

v1.1 by RikoIsLoveRikoIsLife

The Fleischer *Superman* cartoons are a series of seventeen animated superhero short films released in Technicolor by Paramount Pictures and based upon the comic book character Superman, making them his first animated appearance. Released from 1941 to 1943, with the latter eight made by Fleischer Studios' successor Famous Studios.

In the endless reaches of the universe, there once existed a planet known as Krypton, a planet that burned like a green star in the distant heavens. Their civilization was far advanced, and it brought forth a race of supermen whose mental and physical powers were developed to the absolute peak of human perfection. But, there came a day when giant quakes threatened to destroy Krypton forever. One of the planet's leading scientists, sensing the approach of doom, placed his infant son in a small rocketship and sent it hurdling in the direction of the Earth, just as Krypton exploded. The rocketship sped through star-studded space, landing safely on Earth with its precious burden, Krypton's sole survivor. A passing motorist found the uninjured child, and took it to an orphanage. As the years went by and the child grew to maturity he found himself possessed of amazing physical powers.

Possessing remarkable physical strength, Superman fights a never-ending battle for truth and justice disguised as a mild mannered newspaper reporter, Clark Kent. This is a world near constantly at threat from scientific mishaps, mystic wonders, and freak natural disasters. Here you find yourself, in the great and terrible city of Metropolis.



Gain	**1000** points to spend on defining your entrance to this world.
Age	You may roll 3d6+15, keep what you have, or choose within human norms.
Gender/Sex	Pay **50** points for whatever, keep what you have, or choose within human norms.

Spectacular Talents

Below are talents, skills, and natural abilities that help to define who and what you are in this world upon entry, you can choose to land without any implied background regardless. One of the **100** point talents are free, and one each of **200** and **400** point talents are discounted to half.



REPORTER - 100

Contractually mild mannered, or reckless as Satan himself. You have the basic know-how for writing a good story and tracking down leads, which for some reason includes the ability to pilot a plane.



GUNMAN - 100

Police, military, or something less scrupulous. You can take the average person barehanded without a fuss, and you're a crackshot with most weapons you get your hands on.



DISGUISE ARTIST - 100

With the right change to posture and tone even the flimsiest costume can get the job done. You for one are good enough to fool even those closest to you with little effort.



TERRIFYING BEAST - 200

You're an intelligent animal or some kind of inhuman monster. A special case even among their number, such as a gorilla with the size and strength to challenge an elephant, or a winged birdman. Any other advantages and disadvantages of this species come with it, save for a minimally human lifespan. You can change to this form at will after the Jump.



MECHANIZED - 200

A metal man, or one with metal parts. Your solid bits can deflect bullets and your robotic muscles can tear through walls easily. Self sufficiently powered, with mechanized weapons and gadgets like wing and propeller extensions, storage spaces, and installed guns or flamethrowers. These parts will require hands-on repair should they be damaged, barring other alternatives.



X-RAY VISION - 200

You can fire rays of energy from your eyes that render anything they hit selectively transparent to your sight, peering as deeply through intervening materials as you dare. With practice you can focus these beams to heat what they strike in the same manner, boiling liquids or even melting glass. In the future, who knows, they might match the most deadly death rays.







STRONGMAN - 200/400	GIANT - 200/400	RACER - 400
For **200** points you have the strength to leap tall buildings, twist steel like taffy, and shatter concrete with ease, a body that can shrug off bullets, grenades, flamethrowers, and powerlines. For **400** points you can lift massive buildings back into place, catch speeding trains and falling planes without a sweat, and send rockets, giant meteors, and even energy beams reeling with a punch. Flowing lava and bridge melting death rays splash against you like water, you'd have to take a weaponized rocket-car or city destroying meteor to the face to be knocked for a loop, for a moment or two anyways.	For **200** points you have twice the stature and much more than twice the power of a normal man, about a match for a **STRONGMAN (200)**, with much better leverage. For **400** points you measure up to most buildings, striding through them like wet cardboard and shrugging off assaults by the military, only the Man of Steel himself could make you feel small again. In time you can learn to shrink or grow between any sizes available to you.	Your reflexes are faster than any man alive, and your body moves quick enough to catch up to any steamliner in history, lapping them with a running start, and with the stamina to complete their route with barely a sweat. This also allows you to hold your breath longer than any man and resist most toxins and irritants, such as a crate-full of tear gas. For brief moments, such as a single leap or short dash, you can even move fast enough to outrun a bullet. You can move at these speeds whether on land, underwater, or in the air if you have the means.







MAN OF STEEL - 600	MAD SCIENTIST - 600
Faster than a speeding bullet, more powerful than a locomotive, able to leap tall buildings in a single bound, you are the last son or daughter of Krypton. This grants **X-RAY VISION**, **STRONGMAN (400)**, and **RACER** for free. A quirk of your superstrength and speed allows you to muscle yourself through the air to a degree, changing direction mid-leap with a tilt of your torso, and slowing your fall or ascending further with the pump of an arm or kick of the leg, with enough practice one could mistake you for a bird or plane, soaring higher than any of them. Given time and greater challenges you may yet find deeper reserves of strength within you. You must take **THIS LOOKS LIKE A JOB FOR JUMPER** for **0** points if you choose this talent.	Wasted talent, or unrecognized genius? A master of modern science, and beyond. You have the knowledge and experience to build machines beyond the comprehension of common men. Mechanized monsters, rocket-cars, giant death rays, magnetic telescopes, and more are within your grasp given the time and resources. Your brilliant mind has the potential to usher in a new age for all humankind, and seat you at the top if you so desire. The only thing standing in your way is their foolish ignorance, and perhaps that fiendish Superman!

LIKE THE MOVIES - 0	You'll never hurt yourself or anything else you don't intend to with any of your powers. Whether you're catching a falling damsel at superspeed, lifting a fallen building, or even deflecting a rocket with a punch, you never have to damage anything more than you mean to. This is comic physics, not just body control.

Miraculous Devices

Below are devices, vehicles, and other aids to help outline what you have in this world upon entry, you can choose to land without any implied background regardless. One of the **100** point devices are free, and one each of **200**, **400,** and **600** point devices are discounted to half.

CAPED PAJAMAS - 0	An outfit of your own design made with methods unknown to modern man. It can withstand any force at least as well as you can, and retains this ability through any necessary repairs. You can freely import any other apparel into this.







LOYAL PET - 50/100	LOTS OF SHELLS - 100	PERSONAL PLANE - 100/X
A cute animal sidekick, smarter than dogs, endlessly loyal and loving, they often mimic your mannerisms playfully. For **100** points they can be a **TERRIFYING BEAST**, and benefit from any additional talents you buy for them.	A full storage facility and manufacturing plant of guns, explosives, and more than enough ammunition for all of it. It would be really bad if someone blew it up.	A small single person plane that seems to power itself in some other way than fuel. You can choose to instead buy a fast car with retractable armor plates, or a submarine with room for a couple people, or more for **50** points each.



“Tyrannosaurus” EGG - 200
The young of a misnamed arctic giant, an enormous reptilian beast that when fully grown could wreak untold havoc. Once hatched it will imprint on you, raised properly you may one day have a loyal monster to aim as you please, one which might yet lay more eggs in turn.



TOMB GUARDS - 200
Four huge, unaging, Egyptian warriors capable of collectively stalling even Superman, for a moment. Against traditional forces they’re all but unstoppable without proper military might. They’ve somehow entered your service, and would rather drink poison than disappoint you, best not look a gift horse in the mouth.



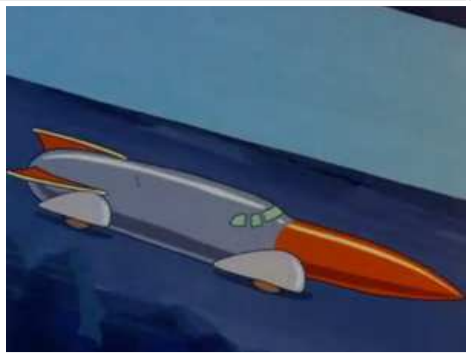
GOONS - 200
A dozen or so nameless mooks, competent enough gunmen, simple but monstrous birdmen, or something of the sort from your chosen demographic. There’s always more where they came from if they get arrested or killed, and the worst betrayal you’ll ever see from them is skimming a little off the top.



ROBOTIC SWARM - 400
A complex filled with **MECHANIZED** minions and the infrastructure to support them, once activated they have sophisticated enough programming to perform fairly detailed and lengthy tasks, if in the most straightforward way possible. They number 30 for now, if any are felled, or you have the excess resources, they’re capable of constructing more of themselves with only minor oversight.

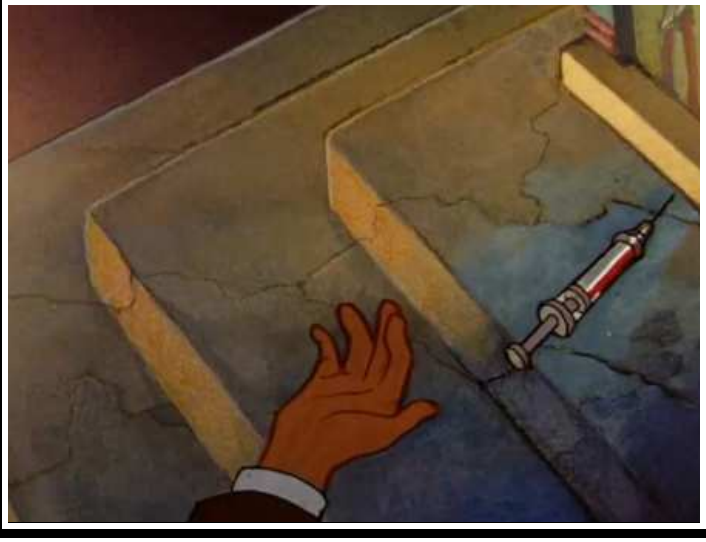


GIANT BOMBER - 400
A plane of quite unusual size, carrying a flight of fighters on board, dispensable from the tail, as well as enough bombs, ammunition, and potentially troops to supply an entire battlefield. Despite its immensity this thickly armored bomber is easy to fly, quick, maneuverable, and never seems to run empty.



BULLET CAR - 400
An all terrain vehicle that redefines the phrase, able to transform from racecar to plane to rocket/torpedo at will. It’s as fast as the quickest bullet and hits even harder than you’d expect, punching through buildings and terrain without slowing down or risking the people inside. Extremely tough and dangerous, even the Man of Steel can feel some bite from an impact with this automobile.





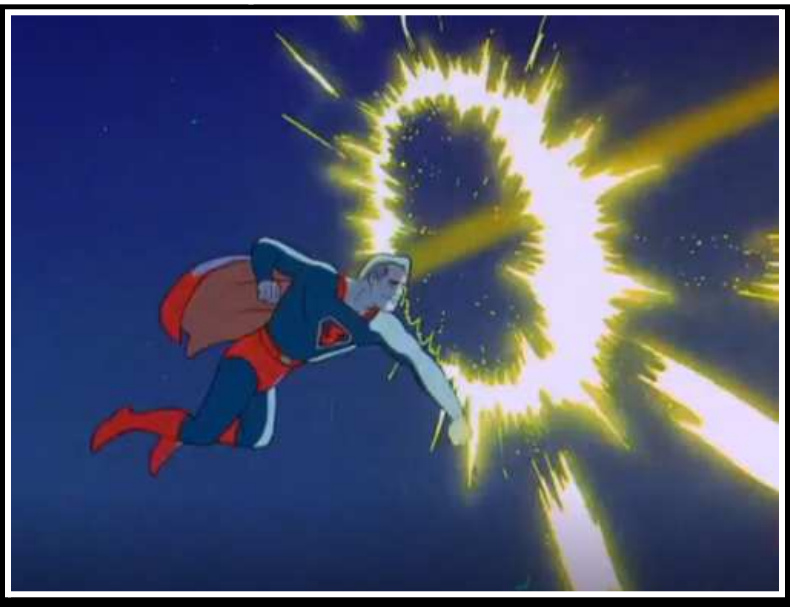


THE FLUID OF LIFE - 600	NOT-THAT-SECRET-BASE - 600/X
Recreated from an ancient mystic formula by an archeologist who studied Egyptian tombs for years. Those inoculated with it gain eternal life, untouched by the sands of time. Even the dead, should their corpse be intact and well preserved, can return as hale and hearty as they ever were with an application of the fluid, once per application, once per Jump. You have the formula itself and four vials of the fluid.	A self sustaining towering fortress, you may freely place it at the start of a Jump as a tower in the open, deep undersea, or buried in a mountain or underground. You can connect any other properties you own. It comes installed with a giant death ray, magnetic telescope, electric quake generator, or some other threat to nearby cities. Additional weapons of mass destruction are **100** points each.

Compatriots

Your allies and steadfast friends in the fight against tyranny. Unless otherwise noted anyone who willingly agrees can leave this Jump with you, joining your journey to the next world. Compatriots can be gifted additional points on a singular basis, but cannot purchase or lend to more compatriots in turn.

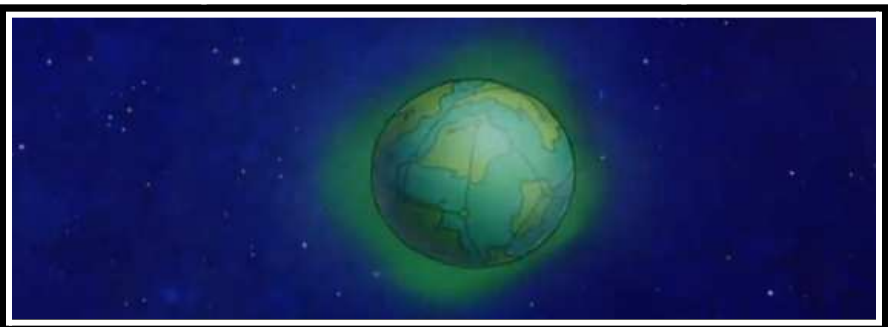
OLD FRIENDS AND NEW - 50/200	For **50** points you can import or create a companion with full access to the document, its discounts and freebies, and **600** points of their own to spend, they cannot take non-mandatory complications. For **200** points, up to 8 instead at once.



Complications

Factors that complicate your time here, making things harder rather than easier in exchange for points.

CONTINUITY + 0	SELF-INSERT + 0	GAUNTLET MODE - 1000
You're free to decide what other factors of Action Comics are true, or use this Jump and its options to enter another DC property or alternate universe of your design so long as it's not entirely peaceful.	As things are, you're entering parallel to the story and characters as they exist, with a background informed by your choices or as a complete outsider. Instead you can choose to take the place of any character you have the choices to match, directly or narratively.	Forfeit your starting points and go back to the basics, stuck in Body Mod equivalent aside from what you purchase here, without your warehouse or any companions who don't drop down to the same. As a consolation, after a year you can consider this gauntlet passed and move on.
LOIS? LOIS! + 100	**NEWS MAGNET + 100**	**SHOWDOWN + 100**
For the duration of this Jump your success is tied to the life and liberty of Lois Lane, if she dies or becomes permanently imprisoned (at least until you'd be leaving) you will fail the Jump as if you died permanently yourself. She has the complication **NEWS MAGNET**.	Like Lois and Clark you attract trouble better than a corpse attracts flies. Perfect for a journalist, but you'll hardly go a day without a big robbery, monster attack, natural disaster, or something of the sort happening right near you, and roping you into dealing with it somehow.	Some schmuck has stolen your look, and worse, people actually buy it. They're using your reputation to get away with countless petty crimes and laying the blame at your feet. The only way to clear your name is to hand them in personally, until the next one comes along months or a year from now at most.
THIS LOOKS LIKE A JOB FOR JUMPER + 200	**THE STORY BEGINS + 200**	**KRYPTO-WHATSIT + 200**
Clark Kent is exactly who he appears to be, without Superman this world is in desperate need of a hero. Without the Man of Steel or someone else cleaning up, Metropolis will suffer a disaster it can't recover from pretty quick, you'll find there isn't any greener grass if you try to move away from the issue.	In another time, another place, Superman would have quite a long journey ahead of him. Regardless of your **CONTINUITY** choice or lack thereof, you'll soon encounter many of the threats from early Action Comics stories and those of a similar nature, an escalation with the likes of Lex Luthor and Brainiac as a start.	You soon encounter a small meteorite temporarily dubbed "k-metal", otherwise unknown in this world. For some reason its mere presence is enough to make you collapse from weakness, a near paralyzing and even toxic influence with extended exposure. Somehow every John and Sally on the street hears about it and knows its effects on you, before you know it two bit crooks manage to get their hands on a chunk almost weekly.



End Choices

STAY	You've taken a shine to this place, might as well plant your flag.
GO HOME	You've had enough, time to clock out of this mess finally.
MOVE ON	You're still just getting started, so much more to see. Start the next Jump.

Notes:

- Combos: If you buy the STRONGMAN and RACER talents together you can freely benefit from the same wonky physics that allows Superman to fly in these cartoons even without MAN OF STEEL. This world's powers make even more of a mockery of real physics than most, including Newton's laws. GIANT and STRONGMAN/MAN OF STEEL together don't create a proportional increase, but you can assume it's slightly more than additive, especially at the smaller size. MAN OF STEEL doesn't directly stack with STRONGMAN, X-RAY Vision, or RACER, but buying them can be used to represent a higher starting mastery and development of them, such as proper heat vision from the beginning if you wish.
- Flight? Heat vision?!: Yeah, it's an often cited fact about early Superman that he couldn't fly, however within these cartoons it's more accurate to say he doesn't have a flight power, but he definitely flies, you can rewatch it all yourself if you don't believe me, or just believe the narrator of some of the episodes instead. Heat vision is more of a stretch I'll admit, it's based on how it's first introduced in the comics, even though it doesn't feature in these I decided to add it to make X-RAY VISION a more notable option, and its a pretty direct extension of a power he does already have at least, unlike super hearing etc.
- Deeper reserves of strength?: This isn't a Superman that can crack planets, pulling out new powers every other minute, this is a Superman that noticeably struggles, even if he ultimately overcomes. This is my permission to fanwank you can unlock more Superman powers and feats in response to adversity, it will scale slowly and appropriately to the threats you face and the worlds you visit though, so don't expect to start sneezing solar systems living somewhere where nothing comes close.
- K-Metal?: By this point in Superman history kryptonite wouldn't be conceptualized for several years, and alongside a different backstory than these shorts describe. Suffice to say it probably doesn't exist here, nor does this Superman or that in the comics at the time have anything to do with sunlight, the closest it mentions to a powers explanation is 'Krypton was advanced and Earth has weak gravity'. The drawback is based on how it was eventually introduced in the future.
- LIKE THE MOVIES: As noted in the edited description, this perk gives your powers, and really body in general, the same wonky physics and logic that Superman follows in these movies and some older comics, it lets you be very selective in who/what and how much you harm things, and override a lot of expected consequences of doing so like not blowing up ammo or searing flesh to the bone by heating a gun into slag in someone's hands, unless you were trying to. This also extends to things like air pressure, you won't paste someone moving them or around them at superspeed, but if you were trying to you could produce a gust to put out a fire or similar.
- LOYAL PET: Should be something not much more dangerous than a person at 50 points, but can be really just about any animal or pulp scifi monster at 100 that doesn't have abilities like the other powers listed or better, unless you pay for them by directly buying them for the pet.

Changelog: v1.1
v1.1: Fixed typos, extended notes, edited LIKE THE MOVIES text for clarity, added another image for fun.
v1.0: Initial version complete.

