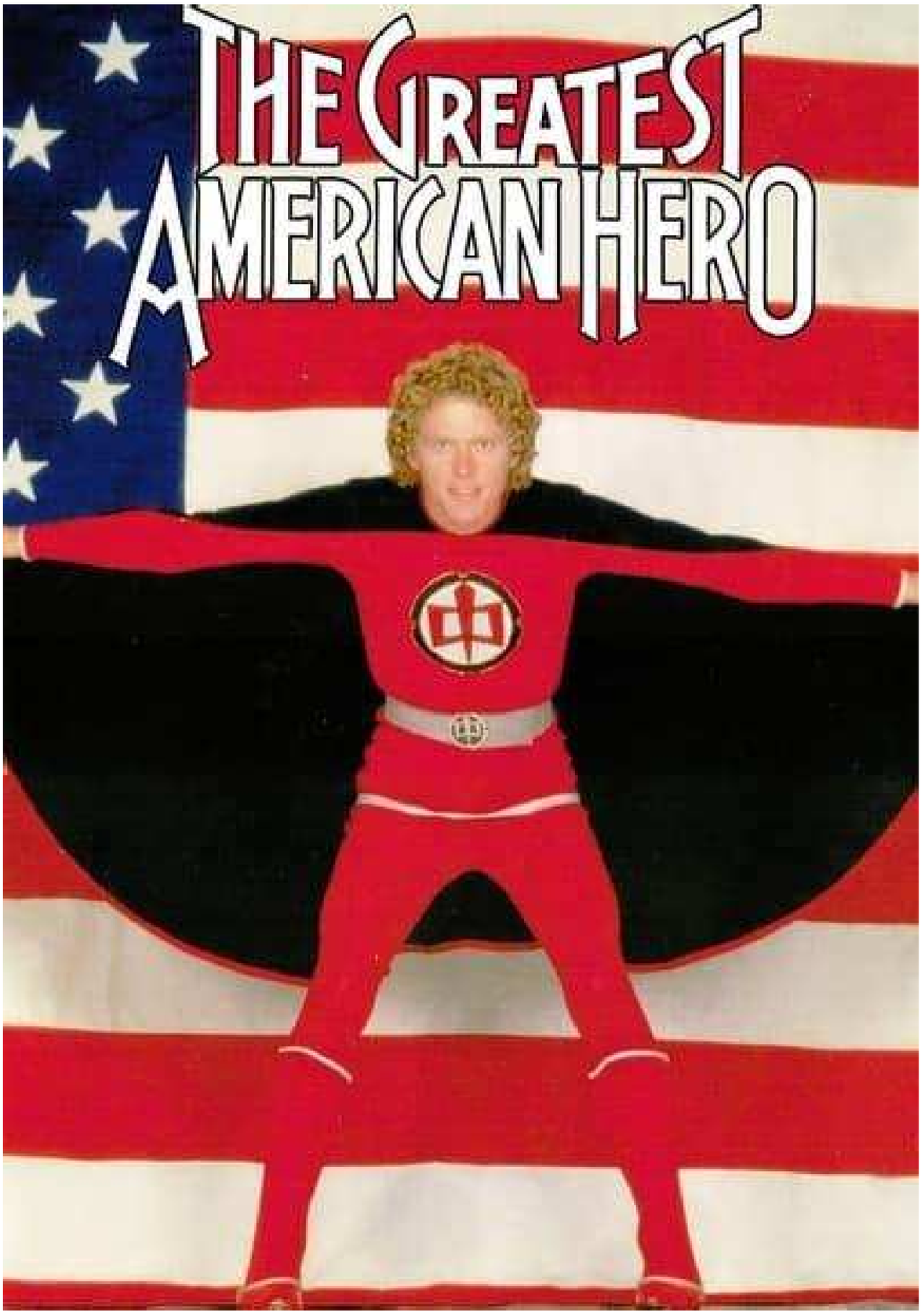

THE GREATEST
AMERICAN HERO

Show by Stephen Cannell, Jump by Aehriman

Believe it or not, I'm walking on air...

Meet Ralph Hinkley, a struggling special education teacher engaged in a custody battle for his young son with his bikini/underwear model wife. Meet Bill Maxwell, a legend in his own mind, a washed up FBI agent with a missing partner. Together, these two men are recruited by aliens to save their world, one of the last of the garden planets. Using Bill's dead partner, the aliens deliver a super-suit that will only work for Ralph. Unfortunately, he loses the instruction manual in the desert and has to figure it out on his own.

Have **1,000 creative points** (cp) to survive the most aggressively '80s world imaginable.

Locations

Los Angeles California, March of 1981

Age, Race & Sex

Pick whatever you like as far as age and sex, ethnicity. etc.

Perks

These cost 100 points unless otherwise stated. You get 4 Tokens which can be redeemed to get anything you want here for free, though things costing more than 100 cp will take two tokens to purchase.

Nerves of Steel: When all is chaos and screaming and shooting, you never lose your cool. You don't freeze or hesitate, you don't react impulsively, you decide and act.

Angel with a Badge: Before we had police psychologists, we had a pint and a punch-up. You can tell when people are struggling, when they need a supportive ear, and when they need a kick up the backside.

Combat Trained: You have trained for serious combat, and are an expert in small unit tactics, as well as breach-and-clear operations.

Bad Vibes: You have a peerless instinct for when things are about to go wrong. Might give you time to get out, or at least pick a better place to stand when the shooting starts.

Brawler: You have a mean hook, and the experience of someone who has spent years fighting in bars and back alleys. You're particularly good at fighting dirty.

Civilian Career: Choose an ordinary job, like cooking or carpentry or something. You get 10 years of experience with that career and updating credentials that'll allow you to practice it elsewhere in the future.

Crowd Control: You can't reason with a mob. Except for you, you can shake people out of the groupthink and get them to consider what they're actually doing, to feel guilt. That's a rare gift.

Defensive Driving: You learned how to drive extremely well. Any vehicle you get behind the wheel of seems half again faster and more resilient. You have an exceptional mental map for roadways and quickly learn the best shortcuts.

Encyclopedia Brown: You have a perfect memory. Every face, every fact, every figure you encounter, you can recognize and remember exactly how and where you encountered it. You can also read a whole page in little more than a glance.

FBI: You have the training and experience of a crack FBI Agent, and as such know how to conduct an investigation, stakeout, or covert operations. You're also a fine marksman.

First Responder: You may not be an EMT, but you aren't far behind, having trained in emergency and trauma medicine, you know how to set a bone, stop bleeding, and can keep people alive until the handoff to the professionals.

Internal Affairs: You have a nose for rooting out corruption within the force. You can spot a dirty cop with ease and know who you absolutely cannot trust.

Interrogator: You know how to question a suspect, how to keep to a theme and make yourself utterly terrifying, how to spot a lie and entice the truth.

I'm Just Here For the Lois Lane Jokes: If you don't get involved with the plot, it won't and can't hurt you. Any apocalyptic disasters will be dealt with by somebody else. You can spend your whole stay on the beach, if you don't mind being bored.

Lawyer: You have the knowledge, experience and credentials to practice law here, and in whatever strange districts your Jumpchain journey may take you.

Off the Cuff: You're really good at repartee and snappy comebacks, never bothered later by what you could have said, it just comes to you in the moment.

One Loose End: Sometimes the cover-up just exposes more holes. No matter how clever the conspiracy, there will be a clue to its existence, and you are guaranteed to stumble over it at some point. Plan your next moves very carefully.

Police Brutality: Welcome to the 1980s. You can deal out incredible pain when you want to, your fists or weapons striking vulnerable spots as if drawn to them magnetically. You know how to fight dirty.

Presence: You have it. When you walk into a room, loud kids go silent, fights break up and people look up and pay attention.

Quick Study: You pick up on new skills and information about three times as fast, and easily synergize different things you know.

Resilience: You have the guts of an action hero. Shot? Just a flesh wound, walk it off. Broken rib? Won't stop you from winning the fight. You can take punishment like a pro. Just remember sometimes it's better to stay down.

Respect: When you have it, you have everything, y'know? You have a pretty decent idea of how to win anyone's respect, but it's a two way street. You have to give to get, and after a little bit of knowing you, people will match your energy and feel terribly guilty if they show you less respect than you do them. After all, you're one of the people who sees and respects them.

Teacher: You're actually really good at coming with entertaining and helpful lesson plans that fulfill state and school district guidelines. Presenting information in ways that makes learning fun, your students advance rapidly through the curriculum, maybe four times faster than could otherwise be expected.

Unorthodox: You get results, and as long as that continues, your bosses will turn a blind eye to your personal failings and abuses of the system.

Self-Discipline: The worst part about the eighties has to be the waiting. No convenient internet to just look things up, you've got to wade through logbooks and reference materials. Still, you can be endlessly patient, that's how you catch the rabbits.

Solid Cover: When you take shelter you can be assured it will stand up to a bullet or a few, even if it's behind a parasol. You are skilled at finding cover and fitting yourself to it, even if you need to suck in your chest to hide behind a lamp post.

Spot the Clue: One of these things is not like the others, one of these things just doesn't belong. Whenever there's an anomaly or odd detail, it jumps out at you as if highlighted or glowing.

Stealth: It isn't easy to creep around in bright red long-johns while armed guards search the place. But you manage just fine.

Super-Friend: You get visions before disaster strikes, or when your friends are in danger. As long as you make a good faith effort, you will always arrive in the nick of time.

To Serve & Protect: People trust a policeman, until they learn better. You are charismatic and effortlessly reassuring. People feel they can come to you with their problems.

Work-Life Balance: Somehow, there is always time in your busy schedule for family and relaxation and a day job. Bad guys never follow you home or threaten your friends or family.

Items

100 cp unless specified, you can also spend your tokens here.

Soundtrack (free): It was the 80s. You can have any period music or the show's theme blaring in the background. You can choose if only you can hear the music, or everybody.

Piece: You have a firearm that can never be found in a patdown, and never jams or runs out of ammo.

Badge: This marks you as a member in good standing with the constabulary here, or wherever you land. The paperwork will all be in order too, yet you never seem to get assignments.

Cigarettes: Good luck finding a no smoking sign in '73 outside a couple of airlines and clubs. This box of coffin nails won't give you cancer or smoker's lung or any of a dozen conditions it probably should, just the sweet nicotine high. Even the ashy smell fades in five minutes.

Connections: A good cop knows people, the retired guy at the diner who likes people-watching, that guy you let off once. You have a network of friends, snitches and stool pigeons who are very good at keeping you up on the street-level side of major events.

Go Bag: A bag packed with two changes of clothes, a knife, two bus tickets out of town that are always valid on the next bus, and $3,000 in cash or an equivalent in local currency.

Home: A large and well-furnished suburban house. How are you managing this on a policeman's salary? Nobody will ever ask, same for utility bills and taxes.

ID: All your background paperwork, already handled. License to drive, social security card, passport, state and/or national ID, and a whole history that should stand up to even intense scrutiny.

Income: Regardless of whatever else you do you get about $25,000 (about $90,000 in 2026 money). In future Jumps this updates to the local currency and equivalent purchasing power. Each subsequent purchase doubles this.

Rubbers: A necessity for the time of free love before AIDs spoiled the party. Never break, never leak, you hardly notice they're on. Replenishes overnight.

Super Suit (-600 cp): The famous super-suit, with an instruction manual. Ralph at various points demonstrated strength, narratively inconsistent invulnerability, running at over 70 mph and flight of at least Mach 6, invisibility, telekinesis, and super-vision/psychic visions. With the full manual, eh, assume if Superman or any of the Legion of Superheroes could do a thing, there's a way with this suit.

Companions

These also cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree.

Partners: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Template tokens, same as you got.

Drawbacks

Each of these grants 200 points unless otherwise stated.

Bail (+0 cp): You can leave when the show ends.

Greatest American Heroine (+0 cp): The girlpower spinoff that never was, but was the last episode. Have fun, I guess.

Spin-Off (+0 cp): One's a well-meaning but clumsy superhero, one's an old school armed bastard. Together, they fight crime. Feel free to supplement this to any other police procedural or superhero setting, even if you need this to visit the setting.

Butterfingers: You're always losing important things. At least your fiat-backed Items come back after a week or two?

Call ACAB: Because at the end of the day, All Cops Are Bastards. What, did you think wearing a badge would make you one of them? Besides a couple named characters, everyone on the force is now racist, violent, on the take or some combination of the three. They will never believe you, never support you, and if you go around asking too many questions, well, that's how cops die heroically in the line of duty.

Easily Embarrassed: You're not good at confrontations, or handling ridicule, or being seen in the suit.

Out of Time: You just... never quite fit in with the time period. Popular music is grating, fashion twice as much. The things people talk about bore you as historic trivia.

Long Runner: You'll stay 10 years here. This can be taken multiple times.

Power Lockout: You can't use powers from outside of this jump in this jump.

Item Lockout: You can't bring items from outside the jump into this jump. Your Warehouse is barred to you.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you. They'll be in stasis instead.

Captain Crash (requires **Super-Suit**)**:** You lost the instruction manual. Not only do you have to figure out the suit's functions by trial and error, you are especially clumsy at flying and will pretty much always land by slamming into the ground or a tree or something.

Greatest American Villain: There's a canon example of a previous alien-chosen superhero who abused their power to get rich. Now there's a super-suit user who is a murderous psychopath, and they're hunting you.

Ending

What will you do now? Stay here? Go home? Move on to the next jump?