Steed: It might be a unicorn that can heal wounds and sense purity, or it could be a horse of the apocalypse which channels famine, death or some other dark power. Either way, you have something that resembles a horse or other normally mundane animal that can serve as a mount, except

yours is a supernatural variant, with some kind of mystical power and an unusual exterior. If you bought the Spectral Steed you can combine the two.

(200/400) Posse: Life's more fun with allies, isn't it? Now you get to have 8 gun-/spellslingers on your side which will respawn in case of death in the next Jump. They will retain any skills and memories they acquire, however. At the 200 level these people are mostly just average people with skills and talents that a generic soldier or whatever is utilized in the setting might have, with the appropriate level of talent for stuff to go with it. At the 400 level, though? You get to have legendary gun-/spellslingers on your side. The kind of legend like… hitting every shot and the like and/or gaining basic competence in a completely alien skill in a day or two. They might be a bit more quirky than the posse at the lower level but they are a lot more helpful.

(300) Spaceship: Whatever aliens owned it before doesn't matter, as it is now yours. It flies, goes FTL, comes equipped with lasers, a tractor beam, and has living space for you and 8 companions, barring any "uniqueness" among said companions. It also never runs out of fuel.

(400) Inter-Dimensional Express: While not as well armed as the spaceship, this train does have a few things that make it more pricey than it. For starters it can travel the FINAL FINAL Frontier: The Multiverse. Granted it would only be considered the "local" Multiverse until you get your spark but that is still pretty good. It can also make its own rails and that in turn allows it to fly, plus it has 40 carts so there is plenty of room for you to hang out! It also never runs out of fuel.

Companions

(For the companions that use "They" pronouns, their gender and actual pronouns are up to you.)

(Free) Returning Companion: You can bring up to 8 companions to this jump for free. Each of them gets 600 Golden Nuggets, 1 Silver Dollar, and 1 Coal to spend.

(100) Saloon Girl: A lass who is not only quite the charmer, but is a master of political theory, social engineering, resource management, etc. Basically if you could put her in charge of an entire government and everything would work out fine.

(100) Samurai: From the land of the rising son, this samurai has swore their loyalty to you. They are trained in the way of both fictional samurai and realistic samurai, so if you want a master of the blade or a godly horseback archer, they can give you both.

(200) Cowboy Ninja: What is scarier than a ninja? A Cowboy Ninja, that is what! Combining the art of ninjutsu with the art of gunslinging, this hybrid warrior will almost always surprise anyone despite the fact his weapons are very loud. He also may or may not come with a burger phone.

(400) Lizard King from the Hidden Valley: A mishmash of various theropod dinosaurs (T-Rex, Allosaurus, Carnotaurus, you get the idea), this mighty beast is not only strong, but very nimble too, able to leap tall buildings in a single bound. They are also seemingly bulletproof.

(800) Coyote: Not just a simple coyote, Coyote the mythical figure from various native american tribes in the west. Coyote is a trickster at heart, is a master of manipulation and has a seemingly endless collection of weird powers which include but not limited to: shapeshifting into literally anything he wants, is immortal, manipulates the land, controls the weather, and can alter lifeforms as he sees fit. Don't worry, he is completely loyal to you now, and if somehow he does turn on you, he can be easily defeated by sending him after a roadrunner.

Toggles

Out Of Context: You can use this as a Out of Context Supplement for a Different Jump

Crossover: You can use this to travel to any setting that fits in the Weird West Genre, or convert a different setting into a Weird West story.

Scenarios

Thank You Kindly, Desert Pete: The Wild West was a kind place for those in it, the Weird West is possibly worse with all of the weird dangers around every corner. But that doesn't mean it is all bad, for all of the bad in the world, there is a good, and there are some that wish to bring to go. And that someone is you. In order to complete this scenario you must make life all across the Weird West better. You can choose to develop it with technology, reduce crime with your fists, or something else. At end of the day, you got to be a kind stranger out there trying to make a world better place

Reward
After making a world a significantly better place, you will gain two prizes. One is that you can make any setting into a noblebright version of itself, and two you have the power to turn an inhabitable or extreme environment into a very habitable one for most creatures.

They Came From the Weird West!: Bad News, aliens have descended onto the Weird West with the intent of taking it over for some reason. The aliens are a generic mishmash of various pop-culture aliens, and they are determined to win. Your goal is to prevent them from doing so, how you choose to do it is ultimately up to you. Perhaps you choose to talk them out of it, or you go the way of pure and utter violence.

Reward
After facing an extremely powerful and diverse enemy, you will gain access to their technology. This includes both highly advanced Clarktech level stuff such as Portals Generators, matter generators, time machines etc, and also biotech that allows for complete control of the genome. Enjoy creating the perfect lifeform, whatever that is to you.

Jumper and the Lost City of Gold: There is a legend of a lost city that is made of gold. Don't know why someone would do that, I mean Gold isn't exactly the best building material but okay. Either way, many wish to find this city in order to discover all of its riches,and just as many have died trying. But you're

different, you're the Jumper, the one who does the impossible. Be aware it will be a hard quest to complete, full of traps, rival adventurers trying to find it first, deadly monsters, and ancient guardian automations…oh yeah did I mention that the people who made the city had advanced magic and technology…I didn't? Well now I did. Anyways hope you're up for the adventure of a lifetime.

Rewards
You were able to discover the Lost City of Gold, you will get two rewards. One you get infinite money that somehow doesn't destroy the economy, and two you get the Lost City of Gold and all of its secrets laid out for you on a golden platter. Perhaps you can figure out how to build those automations you had to face, or why they choose gold as a building material, seriously why did they do that?

Drawbacks

(100) We don't take too kindly to strangers around here: No matter where you go, no one seems to like you at first. It is not like you can't earn their favor, but if you want to earn you, you're going have to **E A R N** it.

(100) For the Country: We mean the music. No matter where you go in this Jump, the only available music is Country music. That's it.

(100) Yee-Haw: You can only wear stereotypical western outfits and only speak in a manner that is usually found in Western settings. That's it. Enjoy your Jump as a cowboy. If anyone is aware that you are from another Jump (aka your Companions and Followers) they will think that you are a bit of a weirdo for being too into this.

(100) Saloonbound: Congrats, you have crippling alcoholism. You desire alcohol above anything else and will drink it till you black out. By the way, by taking this drawback you will suffer the side effects of alcohol even if you have stuff that would make you immune to it.

(100) Barren Wastes: The nice part of the Weird West is that theoretically speaking you don't have to set in the environment of the Wild West, aka a desert. However if you take this drawback, not only will you get stuck in the desert, but this desert is the worst desert ever. Extreme temperatures, barely any life around (Minus any created by other drawbacks), and it is so dry that your skin will be instantly chapped unless you have some kind of protection.

(100) Wanted - Dead Or Alive: It seems like you did something that many would say is illegal. It didn't matter what you did, all that matters is that you're a criminal meaning not only are you going to be chased by law enforcement everywhere you go, but also there is a price on your head that every bounty hunter would love to get their hands on. Luckily for you there's a chance that they might try to bring you in alive, not dead. Still not ideal. And oh, also forgot, if you took Howdy Varmint at any level too, the numbers of people for both of these drawbacks increases twofold.

(200) Wanted - Dead Or Dead: Okay you must have done something really bad as they aren't showing mercy. The law will shoot to kill, same with the bounty hunters. Even normal citizens will go out

of their way to murder you if they are brave enough. Hope you enjoy not being able to chill out in most places.

(300) Wanted - History's Most Wanted: OK, for some reason you have a bounty of what equals to a sum of… about 50 billion US Dollars in today's currency. Expect everyone who isn't a Companion or Follower to be eager to kill you and take in your corpse. Even hints and updates about your location and condition are officially rewarded. The bounty is high enough to get people to collaborate in your death easily. Even the issue of people being on opposite sides of the law is barely an inconvenience in that regard.

(100/200) Howdy Varmint: You are guaranteed to run into western and steampunk-themed characters from other worlds at least once per month. It will - of course - involve a brawl or some other kind of fight but hey, it's nothing that will last longer than the course of this one meeting. At the higher (200) level these characters will remain hostile or at least ambivalent at best when it comes to you. They might even gang up on you depending on the situation.

(200) I Roam Around Around Around: You're a drifter, passing through towns only long enough to do something good, bad, or ugly before you vanish into the sunset. For the duration of this jump, you can only stay in a given town or other settlement that has other people in it for at most a week before you find yourself forced to move on. Only someone holding you prisoner against your will can prevent this effect from occurring. This won't prevent others from coming with you if they're determined, but to most, you'll just be a stranger passing through.

(200) Card Game Hell: No, not card game hell! Everything here is as usual with the sole exception of everything being settled with card games. By that, I mean classic games like Poker or Blackjack (Yugioh, Hearthstone and similarly modern/complicated card games don't count). If anyone is caught cheating, everyone else is free to use guns on them, though.

(200) Just A Common Man: For the duration of this jump you will only have access to the perks you bought here and your body-mod perks. All others will be locked out.

(200) Robbed Blind: Oh no, someone stole all of your items right before this jump. Don't worry, you will get them…right after the Jump is over. But you still have any item you purchased in this jump plus body-mod items, so at least there is that.

(300) Gun Supremacy: In these parts the gun reigns supreme. No matter how many fancy abilities or trinkets from other jumps you may have, one shot from a gun is enough to neutralize any of these. Suffice to say that any direct hit on you - regardless of any armour - will hurt you and your brain or heart being pierced… well, it's game over.

(300) Imperial Marksmanship: Your aim is 'otherworldly' for sure… Whenever you try to hit anything beyond melee range (whether with a gun or any other projectiles or abilities), you have some really lousy aim. I am talking about a one in a hundred chance of hitting a man-sized target at best. Any guess why this is bad in a gun-based society?

(300) Monsters Go West: The thing about the Weird West is that the wildlife here is a lot more dangerous then the normal west, given all of the magic and or alien biology and all that. Unfortunately, the monster population has skyrocketed right before you entered this jump by 300%…per species. Get ready to face who even knows what.

(600) The Spirits Are Restless: Now you have really done it, you have ticked off the spirits. It doesn't matter who these spirits are exactly, but what matters is what they can do. They bring back the dead, conjure monsters, possess peoples or items, warp the land, control the weather, and alter events in their favor. You will have your work cut out trying to survive their wrath…and by the way, they can't be killed or incapacitated in any shape or form. If you take this Drawback along with Taming the West, you are trapping the Jump in a forever state of war between two extremes.

(600) Taming the West: On the opposite end of the spectrum of the Weird lie those who seek to tame and control the Wild Land. In that regard there is a massive army (somewhat akin to the late 19th to early 20th century US army) that constantly does its best to control everything that can be controlled like towns and firearms and tries to wipe out everything that they cannot fully control (aka magic, monsters etc.). Too bad that you and your associates count towards the latter. Even if you vanquish them, some remnants will pop up sooner or later for round two. If you happen to take this Drawback along with The Spirits are Restless, you are trapping the Jump in a forever state of war between two extremes.

End of the Line

Home, Home on the Range: Return back to your home

Settle Down: You decide to stay here

Ride Off into the Sunset: You move onto the next jump

Notes

Credits (Put your name here if you made stuff.)

- Rexzillagaming
- DatBaztard
- jordidipo2324
- And to everyone else who didn't put their name here

Sorry to the person who made the Strange Steed because I rejected your suggestion only to copy and paste it in because accepting suggestions on mobile is a nightmare. Also to the person who made "I Roam Around Around Around", which was originally called Ride Into The Sunset but I did change the name because I already used it for one of the ending options.

I would think it would be obvious but if not for some reason, things like Big Iron to Big Laser and the Bag O' Gold to Gold Rush are upgrades for those options.