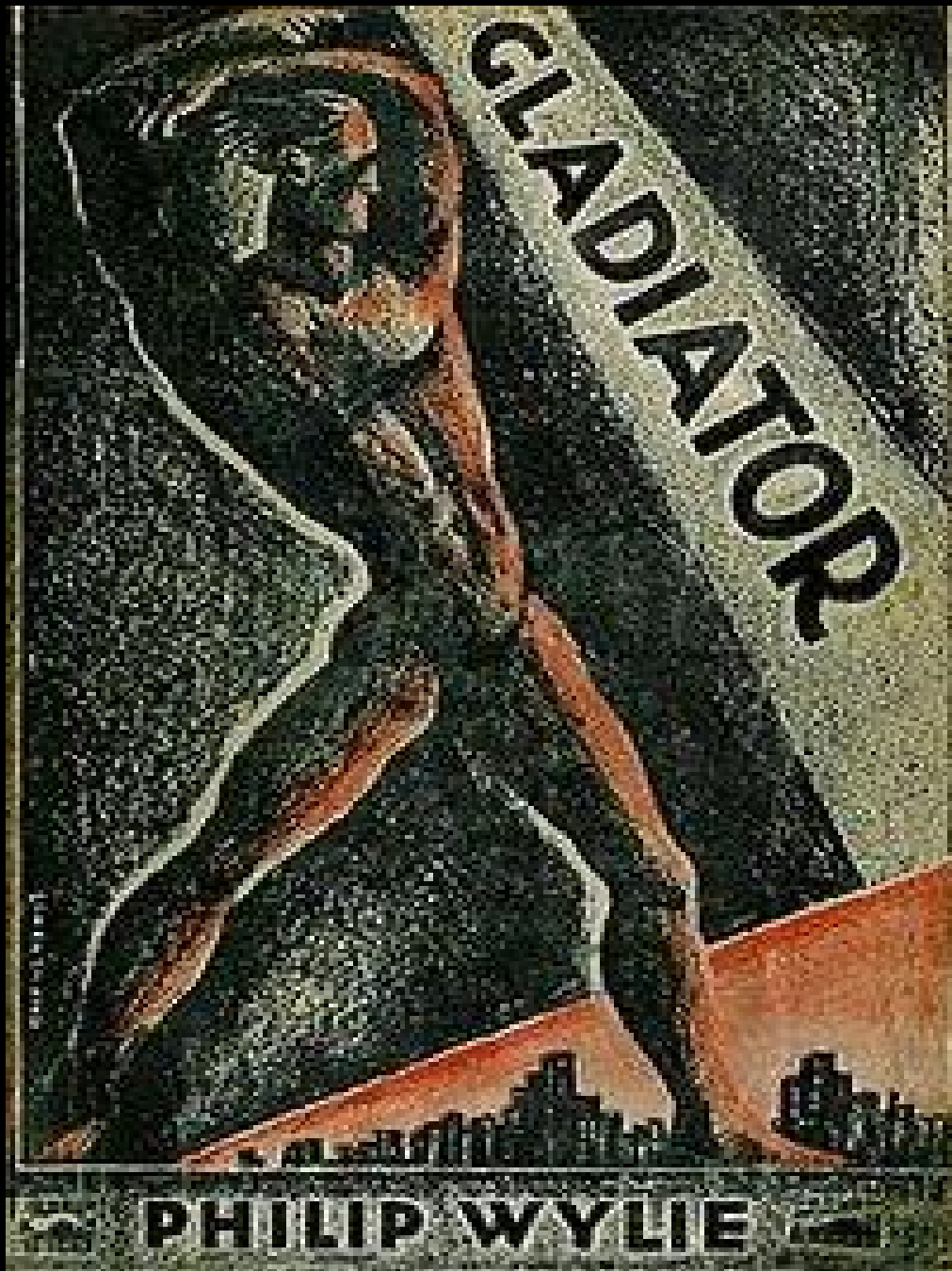




Book by Phillip Wylie, Jump by Aehriman

A few years short of the dawning of the new century, Dr. Abenego Danner makes an astonishing discovery, isolating the alkaline free radicals that are the secrets to insectile strength, he develops a serum to give that same might to any other animal, provided the serum is administered *in vitro*, that is. After an experiment with a litter of kittens he had to put down, he gives the serum to his unborn son, despite the objections of his highly religious wife.

Hugo Danner was born with such strength his crib had to be made from the heaviest steel bars, trained before he could speak with the importance of restraint, and secrecy. The secret he carries will forever set him apart from other men, impossibly lonely, adrift in a world that seems just a little too advanced for him to make a real difference. Will you aid him, or journey on your own? It's a rather big world, after all. Have **1,000 century points (cp)** to get you started.

TIME

You can start in 1896 before Hugo is born, or at any point between then and the outbreak of the Great War.

AGE, RACE, SEX, ETC.

Dawn of the 20th Century, these things matter quite a lot.

You can change any of these things about yourself if they would inconvenience you, or not if you choose.

PERKS

Assume each is 100 cp unless otherwise specified.

Sign of the Times (free) You are immune to all common diseases and fully fluent in the five most common languages. This updates in future Jumps.

Basic - The Great War is just around the corner, if you want to have already finished training, maybe even start as an officer, this is your chance. In the future, you can start as a low-to-mid ranking officer in your choice of militaries, your training updated to match local realities and capabilities.

Casanova - Okay, the book doesn't exactly live up to the 'lusty life of an uninhibited superman' promised on some versions of the cover, but Hugo does, in fact, get around a bit. You're charming and attractive and have little trouble drawing a one-night stand, or laying the foundation for a real and lasting relationship.

Fast Friends - Not all relationships are, or should be, romantic. You are charismatic and outgoing, finding it really easy to bond with people. You also tend to meet people at the perfect time, someone cheerful when you need a pick-me-up, someone with a problem you can trivially solve to cement a friendship.

Grounded - No matter how powerful or eldritch you may become, you will never lose sight of what it means to be human, how people think or live. You will always be able to understand, relate to, and befriend people.

Hedonist - Nobody knows how to savor a cigarette, a hot meal, a drink or a weekend pass like a veteran of the trenches who expects each day to be his last. All the joys in life, a sunset and a flower as much as debauchery, pleases you so much more and never gets old.

Honest - As long as you tell the truth as you understand it, people will believe you, no matter how far-fetched it all sounds.

Legend - Your reputation spreads far and wide, possibly under an alias.

PhD - Pick anything from the course catalog, you now have a PhD in that topic with the accompanying knowledge. We'll even be generous and say your knowledge is current to 2026 and not 1896.

Pilot - You can fly a plane! Not a ton of people can in this time period, so it's a valuable skillset for catching the barnstorming era.

Restraint - You are perfectly in control of yourself and your powers. No worries about tearing someone's arm off because you grabbed it a little firmly.

Sailor - You know your port from your starboard, how to navigate by the sun and stars and keep a ship together through the fiercest of storms.

Scientist - Pick a field, such as chemistry or biology. You are a genius who can advance this science fifty years or more by yourself, coming up with innovations like the Danner serum.

Self-Sufficient - According to the book, the ultimate difference between a boy and a man. You can handle yourself in a crisis like a flat tire, dropped in any city in the world you can go out and find a job. You also don't suffer from loneliness or isolation, you could live in the wilderness for years if you wanted. You can cook, clean, sew and maintain a house.

Shoulda Seen That Coming - You understand the genre and tropes of the kind of Jump you're in, and have the common sense to understand what comes next from any action.

Silent Giant - You wouldn't think someone could sneak up on a group of men while lugging a huge heavy weight, but you can.

Tall Poppy - it is the nature of humanity that greatness inspires envy, but it need not be the case. Other people are inspired by your successes and feats, not moved to fear or jealousy.

Thrift - Unlike Abenego Danner, you're actually good with money, being able to tell a sound investment from a scam or wishful thinking, knowing to keep some money safe and so on. Your business ventures flourish as you make the boring, practical calls.

Unbreakable - You have an iron will that cannot be beat. Not by all the horrors of the trenches, not by torture, not by disappointment or heartbreak. When you lose everything, you pick yourself up and start over. You also find it really easy to motivate yourself.

Worthy Deeds - A good person isn't good because they expect a reward, but wouldn't it be nice to get one every now and then? Is that truly so much to ask? With this, your kind and helpful acts will all be repaid appropriately. Not always immediately, but that's alright, they accumulate interest.

The Work Continues (-200 cp) When you lend your strength to an endeavor, things go surprisingly well, as if your efforts had an outsized impact. Scaring off three or four corrupt

politicians could clean up political corruption for a generation, busting a few drug dealers can keep the city clean. When you fix problems they tend to stay fixed for a good long time.

Superman (-600 cp) You were a recipient of Abenego Danner's formula, which isolated the alkaline free radicals used in insect muscles. You are stronger than a hundred men, able to leap moderate-sized buildings in a single bound. You can run at about 120 kph while carrying a ton. You can also hold your breath five times longer than other men. Be aware that heavy artillery can still wound you where bullets cannot, and gas and electricity remain threats.

FRIENDS

All free. Who can put a price on friendship?

Old Friends - import any Companions from previous Jumps with 800 cp of their own to spend. Companions cannot get more points with drawbacks.

And New! - If you can explain the Chain to anyone here and convince them to come along with you on your further adventure... why not? The more the merrier.

ITEMS

As before, assume all are 100 cp unless specified.

Armory - Enough rifles, handguns and grenades to equip a company of men.

Car - A device that will become a lot more common in coming years. Yours never needs fuel or maintenance, self-repairs and will update to match the state of the art in future settings.

Home - Everyone should have one. A house with all the amenities, full title, no need to worry about taxes or utility bills.

Money - A million dollars, or in 2020s money about nineteen million. This fund replenishes each year, and in future Jumps you get an equivalent income in local currency.

Rolodex - Contact information for major industrialists, politicians, crime bosses, actors, anybody who is anybody has an address and telephone number listed here.

Typewriter - A device for getting your thoughts down on paper. You never make errors, stumble over your phrasing or suffer writer's block while using this machine.

Danner Formula (-400 cp) The complete notes to recreate the formula Abenego Danner discovered. This will grant the strength of a hundred men, the ability to leap over forty times one's height, and bulletproof skin to any living being... but you can't use it on yourself unless

you get really creative, it must be applied in the womb. Still, maybe further research can eventually get around that limitation.

DRAWBACKS

Supplement Mode (+0 cp) You can supplement this Jump to any other, or visit any setting with it. Preferably a period or pulp adventure, but Management makes no hard limits here.

Absent-Minded (+100 cp) You tend to get lost in your thoughts, which can be a problem if you're pretending not to be super-strong.

Stay A While (+100 cp) Spend another decade here. This can be taken up to six times.

Wild (+100 cp) You're very emotional and struggle to contain it. When you get mad, you scream. When you're sad you wail and beat your chest like the myths of old.

Bosses (+200 cp) It seems everyone in a position of authority over you will be a fool, a vicious sadist, or both.

Impoverished (+200 cp) Get locked out of your Warehouse and lose access to all your Items from previous Jumps for the duration.

Powerless (+200 cp) Lose all perks and powers from previous Jumps. Keep mundane skills and knowledge.

Weekly Tyranny (+200 cp) Once a week, you must attend or hold a religious service. You don't particularly have to pay attention, but you do have to sit through it. You may also not engage in strenuous labor on the Sabbath.

END

Notes:

Hugo Danner was born a few years before the 20th Century, in Indian Creek, Colorado.

Most of his childhood is spent teaching him the importance of self control. For this he is bullied and only finds freedom in the woods, where he can run and jump and smash as he wishes. He builds a fort out of great boulders and one day has a confrontation with professors from his father's college who believe they have found standing stones from some undiscovered Native tribe, he smashes the whole fort down, then threatens them into secrecy.

Danner goes to college in Webster, New York, on a football scholarship. He runs through most of his college fund in the first year, and his dad loses the rest in speculation. To sustain

himself, Hugo starts a strongman routine on Coney Island and has a whirlwind summer romance with a young woman, Charlotte. After a time he grows bored of football, sort of? He realizes there's no real challenge, and that his successes come at the expense of others. He consults with his coach, Woody, who learned his secret and takes a game off until the team is badly losing. After getting decked by his own captain for attempting a run, he accidentally kills a man. Though he is held blameless, he flees the college.

For a year, Hugo works odd jobs, farm work, driving a truck, and finally settling on pearl diving on a ship, the *Katarina*. The ship is stopped in Marseilles by the outbreak of WWI. Hugo is quickly whipped into a war fever by propaganda and a sense of destiny, a higher purpose deserving of his power. He enlists in the Foreign Legion with his new friend, Thomas Shayne, whom he meets in Marseilles. They deploy together near the town of Barsine, where Hugo storms a trench in a dramatic manner, then spoils a night attack. They are pressed hard for five days, but Hugo dashes thirty clicks and back for a ton of supplies. He attributes his great strength to being from Colorado.

Later when his CO boasts of him, Hugo demonstrates his strength and speed by fetching them first a 75mm cannon, then a German officer. He spends the spring of that year smashing artillery placements and the legend of *le Colorado* spreads up and down the front. He loses Shayne in an artillery barrage and kills thousands of the enemy until he collapses from exhaustion, teaching him that he can replace thousands of men, but thousands of men will not turn around the whole war. When America gets involved, he is transferred, losing his commission and largely failing to save his new unit from the inexperienced arrogance of their commanders.

In the press of war, most exhibitions of his strength are discredited or disbelieved. Some men believe him to have a kind of freak strength, but don't really connect that to him being bulletproof or capable of killing thousands with his bare hands. Hugo contemplates stealing a plane for a kamikaze mission on Berlin, he gets as far as requisitioning one, but peace breaks out before he can go through with it.

After the war, Hugo finds that Shayne's father has made some investments in his name and accrued a cool million, blood money he doesn't want when he learns it was all from munitions sales. Shayne's father urges him to a life of hedonism, but Hugo has the money transferred to his father and gets a job at a steel mill. He lasts a few months before forgetting himself, working so hard three men are fired or disabled, and the boss fires him. After four months of working odd jobs, difficult with the sheer number of hands from the war, Hugo swallows his pride and asks Shayne's father for a job at the Down Town Bank. That lasts almost six months, until the end of April, a man becomes locked in the smaller (not ventilated) bank vault. Hugo sends all others out before wrenching the door open.

For this, he is arrested as a potential safecracker, a corrupt police captain, McLaren, is ordered by the bank president to torture Hugo until he reveals how he busted open the vault. Hugo

endures deprivation reasonably well, is unbothered by blows or splinters under the fingernails, is mildly troubled by castor oil, but when they break out a branding iron he decides he's had enough. He subdues six men, smashes through a brick wall and has McLaren drive him off into the night.

Later he falls in with some rich, spendthrift cattle ranchers, the Canes. He has a brief tryst with the wife, which ends after he saves her from a bull, casually killing it with his strength. Shortly after, he receives word that his father is dying. He claims to his dying father that he single handedly ended the war, and claims that he will continue the work in Washington, rooting out corruption. Then he tries to do just that.

Danner is firmly for disarmament, and as a lobbyist successfully intimidates one congressman whom he perceives as the very source of all corruption and a lynchpin of the steel industry and their push to keep producing munitions, only to see another and another take their places. Some time after, a policeman is shot busting up a union meeting, and two Russian immigrants are swept up pretty much randomly as the culprits. Danner becomes very briefly very involved with a group that are probably communists, even offering to jailbreak the men single handedly, only to quit when he sees how grasping and calculating the group is.

Fed up with the corruption and his inability to make any headway against it, Danner pulls back from public life. He wants to get away from cities, from society, but also be able to interact with people. Finally, he settles on Dr. Dan Hardin's expedition to the Yucatan, to find the lost sacred Mayan city of Uctotol. Dr. Hardin learns Danner's secret when the latter saves him from a collapsing four ton stone cap. Hardin theorizes that the people they're investigating may have discovered the formula long ago, there are references to their slaves having immense strength and suggests if they find it, maybe Danner's problem is being alone. He could start over, a race of titans here in the jungle.

Danner has a run in a thunderstorm to think it over, which ends with him standing atop a mountain screaming curses at God, getting struck by lightning, and dying.