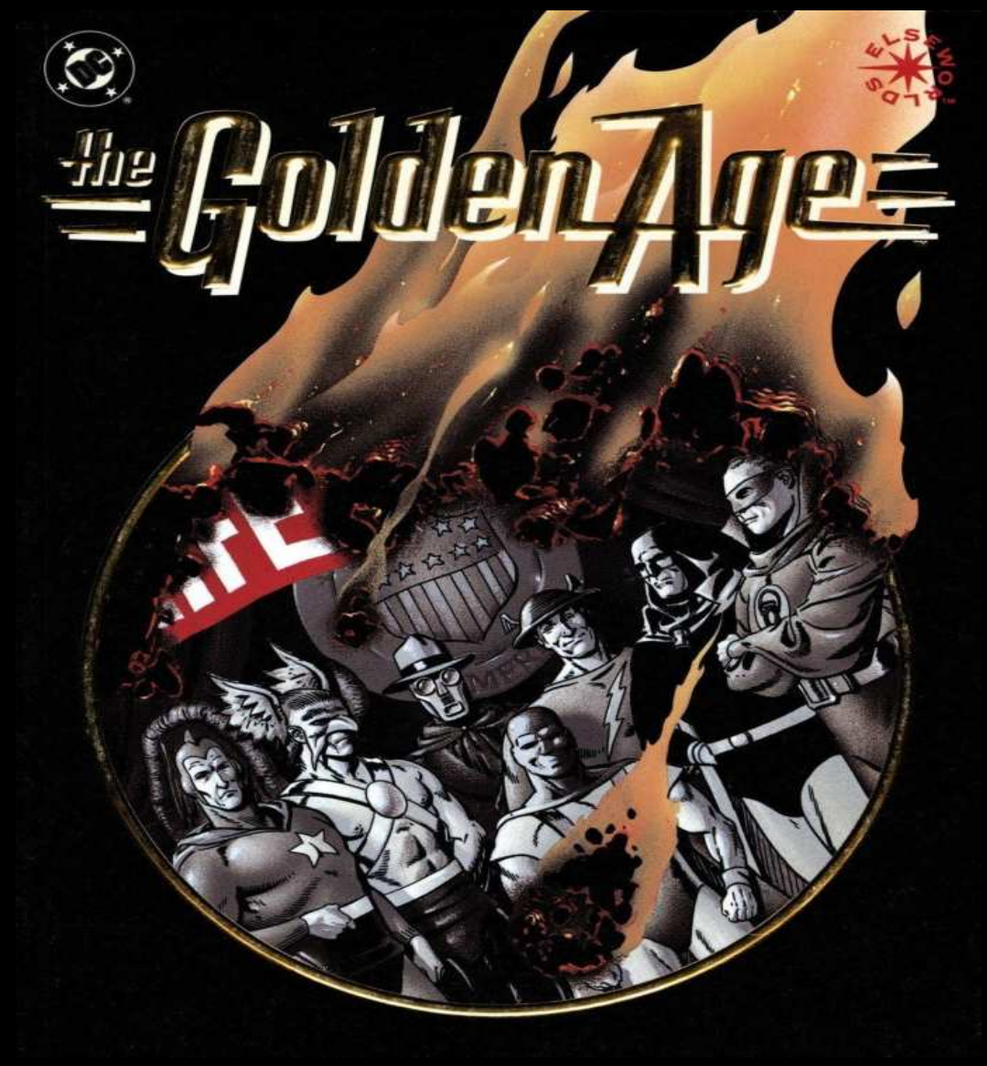


Jump by Aehriman

The early '40s. Wartime. When brave Americans gave their lives for their country. In distant lands and far away. On the homefront… the pain was of the heart. Death coming to families in the guise of dreaded telegrams. Sad. But without the blood and fire that Europe knew too well.

For those at home, the war was scrap drives, food parcels and the buying of war bonds… the righteous struggle of clean, pure patriotism. Battle was ravaging Europe and Asia, with nations' people becoming cold… hard… callous, from all they had to endure. The blood and fire. But America… despite losing its sons and husbands, for America it was still a time of innocence. And a time of gods.

A homefront kept clean and safe by brightly garbed gods. Men of powers, super powers. Of flight. Of speed. Of strength. An age of gold and virgin wonder. When no crook, or spy, or saboteur felt safe. The halcyon days of the Justice Society and the All-Stars Squadron. Brave heroes in gaudy costumes, fighting the homefront good-fight.

Until August 6, 1945.

The Bomb. It marked the end of war. And the beginning of the end of an era. The beginning of the end… of the Golden Age.

Welcome, heroes, to a postwar 1946 world where all the capes have hung up their… er, capes. The champions of yesteryear seem left behind in an Atomic Age as a Red Scare grips the nation and the government works to create its own heroes.

But not all heroes are what they seem. Paul Kirk, the Manhunter, stows home aboard a ship, hunted across the nation for the secrets in his addled head, the true fate of the Ultrahumanite and the *Fuhrer*…

Have **1,000 comics points** (cp) and prepare for an interesting decade.

AGE, RACE & GENDER

As it happens, these things matter *quite a bit* in the era of the Jim Crow South, when women's liberation amounted to "we gave you the vote, why aren't you happy with that?"

You can change your age, race or gender should any of these things inconvenience you, or you feel like a change. If you do insert as anything but a white male, please accept an extra +100 cp and the apologies of the Management.

ORIGINS

Mystery Man- You fought the good fight but now you're getting older, maybe have priorities in your life besides the bright tights.

Man of Tomorrow- There's a bright new future ahead! (*old ideas need not die*) America needs the best and brightest young men and women (*grist for the mill*) to fight for Truth, Justice and the American Way! (*Well, maybe not* American *as such*) Not requiring any particular history, this option can serve as a Drop-In where you appear suddenly with no identity or history in this world.

TEAM

All-Stars (-100 cp) You may bring in up to ten companions per purchase with 700 cp to spend themselves. Companions cannot take drawbacks or import companions.

Society (-100 cp) You can recruit any locals you like into your adventures.

PERKS

Flashing Fists (free all) You can't be a superhero without being skilled in fisticuffs. Whether you studied martial arts, are a champion boxer, or just an experienced brawler. Either way, you can overcome most opponents in hand to hand.

Professional Artwork (free all) You can't really be a Golden Age superhero if you don't look the part, now can you? You are now a very handsome (or beautiful) specimen, either chiseled, toned, or shapely as you prefer.

Olympian (-100 cp, free Mystery Man) You are trained as an Olympic athlete, near the peak of human ability.

Intensity (-100 cp, free Mystery Man) In this business, you need intensity. Focus, sheer will and self-motivation. You have all of the above to spare, a seemingly bottomless reservoir of inner strength that refuses to quit or be controlled.

Doctor (-200 cp, discount Mystery Man) You didn't put all the years in to get called 'Miss' or 'Mister.' You're a real doctor, maybe of medicine, maybe of something else.

Manhunter (-200 cp, discount Mystery Man) You are incredibly skilled at forensics, tracking and all forms of detective work, able to read a crime scene, reconstruct events and often as not follow a trail to the killer. Let evil flee and hide, no man escapes the Manhunter.

Warhorse (-400 cp, discount Mystery Man) You've been at this game for a long time now, and have developed an understanding of powers. You have an absolute, complete understanding and control over your own powers, all the little tricks and quirks easily reveal themselves. If you control fire or energy blasts, you could shoot a cigarette from someone's mouth without searing their lips.

You grasp easily how your abilities and those of your allies can complement each other, and how to avoid interfering or getting in each other's way. Finally, you grasp how your enemies' powers function, what limitations and weaknesses they must have, and how to best exploit them.

Fair Play (-400 cp, discount Mystery Man) You are a prodigy who mastered every form of art, science and skill before turning twenty. You're incredibly talented, and could do things like play a symphony on an instrument within moments of picking it up. Such is your unimaginable speed of learning.

Pedagogy (-100 cp, free Man of Tomorrow) You're a brilliant public speaker and demagogue, easily able to connect with a crowd or fire them up. You are very inspiring.

Emphasis On The Super (-100 cp, free Man of Tomorrow) When needed you can let the 'man' rest, shut off your conscience and empathy and do what needs to be done.

Boundless Enthusiasm (-200 cp, discount Man of Tomorrow) Nothing keeps you down! Your can-do attitude sees you through hard times, and certainly makes it easy to make friends!

Bottomless Cynicism (-200 cp, discount Man of Tomorrow) You mouth the slogans, but know better than to believe. That's for patsies, like the ones you keep talking into doing your dirty work. You are a skilled manipulator.

New Frontier (-400 cp, discount Man of Tomorrow) It's a new age, with new powers, new friends, the sky's the limit! Or not, you don't seem to have limits. No matter how much you train and learn, there is always room for more, and you learn things in a tenth the time it would otherwise take you.

Will to Power (-400 cp, discount Man of Tomorrow) You've worked so hard and come so far. You're not going to lose it just because of some rat with a power-negating trick, are you? No. You are immune to all attempts to suppress, weaken, copy, or steal your powers.

ITEMS

Mystery Men get +200 cp for this section.

Folio (free) Part photo-album, part book of newspaper clippings, this provides a goodly amount of nostalgia and a fairly concrete timeline of the Justice Society and All-Star Squadron.

Air Wave (-100 cp) Harnessing the incredible new technology of the radio, you possess a cowl that allows you to listen to radio broadcasts and telephone calls around the city! Don't worry, wiretaps are entirely legal at this time, as long as you never tell anyone what you heard or try to use it as evidence in a courtroom.

You also get magnetic gloves for climbing and special roller skates that can latch onto a telephone wire and let you ride along at the cackling speed of electricity without dying. Somehow.

Bees (-100 cp) You have a belt containing specially-trained attack bees that will swarm whomever you sic them on and then meekly return. Maybe not the most efficient means of fighting crime, but definitely one of the funnier ones.

Blackout Bombs (-100 cp) A pouch of two dozen grenades releasing a gas which absorbs all light, bathing an area in absolute darkness. Refills nightly, and comes with free infrared goggles

to spot prey in the shadows. Or if you take the **Midnight** power, in the light.

Bullwhip (-100 cp) A weapon with more reach than many. The whip seems able to stretch up to a hundred feet, can snag onto nearly anything like a grapnel, and will come loose only when you flick your wrist.

Dyna-Rings (-100 cp) Two rings with a charge, one positive, one negative. When two different people, and they have to be two different people, touch the rings they gain powers for a few minutes. A small degree of super-strength, and the ability to fire explosive energy blasts.

Shield (-100 cp) Pretty much what it says, a large bullet-proof shield, such as the Guardian uses.

Thousand Gimmicks (-100 cp) A utility belt containing, among other things, fireworks, sneezing powder, grappling hook, voice changer, literally one thousand gadgets or joke devices a clever person can find some use for.

Web Gun (-100 cp) A pistol that shoots a kind of 'spider web-fluid' that hardens quickly into a kind of sticky rope. Good for climbing, swinging or restraining villains.

Winged Victory (-100 cp) A pegasus mount, loyal to you and seemingly lacking in all biological needs.

XF5F Skyrocket (-100 cp) An incredibly versatile warplane, capable of landing on a runway or the sea, four machine guns, can reconfigure to launch bombs, torpedoes, carry an anti-ship cannon or even add a rear turret. Alas, even the best fighter plane of '41 struggles to keep up with the new jets. There may be a metaphor in there.

Funding (-200 cp) Many superheroes in this era tended to be independently wealthy, likely due to the expenses of superheroing and its ability to interfere with keeping a full-time job. Whether it be via a respectably-sized corporation you own, a large inheritance, a giant pile of secret Nazi gold, or pretty much anything else that fits you now have sufficient riches to support a lavish lifestyle *and* fund a reasonable amount of superhero activities and/or super-tech research without much strain. If it matters, consider yourself solidly in the top 1% of the wealth curve.

Liberty Bell (-200 cp) A small badge in the shape of the Liberty Bell, made from a metallic fragment of the same. When the Bell in Philadelphia is rung, or even tapped hard, while you wear the badge all your physical 'stats'- your strength, speed, stamina, durability etc. are tripled for a couple of hours.

In future Jumps, you receive a duplicate cracked bell in your Warehouse for the same effect, or can place it somewhere in the world.

Shining Armor (-200 cp) A coat of mail and a helmet enchanted by Merlin, this armor makes the wearer invulnerable to all harm. Except things narrow enough to poke through the rings, and there isn't really a face-plate, or the fiery heart of a star, or drowning. Okay, there's actually a bunch of things that can hurt the wearer, but an awful lot less than if you leave the magic armor at home.

Shining Sword (-200 cp) An enchanted sword that can casually slice through most anything that isn't itself enchanted or indestructible.

Sleeping Gas Gun (-200 cp) A gun that fires not bullets, but a sleeping gas that puts people out harmlessly, regardless of dosage or body weight. Does have a very short range, comes with a gas mask to prevent blowback. Limitless ammo, but you may want to swap in the lower-purity cartridges that can serve as an inhaled truth serum.

Ninth Metal (-300 cp) Discovered by Carter Hall, this fascinating metal is a room temperature superconductor, can serve as an excellent battery, and has anti-gravity and anti-magic properties. It can even absorb and release heat. Why, just a belt of the stuff could let a person float, even fly with some wings. You get twenty kilos a month.

Miraclo (-300 cp) A drug, and the formula to make more. Miraclo boosts human strength and speed enough to outrun a car and one-arm it up into the air, while making someone tough enough to shrug off bullets, as well as letting you breathe underwater and see in the dark. However, no matter how much Miraclo you take, the effects always wear off exactly one hour after the initial dose, and you won't be able to metabolize Miraclo for another eight.

Cosmic Rod (-400 cp) A device that harnesses the power of radiated starlight to manipulate the fundamental forces of the universe. The Rod's user can fly by manipulating gravity, protect themselves from harm or the vacuum of space with a forcefield, shoot beams of heat or cosmic energy that melt steel, manipulate magnetic fields, redirect asteroids or solar flares, and remote control electronic devices. This version is far more powerful than the old gravity rod, but is a staff and not a convenient baton.

Scarab (-400 cp) An Ancient Egyptian amulet, a little blue scarab. When you wear it and say the magic words "Khaji Da" you transform into the Blue Beetle! Armored and impervious to bullets, immensely strong with flight and energy blasts, and a

strange hissing in your ear whenever you cross paths with that Green Lantern fellow.

Egyptian Helmet (-400 cp) Nabu the Wise was the greatest magician of Ancient Egypt. When his tomb was discovered, he came to life and slew the archaeologist who uncovered him, taking the man's son as his disciple, aging Kent Nelson to adulthood and erasing his memory. Then, after a few weeks of instruction, he restored Kent's memory and allowed the young wizard to kill him in revenge, binding his spirit to this golden helmet. The helmet whispers to you, ancient wisdom and spells from the Book of Thoth. When worn, you wield the power of Doctor Fate. Nabu cannot control your body unless you are rendered unconscious, and then only to fight on or remove you to safety.

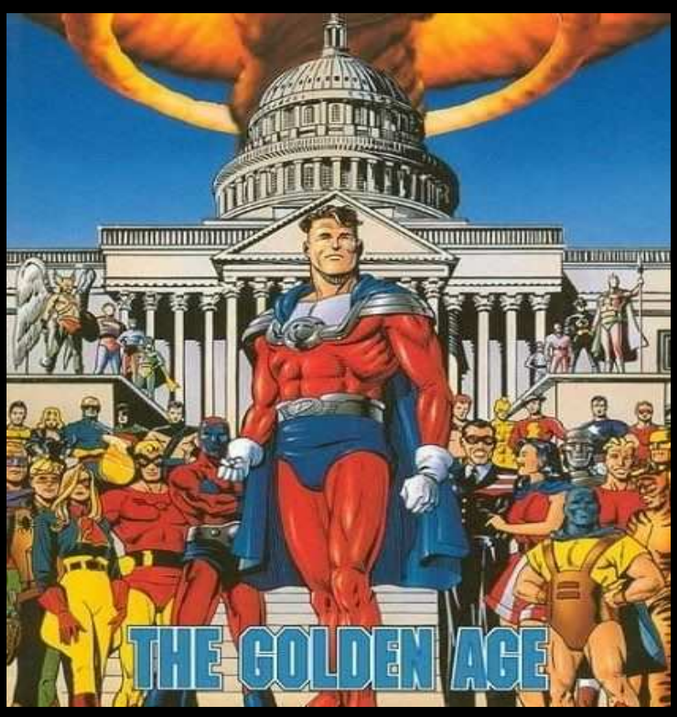
Cloak of Merlin (-600 cp) Merlin, arch-mage of the table round, did invest most of his mystic power into this emerald-green cloak, that it could be passed down his line to you. Donning the cloak you gain the awesome power to impose your will upon reality itself, through the ancient art of speaking backwards.

Emerald Ring (-600 cp) Once a meteorite fell in Ancient China, and was carved into a lantern which then spoke: "Three times will I flare green! Once to grant death, once to grant life, and once to grant power beyond imagining!" And it did flare once to slay the murderers of its carver, once to restore sanity to the lunatic who carved it into a modern train lamp and once to save the life of Alan Scott when a sabotaged bridge collapsed, commanding him to take a small lump and carve it into a ring bearing the lantern's likeness. You now bear the ring, or an identical duplicate, and accompanying lantern.

The ring has a great many powers, but being an ancient magic artifact and not a product of alien science, does not have AI support or a vast interstellar database. Its bearer can fly, create force fields and constructs of an amazing scale and variety. It can also read minds, move objects, hypnotize people, extinguish flames, heal. It can do virtually anything with just two limitations. You must touch the ring to the lantern once a day to charge it, and it cannot affect anything made of wood. Now go forth and shine your light upon evil, for evil things cannot bear the light of… Green Lantern!

Thunderbolt (-1,000 cp) The genie of Badhnisia, who can be commanded only by a Chosen One. Originally, this was the seventh son of a seventh son born at 7 a.m. on 7/7/1917, but since you're paying points, let's waive those. Thunderbolt can be summoned and commanded by the Badhisian phrase Cei-U ("Say you"). Be careful what you wish for, as while Thunderbolt is generally well-meaning, he can be something of a trickster and is forced to obey your exact and literal words even if you wish for something foolish. He is powerless to affect the world unless commanded to do so.

In the past, Thunderbolt has casually prevented earthquakes, volcanoes, and tsunamis. He has traveled through time to alter the past, given the moon a breathable atmosphere, and created life to order. Thunderbolt *cannot* kill directly and sometimes has trouble operating underwater.



POWERS

Men of Tomorrow get +200 cp for this section.

Midnight (-100 cp) You were born with a vanishingly rare condition that reverses the roles of light and darkness. So you can see fine at night, but a candle or streetlight creates areas of deep shadow, and the sun is quite literally blinding. In future Jumps this becomes an alternate vision mode you can switch between.

Night Terrors (-100 cp) You have nightmares warning you of future crises or information you should really know, like your enemies plotting in a dark room.

Flight (-100 cp) Maybe you were raised by condors, or drank some suspect water in a hidden oasis. Either way, you can now fly at least competitively with most prop planes, topping out at around 300 mph.

Fire (-200 cp) You can conjure and launch fire, able to accurately hit someone a couple hundred yards away.

Officer Steel (-200 cp) You have undergone experimental cyborg surgery to replace your bones with steel, which somehow still do all the things bones do, and micro-motors to let you move. You can lift half a ton, leap three stories up, and hold your breath for twenty minutes.

- **Robot Person** (-100 cp) Actually, they straight up transfered your brain to a robot. It’s much tougher and stronger than

the cyborg body, and has extendable limbs as a bonus. Becomes an alt-form in future Jumps.

Grail (-300 cp) You have the incredible power of negating other superpowers. You can pick out one or a couple of targets in a crowd, or blanket an area a dozen miles across. Naturally your own powers are unaffected, and with an effort you can exclude allies from the effect. Applies only to superpowers or innate abilities, not magic or items.

Speed (-300 cp) The '40s had a lot of quick people. Jesse Owens, Johnny Quick, Max Mercury, the Flash, and now you. Whether you were huffing fumes off heavy water (please don't) or discovered a math formula to unlock your speed, you can really cover some ground, soft-capped at about Mach 20. Naturally this lets you run up walls and over water, and you never have problems with friction, inertia or anything else that would stop you from turning or stopping on a dime. That's just (comic book) science!

Triumph (-300 cp) In this life it seems you had an identical twin sibling, who died. Their ghost now haunts you, understanding that if you touch a peculiar birthmark on your arm, the two of you will fuse into one, letting them experience life again. As a joined being, you can fly, possess immense strength and invulnerability to physical harm, and can turn ghostly to pass through walls.

Amazing (-400 cp) Your body can "copy" whatever substance it touches turning you into a person made of rubber, brick, steel or stranger things, for a time.

Tornado (-400 cp) You may be an android, or an elemental, but you can generate gale-force winds with ease and turn your body, in whole or in part, into a living tornado.

Plastic (-500 cp) You fell into a vat of experimental plastic, and now you're practically a cartoon character, all stretchy and bendy and impossible to squish or much hurt. You can also reshape your body into virtually any form, from an armchair to an armadillo to a fully functioning airplane!

Ray (-500 cp) After being struck by lightning, you developed the incredible power to turn your body, in part or in whole, into light. To fly at the speed of light, pass through transparent objects, and generate blasts of light intense enough to start fires or kill people. You have also gained just enough control of electromagnetic forces to juggle cars or force a small plane down.

Comet (-600 cp) A comet flashed through the sky as you were born, making you a mutant example of what humanity will look like in 100,000 years. You possess a vast intellect, perfect memory and psionic powers, primarily empathy, telepathy and telekinesis,

which you can use to transmute materials or fly. You can see the future by focusing hard enough, gauge how easy or difficult a task will be, and are immune to all poisons and drugs. Finally, you can teleport over any distance, though even short hops require a five-minute cooldown, and inter-continental or interstellar leaps will shut down this power for a full hour.

Dyna-might (-600 cp) Truly a hero for the Atomic Age. Empowered by the very bomb itself, you have the strength of over a thousand men, perhaps even more powerful than a locomotive, can run faster than a speeding bullet, are invulnerable to all conventional and nuclear weaponry, and can fly. When you strike something you can release a blast of explosive force nearing kiloton-yields. Be warned your invulnerability is tied to your stamina: it is possible to wear you down and actually hurt you, but it would take something like an Army division or getting dogpiled by every hero and villain at once to do this.

Ultra-Mind (-600 cp) You now have a mind fit to rival the Ultra-Humanite's, who was the greatest supervillain genius of the Golden Age and unsurpassed in his field until the later rise of Lex Luthor. You have a fully eidetic memory and a titanic raw intellect matched by only one other mind on Earth. Whether it be engineering superhumans as powerful as Dyna-Man, transplanting brains between wildly different bodies, advanced weapons design, or almost anything else possible to comic-book science, your omni-disciplinary mastery of engineering and research will let you achieve results wildly in advance of the current state-of-the-art given sufficient time and effort.

Vengeance (-1,000 cp) You died, and returned bound to and playing the conscience of, the Spirit of Vengeance, the Wrath of God, the angel Raguel. As the Spectre you have near-limitless powers, though some feats like holding two planets apart can strain and overwhelm you. It is hard to describe the powers of the Spectre, because at any given time the Spectre has what power(s) are needed. However, you must establish a relationship with the avenging angel to access it, unable to use this power in ways Raguel would disapprove of, even as he cannot use his powers in ways you forbid.

DRAWBACKS

Take for more points. Limit of +800 cp

Continuity! (+0 cp) You may keep the consequences and continuity of any previous trips to a DC property, though at the time of this writing virtually all of them would be chronologically after this tale.

Strange Tales (+0cp) If you wish, this Jump may instead serve as a supplement to any other Jump taking place in the 1940s-50s, as long as you don't mind inserting the heroes and villains of this era into them.

A New Age... (+0cp) Play how you want, if you really want to duck out after the main plot is resolved, be my guest.

Accent (+100 cp) You have a thick, foreign accent. People are constantly mishearing or understanding you, looking at you with suspicion, or making unwarranted assumptions about your competence.

Fatman (+100 cp) You were tagged with a stupid nickname, which unfortunately became your superhero identity. No one will ever use your preferred name.

Gaudy (+100 cp) Your costume is ugly. All your clothing choices are ugly. You could be the most personally powerful person in the world, and people would still struggle to take you seriously.

No Capes (+100 cp) You feel compelled to wear a cape in battle, which is strange because it's always getting snagged or caught on something, or used against you.

Thank You For Smoking (+100 cp) Funny thing about the ‘40s and ‘50s, people smoked like chimneys, all of the time. The link to lung cancer won’t be proven for eighteen years after insertion, and planes won’t ban it for thirty-two years after that. Nobody has heard of a restaurant with a non-smoking section. Not you, though, you know the dangers, and tobacco smoke irritates your nose, mouth and eyes, but it’s real hard to escape.

Degaton (+200 cp) Per Degaton, the mad scientist who builds a time machine in 1947 with help from a robot from the future, only to lose it for forty years. Normally, Degaton would use his mastery of time-travel to bedevil the All-Star Squadron, but for some reason he really *hates* you. Maybe it’s for something you haven’t done yet? Prepare for the misery of being stalked by a genius megalomaniac who knows your future and can sometimes turn intangible.

Dirty Secrets (+200 cp) It makes no sense that you know, yet you must. The Ultrahumanite has come to believe you know his and Adolf Hitler’s new identities, therefore you must be silenced at all costs. You will be stalked by gangsters, thugs, and government forces all trying to eliminate you, all organized and directed by the original comic book super-genius with all the vast resources and power of his high office.

Paranoid (+200 cp) They’re coming to get you. Don’t know who they are, or how or why. Just run. Don’t look like you're running. Act casual. That person over there is taking a while to set his watch, or is he watching you? Have you seen that car before?

No Masks (+300 cp) Your identity is a matter of public record, and no matter how you attempt to reinvent your costumed

identity, it's obvious to anyone who thinks about it that it's you beneath the mask.

Are You Now... (+300 cp) The House Committee on Unamerican Activities has a number of hard questions for you to answer. If you attempt to flee, or in any ways influence the committee with perks or powers, you will become an outlaw hunted to the ends of the Earth by the US and allies.

Confused (+300 cp) Something… has gone wrong with your insertion. You think? This is a comic book setting, DC, so where is Superman? Where is Batman? You have to find the Justice League, have to warn them about… something. Something terrible. Oh, if only you could remember! Something to do with this recurring nightmare about surgeons vivesecting a bald eagle, but then you're the bird? In short, you're about in the mental state and awareness Paul Kirk spends most of the mini-series in, with about the same level of meta-knowledge. Something is terribly wrong here, but you don't know what.

"We're Only Human" (+400 cp) You don't get any powers from this jump until the Jump is done. Hope you're fine as one of many non-powered heroes. If they can do it, so can you.

"Missing Anything?" (+400 cp) You get no benefit from perks, powers or items taken in a previous Jump. Except the Body Mod, of course. Hope you haven't learned any bad habits from invulnerability or being able to charm your way out of any trouble.

THE END

Home Again: After the war, the soldiers got to go home. Isn't it time you did the same?

Fight the Good Fight: There's always injustice and adventure somewhere. Time to go find it.

Retire: Time to hang up those tights, settle down.

...As Bright As Sterling Silver: Move on from here to any later DC Comics Jump, keeping the history and events of this one.

Notes:

* The secret is that Tex Thompson, America's new darling, is the Ultra-Humanite, literally the very first mad-science villain in DC. He has kept the brain of Adolf Hitler

to transfer into a new superhuman body, eventually settling on Daniel Dunbar, Dynaman.

* Yes, Cloak of Merlin basically makes you Zatana/Zatara. There were three or four people running around with that gimmick at this time, I picked one.

* Batman, Superman, Green Arrow, Wonder Woman, etc. were *absolutely* part of the Golden Age. But this is a post-Crisis Elseworld where said characters only appear on the final page for the 'passing the torch' ending, so no perks/powers from them. Shame, a lot of the Golden Age Amazon stuff was freaking wild and, AFAIK, has never appeared again.

* A lot of things were later retconned to fit better in the DCU. In the original Golden Age comics, there was no speed force, or Green Lantern Corps or Starheart, Blue Beetle's scarab amulet had nothing to do with the Reach, etc. My understanding at present is that Thunderbolt is supposed to be a fifth-dimensional imp, like Mxyptlk. Split the difference in a lot of the descriptions, but I'll leave it to the Jumper how similar or connected these things are to the familiar 'modern' comics.

Jump written by Aehriman, special thanks to riaantheunissen.