Batman Arkham City Jumpchain

By Brewhaha

Jumpchain Version 1.1



Quincy Sharp, former warden of Arkham Asylum, has used his notoriety to become mayor of Gotham City. He buys out a large section of Gotham's slums, converting them into an immense open-air prison named Arkham City. In there the crooks have free reign within the walls bringing a constant state of anarchy and Villains pull their strings.

Rather than living ten years the Jumpchain will be completed when Protocol 11 is completed, and the Joker is dealt with; aka the canon closure of the prison. Time will also pass strangely in a perpetual night but that's just Gotham.

Whether you work for the side of good or evil here is 1000 CP

Location: You awaken just before being funnelled into Arkham City or already inside. This is the only way to get past the security detail.

Origin

Age and gender can be chosen freely, and any origin can be a drop-in. Now are you a hero or villain?

Hero: A member of the Batfamily or another hero. You are a vigilante of justice to save Gotham from itself.

Villain: A morally corrupt person that wouldn’t be out of place in Arkham Asylum if it still stood. Some would call you evil but justice never got you anywhere.

General Perks

Fighting (Free/+50 CP): Arkham City is an unlawful place where criminals roam free which indicates a world of danger. You are now a master fighter with a decade of training in an available martial style that allows you to hold your own and this also comes with perfect hand eye coordination. For additional styles, pay 50 CP.

Stealth (100 CP): You are a master of stealth and have become a master of taking down those that are weaker than you. If they can't see you, then they can't find you and you won't leave any traces if you run away from a scene. This mystique is broken if they chase you enough and will not hide you if they can see you.

Movement (200 CP): You can move fluidly throughout the environment always finding a direction to move. You could roll into a floor grate before a person turns around, hold yourself on a chain linked wall with nothing but your body strength and balance yourself on chipped gargoyles with ease.

Detective Vision (300 CP): It is very easy to miss the smaller details. Like where the dead body reached towards in his final moments. Now you will miss nothing forensically like the minute changes in air particles to follow a trail of dried alcohol with Detective Vision contacts over your eyes like a second film. This gives you somewhat x-ray vision to highlight among other things bodies, weak walls, weaponry and important clues not visible to the naked eye. To turn the secondary vision on or off you blink with intent leaving you with two modes of vision.

Counter Sense (400 CP): In fights it takes a lot of effort to read an enemy in the heat of combat. Now you can read them like a book. When they move to strike you a small almost transparent symbol appears showing whether their attack can be countered, or you need to dodge. This comes with a peripheral sense that tells you if somebody behind you is attacking.

Hero Perks

Small Mercies (100 CP): The main rule of Batman is that he does not kill. It is a small mercy to leave somebody alive with the majority of their bones broken. Now with this perk active even the harshest of beatdowns will leave goons groaning in a heap. Slamming them into the concrete will not smash their skull, crashing into the water unconscious will leave them floating on their back and if they fall off a large ledge, they will not have a broken neck. This comes with a toggle if you actually want to kill someone. Just make sure nobody is watching from the shadows and any evidence is removed.

Interrogation (200 CP): When somebody has information that you need you can threaten them for the info. This works well if the target knows you mean business and you instinctively think of a threat on the spot based on where you are and what you have on hand. Afterwards you take the person down. An example is that you could lean a man over the edge of a skyscraper and leave him hanging.

Indomitable (300 CP): Your mind can't be controlled or inhibited permanently as your tenacious free will always pushes you forward. Mind control washes off you from the technological like Mad hatter's hat to the biological like Poison Ivy's pheromones. This does not stop mind control from taking route, but you can flush it out of your system much faster than normal.

World's Greatest Detective (400 CP): You are a master of investigation; a modern Sherlock Holmes. You pick up nearby details as easy as breathing and an encyclopaedic knowledge of clue connections. Alongside Detective vision you won't miss anything at a scene.



Villain Perks

Escapism (100 CP): Whether it's Arkham Asylum or city it seems criminals are always slipping through the cracks and escaping. If you are imprisoned somewhere your mind will plot giving you multiple plans. Physical detainment like handcuffs, straightjackets and locks can be opened in time, your very presence will impact the latches.

Monologuing (200 CP): When you have something to say it won't be impacted by your actions. Your voice can reach the corners of the room with equal volume to right beside you. Even as you get pummelled your voice will not waiver.

Teamwork (300 CP): Why should you work alone? Any subordinates you have will never directly disobey your orders. You can tell when they are taken out by meddling heroes allowing you to change their rounds; from working in pairs to checking vantage points and much more.

Clown Prince of Crime (400 CP): Using dark humour you can draw on chaotic energies to create anarchist plans that can't be predicted by man, magic or machine. This form of planning is quite destructive and draws in psychopaths to make the plans a reality.



General Items

Suit (Free): A basic suit made of breathable Kevlar that is bullet and strike resistance without being invulnerable along with a grappling hook that can attach to most structures.

Incoming (100 CP): When you need something rather than going to your warehouse or another property you can call in an aerial package to be delivered nearby. Due to a biometric lock, only you can access it and it can't be hacked. A package is roughly the size of you and can only be called once every month.

Safe House (200 CP): Maybe this is an apartment covered in cats, a flora filled greenhouse or a courthouse, but this building is a safe place for you and acts as a property deep in enemy territory. People can't enter unless you let them and it repairs any destruction. If you choose a canon headquarters like the Iceberg Lounge then you have an identical building not the original.

Post jump you can import it anywhere.

Hero Items

Mask (100 CP): To be a vigilante you need to keep your identity secret which is why masks are mandatory for the profession. This mask – in whichever design you want/can be merged with another helmet, mask you already have – will not fall off your face and hinders attempts to figure out your identity

The Utility Belt (200 CP): Everything a paranoid vigilante could want for a situation like Arkham City using Wayne technology. This includes a batarang in both its regular, sonic, reverse and remote-controlled variants, batclaw, explosive gel, cryptographic scanner, disruptor, remote electrical charge, freeze blast, smoke pellet, freeze cluster, line launcher and the mine detonator. Any lost or destroyed items will be returned within the hour.

City Blueprints (300 CP): Accessible on any of your devices or as a physical item this is a copy of all road and building locations in real time. If you have a mask or computer of some kind you can merge with the item creating an electronic database.

The Cure (400 CP): Once a jump this vial of glowing blue liquid will be able to heal two people of any disease. It can be filled with miracle ingredients to create new mixtures.



Villain Items

Psych Profiles (100 CP): Maybe you got this from Strange's trash or pestered Harley, but you have full professional psychological profiles done by an expert on all important figures in an area. This includes paper reports and voice memos.

The Evidence Lockup (200 CP): This covers armour and weapons used by both the Tyger security and basic inmates. Including an armoury of firearms, bats, pipes, stun batons, an inmate jumpsuit and Tyger armour which may allow you to go undercover in different areas. Any lost or destroyed items will be returned within the hour.

Goons Patrol (300 CP): Where do they find all these nameless goons for vigilantes to put in the hospital. Well for you these ten men seem to just come out of the woodwork whenever you need them. They may not be the smartest bunch, but they are utterly loyal to you and seem to heal quickly in the intensive care section with no mental change.

Body Double (400 CP): Clayface gave you a mindless husk to you using an offshoot of his body. Operating with the creator's acting skills and powers, it can pretend to be anybody to such a degree that only through an x-ray scan will the fake be revealed as the imposter has no bones. Once per jump it will work as a 1UP retroactively dying in your place.

Powers and Suits

If you buy a character's ability, you can gain another version of your Suit inspired by them.

Cat Burglar (100 CP): Somehow you have the grace and agility of a cat, you could hang upside down for hours without vertigo and the animals are inclined to trust you. Because you are paying CP this includes Catwoman's gear which incorporates her whip, caltrops and bola.

Inner Fear (100 CP): Long retractable claws have been inserted over your nail beds which are extremely sharp and can rise through your glows without breaking them no matter the layers. They inflict mental damage as they drip in a diluted form of Scarecrow's fear toxin that sends out irrational fear in smaller doses and death in larger ones. This can also come in gloves with actual injector needles.

Frozen Heart (200 CP): Your internal temperature is much lower than humanly allowed allowing you to survive in sub-zero conditions without protective gear, slow your ageing down to a standstill and if necessary go into a healing hibernation. With concentration you can use a minor form of cytokinesis to send out waves of cold. Because you are paying CP you can function in normal human conditions.

Demonic Assassin (200 CP): This Power includes a minor increase to your strength, speed, healing and longevity due to a diluted Lazarus Enhancement putting you above Olympic athletes. This enhancement begins small at peak human ability but increases by age as you exist decade by decade.

+Demon Head (300 CP): Your Lazarus Enhancement is much stronger making that minor increase much more major creating the same enhancement that took a decade would occur within a year. This makes you immortal to most weapons but requires a mostly intact body to heal. Because you are paying CP you control a form of liquid hellfire that does soul damage.

Sculptured (300 CP): Now your body is formed with living clay. Along with a healing factor and lack of human weak points your body can regenerate at incredible speeds, but the greatest ability of this power is your fluid shapeshifting. You can become anybody in voice and body flawlessly and any powers possible due to DNA can be used in their form. Because you are paying CP you do not have the normal weakness of low temperatures.

Venomous (300 CP): This Power includes a replenishing canister of Venom, a pair of gauntlets to control the flow of the drug and a connected tubed vest which can be hidden underneath a jacket. Your strength, endurance, speed and healing factor are multiplied exponentially. Because you are paying CP there are no addicting weaknesses.

Plantiful (400 CP): From the tiniest succulent to the largest old growth plants now speak to you, open to telepathic communication. You can accelerate their growth to monstrous proportions for a period of time (that expands with training) and direct botanical rampages. Because you are paying CP this does not come with any plant weaknesses like weed killer or fire.

Crocodile Smile (400 CP): Starting just as a regular human your body slowly evolves due to trauma into a more animalistic scaled form. Even training will lead to massive improvements, breaking your muscles will heal them stronger. This is uncontrolled by itself but by paying CP you can cosmetically reset at the beginning of every jump.

Electric Curse (500 CP): You are now biologically immortal with an incredible healing factor and lighting absorption abilities in a lesser version of Solomon Grundy's power. As you are the living dead your sense of pain is deadened and your strength, healing and endurance is enhanced. Electricity can be used in multiple enhancement strategies that improve strength, healing and you can even throw currents.



Companions

Canon (100 CP each): This option is to take any Gotham based vigilantes or villains on your adventures. To be considered for this option the character must either be in the game or a classic Batman character. You can even take the Batman, but be aware that the person may be an alternate version due to keeping the timeline together

Imported (50 CP for one, 100 CP for two, 200 CP for four or 300 CP for eight): Do you have friends from other worlds that follow you on your travels or want to create somebody completely new? Each person gets eight hundred and four fifths of any discount points carried over if they take a drawback.



Drawbacks

Supplement: Batman and DC is such a varied world with many interconnected IPs. There are multiple jump docs and you can connect this jump to another DC one.

The Bat: You take the place of Batman when Bruce is taken into Arkham City. If you have not bought his skills and gear, you will only have access to them for the jump.

No killing (+100 CP): You can't kill anybody. If you try things will go horribly wrong in a rebound effect. Strangling somebody would cause you to choke on your own breath and dropping somebody off a building will make a strong wind throw you down with a malfunctioning grapnel hook.

A Hit (+100 CP): Deadshot has a hit on you. This man does not miss and can perform intricate shots that ricochet from out of sight. If you have not been inserted as Batman, then your name will be after Jack Ryder and he would be willing to skip a name to get to you.

To Complete my Collection (+200 CP): Oswald Cobblepot has an empty exhibit with your name on it Jumper, like the one he has for Bruce Wayne. This makes you an enemy of Penguin's gang for the duration of this jump.

Guilty (+200 CP): Harvey Dent flipped his coin, and it landed on the scarred side condemning you in the eyes of the villain. This makes you an enemy of Two-Face's gang for the duration of this jump.

Joking Mad (+200 CP): Joker wants to play cat and mouse with you but does not want you in the way of his schemes. This makes you an enemy of Joker's gang for the duration of this jump.

The Last Laugh (+300 CP): Joker sent samples of his blood out to different Gotham hospitals and infected Batman to try and create a cure for his Titan corruption and now you are the sixth case. This impacts your ruthlessness and conditions you to reflexively act like the trickster. **[Mandatory for main mission, no points.]**

Protocol 12 (+300 CP): Hugo Strange knows you are in his city Jumper and has planned a response to deal with you. The condition for activating the failsafe will be unknown to you but will be able to cause you great harm if you are not on your guard.

Jaws (+300 CP): Keep your wits in the sewers Jumper and in the harbour because Killer Croc is on the loose. If you swim in water for too long, he'll be able to smell you and will catch you for a bite.

Don't paint this the wrong way (+300 CP): Your Augmented Detective Vision if you have it is the only range you can naturally see in. Light refraction can change this for a short period of time but leaves your eyes blind with pain afterwards. If you do not have the perk, then you see in black and white.

No Outside Perks (+300 CP): Self-explanatory, this drawback stops you from using any perks from before this world, putting you at bodymod. If this is your first world, take the free CP.

No Outside Items (+300 CP): Self-explanatory, this drawback stops you from using any items from before this world, locking down the warehouse. If this is your first world, take the free CP.

No Outside Companions (+300 CP): Self-explanatory, this drawback stops you from calling any companions from before this world. If this is your first world, take the free CP.

Arkham Hypersigils of Fear (+400 CP): After the destruction of Arkham Asylum, Hugo Strange made Arkham City – that's one of the few public things – but he brought something along with him. Quincy Sharp due to his multiple personality disorder and schizophrenia was obsessed with Amadeus Arkham and although he was nothing in the face of the villains of Gotham the former warden wrote twenty-four messages in blood that shifted the energies; along with the close Lazarus pits Arkham City has become Hell on Earth. Criminals are much more aggressive and prone to fits of aggression and fear can be tasted on the air.

Combat Maps (+400 CP): Jumper before you can escape Arkham City you will need to go through the 10 combat challenge maps. Each challenge will have their own conditions you will need to research for your capabilities. If you fail, you can restart the challenge from the beginning, so this is more of a time-consuming battle.

Predator Maps (+400 CP): Jumper before you can escape Arkham City you will need to go through the 9 predator challenge maps. Each challenge will have their own conditions you will need to research for your capabilities. If you fail, you can restart the challenge from the beginning, so this is more of a time-consuming battle.

Scenarios

[MAIN MISSION]

Story Mode (+500 CP): Bruce Wayne was not the person taken into Arkham City by Doctor Strange. You have to uncover what Protocol 10 is and defeat the Joker. If you are not Batman then you will still have to go through everything he did. {The Last Laugh gives no points and is mandatory.}

Rewards:

Blade of the Demon: In the aftermath of Protocol 11 Ras fell and pierced himself with his own blade; the body went missing, but the blade remained. This curved scimitar is perfectly balanced and sharp while also being tied to you. It can harm both the physical and spiritual beings.

Jack Napier: A good cop that needed a blood transfusion after a fire fight with Tyger guards; it was bad luck that the blood was some of Joker's tainted supply. Rather than falling under the jester's chaotic call he fights as Gotham's White Knight. Both his hair and eyes are dually purple and green but he has the sanity and empathy lacking in the original.

[GOTHAM'S MOST WANTED]

Watcher in the Wings (+200 CP): There is a mysterious hooded man watching from the rooftops. He speaks of little before running away in a flash of smoke. You need to find all his symbols to find the Truth.

Reward: Mysterious Stalker: When you perform reconnaissance on a person you instinctively know how to leave their line of sight in the quickest manner. Any stealth skills would aid you in keeping out of sight for longer.

Cold Call Killer (+200 CP): A phone is ringing in Arkham City and Zsasz does not want to be kept waiting. Locating more phones will lead to you triangulating the killer. When you answer a call, you have to find another phone to keep a hostage alive. Then you track the call before he hangs up.

Rewards: Caller ID: When somebody contacts you know who and where they are during the communication and can even shift if the phone is passed over or they quickly move. Even if it is a land line phone you could tell where the call is coming from. This semi omnipresence ends when they hang up

Fragile Alliance (+200 CP): A distress signal leads you to an unhostile Bane looking to remove the possibility of titan mutants from Arkham City. You must destroy six Titan canisters before fighting with Bane against some Tyger henchmen. Then you must destroy the other six after the alliance is broken.

Reward: Broken Toys: You can tell whether something is broken. Whether this is physical things like a weak wall you can blow up or something more abstract like preparing for a betrayal because you know a working relationship is going to break down.

Shot in the Dark (+200 CP): There is an SOS signal just off Amusement Mile with a political prisoner huddling on a rooftop. You only have time for a short conversation before he gets shot. This puts you on the mysterious shooter's case by tracking the bullet trajectory and finding the clues to catch the shooter.

Reward: Contract Terminated: When there is a contract like an employment or hit you know how to cancel the thing. Whether it is paying an equal amount to the contractor or locking them up for a long period of time. If you want somebody to survive a hitman beating the man once will make sure they'll never go after the person.

Enigma Conundrum (+200 CP): You have to play Edward Nigma's games by collecting riddler trophies and solving riddles all over Arkham City. As you complete segments of tasks you can rescue hostages from death traps. The final trap room will hold the Riddler who can be easily defeated.

Reward: Cheater: You now know how to cheat any challenge or system without getting in trouble. Just looking at a puzzle could allow you to think outside the box like attacking a hostage holding a villain from below the floor he is standing on. This won't protect you from being arrested for crimes, but you could get the charges dropped after some time without any backlash.

The Tea Party (+200 CP): You are summoned to a lonely rooftop and take a strange liquid that may be a cure to a disease you have. This knocks you unconscious and you awaken in the Mad Hatter's Wonderland.

Reward: Stop the Clock: When you are put into a dream state any time you take will not affect the outside world; it would be like blinking your eyes for sleep which you can also do. If you are forced unconscious by drugs, hallucinogenic or the like you can wake up faster than normal.

Heart of Ice (+200 CP): The Joker has stolen Nora Fries and her husband has begged you to find her. The front door of the target building is locked so you will have to go through another way. Defeat the foes and confirm the woman's location and return to Freeze to complete your side mission.

Reward: Bargaining Chip: Your dealmaking is so improved that it could be considered a superpower. It is very easy for you to complete agreements even though the person gets nothing. You can appeal to their humanity or their monster to get what you want with master manipulation.

Identity Theft (+200 CP): There is a serial killer cutting off people's faces and you have to clear Bruce Wayne's name. Even if you don't have any detective skills or items there will be enough of a trail for you to follow by investigating witnesses.

Reward: Stitchwork Mask: Through killing multiple people you can craft a mask based on another's appearance. There is magic within it that shifts your body and voice to match the target. The more people you kill, the more power is integrated into the mask before it becomes useless; three victims would equal three hours of wear.

AR Knight (+200 CP): To be able to move around Gotham you need to be Bat certified so you need to complete some Augmented reality training by going through some glowing bats. Touching the ground during a session will send you back to the beginning. There are four missions of this type scattered around Arkham City and to help during the AR missions you will have a cape to glide.

Reward: Cape: Your cape is now a real item of your own design. It is heavy enough to be used in combat but does not weigh you down or get you caught out and can be rescinded back and forth at will if you want to be capeless.

{If both main and side missions completed}

Arkham City: The whole island in its messed-up glory is yours with both Sharp and Strange dead. The gangs bow under your command as followers and the political prisoners have been released. This includes a rebuilt Wonder tower, the accessible sewer network and the underground Wonder city. Post jump this can be imported as a nearby island that you own.

[POST PROTOCOL 11]

Harley Quinn's Revenge (+400 CP): After the Joker died Harley took multiple officers hostage – and of course Batman had to go in – leading to the Dark Knight going missing. Now you must go in and find him instead of Robin.

Reward: Mechanical Guardians: In the rubble of Harley's Fun House, you found a pair of mechanical guards without the green and red paint that she used on the other machines. These humanoid creations are loyal to you and self-repair after battle. They were going to be Wonder City's police force implying they have combat capabilities.

[WHAT IF]

Brothers in Blood (+400 CP): When Catwoman left Batman to die in Arkham City there was nobody to stop the Joker from using the Lazarus Pits and taking control of the League of Assassins and when the Dark Knight died the toxic TITAN blood changed him into a monster. The Joker leads his forces out of the Arkham City walls and in time Wayne manor would be overrun and the police decimated.

Now to complete this scenario you have to help titainsed Batman reach Joker and let them fight it out without the League's interference. Even if Batman is not the one to kill the Joker in the chaos he will see himself as a monster and take both of them into the Steel Mill Furnace Waste exchange.

Rewards:

Primordial: Using the remnants of Bruce's blood and spores found in the sewers near Wonder City an improved version of Titan has been created and injected into your blood that will not degrade your health in any way. This gives your bones an immense strength from snapping in your normal form. You also gain a highly muscled Alt-form.

Azrael: The prophecy held by the Order of St Dumas was wrong leaving this angel of death without a cause. He watched from the shadows as events played out and sees you as the Dark Knight's true successor. He wears the Suit of Sorrows which is a mystically empowered exoskeleton that looks like a red and white Knight's Templar Armour and wields the Sword of Sin which is a perfectly sharp blade.

Final Choice

The final choice is to

Go Home: You have saved Gotham and there is nothing more for you to do. You return with everything you have gained.

Stay: The City's atmosphere grows on you and you decide to settle down; well settle down as best as you can in Gotham.

Continue: Your journey is not over yet so you move on to the next world.

Notes

- This jumpdoc is based off the Batman Arkham City game.
- **Don’t paint this the Wrong Way** is drawbacks to pay back the **Detective Vision** and it works best if you have the drawback to have perk.
- The **Cure** can fix Joker blood, but you need the necessary ingredients like Lazarus Water
- **Sculpted** and other shapeshifting perks could offset uncontrollable evolution
- **Jack Napier** is based off the Joker in The White Knight and Beyond the White Knight