



Speeding Bullet #1

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*Speeding Bullet:
The Birth of Bulletman*

#1 of 4: Modern Gods
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James Barr soared above the clouds. The expression on his face was one of pure joy as he felt the wind buffeting his skin. He swooped and he looped and he spun dizzily as he felt the freedom only three dimensions of movement can offer. White clouds skated past him as he dropped back down to see the city spires spread out below and then swooped back up through the icy wet cloud cover. He felt the energies flowing around him, over him and past him as he continued his joyous soaring. The conical metal helmet on his head caused a tingling in his scalp from the concentration of power, but he didn't mind. It energized him in ways he'd never imagined. He felt strong for the first time in his life, and felt freer than he ever had before. More than that, equations and theorems raced through his mind at incredible rates, as the energy connected paths in his brain that had never existed before. He felt like he could reach out and touch the very spirit of God as he thought about existence and the equations that made it up. This was more than he ever dreamed of, and he soared upwards, higher and higher. It was only when his breathing grew difficult, and he shivered that he noticed that he was near the edge of space.

He stopped propelling himself upwards, and let himself gently free-fall back to the planet, catching waves of energy to slow and control his descent from time to time. In due course, he spotted the city below him again and pulled his hands out in front of him, then darted for his home. The speed was incredible, and he felt like his grin would never leave his face. He'd found the orichalcum that built his helmet, and then found that he had access to power unknown in this modern age. Now it was time for step two. He needed to develop an identity, a costume and a name and a persona, because no way he could just act as plain old James Barr. His wife was too public and too involved in the law to not disguise

his activities, and protect her. And more than that, his wife would wring his neck. He swooped through his second floor window at tremendous speed and struggled to stop himself before hitting the far wall. His hands smacked up against the heavy plaster surface and he stumbled back. He looked back up from where he had fallen onto his backside and breathed a sigh of relief when he found no damage, to the wall or himself. He undid the strap to his helmet and went to pull it off, only to hesitate. He didn't want to lose contact with this feeling of power and ability. It was only when a cold chill ran down his spine brought on by one particular wave of energy that he did, and quickly. He tossed the helmet to the bed and stepped back. His eyes nervously scanned the room, but it was normal. Nothing out of the ordinary in the room. Not yet.

But he felt it. He knew it. His helmet brought him into contact with old, potent energies that laced the planet, and it fed more than just him. It fed other powers, great and small, ancient and modern. He slowly picked up the helmet and headed back into the basement lab. He needed to be prepared, he knew that, now more than ever.

The miserable looking transient stopped in front of the main window for the Big Circuit electronics store. He stared at the pictures flickering across the wide-screen plasma televisions, dozens of reflections of anchorman Darryl Bricker. In a serious and deep voice he intoned the stories of the day, and the current story was the upcoming execution of the notorious Anna Obermyer, the woman who had murdered her two children and then had attempted to blame it on an unknown home invader. The ragged looking man leaned his dirty hand against the glass, and strained to hear Bricker's recitation of the facts of the case. How she had stabbed the two children a dozen times total in their chests and stomachs. How she had positioned them in their living room and then tried to make it look as if the place had been ransacked. How her husband had been walking the dog to return to her blood-stained and hysterical form.

But nothing could keep the jury from sending Anna to prison, to the gas chamber. Her lawyer had struggled mightily to win on an insanity plea. They were a good Christian family, the homeless man thought as he stared at the screens. He shook his head violently when Bricker

mentioned that lawyer Wilson Cassel was unable to prove insanity, and the man thumped a shaky fist on the glass when it was told how no evidence could be uncovered of the alleged home invader.

Bricker wrapped the report up by discussing the protests and rallies of anti-death penalty advocates as Anna Obermyer faced her last days on Earth. Her appeals were gone, and there appeared to be no clemency coming from the governor.

"We can only hope that her execution will bring a close to this ugly chapter, and help the family to heal and move on, Brianne," Darryl said as he turned to his co-anchor, who nodded in agreement. The hand tightened, turning white despite the grime on his skin, and the glass shattered as he landed the punch towards the anchor's smug face. A howl, and the crash of glass, drew the floor manager running out of the front door.

"Hey you!" he cried. "What did you do that for? You homeless bastard!" The manager reached out to grab the man's collar. "I'm calling the cops on your ass!"

The bum slowly lifted his dull gray eyes up to meet the manager's fury, and a vicious swipe of his bloodied hand pushed off the grip on his clothing. He shoved the manager hard, and screamed, "My wife didn't do it! And God will come to our aid and prove it!" And then he turned and ran into down the streets, and lost himself in the alleys that were his only home.

Detective Vincent Farley sat at his desk and sipped from his coffee. He was rugged looking, with a weathered face and mop of curly brown hair. Stubble thickly adorned a cleft chin, and he rubbed it as he stared into the folder on his desk. He reached over and jabbed off the radio on his desk.

"Something wrong, Vin?" asked Carl Doherty, his partner. Lean and tall like a pole, he was also quite bald, and had striking blue eyes. He was well-dressed and well-kept and it was easy to see why the ladies would

fall for him quickly. He was currently tapping away at his keyboard, but glanced up at Vincent.

"Yeah, something's wrong," Vincent shot back with irritation. He rubbed his eyes and then swallowed more of his black coffee. "Bad enough I couldn't crack this case, bad enough I'm getting daily reminders that this poor dame's going to die because of it, but the last thing I need is some school kid coming over the radio reminding me!" He slumped back into his chair and flipped a page in the well-worn pile of papers and photos that was the Obermyer folder. "Billy Batson... doesn't he have to go to school? Aren't there laws?"

Carl chuckled and shook his head, then reached for the ringing phone. "Detective Doherty, homicide," came the smooth, soft voice. "Yeah. Yeah." His voice shifted, grew more professional, his eyes darting to Vincent with concern. "Just a minute."

He hit a button on the phone and looked at his partner. "Some guy on the phone says he needs to talk to Detective Farley, with information on the Obermyer case."

Vincent sighed and leaned forward, picking up his phone and switching the connection. "Farley here, and this better not be some crank call."

"Be silent, Guardian of the Law of Cities," came a soft, sibilant voice full of menace. "I come to tell you now that there will come death tonight. Ten on two shall be the time of Our Lord, and this shall herald the Serum of True Life and the awakening of my god. So speaks the Murder Prophet." Then the line went dead, and Vincent stared at the receiver like it was something grotesque and alien.

"Geez, Vin," Carl said frowning. "What was that about?"

"This guy's gonna whack someone at ten to two," Vincent replied as he gently replaced the receiver and then looked to his friend and partner. "Had nothing to do with the Obermyer case. What a nut job too." He looked at the notebook which jotted the information he had been given. "Ten on two, our lord, serum of true life? This is just crazy."

Carl stood up and walked around to glance at the notes over Vincent's

shoulder. "Heh. Guess you're rattled. Ten *on* two? Don't you mean ten *of* two?" He slapped Vincent's back.

"Yeah, no... wait," Vincent leaned back and thought a moment. "Nah, that's what he said. Ten on two." He flipped open the folder once more and pulled out the crime scene photos. "Ten on two. He wasn't talking shit, Carl. He knew about how the kids were killed. Media was never given the number of stabbings for each kid. Geez!" He leaned back into his chair again, then looked up at Carl with a paler face than before. "He's gonna kill two more. Like this probably. Today."

"Damn."

"That's my final recommendation, yes," Susan Kent Barr said as she sat across the dinner table from her husband. She was on her cell phone, and her brown eyes flashed over to Jim apologetically. "Okay. Yes, sir. Have a good night then." She folded up the phone and slipped it away from sight.

"Everything okay at work?" Jim asked his wife as he ate his dinner and smiled at her.

"Just this Obermyer mess," Susan replied. "Protest groups running around all over the state, and then people continuing to call or traipse through the office wanting to talk about clemency. It's tiring."

"I heard you're against the idea," Jim said as he sipped from some wine.

"Yeah," she answered with a heavy sigh. Her normally lustrous features were dampened by a mantle of exhaustion. "I mean, if she were crazy all along, maybe. I'm not bloodthirsty, Jim. You know that. I want to see people get to where they should go. But she might have let her cheese slip from the cracker in the last couple of years on death row, but let's face it... she was fine before and all the experts say during, the murder. So I see no reason to keep her from the chamber."

Jim said nothing more about that. He was against the death penalty, and his wife knew it, and they had agreed it was a point of contention that

didn't need to be brought up anymore. He merely nodded and said, "I can see where you're coming from. Well, tonight, we'll leave the house shut off, I'll pour you a nice hot bubble bath and we'll see about those awful knots in your back. How's that, dear?" He gave her a long lingering smile, the warmest look in his blue eyes and lifted up his wine glass to her.

"Sounds decadently wonderful, dear. Thanks." She sipped her own wine and felt glad to be safely home. Until the phone rang again. She looked at Jim and shrugged. "Have to take it," She said as she glanced in the small screen. "It's work."

Jim shrugged in return and took their plates to the sink. He scraped away the remaining food as he listened to the conversation.

"What do you mean? What? You're kidding? Murder Prophet?" came Susan's irritated voice. "Sounds like a crank to me. Did he trace the call? No. Okay. So what? Changes nothing. Fine. Keep me up to date." She closed up her phone once again.

"What was that about?" he asked as he came back to the dining room, and helped Susan to her feet.

"Some crank said that he's going to kill two more like he had done before, I guess," Susan said with an even more tired voice. "Seemed to imply it tied to Anna Obermyer. Now we have cranks coming out of the woodwork. Damn media hype."

"What if this guy's for real?" Jim asked as he walked her to the living room and laid her back on the couch. "I'll go start your water." He winked.

She smiled and nodded, and said, "Detectives are on it. If it's for real, we'll find out. But it's not connected."

"Telling yourself that, or do you really believe it?" Jim said teasingly, as he looked back out of the bathroom.

"Jerk," Susan answered as she stuck her tongue out. "Farley's a good guy. He'll get to the bottom of this guy. I don't want to talk about it anymore"

now though." She stretched out on the couch and her eyes drooped.

"Sure thing, kitten," he told her, and then closed the bathroom door behind him. He stared at his reflection in the mirror. He was excited, it was clear; he looked like a kid on Christmas morning. "Farley. I can put her to bed, she'll be out for the night. Then I can go talk to this Farley. Offer him my help. Solve this case and become a hero." He straightened and felt his heart racing. "Oh yeah, watch out Captain Marvel! Here comes... hmmm." He turned around and stopped the water, staring into the steamy liquid. "Gotta work on that one."

To Be Continued

If you enjoyed this story, you can find more alternate universe tales of your favorite DC heroes at DC3 Multiverse.

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From the same author on Feedbooks

Danger Trail #1 (2007)

Danger Trail: The Blood & Dragon Affair, Part 1 (of 3)

Danger Trail #2 (2007)

Danger Trail: The Blood and Dragon Affair, Part 2 (of 3).

Ninjas and vampires and diabolical plots, oh my! King Faraday, Speed Saunders and the Enemy Ace are joined by a masked crime-fighter as they face two secret societies with a monstrous agenda! Pulp action at its finest as we seek out...the Danger Trail!

Danger Trail #3 (2007)

Danger Trail: The Blood and Dragon Affair, Part 3 (of 3).

Learn the mission of the Blood Red Moon! Uncover the mastermind behind the Black Dragon Society! Watch our heroes try and work together when some can't trust others, and one has no clue that there's cavalry coming to the rescue! Who would have thought marital strife could be so much danger for the heroes, or so entertaining for the readers! It's the conclusion to "The Blood and Dragon Affair!"

Danger Trail #4 (2007)

Danger Trail: The Verdant Darkness Affair, Part 1 (of 2)

Mightiest Mortals #1 (2007)

Mightiest Mortals: With a Stroke of Lightning!

Mightiest Mortals #2 (2007)

Mightiest Mortals: In a Crash of Thunder

Mightiest Mortals #3 (2007)

Captain Marvel: Under a Seal of Six Gods!

Justice League #8 (2007)

Justice League: Lucky Number 7.

What are the chances that a rash of good fortune across the globe could be the League's next case? Pretty good when this luck starts rewriting the laws of the universe and threatening the existence of

ages-old mystic defenses keeping ancient, primordial forces at bay!

Justice League #9 (2007)

Justice League: To See Tomorrow.

Why are there hawk soldiers of Thanagar on Earth? Who are the strange new superhumans appearing around the globe, testing and probing local governments? What exactly is the Justice League facing when a quartet of self-proclaimed heroes declares Earth "their last stand?" It's the beginning of an epic threat wrapped inside two strange mysteries that will leave the Justice League hoping that Earth survives "To See Tomorrow!"

Justice League #10 (2007)

Justice League: To See Tomorrow, Part Two (of Four).

"To See Tomorrow" continues as the stakes only get higher and secrets slowly start to unravel. Hawkman and the Martian Manhunter are caught between the Thanagarian invaders and their own satellite! The rest of the League is caught between Mon-El and Wandjina! And in the big picture, it's all symbolic of the Earth being caught between the enigmatic Overmaster and a still-hidden mastermind with dreadful intent!

Danger Trail #5 (2008)

Danger Trail: The Verdant Darkness Affair, Part 2 (of 2).

What connection lies between la Llorona's kidnapped children and Nyola's captured heroine Rima? What is drawing the natives of Central America and Mexico together? Speed Saunders, King Faraday and Midnight are joined by Doctor Occult to learn the truth before an Empire of Blood washes over the land!

Weird Western Quarterly #11 (2008)

Johnny Thunder: Steel Heart Iron Soul.

As Johnny Thunder, John Tane has evaded the deathbed oath to his mother never to do violence, and become Mesa City's great protector. Now he's about to be challenged on a whole new level when a powerful land baron makes a grab for greater wealth and glory, and the enigmatic renegade, Madame .44, has Johnny Thunder's heart in her sights! What might be his most dangerous

mission yet will also be the first chapter in a ballad of love and gunslinging like the Wild West has yet to see!

Danger Trail #6 (2008)

Danger Trail: The Man in Stitches Affair, Part 1 (of 2)

Danger Trail #7 (2008)

Danger Trail: The Man in Stitches Affair, Part 2 (of 2).

The Revenant Program proceeds apace as Saunders and Midnight must struggle with former ally King Faraday to find the evidence that can shut down Doctor Zero for good! Maybe, just maybe, newcomer Argent St. Cloud can help out!

Speeding Bullet #4 (2008)

Bulletman: The Birth of Bulletman, Part 4 (of 4): Man Made Gods. This is it! The mystery is revealed and the gloves come off as Bulletman duking it out with the Murder Prophet and his god of murder, the Nihilist! Can he come through his baptism of fire and blood intact? And even if he wins, does the Prophet truly get the last laugh?

Danger Trail #9 (2008)

Danger Trail: The Nation of Murder Affair, Part 2 (of 2).

As Speed Saunders and King Faraday join Argent St. Cloud to search for Michael Gallant, a wave of murders leaves the city of New York reeling as the heat rises, tempers flare, and Rue Morgue revels in the bloodbath!

Danger Trail #8 (2008)

Danger Trail: The Nation of Murder Affair, Part 1 (of 2).

Gangsters want Thomas Dewey dead at all costs, bringing Michael Gallant onto the case, Argent St. Cloud at his side! But when Murder, Inc. steps up to the challenge, can even he call on enough reinforcements to save the day?

Danger Trail #10 (2008)

Danger Trail: The Stolen Myth Affair, Part 1 (of 3).

It begins here! Threads woven from the start of the series, put into play centuries beforehand, all start to come together in this issue, as familiar faces return to the scene, dark forces gather for the

attack, and the secrets of the Trail yawn wide and threatening! All this and a special guest-star...the Queen of the Amazons!

Danger Trail #11 (2008)

Danger Trail: The Stolen Myth Affair, Part 2 (of 3).

Things heat up for our heroes as the Dragon Queen and the Queen of Blood unite to betray Vandal Savage; Savage raids Washington, D.C. to acquire the Ineffable Libram; and King Faraday and Speed Saunders face off with Queen Hippolyta and Rima the Jungle Woman! Things couldn't get any worse than this, could they?

Danger Trail Annual #1 (2008)

Danger Trail: The Savage Sins Affair.

As the Stolen Myth Affair heats up, as a covert war rages on the Danger Trail, take a peek inside the history of the man who has set this all into motion...Vandal Savage! Balloon Buster Steven Savage is doing just that as he uncovers threads and connections surrounding the many figures of the age that all lead back to this diabolical mastermind, some stretching back centuries! If the truth about him can't be unraveled soon, those threads will choke the present day and continue into the future!

Danger Trail #12 (2008)

Danger Trail: The Stolen Myth Affair, Part 3 (of 3).

Vandal Savage begins his plan to bring the world into his control! King Faraday, Speed Saunders and Midnight, along with their assembled allies, make their bid to stop him, but there are three queens in this game, and each one has their own vision for how the endgame should play out! It's the end of the first year on the Danger Trail...is it also just the end?

Speeding Bullet #2 (2008)

Speeding Bullet: The Birth of Bulletman, Part 2 (of 4): Deepest Secrets.

James Barr steps into costume for the first time, and Bulletman is on the case of the Obermyer murders. But so is another person...the actual killer, a mysterious being called the Murder Prophet, who is paving the way for his master, and the police and the rookie hero struggle to catch up and stop him!

Speeding Bullet #3 (2008)

Speeding Bullet: The Birth of Bulletman, Part 3 (of 4): Bleeding Truths.

The race is on to uncover the real killer as Detectives Farley and Doherty try to dig through the murder mystery, Martin Obermyer meets the killer and Bulletman stumbles in a critical way, leaving him to face the fury of his wife!

Mightiest Mortals #4 (2008)

Mightiest Mortals: Wielding Fists of Virtue.

Captain Marvel is caught between a throwdown with Ibac and Sivana launching an all-out assault on our hero and the Fawcett itself! As bad as that is, though, it gets worse for Kit Freeman...much worse! Meet Sabbac!

Mightiest Mortals #5 (2008)

Mightiest Mortals: Scenes of a Day

Mightiest Mortals #6 (2008)

Mightiest Mortals: Between Opposing Forces.

Freddy finds himself having the most startlingly worst day of anyone's life! Can it be worse than losing a close relative? What about the dark secret within another relative? Or the secrets being held by his best friend? It all comes crashing down on him in a terrible avalanche of revelations! All this while the city moves on without him!

Mightiest Mortals #7 (2008)

Mightiest Mortals: From the Shadows of Twisted Minds.

Get ready for action and excitement! Freddy buries his cousin, Christopher Freeman, and has another showdown with his step-brother Tim Karnes. And we discover just how fiendish Sivana can be when he pushes Captain Marvel's every attribute in an issue in which the World's Wickedest Scientist...doesn't even appear! All this, and the fate of Beautia!

Mightiest Mortals #8 (2008)

Mightiest Mortals: To the Truth of the Matter.

Billy and Freddy have their confrontations on secrets kept, power hoarded and relations hidden, all the while the forces of the law

struggle to keep Lady Justice apart from her new champion and Miss Minerva asserts her innocence!

Mightiest Mortals #9 (2008)

Mightiest Mortals: The Abyss of Blood Relations

Fawcett City goes on despite the gang war, despite the debut of new heroes, despite it all, Fawcett City goes on. Come and see how it does, as Chief Kitchens deals with the presence of Captain Marvel and what it means for his police force! And has Miss Minerva over-played her hand?

Mightiest Mortals #11 (2008)

Mightiest Mortals: The Tide of Heroism.

The beginning of the stunning two-part finale to Captain Marvel's first year! Sabbac has gone on a rampage, and Ibac is taking advantage of the chaos! Bulletman struggles to intervene, but everyone wants to know where Captain Marvel is! All this and more (and boy, do I really mean it this time)!

Mightiest Mortals #10 (2008)

Mightiest Mortals: The Punishment of Good Deeds.

Amazing origins issue as we discover the secret behind the magic words, and the history of Sabbac and Ibac! Freddy walks into a deathtrap, Victor Craize starts to feel the power of the people, and the police make a startling discovery about Miss Minerva!

Mightiest Mortals #12 (2008)

Mightiest Mortals: By an Act of Love.

This is it! Sabbac is on a rampage! Ibac sends his men out against the leaderless forces of his gangland opponent! Into the middle of this stands Captain Marvel and his allies! When the smoke clears, who will stand triumphant?

Nightwing #30 (2008)

Nightwing: The Riddle of the Sphinx.

Just when you'd think Dick's got enough trouble juggling Titans duties as Nightwing, solo duties as the Batman, and mentoring duties with Tim, things get harder. There's a new villain hitting the streets, one with a dangerous delusion, and Dick's not happy

to see that Nightwing is apparently on the case, without Dick's permission! Come and join us for "The Riddle of the Sphinx!"

Nightwing #31 (2008)

Nightwing: Riddle of the Sphinx, Part 2 (of 2)

Dick must try to get to the bottom of the crazed King Tut and foil his rampages, but he also needs to figure out how to deal with the new Nightwing! As he digs up more information on both, all three men spiral into a collision course of tragic proportions, and Professor McElroy might just be the ultimate victim in all of this!

Justice League #11 (2008)

Justice League: To See Tomorrow, Part Three (of Four).

Things are falling into place at a rapid pace now... for the villains! With the League stretched thin across the globe, friends come racing to the rescue and the action only heats up! Watch Hawkgirl lead the storming of the JL satellite; witness Superman confront Mon-El over his mysterious mission; and thrill to the throwdown between Wonder Woman and the Persuader, as the master villain behind it all draws closer to his goal! All this and more!

Danger Trail Vol. 1 (2009)

This volume collects Danger Trail #1-12 as well as Danger Trail Annual #1. This is the complete first story arc in which our pulp heroes confront the treachery of the Blood Queen, the Dragon Queen and their mysterious backer. Stay tuned for Danger Trail #13 coming soon!

Danger Trail #13 (2009)

Danger Trail: The Brown Lady Affair, Part 1.

In the wake of the battle with Vandal Savage, Speed Saunders has set his sights on finding the Sigil of Seven; that quest being his only remaining link to the missing (and treacherous) Harriet Cooper! His friends Argent St. Cloud and Michael Gallant, along with ally Doctor Occult, want to know what his intentions are, but first they must untangle a dark scheme involving the ghosts of Great Britain!

Mightiest Mortals #13 (2009)

Mightiest Mortals: Opening Passages.

As Fawcett City recovers from the fall of Ibac and Sabbac, our heroes find more things to be worried about. Susan Barr must prosecute the bloodthirsty Tim Karnes while reassessing her stance on costumed crime-fighters; Dudley must wrestle with what he should reveal to Billy, and Billy must deal with the fact that Freddy refuses to return to his crippled body!

Danger Trail #14 (2009)

Danger Trail: The Brown Lady Affair, Part 2 (of 2).

Speed Saunders must deal with the fact that the artifact Harriet had been searching for, the Sigil of Seven, is Doctor Occult's primary weapon against supernatural evil! In the wake of her treachery, what can that mean? And none of our heroes can take the time to figure it out now, as they struggle to save Michael Gallant from the Dagger of Koth!

Danger Trail #15 (2009)

Danger Trail: The Falkenstein Affair.

Once rivals of the air and enemies at war, now the Enemy Ace and the Balloon Buster must work together to penetrate the secrets of Castle Falkenstein and the strange mad scientist ready to bring two worlds together to fuel his rise to power!

Danger Trail #16 (2009)

Danger Trail: The Blood of Templars Affair.

Danger Trail #17 (2009)

Danger Trail: The Blood of Templars Affair, Part Two.

Things heat up for our heroes as they head into an ancient Knights Templar castle as one of three groups desperate to unlock its secrets and find a powerful relic that will decide the victor in the opening battles of a far greater war, one that has the attention of the enigmatic Sanguine Father! A far greater war that echoes across the decades!

Danger Trail #18 (2009)

Danger Trail: Affairs of Blood and Fate, Part Two: The Angel of Death!

The strangest crossover of all times continues here, as Rose Psychic, Eel O'Brien, Speed Saunders, Midnight, Trin Dee and Andrew

Bennett find themselves caught in a holy war between the forces of the Order of St. Dumas and the Sanguine Father, who offers a glimpse into a terrifying future for the world!

Danger Trail #20 (2010)

Danger Trail: Affairs of Blood and State, Part 6 (of 6).

Danger Trail #19 (2010)

Danger Trail: Affairs of Blood and State, Part 4.

Weird Western Quarterly #18 (2010)

Weird Western Quarterly: Lust Faith Love Treachery.



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