Origins:

Drop-In: You literally drop in from the sky, and land face-first into a barn. After being chased out by a shotgun-wielding farmer ranting something about aliens, you spot some horse tracks and follow them for a few miles until you see a town.

City Slicker: You talk fast, walk fast, and are generally used to the rush-and-rumble of the big city. You somehow fell asleep on your train and ended up in the West with nothing, save for a small suitcase filled with law books and medical journals. However, being the smartest man in town does have its' advantages.

"Alleged" Witchdoctor: You are a celebrity in New Orleans, famous for being a rumored Voodoo practitioner, though you may just be a fraud. After deciding to retire out West, things took a turn for the worst when your train departed early, and you had to leap onto it without most your luggage while it was moving. As you looked inside, you noticed it was being robbed as well.

New Sheriff in Town: A former gunslinger feared as one of the "Quickest Draws in the West", you are now a recently released convict charged with protecting a small town with only a six-shooter, a badge, and the title of Sheriff. While you have many contacts in the more seedier lines of employment, you are also burdened with the protection of an entire town, and with catching up with the times after 10 years on the inside.

Exiled Chief: A long-standing chieftain of a small-yet-powerful subset of the Lakota tribe, you were elected chief at a young age when it was discovered you were an extremely powerful medium. You have been informally banished for wanting to modernize tribe traditions while keeping the spirit of the ancient laws and customs. However, most members of your tribe still respect you, and you are quite the local celebrity.

Civil War Hero: A former Officer of the Union,now suffering from "the vapors" you were key to the end of the War of Southern Secession. You decided to live out the rest of your life in the comfort of the West and enjoy your weekly stipend from the government. Unfortunately, this is a very anti-Union town, and if they ever found out the extent to which you were involved with the Union's victory, they'd quarter you in the street.

Main Attraction: You were the star of Fast Eddie Spaghetti's Superb Wild West Shows, due to either your gun skills or racially-charged Chinaman impression. After a pay dispute, you were dumped off in the middle of the desert with nothing but the clothes on your back and some fancy pistols, plus a chest filled with some trinkets you took as a pay-raise.

----------PERK TIME----------

Soundtrack: Free! You get a western-themed soundtrack that's really good and never gets repetitive. Can turn on and off at will.

Parlor Trick: 100 CP (Free Witchdoctor) You are really good at entertaining guests, and have a flair for the dramatic. You can also do really cool magic tricks.

Regal Bearing: 100 CP (Free Witchdoctor) You carry yourself with all of the poise and flair of someone who knows what he is doing, even when you don't. Expect others to trust you more easily, but also want you to do favors for them.

Gun Hand: 100 CP (Free Sheriff) You are skilled with the revolver and rifle, and can hit a man-sized target at however far you can see.

Quickdraw: 100 CP (Free Sheriff) You are one of the fastest draws in the West, capable of drawing and firing your gun faster than the average person could react. If your gun is on you, chances are it will be in your hands when you need it.

Omnidisciplinary Scientist : 200 CP (Free City Slicker) You are absurdly knowledgeable(for the time period)in several fields of mathematics, chemistry, law, mechanical engineering and botany, and can speak with really big words when talking about them. This is only book knowledge, mind you. You have no practical experience in any of the above.

Ancestor's Guidance: 200 CP (Free Exiled Chief) Once a day, you can call on the souls of the dead to give you advice, or to just talk about whatever. They have to answer your questions, but they don't have to be straightforward about it.

Enviro-Mentalist: 200 CP (Free Drop-In) You excel at using your surroundings to your advantage, giving you an edge when fighting indoors, whether it be a barfight or shootout. The more things within arm's reach, the better.

Trapping and Tracking: 200 CP You can tell the direction, speed size, age, health and gender of any animal or person from just their tracks, and can tell what happened in a shootout by just gazing at the scene.

Hard Drinker: 400 CP You can drink absolutely anything without feeling the effects until morning, and your tolerance for toxins and poisons is 10 times that of a normal elephant. Useful for drinking anyone underneath the table, or for scaring the piss out of people who attempt to poison your whiskey, only to see you down the entire bar's supply. You can also live on a diet of whiskey and bar peanuts alone.

Human Resources: 400 CP You now know how to kill and properly harvest from other humans in order to get the reagents for a spell. Each person gives enough reagents for six weak hexes. See notes for details.

Rider: 400 CP You can fire a gun from a horse or moving object with no loss in accuracy so long as you are the one controlling it. You are also an expert at bringing wild animals under your command, and have a natural feel for what they are thinking.

Medicine Man: 400 CP You can stitch up almost any wound or ease any pains with nothing but the plants around you. It will take time, but so long as there's some sort of vegetation, you can cure diseases or treat any wounds short of dismemberment, in any species. Takes about a week for bullet wounds.

Tin Star: 600 CP (Discount Sheriff) It may be tin, but it still feels real, so long as the overwhelming majority of citizens accept you as their protector. You know your town like you know your own hands, and can protect it as if it was an extension of your body. Furthermore, you can sense threats to your town and are always there in time to punish those responsible, as you can traverse it in half the time it takes the average vehicle of the setting at top speed.

Ghost Dance: 600 CP (Discount Exiled Chief) With the better part of a year's preparation and energy, you can raise the spirits of the departed to assist you in battle. The spirits strike fear into the hearts of the

enemy, causing any animals and the weak-willed to flee in terror, while weaker still drop dead out of fear. Each spirit summoned gives it's skills and combat experience to any living troops. Lasts three hours.

Voodoo Practitioner: 600 CP (Discount Witchdoctor) You are skilled in the Voodoo arts, and can make potions, cast hexes, curses and spells, and bind the dead to inanimate objects, so long as you have the (relatively rare) reagents. See notes for details.

True Grit: 600 CP (Discount Drop-In) As one man once said, "Rage is one hell of an anesthetic." When someone or something has harmed someone close to you, you gain the willpower to hunt them down to the ends of the earth, the toll on your body be damned. While other men give up, something inside you allows you to keep going, something lusting only for for REVENGE, something letting you track men for months across thousands of miles, with almost no sleep or food, just to get back at them.

Regale: 600 CP (Discount Civil War Hero) You are a master tactician and planner, and can train an mob of villagers with sticks into a professional army in just weeks. Furthermore, any army you lead will never need new clothing or equipment, and their food needs will be so greatly simplified that as long as they eat a filling meal, their nutritional needs will be met with no ill effects.

Insane Inventor: 600 CP (Discount City Slicker) The only thing that moves as fast as your mind is your mouth, and you can put both to good use. People tend to believe whatever you say, so long as you say it fast enough and pepper it with enough technical jargon as to be unrecognizable to all but your equals in the field. Having trouble with the law? Spout a rambling sentence on the injustices and flaws in the legal system and you're free to go. Furthermore, you now have the ability to make and modify steam-powered technology, and can do so without the risk of ruining the item for good.

----------ITEMS GET LOVE TOO----------

Garish Outfit: 50 CP (Free for Main Atraction) You start off wearing either a ridiculous carnival outfit or the costume of any hero from a western movie. Your choice.

Ten-Gallon Hat: 50 CP (Free for everyone but Witchdoctor and City Slicker) A very large hat. Can hold 10 gallons of water.

Typewriter: 50 CP (Discount Main Attraction and City Slicker) A typewriter with infinite ink. Comes with a carrying case so you can type just about anywhere.

Provisions Kit: 100 CP Consists of a deep frying pan, a tin mug, a metal spork and knife, and a tinder kit. Gives you the ability to cook food just about anywhere.

Badge: 100 (Free for Sheriff) It's a tin badge identifying you as some sort of lawman. Does nothing if people think it's fake.

Spellcraft Supplies: 100 CP Enough supplies for 6 Love Potions or Poisons, 3 Blank Voodoo dolls, or one seance and summoning. If one has the knowledge, can be used just about anywhere.

Swindler's Cards: 100 CP (Discount Main Attraction) A deck of normal looking playing cards to the unwitting observer, their owner is able to sense the location and type of the cards at any time, giving them an unfair advantage in your average poker game.

Throwing Knives: 100 CP (Discount Main Attraction) A set of ten throwing knives used by a carnival actor.

Colt Peacemaker: 100 CP A six-cylinder cap-and-ball revolver. Was crafted by a master gunsmith, and when properly wielded, fires exactly where aimed within its effective range. Gives you the ability to shoot at anything just about anywhere.

Gilded Peacemaker: (Discount Main Attraction) For 100 CP more, it comes with cool engravings and is plated in gold and platinum.

Either way, Main Attraction gets one Gilded Peacemaker free.

Flask of Plenty: 100 (Discount Main Attraction) A hip flask that never runs out of whiskey. Cannot be poured, only drank from. Allows you to get drunk just about anywhere.

Potion: 100 CP A weaker version of a love potion, this lasts only two hours instead of two months. All it needs is a hair of the target to be ready. If consumed, the victim will fall in love with the potion's target just about anywhere.

Winchester Repeating Rifle: 250 CP A repeating rifle. Holds 8 shots in an internal magazine, lever action. Has a higher maximum effective range than the revolver, and also fires exactly where aimed when properly wielded. Gives you the ability to shoot more rounds from farther away just about anywhere.

Gilded Winchester: (Discount Main Attraction) For another 100 CP, comes plated in gold and platinum and has gems embedded in it, as well as cool engravings.

Gravity Hammer: 200 CP (Discount Main Attraction) Either a gift from a thankful Chinese blacksmith or a trinket you swiped from a circus, you now have an antique gravity hammer that is as much a masterpiece weapon as it is an art piece.

Steam Cannon: 300 CP A very powerful, three shot steam rifle. Uses pressurized air to fire rounds, and thus requires a large steam reservoir to be carried on the back. However, can fire anything that can fit inside the barrel powerfully and accurately, and can be fired just about anywhere.

Motorcar: 300 CP A 1900's era motorcar. Unfortunately, only allows you to drive on roads and not just about anywhere.

Stallion: 300 CP A really good horse. Can go for days without resting or eating, but needs double the time to rest up after. Can go wherever a horse can, and acts just like a really smart horse just about anywhere.

The Ranger's Badge: 400 CP Once a Jump, the badge will stop an otherwise lethal projectile from killing you. If used up, will be replaced by a new one next Jump. Can be worn just about anywhere.

"Iron Horse": 500 CP The bastard child of a horse, motorcar and steam train. Is ridden like a horse, but at it's widest, is as large as a train-car and just as long. Can reach speeds of 100 miles per hour off a train track, and 200 when on. Has the brain of a horse inside it, and acts like one when it can. Can go just about anywhere.

Soul Battery: 500 CP A device the size of a large backpack that can store and harness the power of a human soul. Harnessing it somehow allows for a single devastating shot that is large as a building and attacks the soul directly. Can be refilled, but needs a particular month-long ritual only the best of witchdoctors know. That means not you. Can be transported just about anywhere.

---------- NEEH DRAWBACKS----------

Vintage: 0 CP Whenever you explain or talk about your past, you have a flashback which is inexplicably in sepia. Your voice is also re-dubbed, so it is always off sync with your lips and sounds as if you ate a fist-full of gravel.

Beans: 100 CP The only food you will ever find are kidney beans and rotten kidney beans. For 10 years, you must survive on a baked bean-only diet, with the only toppings allowed being barbeque sauce, sawdust, or sugar, which you must provide yourself.. Your anus will hate you after the first year.

The Red Ghost: 200 CP You are hunted by a 30-foot tall bulletproof camel and it's skeleton rider. The skeleton is an expert marksman and can split a hair from miles away, while the camel can run faster than any steam train. Both are masters of stealth, and are able to move silently at top speed and can vanish when out of sight. To your benefit, the skeleton rider cannot dismount, and knocking him off his steed causes him to fall to pieces. However, he cannot be killed and will thus always reform so long as the camel lives.

Terrorist Train Tycoon: 300 CP You've meddled in the plans of a train tycoon one too many times, or simply took the blame. Either way, he is sending an... odd mercenary after you. A master of the era's technology, he is armed with a massive, steam-powered spider that acts as both a base-of-operations and attack-platform.

Narrator: 300 CP You get a narrator with a voice that does not fit the setting. Everyone else can hear him, and he will constantly state your personal thoughts and actions aloud, as well as any other embarrassing facts he can think off. Furthermore, he constantly makes you doubt yourself by stating how something could have been just a little bit better, or how stupid something was. He also gives you a soundtrack, but sings all the instrument parts, and is really bad at it.

Done Fucked Up: 600 CP For the duration of the jump, everyone will act as exaggerated stereotypes from the 1800s. Native Americans will be both evil, bloodthirsty savages as well as magical holier-than-thou, mystical warriors that can perform world-changing ceremonies during full moons, cowboys are genocidal rampaging thieves and rapists as well as nigh-immortal bullet-spongy juggernauts of death, and Non-Whites are out to destroy the white race with their Voodoo/Oriental Magic/Bitchin' Sombreros that can corrupt entire towns. This applies to everyone, except for you. You get nothing of the above, and instead get a looping piano soundtrack and a nerf to all outside active powers.

For 100 CP more, "Legends" will occasionally appear that are stereotypes of famous Western stereotypes and figures. A dastardly villain who is beloved by everyone and is immune to the law despite being an active serial killer, an Injun' Chief who can raise a spirit army and whom bullets avoid like the plague, or a Lawman who has set his heart on murdering you, and that recovers from almost any wound.

NOTES:

Voodoo is weird. Most spells require a month to brew, but can be pre-brewed save for some important ingredients.