Über Jump

v1.0
by Insertrandomnickname

April 1945:
Days before the fall of Berlin, a secret German program for manufacturing enhanced humans precipitates a shocking victory… and another war crime in the mass slaughter of P.O.W.s. With the Reich in ruins it's leaders will need to decide what to do next.
Simultaneously apparent scientist "Freya Bergen" is preparing to escape from the labs with the secret of the Übermensch manufacture.

Location: Roll a **d8** to determine your starting location, or pay **50 CP** to choose:
1. Undisclosed Location - You are in a compound somewhere at the Swiss/Austrian border, where Nazi Scientists work to advance Project U. Your position may allow you to aid - or prevent - the escape of the English spy that will deliver the Über technology into allied hands.
2. Berlin - One of the least desirable places to be. You are in the middle of a city currently the scene of the last push against Nazi Germany. And the first deployment of the German Panzermenschen and Schlachtschiffe that will turn the tides of war once again.
3. London - A relatively peaceful place - for the time being. While cut off from continental Europe, England still is threateningly close to a Germany that has regained just enough strength to lash out at its surrounding countries yet again.
4. Paris - Only recently freed from Nazi control Paris holds a good deal of symbolic value, being the most important continental european capital on the side of the west. With the war turning once again chances are good there will be another push Germany will make in this direction.
5. Moscow - While certainly further from Germany than either of the aforementioned capitals still very much is a target of tremendous strategic importance, meaning that at least some of Germany's resurgent strength will be guaranteed to be pointed this way as well.
6. Okinawa - Yet another active combat zone. Soldiers of the US army are in the process pushing back the Japanese troops. Just like with the Panzermenschen in Berlin, the deployment of the Japanese Miyoko will shortly turn the tides of war back in Axis favor - for a while.
7. America - As of now the safest place to be. In contrast to other countries soldiers of the US have only fought aboard, safe in the knowledge their loved ones are safe back home. With the introduction of Germany's super soldiers and the resulting escalation of the war that might not remain true forever...
8. Free Choice

Age: 16+2d8
Sex: Retain your sex from the previous Jump or change to male for free. Change to female by paying 50 CP.

Origin

In chaotic times like these it is not difficult for a person to slip through the cracks here and there. Any Origin may be used as either a drop-in option, putting you into position to assume a role conforming to those delineated in the respective origin, or grant you a history within the setting.

- **Civilian -** Politicians, Scientists, Engineers - Being a civilian does not necessarily mean having no influence on the tides of war. To the contrary, while a soldier will make a difference on a battle by battle basis, technology can easily change the the course of an entire war and politicians are those that ultimately decide about war and peace.
- **P.O.W. -** Your situation is not a good one. Maybe they interned you for deserting, maybe you surrendered to the enemy. Maybe you just belong to the 'wrong' group of people. The fact is you have the misfortune of having people that are nominally, in philosophy, or as a result of circumstance your enemy in a position of power over you.
- **Secret Agent -** Almost everything in war gets easier if you know what your enemy knows or plans on doing. Owing to that fact it has been a time-honoured strategy to insert persons loyal to your cause into enemy command structures or scientific research projects. You now are one such person.
- **Soldier -** The backbone of any military endeavour are the people doing the actual fighting, risking life and limb for their country's cause. You now are part of the military of one of the countries involved in the war, be it as front-line soldier or out of the way strategist.

Potential:

Activation Potential is determined using a test looking for genetic markers. Activation potential is inheritable, though that is not guaranteed. Children of two people with potential may have anything from a higher potential than either of their parents to none.

- **No Activation Potential [+200 CP] -** You cannot receive any activations and cannot choose any options from the Activation Options section. Contact with the catalyst is lethal, to you.
- **Tank Class Activation Potential [Free] -** You have the potential to receive three activations.
- **Destroyer Class Activation Potential [200 CP] -** You have the potential to receive six activations.
- **Cruiser Class Activation Potential [400 CP] -** You have the potential to receive twelve activations.
- **Battleship Class Activation Potential [800 CP] -** You have the potential to receive twenty-four activations.

Activation Options:

Receiving Activations fundamentally alters a person on a physical level. You - as a Jumper - will receive an Alt-Form and be locked out of any human Alt-Forms you possess for the duration of this Jump, while a normal person would irrevocably be changed. This enhanced form comes with Several advantages over a normal human body, but also a few drawbacks. Options below are exclusive, save for 'Premature' which automatically is taken in conjunction with Basic Activation.

Untapped [Variable] - You start the Jump with no Activations. This is problematic in that you will have to depend on one of the existing super-soldier programs or work out how to do it yourself. You are refunded three fourths of the CP you invested into your Activation Potential. Taking this as a Tank Man grants you a flat 100 CP. Starting your activation during the Jump advances you to an Unstable state, prematurely stabilizing your activation has an effect comparable to that option. In both those cases you do not gain CP.

Premature [+100/200 CP] - Your activation has been ended prematurely, locking you at a level below your maximal potential until the technology to reverse the stabilisation process and restart your development is deciphered from the documents containing the entirety of Über technology. For 100 CP you were activated to three fourths of your maximum potential, or to two thirds if you are a Tank Man or Destroyer. For 200 CP you instead are activated to the level of a Tank Man. This option may not be taken in conjunction with a Tank Class Activation Potential. Only a Basic Activation can be ended prematurely - Assign physical and Halo activations as described below, using the lowered level of activations allowed by your choice here.

- **Unstable [+100 CP] -** Instead of stabilising you at your current level your activation process simply has not been finished, leaving you in the precarious situation of craving catalyst as if it was a drug while having no immediate access to it on top of being less physically durable than your level of activation should imply until you either are stabilised or fully activated.

Basic Activation [Free] - The most basic type of super-soldier produced using the Über technology exhibits two main traits: Physical formidability and the ability to project an effect called Distortion Halo. While initially restricted to a balanced spread later developments have opened up the possibility to mix and match those two aspects in differing ratios between physical activations and Halo activations. Split your maximum number of activations among those two options, determining how many of which type you received. Exclusively focusing on one aspect is shown to cause deformations and diminishing returns in performance. The points below are a general outline regarding the capabilities you can expect - more examples for common Activation Distributions and their capabilities can be found in the notes.

- **Physical Prowess:** The physical side of enhancements increases not only the strength of the individual but also the toughness of all tissues within the body, maintaining their relative toughness. A single Physical Activation will - after the Activation has been completed - allow a person to ignore gunfire, while still leaving them vulnerable to

anti-tank weaponry, twelve will give them the potential to - just barely - survive the point blank explosion of an atomic bomb. Strength-wise one activation allows to bend the cannon of a tank with relative ease and twenty-two will allow to chuck the entire main battle tank about twenty miles. The levels of physical activation a balanced Cruiser would receive also will make it impossible for the recipient to die to injuries that aren't immediately lethal, and allow them to function without a supply of oxygen.

- **Distortion Halo:** The Distortion Halo is an extremely versatile form of energy projected from the eyes accompanied by a telltale blue glow and static discharges, allowing for manipulation on an atomic level. Without practice however it mostly has a use as a weapon, projecting orbs, beams or waves of energy within the user's line of sight that chaotically reassemble matter within. At a single activation orbs may reach up to the size of a beachball, at higher levels they easily can engulf and level buildings or, at the extreme end of the spectrum even entire city-blocks. A Distortion Halo can be used to defend oneself against assaults with a similarly powerful or weaker one, sending shockwaves towards the weaker user, and potentially killing life in the vicinity of the clash. Receiving an injury in the eye while it is producing a Distortion Halo will lead to a loss of control and the overloading Halo destroying the user's head at least partially.
- **Complications:** As the botched activation of British Battleship HMH Churchill has shown fully committing to Physical Activations without Halo Activations to balance out the end result will cause severe deformations. Lesser classes also show signs of this, though not to a truly debilitating extent - Heavy Übers generally exhibit a more bulky stature and sometimes a somewhat fleshy complexion. They will perform slightly worse than a person activated at a five-to-one ratio. Battleships, however will experience deformations severe enough to be truly debilitating, gaining the drawback 'Cripple' for no additional CP. No deliberate attempts to create high level Übers exclusively using Halo Activations are known, so there is no data on the nature of potential drawbacks of such an endeavour, but they may carry a similar risk.

Special Activation [200 CP] - Special activations differ from Physical and Halo activations in that, while those two can be mixed and matched, Special Activations may be incompatible with them partially or entirely - as a matter of fact no higher class than Tank-Man are known to have been activated this way, using up all their potential activations in the process.

- **Geltmensch -** Geltmensch class enhanced humans exchange their physical formidability and a reduced capability regarding the halo effect for the ability to appear as another person to onlookers via application of a perception filter. This ability is largely subconscious and will even persist if the Geltmensch rendered unconscious, but is unable to affect technological devices. The extent of this power does include the appearance of being clothed appropriately and can even let a blank piece of paper appear as valid identification.
- **Zephyr -** By forfeiting both an increase in physical prowess and access to the conventional Halo Effect a Zephyr class enhanced soldier exhibits the unique ability to massively speed up their movements and mental processing speed, experiencing weeks in the span of the two to three minutes they can maintain this state. They also are covered in a slight spatial distortion guiding objects around their body. This by itself only

is moderately noteworthy and confers no actual benefits in regards to protection or the like, but does show its utility when taking into account their main ability, however. In this state the distortion helps reduce air resistance a great deal, though they will still feel as if moving through molasses and be unable to talk. It is impossible to travel more than a couple hundred meters from the point they entered into this state, or to interact with anything not covered by aforementioned distortion or the Flesh of enhanced humans, which limits them to being armed with knives and relatively close fitting clothing. Using this ability is more exhausting than conventional Über powers, and after a single use they have to recover for a day. Overuse can lead to desiccation and spontaneous combustion.

General Properties: The following properties are shared among almost all Types of Über currently known. After you have started your activation these properties will apply to your new Alt-Form.

- **Enhanced Metabolism:** After being activated super soldiers appear to be forced by circumstance to exclusively consume a special nutrient paste for sustenance. Similarly it has been shown that even Tank Men feel next to no effect even after consuming large amounts of alcoholic beverages and Battleships are next to impossible to sedate using even the strongest sedatives. After the end of the Jump you will once more be able to eat anything you like and can dial your chemical resistance down to unenhanced levels, should you desire it.
- **Imposing Stature:** Depending on the percentage of Physical Activations received compared to the full Activation Potential of a person they might significantly grow in size. With Balanced Activations a normal Tank Man is about a foot taller than a normal man. They roughly reach to the shoulders of a normal Battleship. Favoring physical activations leads to a growth that is more pronounced - 'heavy' Tank Men are easily the size of a normal Battleship, if not taller, and HMH Churchill is roughly twice a normal battleship's height at about twenty-two of twenty four Physical Activations.. Favoring Halo activations would leave a person smaller - the soviet battleship Katyusha, for example, could pass as a normal human. After the End of the Jump your enhanced form will become a regular Alt-form.
- **Rest Cycle (Any Activation except Zephyr):** An enhanced person cannot operate more than eight hours at full force at a time, after which they have to recuperate through rest and meditation. Overexertion may lead to critical failure of the Distortion Halo, inflicting grievous harm and potentially killing the person. This is more pronounced in lesser classes, Tank Men usually dying to their own Distortion Halo, while battleships can significantly exceed this operating limit and may only physically overexert themselves to a point where they cannot recover to peak condition even in extended rest periods, without their Halo overloading at all.

Exceptional Properties: Persons that have been enhanced this way have exhibited a variety of unconventional abilities, properties, and skills. The purchase of these abilities is not tied to

having received activations, but they will only take effect once the activation process has been concluded.

- **Abomination (Scenario Complication: To Live With Flux):** Trying to activate a person with Woden's Blood or improperly purified catalyst is generally a bad idea - as you well know. You are a fleshy abomination looking only vaguely humanoid still. This does not meaningfully impede you, but you are horrific to look at, inspiring comparisons to Cronenbergian body-horror. After the end of the Jump you gain the ability to toggle this property, effectively granting your monstrous form as an additional Alt-Form.
- **Artisan [400 CP] -** Your control over your Halo-Effect is remarkable, allowing you to carve intricate ornaments, busts that perfectly resemble the person depicted, bleach your hair, and even shape flesh. The more powerful your halo effect, the easier such manipulation will be, though you still will require proper knowledge regarding the more intricate uses possible. This perk requires the ability to project a Distortion Halo to be of use.
- **Halo Architect [200 CP] -** Used properly the Halo-Effect is a truly versatile tool, easily capable of digging trenches and tunnels, breaching fortifications, or even creating complex structures. You are a master of doing that last one, easily capable of redistributing matter on as large a scale as your Halo Effect allows you, as well as understanding the structural requirements of a building and how the unique properties you can imbue materials with affect the possibilities you have. This perk requires the ability to project a Distortion Halo to be of use.
- **Omniglot [200 CP, discounted for Geltmensch Activation] -** Either Katyusha is a scholar well beyond what her behaviour and history would suggest, being capable of speaking flawless English, German and Japanese next to her native language, or she is capable of using a power similar to this. You can communicate across all language barriers using a power similar to the perception filter of a Geltmensch to let the other person perceive your words as spoken in their native language. Similarly you will be able to directly pick up the meaning of anything said to you, presumably by reading the surface-level thoughts of your conversation partner.
- **Life in Flux (Scenario Reward: To Live With Flux):** Just like the mangled body of Battleship Zero your form is impervious to even the strongest known Halo-Effects, and powers with similar effects, their transformative energies washing over you without leaving a trace.
- **Regeneration [400 CP] -** While not overly fast, you have the good fortune of having a more effective healing factor than others. It will take you days to recover from grievous injury, but that still is more than can be said for your companions in misfortune that lack this property. This will not prevent you from dying in the meantime, should your ailments be too great.
- **To See Things That Aren't There And Make It So (Scenario Reward: The School Of Andreevna):** Like Maria Andreeva, better known by her nickname Katyusha, you are able to use your Distortion Halo to not only to manipulate the matter around you, but to freely transmute it. Turning air to steel, flesh to catalyst, or soil to nutrient paste - all this, and more, is possible to you.

Perks:

One 100 CP Perk is free for each Origin. All Perks are discounted to half price for their respective Origin.

General

Cynicism [Free] - When all hope is lost pure stubbornness, malice, or a drive for revenge may keep one going. You have the resolve and mental fortitude to keep going even long past the point of giving up hope.

Übermensch [200 CP, free if Activations were received] - No, this has nothing to do with ethnicity. Most versions of the activation process seem to cause the person it is applied to to reach the peak of physical perfection. You do not really need that - Aside from your height you already look the part, being near the peak a natural human can reach in performance and beauty.

Civilian

Qualifications [100 CP] - You have completed education in a field relevant to the times at hand. The fields of engineering, chemistry, genetics, medicine, rocket science and other weapon technologies suggest themselves. Not only that, in the field you chose you are cognizant of the newest developments of the time and able to work from that basis. This perk may be bought multiple times for knowledge in multiple fields.

No More Kindling For The Pyre [100 CP] - You have a good sense for how dangerous it is where you are. Not supernaturally so, but you will be one of the last persons to accidentally walk into an active combat zone, or lay low for too short an amount of time.

Silver Tongue [200 CP] - You are a master at weaving together facts, half-truths and outright lies to create a seamless whole that is unlikely to be unraveled by any listener not intimately familiar with the facts regarding your tale themselves.

Person Of Import [200 CP] - Seeing how the war has gone the one thing one doesn't want to be under any circumstances is a regular citizen. You have the fortune of being of some import, be it because of political standing, connections, or expertise. Similarly you will be able to maneuver yourself into a similar situation in future Jumps relatively easily.

A Cinematic Enterprise [400 CP] - You possess the ability to tailor your actions, or those of your subordinates to inflict the greatest emotional impact possible, should they be publicised, and a force of personality and oratory skills making the public putty in your hands. At the same time you have the sense to determine when practicality should take precedence over 'opera'. And sometimes you have the luck that your practical decisions end up operatic in execution anyways.

And The Storm Walked Up [400 CP] - There are dangers out there that no normal human can appropriately deal with. Forces of nature, if you will. You have the good fortune that, in the event of an encounter with a being qualifying as such, they will be civil, and generally disposed to be friendly to you in the absence of preexisting reasons as to why they would not be.

Code Breaker [600 CP] - Be it the Nazi's enigma machine or a mysterious alien codex, people of your abilities are, in some sense, more valuable than even battleship class super-soldiers. Not only are you a prodigy at cryptography, you also are one of the smartest persons on the planet. Where normally an entire team would work a month to decipher a passage of code you will take no longer by yourself.

P.O.W.

Leave Jumper Be [100 CP] - When in captivity, you are adept at keeping a low profile and keeping out of trouble. Similarly you have a knack for concealing capabilities that might help you in an escape attempt until the moment when the time is right.

Shock Worker [100 CP] - You are exceptionally productive when doing physical labour, both owing to skill and stamina.

Drop Weapons, Head South [200 CP] - Enemies will always offer you a chance to surrender. What you make of that chance is up to you, but this effect will not trigger again during the same engagement, should you decide to fight on.

The Biggest Guns [200 CP] - You know who has them. At any time, as long as there is a conflict you are aware of, you know exactly how powerful each participant is in relation to each other. This not only works in regards to military might, but also other kinds of power that could conceivably be applied in the conflict at hand.

An Obscenely Good Deal [400 CP] - As long as you have something they want you can be sure your captors will bend over backwards to meet your demands. In contrast to some other people you will know what they might have up their sleeves to cause you problems while nominally adhering to the letter of your agreement. Conveniently enough this also works in other negotiations.

Beware All Tyrants [400 CP] - You are perfectly aware of any and all factors influencing any decision you make, be they internal, like learned behaviours, lingering trauma, subconscious issues and compulsions, or external, like social expectations.

A Live One [600 CP] - Seeing your current position you probably had a few brushes with death. Experience shows that you are exceptionally lucky when it comes to such situations. Maybe you are just in the right group of people to escape a hemmed in kill zone, maybe you are the one-in-five-thousand person that can survive contact with a kill-agent that you are forced to consume. Maybe you are just tough enough to survive unfriendly fire that was assumed to be enough to kill you, and quick-witted enough to play dead afterwards.

Secret Agent

Credentials [100 CP] - You possess a broad general knowledge in sciences, sufficient to allow you to fake being a professional in almost any field well enough to weather at least cursory examination.

Polyglot [100 CP] - To be able to play the part, one has to be able to speak the language. You do speak, in addition to your native language, at least two others. Presumably ones relevant to your cover. This perk may be bought additional times granting another language per purchase.

Apparently It's Part Of The Skillset [200 CP] - Sometimes a little sex appeal can open up opportunities technical knowledge or social maneuvering wouldn't. You are charismatic enough to be able to seduce most people, and highly talented in what comes after.
Deep Cover [200 CP] - You have a knack for creating a persona and - on the surface - sticking with it. As long as you know enough to believably impersonate a person you will have little difficulty to do so for even lengthy amounts of time. If you wish you may also use any origin as a drop-in option of sorts in the future, gaining the factual knowledge required to impersonate a person from the origin in question instead of the memories of a life as a person of that origin.
Exceptional Memory [400 CP] - Some might view it as a curse, but you are endowed with a near eidetic memory, easily capable of recalling memories, reaching back even into your childhood with phenomenal clarity.
Operational Security [400 CP] - You have a talent for finding leaks, even in the most unexpected of places and ways. Sometimes even through pure luck. An Über Spy has infiltrated your operation as a Tank Man bodyguard? You'll be the one to notice they still sweat during low level physical exertion. Similarly your gambles will pay off, if there is in fact a pay off to be had. Omitting a key weakness in a report on newly developed technology might allow you to use that weakness against whoever the technology was leaked to, potentially even uncovering the existence of that same leak at the same time.
Clearance [600 CP] - Yours apparently is as high as they get. No matter if it is about research far outside your field of expertise, sensitive strategic data, counterintelligence, or diplomatic secrets, you just have to ask to have people volunteer information you should probably have no access to, and no one involved will ever think to question why you should be allowed to have it. This does not affect people that do not consider themselves to be on the same side as you.

Soldier
Long-Serving [100 CP] - The war has lasted six years by now, and the one before that, not two decades past, lasted four - more than enough time to become inured to the horrors of war. To you even the sheer carnage of Über warfare isn't all that shocking anymore - it matters little if another man's foot is blasted off by an artillery shell, a landmine, or an orb of supernatural energy, after all.
Kindness [100 CP] - A small wonder in these bleak times, you have retained your sense of decency and basic kindness, and will retain it in the future, no matter your experiences.
I Feel A Trigger Pulling [200 CP] - When on duty you consider yourself more an implement of war and less a person. That makes you very good at disassociating your own person and morality from the actions you are ordered to do - you are a weapon, you face where you are pointed and kill given the order. Similarly you know a weapon has to be maintained to remain functional, have a keen sense of your own limitations and are able to rest and recover even in the most stressful of environments.
I Thought I Had Left Okinawa Behind… [200 CP] - You are an absolute master at guerilla warfare and capable of applying all your abilities towards that goal. Not only that, you are also capable to meet even extraordinary requirements by scavenging from your surroundings for extended periods of time.

What We Desire Earnestly [400 CP] - Sometimes a soldier's life is nothing but a resource to be spent, and you are cognizant of that fact. The fear of death will never impair your judgement or overcome your discipline. Seeing as a successful suicide mission would normally end your chain you are able to come back from the dead in your warehouse, or another place you consider safe, once without failing your chain.
A Hundred Million Hearts [400 CP] - You may not be a great speaker when it comes to the broader public, but you are excellent when it comes to encouraging your fellow soldiers to be their best in any given situation. Be it through a motivational speech or leading by example, you can inspire them to go above and beyond and generally keep their morale from faltering.
'Genius Strategist' [600 CP] - It seems that whenever you take a calculated risk, on a strategic scale, your chances of success are much higher than should be expected, while for your enemies the opposite seems true. This does not protect you from being outmaneuvered strategically, when acting based on false information, or when commiting to a risky action blindly - you do have to be aware of the risk for the effect to trigger. Similarly it isn't advisable to rely on this effect to compensate for too big a chance of failure. While it will still work under such circumstances, all it will do is turn a near impossibility merely unlikely. Other than that you do possess conventional strategic acumen as well, naturally, and have been educated by your nations war college in all the strategies and tactics of the time. You can easily adapt to changing circumstances as well, such as shifting your ways of thinking to include the possible new strategies and opportunities that come with new technologies or methods of warfare.

Items:

One 100 CP Item is free for each Origin. All Items are discounted to half price for their respective Origin.

General
Comic Books [Free] - The entirety of the Über and Über: Invasion comic-book runs, along with special issues. In addition to that you gain a run chronicling your impact on the setting.
Nutrient Paste [Free] - A bowl of sweet slop containing all the nutrients required to keep the enhanced physiology of a Über going. Feeds one enhanced person, or three normal ones, and replenishes daily. The bowl, and a spoon alongside it, appear in your hands when desired and disappear when they not needed. Your version tastes like slightly sweet oatmeal, a far sight better than most can expect.
Test Kit [100 CP] - A suitcase containing a small sample of catalyst, a test tube and an assembly kit for a protective glass case, along with detailed instructions on how to administer the test and interpret the residue resulting from it. Allows you to precisely determine the Activation potential of one person. Replenishes after use, or if lost.
Woden's Blood [200 CP] - An unrefined sample of the world shaking substance used to catalyse the transformation from normal human to superhuman weapon, containing eight portions. Each portion can, with proper knowledge and technology, be refined to be used as any one unit of catalyst of the basic activation sequences. Alternatively the entire eight portions can

be refined for use in one of the Special Activations. Replenishes once per month. Acts as a highly lethal contact poison to any person without the potential to receive Activations. Using an unrefined portion of Woden's Blood on a person with the potential to receive further Activations grants half a Physical and Halo Activation each and has the chance to horribly deform the recipient.

The Codex [300 CP]- The entirety of the mysterious work of unknown origin that enabled Project U in the first place. To this date only a minor portion has been deciphered. The first chapter does provide instructions to decoding the rest based on universal mathematical principles. After that it consists of three main sections. The first contains instructions to produce the catalyst, the second describes a possible way to locate people susceptible to the upgrade process and has as of yet been untranslated, the third details the separate ways of upgrading humans. Even with the instructions provided the confusing manner passages are structured, combined with the interwoven philosophical treatises and the fact that there seem to be thousands of ways to decode the passages to slightly different results it will take months to decipher a single passage of a relevant length. This item does not come with the already translated passages.

Civilian

Bust [100 CP] - A lifelike replica in stone of the head of a fallen soldier, engraved with the name, codename, and years of birth and death, acting as sort of an epitaph of the deceased. Each time one of your companion dies for good or leaves you gain another one, to remember them by.

Tin Soldiers [100 CP] - A set of beautifully detailed tin soldiers, that can be used as game pieces for war games or strategic markers. Contains one set of beautifully detailed prussian soldiers and sets in the likeness of each army you have under your command. Additional figures will be added, if you gain command over additional forces in the future.

Farm [200 CP] - A small plot of land and a plain house, out of the way of the real conflict. Surviving off the land will be something of a struggle but unless you bring trouble here yourself it will pass you by without posing a threat to your life. May become a warehouse attachment or be imported on a Jump-by-Jump basis after finishing this Jump.

Red Cross Flag [200 CP] - It's really just a bedsheet and some lipstick, but it will do its job. As long as you remain nonviolent that same courtesy is extended to you and those accompanying you. Note that this also will not cause people to refrain from preventing you from accessing places or things you are not supposed to.

Test Site [400 CP] - Be it a remote location to drop experimental bomb prototypes, or a deep cave allowing you to hide never before attempted activation processes from the world, or the morally bankrupt experiments leading up to it. May become a warehouse attachment or be imported on a Jump-by-Jump basis after finishing this Jump.

Bunker [400 CP] - While it's not the most homey this underground complex protected by meter-thick walls is probably one of the safest places to conduct a war from, requiring Über troops or high yield explosives to meaningfully be threatened. May become a warehouse attachment or be imported on a Jump-by-Jump basis after finishing this Jump.

Chemical Plant [600 CP] - A production facility equipped to facilitate the production of chemical or biological compounds. May become a warehouse attachment or be imported on a Jump-by-Jump basis after finishing this Jump.
Nuclear Reactor [600 CP] - A power plant, providing up to two hundred and fifty megawatt of power. Much more importantly, however, it can be used to enrich uranium and even plutonium, allowing for a slow, but steady production of nuclear weaponry. May become a warehouse attachment or be imported on a Jump-by-Jump basis after finishing this Jump.

P.O.W.
Pelt [100 CP] - Going for a stroll in the buff in the middle of siberia is not the best idea - even in the middle of summer. The problems are somewhat mitigated if you are as powerful a Halo-user as Katyusha, but the mundane solutions oftentimes are much simpler. You gain a nice looking pelt, possibly that of a polar bear, that is capable of keeping you from freezing even in the russian winter.
Watches [100 CP] - Oftentimes the only valuable possession a soldier will have taken with him to the battlefield. You have a small stash of them, either looted from enemy corpses or retrieved from fallen comrades.
Blotting Paper [200 CP] - For a more humane method of testing. If a substance is applied to a piece of the paper it will fill the person holding it with dread if the substance would kill them. An unused sheet of paper will respawn a day after the last one was used.
Sniper Rifle [200 CP] - It will help preciously little against a tank man, unless you nail them in the eye while they are generating their Distortion Halo, but with this gun you might at least have a chance of doing that as it seems to be much more accurate than a normal rifle, its bullets seemingly drawn towards the weak points of enemies. Though it won't help you if said enemies can shrug off bullets even to their weak points.
Nutrient Pool [400 CP] - Nutrient paste is needed to feed Über soldiers, but it can feed anyone else as well. This replenishing pool is large enough to feed a decently sized army of Übers or a decently sized village for an indefinite amount of time easily, the substance filling it not only providing nutrition, but also quenching the thirst of those that consume it. May become a warehouse attachment or be imported on a Jump-by-Jump basis after finishing this Jump.
Tropical Beach [400 CP] - The way Siegmund spent his time in 'captivity' is enviable, even for those in freedom, and you have secured a similar deal. You have your own private beach, complete with a small condo, a deck chair and parasol, and a butler to fetch you drinks. Should you be sentenced to jail time in the future you may 'serve your time' here. May become a warehouse attachment or be imported on a Jump-by-Jump basis after finishing this Jump.
Gulag [600 CP] - Or some other kind of camp. Really not the most welcoming place to own, but it's yours to do with as you choose. May at your choice be inhabited by human-like homunculi re-enacting typical camp life. They can be used to bolster the workforce of another property requiring menial labor, or gather resources from a source contained within the extent of the camp. May become a warehouse attachment or be imported on a Jump-by-Jump basis after finishing this Jump.
City State [600 CP] - Maybe it's a city built to segregate people of your kind (whatever that kind might be), maybe it is a city you took over after the former government abandoned it or was

driven out. The fact of the matter is that the people of the city are left to govern themselves, with you nominally being their leader. May become a warehouse attachment or be imported on a Jump-by-Jump basis after finishing this Jump.

Secret Agent

Cover Identity [100 CP] - A set of clothing, passports, hair dye and makeup that can be used to impersonate a person of a different nationality.

Vices [100 CP] - For when you need to cope with what you've done while undercover. A fine collection of various spirits, quality teas, and cigarettes or cigars, tailored to your tastes. Can be used as props to explain fairly obvious facts, if one wishes to.

Polaroid Camera [200 CP] - Usually it's that the Geltmensch's powers do not work on technological devices. This camera is different, and better, in that regard. Any photograph taken with it will show the scene devoid of any visual illusions, even if they normally would affect recordings.

Silenced Pistol [200 CP] - Just a normal pistol, likely incapable of damaging even a standard Panzermensch. It is however, exceptional in that firing it makes next to no sound, to the point where you can shoot someone while inside a shack, not being noticed by guards patrolling not five meters away outside.

Dossier [400 CP] - A binder containing the secrets to the production of Catalyst, test equipment, and Standard Tank Men and Battleships as translated by Project U. A new dossier containing similarly relevant secret knowledge will appear in your Warehouse at the start of each Jump from now on. The knowledge provided will always be of at least some interest or use to you.

Neat Headquarters [400 CP] - Compared to the bunkers most political leaders are currently hunkering down in you live in the relative luxury of an out of the way country estate, complete with a manor and extensive gardens. May become a warehouse attachment or be imported on a Jump-by-Jump basis after finishing this Jump.

Colossus [600 CP] - This artificial brain is cutting edge technology. For its time. Comes with a warehouse attachment to house it but may be imported into a fitting location in the setting of each Jump. Will in future Jumps upgrade to reflect the tech-level of the jump, if it exceeds its current capabilities, though it will not downgrade.

'Test Materials' [600 CP] - Yes, somehow you got into possession of the corpse of a fully activated Battleship class super-soldier, and it's not a pretty sight. You can use it to test the strength of your own experimental activations or to build a door a Zephyr can interact with. Should the material be used up in destructive testing or another macabre project a new corpse will appear in your warehouse after a month.

Soldier

Fancy Uniform [100 CP] - A custom Uniform, tailor-made for your new stature. Depending on where you're from you might not be able to wear it in polite company after this Jump, but boy, does it look impressive. A replacement uniform will appear in your Warehouse if the one you're wearing is sufficiently damaged or destroyed. Conveniently all such uniforms seem to be oddly

durable and stain and dirt resistant, to the point you could get into anything short of a super-fight and still come out looking somewhat decent so long as it wasn't too excessive or messy.
AT Gun [100 CP] - It might be a PIAT, a Bazooka, or a Panzerfaust - as long as it is man portable and capable of potentially injuring a Tank Man. Replenishes ammunition between engagements and respawns in the warehouse if destroyed or lost. The munitions it fires are never duds, and purchase of this option comes with the training needed to use it accurately and swiftly.
Ablative Armor [200 CP] - A set of armor designed to shred in layers when exposed to the Halo-Effect. The strength of armor issued seems to offer decent protection against balanced Super-Soldiers of the same class, But may fail to protect against the stronger Halo-Effects of those that have undergone an activation favoring it, even if they nominally are the next lower class of Super-Soldier. Respawns in the Warehouse when destroyed or sufficiently damaged.
Motorbike [200 CP] - One of the earliest ways of deploying Tank Men, greatly enhancing their speed and tactical range. Comes built for your enhanced size and can materialise a sidecar at your convenience. It doesn't need fuel and is self maintaining and repairing. If completely destroyed you'll get a replacement a week later, and it's always seemingly nearby in an unobserved place when you need it.
Air-Transport [400 CP] - One of the main things limiting the effectiveness of even Battleship class Super Soldiers is their lacking mobility. You now have a solution to that problem - this bomber-plane will allow you to quickly deploy almost anywhere. It will automatically refuel and repair itself once safely on the ground and will take a month to respawn, if destroyed. It may at your choice be crewed by a group of generic airmen on a case-by-case basis. These airmen never have activation potential.
Elektroboot [400 CP] - A type XXI submarine, at your choice crewed by generic mariners on a case-by-case basis, that can be used to covertly reach even across distances like the Atlantic. One of the first vessels capable of operating entirely submerged. Generic crew never has activation potential. It will automatically refuel and repair itself once safely in harbor and will take three months to respawn, if destroyed.
Bomb Prototype [600 CP] - For a long time American research efforts were focused not on super-soldiers, like in other countries at the time, but rather nuclear weapons, and before they suffered a catastrophic setback owing to sabotage two such devices were completed. You now own a third. Replenishes at the start of each Jump.
Vergeltungswaffe 2 [600 CP] - The result of yet another project promising Hitler a Wunderwaffe to strike at his enemy, this ballistic missile can carry a payload of a metric ton for up to three hundred and twenty kilometers. Will replenish a week after use, or if destroyed or lost.

Companions:

Companions by default start out fully activated. They may take the Untapped or Premature options in the Activation Options segment for additional CP. They may take one drawback from

the list of Personal Drawbacks for additional CP. Persons from the setting will be recruited as they are, never receiving any CP.

Tank-Man [50 CP] - Import or create one companion with Tank Class Activation Potential. they get 600 CP to spend on Perks, Items and Activation Options. They may instead have No Activation Potential in exchange for the additional CP. Alternatively recruit one person with the corresponding activation potential from the setting.
Destroyer [100 CP] - Import or create one companion with Destroyer Class Activation Potential. They get 450 CP to spend on Perks , Items and Activation Options. Alternatively recruit one person with the corresponding activation potential from the setting.
Cruiser [150 CP] - Import or create one companion with Cruiser Class Activation Potential. They get 300 CP to spend on Perks, Items and Activation Options. Alternatively recruit one person with the corresponding activation potential from the setting.
Battleship [200 CP] - Import or create one companion with Battleship Class Activation Potential. Alternatively recruit one person with the corresponding activation potential from the setting.

Strike Force [300 CP] - Import as many existing companions as you want. They each get 300 CP to spend on Perks, Items and Activations, as well as Tank Class Activation Potential. Each companion imported this way may instead have No Activation Potential in exchange for the additional CP. For the duration of this Jump all companions imported this way occupy only a single companion slot.

Battleship Zero [100 CP] - More a pet than a proper companion, Battleship Zero is the first attempt at creating a battleship class super-soldier. The low quality catalyst used in its first activation led to severe deformations, and near total loss of its mental faculties. Whatever twisted form of full activation it has achieved make it near impervious to even the most powerful of observed Distortion Halos, but it can be battered into submission by a normal Battleship, and will be easily dispatched by a heavy battleship.

Scenarios:

Taking A Side
People with Activation Potential are a valuable resource and it is likely new recruits would be welcomed by any side with open arms - so long they fit the right demographic.
Requirements: At least one Tank Class Activation Potential or higher with the Untapped status among the Jumper and Companions.
Goal: Infiltrate, or be accepted into, an existing Super Soldier program operated by one of the factions in the setting in time to be able to undergo the full activation process and supplemental training before the jump ends.

Failure-State: No additional Failure-States.
Complications: Being a major investment to the faction that will activate you, you will be expected to fight for this faction. Refusing to do so will conclusively end any friendly relations you had and cause them to do everything within their power to neutralize you as a potential threat. The drawback 'Untermensch' might come into full effect when attempting this scenario.
Reward: After being accepted into the program you and your companions will be given activations chosen from the pool of activation sequences available to that faction at that time. Depending on your activation potential this process and supplemental training will take between one and three months. You are guaranteed not to be horribly mutated, or debilitated beyond what is inherent in the Activation process by this, which is more than others can say.
Penalty: None

The School of Andreevna
There are the rare cases of enhanced human that do not finish their activation sequence, be it because they are deemed defective or have killed the persons administering the catalyst. It is curious that those beings still sometimes reemerge activated to their full potential.
Requirements: Unstable status regarding Activations.
Goal: Survive to full activation.
Failure-State: Accepting Catalyst from outside sources after the scenario has been started.
Complications: It seems that only in delirium the ability to do what is needed is unlocked. Thrust into a situation conductive to such an unraveling of the mind there exist the dangers of dying to overexertion of one's Halo-Effect, to starvation, to the symptoms of catalyst withdrawal, such as clawing one's own guts out, and even after that there exists the risk turning into a being beyond the grotesque after producing and consuming impure catalyst.
Reward: At some point during your ordeal you will gain the ability to transmute matter using your Halo Effect, granting you the 'To See Things That Aren't There And Make It So' ability. This will allow you to produce the sustenance and Catalyst you will need to survive and finish your own activation process, though you are by far not limited to only that.
Penalty: The scenario is failed. Even if the requirements are still fulfilled it may not be re-attempted.

To Live With Flux
It has been stated that it is lucky that the methodology for creating abominations like Battleship Zero intentionally is unknown, for otherwise someone might attempt to recreate another monster like it. Given the opportunity, would you?
Requirements: Untapped or Unstable Status regarding Activations, Access to Woden's Blood (may be fulfilled with the Woden's Blood Item, setting up your own production with the knowledge gained in Jump, from the Dossier, or from translating the Codex, or by completing the Taking A Side scenario)
Goal: Receive at least eight units of Woden's Blood instead of catalyst granting regular activations.
Failure-State: No additional Failure-States.

Complications: In the process of being activated with Woden's Blood a recipient's body will twist and mutate into a form barely recognisable as human. Refer to the 'Abomination' property listed in the 'The Superhuman Condition' - section.
Reward: The constant shifting and twisting of your body under the mutating influence of the Woden's Blood grows familiar, and you learn to subconsciously counteract changes to your body on even an atomic scale, Granting you the 'Life In Flux' property.
Penalty: None.

Axis, Allies, Soviets … Jumper
No power block has at any one time had more than five fully activated battleships. Thats a number you, the Jumper and your companions could match, isn't it? With the power amassed in your retinue you might well be a fourth world power, and the world ought to know it!
Requirements: Upon entering the Jump establish a capital, broadcast your claim to power to the world.
Goal: Pacify the World by the time the Jump ends.
Failure-State: Your chosen capital is razed or occupied during your time in the jump.
Complications: Due to the fact that an army of Super-Soldiers just like those deployed by Nazi-Germany just declared themselves a nation the Allied forces will be hostile towards your nation. Due to the fact that you clearly either stole their research or deserted the Axis powers, those also will be hostile to your nation. Should you occupy part of a sovereign nation that nation and its allies will be intransigently hostile to you and will have to be defeated to fulfill the goal of this scenario.
Reward: Potential and Activation Options that cost CP are discounted to half cost. This reward is granted for attempting the Scenario.
Penalty: You fail your Chain and are sent home.

Drawbacks:

Personal Drawbacks: Drawbacks modifying personal behaviour or a personal situation. Each imported Companion may take one personal drawback for additional CP.

- **A True Patriot [200 CP] -** No matter the country you start allied to, you are a fervent supporter of their cause. You do not have to support all the philosophies espoused by its leaders, but you will go to great lengths to ensure your country's victory - or, if no other option remains, at least that it will lose the least. This drawback cannot be taken if the Scenario 'Axis, Allies, Soviets … Jumper' is attempted.
- **Child Soldier [300 CP] -** In wartime priorities change, and Project U has turned parts of the very population of a country into valuable resources. It does not matter how old a person is, after their activation they will be in their physical prime. Though you might not look it, if you have gone through the activation process, you only are 9+1d8 years old. This makes you less equipped to deal with the horrors of war and more easy to influence.

- **Cripple [300 CP] -** Maybe you have lost a limb to shrapnel, maybe you were born that way. Maybe there was an accident in your activation process. For the duration of the jump you have to deal with a missing limb and/or severe deformations, as well as constant pain.
- **Death Seeker [300 CP, 100 CP for Companions] -** You are a dead man walking. While you are not actively suicidal you definitely place less value in your prolonged survival than is good for your health.
- **Defeatist [200 CP] -** Deep down you know that there is no winning the war anymore and just want it to be over already. Being presented with unexpected strong indicators that it will drag on even further might drive you to drastic measures. Being too vocal about your views also will potentially put you in harms way.
- **Eccentric [200 CP] -** You have a problem with authorities. And apparently not enough of a brain-to-mouth filter to keep out of trouble. And you leave much to desire in terms of cooperating with those nominally in a position of power over you. If not for her powers Katyusha would have been assassinated for her disrespect and uncontrollable behaviour. Sadly you only have her attitude.
- **Megalomania [300 CP] -** You are a bit too preoccupied with your own ego to fully grasp the situation around you. That, or you are aware and don't care, sending whole armies to their deaths, should you be in the position to do so, for the sole sake of satisfying your ego.
- **Mindless [400 CP] -** Through brain injury or extreme reactions to the exposure to impure catalyst - your mind is reduced to base instincts and animal-like intelligence. You still can tell friend from foe, but have no capability for tactical or strategic thinking. Or even speech, for that matter.
- **Practical Thinker [100 CP] -** You do not manage a particularly convincing impression of a Human, as Battleship Sieglinde would put it. Your mind is completely focused on the practical side of things, making you incapable of recognising that telling a grieving wife that the casualties of the assault that killed her husband are much lower than officially stated is no consolation, or that telling someone how you plan to desecrate an asset's corpse to further the warmachine within that asset's earshot is in incredibly poor taste.
- **Shell-Shock [200 CP] -** You have, to put it simply, PTSD. While already problematic for a normal person this becomes much more of a problem if you are able to lash out with super-strength or a Halo-effect during an episode.
- **The Bitter Cup [100 CP] -** You care little about the politics behind the war, you care that the other (or your own) side has taken from you that which you treasure most. To you it isn't about winning, or even about preserving what's still there to be preserved. To you it's about hurting the other guy as much as you can.
- **The First Memory [200 CP] -** You have committed a terrible deed that now haunts you. No day goes by without you being reminded of it, first thing in the morning.
- **The Wargames [100 CP] -** War is glorious - especially for those watching from the sidelines, safe in the knowledge their life isn't on the line. You do not grasp the true horrors of war, instead subscribing to the romanticised portrayal of propaganda.

- **Untermensch [300 CP] -** You belong to an ethnicity or group that is looked down upon, or outright persecuted in the country you're in. You might be a Jew or Slav in german-occupied regions, chinese in Japan, indian in england, or - to employ the language of the time - a negro in the US. This means that not only will you face prejudice, you also will not be able to turn to the super-soldier programs of your country to help realize your full potential, as you would be prevented from reaching your full potential at best and experimented on and then killed at worst.

World State Drawbacks: Drawbacks modifying the Jump as a whole. May only be taken by the Jumper themselves.

- **'A Greater Germany Than You.' [200 CP] -** Maybe the runner bringing the news of Sankt's arrival was just a bit slower, maybe Battleship Siegmund was dispatched towards the Führerbunker instead of Siegfried, leading to Hitler dying instead of Sankt, the fact is Hitler is dead and cooler heads will prevail when guiding Germany's fate in the coming conflicts.
- **Fortress Yamato [200 CP] -** The Japanese gambit of beaching the battleship Yamato to make it an unsinkable fortress has payed off, greatly improving their situation on Okinawa, the Yamato keeping ships at bay, and the freshly landed Miyoko being without counter, now even during the day.
- **Like on the Covers [0 CP] -** The Distortion Halo and its accompanying effects now come in all manner of colors instead of predominantly blue. When activated choose a color your Halo usually has.
- **One Kind Of Superhuman [400 CP] -** All of your and your companions' out of jump powers, Perks and Items, as well as access to your Warehouse are locked for the duration of the Jump.
- **Super-Soldiers For Everyone [200 CP] -** Project U isn't a result of German ingenuity. Rather it is inherited technology. Whatever precursor civilisation was technologically advanced enough to create technology as complex as Woden's Blood, they surely had global reach. As such every major faction, and some others beside, have their own Super-Soldier program in various states of development. Expect not only a quicker escalation of violence in Europe, but also new centers of conflict as colonies will try for independence and enhanced warlords will try to stake their claim.
- **To Make Sure Everyone Loses [400 CP] -** To not win, after all the sacrifices made, is madness. That is a sentiment all sides can agree on. Nothing short of the destruction of all their enemies will satisfy any of the factions, there can be no talk of peace. World War two will not end with Germany's defeat, the Cold War will not start cold. Take care to be the one left among the rubble in the end.
- **Villain Dark Matter [200 CP] -** British intelligence was unaware of the Geltmensch Über until one was caught. This in turn has to mean that the Spy that brought the Über technology to the Allies was unaware of the specifics regarding at least one branch of Project U. That branch now has its own production plant for Woden's Blood, lessening the impact of the sabotage attempt by aforementioned spy drastically, preventing the Axis from ever truly suffering a supply shortage of catalyst.

- **We Hardly Knew Ye, Freya Bergen [200 CP] -** The british spy that has managed to insert herself into the german Über Project has met an untimely end - before she was able to deliver the Über Technology into Allied hands. This drawback cannot be taken if the Scenario 'Axis, Allies, Soviets … Jumper' is attempted. It yields no CP if Super-Soldiers For Everyone was taken.
- **Weird War 2 [0 CP] -** Project U is not the only piece of weird science anymore. There exist numerous other super soldier programs, dipping into anything from crude cybernetics to the occult, biological warfare including things like zombie plagues or the production of dinosaur-like combat organisms, and so on. None of these projects may surpass Project U in overall usefulness, and, regardless of how whacky the idea reads on paper, each such project is guaranteed to make things even more miserable for everyone around.

Final Choices

The war is at a close. Finally.
Or were you already in the process of rebuilding? It doesn't matter, your time in this Jump draws to a close, and as always you are faced with the decision on how to proceed.

- **Return:** Seeing the city you lived in, or cities you always wanted to visit some day, burn in Halo-induced fire has its way of reminding one of the things left behind.
- **Remain:** There are still things to do here. Battles to fight, or negotiations to conclude. Maybe you're needed to prevent the world from slipping in to a catalyst fueled cold war.
- **Move On:** If there is one thing to be learned from a harsh world like this, then it is that you only stop moving once you're dead.

No matter your choice your Super-Soldier form will become an Alt-Form. Your human base form cannot be enhanced again, but is immune to the toxic effect of the catalyst. You can choose to have contact with the catalyst trigger an immediate transformation into your Super-Soldier form on a case-by case basis.

Notes:

General:

- If you have constructive criticism or Ideas you think might fit this document consider dropping by the Google-Doc and leaving a comment.Setting:

Setting:

- **Activation Potential:** Activation Potential is tied to genetic markers present in normal humans. Seeing this humans from future Jumps will exhibit activation potential at roughly the same rate as they do in this Jump - going by the statistics gained from Project U this would mean roughly 1 in 5000 people is sensitive, and less than 1 in 200 sensitives can be a Battleship. There were three battleships and 300 soldiers in Sankt's army at the start of the comic. It was also stated Sankt tested everyone he could, meaning that statistically there have to be at least around 300 potential Panzermadel (female Tank Men), making the ratio of tank-men to battleships 1:200. This is ignoring V1 Panzermensch that weren't added to the Force, which would shift the figures toward Battleships being even rarer.
- **Tank Class Potential:** The early books claim a normal Tank Man could take three activations, while later issues (since the introduction of double stacking) seem to go with only two. I've chosen to go with the higher number. The spreads below thus contain some fanwanking on my part already. If you disagree feel free to come up with a different solution.
    - **V1 Tank Men** are activated with a 1:1 spread and stabilised prematurely, as enabled by the Premature option. The only meaningful feats displayed by someone that explicitly was a V1 Tank Man were being able to drink large amounts of beer and recovering from the resulting light inebriation within minutes, and dying to a panzerfaust to the lower back. It has been stated the V1 Tank Men exhaust more quickly than the V2s.
    - **V2 Tank Men** have received another 'Half activation' each, making them 1.5/1.5 for their full three activations. Generally all Tank Men shown in the comic are assumed (by me) to be V2's. A V2 has been shown to survive a indirect hit from a tank unscathed, though they still are stated to be vulnerable to direct hits with anti-tank weaponry. They can swim for up to ten miles, and run fast enough to leave trails of dust and tear through a human on impact. Furthermore they can bend the main cannon of a tank with little effort and melt large parts of the turret with a brief application of their Distortion Halo. Even ship hulls don't withstand their Halo effect. A partially activated Tank Man was able to lift a Car overhead, if only briefly. Around a hundred Tank Men were able to injure an exhausted Battleship, taking an arm at the cost of almost the entire force, but were unable to prevent it from disengaging.
    - **Blitzmenschen** are activated with a 0.5/2.5 spread, seeing as they are stated to be physically enhanced, if only slightly. Their Distortion Halos can be projected from miles away and are quite a lot bigger than those of tank men, potentially engulfing small buildings.

    - **Heavy Tank Men** are activated with three Physical Activations. They easily are able to tear through normal V2 Tank Men, being both significantly stronger and faster than them. They essentially are to normal Tank Men as Tank Men are to normal humans, physically. One Quirk to look out for is that their knees are relatively weak, compared to the rest of their bodies, making it a target if one aims to quickly disable them.
    - **Geltmensch:** While their main utility lies in their perception filter Geltmenschen also have access to the Distortion Halo, though it has been stated to be weaker than a Tank Man's. It mostly seems this difference only is relevant when in direct conflict with other Übers, as they have been shown to destroy even metal with similar ease, but also easily being subdued by a Tank Man sealing their eyes and failing to kill a surprised Tank Man.
    - **Zephyr:** With an inrun Zephyr have been shown to be able to use their speed combined with diamond-edged knives to cause minimal damage to even battleships. Over the time their Ability lasts when activated they are able to slowly carve a meaningful injury into battleship skin. Working in groups they then can keep open those wounds until the battleship has bled out, though the Zephyrs involved in that occurrence were either killed by defensive use of the target's Distortion Halo, or died from exhaustion after finishing their mission.
- **Destroyer Class Potential:**
    - **3/3:** One such destroyer was able to affect the cooperating HMH Churchill with his Distortion Halo, trimming back the bone spurs growing within her knees.
    - **5/1:** Heavy Destroyers activated this way can lob a tank several hundred meters, strength-wise, and are incredibly fast, capable of covering hundreds of meters, while performing a search and rescue operation within minutes. Presumably even a Destroyer with this spread cannot weather a ground impact at terminal velocity without injury, as HMH Dunkirk resorted to using a Parachute when jumping from a plane with HMH Churchill though it is unclear if there was an attempt to confirm this beforehand.
- **Cruiser Class Potential:**
    - **6/6:** The Cruiser USS Dixie has displayed the unenviable property of being able to survive losing half his head and having his torso mangled by a Distortion Halo. I assume he also already possesses the capability to survive without oxygen, which however only has explicitly confirmed for HMH Churchill. USS Arlington has commented he would be able to put holes in a tank with thrown objects.
    - **4/8:** Gunther and Gutrune, the german Cruisers masquerading as Siegmund and Sieglinde during the Burn of Europe were activated with this spread. Their main claim to fame is that they were able to battle HMH Churchill two on one, keeping out of her reach and disabling her by cutting a tendon in her knee over the course of half an hour, leading it to self-destruct, after it was deliberately weakened before the battle to allow Churchill added mobility. In their second encounter Gunther lost his arms and lower body but survived, while Gutrune was killed.
- **Battleship Class Potential:**

- **9/9:** The two African American Battleships Vernon and Freddie Rivers have been activated as ‘Heavy Cruisers’ USS Bluestone and USS Bravo. They presently have only few showings, creating a runway, cutting through the rubble of a destroyed city and defeating an injured battleship while working in concert.
- **12/12:** Defensively several battleships have survived impacts at terminal velocity, crashing with planes. USS Colossus has stated he is developing a resistance to morphine and attested to being dosed with enough of it to kill an elephant.Sieglinde withstood a barrage of naval guns without injury, On the extreme end of the spectrum HMH Colossus, not even fully activated, survived being having his torso and head ripped apart and transfigured by a Distortion Halo and had to be euthanized with an industrial drill, while Siegmund survived, despite being reduced to little more than a charred corpse, a point blank explosion of the Little Boy nuclear bomb. Siegfried was shown to use his Distortion Halo to create a beam with a wide area of effect, annihilating almost half of the nearly a million soviet prisoners of war after the battle of Berlin in a short time, later repeating the feat targeting tanks. Sieglinde has proven capable to create a fifteen story building using her Halo, and even secondary effects of a Halo of this level offensively can cause significant destruction, throwing parts of buildings for significant fractions of a mile. Yamato was able to carve an artificial river with continuous use of his Halo.
- **HMH Churchill:** Prematurely stabilised by Stephanie at a **22/0** spread to avoid risking her being destroyed by the purely physical activation she was to receive. At a point before her activation made her too immobile she was stated to be able to run in excess of 200 miles per hour. At her stabilised level she was able to throw a tank a distance of twenty miles. Defensively she can withstand the Distortion Halo of a balanced Battleship well enough to be considered mostly impervious, and even Katyusha required some time to heal her knee.
- **Katyusha:** Katyusha’s actual spread is unknown but heavily biased in favor of Halo activations. Statements she is no tougher than a regular tank man physically suggest a **1/23** or **2/22** spread. Her Distortion Halo can engulf entire city blocks, easily overpowers any other known Halo, and despite her supposedly low durability she has survived a hit that has sent her flying for several minutes, and the following fall into liquid at terminal velocity and was able to withstand an assassination attempt from several higher level Übers using their Distortion Halos.
    - Special Note: Until clarified by the source material this document will assume that Katyusha is a Battleship instead of extrapolating from her blood test reacting in a more volatile manner for reasons unknown.
- **Zero:** Just as with Katyusha, Zero’s actual spread is unknown, but is seems it is favoring physical activations somewhat. Aside from its anomalous resistance to Halo effects its main feats are punching through steel inches thick with ease, causing the person behind to be thrown and stay airborne for several minutes. It

was stated to be more nimble than HMH Churchill, but unable to utilize this due to its limited mental faculties, leading to its death at her hands.

- '**Production times**' of Super-Soldiers: A normal Tank-Man has been established to require a month for a full activation and additional training. A battleship has been stated to require as much as three.
- As of yet unincluded/theorised powers:
    - Reference has been made to flying super soldiers which might be foreshadowing. Feel free to fanwank if the Codex contains an Activation granting such a power. Do take into account the drawbacks shown with other Special Activations, and Übers in general when determining its overall power and utility however.

Jump:

- Activation Potential: If you choose to alter your potential treat your current level of activation as being stabilised with a finishing touch. Should you for some reason decide to lower your potential your current level of activation will be lowered accordingly.
- Complications: Seeing as HMH Churchill seems to be getting better over the course of the comic the 'Cripple' drawback gained from this property will vanish at the end of the Jump, leaving your form with only the reduced drawbacks. Fanwank what complications might result from a pure Halo Activation, or if there are any.
- Enhanced Metabolism: After the end of the Jump the Jumper will no longer be required to exclusively consume nutrient paste for sustenance. Seeing as the resistance to chemicals of all kinds can be seen as an advantage it will be retained.
- Drop Weapons, Head South: You still may be offered the chance to surrender, should you have chosen to fight the first time. The Perk does not prevent enemies from offering that chance anyways, it just won't compel them to do it more than once.
- Deep Cover: Using this perk to treat another origin as a drop in option only alters what memories the Jumper gets. In any rules-related context the Jumper fully counts as the origin actually bought. This perk grants no discounts on anything an actual 'Drop-In' origin form that Jump would get.
- 'Genius Strategist': To put things in numbers: Up to a chance of success of one-in-three this perk will double your chances of success, above that it will halve the risk of failure. Attempting a strategy with a 1% chance of success will have you only succeed with a likelihood of 2%.
- City State: Attempting the 'Axis Allies Soviets ... Jumper' scenario using this city as your capital does not incur you the additional penalty gained by starting the scenario by occupying part of another nation.
- Scenarios: as long as the requirements are fulfilled all scenarios may be attempted.