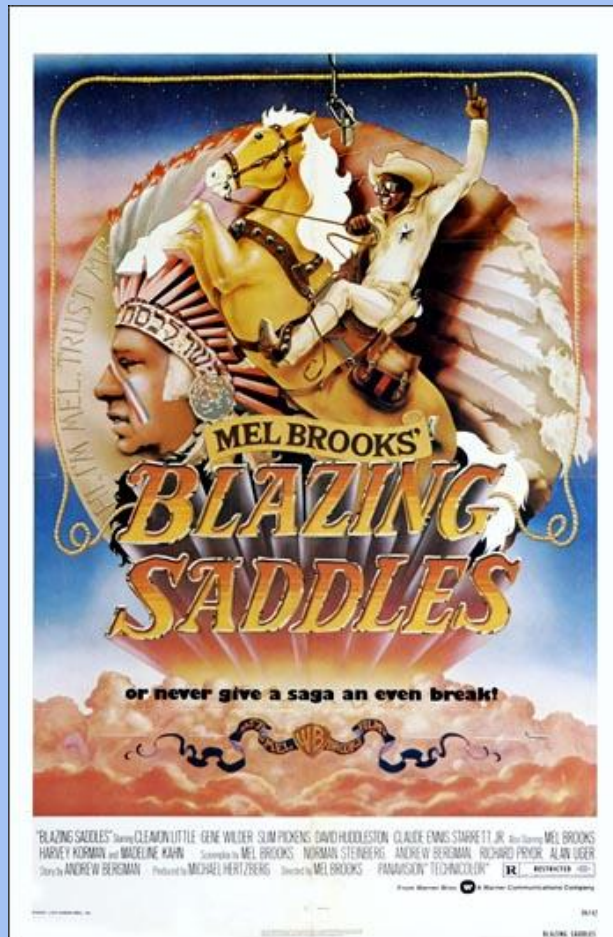


# Blazing Saddles



**Subtitled: Generic Hilarious Western Comedy Action Adventure  
Version 1.2**

**By Ursine The Mad Bear and SJ-Chan The Slightly Annoyed Ferret**

The Wild West was a time of villains and heroes, a time that created stories and legends that will be told for ages to come. One of those stories is about to take place in a small town called Rock Ridge, as the corrupt Hedley Lamar, the State Attorney General, seeks to profit off of nearby railroad construction. He will use any means to make himself rich, no matter who he hurts. Someone needs to stop him. Or help him. Or take the money for themselves. Whatever you choose, make it memorable. So, Jumper, here are **+1000 Comedy Points**, now go forth and Take the West In Hand!



## **AGE, GENDER, & ETHNICITY**

You can be whatever age, gender and ethnicity you choose, as long as it makes sense to you given your Origin and species. Want to be a 92 year old intersexed half-viking/quarter-egyptian/quarter-mayan? Fine by me, whatever makes you happy.

## **LOCATION**

You are either in Rock Ridge, or on your way there. I suppose you could turn around and go somewhere else, but why would you?



## **ORIGINS**

This is a strange place that you have stumbled into. Best pick one of these to help you blend in. All of these Origins may be used as Drop-Ins, leaving you with no memories or connections to this world.



### White Hat

Every story needs a hero, and it seems to be your time to shine. You might not be the smartest, strongest or most skilled, but you have the guts to offer battle to bad guys near and far, no matter what adversity or prejudice you encounter.

### Gunfighter

You make a living with a gun in your hand. Or maybe you are retired, after getting shot in the ass by a kid. Whatever the specifics, you are definitely one of the more dangerous people running around Rock Ridge.

### Entertainer

When the Beast fails, it's time to bring in Beauty. You are a singer and dancer, possibly an actor/actress, and maybe *occasionally* do illicit jobs on the side as well. Just to break up the monotony, you understand?

### Black Hat

Rustlers, cut throats, murderers, bounty hunters, desperados, mugs, pugs, thugs, nitwits, halfwits, dimwits, vipers, snipers, con-men, Indian agents, Mexican bandits, muggers, buggers, bushwhackers, hornswogglers, horse thieves, bull dykes, train robbers, bank robbers, ass-kickers, shit-kickers and Methodists. These are your peers. You bastard.

### Mongo

Are you just a pawn in the game of life? Do people treat you more like a force of nature than a human being? Does shooting you just make you angry? Then this is the Origin for you.

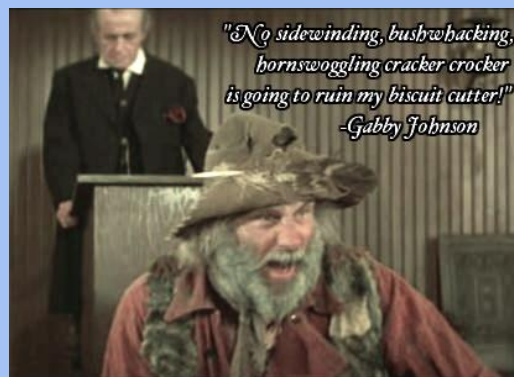
## PERKS

Perks that cost 100cp are free for their Origin. All other perks are Discounted for their Origins. Discounted Perks are half price.

### General

#### **Authentic Frontier Gibberish (50cp)**

No matter how utterly nonsensical what you actually said was, listeners will understand what you are trying to communicate to them, if you want them to.



### **Rapid Construction (50cp)**

You are not only a truly excellent carpenter, you are an exceptionally fast worker. Any form of construction or crafting will be completed in a tenth the time it would otherwise take, though your overall quality will suffer if you use this at full effect (times ten). At times two, you'll sacrifice none of the quality, but as you get closer to times ten, you'll sacrifice more and more of it.

### **The French Mistake (50cp)**

You are a brilliant dancer and choreographer. Not just professional level, but one of the top five in the world, maybe even the very best.



### **It's Twue! (200cp)**

As long as you are expressing yourself with passion and conviction, people will be swayed as if you were an eloquent and charismatic speaker, even if your actual words are lacking. This becomes even more effective if you actually have talent in public speaking and persuasion. This is also a Capstone Booster, enhancing the '**He Turned Dark Night Into Day**', '**Fastest Hands In The West**', '**Untouchable**', '**Splendid**', and '**If You Shoot Him, You'll Just Make Him Mad**' perks... but not very much.

### **White Hat**

#### **Refuge in Audacity (100cp, Free for White Hat)**

You are quick-witted and clever, as well as being very good at recognizing and exploiting the stupidity and weaknesses of your opponents. You are also very creative and inventive.

#### **And Bart Was His Name (200cp, Discounted for White Hat)**

You are not fearless, but you might as well be. You can set aside any sense of fear, letting you do what needs to be done. You are also a decent horseman and a fair shot with any kind of firearm. Optionally, you may also take an unwavering sense of justice and duty. If you do, you also find that you can always time your entrances to correspond with dawn or dusk with the sun behind you, or some other appropriately dramatic (and cliched) moment.

#### **He Conquered Fear and He Conquered Hate (400cp, Discounted for White Hat)**

You have a way of making people want to be their best selves. People who interact with you will quickly learn whatever moral lessons you want to teach, whether that lesson is about standing up for yourself or accepting those of other races. This works especially well in high-stress situations, such as when you are organizing townsfolk to defend their homes from a ruthless gang of rapists and murderers. People will find that their prejudices are harder to maintain with you around, doubly so if they are prejudiced against you or a group you are a part of.

**He Turned Dark Night Into Day** (600cp, Discounted for White Hat)

You are a natural leader, charismatic and bold. People will follow you, even into seemingly hopeless situations. With some effort, you could galvanize a town of basically peaceful folk to defend themselves against armed foes or lead an army of thugs to conquer the state. You also have a sheer genius for strange, weird, and possibly cartoonish plans. These plans will tend to work, almost as if some writer or director thought they were hilarious and twisted probability in your favor. The stranger your plans get, the more Lady Luck seems to have blessed them and the more Murphy seems to ignore them.

**It's Twue! Boost**

You are, shall we say, blessed in both physical endowment and bedroom skills. People you schtup may find their allegiance shifting to align with you, though the effectiveness of this function depends largely on just how good your 'performance' is.

**Gunfighter**

**Are We Black?** (100cp, Free for Gunfighter)

We might be. No matter what questions you ask, people will not be offended by them at all, unless you intend to be deliberately offensive.

**Why You Do That To Yourself?** (200cp, Discounted for Gunfighter)

While you can still enjoy getting drunk or being affected by other intoxicants, those effects seem to disappear when you want them to, and don't actually impair your judgement.

**Most People Call Me Jim** (400cp, Discounted for Gunfighter)

But whatever name you go by, your reputation, good or bad, is going to spread faster than a yawn in church. People might not recognize you on sight, especially if photographs or television aren't around yet, but they will know your name and your deeds, great and small. You can toggle this off or even reverse it, which means that your reputation will not spread at all, no matter how monumental your achievements.

**Fastest Hands in the West** (600cp, Discounted for Gunfighter)

You are one of the best gunfighters around, with hands so fast that people can barely see you when you move all out. Of course, this applies to your hands/arms only, not your running speed. You are also a truly legendary shot with a firearm, especially handguns.

**It's Twue! Boost**

Actually, you are the fastest in the world. Your quickdraws are literally too fast to see, and when you have time to aim, you are incapable of missing a target that you can see and that is in range of your weapon.

**Entertainer**

**How Ordinary** (100cp, Free for Entertainer)

You are both extraordinarily good looking and quite talented as a singer, dancer, songwriter, choreographer, seducer/seductress, spy, and sausage maker.

**Is Bismark a Herring?** (200cp, Discounted for Entertainer)

You have a singular gift, the ability to be perfectly and absolutely sincere, even when lying out your ass. Nothing short of divine or conceptual beings of truth will be able to tell when you are being deceptive.

**The Goddess of Desire** (400cp, Discounted for Entertainer)

You are a walking talking aphrodisiac. Any person that you want to be attracted to you is going to be, intensely so. What is more, you are expert at all skills related to seduction. As a side note, you tend to age gracefully and are immune to the consequences of a promiscuous lifestyle, such as unwanted pregnancy or STDs/STIs. Even the social stigma of such behaviour simply increases your standing rather than being a detriment, no matter how puritanical society might otherwise be.

**Untouchable** (600cp, Discounted for Entertainer)

You have the amazing ability to become an uninvolved bystander. As long as you do nothing that would overtly affect a conflict directly, no one involved in that conflict will try to harm you, and you will be protected from being collateral damage as well. Cheerleading is fine.

**It's Twue! Boost**

You are a true mistress, or master, of the quickie... sorry, I mean the quick change. You can instantly change into any form of clothing or armor that you own, as long as no one (that you are aware of) is directly watching you.

**Black Hat**

**There's Precedent For That** (100cp, Free for Black Hat)

You have a comprehensive knowledge of legal loopholes. Not only can you learn an entire society's legal system in a few hours (assuming you have all the law books or access to a legal database), but you excel at finding exceptions, precedents, and other legal shenanigans that prove that, at least on paper, almost anything you were doing had some legality. Even if such a loophole wouldn't normally exist, somehow you find the obscure exception when you go looking.

Note, this doesn't make you a good lawyer, just a well informed shyster.

**Have You Ever Seen Such Cruelty?** (200cp, Discounted for Black Hat)

You are a master at inflicting fear and pain on people. Whether trying to torture information from someone, or just trying to scare them into leaving town, you cannot only inflict far more fear and pain than would be expected from your chosen tactics, but your victim will be far more likely to give in and do what you want them to.

**Phoney Baloney** (400cp, Discounted for Black Hat)

No one ever questions your suitability for any job that you are trying to acquire. They will simply assume you have the highest qualifications possible, and will most likely give you the job, as long as such a job is actually available.



**Splendid** (600cp, Discounted for Black Hat)

Your mind is a raging torrent, flooded with rivulets of thought, cascading into a waterfall of creative alternatives. You will come up with brilliant new ideas or plans at an incredible rate, inspiration striking seemingly at will. And unlike some people, your plans are not going to be disrupted or ruined by your own prejudices and bigotry.

**It's Twue! Boost**

You use your tongue purtier than a twenty dollar whore. You are well spoken, easily able to explain anything in terms that your audience can understand, or alternately able to obfuscate everything you say in speech so fanciful and pretentious that an entire warehouse full of Harvard Law Professors couldn't detangle it into anything resembling intelligible communication.

**Mongo**

**Me Mongo, Mongo Like Candy** (100cp, Free for Mongo)

Do people cry out in terror when they see you coming? Do they invoke the Virgin Mary and or start babbling incoherently at the mere sight of you? Do you want them to? Then this is the perk for you. When you want to be, you're incredibly intimidating, but when you don't want to be, you're like a giant teddy bear that everyone just kinda wants to hug. You're that odd mix of scary but loveable. Tends to work best on the weak willed.

**Yes, No** (200cp, Discounted for Mongo)

You are massively, titanically strong, capable of knocking out any normal person or mundane animal with a single punch. What is more, this strength is always proportional to your current form. You will be as massively strong compared to normal members of your current species as you are to humans when in human form.



### **Force of Nature?** (400cp, Discounted for Mongo)

You can instantly, and without any appreciable effort, rip apart any form of physical restraint that attempts to bind you, bar your way, or hold you back. If it can be overcome by strength alone, you can do so with as much effort as it takes for you to walk across a normal room. You might not even notice ripping your way through inch thick chains. Note please that you won't be walking through mountains, but you won't strain yourself hiking over them. Brick walls or bank vaults you might just walk through.

### **If You Shoot Him, You'll Just Make Him Mad** (600cp, Discounted for Mongo)

You are massively resistant to any form of harm. You are harder to damage than any tank, and anything that does manage to harm you will only cause injuries or knock you out. To kill you, they will have to execute you while you are unconscious.

### **It's Twue! Boost**

You can invoke a flight or fight response in people simply by showing up. Anyone not on your side will find themselves subjected to an overwhelming sense of dread when in your presence. The brave will stand and fight, the strong flee, and the weak willed simply pass out in terror (possibly soiling themselves in the process)... plus you can park anywhere, no one will stop you. This can be turned off, but you lose your parking privileges if you do.

## **ITEMS**

You can import similar items into Items purchased here at no additional cost, even similar items from this Jump. Any item can be taken multiple times. If items are damaged, they will be repaired in 24 hours. If these items are lost, stolen, or destroyed, new ones will be in the Warehouse 24 hours later. Any modifications or improvements you make to these items will be retained, even if the item is destroyed.

### **General**

#### **A Hat** (Free for All)

This is the West, everyone gets a hat. It's free. If you're a White Hat, it's a white hat. If you're a Black Hat, it's a black hat. If you're anyone else, it's a brown hat. Comes with matching western attire that looks wonderful on you.

#### **Unlimited Beans** (50cp)

Literally all the beans you and all your companions could ever eat. Cooked campfire style. All different varieties. Sometimes mixed, sometimes with franks or in chili or with cheese. Sometimes in a savory BBQ sauce, sometimes in more of a soup with bits of ham. Regardless, any bean dish you can make for 200 people in a giant cast iron pot over a campfire. Only one recipe per day however. All recipes are at least 65% beans (not counting water content).

#### **Student ID** (50cp)

You have an ID card of some kind that gets you the lowest price on anything with an age or occupation related discount. This is always valid ID for you, as well.

#### **Theme Song** (50cp)

You have a personal theme song written about you by the composer of your choice. You can make this song play out of nowhere, at a volume of your choice.

### **Commissary Food (50cp)**

You can summon an unlimited amount of the kinds and quality of food often served in a 70's era commissary or cafeteria.

### **Enough Chewing Gum for Everybody (50cp)**

You have an unlimited amount of any type of chewing gum you want. Even better, it disappears if a person tries to throw it away anywhere other than a trash can.

### **Get Your Pies for the Great Pie Fight! (100cp)**

Several hundred cream pies of all varieties. Perfectly tasty, but excellent for a pie fight, with perfect aerodynamics for long-ranged accuracy. Respawns once a day.  
Comes with NPC chefs pushing carts to distribute the pies.

### **"Have A Nice Day" Hoods (100cp)**

These hoods, of the peaked variety, will make people think you're the "right" ethnicity while wearing them, no matter what they consider that ethnicity to be.

### **The Book of Matthew, Mark, Luke, and Duck (100cp)**

This dynamite is not only easy to accurately throw, but it is guaranteed not to hurt anything living, though it will certainly cause plenty of property damage.

### **Count Basie's Orchestra (100cp)**

You can summon up a full orchestra at any time to play background music for you. This orchestra will not get involved beyond playing music, and will be fully protected as well.

### **Marching Band (100cp)**

At any time, you can have a marching band show up, playing excellent music. You can use them for a celebration or even have them get in an enemy's way, but they will not do anything except play music, march in the direction you want them to, and scream if they get hurt.

### **Fake Town (200cp)**

You can create a replica of a town or city a few miles away from the real thing. Anyone with ill intent to the occupants of the real city will be fooled at least long enough to get into the fake town. The more time you have to work on the fake, the better it gets. Give it four or five years of steady effort and you might be able to make a working New York City, but a couple hours is only going to give you flimsy wooden backdrops of a very small town.

### **Howard Johnson's (200cp)**

You have a Howard Johnson's Restaurant franchise that you can place anywhere in your current setting, or have as a Warehouse attachment. This restaurant will run itself and make you a good income, as well as always having full supplies. Obviously it does not make money if no one but you can access it. Comes with an unlimited supply of a single flavor of ice cream.

### **Railroad (300cp)**

You own a major transcontinental railroad, or the equivalent type of company in future jumps. This company will run itself, providing an equivalent income. That income will get better if you are willing to do some dirty deeds to make the company more profitable.

### **The Entire Sioux Nation (300cp)**

The entire fighting strength of the Sioux nation will show up to surround your enemies or anyone else you want them to. If they do not need to attack, you can summon them once a year, but if there is actual combat, you cannot summon the Nation again for ten years or until the next Jump, whichever comes first. They may or may not be secretly Jewish.



### **William J. Lepetomane Memorial Casino for the Criminally Insane (400cp)**

In addition to, you know, being a casino that makes you money, this is an Insane Casino, and as such, this building allows you to personally gamble something more valuable to a Jumper than money. It allows you to gamble time... or rather, uses.

Any ability you have that is limited in the number of times you can use it per unit time, or in the duration it can be used for per unit time, can be banked at the Casino at a 30% penalty. Once banked, it can be gambled by playing Roulette, possibly winning more uses or duration.

Standard Roulette rules apply, and luck perks don't help you out here.

Banking Uses or Time can be set to automatically happen the moment a use or amount of time would expire, though this increases the penalty to 50%. Non-Automatic Banking requires visiting the Casino, Automatic Banking happens regardless of where you are in relation to said Casino. If you've set up automatic banking, you can also withdraw automatically at no added cost, also regardless of where you are in relationship to the Casino.

This Casino can be imported to a location of your choice or can be a Warehouse attachment, though it cannot make you any money if no one but you can get there. It will run itself, successfully, without your involvement.

This is also an Item Capstone Booster, enhancing the '**He Wore a Shining Star**', '**Chess Set**', '**Saloon**', '**Governorship**', and '**Mongo's Big & Tall Clothing Emporium**' items with their respective **William J. Lepetomane Memorial** facilities.

### **White Hat**

#### **Candygram (100cp, Free for White Hat)**

You have a Candygram uniform and delivery box, which may or may not explode. This box is special in that when you open it, it is safe. When those you don't want to explode open it, it is safe (and contains any candy you put into it). When your enemies open it, it explodes. The result is powerful enough to KO practically anyone less durable than a main battle tank, but is guaranteed non-lethal. The brass balls needed to use this gambit are not included.

**He Rode A Blazing Saddle** (200cp, Discounted for White Hat)

You have a full set of tack, including a saddle, bridle, halter, blanket, Gucci saddlebags, and anything else needed to ride a horse. Also a horse, an excellent one, on the level of Shadowfax. Your saddle can shine like a torch on command, lighting your way like headlights.

**He Wore a Shining Star** (400cp, Discounted for White Hat)

You get a shiny Badge... and the office of Sheriff. At any time, you can pin the badge on and proclaim yourself the chief legal officer of any county or similarly sized jurisdiction. Any legally appointed law enforcement officers in that jurisdiction will follow you as long as you don't obviously represent a force counter to law and order.

**William J. Lepetomane Memorial Sheriff's Office for the Racially Biased**

You have the office of Sheriff, you need a Sheriff's Office, and now you have one. Not only do you get the shining star, you gain a lock up that is guaranteed impossible to break out of from the inside (three cells) and five fully legal deputy badges that act as lesser versions of your Shining Star.

**Gunfighter**

**Booze** (100cp, Free for Gunfighter)

You have an unlimited supply of rotgut whisky, rum, tequila, beer, cheap wine, sarsaparilla, and any other drink commonly sold in Western saloons. None of the booze is high quality, but it is plentiful.

**Guns** (200cp, Discounted for Gunfighter)

You have a set of firearms of your choice, as long as they were available in the Old West. These weapons will clean, maintain and repair themselves, and you will always have ammunition available to reload with. These weapons will upgrade to be as good as the best of their type in future settings, but will not downgrade in less advanced settings.

**Chess Set** (400cp, Discounted for Gunfighter)

Whenever you whip this out, the leader of an opposed faction must play you in a single game of chess. The game has standard tournament chess rules.

At their discretion, if you win the first game, they can make it a best of three or best of five.

All hostilities must cease between your faction and theirs for the duration of your match, but preparations and maneuvering are still allowed.

**William J. Lepetomane Memorial Tollbooth for the Mortally Wounded**

In the spirit of Restricted Movement, Exact Change Needed. This works as a tollbooth across any roadway or route of access and people will honor this restriction. It costs 1 dime.

You may also pull out the chess set to challenge death itself. You can only challenge death for your own life once per decade, but you may challenge death up to once a year for the life of any other mortal as long as you know the mortal's real name and place of death... and as long as they haven't been dead for three full dusks and dawns. If you win, either you do not die or the other person is fully and safely resurrected and healed.

**Entertainer**

**Snitzengruben** (100cp, Free for Entertainer)

Snitzengruben are large ominous and suspicious looking german sausages, possibly cooked in Sauerkraut. You gain sixteen of them, freshly cooked, every day. These are excellent for boosting your stamina, with each one being equal to an hour's rest.

**Backup Dancers** (200cp, Discounted for Entertainer)

You have a small group of performers, a dozen or so. They are perfectly loyal and obedient, but their only real skills are in the performing arts and related areas. These are not Companions, but if they die, they will be back in a week. They learn routines almost instantly and are skilled at improv. They can hold their own in bar fights too.

**Saloon** (400cp, Discounted for Entertainer)

You have a Western-style Saloon of your very own, or the equivalent type of establishment in future settings. This business will run itself, supply itself, and can be inserted into any location you choose. Hanging around in this saloon will always result in you overhearing or being told something relevant and useful about a current dilemma you are suffering.

Also, the bartender makes a Seabreeze that is to die for.

**William J. Lepetomane Memorial Dance Hall for the Tragically Tired**

Your Saloon has been expanded to hold a dance hall and theater. These facilities are extremely fancy and well-appointed, and will quickly become a hit with the highest levels of society, making them a perfect place to interact with the movers and shakers of the area. In fact, anyone you invite to a performance will show up, as long as they physically can get there. Also, an hour here will relieve all fatigue, tiredness and insomnia, leaving you well-rested and energetic.

**Black Hat**

**Stinking Badges** (100cp, Free for Black Hat)

You have... a well-made handcart, worth four hundred dollars back in the Old West. Not what you were expecting, was it?

It can be exchanged for said 400 dollars (or the local equivalent) once a day.



**Legal Texts** (200cp, Discounted for Black Hat)

A self-updating collection of all the local laws, court cases, precedents, and regulations. This comes with a license to practice law in any jurisdiction you find yourself in, but not to be a trial lawyer if that is a separate qualification like it is in England.

### **Governorship** (400cp, Discounted for Black Hat)

You hold the office of Governor, the head of the executive branch of government for your state, or the equivalent office in future jumps. This provides all the income, advantages, and obligations that holding such office would in real life. Yes, you can pardon anyone besides yourself for any violation of state law.

You have a choice, you can either do the job yourself or you can let your underlings handle everything. Be warned though, while your underlings will do a good enough job to keep things running and keep you in office, they are notoriously corrupt and will use their authority to benefit themselves as much as possible.

### **William J. Lepetomane Memorial Gallows for the Perpetually Overworked**

This is a large gallows set-up, capable of executing as many as eight people at a time. Having this ensures that your state will have a legal death penalty, and will allow you to legally convert any felony sentence into a death sentence. What is more, these gallows can kill anything, even beings otherwise unkillable or not technically alive. Anything killed by them will never come back and any loose ends that their death would otherwise cause, like a base exploding or an alteration to the laws of physics, will not occur.

Getting them to hold still long enough to be hanged is your problem.

Warning: This can be used against you, but only if you're guilty of a capital crime in the state you have it deployed in.

### **Mongo**

#### **Candy** (100cp, Free for Mongo)

You have a small box of candy, just a dozen pieces. This candy box will refill an hour after the last piece is eaten, and you can choose what kind of candy it will refill with when you take the last piece. This candy has no negative health effects, and in fact, it strengthens and whitens your teeth while cleaning your whole mouth and refreshing your breath. Eating just one piece is more effective than a thorough professional teeth cleaning.

#### **Ox** (200cp, Discounted for Mongo)

You have a pet ox, massively strong even for its kind. This animal is fully trained as a mount and is actually as fast as most horses. Your ox has unlimited stamina and can survive on minimal food and water.



### **Mongo's Big and Tall Clothing Emporium (400cp, Discounted for Mongo)**

Are you husky? Big-boned? Tall? How about just plain enormous? Well, then come on down to Mongo's Big and Tall Clothing Emporium, where you will find all the sizes, X-large and up, as well as a friendly knowledgeable staff and on-site fitting and tailoring. We have any clothing you might need, from casual clothes, to sports gear, to formal wear, even special protective clothing or basic armor.

Oh, you are the new owner? Wonderful! This mega-store will provide you with a solid income, and will operate without any need for you to become involved. It can be imported to any location you choose.

### **William J. Lepetomane Memorial Bandit Camp for Friends of Mel Brooks**

All your old friends from your bandit days have come to visit you! Anytime you visit this large campgrounds, which will somehow be hidden behind your clothing store, you will find a large number of less than reputable people, of types appropriate for the current setting. These individuals serve as a ready-made personal criminal army that will actually be loyal to you, though they aren't going to work for free.

Just, be careful if they invite you to a Number Six Dance.

## **COMPANIONS**

You can create or import as many Companions as you are willing to pay for. You are free to decide the personality, history, and appearance of created Companions and these Companions are as loyal as you want them to be. They can even be loyal enough to forgive you for using Jumpchain fiat to ensure their loyalty. Companions can take Drawbacks that directly affect them, not those that alter the world itself, and you can transfer cp from yourself to a Companion, at a ratio of 1cp to 2cp, respectively.

### **Create/Import (50cp for 1, 200cp for 8)**

You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with +600cp to spend, but cannot purchase Companions.

### **Canon Companion (100cp, Discounted for matching Origin)**

You can recruit any canon character as a Companion. That character will be as loyal to you as any OC character you might create, and they will have all the abilities and personal items they possessed in the movie.



## **DRAWBACKS**

You can take as many Drawbacks as you want, without limit on cp gained. If you can handle the Drawbacks, you can have the reward.

### **It's Utter Chaos Down Here (+0cp)**

Instead of Blazing Saddles, you are going to a generic Western setting, though it will still be a comedy. Have fun.

### **Our Town is Turning into Shit (+0cp)**

You are inserted into a canon character who shares your Origin. You don't have to follow the plot, but there isn't going to be anyone else to fill the role you have taken over.

### **Ride Into The Sunset (+0cp)**

This jump now only lasts as long as the events of the movie. This cannot be taken with any drawback that sets the duration of the jump.

### **What in the Wide Wide World of Sports is Going On? (+100cp)**

I have absolutely no idea why you would do this, but this is now a completely serious universe. Not even an action movie or an old Western world, but a straight up real world with all its real world problems.

### **Don't know that one, huh? (+100cp)**

You have no memory of the movie Blazing Saddles, and no memory of taking this drawback. You also have a problem recognizing the tone of this world. You keep thinking it is a serious setting instead of a comedy. If combined with the above, you keep thinking you're in a comedy when you're not.

### **Don't Just Lay There Getting A Suntan (+100cp)**

You are not going to get much relaxation time here. Whenever you try to rest or relax, something is going to come up that demands your attention. This won't necessarily interrupt your sleep, but don't expect to sleep in.

### **Ditto you Provincial Putz? (+100cp)**

You can never seem to think of anything clever to say and always come across sounding like an idiot. It's deeply frustrating to you.

### **Up Yours, Jumper (+100cp)**

People are incredibly rude to you, all the time. Even if they like you, they will be rude just because they think it is funny.

### **Such Tiny Feet (+100cp)**

You have really small feet. People will notice. You'll also be clumsy and no shoes will ever fit right.

### **To Tell A Family Secret, My Grandmother Was Dutch (+100cp)**

You have an incredibly thick and nearly incomprehensible Dutch accent, no matter what language you are speaking.

**Is Your Last Name Not Johnson? (+100cp)**

Everyone in this entire universe (except for Hedley and Governor Lepetomane) is now named 'Something' Johnson. Oh, and except for you. Everyone will be terribly confused that you're not named Johnson (they don't care about Hedley or the Governor). You'll find keeping track of who is who deeply confusing on your own end.

**Can't Be More Than 114 (+100cp)**

It's hotter than hell and blue blazes out here. While this affects everyone in the setting, it affects you more than most, and any perk that might protect you from the sweltering heat of the day and night simply doesn't work. Not for you, not for anyone.

**I Get No Kick From Champagne (+100cp)**

You are immune to any intoxicant or anaesthetic effect of any form of drug, including alcohol. In fact, you can't enjoy any form of food or drink. They are all completely bland to you.

**How Could It Be True (+100cp)**

There is a person whose presence is like an intoxicant to you. Being around them makes you act high or drunk, but for some reason, you still want to be in their presence if you can be.

**Ring Out the Church Bells (+100cp)**

Some thunderously loud noise always sounds whenever you're trying to convey important information. Maybe try sign language?

**We're Awake, But Very Puzzled (+100cp)**

Whenever you sleep, you wake up completely confused for at least a few minutes. You should probably not keep anything dangerous close by.

**Food Makes Me Sick (+100cp)**

You can't eat food or drink anything nonalcoholic without getting sick. You can survive solely on alcoholic beverages, but this does not protect from the effects of drinking them all the time. Perks that would protect you are limited in their effectiveness. And you have a normal human's caloric intake needs for the duration.



**You Must (+100cp)**

You are incurably curious about all the people around you. You just can't help prying into their backstories, they are just so fascinating.

**Ribbit Ribbit (+100cp)**

You need your froggy. Or whatever other little toy you happen to love. You will panic if you can't find it.



**Common Clay (+200cp)**

You know... morons. Everyone around you is a moron. Even more so that your no doubt already boosted intellect normally makes that true. This penalty does not fully apply to your companions, though they might find their common sense a bit hampered.

Alternatively, you may give all imported Companions an additional 200 CP and have this drawback apply in full force to them as well.

This is a Drawback Booster, enhancing the following drawbacks: '**A Cry Went Up For a Man With Guts**', '**You Pious Candyass Sidewinder**', '**They Got Buddy!**', '**Dock that Chink a Day's Pay for Napping on the Job**', & '**Whatever It Is, I Hate It**'. This boost is optional, but if you apply it to any drawback, you must apply it to all applicable drawbacks. It also makes all drawbacks resistant to mitigation and extremely difficult to outright game.

**Tell Them I Said OW! (+200cp)**

For some reason, the slightest tap on your head seems to be lights out for you. You are ridiculously easy to knock unconscious and have bad luck in getting whacked accidentally.

**Worth Less than a \$400 Hand Cart (+200cp)**

Life is exceptionally cheap here, probably because this is a fairly mean spirited comedy. People die for larfs and everyone's moral compass is set to value the lives of others very very cheaply.

Now, you and your companions share this mindset.

**They're Darker Than Us! (+200cp)**

People are racist assholes. That's a given. But now, everyone in this setting somehow triggers your racist bent. You'll assign stereotypes to every single ethnic, religious, or cultural group and be unable to fully treat them as human beings. Only your companions are immune to this and you'll find overcoming this for a single individual only applies to that person... and maybe their immediate family if they're super impressive. You won't remember you took this drawback either.

**His Job To Offer Battle, To Bad Men Near And Far (+200cp)**

You may not stay in any location for more than a month and must constantly roam for your stay in this world, always on the search for new causes to champion.

Counts as affecting the duration of your stay.

**When Outlaws Ruled The West (+200cp)**

OUTLAWS! EVERYWHERE! ALL THE TIME!

Seriously, you won't be able to leave town without getting ambushed by them, and don't think you can just hide out either. The outlaws will wander into town if you stay there long enough.

If they can't hurt you, they'll find other ways to annoy you and endanger others.

**And Fear Filled the Land (+200cp)**

Everything here is terrifying, to you and everyone else, far more than you would expect. It will take an iron will to resist this fear, and a true leader to inspire that courage in others as well.

To be clear, this negates any fiat fear resistance or immunity, and limits emotional control.

Willpower is not hampered.

**Son, You're On Your Own (+200cp)**

Your Companions and Followers cannot leave the Warehouse for any reason.

They can still be imported to give them perks and items, but anything they buy is locked away with them.

**Must Have Killed More Men Than Cecil B. deMille (+200cp)**

You have lived a life of violence and death, and it is finally catching up with you.

You suffer from constant feelings of guilt for the lives you have taken.

**Little Bastard Shot Me In the Ass (+200cp)**

Your reputation has spread far and wide, and everyone seems to want to take it from you.

You will constantly be challenged in whatever field of endeavor you are most skilled or known for, whether that is gunfighting, dancing, or competitive yoga.

**You Brute! (+200cp)**

Everyone assumes you're the meanest hombre around, the kind of person who'd kick puppies.

Even your companions are affected by this!

**Fourth Wall Avoidant (+300cp)**

Everyone but you keeps talking to people who aren't there. Is someone watching you? You forget all about Jumpchain, all the rules of Jumpchain, that things like Perks and Warehouses exist. None of your abilities are limited by this... but you'll probably be terribly confused how you can do things so out of context for a western setting. Oh, yes, you'll also forget all of your previous adventures that can't be defined in terms of said western genre or an earlier chronological one (medieval say). Those you'll remember as past lives.

**Work, Work, Work! (+300cp)**

You just aren't good at anything. You are going to fail at pretty much everything you attempt here, because you just plain suck. Basically, you fail at life.

**QUICKSAAAND (+300cp)**

Let me ask you something. What is it that's not exactly water, and it ain't exactly earth? Any flight, teleportation, or alternate movement powers are disabled, meaning you must walk or ride along the ground for your entire stay here. And you'll find that you keep walking or riding into quicksand (Hollywood style) on a regular but unpredictable basis... yes, even if you're absolutely certain there's no quicksand ahead, you'll still discover quicksand.

**You Was the Kid! (+300cp)**

You do not have any of your Perks, Items, Alt-Forms, or access to your Warehouse, except what you get from this Jump and your Body-Mod.

**A Cry Went Up For a Man With Guts (+300cp)**

People in this world are no longer capable of solving any problem on their own, and they'll constantly be looking to you for guidance and assistance. Okay, not any problem. Anything that's a day to day issue, they can handle, but anything that's more severe, like anything that's an emergency, or will take special training, tools, or knowledge... they'll come to you... even if there are other experts they know who could fix the problem. You must, at the very least, direct them to said experts, and that's only if you or your companions can't actually help them yourselves. No matter how much you try to hide, the helpless will find you.

**Common Clay Boost (+200cp)**

Now, you are not going to be getting any peace. Someone will be begging for your help at least once a day, if not more, and people will travel long distances to beg your help with their problems. What is more, at least some of these problems are going to be bad enough that you will not have a ready-made answer to them. You are going to have to be clever and really put in the effort, because ignoring these problems will result in them getting worse and you being dragged into them anyway.



### **You Pious Candyass Sidewinder (+300cp)**

You Get Back Here! There ain't no way that nobody is gonna leave this town! Hell, you were born here, and you was raised here, and dad gummit, you're gonna die here! And no sidewindin', bushwhackin', hornswogglin' cracker croaker is gonna ruin your biscuit-cutter... or something like that. You now begin the jump at birth in the town of Rock Ridge. You're not allowed to leave Rock Ridge for more than a single day once a month (day trips around the area are fine). Rock Ridge must survive for at least 20 years and you must stay there the entire time.

#### **Common Clay Boost (+200cp)**

Now, you have to keep Rock Ridge around for a full 80 years, and it is going to be a struggle. This is prime real estate now, with natural resources that are going to attract plenty of people wanting to run you off. Hell, you might even have to fight off the army a time or two.

Bear in mind that 80 years covers both World Wars.

### **They Got Buddy! (+300cp)**

You are now as strong and as tough as a marshmallow. One punch will take you out of the action and blows from your fists (or even with weapons) will hurt slightly less than being hit with a feather duster. Every weapon you wield against anyone will break without causing any appreciable damage.

#### **Common Clay Boost (+200cp)**

Any esoteric abilities, such as magic, are now just as weak in both offense and defense as your physical abilities. In addition, your willpower, determination, pain resistance, and similar perks are disabled, and you suffer from chronic pain anytime you try to move faster than a slow walk.

### **Dock that Chink a Day's Pay for Napping on the Job (+300CP)**

You must now pay for the privilege of sleeping. If you don't, you won't be able to sleep. And you must sleep. All perks that prevent you from needing to sleep or from feeling fatigue are deactivated and all sleep substitutes no longer work for you. The cost of sleeping must be paid for in funds you have acquired in this setting either through hard work or gambling.

#### **Common Clay Boost (+200cp)**

Now, your luck perks no longer help with gambling for money, and you are not allowed to cheat either. In addition, the only games you can find are against world class professional gamblers, and the only jobs you can find pay very little for the hardest and nastiest work around.

Expect to work full time just to stay even.

### **Whatever It Is, I Hate It (+300cp)**

Congratulations. You have Jumper Pox. Thankfully, it's not fatal, but it is drastically inconvenient. All your perks from outside this jump are on the fritz now, meaning that they may or not work at all, and if they do work, they probably won't work at full power. Which ones work and which don't change at unpredictable intervals. Oh, and your crotch itches.

#### **Common Clay Boost (+200cp)**

Your outside perks are now completely shut off, except that occasionally, when it would be a significant problem for you, they will activate without your control. Also, that itch has progressed to a nasty burning sensation and a rather foul smell.

## **SCENARIOS**

### **Take the West in Hand**

This is not going to be a quick ten years this time. You are going to stay here until you successfully unite and pacify the west, making it a 'civilized' place to live and having all the territories become states in their own right. You must get yourself elected governor and then president, and you have to actually win the elections, without mind control or cheating, and then, well, take the West in hand.

If you succeed in taming the Wild West, you receive an additional **+600 Comedy Points** to spend on anything you wish in this Jump. You also get a copy of Blazing Saddles, in the original reel form, with the case signed by all members of the cast, as well as Mel Brooks and John Morris. Your Warehouse will be outfitted with a small theater to show this movie, including a very nice concession stand.

Finally, you will have the ability to summon up a full division of United States Cavalry once per year. They will fight a single battle for you, then ride off into the sunset.

## **FINAL CHOICES**

At the end of your stay here, a taxi will show up to drive you off the jump. You'll then be taken to Mann's Chinese Theatre for the premier of Blazing Saddles, featuring you! After the film is over, you may choose to Go Home, Stay Here, or Continue Jumping. No matter what you choose, all your Drawbacks go away, along with your saddle sores.

## **NOTES**

### **I Love This Movie**

Anyone who doesn't is obviously dead inside.

### **Seriously, Guys**

Versions 1.0 and 1.1 didn't even get a mention? I feel unloved.

## **CHANGE LOG**

### **Version 1.0**

Created the document.

### **Version 1.1**

Fixed spelling and grammar issues.

Added **Common Clay** Drawback Booster.

### **Version 1.2**

Fixed formatting and added pretty pictures.

Added **It's Twue! Capstone** Booster.

Added **Seriously, Guys** Note.

