Red Dead Redemption V.1.1

By Batman Anon



You begin in the last decades of the Wild West. The American civil war ended nearly half a century ago yet the ramifications still show in this society. The landscape is beginning to fade as the modern era begins. Automobiles, machineguns and oil drilling projects are beginning to appear. The current law enforcement is relegated to sheriffs who enforce the law in their towns but the U.S. government is beginning to change this as they bring the west into their fold. Many people have grown up in the frontier and have to adjust to the increasing modernization of this age. Some view this increased prevalence of the government as negative and have struck out as outlaws in protest against what they view as restrictions they never asked for. Others view this as safety for them and their family that they never knew before.

Either way you begin in the year 1911 and spend the next decade with 1000cp.

Age: Roll 1d8 or 50cp to choose any possible age for a human.
20 + 1d8 years

Gender: Same as last jump or 50cp to change.

Location
Roll 1d8

1. **Great Plains:** A region consisting primarily of rolling hills, low-lying vegetatipn and few trees. There are many plants and animals in this location.
2. **Henningan's Stead:** These vast open plains hold a diverse series of locations including swamps, scrubland, forests and flat grasslands.
3. **Cholla Springs:** This area is largely desert with many cacti and desert scrub. Many outlaws roam across this region meaning that being caught alone can have dire consequences.
4. **Gaptooth Ridge:** This location is mainly grassland with it's most noteworthy feature being that a gang known as the treasure hunters can be found here.
5. **Rio Bravo:** Rio Bravo is extremely hazardous due to the prevalence of cougars and wolfs that attack travellers. You are not likely to find many people here.
6. **Perdido:** Populated by very few settlements, the aftermath of the civil war still touches this region with many abandoned and ruined building left behind.
7. **Punta Orgullo:** Also known as pride point contains the San Luis river and is a sun scorched desert of white sand. Here you find the largest town in Vuevo Paraios, Escalera.
8. **Diez Coronas:** Also known as the ten crowns due to the largest mesas in the region adding up to ten.

Origins

Drop In [Free]: A recent arrival in the Wild West, you are a complete mystery. You have no memories or connections to anyone in this world, you have the opportunity for a fresh start in a new world.

Bureau of Investigation [Free]: You work for the Bureau of Investigation also known as the BOI. This organization began in 1908 and has only been around for three years. This organization was created to consolidate the various secret service departments of various U.S. organizations that had been produced. You are a federal agent bringing law and order to the last chaotic regions of the west any way you can.

Rancher [Free]: You grew up on the frontier and own a spread of land in which you raise animals and grow crops. You are the backbone of the effort to colonize the west and own a number of livestock.

Outlaw [Free]: You're a wanted criminal, maybe you had a bad childhood and it was the only way to survive, maybe you just felt like it. Either way you have a record that means you should probably avoid the sheriff.

Perks: Perks are discounted for origin with the 100cp perk for that origin free

General perks

Basic Shooting Skills [Free]
If you're going to be living out here you're going to need to know how to shoot. You can hit a target with the rest of them, you're nothing exceptional but you won't be a laughing stock at least. Comes with the knowledge of how to maintain 19th century weaponry as well.

Horse Riding [Free]
Living out on the frontier without knowing how to ride a horse? That'd be insane, good thing you know how to ride with the best of them.

Fitting In [100cp]
If you're going to the old west you need to fit in. Here you get an adjustment in your appearance in the manner you desire. Be the classic rugged cowboy, the dapper city gentleman, the upper class lady or whatever you desire. Or you can just use this a general boost to your attractiveness.

Settling the frontier [100cp]
If you're going to colonize the west you're going to need to know how to go about that. This gives you the knowledge of how to maintain a successful settlement in locations where you're going to have to discover the local survival necessities yourself.

Dead Eye Targeting [300cp]
You can slow how you perceive time to the point that a second can stretch out to ten. You can hold it for five seconds before having to wait a minute for it to recharge. While in this state you are also able to plan actions that after deactivating this ability you can take at speeds far exceeding your usual reflexes.

Drop In

Drifter [100cp] – Free Drop In
You're not the kind of person to set down roots. As such you've learnt how to stay out of the spotlight. A small town that gossip about the mysterious stranger would normally be common knowledge in a few hours? You've learnt how to keep your presence a secret.

Maybe Magic, Maybe Mundane [200cp] – Discounted Drop In
You've got an air of mystery around you, and any supernatural abilities, if you are not extremely blatant, can be attributed to coincidence. After all it's not like you can see the future right?

Cold as Ice [400cp] – Discounted Drop In
You've got a glare so cold that you could make a hardened criminal flinch. Think someone's trying to cheat you? Just give them a death stare until they start shaking.

A Regular Annie Oakley [600cp] – Discounted Drop In
You're easily the greatest marksman in the world. The things you can do with a gun boggle the mind. If you worked on this gift you could reach the point that you could hit a fly from a hundred metres. You can reload faster than most can blink and draw a pistol before they can even think to do that.

Rancher

I Own A Ranch [100cp] – Free Rancher
You grew up on a ranch and know how to run one. Herding animals, keeping crops growing and all the basic knowledge required.

Whistle [200cp] – Discounted Rancher
When you whistle you can summon a horse that will run out from an area that no one is looking and come to you. The horse is an average horse with no exceptional abilities. If the horse is killed you can whistle for a new one after an hour.

Hunting Is Something You've Got To Know Out Here [400cp] – Discounted Rancher
You're a very experienced hunter and know how to skin nearly every animal and what parts are useful. You are also a tracker skilled enough to see a trail from where an animal was days ago and follow it as if you saw it making the tracks.

Hogtie That Varmint [600cp] – Discounted Rancher
When you have defeated an enemy and have them at your mercy, you can tie them up with rope in such a manner that no matter how powerful they are they will not be able to escape from the rope without help. Note that in order for this perk to work you have to have singlehandedly defeated the enemy and have them completely at your mercy. Also keep in mind that they have to have a physical body to tie up and that it will only restrain their physical body and not any abilities that they may have.

Bureau of Investigation

Member of the Bureau of Investigation [100cp] – Free Bureau of Investigation
You are a member of the bureau of investigation, the precursor to the modern F.B.I. After this jump when in any world that the F.B.I. exists there will be a record of you as an agent of the bureau in the Wild West. No one will notice this record unless you point it out.

Modernization [200cp] – Discounted Bureau of Investigation
You know how to keep on the cutting edge of technology and can quickly adapt to different cultures. This is an era of incredible advancements and you aim to be at the forefront.

We Enforce The Rules [400cp] – Discounted Bureau of Investigation
Civilization may be dull, but the alternative, is hell. You have a talent for arguing the necessity of rules such that you could convince a career criminal of the importance of the law. You might not be able to shake them of their lifestyle in a single conversation but given time you can get through to nearly anyone who isn't completely insane.

You Can't Escape the Past, Everyone Eventually Pays For What They've Done [600cp] – Discounted Bureau of Investigation
When hunting someone that has committed a genuine crime against the society that they live in you will always find them no matter what protections they take. They might change their name, have plastic surgery and ensure that no one alive knows where they have gone. You'll still find them.

Outlaw

Incognito [100cp] – Free Outlaw
When wearing a mask you are nearly impossible to recognise, even if it's something as simple as a bandanna.

Ambush [200cp] – Discounted Outlaw
You have a skill for getting into your targets heads. Where are they going to run? What is the most likely spot to find them where they think they're safe? These are things as instinctual as breathing for you.

Honour Amongst Thieves [400cp] – Discounted Outlaw
When you look at a person you can see how loyal they are and the best ways to ensure future trust. Given time you can forge an unbreakable loyalty from those who are willing to follow you.

Folk Hero [600cp] – Discounted Outlaw
You have a force of personality such that you could be a legend passed down for centuries and skill at guerrilla warfare such that you could hold out for years against a government provided that you are at least the equal of their top members.

Companions

Strange Man [100cp]: He calls himself an accountant… in a way. An enigmatic character; this man dresses in a black three-piece suit with a black tie and top hat. He will never give you his name, share any information about who he is or go out of his way to help you. If you take him to other jumps he will frequently disappear and you will have no means of ascertaining exactly what he was doing. He appears to be unable to be harmed by any means found in this jump. He will occasionally direct you to situations that will test your morality and give no indication of what he thinks of your choices. Occasionally he will give you information that will be helpful in the future. Might come with the perk Maybe Magic, Maybe Mundane.

Edgar Ross [300cp]: Edgar Ross is the director of the Bureau of Investigation, he is a purveyor of modernism and adapts to unfamiliar situations well. He is a strong supporter of the ends justifying the means and as such will be willing to help you with near anything if you can convince him it's necessary. Comes with all the free perks and the perks of the Bureau of Investigation tree, the free item for his origin and an automobile.

Dutch Van Der Linde [300cp]: "We can't always fight nature, Jumper. We can't fight change, we can't fight gravity, we can't fight nothin. My whole life, all I ever did was fight…" As a young man Dutch was an altruistic and idealistic rogue, believing he and his gang could make a difference in the world. He fashioned himself into a Robin Hood figure, taking money from the rich and giving it to those who had little. He saw himself as a humanitarian champion of the people opposing government control. As the years rolled by though he realized the futility of his cause as the government continued to exert control over the Wild West and as his attempts changed nothing he descended into madness. He is currently a bitter old man with an unfocused hatred of everything and everyone around him. Maybe you can change that. Comes with all the free perks, the 100cp, 200cp and 400cp perks of the outlaw tree and all of the outlaw items.

> **Getting The Gang Back Together:** For an additional **[500cp]** you can take the challenge of reuniting Dutch's old gang and gaining them all in a single companion slot. The gang consists of Bill Williamson, Javier Escuella, John Marston, Abigail Marston, Dutch and you get Jack Marston as well. They gain the full effects of the outlaw perk tree, all of the free perks and all of the outlaw items. In future jumps when imported the perks will be split between them giving them a sixth of the power of the perk.

John Marston [400cp]: John's parents died when he was eight years old, he was then sent to an orphanage that he later escaped. He fell into Dutch Van der Linde's gang where Dutch became a father figure, teaching him how to shoot, hunt, gather, read and survive in the world. He met his future wife Abigail while in the gang and after a bank robbery gone badly he decided to retire and make an honest living. The government however wants justice. He comes with all of the free perks, the dead eye targeting perk, all of the rancher perks and all of the rancher items.

Jack Marston [400cp]: The son of John and Abigail Marston and if no one intervenes the sole surviving member. Jack grew up surrounded by Dutch's gang until his father was injured in a botched bank robbery. After this his father moved the family out to a ranch where they tried to make an honest living. The government however is not likely to forget and tragedy is waiting just around the corner. He comes with the all of the free perks, the dead eye targeting perk, all of the rancher perks and all of the rancher items.

Companion Import [50cp]: per companion and they gain an origin and **[600cp]** each

Gear: Gear is discounted for origin with the 100cp item free

General

Guns [Free]
It's the Wild West, everyone has a gun and now you do too. You gain a weapon of your choice such as a revolver, shotgun or rifle that could be found in the old west. You also gain a cigarette box sized supply of ammunition that restocks when used to reload your weapon.

Gentlemen's Attire [100cp]
This high-class attire ensures that you appear to be a high level aristocrat. This outfit is impervious to anything that could stain it and will always appear to be in perfect condition.

Elegant Suit [100cp]
This is a business suit and appears elegant to all who view it. This also ensures that any attempts to bluff or lie while wearing this suit are more believable.

Drop In

Moonshine [100cp] – Free Drop In
Moonshine is an illicitly distilled alcohol made in a homemade still. This bottle has a special property though, when drunk it temporarily increases any abilities that grant increased perception by fifty per cent. This bottle refills once per week.

Nigel West Dickens' Elixir [200cp] – Discounted Drop In
This elixir is purported to cure a slew of diseases and ailments. It is also claimed to grant its drinker the ability to fly, chew through steel and immortality. Obviously this is inaccurate at best. When drunk this elixir will instead permanently increase the ability of the Dead Eye Targeting perk to slow things down twice as much and last twice as long. This will only work once on the drinker. This elixir will restock once per month.

Mount Deeds [400cp] – Discounted Drop In
This piece of paper is nearly completely blank and merely has three lines on it, with the name and species blank and the final line giving the owner as you. If you have a non-sapient animal that you have named and consider a pet; you can fill out this piece of paper with those details. When filled out this can be used to respawn the animal if it dies and synergises with the whistle perk to allow you to call this animal to you with a whistle.

Rancher

Ranch [100cp] – Free Rancher
You own a ranch of your rough design. It has a household of moderate size with that could be found in the Wild West. The attached fields hold a normal number of livestock of your choice: cattle, chicken, horses or bison. It also holds crops of your choice that could be found in the old west. Post jump this can attach to your warehouse giving you a house and a supply of crops and animals that could be extracted from a small western ranch. There is also a wooden post located somewhere in this ranch that when placed into the ground in an open area outside the warehouse will cause the ranch to appear around it.

Hunting Knife [200cp] – Discounted Rancher
This knife is exceptionally sharp and never dulls, when used for harvesting ingredients it can cut through nearly anything, provided the thing you are harvesting from is dead.

Worn Satchel (Inventory) [400cp] – Discounted Rancher
This worn satchel is able to hold a surprising number of materials. You can effectively hold an infinite amount of food and weaponry in this bag. Unfortunately for other things it can only hold as much as a normal satchel of the same size.

Bureau of Investigation

Sherriff Star and Bureau Uniform [100cp] – Free Bureau of Investigation
This united State Bureau outfit ensures that law-abiding citizens will grant you respect in your time here. Post jump this outfit will give people on the right side of the law the feeling that you can be trusted. You also gain a six pointed star badge with sheriff printed on it.

Automobile [200cp] – Discounted Bureau of Investigation
Cars are a very uncommon sight in these times, you however own a Ford Model T. This car is generally known as the first affordable automobile, the car that opened travel to the middle class American and would serve as a fine memento of your time here.

Golden Guns [400cp] – Discounted Bureau of Investigation
You have gained a chemical that can be used to coat weapons in a gold colour and ensure that they gain fame far quicker that ordinary. A sword produced in this manner could be legendary, a gun could be known across the world. You have enough to coat one weapon and the chemical restocks every jump.

Outlaw

Wanted Poster [100cp] – Free Outlaw
A poster with a hand drawn sketch of you that details your last known location, how badly the government wants you and the most likely fate if you are caught. This will continue to update through the jump. After the jump you can choose whether to keep it updating or keep it as it is at the end as a memento.

Outlaw outfit [200cp] – Discounted Outlaw
This outfit of your rough design gives those on the opposite side of the law the feeling that you can be trusted. With this outfit you could walk into a gang and have them looking at you as a potential recruit rather than a victim.

Hideout [400cp] - Discounted Outlaw
You gain a camp in a location of your choice and of your rough design. This camp will be stocked with weaponry, food and other necessities. The hideout will be a building of moderate size, being large enough to support a gang of twenty with ease. Post jump this becomes a brick that when placed in a large enough location expands into the hideout.

Scenarios: Can only take one.

Master Hunter: There are many legendary animals in this world; Lobo the wolf, Khan the jaguar, Gordo the boar and Brumas the bear. While these beasts live you will be reduced to body mod capabilities and have to kill them to regain your abilities. If you can hunt these animals and gather their pelts you will be known as the greatest hunter the west has ever known. This accomplishment will grant you the knowledge of how to prepare the animals that you have hunted such that any meals you make that you personally killed the animals for will have a restorative effect on the eaters, healing broken bones, curing illnesses and increasing their general health.

Master Sharpshooter (requires Dead Eye Targeting): If you take this scenario your challenge in to ensure that you are renowned across the west as the greatest marksman ever born. All abilities other than the ones gained in this jump that would grant you the ability to achieve this are locked until you are known as a legend. If you succeed in this achievement you will gain the **Legend of the West Outfit:** This outfit consists of a white shirt and black vest combo accompanied by a long black frock coat and a cowboy hat. When worn this outfit will triple the abilities of the Dead Eye Targeting perk when worn. This outfit will also increase the intimidation and charisma of its wearer by a significant amount. Any who look at you will know they are in the presence of a legend.

Master Survivalist: For the duration of this challenge you will be reduced to body mod and have to collect a number of herbs that will force you to travel across the west, searching every state and lands that no one has tread on in living memory. If you succeed you will gain a sixth sense for all plants within a hundred metres and the ability to gather herbs and distil **Tonic:** An elixir with a special property that, when drunk grants the ability to utilise the Dead Eye Targeting perk to the drinker.

Master Treasure Hunter: You begin this jump with a piece of paper with a drawing of a landmark with an X marking the spot that something is buried in. When you find the first spot you will find a chest containing gold bars and a map detailing the next location. You have ten chests to find and any abilities that would grant you knowledge of their location will be of no use. If you want to find all of them you will have to scour the land, interrogate the locals and be very determined. If you succeed you gain the **Treasure Hunters Satchel**; a satchel that can hold an infinite amount of gold and you gain a sixth sense for things that you would classify as treasure letting you sense them from miles away.

Drawbacks: Max [600cp]

The Legend Continues [0cp]: If you have taken Red Dead Redemption: Undead Nightmare before this jump this allows your actions and history to carry over.

Bounty [+100cp]: There is a considerable bounty on your head; many people will attempt to claim it.

Low Ammunition [+100cp]: Ammunition just doesn't seem to go as far as it used to, you will frequently find that you run out of ammo far quicker than normal.

Karma Meter [+100cp]: You know seem to have an invisible meter over your head that measures whether you've committed a crime. If you go too far then people will be able to tell on sight that you're someone that needs to be stopped and you can expect anyone who sees you to open fire.

In Need of A Ride [+100cp]: Outlaws will constantly attempt to steal your stuff. If you're on a horse expect someone to try to push you off and steal it. Also I wouldn't leave anything important out where anyone could reach it.

Glitches [+200cp]: Bird people flapping their arms as they soar across the sky, giant skunks with the upper body of an elderly woman, people twisted into bizarre shapes with the minds of wild animals that will attempt to maul you and horses riding men will be common occurrences in your time here. No one will notice anything strange about this.

Wanted Man [+200cp]: The Bureau of Investigation is after you and wants you dead.

PETA Against Manifest Destiny [+300cp]: Your goal in this world is to ensure the survival of the buffalo as a species. Unfortunately they have just become the most popular species to hunt and lack any survival instincts to the point they will run off a cliff if they hear a gun shot. If you want to ensure that they survive you will have to expend significant effort.

Random Wild Animal Attack [+300cp]: Wild animal attacks will constantly surprise you. Open a door and a bear might be waiting on the other side. Lie down in your bed and find a snake. Travel to the reaches of outer space and find a jaguar trying to maul you when you turn your back. This will get frustrating.

Powerless [+300cp]: People who had no special advantages but pure stubbornness settled the Wild West. You can do it too right?

End Game: The ten years are up and you're ready to make a decision.

Stay: You conquered the west and made it your own. This is your home now.

Go Home: Maybe you've had enough and decided to head on back home.

Continue: Keep Jumping

Changelog V.1.1 Edited Ranch item, changed annie oakley and hogtie perks. Raised companion prices and gave Dead Eye Targeting a price.

Notes:

Taking the Dead Eye Targeting perk in either jump counts as having it for the other and there is no benefit in getting it twice.