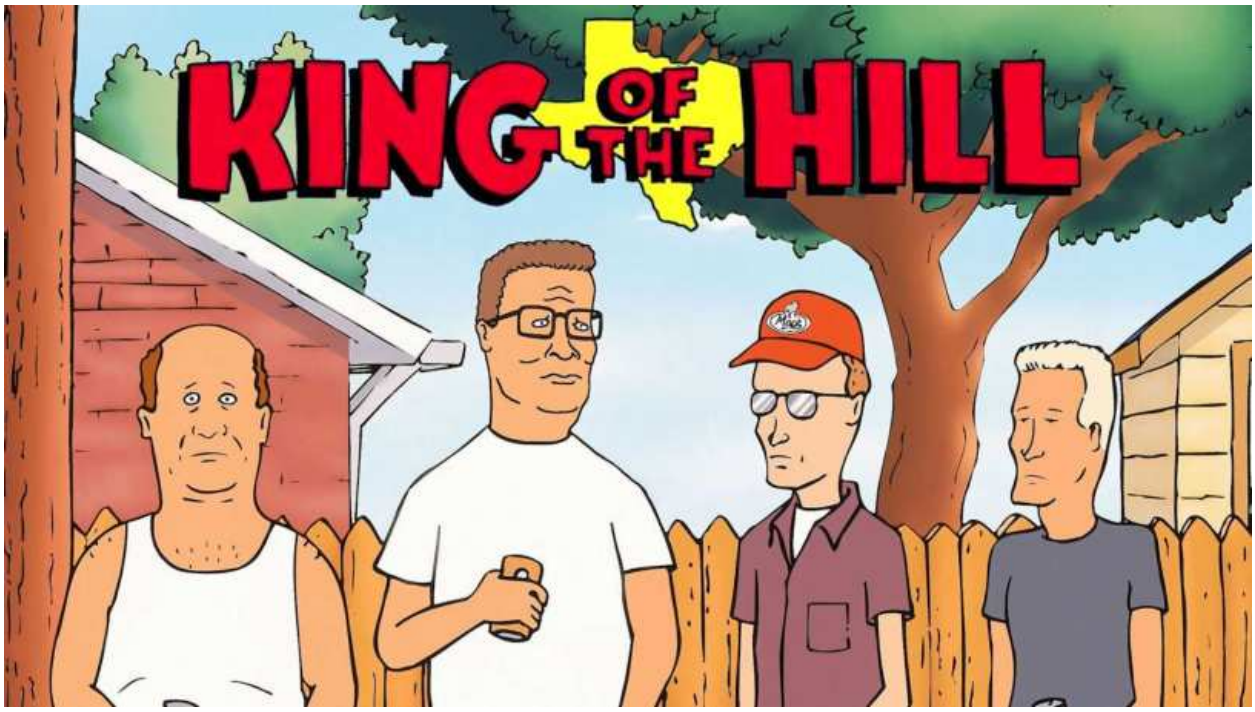
Created By: Silentcrypt
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King of the Hill



Introduction

Welcome to the sleepy town of Arlen, Texas. You might recognize your surroundings and be confused about where you have ended up, because this world is no different than our own. Well, except for one small town in Texas called Arlen where a certain Assistant Manager who sells Propane and Propane Accessories, Mr. Henry “Hank” Rutherford Hill, lives a wholesome all American life. There are no monsters, no world ending threats, no demons, and nothing magical or supernatural, no matter what Mr. Shackleford says. There are NO aliens… So grab a beer, whip out the propane grill, turn the TV to football, kickback, and relax for ten years of (relative) normality.



Background

Each background is technically a Drop In. You will appear as a neighbor to one of the main cast (your choice) with all your papers and history already established. There will be a perk that will allow you to take the place of one of the main cast.

Annoying Neighbor (Drop In) - You suddenly show up one day in Arlen, Texas. You have no known friends or family in the region and will have to work to ingratiate yourself into this close knit community.

Exterminator - You have a job working as a professional exterminator by day, and conspiracy theorist at night. No alien will escape you, and the government will never catch you.

Texas Ranger - In the eyes of a Ranger, the unsuspecting Stranger, had better know the truth of wrong from right. You are a secret Texas Ranger who keeps your town and community safe.

Propane Salesman - You are a merchant of Propane and Propane Accessories. Taste the meat, not the heat!



Perks

(100 CP Perks are free and the other Perks are discounted by half for respective Backgrounds.)

General Perks

90's Animation (Free / 100 CP) - You may choose to live in this world with either the normal graphics of reality or the sweet animated style of the 90's sitcom King of the Hill. For an additional 100 CP you may take this animation style with you to future Jumps.

King of the Jumps (100 CP) - An entire comically animated sitcom based on your previous Jumps which are very popular among those who enjoy quality animated comedies. Can include any previous Jumps you desire and each one will be done up in such a way as to be both entertaining and comedic to those who watch it. In Jumps that aren't too far flung in the future you'll find that people often use your animated series as memes.

Country Music Artist (100 CP) - You are skilled with a guitar and singing, especially country music. If you play your cards right you might even catch the attention of the man himself, Willy Nelson.

BBQ Master (100 CP) - You are a master chef when behind a grill from ribs, steaks, burgers, hotdogs, and anything else traditionally cooked on a grill you know how to cook it all and make mouths water in anticipation.

Switch-a-roo (200 CP) - For those who want to be one of the main cast or characters of the show. This perk will swap your chosen character with yourself. You will gain all the memories and experiences to naturally fit in with the rest of the cast and if you desire a different appearance then that will also be taken care of.

Lucky (500 CP) - While you might not have slipped on pee-pee and got a big ole settlement check, you are a very lucky person. Things always seem to just work out in such a way that you come out on top. Maybe you get into a sword fight and slip on actual pee-pee that saves you from having your head cleaved from your shoulders, though you shouldn't expect that kind of luck too often.

Annoying Neighbor

Foreign Language (100 CP) - You can speak any one language that is both foreign to you and based on a real Earth language (no Klingon).

Raise Them Right (200 CP) - You will always know instinctively how to raise any children you have, biological or adopted. You know what to say to cheer them up or to get through to them that what you do is out of love for them. Children you raise will always understand that you have their best interests at heart.

Not So Annoying (300 CP) - You can be the most loud mouthed and annoying person in the room, but somehow people will still get over their annoyances with you and seek to become your friend.

Computer Programming (400 CP) - You are very skilled with computers. Coding, programming, buildings, hacking, and enhancing computers come naturally to you. You are easily a savant when it comes to computers.

Exterminator

Conspiracy Nut (100 CP) - You are very skilled at creating very believable conspiracy theories and then disseminating them to the wider world. This even works to convince others that facts are just conspiracies perpetuated by the Government who is secretly selling all the urine on Earth to aliens from Pluto!

Rusty Shackleford (200 CP) - You are exceptionally skilled in creating believable Fake IDs. This extends to even stealing ID's from others and repurposing them for yourself and others or just creating an entirely new ID from scratch.

Iron Lungs (300 CP) - You've smoked so many cigarettes that your lungs are no longer affected by weak things like smoke and toxins. You don't need no pesky mask when you spray chemicals to kill pests, you are perfectly fine inhaling chemicals that should otherwise kill you.

Life Exterminator (400 CP) - You know the best way to kill any living thing that currently exists on Earth. While this does not apply to alien creatures you will still have an instinctive idea of what might harm unnatural beings.

Texas Ranger

I Am the Law (100 CP) - You could recite every law known to man as if you were reading directly from a law reference. You will always know what law someone is breaking and how to go about apprehending them legally.

Gibber-Speak (200 CP) - What others think is just a bunch of gibberish spilling out of another's mouth, you find to be easily understandable and translatable.

Martial Arts (300 CP) - Choose any one martial art in the world, you are now a master of that martial art. (Your chosen martial art must be a real world martial art and not a fictional form of martial art.)

Prince(ss) Charming (400 CP) - You could charm the pants off a nun with how suave and alluring you are. Expect to get the numbers of those you actively pursue fairly easily while also being capable of talking yourself out of any awkward or potentially dangerous situations you may find yourself in.

Propane Salesman

Sweet Propane (100 CP) - You know everything there is to know about propane and propane accessories, making you an Ace Salesman that would impress even Hank with your skills.

Work With Your Hands (200 CP) - You are a very skilled handyman. Capable of fixing up cars, patching up roofs, remodeling houses, grilling on the BBQ, plumbing, and just about everything you would expect a natural handyman capable of.

Life Lessons (300 CP) - You find it easier to pass on important life lessons to children you are raising. This will cause children you raise to take things you teach them to heart, ultimately driving them towards being either a good or bad person. This also increases the rate that children you raise can learn other skills, powers or abilities you have if you have the ability to impart those skills to them.

Imma Kick Yer Ass! (400 CP) - When you loudly state in an angry manner "Imma kick yer ass!" people get afraid, very afraid. Battles will pause and participants will hold their breath in anticipation for whose ass you intend to kick and those whose ass is about to be kicked will desperately try to escape you. (This only affects those weaker than you; those of equal power or greater than yours will hesitate and might reconsider their approach towards you. You don't have to use the phrase "Imma kick yer ass" and can instead substitute it for something else menacing once this Jump is complete.)



Items

(100 CP Items are free for respective Backgrounds and Items listed under a Background are discounted for that Background.)

General Items

Guitar (50 CP / Free Country Music Star) - A traditional acoustic Guitar.

Grillmaster 3000 (50 CP / Free BBQ Master) - A grill with every bell and whistle imaginable. The perfect tool for a Master of BBQ.

A Harley (100 CP) - Any one Harley Davidson of your choice. This bike will maintain itself, refill any gas used overnight, and appear in your warehouse after one month when destroyed.

[Insert Team Name] Collectibles (100 CP) - Pick your favorite football team, you now have signed collectible items from your favorite athletes on that team. If your chosen team has won any Super Bowl's then you will also have a ring or two.

Ranch (200 CP) - A large ranch in either Montanna or Texas with around 100 acres of land. This cattle ranch also raises horses on the side and will see you with a sizable income every year. The ranch comes with a sizable number of farm hands to help you in the day to day running of your ranch. You can choose to run the ranch yourself or allow your farm hands to do it for you, in which case you need never worry. The ranch is largely self maintaining and imports very little from the outside world to continue functioning.

Monster Truck (200 CP) - A very large truck with very large wheels. Like those seen in Monster Truck Rallies, this truck is huge and will absolutely crush anything short of military grade vehicles beneath its tires. This thing is definitely not street legal, but is a heck of a lot of fun to do some offroading or vehicle crushing in. Gas refills nightly, any damage it sustains will be repaired overnight, and if destroyed a new monster truck will appear in your warehouse.

Football Team (500 CP) - Your own football team with any name you wish to give them. They perform reasonably well and you can expect them to compete in at least one Super Bowl during any Jump with football. You also receive free tickets for you and your friends to any games which they are playing. Finally, you receive a not so insubstantial sum of money from your team, around $220 million dollars a year.

Annoying Neighbor

Pet Small Dog (100 CP) - A dog of your choice so long as it is a small breed not much larger than a Chihuahua. It can understand things you say to the point it can perform tasks you give it flawlessly, but is not at a level of human intelligence. (Has a habit of sneaking out of the house to take unusually large dumps on your neighbors lawns and then prancing back home with a look that just shouts "Yeah, I did that.")

Minivan (100 CP) - A van that can comfortably seat anywhere from six to nine people. Will never break down, need oil changes, or any other maintenance. Gas will refill itself

overnight and if it's destroyed a new one will appear within your Warehouse after a day has passed.

A Family Home (200 CP) - A home that can comfortably support five people. Like the vehicle option, this house will maintain itself repairing minor damage such as mold, holes, broken hinges, etc. If destroyed, it will repair itself in its entirety over the course of a month, changes occuring at night to avoid suspicion. The bills are paid for each month and you receive all necessary papers to prove ownership. In future Jumps this house can appear where you desire it to and will include all deeds and paperwork necessary.

Nine Rivers Country Club Membership (300 CP) - You've hit the big leagues now! This is a prestigious club offering a large golf course, fine dining, luxurious accommodations, and more. In future Jumps you will find you have memberships in similar clubs.

Computer Programming Business / Job (400 CP) - This business is a multi-purpose computer company specializing in repairing, upgrading, and building computers as well as accepting high paying contracts from the government and other industries. If you so desire you can work at a similar office as Kahn or own your own business with a similar function. The business is successful enough that it turns a profit, but will struggle if it doesn't have strong leadership. In future Jumps your business will be managed by a competent staff who will see that your hard work during this Jump continues to pay off, following you and appearing near your starting area and providing you with the same amount of wealth that you were able to build up within the King of the Hill Jump.

Exterminator

Pet Falcon (100) - A well trained and beautiful falcon. Unlike other pets, this falcon can understand what you say and, while it doesn't have enough of an intelligence to communicate back, it will flawlessly undertake any commands you give it. (It does have a habit of mercilessly attacking Bill Dauterive on sight. In fact, it seems to attack anyone with the name Bill or who just happens to look like Bill.)

Business Van (100 CP) - A large van of your choosing with a large dead insect on the roof of your choosing and your extermination agency's logo on the sides. Gas refills nightly,

requires no maintenance, and if destroyed will return to your warehouse after a day has passed.

Conspiracy Nut Home (200 CP) - A home that could comfortably support a family of six, if you removed all of the hidden compartments and rooms. This house is filled with hidden rooms, compartments and hidey holes. Beneath your basement is a second, hidden basement filled with all the things a good conspiracy theorist would need to spread the truth to the world.

Your Favorite Cigarette Brand (300 CP) - You get an infinite supply of your favorite cigarette brand. After this Jump you can trade this up for electronic cigarettes and an infinite supply of vapes of any flavor you desire.

Exterminator Business / Job (400 CP) - Your very own pest extermination business; or maybe you work with Dale, the choice is up to you. This business will start off with enough clientele to turn a profit and you (and possibly Dale) will be the only employee(s) at the start. If you want the business to improve then you will need to get much more hands on. Whatever state your business is in when you end this Jump is what state it will be in in future Jumps. This business can follow you to future Jumps appearing in whatever location you desire.

Texas Ranger

Pet Fish (100 CP) - A pet fish of your choosing (cannot be bigger than two feet). This also includes an aquarium of your design for it to live within (aquariums must be of a reasonable - for normal Humans and not Jumpers - size). The fish is very intelligent and can understand you when you speak to it, allowing it to perform complicated tasks flawlessly. (Has a habit of staring uncomfortably at your guests.)

Sports Car (100 CP) - Choose any sports car of the 90's. You get to change the paint and any additions you might desire. The gas will refill nightly and will require no maintenance. The car will reappear in your warehouse if it is lost or destroyed after a day has passed.

Bachelor Pad (200 CP) - This is a bachelor's dream pad. Comes with a swimming pool, entertainment room, furniture that fits your style, a massive TV, and game room. The house could comfortably house up to three people, but if you repurposed the game room or

entertainment room you could house more. Like the other houses, this one will repair minor damages and will be fully restored in one month if destroyed. All the bills are paid for on time automatically and you receive all the necessary paperwork to prove you are the owner. This house can follow you to future Jumps appearing where you desire it to.

Little Black Book (300 CP) - This little black book contains an insane amount of names and phone numbers, even a few pictures. The people in this book are always up for a good time (if you know what I mean) and will always be available to blow off some steam or to just party. These are not prostitutes and the book will never contain famous individuals such as Wonder Woman or Elektra. Any person who you call up for a good time and then maybe sacrifice to Cthulhu will stay dead forever and no new name will take their place within the book. Those in the book will always be of your preferred gender or a mix of genders.

Government Contract (400 CP) - You have been contracted by the State of Texas to be a Texas Ranger. Perhaps you work undercover with Boomhauer or you just have some duties to patrol certain areas to keep crime in check. In future Jumps you'll always be given the opportunity to work in Law Enforcement within your given setting, and you will always have a great deal of leeway in how you go about enforcing the law.

Propane Salesman

Pet Dog (100 CP) - Choose any domesticated breed of canine as your pet dog. This dog will be intelligent enough to understand human speech and complete complex tasks flawlessly. (Has a habit of looking menacing to strangers even though you know he/she is a good boy/girl.)

All American Truck (100 CP) - A truck of your choice (so long as it's made in the U.S.) that needs no maintenance and will reappear in your warehouse if lost or destroyed. Gas refills every night.

A Family Home (200 CP) - A home that can comfortably support five people. Like the vehicle option, this house will maintain itself repairing minor damage such as mold, holes, broken hinges, etc. If destroyed, it will repair itself in its entirety over the course of a month, changes occuring at night to avoid suspicion. The bills are paid for each month and you

receive all necessary papers to prove ownership. In future Jumps this house can appear where you desire it to and will include all deeds and paperwork necessary.

Your Favorite Alcohol Brand (300 CP) - In your garage is a fridge with an unlimited supply of your favorite beer. At the start of each future Jump you can choose a new brand to replace the old one if you desire it.

Propane Business / Job (400 CP) - You can either work at Strickland Propane, along with Hank Hill, or own another propane and propane accessories business that is in competition with Strickland and Thatherton. Your business starts off well enough that you make enough to pay the bills, employees, and keep the business running. You will get constant resupplies of propane and accessories for as long as your business stays in operation. Whatever state the business is in at the end of this Jump will be what it begins at in future Jumps.

Companions

Import (Free / 200 CP) - You may import up to 8 Companions to join you in this Jump. For an additional 200 CP your Companions will each gain 500 CP to spend.

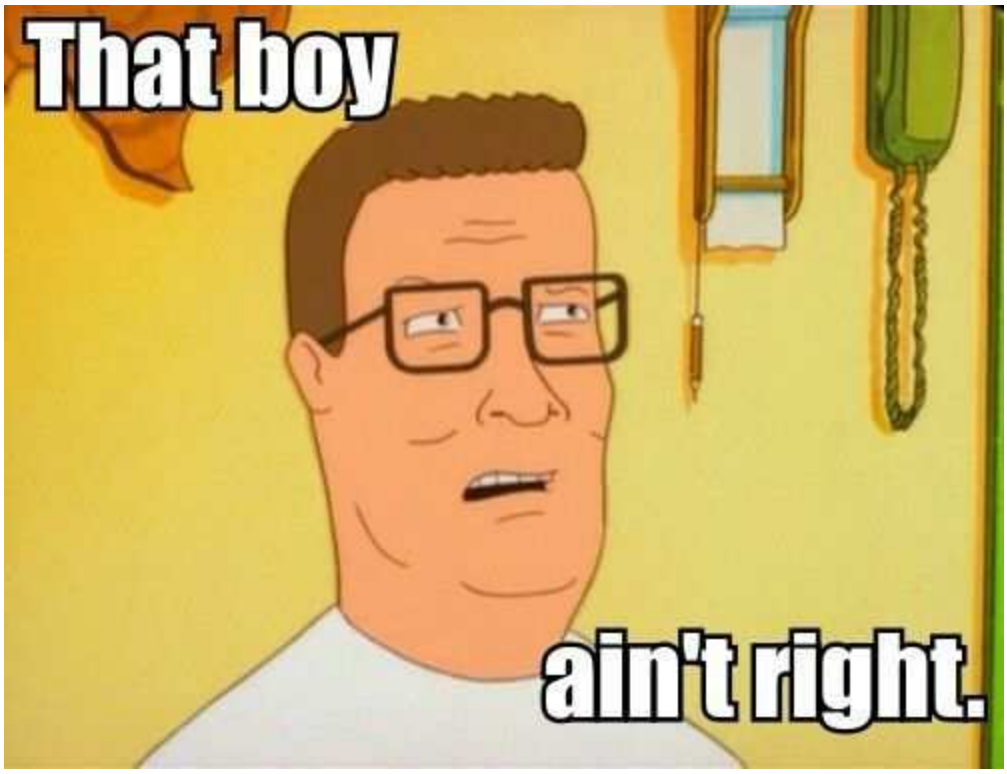
The LuAnne (100 CP / Free Texas Ranger) - A beautiful bombshell of a blond with a heart of gold. She'll love you unconditionally, but she is a bit of a gullible air head. She'll often be tricked into sexually inappropriate situations as well as some illegal situations. However, none of these will be of her own free will and she'll always be loyal to you.

The Hank Hill (100 CP / Free Propane Salesman) - This is a hardworking all American good guy. He can be slotted in as a Manager for any of your businesses where you will find a dramatic increase in productivity and income. He'll never betray you and will always make sure your business runs efficiently and by the book.

The Spiritual Healer (100 CP / Free Exterminator) - This man, or woman, is a Native American spiritual healer who will offer you free massages and counseling. They have numerous degrees in psychology and are very attentive and professional (unless you want something more, in which case they are more than happy to oblige). Whenever you are

feeling conflicted or unsure about yourself a session with this healer will see your worries and troubles eased away.

The Butler (100 CP / Free Annoying Neighbor) - A Butler or Maid of your choosing who will see to the cleaning, cooking, driving, and maintenance of your household. They are skilled in everything that would be required of them in your service and even have some martial arts and military training to better protect you and your family.



Drawbacks

You may take up to 500 CP in Drawbacks.

Twins (0 CP) - If being an adult in this Jump just isn't your thing, then you can choose to be a sibling to one of the main casts children. While you will still gain any perks purchased here, items will not show up until you become an adult or finish the Jump.

Extended Vacation (0 CP) - Instead of staying for ten years, you'll be staying until you die of old age. If you have immortality then you will stay for as long as the average human lifespan, around 80 years.

No Outside Powers (100 CP) - Since this is just about the most mundane Jump there is, you won't need any super powers to protect yourself. Taking this Drawback locks you into your body mod body and locks out all of your powers and abilities.

No Outside Items (100 CP) - You are locked out of your Warehouse and cannot bring any technology or magical item not native to this setting with you.

The Truth is Out There (100 CP) - The truth is out there, and Dale Gribble has found it! That is, he's found you. Dale becomes obsessed with you knowing your real identity as a Jumper. He will constantly harass you with questions about aliens and other conspiracies. He will also attempt to steal locks of your hair, attempt to take pictures of you in compromising situations, attempt to steal things from your warehouse, and attempt to steal urine samples. You might have noticed I use the word "attempt" a lot, because Dale will ultimately always fail. The only people who will even remotely take him seriously are his fellow conspiracy theorists, otherwise, everyone else will just ignore him. Ultimately, Dale will just annoy you very often.

Beaver and Buffcoat (100 CP) - Two teenage neighbors with bizarre hair and subpar intelligence are always irritating you and "whacking off" in your toolshed. You will never remember their names.

Dangoltellyouwhutman (100 CP) - You speak in a mostly unintelligible stream-of-consciousness gibberish. Expect to be understood half the time at best.

Paranoid (200 CP) - You have dug too deep into the conspiracy field, and cannot help but see a shadowy threat around every corner. Expect sleepless nights and exasperated sighs from all of your family and friends. For some reason your pockets are always full of sand.

Lenoire! (200 CP) - You are obsessed with your ex, who always walks over you when and if they actually show up (which they do occasionally). You may even have the occasional psychotic break and dress and act like them.

I Killed Fiddy Men (200 CP) - Whether your past glories were on the battlefield or the gridiron, you can't move past them. You constantly live in the past, to the consternation of everyone around you.

Ay Margarita (300 CP) - You are possessed of limitless self-confidence and believe yourself a genius. Sadly, this is incorrect, and most of the knowledge you think you possess is inaccurate and you have average intelligence at best. You misspeak any language you know except for one, and your gullibility gets you into hot water, up to and including being tricked into smuggling cocaine into a prison.

I’m So Depressed I Can’t Even Blink (300 CP) - What it says. You're a sad sack and nothing ever seems to work out for you. Even when something does go your way, you can't help but ruin it.

Crazed Stalker (400 CP) - You are being stalked about someone who is madly in love with you. They desire to commit ritual suicide while the both of you are dressed up in pig costumes on a conveyer belt meant to slaughter pigs wholesale. As the years pass they’ll become progressively more unhinged and desperate. Should they succeed in their ritualistic sacrifice your Jumpchain will end. Any powers, abilities, or items you have that would either kill them or imprison them will fail, nor can your allies cause them any harm. At most you can escape them or delay them, but even if you find incriminating evidence to turn them in the police will let them go due to their connections.

Thatherton! (400 CP) - You have a rival that does his best to one-up you in every field of endeavor. He is every bit your equal, and while he won't attempt to physically harm you, your perpetual pissing contest will weigh on your nerves. If he were to "disappear," the finger of suspicion would point squarely at you.

Propane Boom (500 CP) - No matter what you do, Mega-Lo-Mart WILL explode, and you WILL be there. If you don't change anything and you, Hank, or Chuck Mangione are killed, either your Chain ends or you will have unbearable Survivor's Guilt and cry a river of tears for the departed for the rest of the Jump.

Notes

Special shout out to Mac Ibach for the help with the poor punctuation and DeuceofDiamonds for the Drawback suggestions. As well as a thanks to all those on Reddit and the commentators on Google Docs who gave me ideas or advice.

On Backgrounds: Each background is loosely based on one of the main characters. Annoying Neighbor being Kahn and Bill, Exterminator being Dale, Propane Salesman being Hank, and Texas Ranger being Boomhauer. If you pick the Switch-a-roo Perk you’ll basically become Hank, Dale, Bill, Kahn, or Boomhauer. The Twins Drawback would make you either

Dale, Hanks, or Kahn's child and you would grow up in their family. The Twins Drawback would essentially change the perspective of the story from the adults to the teenagers.

On Country Music Artist: This does not make you a Country Music Star, but it could. If you put in the effort to be noticed by someone capable of providing you with that opportunity or creating it yourself using out of Jump items or powers then you could easily become a Country Music Star in this Jump.

On Lucky General Perk: This isn't a One Up perk and is more of a general kind of luck that helps you out on the day to day. It will occasionally save your life, but not often enough for you to rely on it.

On Iron Lungs: This perk only protects you from chemicals often used by exterminators. If you inhaled pure liquid acid then you would die.

On Life Exterminator: This does not give you the power to kill anything you encounter. It only provides you with the knowledge of how to best kill them. It does not give you what you need to kill them.

On Prince(ss) Charming: This is not mind control. If someone truly and sincerely finds you unattractive then this perk won't change their opinion of you. It does grant you increased appeal while giving you an instinctive knowledge of what to say and when to say it to best get what you desire.

On Imma Kick Yer Ass: This only works on those who are equal to or less than you in terms of power. It also will not work forever, meaning a battle that stops will only stop momentarily before resuming and not indefinitely. Those stronger than you might hesitate or reconsider their avenue of attack but will ultimately still attack you.

On Pets: The different pets listed here are very intelligent. Enough so you might think they are magical creatures because of how well they understand you. They are not intelligent enough to communicate back to you via scribbling in the dirt or other means of communicating. If you ask them to grab you a beer from the fridge they will know what you are saying and go get you a beer. If you tell them to pilot the spaceship while you man the guns they'll just look at you like your dumb.