



*Now You've Done It ... Again!*

*Smash Up has turned the asylum over to the inmates yet again! After the success of It's Your Fault, we decided to let the fans choose the factions that would make up the latest set of Smash Up, and they went for some powerful choices! A huge field was whittled down to the top four, and here they are: Cowboys call out opposing minions for shootouts, Samurai face their noble end in battle to bring glory to their player, Ancient Egyptians bury secrets deep in the sands, while the Vikings... well they just take other people's stuff!*

This is meant as an expansion to the Smash Up Jump and meant to be taken with it. If a standalone, you're depriving yourself but have 1,000 cp to spend. As in previous versions, you may apply this as a supplement to any Jump where one or more Keyword is a valid origin.





## ANCIENT EGYPTIAN PERKS

☥ **Lost Knowledge** (-100 cp, FREE Ancient Egyptian) You easily uncover buried treasures and lost scrolls, luck is always on your side in these matters.

☥ **Mummy Strength** (-100 cp, FREE Ancient Egyptian) You have the physical might to tear through steel and stone, and the resilience to walk off being shot a lot by small arms.

☥ **Blessing of Anubis** (-200 cp, discount Ancient Egyptian) When you kill, you grow just a little stronger. Only a touch, but it is cumulative.

☥ **Plague of Locusts** (-200 cp, discount Ancient Egyptian) You can summon and direct a massive, blot-out-the-sky swarm of locusts.

☥ **Pyramid Engineer** (-400 cp, discount Ancient Egyptian) You know how to build magic pyramids that focus and store energy, aid in healing and preservation, allow teleportation between each other and.. Keep razor blades sharp?

☥ **Pharaoh** (-400 cp, discount Ancient Egyptian) As a living god you command vast powers over the earth and sky, crops grow or wither at your command, as blow the winds and fall the rains. Mummies obey your every command.



## COWBOY PERKS

**Gunfighter** (-100 cp, FREE Cowboy) You won't get far in the West if you can't shoot none. Not only can you hit a shot glass thrown o'er your shoulder before it hits the ground, you never lose your cool in a fight.

**Quickdraw** (-100 cp, FREE Cowboy) You can have a gun out of its holster and fire it a lot quicker 'n most people, and shootin' hasty never spoils your aim.

**Form a Posse** (-200 cp, discount Cowboy) You can easily whistle up a gang when you need to, no matter how peculiar. Rustlers, cutthroats, murderers, bounty hunters, desperados, mugs, pugs, thugs, nitwits, halfwits, dimwits, vipers, snipers, con men, Indian agents, Mexican bandits, muggers, buggerers, bushwhackers, hornswogglers, horse thieves, bull dykes, bank robbers, train robbers, ass-kickers, shit-kickers and Methodists all answer your call overnight.

**Dynamite Surprise** (-200 cp, discount Cowboy) Once a week you can say 'Oh, I rigged dynamite last night to blow up X' and retroactively make it so without any of the work. There will be a detonator or fuse nearby.

**High Noon** (-400 cp, discount Cowboy) Oh my, look at the time! You can fan the hammer on your gun and still deadeye every target. More, when you issue a challenge, there's none would dare stand you up, lest they be known far and wide as yellow.

**Sheriff** (-400 cp, discount Cowboy) You have the tough-minded attitude needed to bring the law to lawless counties, and should you wish it, a position as nigh-unaccountable law enforcement in each future Jump. Cowboys and toughs recognize you as the pinnacle of their kind and will be happy to join your posse and follow your orders.



## SAMURAI PERKS

🏯 **Samurai-Chan** (-100 cp, FREE Samurai) You can still fight! Even if you're a woman... or not Japanese. People never condescend to you about or question your combat skills based on sex, age, race, etc.

🏯 **Way of the Warrior** (-100 cp, FREE Samurai) It is your nature to easily form bonds of brotherhood between fellow warriors, and to inspire your brothers with your great strength and skill. You are an exemplary comrade.

🏯 **Final Haiku** (-200 cp, discount Samurai) Even the mighty may fall, Jumper. If you do, your sacrifice will empower your allies with strength beyond imagining, as if your power and skill blessed them all. And if you should come back from the dead later, well, victory cannot be undone.

🏯 **Heart of the Battle** (-200 cp, discount Samurai) Battle is chaos, yet you never have trouble seeking out the enemy commander, or champion, or other objectives. The battle swirls around your purposeful stride and impedes you not.

🏯 **Honorable Combat** (-400 cp, discount Samurai) Fight with honor, and your enemy must do the same, else his own minions would turn on him. If you want single combat between champions, your foe will at least consider it. This does not work if you act duplicitously.

🏯 **Shogun** (-400 cp, discount Samurai) A great warrior can fight an army, but a great leader is needed to feed that army and give them purpose. You are skilled in all matters pertaining to strategy, tactics, diplomacy and logistics. More, your skills and charisma naturally draw honorable warriors to your banner.



## VIKING PERKS

‡ **Combat Training** (-100 cp, FREE Viking) You are extremely skilled with a spear, shield, sword, axe and bow.

⋈ **Raider** (-100 cp, FREE Viking) You've an instinct for where fat pluckings may be found, and ripe prizes. Time for an adventure!

‡ **Cast the Runes** (-200 cp, discount Viking) A simplified form of divination, but you can throw down some runestones and actually get useful guidance. Just remember most of them have multiple meanings.

⌘ **Ransack** (-200 cp, discount Viking) You manage to be both astonishingly quick AND thorough in looting. May as well not bother nailing things down, it just means you're getting nails along with the new furniture.

‡ **Berserk** (-400 cp, discount Viking) You've got a bit of a temper. By which I mean an unstoppable rage where you become immune to pain and fear and sheer ferocity will let you defeat a dozen peer opponents if they don't fight terribly smart. Can trigger at will.

‡ **Valkyrie** (-400 cp, discount Viking) Chooser of the slain, you can tell at a glance who is a great warrior and what mighty deeds they have performed, or if they're a sniveling coward. When you wish, people see you as a warrior-angel or their nearest cultural equivalent and will gladly follow you into battle.

# ITEMS

☥ **Ancient Curse** (-200 cp, FREE Ancient Egyptians) More of a template, you can place this over any of your properties or Warehouse and any intruder will be severely weakened, and eventually get sick and die unless they obtain your forgiveness for your trespass.

☥ **Star Portal** (-400 cp, discount Ancient Egyptians) This “doorway to Heaven” can really open up a galaxy of possibilities, connecting to other gates hidden on important planets throughout the setting. A network of instantaneous transportation. But the most important question is, will it bring you back?

🤠 **Colt Peacemaker** (-200 cp, FREE Cowboy) God created men, but Sam Colt made 'em equal. This revolver never drops a hammer on an empty cylinder, cannot be found and removed from you, and grows in strength as you do.

🤠 **So-So Corral** (-400 cp, discount Cowboy) A nice spot for gunfighting, right next to a welcoming saloon to quench your first after a-killing. This cowboy's paradise will naturally attract a variety of folks of mysterious past and questionable morality, but skilled in riding and shooting.

🎌 **Daishō** (-200 cp, FREE Samurai) Twin blades, one long and one short. Incredibly sharp, folded a million times, etc. At any given time, these blades are as strong and unbreakable as your honor.

🎌 **Code of Bushido** (-400 cp, discount Samurai) A series of papers on which you may write out your own code of honorable conduct for a warrior. Those who pledge themselves to this code, and actually uphold it, will be blessed by their ancestors with immense strength and skill, becoming as samurai of legend. Should you make a mistake, you may destroy the papers and they will be replaced, that you may start over.

