

# West of Loathing Jumpchain

## Version 1.5 (Skills-And-Perks-To-Perks Update)

By Amber

Well now, pardner! It seems you've gone and ended up in the West! Which kind of West? What are you "West" in relation to? Who cares? I sure don't!

You can expect your usual West fixins 'round these here parts. No-good varmints, saloons, trains, horses, ancient precursor technology, magic, unseen eldritch forces, and necromancy. Just, ah, do us all a favor, and try to watch out for the cows? Things haven't quite been the same since they Came Home.

You'll be a-saunterin' 'round the West for ten years straight, and to help y'all out, you've been given 1,000 of these here CP. Don't ask why they're shaped like steaks.

### ~~Background~~

The West takes all comers, and it doesn't rightly care what you're like in terms of that "gender" thing. Feel free to swap to the opposite one, if you're so inclined. As for your age... well, age is a bit wonky out here in the West. People don't grow properly, you see. You're stuck in the nebulous state of "adulthood," and the chances of you becoming something other than that are very slim.

What the West *does* care about is what kind of cowpoke you are. We've got a few options for you to pick from, pardner, so give 'em a gander!

**Drop-In** - Well, if you're so inclined! You awake in the West with naught but the clothes on your back. You'll be free to choose how **Mighty**, **Mystical**, or **Moxious** you are, or maybe you'll do something entirely different. It's all up to you, I suppose.

**Mighty** - We call cowpokes like yourself "Cow Punchers," and for good reason! That reason is that you punch things, and those things are occasionally cows! You're not necessarily a violent sort, but solvin' problems with fisticuffs or intimidatin' behavior comes naturally to you. You show up in the West with your grandmama's old pair of knuckledusters and a four-gallon hat. Clothes too, but that really doesn't need mentionin', now does it?

**Mystical** - I sure do hope you like beans, pardner, because you're a Beanslinger! You don't use such gobbledegook like "pyromancy" or "geomancy," you use the very scientific magic of beans! You're quite the intelligent sort, and you can certainly handle foes with a bit of outfoxin'. You're also somewhat obsessed with beans. You show up in the West with a Can of Infinite Beans and a Barely-Enchanted Hat.

**Moxious** - You're a slick one, aren'tcha, you Snake Oiler! Hornswogglin' sharpshooters such as yourself are knowledgable in the arts of snake oils and snake venoms, and can use those resources to make potent healin' and poisonin' items. Your chutzpah lets you talk your way into or out of things with ease. You show up in the West with a Briefcase Full of Snakes and a Floppy Derby.

## ~~Perks~~

You're in luck, Pardner! The West feels kind today, and is willing to give you some boons to help you along. Discounts reduce prices by 50%, and some Perks are free for a given background!

### [Generic Perks]

**Stupid Walkin', Walkin' Stupid [Free!]** - Your manner of locomotion is certainly bizarre, pardner! Whether you're skating along the ground, scuttling like a crab, or doing your best tumbleweed impression, you can move in whatever manner you please, and won't suffer or face setbacks for it. Do note that you can't engage in any sort of cheesy antics using this; you're limited to whatever forms of locomotion you've got on hand (No vehicles, unless you happen to be able to turn into one!), and you can't go faster than your top speed, no matter what ungodly things you try to do with your limbs.

**Westy Tunes [Free!]** - Bow, di-bow, di-bow-di-bow-di-bow! Western tunes will follow you wherever you go! Whether it's a plucky guitar tune for a fight, a plucky guitar tune for wanderin' in a cave, or... okay, I'm going to be honest, there's a lot of plucky guitar tunes here. Don't worry, there are some non-plucky guitar instruments, and if you aren't feelin' the musac, you can toggle off this here Perk.

**Now, What Were We Up Too? [100 CP]** - Sometimes, you'd just like a reminder of what's on your plate. By prompting anybody with a question along the lines of "what's next?", "what were we up too?", or "what are my goals?", they'll respond with a list of your goals, objectives, and quests. Yes, I do mean that you can ask *anybody*. It doesn't matter if they've got no business knowing that information, they'll tell you

anyway. Fret not; even if you ask the resident evildoer what's on your docket for the day, they'll never use what comes out of their mouth against you, or remember what it is that they've said. This Perk is toggleable.

**Appalachian Skull Whisperin' [25 CP]** - You can speak to skulls! Specifically, skulls sourced from the Appalachian mountain range. They know an awful lot about things in Appalachia, and quite possibly some other stuff, if you happen to be lucky.

**Dickerin' [50 CP per level, maximum of five levels]** - You drive hard bargains, pardner! For each level of this Perk, you'll get a discount at any store you go to! At level one, stores give you a 10% discount, and it goes up in increments of five from there. At the maximum level of five, you'll be enjoying a 30% discount at every shop you patronize!

**Foragin' [50 CP per level, maximum of three levels]** - Livin' offa the fatta the land, are you? With this Perk, you certainly are! By foragin', you can source meals and drinks from darn near any plant you could think of! Grass doesn't count, and neither do trees. The higher your level, the more gourmet the meals and drinks are. At level one, your foraged meals are basic. At level two, they're high-quality. At level three, they're five-star gourmet.

**Glutton For Punishment [200 CP]** - You know what sucks about losing? You don't get anything from it. What's that? "Learning from your mistakes," you say? Well, sure, there's that, but what about money, experience points, or other associated goodies? With this here Perk, you can gain a small amount of whatever reward you would usually gain from besting foes when you lose.

**Heart of Stone [150 CP]** - Your circulatorial system is partially stone, pardner! You're a fair bit tougher than average cowpokes. Around 10% tougher, I'd say.

**Heavy Trigger Finger [50 CP]** - Your trigger finger certainly is dense! So dense, in fact, that you can somehow deal some extra damage via trigger-operated ranged weaponry! It's only a small amount, but every little bit helps, eh?

**Lockpickin' Expertise [300 CP]** - They haven't invented a lock that can keep you out, pardner! You can pick *any* lock!

**Passin' Fair Mycologist [25 CP]** - You can identify useful or dangerous mushrooms with ease!

**Percussive Maintenance [200 CP]** - You know, pardner, sometimes you just don't have tools on hand. A right shame, isn't it? Thankfully, this here Perk lets you fix things by giving them a good whackin'. Doesn't really matter *what* the issue is, this'll let you fix it.

**Safecrackin' [300 CP]** - "Safe" is a real misnomer when it comes to people like you, pardner. You can crack absolutely any safe, and tools are strictly unnecessary! You can do it by ear!

**Vein Glorious [50 CP]** - You somehow earn money by mining, pardner! Whenever you mine some ore, gemstones, or something more valuable than plain-old rock, you get a bit of money as a reward!

**[Drop-In Perks]**

**Handy-Dandy Dialogue Interface [100 CP, free for Drop-In]** - This here Perk will turn conversations into a dialogue, complete with speech bubbles, written words, and pictures of who's speakin'! You'll have all the time in the world to ruminate on what people say, and what you're going to say or do in reply. There's a caveat, however. If your conversational pardner doesn't speak a language you know or can parse, their words will be rendered as meaningless gibberish. Plus, if you happen to have a Perk that lets you learn languages through a-listenin' or a-readin', you can't just stare at somebody's gobbledegook to magically learn what they're sayin'. You'll have to actually converse with them.

**It's All In Yer Gear [200 CP, discounted for Drop-In]** - 'Round these parts, hats, clothes, and accessories give people increased might, mysticality, moxie, or even some more esoteric upgrades like resistances or setting foes aflame when you punch them. You, though? This applies to any clothing items, not just those from here in the West. That luxurious crown might just boost your moxie and chutzpah, and those boxing gloves would certainly boost your might, and that hazmat suit would give you a whole heap of resistances.

**Wacky Stickfigure Biology [200 CP, discounted for Drop-In]** - There's some pretty strange eatin' here in the West. Cactus fruits, demon-cow tongues, ghost pickles, lead pies... Best of all, pretty much all of that stuff will give you boosts! Not only can your Liver, Spleen, and Stomach (and only those organs specifically) handle anything you put in them, anything you eat will give you statistical pick-me-ups based on the quality and/or strangeness of the item in question.

**A Bit O' This, A Bit O' That [400 CP, discounted for Drop-In]** - Try as they might, folks around here are kind of pigeon-holed. No matter how mystical that Cow

Puncher might be, they'll never be able to learn the beany magicks of the Beansligner. Well, darn tootin', that just won't do! You can mix and match your abilities as you please. So what if your "class" or "job" says you can't learn or do X? You'll darn well do or learn X, and reality had better just sit down and accept that.

**Co(w)rruption? What's That? [600 CP, discounted for Drop-In]** - It's not what you've got, it's what you do with it. If a certain skill or type of magic or what have you has negative effects associated with its use, like turning evil or rotting your gums or something, you can shrug off those negative effects as though they aren't even there. You'll be the world's purest necromancer/cultist/agent of darkness!

**E L V I B R A T O [1200 CP, discounted for Drop-In]** - By tarnation, this is a biggun'! Sure, there are some out here in the West that can use leftover technology from the El Vibrato, the mysterious precursors. Some can even build El Vibrato technology, although they'll never make anything as impressive as what's already there. You, though? You can *make it all*. El Vibrato technology covers combat drones, medical drones, building drones, weaponry, anti-psionic headgear, temporal manipulation technology, illusions, and even machinery that can seal away eldritch forces... somehow. In order to facilitate El Vibrato making once you leave the West, a vending machine will be added to your Cosmic Warehouse, Personal Reality, or equivalent that will output El Vibrato Material. Just think about what you want to make and start mashing it together. Don't ask me how that works, Pardner.

### **[Mighty Perks]**

**The Art of Beefiness [100 CP, free for Mighty]** - Those of a mighty persuasion 'round these parts can tap into an inner well of beefiness, increasing their strength! The more you train this ability, the larger your well of beefiness, and therefore, the

amount of strength increase, shall be! Keep in mind, triggering this ability does involve mooing.

**One-Two Hullabaloo [200 CP, discounted for Mighty]** - You know what's better than hitting a varmint once? Hitting them more than once! You'll deal 1.5x the damage for each consecutive attack on a single opponent. To give a numerical example, 2 will become 3, which becomes 4.5, which becomes 6.75, which becomes 10.125, and so on and so forth. Your combo will reset if you don't attack an opponent for five seconds, or if you strike somebody else.

**One Tough Cowpoke [400 CP, discounted for Mighty]** - You know what's really Westy? Leather. Do you know what doesn't really provide that much protection? Unfortunately, leather. But, not anymore! Now, any piece of leather gear you wear will be just as tough as the toughest suit of armor you've worn previously! What's that? You've worn a suit of Indestructium Armor before? Well, now your leather duster is as tough as that, alongside your gloves, boots, hat, and more!

**Infernal Leatherworkery [600 CP, discounted for Mighty]** - Cow Punchers draw their might from the very foes they fight, the Cows. This, of course, can lead to some... darker arts. By taking leather and preparing it, you can create leather and cow-themed items enchanted with the power of infernal, mooing fire! Bull horn spears that set targets ablaze, leather pants that keep you nice and toasty, gloves that are on fire, and more. In order to facilitate future leatherworkery once you leave the West, an infinite herd of *very* infernal bovines will be deposited within your Personal Reality, Cosmic Warehouse, or equivalent. Fret not, they'll be in their pen, and they won't be getting out.



### **[Mystical Perks]**

**Beans, Beans, Beans! [100 CP, free for Mystical] - You've become magically aligned to beans, so much so that you can now replicate any magic you know or can learn through the form of beans! Do you know a spell that shoots out lightning? Now you can throw electrically charged beans at your foe! Healing magic? More like healing beans! This is, in all essence, a cosmetic change, and the spells would function exactly the same as they would without this Perk, but it would definitely bewilder people who weren't expecting beans.**

**Ruminations on Bean-preparing [200 CP, discounted for Mystical] - Cooking and magic are inextricably linked in your mind. By ruminating on those pieces of garlic bread you have under the broiler, or that haunch of meat roasting over the campfire, or even the vegetables you're chopping, you have a small chance, around 33%, of gaining an idea for a spell relating to the method of cooking. Things like chopping and blending might give spells that cut, ovens and campfires might give spells that heat, and leaving things to rise might give spells that mess with time in weird and wacky ways. This works in reverse as well. Seeing that fireball slam into somebody's face might just give you a wondrous recipe for chocolate lava cake, and this ice spell might inspire you to create a succulent Gelato.**

**Master Cookery (Of Beans) [400 CP, discounted for Mystical] - The West has access to the sole deposit of Bean-Iron in the world, and boy howdy, do you know how to make use of it! You can use the three grades of Bean-Iron, those grades being Bean-Iron, Dense, and Delicate, alongside bags of All-Purpose Beans, to make magically enchanted items and foodstuffs! The items made from Bean-Iron serve not only as mystical artifacts, but as cookware, and they always resemble cookware in form. Any enchantment you know or learn can be imbued into items made from**

**Bean-Iron and All-Purpose Beans.** To service further Master Cookery once you leave the West, you'll receive a cave full of endless Bean-Iron Ore, alongside a sack of endless All-Purpose Beans, inside of your Cosmic Warehouse, Personal Reality, or equivalent.

**Transcended Cook-Wizardry [600 CP, discounted for Mystical] -** By tarnation, you've ascended! No longer are ye shackled by the limitations of Beans, you are now a Five-Star Gourmage! Any food you have eaten can be used in the mystical arts, be it by enchanting them, using spells themed after them, or making magical artifacts out of them. For each food you have eaten, you gain access to a cave of unending ore and a bag of unending All-Purpose [Food], and the effects of Master Cookery (Of Beans) apply to that foodstuff. Cook your way to victory, Gourmage, and may the ovens serve you well!

### **[Moxious Perks]**

**One With Snakes [100 CP, free for Moxious] -** Snakes like you, don't they? Anything that might be classified as a snake will not attack you whatsoever, and they'll let you extract oil or venom from them with no resistance. Hmm? What do you mean, "what if a snake doesn't have oil or venom?" All snakes do, pardner! Most just don't know it! Furthermore, you'll also find that snakes possess livers, spleens, and venom bladders, all of which are useful ingredients for high-level Potionology, the art of making useful stuff out of snake bits.

**Potionology, Son! [200 CP, discounted for Moxious] -** All Snake Oilers know how to make things from Snake Oil and Snake Venom, but for you, it's instinctive. You know everything that you could possibly make from snake-bits, how many materials you have, and what you don't have but need by heart. In order to facilitate further

**Potionology** once you leave the West, you'll be given an endless amount of machines that will breed snakes, along with extracting venom, oil, livers, spleens, and venom bladders from them. You'll have to source the snakes yourself, I'm afraid.

**Snake Oil Salesman [400 CP, discounted for Moxious]** - You're a real smooth character, you know? You're preternaturally good at getting people to buy your wares. With enough time and talking, you can *always* convince people to buy. They'll even go into debt to buy whatever it is you're selling, even if it's a bottle of water.

**Yeah, Snake Parts Can Probably Do That... [600 CP, discounted for Moxious]** - Have you ever wanted to make gasoline out of snake stuff? Well, now you can! By mixing snake bits together, you can recreate any liquid you're suitably knowledgeable of. At the very least, you need to know its atomic structure. The more you know about the liquid in question, how it reacts with other liquids, its uses, its miscellaneous properties and factoids, the closer you can recreate it. Past a certain threshold, you can recreate the liquid perfectly using nothing but snake parts.

## ~~Items~~

We all need some gear to get by here in the West, pardner. You'd best stock up, because some things here can't be found easily out in the wild! Or found at all, for that matter.

**Progressively Larger Hats [100 CP]** - These novelty cowboy hats come in an increasing amount of gallons, from the humble five-gallon to the almighty hundred-gallon, all in increments of five. What makes these hats a novelty item are the special enchantments on them. Each hat will make its wearer behave more like a cowboy, and the effect gets stronger the more gallons the hat has. Do beware, the hundred-gallon hat is known to alter reality in order to support its effects. Noted examples include turning weapons that aren't six-shooter revolvers into six-shooter revolvers, turning clothing into leather cowboy gear, and summoning tumbleweeds, an invasive plant species.

**Goblintongue Primer [100 CP]** - This is an admittedly poor book on how to speak the Goblintongue language, which is spoken by all Goblins. You'll learn enough to get by, but you'll interpret Goblintongue as hilariously broken English, and you'll speak it in the same manner.

**A Postcard for Brother Rufus [200 CP]** - This special postcard can, at any time that tickles your fancy, be placed in the complimentary "post office," located within your Cosmic Warehouse, Personal Reality, or equivalent, and will be sent to your brother Rufus by the complimentary "correspondence wizard." What's that? You don't have a brother named Rufus, you say? Well, you do now! Once sent off to Rufus, he'll send a package back a week later. That package can contain useful stuff like local currency, helpful newspapers that'll tell you what's what and who's who, themed

headwear, magazines that might teach you a ninja trick, a technique, a recipe, or a helpful spell, a portable crafting surface, and special air that gives you 200 experience points. Each possibility is equally likely, but specifics are up to Rufus himself. He doesn't quite know what might make a given "jutsu" or "spell" handy, you see. Purchased postcards will respawn at the start of a new Jump, and multiple postcards can be purchased and used.

**Three Ghostly Pickles [300 CP]** - These specter-like foodstuffs have the special effect of turning you into a ghost for an entire day. Westy Ghosts are resistant to heat, spookiness, stinkiness, cold, and pain in general. The pickles will come back, but only after three or so years have passed by since you've eaten one, or at the start of a new Jump.

**Kellogg Ranch Workout Regime (+ Machines) [300 CP]** - This workout regime and needed machinery was developed by the late Kellogg, who is currently haunting his own office and will likely continue to do so until the end of time. Following the regime, which contains such lovely phrases as "Skeleton Vibration" and "Lung Expansion" to the letter will somehow remove any corruptive effects upon your soul and/or mind! Unfortunately, it can't be used to cheese any Drawbacks that corrupt you, Pardner.

**A Horse [400 CP]** - This is a horse. It can't die, is unaging, doesn't tire out, does not need to eat or drink, is indestructible, and casually disregards things like "gravity" and "conservation of momentum." It's also incredibly boring, and very unimpressive. The horse's name is "Schnookums."

**The Complete Nex-Mex Collection [500 CP, discounted for Mystical, incompatible with Doc Alice] - These here books teach you the secrets of life and death, pardner! By reading these seven tomes in order (they're all unmarked. Whichever one you read will just happen to be the next one in the order), you'll gain increasingly powerful necromantic powers! Shoot skulls, raise the (bones of the) dead, rain down teeth, and more! But beware, pardner, for reading too many of these here books will bring misfortune! White hair, emaciated bodies, and other ills befall those who take this path. Oh, and Doc Alice, from Boring Springs? She doesn't tolerate this kind of stuff.**

**A Lifetime Supply of Dynamite [600 CP] - One stick of dynamite for every femtosecond of a human life! A human life, for the purposes of the previous statement, is seventy-five years. That's  $2.36682e+24$  sticks of dynamite, or in unscientific notion, 2,366,820,000,000,000,000,000! I don't even know what "illion" that is! They respawn at the start of a new Jump! If you use all of them in the span of a single Jump, your Benefactor will declare you legally insane.**

### **~~Pardners~~**

**Travelin' through the West ain't something you have to do alone, now! There's a wide cast o' characters that'll be happy to uproot and travel along with you through thick and thin!**

### **Crazy Pete [Free!]**

**This crazed old coot bashes people upside the head with a lantern, gives unintelligible-yet-motivating pep talks that boost every stat a cowpoke could have, and whispers dark secrets that harm all who hear them! He also knows a lot about**

mining, and has an almost psychic instinct for where mines might be. He gets stronger by finding weird and interesting rocks on the ground.

**Doc Alice [150 CP, incompatible with The Complete Nex-Mex Collection]**

A surly sort, Doc Alice has some bad history with necromancers, and hates them and the undead (specifically, skeletons) with a passion. She's armed with an infinite-ammo scattergun, can fix you up in the middle of a duel, and with her trusty bonesaw, she can eliminate any skeletal foe in just one shot! Yes, that is a fiat-backed effect. Show her Ains-Oowl-Goan, and she'll saw Ains-Oowl-Goan to death. She gets stronger by fighting and winning against the undead.

**Susie Cochrane [100 CP]**

Susie Cochrane's family was killed by cows. She has a rifle, and she shoots foes with that rifle. She's also skilled in using a lasso and juryrigging up some cover. She gets stronger by killing cows. To be honest, she's kind of boring, but she's quite dependable.

**Gary the Goblin [150 CP]**

Gary the Goblin is a goblin, some sort of mushroomy-type creature. He can attack with Gary-Fu, grow minions from his own body, and weaken the enemy with a rain of spores. Feed him mushroom fertilizer to increase his strength. Gary is also friends with every goblin ever, even those that don't exist in the West.

**Buffalo Buffalo Buffalo Bill [250 CP]**

This odd character is an undead skeleton! The body of a man, the head of a bison, he's Buffalo Buffalo Buffalo Bill! Yes, his name does include three buffalos, and yes, you have to say all of them. A crack shot with a gun, Triple Buffalo Bill can take

off half the health of a target in just one shot! He has an odd inability to actually kill somebody, however. He keeps whiffing if his shot will kill them, so you'll have to finish off the target yourself.

### **Florence the Ghost Hunter [300 CP]**

Florence the Ghost Hunter hunts ghosts with the help of her Science Gun and fancy backpack. She can make people smarter with an enlightenment field, douse all present enemies with Science, deploy healing gas, and even use her Science Gun's "Targeted Radiation Mode" to really lay on the damage. There's just one caveat, however: Florence will only help you out in suitably spooky or haunted locals. She's very specialized, you see; she's the go-to girl for ghost-related phenomena, but anything else is outside of her league. By giving Florence boxes of miscellaneous science doo-hickeys, she can improve both her Science Gun and her combat potential.

### **Pardner Immigration [300 CP]**

Got some pardners already? Bring 'em on in, pardner! It doesn't matter whether it's one, eight, or all of 'em; the West can accommodate them! They get a budget of 600 CP, a Background, and the ability to take on Drawbacks. They can't choose any Companion options, however.

### **~~Drawbacks~~**

Want some more Choice Points, pardner? Well, we've got a system: Pain for Power. You'll have to take on some misfortunes in order to get some more CP.

**Let's Yippee-Kai-Aye These Hornswogglers! [Gives 100 CP]** - You talk like Crazy Pete! And when we say that, we mean you'll talk by stitching together Westy-sounding words, personal anecdotes, and things that sound like metaphors, but



aren't. People will be able to understand you... after a while. You might have to repeat yourself once or twice.

**Curse of the Daveyard [Gives 100 CP]** - Whoops! Looks like the Daveyard has taken umbrage with you, pardner! You'll be regularly attacked by skeletons, all of whom are named Dave! There's Mighty Daves, Mystical Daves, and Moxious Daves. Thankfully, they're all kind of wimpy.

**That's Just Disgusting [Gives 200 CP]** - You, uh... have an incredibly strong compulsion to root through disgusting stuff for useful goodies. Spittoons, septic tanks, mud, dead bodies, so long as it's gross, you'll be sure as sugar something useful is in it. To make things worse, there *will* be useful stuff in there.

**Traumatic Pickling Stress Disorder [Gives 200 CP]** - You have daily vivid nightmares about a very stressful job at a pickle factory. These nightmares don't affect your sanity or mental state at all, but by golly, the lack of variety is irritating. This drawback *will* force you to go to sleep daily, regardless of any Perks that reduce or eliminate the time you need to spend asleep.

**Emperor Norton's Vassal [Gives 300 CP]** - Emperor Norton is an insane criminal coot who seeks to rule over the West, or maybe just Frisco. This goal is all-consuming, and he's incredibly certain that you're going to help him out. He'll follow you around, constantly yammering and occasionally going off to do things that may or may not be the exact opposite of what you were seeking to do. Also, do not let him get near any form of train-based transportation, lest he hijacks it.

**Goblins [Gives 300 CP]** - Generally obnoxious, sturdier than skeletons, and difficult to understand, Goblins are something of a nuisance in the West. They are now everywhere, causing mischief and speaking in Goblintongue.

**Fashionable Disaster [Gives 300 CP]** - You've been bewitched with a mighty curse, pardner! You'll be forced to dress and equip yourself based on how aesthetically pleasing clothing and weapons are, not how strong they are or what boosts they'll give you. Truly, a most horrific affliction!

**Advance-Stage Main Character Syndrome [Gives 400 CP]** - Now admittedly, some folk out here in the West can't be bothered to pull their own weight and will ask enterprising young cowpoke to do tasks for them. Doctors refer to this as "Main Character Syndrome," and unfortunately, you've got an advanced stage of it. You'll find that other people have the barest minimum of agency and that you'll have to do nearly *everything*. A bridge is needed to cross a gap? You'll have to place every individual plank. Does dynamite need detonating? I hope you know how to build a detonator. Are you in an elevator with other people? You'd best press the buttons for everybody else's floors, and yours is going to come up last.

**Clownhood [Gives 400 CP]** - You are now a clown. You are generally unnerving, no matter how you behave, and everybody will think you're up to something or are demonic in nature. You are more inclined towards somewhat cruel, bombastic behavior and fighting styles, but with great effort, you can master this impulse. Cows will actively seek you out to kill you and will show up no more than five times a week, and no less than three. There will be a *lot* of cows during each encounter.

**Upset Organs [Gives 500 CP]** - You can't eat or drink anything, whatsoever. People in the West don't *need* to eat, mind you, but doing so tends to give out some pretty helpful bonuses. You won't be getting any of those bonuses, because you can't eat or drink.

**Cowrrupted [Gives 500 CP, 700 if Mighty]** - You've fallen to the dark side of the pasture, pardner! The nefarious Cows have swayed you to their side, and you now find yourself plotting the downfall of the entirety of the West! This doesn't change your personality in any way, shape, or form, but you're still going to be plotting the downfall of mankind. You'll find yourself beset by Clowns, upset ranchers bent on revenge, and Clowns nigh constantly.

**The Hard Hat [Gives 600 CP]** - This ominous, toothed hat is now latched firmly onto your skull. It prevents you from wearing any other form of headgear, and it doesn't even give a stat boost of any kind! It also seals away all outside Perks, Powers, and Items, and reduces you to just your "Body Mod" thingamajig. To make things even worse, enemies will now be 1.5x as strong as you are, even if it's something like a baby rattler, and you can't take along *any* Companions whatsoever. Your time here in the West is going to be tough, pardner! Oh, but don't fret none about your Chain, pardner. Death doesn't really exist here in the West, except for when it does. Falling in combat will see you waking up right in your bed.

**Boring West [Gives 600 CP]** - This sucks all the wonder and fun out of the West. You'll wake up in a western town, and you'll spend an entire natural lifespan there. No Perks, no Items, no fancy non-human species, no magic, no Companions, not even a Body Mod. I know some Jumps can be stressful, pardner, but I think this is a few steps too many in the other direction.

**Why? [Gives 5000 CP] - Remember “That’s Just Disgusting” from a few pages ago? Yeah, this is that Drawback again, but with one big caveat: it doesn’t go away after this Jump ends. You’ll be rooting through disgusting stuff to find useful things for the rest of eternity. Why? Why would you pick this? I understand why you would *want* to choose this, but still, why? Everybody will think you’re a frustratingly lucky slob. If you want to undo your terrible, terrible choice, you’ll have to pay out your entire starting balance of CP for five Jumps in a row. Not 5000 CP, but five installments of your entire starting balance. If for whatever reason, your starting balance for Jumps is more than 1,000, you’ve still got to pay it all up.**