
WILL SMITH
IS JAMES WEST
KEVIN KLINE
IS ARTEMUS GORDON
WILD WILD WEST
IT'S A WHOLE NEW WEST. JULY '99
AND KENNETH BRANAGH
WARNER BROS. PRESENTS

## Wild Wild West (1999 Film) 1.0 By Horrorshowjack

It's 1869 and a bunch of distinguished, and actually skilled, scientists are being kidnapped. The president is being threatened. And only the only hope is to pair up the two best(?) agents to solve this mess.

US Army Captain James West, and master of disguise/inventor Artemus Gordon.

Who don't like each other at all. It's a shocker. Turns out original series big bad Doctor Arless Loveless is behind everything. But what is he up to?

Building a big freaking spider to destroy the US and get vengeance on his former commanders.

Better take these:

# +1000 West Points

# Locations:

1. Washington DC
2. The Wild Wild West
3. Somewhere Else

**Origins**: There are no backgrounds here. You can choose something plausible if you want an origin.

**To make up for the lack of origin discounts you receive four Wild tokens. These may be spent to get something costing 100 points or less for free.**

## Age and Sex options: Pick whatever you want.

## Perks: These cost 100 points unless otherwise stated. You may purchase the perks multiple times if it makes sense for the individual perks. Just don't beclown yourself. Additional purchases have an additive effect, unless otherwise noted.. Perks with the [MULTI] tag may be purchased to get an additional specialty under the perk. They are then considered separate perks for upgrading.

**Shiny:** You can give anything metal weighing less than 10 lbs an extra shiny nickel or chrome plating by focusing on it. Takes roughly one hour to do so.

**Six-Year Gun:** When picking weapons, even by fiat-backing, you can jump up to six years ahead of the setting's date for your selections. In the case of fiat-backed items, it can't be something that radically departs from the item listing. (ie no plasma rifles when the listing is for an Uzi). You can also go backward by thirty years under the same limitations.

**Buttocks of A Botticelli:** Your butt is spectacular and attention grabbing. To the point of drawing stares or preventing coherent dialogue for minutes after you wander by. You can toggle off the latter degree of effect.

**Lookin' Damn Good Though:** You're at least an 8/10 or boosted a bit beyond what you were before in appearance.

**Palette Swap:** You can switch the colors of all your clothing to their exact opposite by performing some specified gesture. Defaults to something fancy with your hat, but you can specify something else when you get dressed for the day.

**Sane Hatter:** You're an expert hat wearer, know the right one for your outfit, and are highly skilled at throwing your hats around.

**No Pen And Pad Required:** You have great reflexes and are an exceptionally quick draw (at least 30% beyond what would be expected).

**Starpower:** Your confidence and willpower trend upward based on how good looking you are, to a much higher degree than most would expect.

**Fanboy:** You're an expert at fanning single-action revolvers, and lose minimal accuracy when doing so. Additionally, even with semi-automatics or double-action revolvers you can attain a rate-of-fire a good 25% faster than should really be possible.

**Gun Weighing A Ton:** You suffer no accuracy issues or general problems from using ridiculously heavy firearms or firearm-like devices provided you can lift them in the first place.

**In the Saddle:** You're a skilled horseman, adept at riding long distances in bad terrain, and can do a solid job of keeping you and your mount surviving in the environment of the old west or similar. You don't even suffer an appreciable drawback for using guns you're skilled with in using them from a galloping horse.

**Blue or Gray:** You served in the American Civil War, although which side is up to you. You are an expert at one job in the branch & side you served in. [MULTI] but must be from the same organization.

**Cowboy Shooter:** You're an expert with 19th century firearms and skilled at maintenance of the same.

**Careful Now:** You can mark an item, such as a cake, and later have it sprout poisonous spiders either at random or when triggered. Limit is the life expectancy of the spider in question.

**Patroned:** You hold a federal or territorial civil service job and actually have the skill to do it well in the time period. [MULTI]

**US Marshall:** You have the skills of an excellent US Marshall during the Wild Wild West era.

**Driver:** You know how to operate most steam locomotives of the era, and are also able to keep up with stoking under normal operations.

**Munitia:** You're an expert gunsmith for the period, and have learned how to gussy up firearms via engraving and other decorative modifications. While best at engraving firearms and their wooden hardware, you can apply this to other mediums with some skill as well.

**Lippredder:** You're a master lip reader in any language you know. Even if you don't speak the language you can still usually get the phonetics down. Even with period optical devices, from a distance, and at night you'll still get nearly 100% accuracy as long as you have clear line-of-sight to the mouths of the people speaking.

**My D Is The Only D:** You can hide yourself in paintings or other realistic 2-D artwork large enough to contain you and pop back out to your normal number of dimensions to attack. If you

occupy more than three dimensions, you can go into artwork a maximum of one dimension lower than your own. The result will be nearly undetectable to sensory perception.

**We Do Not Lose Our Sense of Humor:** No we do not. Even when the odds are terrible, and no matter how badly injured you are, you'll keep plugging along and trying to find a way to success. You'll find things to laugh at or about, and keep on keeping on.

**Doctor:** You've completed a doctorate in some field during the 1860s. It doesn't update to higher levels of progress, but will stay current as far as it goes. [MULTI]

**Jumper of Mystery:** You have exceptional skills at crafting disguises and passing yourself off as others. Why you could even work a brothel as the opposite sex and not have anybody notice as long as your underwear stayed on.

**Drummer Boy:** You're highly skilled at the blunt flagellation of flesh for a variety of reasons. Including communication. Why with a big enough pair of breasts to drum on you could be heard in the next state.

**Eyes of the Dead:** The last thing a person saw prior to dying really is recorded on the back of their eyes. Of course, you still need a way to actually see it. Toggleable rule at the start of jumps.

**Lost a Spleen:** (200) Once per Jump you manage to avoid dying. Of course, you'll lose a lot of parts in doing so and may very well be wheelchair bound for the remainder of the jump.

**Big Willie's Big Willy:** (300) The less clothes you have on the better you are at melee combat, and especially unarmed combat. Is it a skill increase or just embarrassment? You tell me. At any rate you're 50% better with weapons, and double performance unarmed in the buff.

**Lawless's Lawless Thermodynamics:** (300) Burning wood, charcoal, or coal shouldn't yield anywhere near enough energy to power the things seen in this movie. But that's not so much of an issue with you anymore. If being used in something steam-powered that you designed the yield is ten times as high, and if you had anything substantial to do with its construction it becomes 100 times as powerful.

**Hard As Steel & Built For Thrusting:** (300) You're an expert at crafting mechanical, and even steam powered sex toys, Which present no risk of burning their users when you make them. You're exceptional at using them on others, and can use your sexually oriented perks through any toys you've made or designed. As a final bonus, using toys on others is as stimulating for you as full-blown sex even if you no longer have the capacity. This extends to watching others use toys you've crafted on themselves as long as it's directly viewed.

**Madman:** (500) You're a genius jumper, and have great insight into new applications of your technical and scientific expertise. The sort of leaps that Loveless or DaVinci possessed. This is especially true in the field of steamtech.

**Loveless Conferences:** (500) Loveless managed to unite the British, French, Mexicans, Spanish, and the leftovers of the Confederate States of America in his scheme against the USA, and even got them to fund his experiments. Despite most of them hating each other and the British having banned and fought against slavery on the international scale decades before the USA.. Similarly, you have an awesome level of skill at coalition building among people that should be enemies with each other and even yourself. All it takes is finding a common cause or enemy, and you'll get them to help against all but the most lethal threats. Of course the less effort or casualties on their side the more significant the effect. Scales upwards based on your charisma and the reasonableness of the request.

# Items: **100 points and purchasable multiple times unless it says otherwise.**

**Spider Theme:** (Free) You can change your warehouse, properties, and vehicles to have a spider theme. Toggleable en mass or individually.

**Derringer**: (Free) You receive a two shot derringer pistol. It's always concealed on you somewhere, and when you need to reload you'll find the ammunition on you. Yes even when you're naked. Although we'd prefer not to know where you were keeping it. Seriously, it would take nudity and a full body cavity search by an expert to deny you use of this. And you'd still find again when you get dressed.

**Hat**: (FREE/100 per additional) You have period appropriate headgear. You can summon it at will, its self-cleaning and repairing, and sizes itself to your current size. Can be transferred permanently, but falls apart quickly if sold. While a cowboy hat is traditional, bowlers/derbies were more actually more common among men. You can import another hat to gain these properties in which case you can pick which form it takes when summoning.

**Wardrobe**: A steamer trunk full of clothes and mundane accessories for you in the period. Oddly, there seem to be way more clothes inside than should possibly fit, and they can't be sold. Resize to fit.

**Sinecure**: You have a tidy government job with a lower middle-class paycheck attached. Strangely, you don't even have to show up to get paid. Just turn in some paperwork occasionally. Comes with no authority whatsoever, but follows you to future jumps.

**Seed Money**: A briefcase with $100,000 or equivalent in 1869 money.



**Loveless Tank**: (400) While fastest on rails, this steam powered monster can travel on roads or smooth terrain, and is amphibious capable also. Has multiple machine guns, a canon, and never runs out of fuel. While you can run and operate the entire thing yourself, you'll get more accuracy with a full crew of five.

**Disguise Kit**: Contains all of the stuff Artemus Gordon has cooked up for his disguises, and a bit more. If paired with Wardrobe the costume selection is greatly expanded.



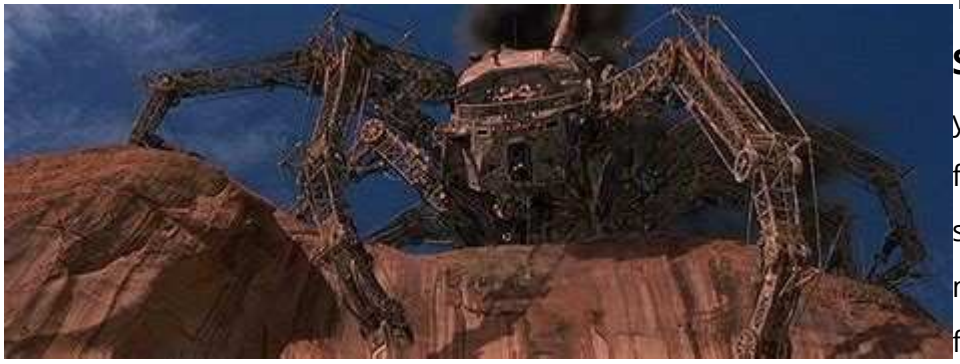
**Wheelchair**: A steam powered wheelchair that never runs out of fuel, and needs neither stoking nor maintenance. Has a few concealed guns (manual reloading required), and foldout spider-legs. Because of course it does.

**Air Gordon**: Not only does this penny farthing have nearly perfect balance even when stationary, but it can even fly. Needs to be at a height for takeoff, being more of a powered hang-glider, but it does have exceptional maneuverability. Has enough fuel for roughly one hour of flight, and self refuels.



**Arsenal**: (200) A room of period small arms and boxes of ammunition. Boxes refill weekly, and the guns don't require any maintenance.

**Wanderer**: (200) A (4-4-0 American) train engine and private car ensemble that serves as as West and Gordon's mobile HQ. NPC crew that won't leave or do anything else. Luxurious, and in setting where the train isn't feasible it will import as a fixed location living space with utilities as applicable.



**The Big Freaking Spider**: (600) This is what you actually took this jump for isn't it? Gigantic, crewed, steam powered spider mech. Complete with flameball launcher, canons, and Gatling guns. Never runs out of fuel, doesn't require maintenance, ammo refreshes in seconds, and repairs itself from total destruction in a month.

# Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

## Crossover Mode: You can import another jump into this one, and attach it as a supplement.

## Companion Options: These cost 100 points unless otherwise stated.

**Recruit Anyone:** Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

**Import:** You can import all your companions, and they'll get 600 points to spend. They also get the 4 Template tokens, same as you got.

## Drawbacks: Each of these offers 200 points unless otherwise stated.

**Better Story:** (Free) You can insert into a specific fanfiction instead of the movie.

**Old School:** (FREE) You'll be going to the TV show instead.

**Leave When The Story Finishes:** Free! You can leave when the story of the world is over.

**Self Insert: (FREE)** You can replace James West, Artemus Gordon, their train engineer, or Rita Escobar and see if you can do a better job. Worth 400 points if you risk your chain on stopping Loveless.

**Longer Stay:** You'll spend 10 more years here.

**Item Lockout:** You can't use items from outside this jump in this jump. Or access your warehouse.

**Power Lockout:** You can't use powers from outside of this jump in this jump, but can use skills that aren't anachronistic.

**Scaling Rival:** You have an enemy who has as many template points to construct their build as you spent. They don't like you and seek to defeat you.

**Humorous:** You're a never-ending font of crude and cruel attempts at humor. Most people think you're an asshole.

**Spymaster:** You're a brilliant spy, master of disguise, and the most skilled operator around. In your own mind at least. Unfortunately, anyone who isn't an idiot won't be fooled by any of it. On the bright side, there are a lot of idiots in this jump. Still you'll eventually run into someone of at least average intelligence and skill.

**Don't You Just Hate That Song:** You'll be hearing *Battle Hymn of the Republic* in various versions and configurations (all of them terrible) continually through the jump. Try not to lose your mind.

**Don't Fire Your Agent:** You won't be appearing in this story at all, and are instead banned from the US, UK, and France for the duration. You may visit colonies or territories non-contiguous with the above countries. Unfortunately, this extends your stay until 1888. Incompatible with Self Insert and Old School.

**Harem:** (400) Looks like Doctor Loveless found room for one more. You'll be a loyal member, obsessed with helping him in his goals and proving your loyalty, and have no memory of taking this drawback. You can keep him and the other girls as companions at the end if they survive.

**Half the Jumper You Used to Be:** (400) Everything from the waist down is missing now, and even your alt-forms will be similarly disfigured. You'll have to use some sort of wheelchair or replacement to get around, and prosthetics will mysteriously fail should you attempt to use them.

# Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?

## Notes:

Bad move, but a surprisingly jumpable one.

## Change Log:

6/30/23 Version 1.0 created for Monthly Jump Challenge: #9 Hollywood Blockbuster.