

Welcome to the Wild West.

In these lands, men and women scratch and claw to form up opportunities for themselves and others. Some do it the honest way, through the sweat of their brows. But others do it at the end of a gun barrel, enforcing their will on the innocent to line their own pockets.

In the face of such forces, the people are not without hope. Not without heroes. Four men, bounty hunters, roam the territories seeking the unjust. Many would-be tyrants and their thugs have stood against them, only to wind up another bounty pay day as the people cheer their fall.

Into this land comes you, Jumper. Whether you'll join the Sunset Riders in their efforts to make the West a safer place, or stand with the darkness in exploiting these lands, is your call to make.

Take **1000 CP**, along with ten years here, and we'll see you on the dusty trail.

Age & Gender:

You enter this Jump as the gender of your choice, either maintaining the age you had before or appearing as 16+2d8 years old. You may pay 50 CP to choose.

Location:

Roll 1d10 or pay 50 CP to choose.
1: The Ranch. A small town struggling to make it big, the area is known for its rambunctious cattle herds. It's also known for Simon Greedwell, a wealthy tyrant of a man who has made The Ranch his personal stronghold.
2: Trainline. This train is barreling through the landscape, and you've got yourself a first class ticket in hand. Enjoy the scenery but be mindful; at the end of the tracks is a station the outlaw duelist Hawkeye Hank Hatfield frequents with his gang, looking to challenge any with skill to a fatal showdown.
3: Streets of Old Town. A fairly robust settlement, with a multitude of establishments, this is a prime spot for any would-be adventuring type to start their careers. Be mindful, though; a dangerous bandit known as Dark Horse has been seen roaming the streets, astride a massive steed that rumors claim is impervious to damage.
4: Old Town Saloon. Quite a few places in Old Town offer drink and entertainment, but this one has to be the top of the queue. With high ceilings, balconies, a gorgeous and massive chandelier in the middle of the main floor, and a large entertaining stage, you could start out in worse places to be sure. There's word out that the Smith Bros, a notorious pair of explosives experts, have had a bone to pick with the ladies who run and work at the Saloon, but don't let that ruin your good time.
5: Rustler & Thief RR. Another train but with a distinction; this one is owned and operated by the Rose Gang themselves, the operation overseen by Richard Rose's lackey El Greco. If you're not on the payroll, expect the shield-and-whip wielding El Greco to have some choice words for you.
6: Tribal Mountain. This mountain is the ancestral home to a tribe of skilled Native Americans, who have used expert engineering to enable them to live all along its craggy surface. Led by Chief Wigwam, the tribe has recently come under the yoke of Richard Rose, forced to follow his orders as agents of the Rose Gang. Regardless of Origin, accordingly, they're likely to take a dim view of you just appearing in this sacred place out of nowhere...
7: Secluded Fort. In the heart of a forest beside a flowing river, a wooden fort stands tall and proud. Easy to mistake for an official US fortification, this is in fact the doorstep to the headquarters of the Rose Gang. Ruled over by Paco Loco, a monster of a man known for using the fort's mounted gatling gun as a personal weapon when the need arises, this serves as the choke point for Rose Gang operations and preventing undesired parties from reaching the man in charge.
8: Rose Manor. Past the Secluded Fort, up a large swooping hill laden with fortifications and other buildings to house his many minions, sits Rose Manor, the home of Sir Richard Rose. This nexus point of criminal activity is the beating heart of the Rose Gang, a city of sin capable of holding out against do-gooders and upstarts of every ilk. If you're not meant to be here, I'd advise running, hiding, or being extra quick on the trigger.
9: Bonus Street. You've appeared in a blind alley down a random frontier city when... ambush! Gunmen appear from nearby windows, looking for... well, maybe not you, but it'll take some quick thinking or expert aim to get yourself out of this mess.
10: Select Stage. Choose any location you wish to start at.

Origins:

What kind of role have you taken in this strange world, Jumper? All Origins can be taken as Drop-In if desired, though that may mean needing to prove yourself to your peers in the field swiftly.

Sunset Rider: You are a bounty hunter, someone upholding the good and just and making a decent profit off it to boot. You can accomplish borderline superhuman feats, and have the skills to take down even the toughest villains of the frontier.

Bandit: They call it the Wild West for a reason, and you're a big part of that. Bank and train heists, cattle rustling, gunning down lawmen in the middle of the street... some folks would call that the deeds of legendary outlaws. You call that a busy Tuesday.

Rose Gang: The baddest of the bad, meanest of the mean, they are to the common bandit what a bear is to a pitbull. Between their wealth, influence, and raw power, the Rose Gang has earned every dollar of bounty on their respective heads, and now you can count yourself as one of their number.

Perks:

Perks related to one's Origin are discounted at half cost, with 100 CP Perks taken for free.

Sunset Riders:

100: Cowboy Skills. A real Sunset Rider has to be able to multi-task as befits the scenario and the threat they're up against. As such, with this Perk, you'll get the skills you need. You'll be in peak physical condition, able to run and jump, slide and dive. You'll be a dead-eye and steady hand with your gun of choice, and a deft hand at wrangling, riding, and controlling horses.

200: Cowboy Parkour. Okay, that last Perk would make you a solid outlaw-buster and bounty hunter. This one? It'll make you absurd. You'll gain super-human skills, able to vertically leap up or down a full story in height without issue as swift as if walking. As for walking- or running -you'll now be so quick and agile you could run across the top of a stampede with minimal risk to yourself.

300: Cowboy Charisma. People love you. Well, when you're in town for the right reasons, at least. So long as what you're doing is something the people of an area would approve of- for example, hunting down lawbreakers and killers in their midst -you'll find that it takes almost no time at all to sway them to your side. The average citizen isn't about to take a bullet for you with this alone, but expect material help, gratitude, or a kiss on the cheek for just stopping by. This only works on first impressions, however; don't expect to be able to use this over and over again to bilk people out of everything they own.

400: Cowboy Gun-Fu. Wait, how did you... how *can* you... you can't dual wield rifles! And you sure as hell can't fire them like some half-speed Touhou character! Well, maybe most folks can't, but most folks aren't Sunset Riders. So long as both weapons you are firing are of a matching type- such as two six-shooters of the same make and model, or two shotguns or rifles of the same -you can wield them one to a hand as easily as if you were holding said weapon steady in both. This also means you can single-arm any gun smaller than a machine gun similarly, letting you ride a horse or shimmy across a rope while still being a deadly gunman. Lastly, so long as you have the ammo on yourself, while using Cowboy Gun-Fu you'll never have to reload; the bullets will simply appear in the firearm you're using, letting you keep firing until there isn't an unspent cartridge on your whole being.

Bandit:

100: Unflappable. Folks on this side of the law run and hide when they hear the Sunset Riders are on their trail. While you might find that prudent, you won't be doing so out of fear. No matter how dangerous the foe or what you witness them doing, you can always keep a cool head and fight on as if everything was okay.

200: Explosives Training. Did you apprentice with The Smith Brothers? You're adept at making and wielding a variety of explosives, from firebombs to dynamite, as well as a keen hand at throwing them. Be mindful, explosives know no friends, and your enemies can always potentially throw them back if they get the chance, so watch the fuses.

300: Surprise! What makes you good at what you do is getting the drop on unsuspecting prey. Through windows, out dark alleys, riding in from nowhere on horseback, even popping out of barrels... the one thing you can count on is you won't be taken down before you initiate. Foes won't be able to

spot you by means of normal senses until you emerge to act. This will also make you an undisputed king of hide-and-seek and probably a stellar spy, but why bother with those when there's idiots in color-coded attire to shoot?

400: Dark Horse. One of the biggest dangers to fighting bounty hunters on horseback is the simple fact you are, by default, a larger target. All someone has to do is shoot the horse out from under you and you'll take a tumble, which often will end badly for you and will already have ended badly for your ride. No longer. Any living creature you are riding is now bullet, explosion, and fire-proof so long as you remain astride them. Your enemies are going to be in a lot of trouble if they try taking that route against you as you run them down...

Rose Gang:

100: El Greco's Grace. Select an item you possess that can be held in one hand. This item is now virtually invincible; no bullet or bomb will be able to penetrate it. With this, a simple pig iron shield may as well be made of Vibranium. This effect only functions so long as it is in hand, and can only ever apply to a single item at a time, though you can switch what item you have selected for this Perk once every ten years or once per Jump, whichever comes first.

200: Paco's Might. There's a lot of threats in the West, on both sides of the law. It'd do to have some extra brawn to confront it head-on. With this Perk, you become stronger and tougher. You can heft a fort's gatling gun in your hands and use it like a rifle, and tank a few full six-shooters to the body before the cumulative damage starts to take hold.

300: Chief's Mercy. Sometimes, you just are not enough. Your enemies are better; maybe not every day, but today they were. They have you dead to rights, and they've killed better men than you before. On that day, this Perk may be the difference between seeing the next sunrise and going home in a box. If someone not involved in the fight vouches for you and pleads for your life, even if those staring you down have every reason to kill you, they'll stay their hand. This only works if you're completely beaten, however; if you intend to take advantage of this mercy to kill them with their backs turned, this Perk won't kick in. You have to accept the loss and whatever comes with it, but will at least be able to survive. This Perk is not a way to cheat a loss into a win.

400: Rose's Thorn. This one is, though. Once per Jump, when you should have died by all rights, you won't. And the means of your survival will almost certainly piss off those who tried to kill you. A team of bounty hunters could drill you with a division's worth of ammo, only for you to grin, lift your shirt, and let a metal plate clunk to the ground having somehow caught even the rounds they aimed for your extremities. All the damage you took in their effort thus far will be cast off in this manner, even if that makes precious little sense. Especially if it does, actually. This isn't just a 1up, it's a trolling 1up, so make the most of your enemy's subsequent frothing outrage.

Items:

Items related to one's Origin are discounted at half cost, with 100 CP items taken for free. If an Item is lost or destroyed, it will be returned to the Jumper's Warehouse after 24 hours.

General:

50 ea: Frontier Whiskey. Normally, what you'd get in most establishments and minor townships for drink could be accurately described as 'mildly drinkable'. Not this stuff. These white bottles are the champagne of whiskey, the sort of stuff a territory could hang its reputation on for life. And better still, it has all the positives of alcohol- the buzz, the taste, the antiseptic value -with none of the negatives. For each purchase you'll get a small crate with six bottles, and a new one every ten years shipped to your Warehouse.

50 ea: Roast Chicken. A fine meal can be hard to come by when you're spending your life on the trails for good or ill. As a result, this Item will come in handy; a simple small sackcloth bag that, when you open it, will reveal a fully roasted chicken with all the trimmings. Oddly, eating just a quarter of it will fill a man up, making it an easy and delicious meal to split between four comrades. The bag will function once a week, and must remain sealed the rest of the week to recharge.

Sunset Riders:

100: Cowboy Attire. A Wild West outfit all your own! Color-coded and perfectly matching, this has a special fiat-backed stability to it. It won't get torn, burnt, soiled or soaked to ruination. Does nothing to protect you, but at least you'll know your attire will make it through these scraps in one piece.

200: Cowboy Firearms. You won't last long in this line of work without a good gun or two. So take two. Pick from either revolvers, double-barrel shotguns, or rifles. You'll receive a matching pair of said weapon, along with one hundred rounds of ammo for each spread out as you see fit across bandoleers, saddlebags, and the like. These guns are unlike any one might encounter in this age; they'll never jam, rust, or break down from wear and tear, and the ammo provided will never misfire. You'll receive another 200 rounds in a small wooden crate delivered to your Warehouse every month.

400: Cowboy Bounty. What good is a pack of bounty hunters without bounties to hunt? This stack of eight blank posters will, when you will it, fill up with the image, name, crimes, and any major details about the nearest viable outlaw in your general region with a price on their heads. If nothing fits within a day's ride of your location, nothing will happen. Once a bounty is redeemed, or the target is now further than a day's ride away, the poster will revert to its blank state. The posters will count as official papers when turning in said bounty for the reward as well, so the 'hard' part is done. Now you just need to get your man!

Bandits:

100: Money. A sack of gold coins. Simple and straight forward, there's more than enough for a life of sin for a year straight. Or, you know, enough to manage it properly and live a good wholesome simple life for ten. But we both know what would be more fun.

200: Explosive Materials. Three crates, almost overflowing with a variety of western-era explosives. Specifically, dynamite, powder bombs, and firebombs intended to burn an area for an extended period.

You'll get 25 of each, and a new set sent to your Warehouse every month.

400: Dark Horse. Geez, that's a big horse. Trained for all-out war, this armored black horse will gladly and viciously charge into combat and trample your foes with powerful hooves. Few horses can match it in speed or conditioning, and none in fierce loyalty. And while already borderline unstoppable with its armored barding that can turn aside bullets, if you have the Perk of the same name, it will amplify and make Dark Horse permanently indestructible even when you're not riding him. Fear no trouble when you have Dark Horse on your side. After this Jump, Dark Horse can be Imported as a Companion or as an Item as you see fit.

Rose Gang:

100: Throwing Knives. This set of long thin knives is perfectly balanced for both throwing and melee combat, flying with pinpoint precision at whatever you want while being compact enough you could hurl three at a time without sacrificing accuracy. You'll get a set of thirty, with another set delivered to your Warehouse every two months.

200: Gatling Gun. Fresh off the defensive wall of a nearby fort, this marvel of Western gunsmithing is a monster of a weapon, able to fire faster and harder than any other gun on the market. This one is a special beast, as it'll never overheat or break on you from overuse, letting you fire it as wildly as you'd like. You'll receive it, a sturdy rotating stand (handy if you're not strong enough to heft it around without one), and a belt of two hundred rounds in a wooden crate. You'll receive a new crate of ammo every month, but if you're firing that much, maybe make fewer enemies.

400: Rose Manor. This massive well-defended mountaintop manor is white with red accents, worthy of true nobility in style and splendor. Bedecked with the fine red roses of its namesake family, this manor would be a decadent place to lounge, live, or plot a massive criminal enterprise from. It has one massive advantage; everything, from the guardrails of the balconies, to the statue decor, is strong enough to withstand an absurd amount of damage. You could fend off assault from a band of gunmen from behind what to them would seem mere wood and stucco as if it were a reinforced barricade, and if they bring a battering ram to the doors, they or their ram are likely to break first.

Companions:

Want some friends for your stay in this world? Purchasing any of the options below will grant you the opportunity to meet the listed Companion(s) under favorable circumstances, varying depending on the entry. After the Jump, you can invite any/all of your new Companions to join you on your Jumpchain.

50/200: Import. You can bring any Companions you already have in with you, granting them the Origin of your choice and 600 CP to spend. One for 50, and six for 200.

50: Saloon Girl. This dancing singing entertainer has an array of skills, but not much in the way of combat skills. Still, she has a keen mind and can sniff out information with relative ease. Bored of the life of the saloon, she'd be eternally grateful for a chance to escape and experience more in life.

200 (Discount: Sunset Rider): The Sunset Riders. Billy Cool, Cormano Wild, Bob, and Steve. Four men whose exploits are beyond compare, riding from town to town and stomping out outlaws before collecting on their bounties. Purchasing this will let you encounter them, favorably, and grant you the chance to bring all four of them with you on your journey as a single-slot Companion. They come with the full Sunset Rider Perk line, as well as their own versions of the 100 and 200 CP Sunset Rider items (using revolvers, double-barrel shotguns, rifles, and revolvers respectively), as well as their own trained mounts.

200 (Discount: Bandit): Bandit Squad. This five-person team of lowlife gunmen, rustlers, and general badguys are used to following the orders of those bigger and badder than they are. From their pair of explosives experts (one male, one female) to their trio of pistol-packing masked gunmen, they'll happily do whatever bidding you have. While this might at first seem more like Followers than Companions, the Bandit Squad all follow Companion rules; they revive at Jump's end if slain, recall all that they experience and learn, and can share Perks purchased between them while taking up a single Companion slot. For now, all they are is loyal and amoral. With the right mastermind guiding them? Who can say...

300 (Discount: Rose Gang): The Tribe. This tribe of mountain-dwelling Native Americans, numbering over a hundred and fifty in total, had been pressed into the service of Sir Richard Rose along with their Chief for his criminal empire. Now, however, they view you as the one who freed them and are quite willing to repay that debt by aiding you. This purchase comes with their entire mountain, outfitted with an extensive skycar system for ease of travel up and down, and which can be imported into future Jumps or attached to your Warehouse post-Jump by way of a bright pastel door. Bear in mind, the Tribe is not your servants nor you their master; they recognize their debt to you and are more than willing to help you fight your battles and provide you a safe haven, but severely mistreating them could see your back plugged full of enough arrows and throwing knives to add fifty pounds to your weight.

Drawback:

If you need more CP and are willing to take on some additional burdens to your time here, you may take as many Drawbacks as you wish. All Drawbacks are removed at the end of your time in this world.

+100: STAMPEDE! At least twice in your stay in this world, a massive stampede of cattle will come screaming in your direction. Do your best to avoid getting killed, but also bear in mind if you were to just wipe them out, their owners will probably put a bounty on you.

+100: Hate The Taste. Even the finest alcohol is like rancid swill in your mouth; it would take a feat of true guts from you to even stomach a quick swig without spitting it out in disgust. That won't earn you many friends in these parts, and given the challenges in obtaining fresh drinking water, may make things complicated for you on several levels.

+100: RAKE. Someone has been very careless with their implements. You'll often find tools, disused weapons, and other assorted items left lying about, and if you accidentally trod on them it'll always be in such a way as to smash you in the face with it. This won't ever be lethal, but it will bypass protections to both stun and embarrass you.

+100: Bury Me With My Money. There's greedy, there's 'Being visited by three spirits on Christmas Eve to change your ways', and then there's you. You're not just greedy, you're borderline self-destructively so. You'll go out of your way and put yourself in the most dangerous of situations for a shot at some sweet coins, including diving head-first into a state-wide criminal empire with virtually no back-up just to claim the bounty on their ringleader's head. And if someone comes after you, you'd sooner stand and fight then risk them getting a single cent you own and left behind.

+100: Heap Big Trouble. Maybe English is your second or third language. Maybe the people who taught you were condescending jerks who weren't all that adept themselves. Maybe you started out as a banker back East, found an invincible horse in a blasted clearing and decided to use it in a life of crime, and have been faking a bad accent for your new identity so long you can't shake it. Whatever the case, you're stuck speaking in stereotypical broken English like an extra on F-Troop. Expect to be looked down on by a lot of folks, doubly so if you're from a Native tribe and everyone else there speaks English fluently.

+100: YIPPIE! You can't help it. When something goes right, you just gotta yell. It's like the opposite of a nervous tick, and it is always the exact same cry in the exact same fashion every time. Do yourself a favor and stay away from poker games for the duration of this Jump.

+200/300: Wanted. Someone has put a bounty out on your head. For 200 CP, this will 'merely' make things difficult with local law and get you automatically on the bad side of most law-abiding citizens. For 300 you'll get that AND the attentions of the Sunset Riders, who will strive to bring you in for that bounty dead or alive.

+200: A Sucker For A Pretty Face. When someone you can be attracted to is in distress, you just can't help yourself. Hostage situation with saloon girls? You're there in seconds dodging explosions to help. A woman pleads her brother was just following orders? Even after a nightmarish battle to the death, you'd still just shrug and holster your piece. Mind you, this won't make you helpless against them; if they're clearly out to kill you, you can just as easily fight back. But if they're just in need of

help? You'll bend over backwards to be that help.

+300/400: Reverse Bounty. What the heck did you do to piss off literally every outlaw in virtually every county and territory you pass through?! Whatever it was, it has them livid, and they're coming after you en mass. Every time you try to accomplish anything more elaborate that a simple quiet day to day life, expect some masked yahoos to jump out guns blazing at least a few times. For 400 instead, this amps up to 11 as you're now Enemy Number One of the Rose Gang (even/especially if that's your Origin), and Sir Richard Rose will start importing thugs from even further away and spending his considerable wealth to make your life a living hell. Now nothing will prevent you from being the target of vile men, short of tearing the entire Rose Gang apart top to bottom.

+400: Cowboy Shit. You must have a lot of faith in yourself if you picked this. All out-of-Jump powers and items are negated for the duration of this Jump, reducing you to your Body Mod and whatever you purchase here. Any items purchased here that restock in your Warehouse will instead be brought to you via trade wagon at the appropriate times, leaving them open to ambush on the open road. Companions can still be Imported, but they'll also have to take this Drawback (for half-points) automatically.

+600: One Hit Wonder. This Drawback negates every protective Perk or Item you possess; any damage intended to be lethal against you will be if it makes contact. One bullet, one slash of the blade, one explosion or falling rock, and you're history. The only upside? Every Perk or Item you have that would provide an extra life can be triggered three times each before expended in this Jump only. If taken with Cowboy Shit, you gain three extra lives for this Jump only.

Scenarios:

You may choose to take a maximum of one of the Scenarios presented here. Failing a Scenario (unless you died in the process) does not cause a Chain Failure.

Insert Coin: You and any allies you've purchased now must undertake the self-same journey as the Sunset Riders in the game. Starting from the entry in Location 1, you must travel from territory to territory, fighting villains and hunting bounties. You must ultimately claim at least part of the bounty on each of the game's eight bosses (Dead or Alive), breaking up multiple bandit groups and the infamous Rose Gang in the process. However, doing so once won't be enough; once you've successfully beaten all eight and cashed in their bounties, time will reset and you'll have to do it all over again. The only ones who will be aware of this reset will be you, your companions... and the bosses themselves, who will likely be a lot more careful or harder to pin down this time. Only once you've beaten everything a second time will this scenario be completed.
Reward: Loop. Some Jumps and their powers- this one included -give you a chance at a second try if you fail. But not many give you one if you succeed. Now, you possess a simulacrum of this Scenario's core attribute. If you set out on a specific goal and achieve it, you can reset time to when you began the effort to do so. This can prove invaluable if your first 'success' cost you and others more than you're comfortable living with. Unlike the above Scenario, only you and your Companions will recall the events of the first instance. This power can only be utilized once per Jump or every ten years, whichever comes first.

Dusk: The Sunset Riders are the ultimate champions of the West. Lightning fast on the trigger and seemingly able to perform impossible feats, many try to avoid having bounties put on themselves just to not risk having the Riders head their way. You must break that. Not merely by killing them, oh no. While they are absurdly dangerous either apart or as a full team, killing them is not impossible. No, you need to make sure no one tries to take their place. You need to discredit them and turn the people who adore and trust them against the Sunset Riders completely. How you do this is up to you; false reports of wrong-doing, corrupting the Riders such that they taint their own reputations, or just bribing the local heads of government and getting bounties put on the four of them. Whatever the case, you must make it so that at least 70% of the people who know of the Sunset Riders have a negative opinion of them... and then kill them all.
Reward: Broken Pedestals. It can be hard for a villain, but having accomplished what countless other villains never manage, you can now make it a bit easier. When attempting to ruin the reputation of anyone, you'll find the general population much more receptive to whatever you have to say in that regard. Not merely believing what they hear, but more likely to stop and listen in the first place. Careful use of this skill could ruin countless lives. Have fun.

End:

Your time on these dusty trails seems to have come to its end. Now, you have a choice to make, Jumper.

Go Home: Life on the frontier proved too much? Or maybe you just felt you had enough gunplay for one lifetime. Either way, you return home, your Chain concluded.

Stay Here: The Wild West was, after all, a time where people could rise up from nothing and make a name for themselves. It's understandable, whatever legacy you've built here, you might want to keep at it. Your Chain ends here.

Move On: Always chasing the sunset, eh Jumper? There's sure to be more bounties and adventure over the next horizon. Catch you in the next Jump, partner.

Notes:

Sunset Riders, along with the title image, is the property of Konami. All other materials come from the game itself or were abstractions based on events, items, locations, or actions from my playthrough. All rights reserved to their respective holders. Please support the official releases.

One of my favorite arcade games of all time, and until now lacking in a Jump to honor it. Hopefully, I managed just that. Not a lot to work with considering it's a cult classic; no sequels, spin-offs, nor tie in properties like comics. Fanwank responsibly for pretty much everything that isn't run and gun; I know I had to.

Yes, I used the modified version of the Chief's name. Feel free to swap in the original if it means that much to you.

Dark Horse is a weird boss in that he visually makes no sense. He looks like a beefy overmuscled white guy but talks like a stereotypical Western Indian. That said, like most bosses in the game, he's a blast to fight, and I want that damn horse.

Companions cannot purchase Companions.

The Tribe as a Companion may or may not include Chief Wigwam and his sister; the choice of whether they remain a part of The Tribe or not following whatever events the Jumper is involved in is up to you. Regardless, any member of The Tribe, or the whole Tribe, can be imported as Companions into future Jumps.

If you purchase The Tribe as a Companion, you can effectively skip fighting them in the Scenario Insert Coin. You'll still need to match arms against the Chief, but this is more to prove you are ready to take down the remainder of the Rose Gang than an actual fight to the death.

Feel free to repost this Jump anywhere you wish, but please do not edit without permission.

Created by Astrangeplaytomake

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