

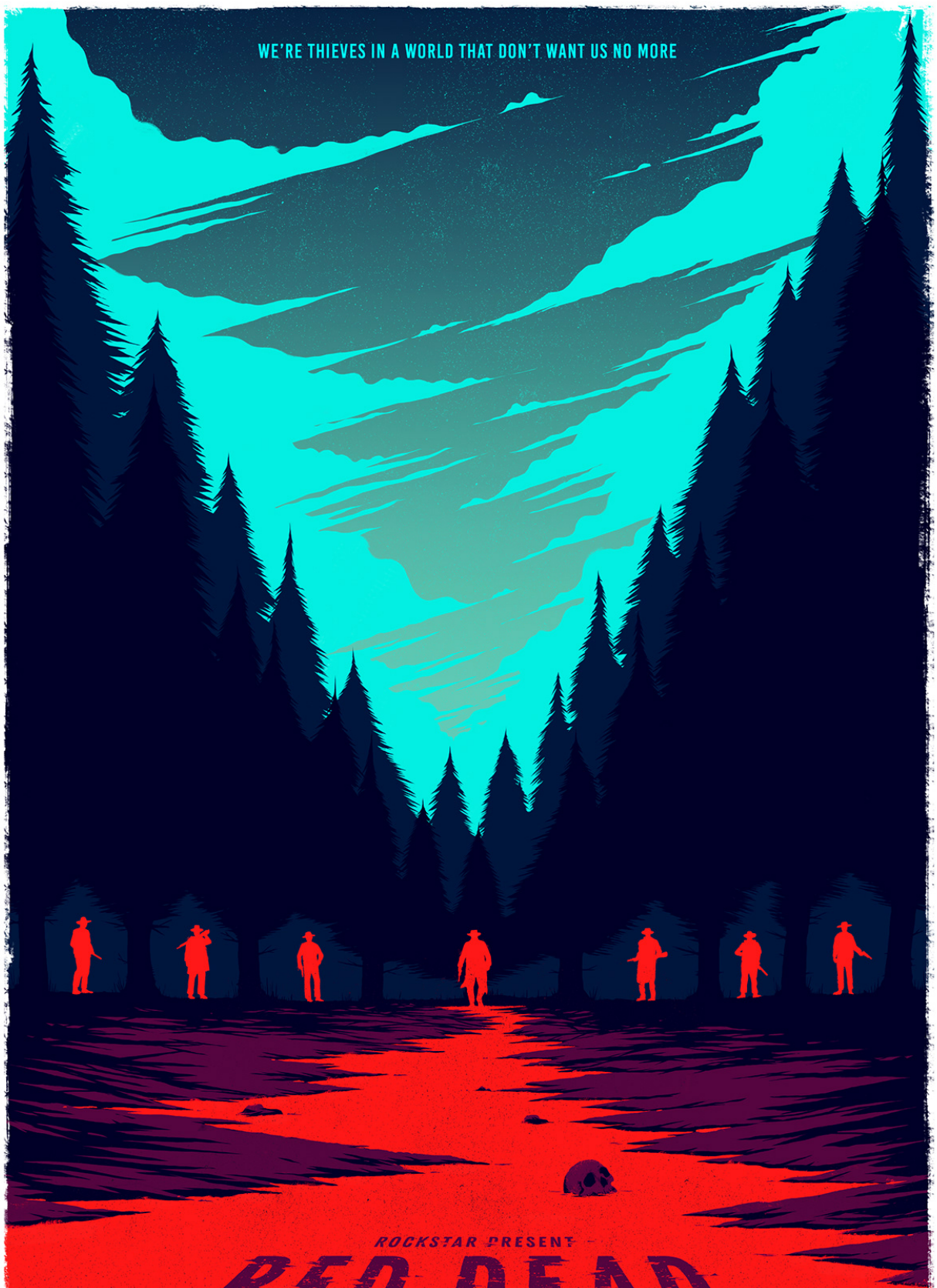
THE YEAR IS 1899 AND THE AGE OF  
OUTLAWS AND GUNSLINGERS IS AT  
AN END

AMERICA HAS BECOME A LAND OF  
LAWS

EVEN THE WEST HAS MOSTLY BEEN  
TAMED...

THE FEW GANGS THAT REMAIN ARE  
BEING HUNTED DOWN AND  
DESTROYED

WE'RE THIEVES IN A WORLD THAT DON'T WANT US NO MORE



ROCKSTAR PRESENT

# RED DEAD REDEMPTION 2

YOU CAN'T FIGHT CHANGE, OR CAN YOU? WELCOME TO THE  
WORLD OF RED DEAD REDEMPTION 2! THE AMERICAN FRONTIER  
HAS LONG BEEN PLAGUED BY OUTLAWS AND GUNSLINGERS.  
HOWEVER, IT ALSO OFFERED UNPRECEDENTED FREEDOM. AS THE  
20TH CENTURY DAWNS OVER THE UNITED STATES LAW, ORDER, AND  
INDUSTRY HAS FINALLY REACHED THE WEST. WHETHER THIS IS A  
GOOD OR BAD THING IS UP TO YOU, BUT ONE THING IS SURE. THE  
AGE OF OUTLAWS AND GUNSLINGERS IS AT AN END.

TAKE THESE 1000 CP AND MAKE YOUR MARK ON THE WORLD

# ORIGINS

Choose age and gender for free

## **The Homesteader**

Whether You Live In Town Or On The Range Matters Not. You're a regular person, working inside the law to put a roof over your head, food on the table, and whisky in your belly.

## **The Outlaw**

You've Got a Bounty on Your Head Jumper! Whether You're A Charlatan, A Livestock Rustler, A Thief, or A Murderer, Uncle Sam Wants You Dead. No stranger to violence, you also excel at wilderness survival. You can either be a member of a preexisting gang, a lone wolf or create your own, the choice is yours.

## **The Business Magnate**

Whether you are a self-made man or come from Old Money, one thing is for sure, you're Goddamn loaded. You're well educated & well mannered, and you know your way through the halls of power. While most everyone else struggles to get by, you enjoy a life of luxury. This will earn you the hatred and envy of many, however, you'll have the means to deal with any who cross you.

## **The Law**

Whether You're a County Sheriff, Bounty Hunter, Or Pinkerton. You believe in Civilization and have dedicated your life to bringing law and order to the Frontier. You are relentless in tracking down criminals and putting an end to their savagery, often through the judicious application of violence.

## LOCATION

Roll 1d8 to determine your starting location

### **Rathskeller Fork**

A small settlement in the Gaptooth Ridge region of New Austin. Currently, it is private property, but in time will become a popular inn and tavern.

### **Manzanita Post**

A small, rugged settlement in the Tall Trees region of West Elizabeth. It is currently home to a group of insular Norwegian settlers with a dark past.

### **Wallace Station**

A minor railway station located in the Big Valley region of West Elizabeth. It provides transportation and trade for the region.

### **Colter**

An abandoned mining town high in the Grizzly Mountains. While most of the settlement is in ruins, there are still a few structures that can provide shelter.

### **Emerald Ranch**

A prosperous cattle ranch in the middle of Heartlands region of New Hanover. The owner is trying to take over the smaller farms in the region.

### **Van Horn Trading Post**

A decrepit and dirty town barely deserving of the title. There is no law here beyond the end of a fist or barrel of a gun.

### **Lagras**

A close-knit community located deep in the Bayou Nwa region of Lemoyne. While you're safe here, don't wander off alone after, dusk, there are Night Folk about.

## **PERKS**

Note: All perks are discounted 50% with their origin, 100 CP perks are free with their origin. You also receive one floating discount,

### **General**

**Frontiersman [Free]** - You can shoot a gun, ride a horse, drive a cart, and set up camp as well as anyone who lives on the Frontier.

**Ring Dang Doo [Free]** - You have an excellent singing voice and a brain full of raunchy songs to sing. You are also skilled in two of the following instruments; guitar, banjo, harmonica, or drums.

### **The Homesteader**

**You Got Any Work? [100]** - You might barely meet the qualifications, and your history might be a little shady, but you find that there are always people willing to hire you. Provided that you remain discrete and don't cause any trouble, of course.

**How's About You Play in His Place? [100]** - Saloons are often the only form of entertainment on the Frontier, and when folks aren't drinking or screwing, they're gambling. You have a talent for all games of skill or chance, and perhaps more importantly are able to convince people to play with you, even when you've been winning all night long.

**Honest Day's Work [200]** - You have all the skills necessary to excel on a ranch. You know how to raise, care for, breed, and harvest any livestock that you come across.. The animal products that you create will be of the utmost quality and will fetch a good price at market.

**Well Ain't This A Lovely Little Thing [400]** - Let us be truthful, an honest day's work doesn't pay much. You've an eye for valuables and are skilled at making a profit on items of dubious provenance. No papers for that horse, no problem. That wagon has a few bullet holes and some unfortunate stains, we'll fix it up and sell it. That's some mighty fine jewelry there, I'll make sure it finds a new owner. The best part, as long as it stays non-violent, the law won't bother you. In future jumps you will find that you have easy access to any black markets that exist.

**From The Earth [600]** - You are an unparalleled hunter-gather. You have an encyclopedic knowledge of the plants and animals of the American Frontier. Useful plants stand out like a campfire at night, with a sixth sense seeming to guide you to them. You could track an animal for miles and know how to take them down perfectly. Like the Natives, you know how to use everything you find whether it be bone, sinew, meat, or fur. Plants can be combined into medicines and elixirs far more potent than they have any right to be. Upon completing this jump you find that your abilities will adapt to whatever location you find yourself in.

## **The Outlaw**

**Should I Have Killed You, Jimmy Brooks? [100]** - You're a master of intimidation & interrogation. A subtle (or not so subtle) threat will have your target singing like a canary. A beating will have them bare their soul to you. Furthermore, you have a sixth sense for when someone is telling the truth, or just desperately wants you to leave them alone.

**Nothin' Means More To Me Than This Gang [100]** - You're a talented leader, capable of effectively planning heists and scams. You know who to bring with you to maximize your chances of success, and any loyalty you show will be reciprocated.

**Silver-Tongued Conman [200]** - You have a way with words, capable of drawing people in. Whether it be ingratiating yourself with the local plantations owners, selling



shares in a non-existing company, or advertising a product you find it disturbingly easy to pull the wool over other people's heads.

**Dead Eye [400]** - The West is full of legendary gunslingers, and you can now count yourself among them. You're as fast as lightning when drawing your weapon and have preternatural accuracy. When you focus, time seems to stop allowing you to line up your shots and perform supernatural feats of marksmanship. This however is draining, so use it sparingly.

**Red Dead Redemption [600]** - The road towards redemption is a long and winding one. For many, taking that first step is the hardest. You have a unique ability to inspire others to seek redemption. With you as their guide they will find it easier to right past wrongs and earn the forgiveness of those they trespassed against. You also have an innate sense of your Honor, a measure of your morality and how close you are to finding redemption Yourself. Furthermore, you find it easy to bring out the best in others, regardless of the circumstances.

## **The Business Magnate**

**Arcadian Ideal [100]** - For many life on the Frontier is nasty, brutish, and short. Nature is something to be feared and fought against. However, you have an enduring appreciation for nature. It clears the mind and calms the soul. When trying to capture natural vistas or wildlife, either through film or canvas you will turn out masterpieces. Selling your work could turn a tidy profit, perhaps even earn you some fame.

**Philanthropist [100]** - For you making a profit and doing the right thing are no longer incompatible. You can cut corners to maximize your profits without compromising on things like fair labor practices. Additionally, making charitable donations of any kind drastically increases your public image.



**Ivy League Education [200]** - Your wealth has afforded you a top-tier education at some of the best institutions this nation has to offer. You are well versed in rhetoric, mathematics, history, and the classics. You are highly competent when managing a business and know your way around the upper echelons of American society.

**What's A Little Bribery Between Old Friends? [400]** - Money may not bring happiness, but it sure does make things easier. Perhaps you have to invite someone to an opulent party or include them in your exclusive gambling ring. Sometimes, all it requires is a simple exchange of money. Even just knowing the right words to say can be enough. Whether it be a convict or a congressman you know exactly what it will take to make them do your bidding.

**The Gilded Age [600]** - John D. Rockefeller, Andrew Carnegie, Cornelius Vanderbilt. You are among these titans of industry. Investment opportunities will make themselves known constantly. Any businesses you create will quickly prosper and you'll find that the government is unwilling to interfere with any Trusts you form.

## **The Law**

**Crime Doesn't Pay [100]** - They say crime never pays. Luckily the law is hiring! For a reasonable wage, you are easily able to find competent and able-bodied individuals willing to work as Deputies, Bounty Hunters, or any other job. So long as it is on the right side of the law.

**Relentless [100]** - The law never rests. You can endure freezing winters and blazing hot summers. Trek over mountains and ride for days. So long as you are pursuing someone or something you are unstoppable.

**Frontier Justice [200]** - When there are no courthouses for miles and miles sometimes you need to take things into your own hands. So long as you have the trust of the locals, and the bare minimum evidence you can circumvent due process and deal with the situation as you see fit.

**Gather a Posse [400]** - Whether it be taking down an infamous gang or dealing with a personal foe you will find no shortage of allies. You have a talent for convincing people about the presence of a common threat and can whip them into an execution happy frenzy.

**Pinkertons On the Payroll [600]** - You have a natural talent for investigation. Whether it be hunting down blackmail or bandits, you can always find a lead. Unlike some more community-minded individuals, you decided to practice your trade in the private sector. People are willing to pay you money for your services, a lot of money.

## **ITEMS**

Enjoy a 400 CP stipend for these items. Note: All items are discounted 50% with their origin, 100 CP items are free with their origin, plus one floating discount.

### **General**

**Cattleman Revolver & Carbine Repeater [Free]** - A basic set of weapons, while far from the best available they are suitable for survival and defense. Ammo is extraordinarily easy to come by, so long as you restock in town you'll never seem to run out.

**Gambling Hat [Free]** - You have a high-quality hat suitable for all weather conditions. This hat can never be lost and is the centerpiece of your signature look, whatever that may be.

**Good Boy [Free]** - A strong and reliable horse suitable for either transporting yourself or putting on a wagon. It will never die of hunger or thirst and will respawn within 24 hours of its untimely demise.

**Camp Fire [200]** - A campfire equipped with an infinite pot of Pearson's Beef Stew and a never emptying coffee percolator. The stew is incredibly filling and the coffee will keep you aware and awake with no side effects. People sitting around the campfire are likely to burst into song or share interesting stories.

**Treasure Map [400]** - A map containing clues that will lead you to a stash of gold or other forms of wealth. Be careful not to let anyone else know that you have this or they might try to rob you. You receive a new one once every six months.

## **The Homesteader**

**You Never Could Control That Dog [100]** - You have one of any kind of dog featured within Red Dead Redemption 2. While they are obedient you will struggle to house train them. They will never die of sickness or old age and require neither food nor water. Just head pats and treats.

**Booze [200]** - And lots of it too! You have a well-stocked personal bar with all the equipment needed to serve any kind of drink. Can be added to your warehouse or placed in the jump

**Beecher's Hope [400]** - Okay, it's not Beecher's Hope, but you do get your own ranch. Comes with either your own herd of livestock or several acres of prime farmland. Not to mention a large ranch house with plenty of room to expand.

## **The Outlaw**

**Warhorse [100]** - A fast and powerful horse that is nigh impossible to spook. This horse can soak up a surprising amount of damage and won't flinch when bullets fly nor panic at the sight of a predator.

**Railroad Bonds [200]** - Several dozen railroad bonds that are collectively worth 100,000 dollars. Exercise caution when trying to sell these though, they were acquired through some unsavory means.

**A Place to Lay Low [400]** - Whether it is an abandoned building in the middle of a swamp, a quiet overlook in the forest, or a small settlement high in the mountains you have a place to lay low. This place cannot be found by anyone searching for you and comes equipped with medicine, ammunition, and provisions to comfortably support up to two dozen individuals.

## **The Business Magnate**

**The Finer Things In Life [100]** - You have expensive tastes, my friend. Luckily, you have a replenishing stock of high-quality alcohol and tobacco products. Use these to impress guests or sell for a neat profit.

**Luxury Carriage [200]** - An opulent railway car with a beautiful interior design. Comes equipped with an office space, luxurious personal quarters, and an impenetrable safe. The car is also heavily armored. Comes with a train and can be imported into another vehicle post-jump.

**Industry [400]** - Your fantastical wealth has to come from somewhere right? You own several factories which can produce any product. The business will run without your supervision, however with your guiding hand profits may soar.

## **The Law**

**Sheriffs Badge [100]** - A badge signifying that you are a part of local law enforcement. You can utilize this badge to gain access to certain areas that would otherwise be restricted. This can also allow you to commit minor crimes without consequence as long as you still do your job.

**Maxim Machine Gun[200]** - A powerful machine gun firing an infinite supply of .303 ammunition. While it requires a stable surface to mount, it can bring the pain like few other things can.

**Pinkerton Contract [400]** - A contract employing the Pinkerton Detective Agency, or any similar Private Law Enforcement Agency. This small army of well-trained agents can assist in guarding a location, hunting down individuals, or acquiring blackmail material.

## COMPANIONS

**Jumper's Boys [Free]** - Import four companions for free, they receive an origin, 600 CP to spend on perks, and 200 CP to spend on items. Additional imports are 50 CP a pop.

**The Noblest of Men, and a Woman [100]** - RDR2 has a compelling cast of characters. With the purchase of this perk you are provided the ideal circumstances to befriend and convince one canon character to join you as a companion. This can be taking multiple times.

## **DRAWBACKS**

**I Have An Unfortunate Face [100/200]** - You have an unfortunate resemblance to someone who participated in the Blackwater Massacre or an event in a similar vein. Whenever you go into town you run the risk of people thinking they recognize you and running off to tell the law. If you can chase them down and convince them of your innocence you'll be fine. If not, well expect some awkward afternoons spent in the Sheriff's cell while things are sorted out. Of course, this becomes a lot more dangerous if you actually are a wanted criminal, you'll find that the law is on you fast and hard. Best you not show your face anywhere near a town.

**Can You Give Me A Ride, Sir? [100]** - Accidents happen, and you seem to find the aftermath wherever you go. Whenever you travel between settlements you will stumble upon a person needing transportation to a settlement the opposite directions than you were travelling. You are honor bound to give this person a ride, no matter what other commitments you have or what cargo you are carrying you will drop it all for this stranger. Best plan ahead.

**The Many Vices of Man [100+] -** The 1800s were a wild time, and the dangers of addiction were not well understood. Cocaine gum, opiums dens, tobacco and alcohol were wildly available. Gambling too. Unfortunately for you you are now addicted to one or more of the above. The first item you are addicted too provides 100 CP, with each additional vice providing an additional 50 CP.

**The Child [200]** - You have a young child, around Jack's age or perhaps even younger. Their other parents is either long dead, or otherwise uninvolved in the child's upbringing. They are entirely reliant upon for their livelihood and protection, and you cannot abandon them. If they die under your watch, you will fail your chain. Don't worry too much though, as they have plot armor, and won't die of disease or random happenstance. Upon completion of this jump you may invite them along as a companion, with 400 CP worth of Perks and Items to follow them.



**We Rely on Charitable Donations [200]** - You enjoy helping people, and are more than happy to provide monetary aide to the causes you believe in. Unfortunately, you have the habit of giving money away to those who don't really deserve it. Whether it is a dubious religious organization, a buisness investment that won't go anywhere, or beggar on the street faking a disability, you are easily seperated from your money.

**Cowboys and Aliens [200]** - The frontier is home to many strange and terrible things. Werewolves prowl the forests up by Roanoake Ridge, Vampires stalk the the streets of Saint Denis, and there are rumors of mysterious lights in the skies over the Heartlands. Also something about disappearing cattle? You can now expect to encounter the supernatural, I hope you are well prepared.

**I'm Really Sorry Son [400]** - Tuberculosis, its a terrible way to die. Fate has seen fit that you contract this disease, perhaps as punishment for your sins. You find it hard to breath, and are constantly coughing. While you may be able to be active in fits and spurts, you will require significantly more time to recover. With proper rest and medical care you can survive, but infection and injury will cause your condition to worsen. While the worst of it can be driven back, it gets a little worse every time. If you die of tuberculosis, your chain will end.

**Loyalty [400]** - This person, whether they are a father figure, a friend, or a brother in arms, has your loyalty. There isn't anything you wouldn't do for them, lie for them, die for them, kill for them... and they are entirely undeserving of it. While they may act kindly at times in truth they are a monster and a fool, and you will have to fight your instincts in order to not get caught up in any of their half baked schemes.

**Left It All In Blackwater [400]** - Access to your warehouse, as well as all out-of-jumps perks and items, have been revoked for the duration of this jump. Your companions may still join you, but cannot take any forms that would be out of place in this world.

## **THE END**

**Stay Behind** - Perhaps you have unfinished business here, or have decided to put down roots. Either way you have decided to remain here. Enjoy your retirement, Jumper.

**Move On** - You are satisfied with your time in this world, and have lived life to it's fullest. Besides, there is an infinite multiverse to explore, and nothing is stopping you from returning...

**Return Home** - The jumpchain is not for the faint of heart. Your experiences here have convince you it is time to return home to your friends and family. You can choose to return to your reality of origin, or any jump you have previously visited.