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Welcome to May 1st, 1899.

The age of outlaws is near its end, and the Van der Linde Gang is planning one final heist before they retire west, a ferry robbery which, unknown to them, is likely to go horribly wrong after they murder a young mother named Heidi McCourt. This triggers a series of disasters, each greater than the last, that eventually lead to the death of Arthur Morgan and the destruction of the gang.

However, with your arrival, things might go a little different. The heist is in a couple of weeks, and depending on which side you take, the heist might go better or worse for them. Either way, you're landing somewhere in the United States of America, at the end of the nineteenth century. Over the next ten years, cars will become available to the public, civilization will continue to spread, and the government will finally start to crack down on gangs across the country.

Take 1000 CP to select the perks, items, and companions you'll need to survive in this world. You'll spend the usual ten years here, before deciding whether to stay, go home, or move on.

+1000 CP

Background

Here's where you'll decide where your place is in the world. Roll 15+2d8 for your age, or pay 50 CP to decide both your age and your sex.

Townsfolk (Drop In)

This is the drop-in option. You don't have a past in this world, though depending on your selections in the companions section, you might soon have some connections. This means you don't have any memories dragging you down, but it might also impact your ability to assimilate into this world.

Gang Member

You belong to a gang of outlaws, though it's your choice whether this is the Van der Linde Gang, the O'Driscoll Boys, or one of the other gangs scattered across the country. You could even maybe form your own, if you choose not to currently be part of one. Your way of life is coming to an end whether you like it or not, but it's up to you whether you fight it, or give into it. Your starting location is wherever you were looking for leads, not necessarily where your gang is currently located.

Capitalist

While most people struggle to earn a living, either working on farms or in factories, or simply sleeping on the streets, you live in the lap of luxury. This will earn you the scorn of those who live on the fringes of society, and might make you a target, but you'll have a better quality of life than most people in the country. You're educated and well read, and are considered well bred.

Lawman

You're either a freelance bounty hunter, getting paid to capture and turn in criminals, or on the payroll of the Pinkerton Detective Agency, working with Andrew Milton to hunt down Dutch van der Linde and his associates. Reviled by those who believe lawlessness is true freedom, your goal is to spread civilization to the rest of the country, even if they don't necessarily want it.

Location

Roll 1d8 to determine your starting location, or pay 50 CP to choose to start anywhere on the map. Remember that the Van der Linde gang hasn't yet attempted their ferry heist in Blackwater.

1. ***Blackwater*** -- A city down south in the state of West Elizabeth, the Van der Linde Gang is currently camping near here, though depending on how their ferry heist goes, they might be leaving soon. In a couple of weeks, the whole town is going to get a little chaotic, so you might want to either help them out, or get out of town before the whole place goes to hell.
2. ***Armadillo*** -- This desert town in New Austin has recently been hit with an outbreak of scarlet fever, with most of the residents either dead, sickened, or packing up to leave soon. It's hot and dry, without much to do besides drink at the abandoned saloon, or visit the general store where the manager is suspiciously healthy. Maybe there are better opportunities out east.
3. ***Valentine*** -- Livestock is Valentine's main business, though the town's been growing these past few years, with saloons, a gunsmith, a hotel, and a general store. Things are quiet right now, though members of the O'Driscoll gang occasionally torment the townsfolk.
4. ***Saint Denis*** -- The biggest city in the game, this wonder of the civilized world is similar to the city of New Orleans, with theaters and a trolley, and a large port. The city is controlled from the shadows by an Italian man named Angelo Bronte, who has the police in his pocket and his informants everywhere, and there are rumors that a vampire stalks the streets at night. Don't venture too far out into the swamps either, where gators and the Night Folk reside.
5. ***Annesburg*** -- An industrial logging town mostly inhabited by German immigrants, the pollution makes it hard to breathe, and the water is so poisoned, even the fish are sickly. In the woods, the Murfree Brood robs and murders travelers, and Butcher's Creek is a nearby town suffering from some sort of sickness. The famous gunslinger Slim Grant works as a marshal here.
6. ***Emerald Ranch*** -- The owner of this ranch in New Hanover is very strict, and his farm is threatening to wipe out every rancher from here to Valentine. His daughter is locked up in the house, and the saloon seems to have been shot up, though you could see if you could get it operating again. The fence here also deals in stolen carriages, if you need the extra cash.
7. ***Wapiti Reservation*** -- You find yourself with the Wapiti Tribe, in the northwest reaches of the map. This is a tired people, one that's suffered a great deal of heartbreak at the hands of both the military and the government, and they're likely to be fairly hostile to strangers. Maybe you can help them preserve their lands and culture, though it might take some time.
8. ***Free Choice*** -- Pick anywhere on the RDR2 map to start out at. You could start in the Cumberland Forest, on top of Mount Shann, or even in the middle of the deserts of New Austin. Just so long as it's a location you can visit sometime during the game, you can start there.

Perks

A gunslinger is worth only as much as their ability to shoot a gun and ride a horse. Here's where you pick what skills you'll be receiving for your time here, so choose carefully. Your selections could mean the difference between losing your chain, and survival. 100 CP perks are free for their designated origins, while other perks are likewise discounted.

TOWNSFOLK

Arcadia for Amateurs 100 CP (free Townsfolk)

No photo ever seems to come out blurry for you, even if you take it while falling off a cliff or being attacked by wolves. You're an artist with a camera, an expert at lighting and angles, and if you want to sell your works, you can make quite a bit of money selling photographs and prints to newspapers and art collectors. You can instinctively use any camera, even ones you haven't seen before, knowing how to operate them without instruction. Maybe a newspaper will hire you.

Friends in Very Low Places 200 CP (discount Townsfolk)

It might be the local train station master, or maybe the general store's owner, but you have a way of making friends and connections in low places. These people might give you leads, or offer to help you cheat at a hand of poker for a small price, but no matter the service they offer, they'll never rat you out to the authorities. Wherever you go, you have connections you can contact, and a web of informants who can help you know where other potential discouraged men are.

Good, Honest Snake Oil 400 CP (discount Townsfolk)

You can talk for hours, but never actually say anything meaningful. At least, that's how it seems to others around you. You're charismatic, and good with words, and could sell fake shares to a company or convince others to purchase your fake medicinal cures without much trouble. You're a master of advertising, though the products might not be exactly authentic. Just be aware that if someone catches you peddling fake goods or products of dubious quality, they won't be too happy about it. But you might still be able to talk your way out of trouble, if you're charismatic enough.

Magnifico 600 CP (discount Townsfolk)

You're now a master of illusion, a star of the stage, capable of performing great feats of magic… at least the trick kind. It might not be real magic, but it might as well be. You're capable of disappearing yourself in clouds of smoke, sawing people in half without actually killing them, or escaping from even the most complex prisons and traps, even those of the more real variety. You also can cheat at card games or dice, which could earn you quite a bit of money, until someone realizes you've won the last twenty hands.

The Mercies of Knowledge 800 CP (discount Townsfolk)

You're quite the inventor, aren't you? Horseless carriages, rudimentary robots, humane devices for execution, all of these and more are within your grasp. Your inventions might start out as rather basic, and are liable to backfire on you, but the more you design and revise your drafts, the better your machines will work. You also have skills as a mechanic and engineer, and in worlds with more sophisticated tech than in this one, your inventions can be much grander in their scale and design. You could certainly be one of the foremost inventors of your time, if you choose to become one.

GANG MEMBER

Cowpoke 100 CP (free Gang Member)

You now have the basic skills someone needs to survive in the wild west. Riding a horse, hunting deer, fishing, you can now do it all proficiently, though you might not be the best at it. This also includes basic shooting skills, how to skin animals, starting a campfire, and first aid, alongside the ability to suck venom out of a wound. You never know when you'll need it.

Sniffing Out Leads 200 CP (discount Gang Member)

With this, finding the next big hit won't be a problem for you. Opportunities for jobs or robberies practically fall into your lap, and the more you seek them out, the bigger they are. You still need to have the ability and the manpower to pursue them, but with this you'll never run short of banks to rob, or sheep to rustle. If there's a wagon carrying payroll coming through town, you'll know where it will be the most secluded, and if someone has a stash hidden somewhere, it won't be too hard to find.

The Noblest of Men and Women 400 CP (discount Gang Member)

You're now one of the fastest quickdraws in the west, comparable to the likes of Buffalo Bill or Annie Oakley. Able to hit moving targets with ease, shoot from on horseback or driving a wagon, or even upside down, you're unlikely to miss, and are considered one of the best shots of your time. Who knows, maybe over time you might get a dime novel written about your adventures. With time and practice, you could eventually surpass even the likes of Arthur Morgan.

Blessed are the Peacemakers 600 CP (discount Gang Member)

If there are people you want to protect, this will give you what you need to defend them. You're a human tank, capable of taking dozens of bullets before you fall, or getting stabbed multiple times without it feeling like more than a scratch, though a gunshot wound to the head will still probably kill you. You're also a workhorse, capable of riding for days on end without getting tired, or fighting a whole town of men in a fist fight before you even break a sweat. Your immune system is also robust, though a strong enough disease could still potentially knock you down.

Deadeye 800 CP (discount Gang Member)

Time seems to slow when you're shooting, allowing you to cut down your enemies before any can even draw their weapons. For every second, you perceive ten, the world seeming to move in slow motion. You can only use this ability for two seconds, or twenty from your perspective, before you have to wait a full minute for it to recharge completely. You could also eat something like meat or alcohol to restore it, though eating in the middle of a battle might be a little inconvenient.

CAPITALIST

Well Educated 100 CP (free Capitalist)

You've received a private education, and you might have also gone to university. Well read and educated in mathematics, you're likely one of the smartest people in the room wherever you are. You can also manage your own finances, have a basic knowledge of history, and have enough training in social etiquette and the pastimes of the rich to get along in high society. You have knowledge of all the most famous literature of whatever society you're in, and how to talk and behave politely.

Pinching Pennies 200 CP (discount Capitalist)

Cutting corners has never been easier. You know how to maximise profit without sacrificing things you care about, like charity or moral labor practices, if you're so inclined as to care about those things. Whatever business ventures you own or manage are now much more profitable, and you're now an expert haggler, able to bring down the price on whatever you're trying to buy. You can also convince people to pay you more for jobs or favors you do for them, though the more you do this the more resentful they might become towards you. You might get quite the reputation for being cheap.

Urban Pleasures 400 CP (discount Capitalist)

Sometimes, all you need to do to convince someone to do what you want is to wave a little money around. Other times, you just need to invite them to a party, or let them in on the high stakes gambling ring you're a part of. You know exactly how to bribe someone in order to convince them to do a favor for you. Whether it's something material, or simply finding the right words to convince them, you're an expert at getting others to do your dirty work for you.

The Gilded Cage 600 CP (discount Capitalist)

Money and riches seem to practically fall into your lap. Wherever you go, there's another business venture for you to invest in, and whichever ones you do choose to participate in will end up hugely successful. You were born into wealth, and the world conspires to make sure that you have it. People will find themselves less inclined to steal from you, and those who envy or despise rich folks like you will like you in spite of the large sums you own. Just walking down the street you might find lost jewelry or coins.

Fifth Amendment 800 CP (discount Capitalist)

As you might already know, this amendment protects the right to private property. Similarly, this perk protects your own private property. If you can say that it belongs to you, such as something you bought or were given by someone, then it cannot be stolen by anyone, no matter what they use to steal it. Stolen items will be returned to you within the hour, and you know where they're located at all times. Does not work on companions, as people cannot belong to you, or things you've stolen from others.

LAWMAN

The Morals of Man 100 CP (free Lawman)

As if on a meter, you can see peoples' karma levels. If someone has done some very bad deeds in their life, it appears on the left side of the scale, while good deeds push their karma in the opposite direction, to the right. This won't tell you what they've done, but someone on either end of the scale is either very good, or very bad. The scale can fluctuate, depending on what a person has recently been up to.

Follow the Trail 200 CP (discount Lawman)

If there's a trail to find, you can find it. It might be hoofprints or marks from a wagon wheel, or reports of sightings in a newspaper, but if you're hunting someone down, it will be hard for them to lose you. This also works on animals that you're hunting, and missing persons you're trying to locate. Your powers of perceptions are increased, allowing you to notice things like these much easier.

Rage Unleashed 400 CP (discount Lawman)

You know how to rally others to help you take down your enemies. Whether it's a big bad villain, or simply someone you don't like too much, you know how best to get others to see them as the same threat that you do. It won't work against those who know them personally, but against the common people, or those who haven't heard of them before, you can get whole towns of people to want to see them hang.

Not Without Sin 600 CP (discount Lawman)

You now have a sense of when people are engaging in unlawful behavior around you. This might start out with a radius of only a few hundred feet, but as you develop this ability, your range will expand to cover several miles. Not only do you know when and where these crimes are happening, but you also know what the crime is, though you won't know who is involved, at least initially. This vastly decreases your response time, potentially allowing you to save lives or prevent theft, and bring criminals to justice.

You Work For ME Now 800 CP (discount Lawman)

If there's blackmail to be had on someone, you can get it. Once per person, you can immediately know one piece of dirt on them, with the evidence to back it up in court or to the authorities. This can be used to

force them to do one favor for you, or keep them working for you indefinitely, depending on how bad the dirt is. Once they expend their usefulness, you're not obligated to uphold your end of whatever deal you make with them. Kill them, send an army after them, it doesn't matter.

Items

These items are meant to supplement your powers, giving you a place to lie low or a means to escape, or maybe serving as a home base or bringing in an income.

TOWNSFOLK

Good Boy 100 CP (free Townsfolk)

It could be a coonhound or a golden retriever, or even a husky or a poodle. You can pick any kind of dog featured in the game. They'll be well trained and housebroken, and won't bite or attack anyone you don't want them to. Will never die of wounds or old age, and will always want pets. You don't need to feed them or water them, though they'll appreciate a treat once in a while.

Beer & Whiskey 200 CP (discount Townsfolk)

Beer, whiskey, and other alcohols and liquors. This is a fully stocked personal bar, though whether it takes the form of one is up to you. It's always fully stocked with whatever spirits or drinks you want, and comes with enough shot glasses and other dishes that you won't need to worry about breaking a few. It could be located in your Warehouse, or as a part of one of your properties in this world.

Livestock 400 CP (discount Townsfolk)

Choose one animal that people normally raise on a farm, such as chickens or cattle. You now have twenty of these animals, enough to have a full herd or flock. You cannot have less than twenty, so if you kill one for meat or if someone poaches or rustles it, you'll find it back in your pasture the next day. You can sell the products that come from them, such as meat and eggs, or wool and milk, and you can sell whatever animals you breed from the original twenty, but you cannot sell the original twenty animals yourself.

An Honest Day's Labors 600 CP (discount Townsfolk)

This is a farm of your very own. It might have been an inheritance from your father, or maybe you worked hard to pay the bank back for what you borrowed to purchase it, but however you acquired it, the land is yours, now. It comes with a house, and good farmland and grazing land, though it will be up to you to determine what you grow here. You could start an orchard, or raise cattle and livestock, or use it for any number of other things. This is your own land to do what you want with.

Saloon 600 CP (discount Townsfolk)

This saloon comes with its own bartender, who won't do much else besides serve drinks and make food for patrons. Can be a source of passive income for you, as you won't need to worry about maintaining it yourself. Also has several hotel rooms that can be rented for the night, and a private meeting room for you to have gatherings with your associates. In the future, it can restyle itself to fit the average bar of the world you're in, though you could opt for it to still have a western design.

GANG MEMBER

Trusted Mount 100 CP (free Gang Member)

An outlaw is only as good as their ability to outrun the law, and this horse will let you do just that. Nobody will purchase this horse due to its… dubious origins, but it can be as expensive or rare a steed as you'd like, on account of the fact you likely didn't get it from a reputable stable. It's loyal and well trained, and is liable to buck off anyone who tries to steal it. If it dies in battle, or you just run it off a cliff, you can find it back at wherever you're camping out, or at the nearest stable.

Lockbox 200 CP (discount Gang Member)

This lockbox is unable to be opened by anyone other than you. They can use magic on it, bang on it with a hammer, or even drop a nuke on it, but they won't even be able to put a dent in it. It's twelve inches by six in area, and only a couple of inches deep, but you can store some of your more valuable small possessions in this and not have to worry about getting them stolen. If the box is taken from you, it reappears in your possession within twelve hours, and you know where it is at all times.

Guns & Ammunition 400 CP (discount Gang Member)

Rifles, pistols, revolvers, shotguns, you name it. This weapons' locker contains any gun you could want, in addition to an infinite amount of ammunition, and other weapons, like dynamite or throwing knives. It won't be anything especially powerful, but in whatever world you take it to, it will update to have that world's standard form of weaponry. This could be laser guns in somewhere with higher tech, or simply swords and clubs somewhere where guns haven't been invented yet. It's a big wooden chest though, not easy to move around, so you'll have to select what you want before you head out.

Someplace Quiet 600 CP (discount Gang Member)

Maybe it's an abandoned building, or a camp between the trees, but this hideout will never be found by those who are looking for you for less than innocent reasons. It comes fully stocked with rations and ammunition, and is large enough to hold up to twenty people comfortably, though more could be crammed in so long as people go out for more food in town. It follows you between Jumps, appearing wherever and as whatever you want it to be, though it can't be moved once it's placed.

CAPITALIST

Champagne & Cigars 100 CP (free Capitalist)

A cigar case that has a new cigar inside every time you open it, and a bottle of champagne that seems to never stop pouring. These are a high enough quality to impress any other member of high society you might be entertaining. You'll never cough on the cigars, and they'll never do any damage to your lungs, no matter how many of them you smoke.

Duchesses and Other Animals 200 CP (discount Capitalist)

Whether it's exotic birds, or a finely selected collection of jewelry, you now have a room either in your house or in your Warehouse containing a collection that's the result of your rather expensive hobby. If it's some sort of animal, you can sell the byproduct of this, like selling bird plumage or animal skins to other collectors, or if you want to sell flowers you can, or perhaps the jewelry in your collection, but they regenerate slowly, so it should be saved until you're in desperate need for cash. This collection curates itself, with new additions being added once every month or so.

Horse Drawn Carriage 400 CP (discount Capitalist)

This is an expensive looking carriage, or maybe just a nice wagon if you're feeling less like having outlaws and robbers attacking you out on the road. Its wheels will never break, though it requires oxen or horses to pull it, but if you have the right tech, maybe you can upgrade it so that it no longer requires something to make it move. It's indestructible, and invincible to fire and gunshots, though whatever's pulling it likely is not. If you lose it, you can find it back at your home or camp.

Your Own Empire 600 CP (discount Capitalist)

Not a real empire, of course, but money makes the world go around. You own some sort of company, and the product it sells has made you a fortune, whether it be oil or hosiery, or maybe tobacco or cotton. You own factories or farms across the country that operate independently, and you won't need to worry about managing the company's finances personally. Wherever you are, it will make a healthy amount of passive income for you, sent either to your bank account or into your pockets. In whatever world you're in, your company is of moderate renown, and you might occasionally come by your own products.

LAWMAN

Badge of Honor 100 CP (free Lawman)

With this badge, people will automatically accept you as local law enforcement, whether it be a deputy or a police officer. If you're not actually a member of the local force, but they look in the database or ask too many questions to the real law enforcement, you might get found out, but people will generally be willing to talk with you about criminal happenings in the area, or let you onto crime scenes to look at evidence.

Gatling Gun 200 CP (discount Lawman)

This weapon can be set up on the back of a wagon, on a balcony, or anywhere else where it has flat ground to stand on. It has an infinite amount of ammunition, and will bombard wherever you shoot it with ammunition. It might take some time to pack up and move, but can cause devastating amounts of damage. If you put it up somewhere high, you can rain hell down on your enemies, or you can turn it into a mobile weapon of destruction if you put it in the back of your wagon.

Prison Wagon 400 CP (discount Lawman)

This wagon comes with a cage in the back, for you to store whatever criminals you might find. It's not indestructible, but it's very sturdy, and can hold most normal humans or similar beings. You can hitch a horse to it to pull it, or you could find some way of upgrading it to a horseless carriage, but regardless it's a useful tool when going after criminals or bounties. Or maybe you'll be trapping the lawmen in this instead, if you're of a less law abiding archetype.

County Jailhouse 600 CP (discount Lawman)

With four cells fitted with iron bars, an office, and a private bedroom upstairs for you, this is a fully equipped jailhouse located in a town or city of your choosing. It's not necessarily functioning, though you can choose for it to be, and nobody will come in unless you want bounty hunters to come and take care of your problems for you. For now you can't hold much in it, only normal humans or similar beings, but you can upgrade it to hold much more powerful things. You can choose in future Jumps if it stays looking like something straight out of an old western, or resembles other police stations in the Jump you're in.

Hand of Justice 1000 CP (discount Lawman)

This revolver is old, with rust on the metal obscuring the intricate engravings of deer and flowers, made of gold and black steel. Every month, you get one bullet, and if you shoot someone or something in the head with it, your target immediately dies. This overrides immortality or regeneration abilities, even reincarnation, though if you miss, or hit them anywhere else except the skull, your bullet is wasted and it only acts as a regular round of ammunition.

Companions

Whether it's your own gang, or long trusted friends, you'll need people you can rely on to help you out when you're in trouble. They might be busting you out of prison, or they might be helping you rob a bank, or maybe they're your bounty hunting posse, but no matter what role they find themselves in, these companions stand by you until the end. Select as many as you'd like.

Companion Import 100 CP

You can import a single companion of your choice into this world. They gain a background for free, along with the freebies and discounts associated with that background, and 600 CP to spend on perks and items. They'll keep whatever items and perks they've received from other Jumps, though be careful about bringing nonhuman looking companions here. Eldritch beings and aliens aren't likely to be well received in a western setting like this, though they might not be too out of place, what with the strange things you can find here if you look long and hard, such as vampires in Saint Denis or giants in the mountains.

Bumbling Fool 100 CP

He might not be all that smart, but he has heart, and is fairly strong. Most importantly, he won't question anything you do or the orders you give. The most loyal companion you could have, and if he's shot down in battle, he'll find you when it's safer. He can hold a gun and ride a horse, though he isn't the best at either of these things, and can't read. Tends to be a little dense, but will follow your orders with almost terrifying amounts of determination, so long as he understands them.

Red Harlow 200 CP (discount Lawman)

He's much older now, too old to still be working, with back pain and other ailments that come from old age, but this man was once one of the best shots in the west. A famous bounty hunter, he's still a good shot, though he won't be doing much gallivanting around. You can put him in charge of defending your base, and he'll be perfectly content to sit around not doing much of anything, except enjoying his retirement. If you ask, he'll tell you stories about his youth, or help you improve your shot.

Mentor Figure 300 CP

This person is in their forties or fifties, likely several decades older than you are. Having never had children of their own, they view you as their only child, and would do just about anything for you if you asked it of them. They're also wise, and are always willing to provide helpful advice. Come with the same background as you, with all the associated freebies and discounts, alongside 600 CP to spend on perks and items, though they can't pick more companions.

Canon Companion 300 CP

So there's someone here you'd like to take with you after your time here is up? This option will ensure you have a favorable meeting with the one you want joining you on your adventures, though you'll still have to convince them to come along. If they have too many ties here, they might decide that they'd rather stay with their family or loved ones than go gallivanting around the multiverse.

Gang of Outlaws 600 CP (discount Gang Member)

If you don't want to join an existing gang, here's an alternative option for you. Or maybe you want to strengthen that gang's numbers. With this, you have ten companions, each with the ***Gang Member*** background and the associated freebies and discounts, and they each have 600 CP to spend on gear and perks, though they cannot take additional companions. Count as one companion in future jumps.

Detective Agency 600 CP (discount Lawman)

These men (and maybe women, if you allow it) are on your payroll, though you'll never have to actually pay them. They can shoot and investigate, and if there's someone you want caught, you can send them in full force to go find them, though it might take awhile. They aren't particularly powerful or resourceful, but there's strength in numbers, and they'll find your target sooner or later, though there's no guarantee they'll be able to take them in on their own. They work well as a team, and count as one companion.

Drawbacks

You can take as many of these as you want, to a maximum benefit of +1000 CP. Any additional points worth of drawbacks you take are simply to make your Jump more interesting, or more difficult.

The Curious Couple +0 CP (can only take with the Gang Member or Townsfolk backgrounds)

The year is now 1875, and it's been one year since Dutch van der Linde and Hosea Matthews took in the young vagabond Arthur Morgan, who they now have taken on as their ward and apprentice. Your starting age is now ten years old, and in the next few days, you'll be picked up by the small posse that soon will become the Van der Linde Gang. You'll be considered as a member of the Old Guard, meaning your opinions and choices will carry much more weight within the gang, and will be here for thirty years, up until the year 1905. I hope you're alright being in it for the long haul.

Red Dead Redemption +0 CP

The year is now 1907, and Arthur Morgan has been dead for eight years. John Marston and his family are heading back south, after someone recognizing him up north led to them having to flee once again, and Dutch and his gang have recently been spotted up in the mountains. You'll be starting here to live out your next ten years instead, during the time frame that the original game took place in.

Dear Uncle Tacitus +100 CP

You have a really stupid name, like Baldassario or Lancelot. Others might mock you for it, and it will grate on you whenever you hear or see it, though the laugh your enemies give when you tell them it might give you a second's head start on shooting them. You cannot change this with the people who know you, though you can still give aliases to the people you meet. But the second they find out about the name you were baptized with, they won't stop calling you it.

Manimals +100 CP

This iconic glitch from the original game didn't make much of an appearance in the prequel, but with this drawback, some of the animals seem a little too… human. Instead of birds, men fly through the air flapping their arms with their legs bent up towards them, and people will attack you instead of cougars. Snake men coil on the ground, their bodies bent at horrible angles, and on occasion there will even be donkey people for you to ride. There will still be normal animals, but expect these to appear regularly.

Revenge is a Dish Best Eaten +100 CP

You can't help but want to get back at those who wrong you. It'll be impossible to resist rubbing your victories in their faces, going back to beat someone who mocks you for running away, or wrongs your

family, and this will get you in trouble sometimes. If someone is too powerful to get back at, it will stew in your mind, and you won't be able to stop thinking about getting your revenge until you have.

Rated R For Violence +100 CP

This is a game about cowboys, not about nudity. You're supposed to be shooting people, whether they're criminals or lawmen, and having action filled adventures. Not swimming naked in a river somewhere, or posing for Charles Chatenay to paint you like one of his French girls. With this drawback, nudity is no longer allowed. You can expose yourself when you're alone, for example to bathe or use the bathroom, and nothing more. And even then, everything is censored.

You Have Dysentery +100 CP

Once every couple of months, you'll come down with a bad case of dysentery. This will happen no less than twice a year. While it will never kill you, expect to be sick with it for a few days, unable to do anything but curl up in bed and run between wherever you're laying and the restroom. It's a miserable disease, and one that will have you wishing you hadn't taken this drawback. Cannot be cured with any item or perk you've taken in the past. You have to suffer through it until you recover naturally.

The Strange Man +100 CP

In Lemoyne, there's a cabin in the woods. Go there, and you'll meet a strange man in a black suit and a tophat, who seems to know you're not exactly supposed to be here. He'll give you missions on occasion, challenges that seem to test your morals, and while they might not be too difficult, it seems like he has some bigger plan in mind by sending you on them. How does he know you, again?

He's British, Of Course +100 CP

You have a very strong British accent, and are considered a little… eccentric. Whether it's your style of dress, or your peculiar hobbies and pastimes, you're considered strange by the people you meet, though once they get to know you they might come to like you. Maybe you run a circus where the lion's a dog and the zebra's a donkey, or challenge everyone you meet to a duel. Whatever your gimmick might be, you're an oddball for sure, though this won't affect you too much.

Rats and Snakes +200 CP

For whatever reason, people just think you're slimy. Whether it's the way you dress or the manner in which you talk and behave, you come across as untrustworthy to others. People will be less likely to purchase whatever you're trying to sell them, or they might not trust you when you tell them you're on their side. You can still find allies, but it will be much harder, and expect for them to constantly be on guard for if you try to double cross them.

Lambs to the Slaughter +200 CP

You're trusting of people, maybe too trusting. If someone tells you a trolley station is full of cash, you'll believe them without a second thought, and if someone tells you a gang is hiding out at a cabin, you'll head in without checking to make sure there isn't an ambush set up. You can't help yourself but see the best in people, and you're unlikely to ask questions if something goes wrong. Let's hope you have someone more critical that you can rely on to keep you out of too much trouble.

The Boy +200 CP

You now have a son Jack's age, around four years old. His other parent is either dead, or doesn't want to be involved in raising him, and it will be your responsibility to take care of him. If you try to abandon him somewhere, he'll be returned to you within a day, and you'll receive the scorn of whoever finds out you tried to abandon him. And expect him to tell *everyone* about it. However, if you're only leaving him for a few short days with trusted friends or family, it won't count as abandonment. If he dies or you try to kill him, then you'll lose your chain and be sent home. If you get attached, you can take him as a companion after the Jump is over, though you could also leave them here with whatever friends you've made.

> ***Angelo Bronte, a Man of Honor +200 CP*** (must take with ***The Boy***)
>
> Incompatible with ***Fatherhood, and Other Dreams***. At some point during your time here, your son will be kidnapped. It might not be Angelo Bronte who has him, but somebody does, someone with power, and it's your job to get him back. You'll likely have to do them several favors, each one tough and likely illegal, and even after you've gotten your son back, they will still be eager to use you to their advantage. However, they're liable to double cross you, or send people to kill you if you refuse to keep helping them with what they need. They have the money and the resources. If you can't get your son back, then your chain ends.
>
> ***Fatherhood, and Other Dreams +100 CP*** (must take with ***The Boy***)
>
> Incompatible with ***Angelo Bronte, a Man of Honor***. That son of yours? He's dead now. You no longer have to care for him, and his death will no longer end your chain, but because it was due to your negligence that he died, at least from your perspective, you're now ridden with guilt over it. You won't be able to form close romantic relationships, will forever doubt your ability to care for those you care about, and will believe yourself forever deserving of being alone. This might make you a little unstable, and if you're especially unhinged, you might end up kidnapping someone to pretend they're your son and locking them up in the basement under your house.

Glitched Into Mexico +200 CP

Is it just me, or does the ground seem a little… two dimensional here? Congratulations, your starting location is now Mexico. Or at least the unfinished, glitchy portion of Mexico. There aren't any enemies here, although animals spawn closer to the river, and the farther you go, the less finished it seems. Holes in the ground exist instead of buildings, and if you travel too far, you might fall through the ground into a seemingly endless void, so watch your step. Your teleportation perks stop working, and there seems to be an invisible barrier blocking you from returning to the rest of the map, but there is one spot along the

border that will let you glitch back, though you'll have to find it yourself. Once you manage to escape, your teleportation perks will work as normal, and Mexico will finally seem to load in properly.

Chelonians +400 CP

They really had it right. God is a turtle, one day true believers will be united in a land called Chelonia, and the only way to be saved is to donate to the cult- er, religious order. At least that's what you now believe. You don't have to live with other Chelonians, but you certainly believe in their rhetoric, and you'll now be sending most of your funds to them, though you'll keep enough for yourself to survive. It might get annoying for your companions to listen to your preaching about turtles, or maybe they'll be believers too. Get ready to be considered a wacko by most of the country.

Guarma +400 CP

Well, you've done it now. You're now trapped on the island of Guarma, a humid and miserable colony administered by Cuba. Until you leave, you're stripped of all your perks and items except the ones you've purchased in this Jump, and none of your companions will be with you. You wake up on a beach, stranded after a shipwreck, and are immediately led away by soldiers. In order to escape, you need to join the local revolutionary forces, and earn enough rapport with them that they'll help you get on a boat to be smuggled back into America. Alternatively, you could go in without a plan and simply steal one, but this is much more likely to get you shot dead, and of course if you die, your chain ends. You regain all of your perks and items once you arrive back on the mainland.

Enter, Pursued by a Memory +400 CP

All perks and items given to you before this Jump are stripped, leaving you with only what you've purchased here and your Body Mod. This world might be filled with aliens and vampires, but you're no more powerful than the rest of the protagonists now. It's up to you whether you still try to change things, or whether you settle down somewhere with what you have and make a safer life for yourself, but either way, get used to being close to a normal person again.

> ***Exit, Pursued by a Bruised Ego +400 CP*** (must take with ***Enter, Pursued by a Memory***)
>
> You now don't have whatever memories you have of this world. The 19th century is all you've ever known, though occasionally you have strange, distorted dreams of magical worlds and odd technology the likes of which you've never seen. You still have whatever perks and items you bought for this Jump, but from your perspective, they're perfectly normal, though impressive. If you have win conditions, you'll instinctively know what you have to complete to win.

A Wanted Man +400 CP

There's a hefty bounty on your head now, one you won't ever be able to repay, and you're wanted dead or alive in multiple states. If you try to flee the country, you could still be extradited back to the States, and though you can potentially lay low, if you're not careful with hiding your identity, you'll be forced to

move somewhere else. If you're caught, you'll be sent to a high security prison like Sisika to await trial for your crimes, and if you don't escape, the punishment will be hanging, in which case your chain ends.

American Fathers +600 CP

Your starting location is now the Wapiti Reservation. Whether you're a member of the tribe or just someone who sympathizes with them, your job is to help them keep their land, and prevent them from being driven to Canada to make room for an oil rig. It's your choice whether you help Rains Fall settle things peacefully, or Eagle Flies make it clear through violence that nobody is going to take what's rightfully theirs, but if they lose their land, your chain ends.

Money Lending and Other Sins +600 CP

You're in a lot of debt, so much that you won't be able to pay it all back during your time here, no matter how much money you have. And the people you owe it to aren't exactly the patient sort. Throughout these ten years, people will hunt you down to get you to pay back the money you owe, and they won't stop. Initially you can fend them off by paying large sums of money back to them, though it won't make a dent in the actual money you owe, but the second you start killing them to keep them away, you won't be able to convince them to give you a little more time. They'll start sending more and more men to come collect on your debt, until eventually they're sending whole armies after you. Running will buy you some time, but only a few weeks, as they'll always manage to find out where you are eventually.

A New Age of Outlaws +600 CP

The age of outlaws might be coming to an end, but you'll fight it until your last breath. Your win conditions have changed, and now you must ensure that the Van der Linde gang stays healthy and functioning for all of your ten years here, up until 1909. You must maintain a minimum of ten members in the gang, and if John Marston, Arthur Morgan, and Dutch van der Linde all are dead or imprisoned by the end, you fail and your chain ends. However, only one of the three needs to be alive for you to win. You also need to pull off a minimum of one heist or mission every month to be considered functioning, or else your chain ends. Retiring to Tahiti isn't an option for you in this one.

Black Lung +600 CP

Maybe you beat someone to recover what they owed you, or maybe someone just coughed in your face at the saloon. Regardless of how you caught it, you now have tuberculosis. Mucus and scarring make it hard to breathe, while the coughing will keep you up at night. You won't start out with the active form, but the first time you catch a cold, or get an infection, or spend too long where it's warm and humid, it'll start to take root in your lungs. You can recover, with good rest and proper care, but each time it comes back, it gets a little worse, and the symptoms tend to linger. If you die of it, you lose your chain.

Our Last Ride

Your time in this world is up, and it's time for you to pack your bags and go home, cowpoke. You have to decide whether you'll stay or move on, or go back home, wherever home is for you.

A New Future Imagined

Whether you've formed bonds you don't want to leave behind, or have more left to do here, you're staying. There's still a whole country left to explore, or maybe you finally want to settle down and start a family.

Homeward Bound

The west can be a lonely place, and you've decided you miss those you left behind back when you left home so many years ago. It's time for you to end your Jump and go back to those you care about back home.

Goodbye, Dear Friend

There are still many new frontiers to explore, so it's onto the next for you. You're leaving all this behind, but it's not quite time for you to go home yet, so you'll continue to wander until you're ready to return.

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