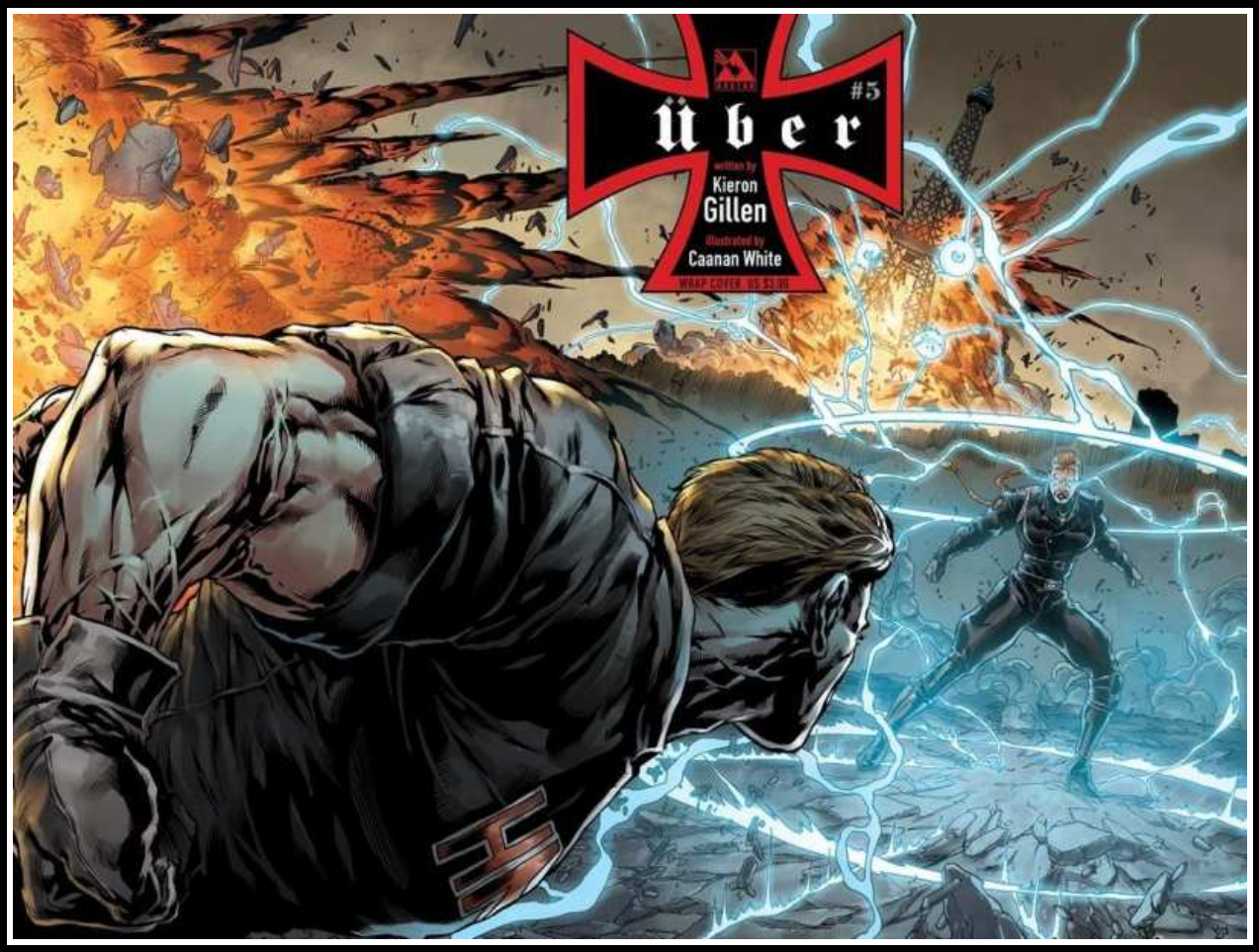


by RikoIsLoveRikoIsLife

Introduction

It is the 30th of April 1945, Germany is facing obvious defeat and Hitler plans to take his own life because of it, but before he can pull the trigger one of their more unorthodox projects bears fruit, superhuman Übermensch created from the study of old texts in an unknown language. Super soldiers with a rare few members being effectively living weapons of mass destruction, ultimate tools of terror. The war is now far from over, a new arms race sees all sides soon producing their own Tank Men, and even these new horrors won't make it end any quicker as it takes at least a month to produce even the weakest Übers, and they're limited to a number of active hours per day before they weaken and require rest, with the best among them capable of fighting for over 12 hours but still limited to a single operation per day unless they risk exhaustion that'll greatly increase their rest period, or eventually even cause them to burn out and die.

Gain 0 CP

Location: Depends on your deployment or lack thereof. Otherwise as appropriate for your background perks.

Mode

- **Gauntlet (default) - Free:** You've been enlisted, or conscripted, into service by the military of a country of your choice for the remaining duration of the war, in whatever role best suits your talents as defined later, though you need not stay with them if you can find some way out of it. You find yourself in your new life in this world without many of the gifts you may have held before, at best at Body Mod equivalent, and without any out of context items or companions barring later choices. Your goal is simple, end the war, one way or another. At that time you'll be free to leave when you please, with an additional **Reward** defined at the end.

- **Jump (other) + 1000 CP:** You've chosen to do this as a normal Jump, retaining anything you might normally, I guess I can't really blame you this time. You'll get to leave after 10 years should you still technically live, no matter what happens.

Tour of Duty

A bit easy isn't it, basically a waiting game as it is if you really think about it, as long as you're lucky. You won't even be a footnote in the history books at this rate, certainly couldn't have been anyone of notable power or influence, unless?

- **Shit Duty + 100 CP:** It goes without saying that military work during wartime is dangerous no matter what, but you're among those specifically deployed at or near the battlefield the majority of the time, and you won't get extended leave until it's all over.

- **Glucovore + 100 CP:** When prospective Tank Men are undergoing their activations they add this sugary extremely high calorie nutrient gruel to their diet in order to provide enough calories to manage the physical transformation. A baby food-like paste that thankfully seems no longer needed once their treatments are finished, fine to survive off of normal rations, in some ways needing even less supplies than normal troops. This is not the case for you, you're going to need this gruel to maintain your health while you're here. If you're not any kind of Über, maybe see a doctor, I think you have some kind of condition.

- **Long Hours + 100 CP:** Mission success doesn't always come easy, or in a form that's easy to define, many of yours run on to the point of exhaustion, unexpected complications at every corner and no one to fill in until you're on the verge of passing out. Unless you're superhumanly good at managing your stamina, you probably will pass out, more than once.

- **Stalked + 100 CP:** The Geltmensch are a lesser known form of superspy, someone stationed with you is among their number, a plant from the enemy with nefarious plans involving yourself, with a halo activation for emergencies. Will it be too late when you figure it out?

- **Behind Enemy Lines + 100 CP:** Operations often see you deployed or venturing deep into enemy territory, far enough you can't rely on backup or rescue if things went wrong. Out of the frying pan and into the hornet's nest.

- **Last Hope + 200 CP:** In times like these hope on its own is enough to be a hero in the eyes of many, circumstances often conspire to leave you the last line of defense against the inevitable, the lone wolf sent to complete a time-sensitive objective. A solo act in historical events of note, even if for no reason than because you're forced to act in them alone without meaningful support, things you alone are capable of.

- **Monster Bait + 200 CP:** There are activations that end poorly, the recipient dies for example, and then there's much worse. A former Battleship candidate whose activation was as unclean as you could imagine, but somehow they live. A grotesque thing with animal-like intelligence, still as strong as any battleship with an undefinable meaty form only vaguely resembling a humanoid. At least once in your time here such a thing will be literally dropped right next to you, not impossible to escape or distract even for a weaker Tank Man, but difficult to survive for any short of Battleship class if it gets its... hands? Claws? Graspers on you.

- **Grudge Match + 200/300 CP:** At some point you'll make a mortal enemy of an opposing Battleship class, maybe you hurt them and get away with it, or you cause them to fail an important mission, maybe they just have it out for you. They're beholden to their own orders, but before you're done here they will manage to meet you face to face, and they won't stop until one of you are dead, or wish you were.

  For **300 CP** instead they're perfectly willing to bring friends to this grudge match, either a Cruiser class Über or two, or a large deployment of lower class Tank Men more than willing to throw themselves in the line of fire.

- **Incomplete Activation + 200/300 CP (requires a purchase in the Über section):** It would be all too easy to come into this swinging, unfortunately you're not quite ready yet. Like HMH Colossus before his untimely death, you're half baked at best when your time here starts, still weeks or months away from being finished depending on the power you'll end up with. Remember that an unfinished Über is even weaker than their number of activations indicate due to instability.

  For **300 CP** instead you're at the very beginning of your treatments at most, you have a long road ahead of you. Hope you like the taste of glucose gruel. The bad news is the first treatment is excruciatingly, tongue twistingly, eye reddeningly painful. The good news is it's so bad everyone passes out, and each treatment after is much easier, most even forget the first!

- **Churchill Syndrome + 200/300 CP:** It's normal for Tank Men to grow in height and fitness, with Battleships being the tallest among them, but for those with a bias towards physical activations without enough Halo activations to balance it out, such as the double stacked Heavy Tank Men, this effect is greatly exaggerated, not only making them taller but far broader and more muscular, even to the point of disfigurement and discomfort at higher activations. Normally you aren't necessarily subject to this, now you are among their number regardless of what activations you do or don't have, with the effect exaggerating depending on their extent, even to the degree of HMH Churchill herself.

  For **300 CP** instead your activation, or a failed attempt at one, was unclean and truly horrific. Just like the beast described in **Monster Bait** you've become a twisted thing of flesh and terror. What powers you wield is up to your own purchases later, but luckily(?) you at least retain your mind.

In The Times Before

You weren't born to war, right? You had a life before all of this, a background with talents or skill sets that might be relevant to the work you do now. One of these background perks is **Free**, and defines the rough outline of your origin here, alongside any others you choose to purchase.

- **Propaganda Model - 100 CP:** You likely worked as an actual model, or actor, or were someone's trophy wife/husband. A physical ideal, you're good looking enough to serve as the figurehead of a PR campaign during wartime, and know enough about how to carry yourself to fulfill that role well, or maybe pretend to be someone else if the situation calls for it. Like some of the luckier Übers this maintains itself even through physical transformations, feminine assets further accentuated to retain relevance with an expanding physique, or masculine attributes remaining lesser enough to not interfere, or by contrast expanding and becoming more accentuated as appropriate for your idealized look.

- **Inhuman Artistry - 100 CP:** You have enough talent and experience to make a living off of art alone, and you did at some point before the war. A skilled painter, architect, sculptor or other form of artist at a professional level. There are plenty of ways this could help, whether maps, models or portraits of important figures. You'll find this talent extends to the use of any creatively oriented powers, such as the halo distortion effect, even as a normal Tank Man you could learn to perform simple phase and element transformations, creating structures or crafting supplies to a degree, or with enough practice even reshape someone's flesh to repair or surgically alter their appearance.

- **Unaccounted Genius - 100 CP:** A brilliant mind, underappreciated in peacetime, an expert biologist, master linguist, or legendary engineer, maybe you even dabble a bit. When wartime comes your real value is shown, breaking codes, running expensive tests, developing secret projects. Someone like you? Well really these things are a team effort, but if anyone deserved the credit it's you, a real pioneer in your field. Now your talents are even more prized, working with others you're making headway decoding the alien texts necessary for Über enhancement, in fact you've got a new one in the works, right out of reach. It might be Heavy Tank Men, or Blitzmench, or the process for measuring and assigning treatments to mid-classes, whatever it is you'll finish just after the Jump starts.

- **Folk Legend - 100 CP:** From a young age you were taught “Be on the side with bigger guns”, whatever they intended what you took from it was “Be the bigger gun”. Highly proficient with firearms, hand to hand, even fencing, you’re at least a match for any combat veteran, and have earned yourself a catchy nickname accordingly. You can easily land a shot to a Tank Man’s eye even under duress, and hold your own well enough in CQC to stand up to a higher class Über, for a time anyway. You haven’t skimped on the rest of your learning either, sucking up every part of basic training like a sponge, from trench digging to wilderness survival, map survey to battle tactics. Your country couldn’t ask for a more perfect soldier.

Über

You probably don’t plan to punch Nazis with your wits, mostly. In this section you will define the abilities arising from your Über activation, assuming you purchase any. In the series it’s said that the Germans had only uncovered 20% at most of the secrets to enhancing humans, of that 20% experts claim that any given section could be approached in countless ways for countless nuances in methods and results, mistakes and personal experimentation aside. Alongside this are unanswered questions more explicit in canon, like Maria’s possible status as an above Battleship class Über, her bizarre abilities, the possibilities of Geltmensch or Zephyr activations in higher class enhanced humans, and many others.

As such this section will not prescribe to you your exact activation numbers, only the abilities you’ve derived and how they compare. Much more information on Übers and my decisions in regards to them in the doc will be in the **Notes** section, including some optional power combos. There are no discounts or freebies for the powers in this section.



- **Physical Activation - 100/X CP:** A Tank Man's body is normally enhanced with each activation, growing larger and more physically capable, with enhanced senses such as night vision and quick reflexes, and the capability to withstand and recover from gruesome injury surpassing any normal human, but primarily straight strength, speed and durability. As their maximum activations go up a Tank Man's ultimate height rises, and biasing heavily towards the physical exaggerates this, a standard Tank Man is said to be closer to 7ft (213cm) than 6ft (183cm) tall, and a Battleship class being at least a head taller. This first purchase gives you the equivalent of a single physical activation, similar to the average V2 Tank Man, able to race horses, throw cars and shrug off most small arms fire, requiring anti-tank weaponry to meaningfully injure normally.



For **200 CP** instead you get the equivalent of 3 physical activations, roughly matching a standard Destroyer or the double stacked Heavy Tank Men, strong and tough enough to beat standard V2's to death easily, or lift the cockpit of a cargo plane. You're fast enough to close in with V2s before they can effectively use their halos. Optionally you may have the abnormal size of the physically focused Heavy Tank Men.



For **300 CP** instead you get the equivalent of 6 physical activations, roughly matching a Cruiser or physically focused Destroyer like HMH Dunkirk, able to shrug off ordinance that could destroy a standard V2 such as heavy tank shells without a scratch, strong enough to treat a tank like a bowling ball and fast enough to easily outpace civilian land vehicles, but still unable to put up serious resistance against a proper Battleship.



For **400 CP** you get the equivalent of 12 physical activations, roughly matching the typical V1 Battleship, tough enough to ignore battleship cannons and heavy artillery, strong enough to rip limbs off even the toughest Tank Men below this level, and fast enough to cross a battlefield in moments casually. Only other high level Über attacks or something like an atomic bomb is guaranteed to grievously harm a Battleship quickly, and even that might be survived, if in a horrible state.



For **600 CP** you get the equivalent of 20 or more physical activations, roughly matching the hulking HMH Churchill, strong enough to idly toss tanks over a dozen miles away or physically dismantle any other Über with ease, practically invincible, showing insignificant damage after withstanding the concentrated halo distortions of a Battleship and two Cruisers for half an hour, theorized by experts to be able to walk off an atomic blast, and immune to suffocation or drowning. Monstrous size optional.



- **Halo Activation - 100/X CP:** A standard Tank Man Über possesses a power known as the Distortion Halo which allows them to generate destructive energy from their eyes in the form of beams, bolts or visually directed concentrated orbs. Halo activations serve as a balancing factor to potentially harmful physical mutations to a Tank Man's body, and provide a powerful and versatile ranged weapon, at the cost of slightly greater exhaustion in use compared to physical stresses. This first purchase gives you the equivalent of a single halo activation, similar to the average V2 Tank Man, with blasts easily able to blow normal men to pieces or punch holes through tank armor, bringing down small buildings with several well placed hits. Or obviously, punching a hole in a standard V2 Tank Man



For **200 CP** instead you get the equivalent of 3 halo activations, roughly matching a Destroyer or the double stacked Blitzmensch, able to blow away small buildings or sink WWII era warships as long as you can see them. Properly aimed you can deflect the halo of another Tank Man of similar or lesser power with your own, but this isn't reliable at this level. Physically with only these activations Blitzmensch are barely tougher than a normal human and exhaust more quickly than balanced Übers.



For **300 CP** you get the equivalent of 6 halo activations, roughly matching a Cruiser or the incomplete Battleship HMH Colossus, outputting several times the energy of a Blitzmench and capable of tricks such as generating halo forcefields, sharp blade-like distortion effects, and very simple matter manipulation such as raising and shaping stone from the ground. Working with a peer you might deflect the halo of a weakened Battleship, and on your own can easily clear a field of ordinary Panzermensch.



For **400 CP** instead you get the equivalent of 12 halo activations, roughly matching the typical V1 Battleship, capable of blowing away rows of buildings or leveling city blocks with ease, leveling cities over the course of an extended battle. Your matter manipulation is capable of reshaping and sculpting living and non-living matter of a scale and toughness comparable to your destructive capability, limited by skill and understanding. You can raise simple land bridges from the earth, dye your hair, or with practice create walled fortresses and perform plastic surgery.



For **600 CP** you get the equivalent of 20 or more halo activations, roughly matching the Russian would-be-goddess Maria “Katyusha” Andreevna, effectively a reusable living nuke in strategic potential, able to easily bring down entire military bases or electrocuting all wildlife within miles in single blasts, reshaping landscapes as a matter of course and able to modify the body of HMH Churchill to an extent. Even most Battleship classes are easily mauled by your attacks. Your distortion effect is capable of transmuting matter into other forms and elements, whether dirt into food, flesh into Wōden’s Blood, or even air into steel, though without Maria’s insanity this will rely on your own skill and understanding.



- **Stealth Activation - 200 CP:** You've received an activation similar to a Geltmensch, the ultimate superhuman spy, with the ability to telepathically form hypnotic illusions that cause others to see and hear you as whoever you wish, disguising yourself, any clothing, and even held documentation intuitively. The only flaw is recordings such as pictures or video, which reveal your true form, or obviously extensive physical examination. Geltmensch have no notable physical abilities and are often activated with a halo for defense or strategic attack.



- **Zephyr Activation - 200 CP:** You've received a Zephyr activation, superhuman speedsters with a large number of restrictions, but undeniable tactical advantages. They generate a different form of distortion field around their body that while in use prevents anything from touching them except other Übers and their powers, and vice versa. As double stacked typical Übers this field vastly accelerates their perception of time, viewing minutes as weeks, and to a lesser degree their physical speed, allowing them to move faster than others can see, while slowly forcing their way through the thick and heavy molasses of air from their own perception.

Specialized weapons can peek out of the field to allow them to do minor damage overtime to even Battleships, though in practice the side effects of the activation, including muscular dystrophy, and their 2 minutes real time activation limit make this very difficult outside of ideal circumstances.



- **Mother Knows Best - 200 CP:** Like Maria “Katyusha” Andreevna, a quirk of unusual Über activation or some sort of mental break has granted you an unnatural familiarity with most things you encounter, almost like an unconscious clairvoyance. You speak languages you never learned, know the names of people you never met, read them with disturbing ease, and comprehend complex chemistry without any formal education. This familiarity is unsettling to most others, who will often see you as insane, and this makes it easy to slip into idle fantasy and feel unearned confidence, or maybe you truly are a god?

Requisition

So long as you’re working for the military of your country of origin you can be sure they’ll keep you supplied to the best of their ability on the essentials like food, water, toiletries and your basic battle gear. Depending on your abilities and your tasks in the war you may require something of greater note however. One **100 CP** item below is **Free** and will be continually supplied for your personal use during the war, there are no other discounts or freebies in this section.

- **Insufficient Armaments - 100 CP:** A number of standard firearms and combat tools appropriate to the war before this, high caliber guns including a sniper rifle and an anti tank explosive of your choice with 6 shots supplied per engagement. Good for dealing with individual V2 Tank Men if you possess the skills, or ordinary support crew, but cold comfort in the war to come.

- **Ablative Armor - 100 CP:** A custom made cutting edge suit of armor of a scale and coverage according to your needs. Comparable in quality to that given to HMH Churchill and tougher than any tank armor, it nonetheless serves a primarily ablative purpose in this war, designed to temporarily weather halo attacks and allow you to close in or take cover safely, doing little in the face of continuous Über assault.

- **Air Transport - 100 CP:** You'll be assigned a personal plane, either single seater if you possess the appropriate skills, or troop transport with a crew briefed on your needs. Unable to provide effective air support in a battle of this nature safely, but more than capable of delivering its payload as close to the chosen landing zone as possible, that being you, parachutes available if you need them.

- **Catalyst Treatments - 200 CP:** A box containing enough refined Wōden's Blood crystals to fully activate a single Battleship or a dozen standard V2 Tank Men. Includes testing kits and basic instructions if you lack the skills to utilize them. In theory you could experiment with the results a bit, but more exotic activations require changes in the refining process, including things like stirring the liquid while playing alien audio cues.

- **Death, the Destroyer of Worlds - 400 CP:** A fully functional atomic bomb of sufficient yield to devastate a population center, or render a Battleship class Über permanently crippled to the point they'd beg for death, if they could. Whether utilizing enriched uranium or plutonium, simple rods or chemical based implosion, this is a town killer, a hope killer. You will not be supplied with another after its use.

Battle Buddies

Depending on the nature of your deployment you'll likely work with quite a large number of people, alive or dead, during your time here. But there's one or more that are a near constant, part of your personal team. Depending on your relative combat ability they're either bodyguards or support staff. One **100 CP** or cheaper companion is **Free**, there are no other discounts in this section, preexisting companions may be imported into the below roles freely, other details of their person unnoted are at your discretion.

- **Better With Friends - 0/50 CP:** Any preexisting companions may be freely imported under the rules and restrictions of the same **Mode** as you, with a single **Free** background perk, **0 CP**, and the ability to take drawbacks for additional **CP** to spend on perks, powers and items. Or **50 CP** each may be spent with the option to create new original companions with the same rules and **200 CP** each, or up to 8 companions if you pay **200 CP** at a time.

- **HMH Victoria - 100 CP:** Trading Olympic training for army basic, HMH Victoria proved themselves a highly capable soldier after they were found to be a Destroyer class candidate. With a 5:1 activation similar to HMH Dunkirk, Victoria's halo is no more impressive than a typical Tank Man but physically they're superior to even most Cruisers, second only to Battleship class Über, a **Folk Legend** in the making, if they survive long enough. Assigned an **Air Transport** crew to make use of their durability for "impromptu deliveries".

- **USS Romeo - 100 CP:** Formerly up and coming in Hollywood this young actor is now the face of the burgeoning United States enhanced humans division, behind only HMH Colossus in fame. A standard 6:6 Cruiser, not especially capable in either, but notably superior to standard Destroyer class Tank Men in both halo distortions and physical ability. Romeo is a suitable warrior with a more than suitable face and voice, ready and willing to lift spirits and spread hope about the war effort.

- **HMH Fantasque - 100 CP:** Once a promising French painter HMH Fantasque now boasts a unique 1:5 Destroyer class activation. Physiologically unchanged aside from a lithe and efficient physique, barely more physically capable than the average Tank Man. Fantasque's halo however is superior to most Cruiser classes, second only to a Battleship, and they're a talented enough artist to mimic most of their tricks, transmuting basic supplies and building fortifications during battle. Assigned a custom **Ablative Armor** for safety due to their relative fragility.

Reward

The war is over! A new age of peace is upon us, presumably. If you've completed this in **Gauntlet Mode** you receive the following for **Free**! I'm sure it was worth it, you're alive and well after all, presumably.

- **Wōden's Blood:** A crystalline compound generated in a process somewhat analogous to fermentation, taking time to mature. The catalyst for creating enhanced humans, with 1 in 5000 people having the potential, the rest dying horribly. Most candidates can undergo at most 2 activations, with increasingly smaller proportions capable of experiencing more, up to 24. The knowledge of the creation of this substance, its use in creating Tank Men, and other basic information the Germans had uncovered at the start of their Übermensch deployment has somehow been permanently seared into your memory, intuitively available alongside the rest of the untranslated notes in an alien code that you can gradually unravel with time and research.

- **I'm Bad At Goodbyes:** You may freely take with you anyone willing to go, which if you've served well likely includes anyone on your side still in their right mind. It's not like there's much left in this world at the moment for them anyways.

Final Choices

Now that that's settled, or if you used **Jump Mode** and ten years in the setting have passed, you are required to choose one of these options:

- **Take Leave (Return Home)**
- **Enjoy The Scenery (Stay Here)**
- **War Never Changes (Move On)**

Notes:

- Physical Activations increase the size and physicality of an Über, usually with a well balanced idealized physique barring excessive physical focus. The resultant height depends on the total number of activations, typical V2 Tank Men are said to average "closer to 7ft than 6ft tall", and Battleship classes seem to average somewhere between 7ft and 8ft. 5:1 Destroyers like HMH Dunkirk are comparable in size to Battleships, with Cruisers only slightly shorter, while double stacked Heavy Tank Men appear at least 9ft tall and HMH Churchill dwarfed even them. Maria with an unknown number of physical activations as a halo-leaning Battleship was fit but average height for a woman. There are inconsistencies in relative height throughout the comic, so feel free to fanwank.

- Tank Men won't sweat from normal physical exertion, but may still under extreme circumstances. It's noted that meditation and some forms of practice are essential for quick Über recovery, but we never see an example.

- A Tank Man's physical durability extends throughout their entire body, and applies to things like heat, electrocution, chemical burns, toxic gas and radiation as well as it does physical attacks. Typical V2 Tank Men are vulnerable to being shot in the eye by a sniper during Halo usage, with the energy release causing them to blow up their own head, but this doesn't apply, at least in the same way, to higher class Übers. Heavy Tank Men have a noted vulnerability to maiming their legs at the knee (from similar forces to those they put out) due to malformation in their massive physique.

- As noted earlier, physical activations raise your ability to heal and the extent of damage you can survive, but only the latter seems to scale with higher activations, a Battleship class can survive being turned into a desiccated husk or modern art sculpture, but they might wish they hadn't without some other way to recover.

- We don't have exact numbers on the matter beyond 1/5000 being catalyst sensitive, but it seems like 1% or less of sensitives have potential greater than the average Tank Man, and the number of Battleship candidates in a population of 100 million can be counted on one hand.

- It's never noted in canon if Übers have any form of extended lifespan, it's likely not known either. What we do know is that an underaged person undergoing physical activation matures rapidly to adulthood, and an older person seems to return to (generally surpass) their physical prime, but it's impossible to say what this would mean long term. I would personally fanwank somewhat slowed aging that's exceptionally graceful, possibly scaling with activations.

- There's some confusion on the standard number of activations, while early on it was said at one point to be 3, it's referenced many many times throughout the rest of the series as 2, including on several graphs and when discussing blood tests and double stacking. It was likely retconned to be 2 when double stacking was solidified as a plot element, since 3 as standard makes no sense in that context.

- It is heavily implied that halo activations turn a person's eyes the same Cherenkov blue as the typical distortion effect, but never directly spelled out that I could find. If you want to handwave this or go with a different color for your own halo like some of the cover arts, feel free, it's purely aesthetic.

- Power combinations (non-canon), feel free to use them with the relevant purchases:

  Physical Activation + Zephyr Activation: Canon Zephyr are all double stacked standard sensitives. If it proved possible one might imagine that physical activations would balance out some of the side effects much as halo do for physical ones. Allowing them to function as appropriate for their physical activation level normally, with little tactical hit to their speed, bursts of still incredible movement broken up by comparable rest periods like a Sandevistan from Cyberpunk 2077.

  Halo Activation + Zephyr Activation: Instead perhaps the visually/mentally controlled distortion fields of a halo activation could allow some control over the personal field of a Zephyr, allowing reactionless flight of a comparable speed to their energy tolerance, barring a dump of their stamina through momentary Zephyr speed usage.

  Stealth Activation + Stealth Activation: The stealth activation is also little explored, only seen in 1:1 ratio with halos, as a double stack it might allow the user to be completely absent from the awareness and concern of observers, like an SEP field, perhaps even briefly hiding others in close contact. Still vulnerable to recording due to its nature as a telepathic influence.

Changelog:
V1.0

- Initial version finished.