

Gotham City is a pit of crime and corruption; criminals control the streets, and the cops- the few good ones on the force, that is- can't keep up. And in the coming years new superhuman threats will be created, whether from deliberate, malicious action or as a result of tragic circumstance.

One man will rise above the violence and pain that haunts him to become a hero, in the hopes of saving Gotham City from itself.

He is Vengeance.

He is the Night.

He is Batman.

Will you work to save Gotham from the madness that plagues it? Or will you try to spread chaos, or instead act to further your own goals?

You have 1000 CP to spend.

You may pick any location in Gotham to start at, and can freely choose your age and switch genders as well. The year is 1986, the year that Bruce Wayne will first suit up as Batman.

Origins

Drop In- No new history or memories to help or hinder you; you're a total unknown, a fresh slate with no biases for or against you.

Bat-family/Vigilante- You're one of the few vigilantes who have popped up in Gotham, standing among the likes of Batman. Speaking of Batman, you can choose to become a member of his family. No, not a Wayne; a member of the Bat-family. Whether you started out as a sidekick, an imitator, or something else you've become one of the few people that Batman can call an ally.

Scientist- You've pursued the goal of obtaining scientific knowledge, graduating with honors from a prestigious university. Despite some of the technology in Gotham looking rather retro, there are several companies or individuals who might be interested in hiring you to work on a variety of highly advanced projects, depending on your areas of expertise.

Criminal- Maybe you work one of the gangs or mobs in Gotham, or maybe you lead your own small crew- or work alone. When people think of you, they tend to see someone who's on the wrong side of the law more often than not.

Perks and Skills

Timm Design- Chiseled jaws, muscular physiques, and amazing curves… a lot of people here are ridiculously attractive! And if you're going to spend ten years here, you might as well look the part, right? Your body is now 'super' good looking, as if it was drawn by Bruce Timm himself. (Free)

Gimmick - Vigilantes dressed as bats, criminals dressed up like clowns… well, might as well join the fun, right? You're able to pull off pretty much any gimmick or theme that you choose to have, in such a way that it gives the effect that you want. If you're a crook and dress like a clown, people will be terrified because they know it's you; a hero dressed in scary black armor might have people cheer them on for the same reason. (Free)

Put A Smile On Their Faces- A Thespian, are you? In Gotham, it seems tragedy is the order of the day; luckily, you know how to put a smile on people's faces in a way that doesn't require laughing gas. You're actually a pretty funny person; you've gags, puns, and jokes galore, and you're good at thinking up humorous things to say on the fly. (100 CP, free Drop In)

Madman- When you're surrounded by crazies, it might be a good idea to fit in, right? You have a deep understanding of psychology, but more importantly you're capable of giving off the impression that you're as mad as a hatter, and can fool even the best psychologists while doing so- appearing, for all intents and purposes, like you're insane. Your maniacal laughter is truly something to behold, and could give even the Joker a run for his money. (100 CP, free Drop In)

Secret Identity- Oddly enough, it seems that people have trouble putting two and two together when it comes to your "civilian" and your "costumed" identities. Even if you're the only person who fits the physical profile in the entire city, you can conceal your identity by playing dumb, wearing glasses, or even just slouching a little. This won't help if they have irrefutable proof of your double-life, but otherwise they'll just think it's a funny coincidence. (100 CP, free Bat-family/Vigilante)

Friend of the Police- Vigilantism, even in a city menaced by super criminals, is still technically illegal; luckily, the police and other law enforcement seem to look the other way when it comes to you, so long as you're not committing serious crimes while crime fighting. In addition, if you capture a wanted criminal or find evidence of a crime, the police will be able to use your work without laws getting in the way. (100 CP, free Bat-Family/Vigilante)

Researcher- Part of being a skilled scientist is doing your homework, so to speak; luckily you're much more efficient at it than most. Finding the right information is never hard (though more obscure knowledge might require more digging), and you're an expert at clear and precise note taking. You learn new things much faster than the average person. (100 CP, free Scientist)

Specialist- You have considerable experience in one scientific field, such as cryogenics or botany, and could be considered an expert in that field. Your knowledge may even allow you to become a decent hero or villain, if you had the time and resource. Or, you know, just a regular scientist. More esoteric fields of study, such as time manipulation, cannot be chosen. (100 CP, free Scientist)

Street Fighter- Living in Gotham, you've got to be tough; luckily that fits you to a T. Now, you're not going to be doing anything crazy like the Bat, but you're tougher than most average Joes, and can take and give a good beating. You're extremely good at fighting dirty. (100 CP, free Criminal)

Henchman- Not that working for criminals is the most illustrious of positions, but you're pretty good at it; you can easily worm your way into the good graces of crime lords and other villains. You're good at getting into the heads of your

superiors, too; you won't accidentally misunderstand their orders, and you'll definitely know when you've done or are about to do something that will piss them off. (100 CP, free Criminal)

Servant- You're well-versed in all the duties required of a good butler; you're extremely skilled at doing housework, cooking, and the repair or upkeep of a home. You can make a fantastic cup of tea, and your dry witticisms and snark ensure that anyone who hires you gets their penny's worth. (100 CP)

Nightmare- Knowledge of you- specifically the parts that would scare the pants off of the average Joe- seems to spread like wildfire. Play your cards right, and you'll quickly gain a reputation as someone who shouldn't be trifled with… of course, while many are superstitious or cowardly, actually being able to back up your reputation doesn't hurt. You can toggle this on and off, though it won't remove information that's already out there. (200 CP, discount Drop In)

Multiple-Choice Backstory- See, you're from this place called - no, wait, you took a chemical bath- no, you've been empowered by- actually, it's all technology- uh, you get the idea. It seems people will accept pretty much any explanation for why you have your abilities and equipment, and if you don't tell them they'll find their own explanations. More importantly, it's exceedingly unlikely that they'll uncover the truth on their own, no matter what methods they use. (200 CP, discount Drop In)

The Flying Jumper- Well, you might as well be flying; you're extremely acrobatic, and can somehow swing from building to building with a grappling hook without breaking your arm or tearing it out of its socket. You're also more than capable of using your dexterity in a fight, almost dancing between the blows of your less skilled opponents. Maybe you learned this by watching Batman's sidekick? (200 CP, discount Bat-Family/Vigilante)

Disappearing Act- You're extremely good at staying unheard and unseen when you want to be, almost seeming to merge into the shadows and letting you get the drop on almost anyone. Your knowledge of stealth also allows you to pull off an unusual trick of Batman's; with almost preternatural skill, you're capable of finding a hiding spot or rushing silently out of sight in the span of a few seconds; enough time that a person could be looking at you, turn away, and look back and not find a single trace of where you went. You also know how to reveal yourself in a way that gives the best effect. (200 CP, discount Bat-Family/Vigilante)

Accidental Breakthrough- Accidents are bound to happen in the lab- if not by your fault, then because of others. Luckily, for you these accidents don't tend to

cause as much damage as they used to; in fact, often times they'll result in a new breakthrough in your research, or some other interesting discovery. An accident in your lab will never directly result in your death. (200 CP, discount Scientist)

Brought To You By Jumper Enterprises- Being able to fund your research can be difficult, especially when all you have are theories. You have it pretty easy, though, as it seems that sponsorships and job offers just fall into your lap, ensuring that you'll have no shortage of money or supplies for your research. Of course, they won't necessarily support ALL of your projects, but there's no reason you can't "repurpose" what they've given you, right? (200 CP, discount Scientist)

Cat Burglar- Heists, burglaries, break ins and another assorted acts of larceny; you're the cat's meow when it comes to thievery, capable of robbing the average Gotham socialite blind, dancing around their laser tripwires, cracking even the most complicated of locks, and then slinking away with your prize unseen by guard and security camera alike. (200 CP, discount Criminal)

Death Trap- How do you catch a bat? Build a bat trap. How do you catch a Batman? Build a better one! Pitfalls, explosives, tanks full of ravenous animals, even just hitting someone with a big rock to the head, you're a master trapsmith. Creating traps, keeping them hidden, and of course baiting your quarry is child's play. (200 CP, discount Criminal)

Riddle Me This- You're the principal of puzzles, the master of mysteries, the ruler of riddles! Not only that, but you're extremely good at seeing how all the pieces fit together, finding the answers and seeing the bigger picture, and then realizing that you need to flip that picture upside-down to get the real answer. Your razor wit is a match for Edward Nygma himself, and you'd be hard pressed to find a riddle that you can't solve. (200 CP)

I... AM... JUMPER!- You're ironclad; body, mind, and soul. The type of person who never gives up, even in the face of their worst fears. You can power through any pain, and stand against any foe without fear, and can even resist mind altering drugs and other effects with force of will alone. (300 CP)

...And The Jumper Got Away!- The revolving doors of Arkham have nothing on you; no prison can hold you for long. At most, they'll keep you under lock and key for a few months, maybe even a year if they're lucky. But, inevitably, you'll find some way to escape, or some random twist of fate will win you your freedom. (400 CP, discount Drop In)

One Bad Day- All it takes is one bad day to turn a sane man into a monster; everyone teeters on the precipice to insanity, and you've found that all it takes is a little... push. You're mastery of the mind makes you capable of torturing others into madness, turning them into shells of their former selves. You could try and do the opposite, too- curing others of their psychosis, turning them into functioning members of society- but where's the fun in that? (400 CP, discount Drop In)

Martial Discipline- You've received training in many martial arts, from the ancient disciplines of Asia to more modern styles of combat. Training with so many masters and the refinement of your technique has elevated you to a level most martial artists never reach. You've mastered practically every martial art known to man, including armed and unarmed styles. (400 CP, discount Bat-family/Vigilante)

"Peak Human"- You've trained your body to the peak of human potential, and beyond; you're capable of leaping nearly 10 feet vertically, can open an elevator door with your bare hands, keep up with a run-away-bus, and can replicate and maybe even outmatch any Olympic feat an athlete has done. You also have incredible control over your body's functions and are as flexible as humanly possible, and could survive being punched, thrown several feet, or even tossed through a wall by someone with superhuman strength. Needless to say, you have really good genes. (400 CP, discount Bat-family/Vigilante)

Brilliant Engineer- Theories are one thing, but actually applying your knowledge is another; luckily, you can be good at both. You're a very good engineer, and with enough time and resources you are capable of creating battle suits that greatly enhance the strength of the wearer, invisibility suits (driving the wearer crazy is optional), vehicles on par with the Batmobile and even lifelike automatons. Your creations could be a powerful tool for both good… and evil. (400 CP, discount Scientist)

Crazed Chemistry- You've learned how to make some of the chemicals used by the villains of Gotham; namely Venom, the super-steroid used by Bane, the fear toxin used by Scarecrow, the Joker's laughing gas, and Poison Ivy's various toxins. In addition, your mastery of chemistry allows you to create chemicals and formulas with similar effects. (400 CP, discount Scientist)

Mad Love- Why would someone follow the Joker? Or any other mobster or supervillain? Is it their charming personalities, winning smiles, their style and panache? That might help, but the truth is they're just plain good at manipulating people, getting them to do what they want, or else just finding the scum and low-lives willing to terrorize, steal, and kill for a payday. Now you can do that, too; you're amazingly adept at finding the crooks and thugs with the right balance of

brains to brawn (smart and strong enough to follow orders and carry them out, not smart enough to realize that you're playing them like a fiddle) who will practically do anything you say, so long as it isn't obviously detrimental to their health. You're also disturbingly good at getting people to like or even fall in love with you- to the point where their devotion flies in the face of common rationality. While not the speediest way of gathering henchmen, it is one of the better ways of ensuring their loyalty. Though you should be careful; even if they're madly in love with you, you can only push someone so far. (400 CP, discount Criminal)

Eye On The Prize- Isn't it odd how people keep bringing valuable things like rare plants or cat-themed artifacts to Gotham, when there are criminals whose modus operandi are basically stealing similar things? For some reason, things that pertain to your interests have a habit of just wandering across your path- while actually acquiring them won't necessarily be easy, you'll never want for something new or interesting to get your hands on. (400 CP, discount Criminal)

Joker Immunity- Just like the Joker, you seem to survive pretty much everything and anything that happens to you- it would take deliberate action for your life to be ended, and even then your would-be-killer had better confirm his kill and not just drop you in a vat of chemicals. Maybe you're just too popular to kill off? (600 CP, discount Drop In)

Insanity Defense- For some reason, people have a hard time killing you- not that you're any tougher or anything like that, it's just that they can't bring themselves to pull the trigger- even when you've threatened or even killed thousands of people. Sure, this won't work on those who are ruthless or villainous, but the good guys or the courts? It'd take you doing something really awful, like killing millions of people in one go or something of a similar nature before they'd decide that you need to be put down. This won't stop them from putting you in prison, or breaking nearly every bone in your body while putting you there, but you'll still be alive. (600 CP, discount Drop In)

World's Greatest Mind- You possess a brilliantly powerful, intelligent mind. Your memory is both perfect and photographic, and you have perfect recollection; you could recite, perfectly, a book from memory after reading it once. You're good at thinking fast on your feet, and with time to prepare and think you could plan your way out of nearly anything. Additionally, you have fantastic aim and precision, capable of making difficult shots and using the exact amount of force necessary against someone to not cause permanent damage. (600 CP, discount Bat-family/Vigilante)

All-Star Training- Good training is the difference between you and everyone else; it helps that you learn and master new skills absurdly quick. When you dedicate yourself to learning a skill, you'll learn at a rate that's ten times faster than that of a normal human. You're also capable of sharing some of your capability to learn with others, training them to a point near your level much easier and faster than any other master. (600 CP, discount Bat-family/Vigilante)

Hybridization- You're a master biologist, but you know much more than that; you're capable of creating hybrids between two different creatures, and can even create mutagens that allow people to turn into half-human, half-animal hybrids. In the case of transformations, you can choose how animalistic the mutagen makes someone, both in terms of appearance and in how their mind is altered; the more animalistic, the more powerful. You're also capable of making such transformations permanent, if you wish. (600 CP, discount Scientist)

Silicon Surgeon- The age of analog is over; it's time to go digital! You're capable of constructing rudimentary AI, and with effort can construct machines that think and feel like a human does; what's more, you're also capable of creating machines and programs that interface with the brain, such as virtual realities. You're also skilled enough to ensure that these machines won't harm those who use them… or that they do. In time, you'll even be able to make machines that control the human mind instead of the other way around. (600 CP, discount Scientist)

Legitimate Businessman- You are extremely skilled at running businesses, yes, but your greatest talent is at appearing affable even in spite of your… past activities. People tend to take a more sympathetic stance when it comes to your past crimes, so long as you put on a veneer of civility, while at the same time you lose none of your reputation that you might have in the criminal underworld. And getting the best of both worlds is easy as well; you could easily take on both roles without losing out on much on either side, and you know how far to push either appearance before they start to interfere with each other. Finally, you're excellent at getting rid of the evidence of your crimes, as well as in making it look like any ill-gotten gains (or anything you don't have an explanation for having) were legitimately obtained. (600 CP, discount Criminal)

Lord of the Shadows- You're a cut above the common rabble of the streets; their empires are but pale shadows of your own. You have the skill to run an entire organization in the shadows, unknown to all but the most knowledgeable or skilled of detectives- and even then, they'll only know if you let them, or if they're especially persistent in trying to uncover your conspiracy. You're incredibly charismatic, as well as an amazing manipulator. (600 CP, discount Criminal)

Powers and Gimmicks

Animal Hybrid- Less Batman, more Man-Bat; you may have been spliced with animal DNA, or maybe you've been subjected to some sort of ritual that has warped your body, or maybe you just have some sort of mutation that makes you resemble an animal. In any case, you're effectively half-man, half-whatever-animal-you-choose. Your new body is strong enough to easily toss around full grown men and durable enough to shrug off any knives or bludgeons that the average Gotham criminal could carry, and stands at around six to nine feet tall. Your body will also possess the traits of the animal you resemble, such as a bat's echolocation or a wolf's sense of smell, and can transform to and from this new form at will. Post-Jump, this becomes an alt-form. (400 CP)

Born On A Monday- Christened on Tuesday, married on Wednesday, took ill on Thursday, grew worse on Friday, died on Saturday, buried on Sunday. That was the end of you… or was it? From the murky depths of the swamps near Gotham, you arose from the dead as a zombie. While you're not nearly as strong as Solomon Grundy himself, you retain all of your intelligence and personality. You're strong enough to use a truck as a bludgeon or throw it a great distance, most weapons won't even come close to doing lethal damage thanks to your hard bones and sturdy flesh, and you could easily survive being tossed off of a large building or being ran over by a truck. Being undead, you don't need to sleep, eat, or drink, essentially allowing you to keep moving indefinitely. Finally, like all good zombies, the only organ you need to survive is your brain. Post-Jump you can toggle your undead state on and off. (600 CP, discount Criminal)

Clock King- You have an impeccable sense of timing; you could plan your day down to the second, estimating almost perfectly how much time each and every action should take you, as well as how best to maximize your time. Needless to say, your sense of timing makes you excellent at plans and scheming, and even makes you pretty dangerous in a fight. (300 CP)

Cold Suit and Freeze Gun- Based off of Mr. Freeze's own suit, minus the internal cooling features needed to sustain his altered physiology, this suit allows an otherwise normal human to lift three times as much as they could, while also being practically bulletproof. It is paired with a gun that lowers the ambient temperature, flash freezing objects and people and even ambient moisture in the air to create barriers or ramps; perfect for giving your enemies the cold shoulder. (400 CP)

Face of Clay- Also known as a clay-faced- er, clay-based- physiology. You are, essentially, a living mass of clay-like flesh. Your primary ability is shapeshifting, which allows you to take on any shape you can imagine; you can take on the appearances and voices of others, stretch your body to greatly increase mobility and range, form weapons such as knives or bludgeons from your body, launch parts of your body like bullets or cannonballs, and even manipulate your size and density to become stronger and more durable. Your mind exists in the largest chunk of clay; if pieces of your body are torn off, you can reabsorb them so long as they aren't too damaged. If the mass of clay containing your mind is destroyed, it can kill you. Your clay body carries weaknesses with it, however; liquids can cause you to lose cohesion if you're submerged, even for a few seconds, and extreme heat can cause your body to harden and become inflexible. Your powers can be strengthened for an additional 200 CP, allowing you to split your body into multiple parts that will remain under your control even over great distances, the only limit being how much body mass you're willing to give up, while also increasing your tolerance to liquids greatly; this however comes with an increased vulnerability to electricity, which can incapacitate you. The weaknesses of your form can be negated if you have powers or perks that do so, such as one that gives immunity to electricity or one that allows you to exist without a brain. Post-Jump this becomes an alt-form. (800/1000 CP)

Firefly Suit and Equipment- A suit based off of the design used by Garfield Lynns, aka Firefly, as well as several pyrotechnic weapons also of his design- including the formula to a gel that can burn through almost anything. The suit is essentially fireproof, capable of withstanding immense heat, and is also capable of flight using a built in jet pack. Among Garfield's weapons are a flamethrower, numerous bombs and other explosives, such as firebombs, smoke bombs, and incendiary grenades, as well as a rig capable of creating a flaming blade. Firefly's most impressive invention, however, is a gel that burns at intense heats, capable of burning straight through ice, steel, and concrete; in large enough quantities and spread over a considerable distance, the gel is capable of setting an entire city alight. (400 CP)

Florakinesis- Like Poison Ivy, you have the ability to control plant life, bending them to your will and making them grow in minutes what would normally take weeks. Although this is best used with some sort of botanical knowledge that would allow you to create specialized minions or plants, you can telepathically control any and all living plants in a large area around you to attack and hamper your enemies. In addition, you are immune to toxins, venoms, and poisons of all types, and have the ability to secrete pheromones that make you irresistible to the opposite sex. (600 CP, discount Scientist)

Invisibility Suit- A more refined version of the suit used by "Mojo", this suit carries no risk of poisoning the body. As the name suggests, it makes the wearer invisible, which is done by bending light around it instead of absorbing it. However, this does mean that it can be foiled simply by using water or some other substance to cover the suit. The suit is also capable of making objects in contact with the wearer invisible, up to the size of a car, but requires several seconds of contact to make the object invisible. (300 CP, discount Scientist)

Ketchup and Mustard Guns- Used by the "conceptual" Condiment King, the Sultan of Sauce and Prince of Pickles, during his crime spree. These two weapons fire streams of ketchup and mustard from two large tanks, which are worn on the back; your opponents won't relish meeting you, as the guns spray with enough force to throw a grown man several feet if fired at close range. But if that doesn't cut the mustard, you'll also receive several packages of hot sauce for your reign of terror, each packet more than enough to require your opponent to drink a glass of water lest they suffer mild discomfort. Your supplies of ketchup, mustard, and hot sauce will replenish over time, and if you wish you may also receive the rest of the Condiment King's outfit. (50 CP)

Lightning Bolt- Behold! The weapon of mighty Zeus himself! This metal rod, shaped like a lightning bolt, is capable of discharging electrical bolts with a charge of over 100 million volts- more than enough to electrocute any interlopers who dare trespass upon your domain, although the bolt has a less lethal setting, if you merely wish to stun and daze. The weapon replenishes energy overtime (and can be charged regularly), and at maximum capacity has enough power to smite over a dozen foes before needing to recharge. Also comes with a toga and a gold wreathe; attire befitting the wielder of this godly weapon. (300 CP, discount Drop In)

Phantasm Suit- The suit used by the mysterious Phantasm during their violent vigilante streak; the Phantasm suit uses some sort of technological fog, released from the glove, that allows the user to "teleport" short distances and even go intangible to avoid attacks if timed right. The mask also has voice changing technology, deepening the user's voice to hide their identity, and the suit also features a clawed hand that is sharp enough to effortlessly slice through metal. (400 CP)

Venom Injection Apparatus- Venom, a super-steroid developed by the Cuban government in Project Gilgamesh, is capable of enhancing the user's strength tremendously, allowing them to bend steel with their bare hands and shrug off the blows of lesser men. The drawbacks are severe, however; addiction, is one, with long term usage leading to degradation of the body being another. However, you have a small, replenishing supply of Venom- as well as an injector of

some sort- that lacks these drawbacks, giving you superhuman strength without the costs. That being said, maintaining your enhanced strength still requires a constant flow of Venom, which means that you need to use it sparingly, and that you need to watch out for opponents who are aware of the source of your superhuman abilities, lest they severe the tubes feeding Venom into your body and render you powerless. Attempting to reverse engineer Venom from this will result in the normal version, with all its faults. (300 CP, discount Bat-family/Vigilante)

Vertigo Effect- This head piece, based off of the technology used in Count Vertigo's eye patch, is capable of distorting perception by emitting a special type of radiation, disorienting the sense of sight and orientation of those affected by it. Those affected by the radiation will see the landscape distort and warp, as their vision starts swimming and going topsy turvy. Also comes with special contact lenses that prevent the radiation from affecting others, letting you use it around your allies. (300 CP, discount Criminal)

Way of the Fang- You've mastered the martial arts style of "Kiba no Houkou", and ancient martial arts style invented by the ancestor of Yoru, one of Batman's sensei. Based around the use of pressure points and manipulating the flow of Qi in your opponent's body, the Way of the Fang is well suited to disabling or crippling your enemies with only one touch. Its most powerful technique, the O-nemuri touch, can kill a person instantly by striking a pressure point on their chest. (600 CP, discount Bat-family/Vigilante)

Yellow-Skinned Wacky-Man- After a bit of a mishap, possibly involving a chemical bath and just a spritz of the Joker's laughing gas, you've gained superpowers. You're strong enough to throw someone several yards with a backhand, and your speed and agility are far greater than any normal human. You have impressive durability, and could survive having a huge statue dropped on your head and come through it- as in actually going through the statue- unscathed. Your senses and perceptive ability are to the point that even Batman couldn't sneak up on you. Yellow skin and green hair optional, if you want a different combination of hair and skin color or even to appear unchanged. Fortunately, your mind is intact, despite this drastic change to your physiology. (600 CP, discount Drop In)

Items

Items and property, including those purchased in the above Powers and Gimmicks section, replenish/repair/follow you and retain modifications where applicable, unless stated otherwise.

Costume- Your very own super hero costume! It can basically look however you want; even just normal clothing, if you don't want to get involved with all that cape and cowl nonsense. It's not very protective as is unfortunately, though you could change that with the right know how. In addition, if you purchased any suits or other clothing items from the Powers and Gimmicks section, their abilities and attributes can be integrated and combined with your costume for free. You can also import other clothing items as part of your costume for 100 CP. (Free)

+Quick Change- You are somehow able to change into your costume in only a few seconds, even while wearing another set of clothes or if your costume is a heavy suit of armor. (50 CP)

+Body Armor- Your costume includes body armor that makes covered sections more resistant to gunfire and bladed weapons. (50 CP)

++Power Armor- Your costume's armor is now much better, capable of shrugging off most firearms and lifting great loads or striking hard with enhanced strength through the use of internal mechanics. (250 CP)

+Flight Cape- Your costume has a cape or some other non-rigid part that allows you to glide and slow your falls. (50 CP)

+Jetpack- Your costume has built in thrusters, or some other method of propulsion, that allows you to fly swiftly through the skies. (150 CP)

+Integrated Weaponry- Your costume has integrated weaponry, such as a hidden blade, a gun on your wrist, or clawed gloves. For an additional 100 CP your weapon is more unusual or powerful, such as an especially sharp blade capable of slicing through a telephone pole, a miniature mine launcher, or electrified knuckledusters. You can also freely integrate weapons that you've purchased here, or weapons from elsewhere for 100 CP. (50 CP)

+Winterized- Your costume withstands extremely cold temperatures much better thanks to the use of special materials, allowing you to withstand even shots from Mr. Freeze's gun without too much trouble. (100 CP)

+Flame Resistant- Your costume is heavily resistant to flame and heat, letting you fight foes with an affinity for fire fearlessly. (100 CP)

+ Utility Belt- This utility belt, like the one worn by Batman, has a frankly absurd number of gadgets. Among them are throwing stars and Jumperrangs (which can be Batarangs if you prefer), a grappling hook, an antidote that works for

nearly any poison, a handheld DNA scanner, a gas mask/rebreather, a laser cutter, smoke pellets, bolas, and more than enough detective equipment such as a fingerprinting kit, as well as empty pouches for collecting evidence. (200 CP)

Money- The only other green that Poison Ivy likes; you have one million dollars to do with as you please. Can be purchased multiple times; multiple purchases do not change the amount of money given by Jumper's Millions and Trust Fund, instead adding an additional one million to the total amount. (Buying both Jumper's Millions and Trust Fund and then an additional purchase of Money would give 101 million.) Money purchased with this option, Jumper's Millions, or Trust Fund does not restock, unless you buy Batman's Superpower. (50 CP)

+Jumper's Millions- Thanks to someone generously bequeathing their fortune to you (for some reason), your earlier purchase of one million dollars is now ten million. Can be purchased once; requires at least one purchase of Money. (100 CP)

++Trust Fund- And now it's actually one hundred million dollars; don't spend it all in one place. Can be purchased once; requires Jumper's Millions. (150 CP)

+Batman's Superpower- The problem with money is, once you spend it it's gone. That's still true, but now you'll at least get more bang for your buck. At the start of each Jump you'll get the equivalent in purchasing power of whatever amount of money you've purchased here in that setting's most common currency, be it gold, bottle caps, meat, or human souls. This currency won't arouse any suspicions as to where it came from, or why you have it. For an additional +100 CP you'll get a yearly allowance; for an additional +200 you'll get a monthly allowance. Requires at least one purchase of Money. (100/200/300 CP)

++Jumper Credit Card- Free with any purchase of "Batman's Superpower", this card with your symbol on it is accepted anywhere normal credit cards are, and can draw from funds stored in your Warehouse for purchases.

Expertly Crafted Weapon- You have a weapon made with exceptional craftsmanship, needing little maintenance to remain in peak condition. If you choose a projectile or throwing weapon, such as a gun or throwing stars, you will receive a supply of ammo or additional armaments weekly in the Warehouse. For an additional 100 CP your weapons are unusual in some way; your throwing stars might have tracking devices in them, or your staff might give off an electrical charge for example. (50 CP)

Puddin's Pie- Once a day, you can summon a large pie in your Warehouse, big enough to theoretically hide a person. You can choose the filling/flavor of the pie.

Cherry on top is optional, but highly recommended. If you want, you can choose to seamlessly put a Companion inside the pie when you summon it, though warning them might be a good idea. (50 CP, free Drop In)

Grey Ghost Memorabilia- A collection of Grey Ghost merchandise in mint condition. Included are film reels of all episodes of the Grey Ghost series, as well as the books. The entire collection would fetch a very good price if it went to auction, but perhaps it might hold some sentimental value to you or someone you know? (50 CP, free Bat-family/Vigilante)

Lab Safety Equipment- Labcoat, gloves, glasses. While simple, these things seem to shield from accidents in the lab much better than normal safety gear; while they don't prevent accidents from happening, the accidents that do happen will damage you far less when you're wearing these things. (50 CP, free Scientist)

...A Rock!- Whenever you're outside, you can find a rock. Not the same rock, but a large rock will always be on hand wherever you go. It's the perfect size for throwing at pointy-eared vigilantes. (50 CP, free Criminal)

BANG! Gun- This brightly colored, slightly comical revolver doesn't appear to be a dangerous weapon at first glance. When the trigger is pulled, a flag pops out of the barrel with a BANG! POW! BAM! or some other humorous word written on it. Fire it again, and the flag shoots out like a bolt from a crossbow, hopefully catching whoever you were pointing it at off guard. Afterwards, you can fire it like a normal gun. (100 CP, discount Drop In)

Jumper Cave- That's right; you too can own your very own Batcave! Located under any one property you buy or have brought here (so long as it's stationary; if you don't have any property then you just have a cave somewhere) is your very own subterranean lair, with stalagmites, stalactites, hordes of bats you can rile up, and of course a deep pit. Furnishing it will be up to you- all of Batman's trophies and equipment didn't just show up, after all. Another feature of the Jumper Cave is that it allows you to "link" your properties together with subterranean caves, so long as you place them relatively close together. The Jumper Cave will retain modifications with the exception of expansion, although you can even things out a bit; can't have you hollowing out the Earth to fit in more secret lair, can we? (100 CP, discount Bat-family/Vigilante)

Renuyu- Renuyu is a massively addictive "skin revitalizing cream" that actually loosens skin cells in the applied area, allowing the skin in the area where it is applied to be shaped to the user's specification and allowing for temporary, crude shapeshifting. While Renuyu is responsible for giving Matt Hagen his superhuman

abilities, transforming him into Clayface, the painful metamorphisis was a highly unlikely result of being forcibly overdosed with an entire canister of Renuyu; in addition the skin-loosening effect continued, causing Clayface's body to rapidly degenerate over time. His life was saved by mere chance when his body happened to pass over a pipe spewing unknown chemicals into the sea. As such, extreme caution or further experimentation with Renuyu is needed for it to be used safely. You have several doses of Renuyu, as well as the recipe to make more. (100 CP, discount Scientist)

Trained Animal- While Batman doesn't have a Bathound in this universe, there's no shortage of criminals with trained animals to help with their nefarious deeds. Catwoman has a cat, Mr. Freeze had polar bears, Harley Quinn has her hyenas, and the Penguin practically built his persona on using feathered fiends in his heists. You can pick any Earth animal, so long as it's no bigger than an elephant; you will receive an especially well-trained example of that species that, in all honesty, is probably smarter than the average Gotham low-life. Its training is orientated towards helping you in your chosen career path, be it a scientist, a crime-fighter, or a criminal, and it is smart enough to easily learn new commands, even on the fly. (100 CP, discount Criminal)

Jumper Signal- This bright signal beam, which projects a symbol of some sort, has an unusual property; so long as you're within the general area (up to the size of a city like Gotham) of the thing, when it lights up you will immediately see it somehow. (100 CP)

BONK! Mallet- This brightly colored mallet has an usual property, as it seems to knock foes- even those with mild superhuman attributes- into a dazed or even unconscious state with incredible ease. Though the hammer is a bit unwieldy thanks to its huge size, requiring a bit of a wind up to get a good swing, one blow is usually enough to clobber anyone you happen to meet senseless. (200 CP, discount Drop In)

Jumpermobile- Although it doesn't quite have all the bells and whistles as the Batmobile, this state of the art car does feature an onboard computer capable of automatic navigation and internet capability, an engine that can hit speeds comparable to a racecar, and an ejector seat(s). Most importantly, it's surprisingly easy to modify with a little mechanical know-how, letting you modify it to your hearts content. You can import a car to receive these properties for free. (200 CP, discount Bat-family/Vigilante)

Robotic Monster- This mechanical monstrosity, standing up to 15-feet tall, can be based off of any mythological beast you desire, including built in weaponry- such

as a flamethrower for a dragon- that can mimic their "natural" abilities to an extent. Its AI isn't that sophisticated, being nowhere near sentience, but it comes preprogramed with a variety of routines that allow you to assign it to a good amount of jobs, such as guarding, patrolling, and even cleaning up. Can be as life-like or obviously robotic as you wish. (200 CP, discount Scientist)

Trick Umbrella- A favorite of short, fat, vaguely penguin themed socialites everywhere, this umbrella features a multitude of weapons for self-defense, as well as a few other gadgets. The tip of the umbrella is actually a blade, suitable for fencing, and is capable of retracting to fire bullets and even a grenade, although reloading an umbrella can be cumbersome. It's capable of spraying gas, can be used as a blowtorch, and even as a one man helicopter. It can even keep the rain off you. The only drawback is that this is all packaged in an umbrella, which might bemuse those without class. (200 CP, discount Criminal)

Seedy Bar- This bar seems to attract exceptional people of all stripes, be they hero or villain- though fortunately for the chairs, tables, barstools, and assorted bottles of alcohol they don't tend to show up at the same time. While inside they seem a little more friendly and willing to share tales of their exploits, even ones that are in progress. (200 CP)

Joker Brand Explosives- Bombs shaped like babies. Bombs shaped like candles. Bombs shaped like toy cars. There're even bombs shaped like bombs. You have a supply of explosives big enough to blow Gotham to kingdom come, everything from dynamite to thermite and everything in between, as well as huge stockpiles of the Joker's laughing gas. Around half of the bombs have your face/symbol on them, so that people know who to thank. (300 CP, discount Drop In)

Jumper Computer- A state of the art supercomputer on par with the Batcomputer, which Batman utilizes in most of his detective work. Among its many functions are tremendous computational ability, chemical analysis, as well as an advanced searching tool that can scan for specific words, objects, and people in everything from books, to newspapers, to TV shows and more. (300 CP, discount Bat-Family/Vigilante)

Programmable Metal- A special metal that can be "programmed" with only a few slight touches, creating impressive geometric shapes, weapons, or nigh-unbreakable bindings and changing flexibility and rigidity in a moment's notice. In addition to a small supply of the metal that you have, you also have the knowhow to make more. (300 CP, discount Scientist)

Plasma Guns- Experimental energy weapons developed by the military, these rifles at first glance may look like something you'd see in a bad Sci-Fi movie, or a comic book. In reality, they are highly dangerous, capable of destroying a tank at a distance of two hundred feet and punching through asphalt and flipping cars just from the force of the impact. (300 CP, discount Criminal)

Abandoned Warehouse District- A lovely selection of abandoned warehouses somewhere in Gotham City, probably near the docks; the perfect hideaways for any cape, be they hero or villain. It might seem odd to pay for a bunch of abandoned buildings, but these warehouse seem to have unusual properties; for one, low-lives seem to flock around them, making recruitment of new thugs and baddies a cinch; two, they escape the attention of the police and other officials unless attention is brought to them; and three, warehouses in use will never be the target of random collateral damage. While things are a bit dusty now, with a little elbow grease and interior decorating you could have the perfect hideout for your operations. (400 CP, discount Drop In)

Stately Jumper Manor- A large estate, worth a fortune in today's economy, located outside Gotham City is a large mansion with your name on it. Riddled with secret passages and rooms, the mansion is capable of hiding any number of secrets. In addition, the manor is exquisitely decorated and furnished with the finest art pieces and effects from some of the most talented artists and craftsmen in the world. The whole estate seems to radiate a warm, comfortable nostalgia that soothes the mind. The mansion does come with a butler/maid, and while they do follow you they aren't as good in a fight as the one you can get as a Companion (if you do purchase the butler Companion, you can choose to replace the butler you get here with that one). (400 CP, discount Bat-family/Vigilante)

Laboratory- A large research center with millions of dollars' worth of equipment, oriented towards any number of scientific pursuits. In addition to the equipment you also get a team of researchers, thinkers, and other scientifically minded folk that can you with your work for you to direct. While the building follows you, the staff do not; you instead get a random assortment of new people each Jump, although their skills will be on par with their predecessors. (400 CP, discount Scientist)

Hideout- A good hideout can be anything, from an abandoned amusement park, to a small shack in Gotham's swamp, to a gigantic maze modeled after a videogame. Whatever you choose, your hideout will come with some manner of defense system; if you chose the abandoned amusement park, for example, some of the rides and attractions might be rigged with traps, or modified to be hazardous to those on or nearby them, with the whole shebang being monitored from some

sort of well hidden monitor room, while the maze might feature mechanical traps that look like monsters or are activated by failing to correctly answer a riddle. (400 CP, discount Criminal)

Jumper Industries- Your very own tech company, worth nearly a billion dollars; while not as big as Wayne industries, you're definitely one of their bigger competitors. Jumper Industries makes any number of products, and all factories and production facilities are located in Gotham City creating numerous jobs while creating enough product to sell on a global level. The company is 100% owned by you, which means there's no board of directors or shareholders you need to keep happy. (500 CP, discount Bat-family/Vigilante and Scientist)

Lazarus Pit- Hidden in a remote location, known only to you, is one of the rare Lazarus Pits; a naturally occurring bubbling lake of green chemicals with the miraculous ability to revive the recently deceased and the dying, rejuvenating them to perfect health and even restoring their youth to a degree. However, the pits' chemicals will kill the living that enter its waters, and upon being brought back from death's doorstep most individuals will experience a period of brief insanity. (500 CP, discount Drop In and Criminal)

Companions

Companions cannot buy property. Companions, both those imported or created here, get Timm Design and Gimmick free.

Companion Import/Creation - You can import or create a Companion for 100 CP each or 400 for eight, giving them an Origin and 600 CP to spend. (100-400 CP)

Canon Companion- Maybe you want to bring Batman along on your journey, to form your own Justice League? Or maybe you've taken a shine to the Joker? Maybe you've fallen for one of the lovely ladies in Gotham? So long as you can convince them to join you on your adventure, you can bring someone from this world along for the ride. You are limited to characters that appear in Batman: the Animated Series or who are Gotham natives (characters who appear in crossovers, like Superman or Supergirl, cannot be recruited). Magical people like Zattana, Jason Blood, and Solomon Grundy cost an additional 200 CP to recruit . (200/400 CP)

Deranged Fan- Somehow, you've attracted the attention of one of the crazies in Gotham- not surprising, considering how many there are- only instead of wanting

to bash your face in they are deeply, madly in love with you. Fortunately, unlike most patients at Gotham, they're actually pretty attractive, and aside from their obsession over you they're relatively well adjusted. They've also constructed their own costume, which either emulates your own or shares a general theme that you have. (If for some reason you don't wear a costume they'll just wear whatever they think you'll like.) While they don't have any significant powers or training to speak of, they make up for it in moxie and their undying loyalty- and love- for you. They also have your choice of two 100 CP perks/skills, as well as 200 CP to spend. (100 CP, discount Drop In)

Butler- This elderly British gentleman has served your family for generations (unless you don't have one); he is quite skilled at cooking and cleaning, as all good butlers should be, and is totally loyal to you. He dispenses good advice and snark in equal measure, and when push comes to shove he's not entirely helpless in a fight- although he tells you that he prefers to clean house rather than "clean house". You can also instead choose to have an elderly British maid, if you'd prefer; they have the "Servant" and "Street Fighter" skills in any case, as well as 200 CP to spend. (100 CP, discount Bat-family/Vigilante)

Understudy- A fresh graduate, this young scientist has taken a shine to you for some reason; maybe they work at the same place as you, maybe you were their professor in college, maybe they've heard of your work and sought you out to learn from you; in any case, they're eager to learn, and are naturally bright and gifted. They have the "Researcher" and "Specialist" skills, as well as 200 CP to spend. (100 CP, discount Scientist)

Thug- Practically a veteran of the crime infested alleyways of Gotham City, this crook is eager to help you out with whatever scheme, legal or not, that you're up to. They're more street-smart than book-smart, but they're still surprisingly clever at times. They have the "Street Fighter" and "Henchman" skills, as well as 200 CP to spend. (100 CP, discount Criminal)

Captain Jumper- A stiff, terse person to be sure, because they're actually a robot! While not unintelligent, being perfectly capable of understanding even complex plans, their strength definitely lies in their mechanical body instead of their digital personality and brain; they're strong enough to toss around grown men, stop cars from moving, and smash through brick walls. For an additional, undiscounted 200 CP, their artificial intelligence is improved greatly, almost like the later replicas created by HARDAC; in addition to the improved personality, they also get 600 CP to spend in the Skills and Perks section, and can also choose an Origin as additional "programming" to receive discounts from that Origin (they do not get any freebies

from the Origin they choose, instead paying half-price; they cannot pick/receive anything from a section other than Skills and Perks). (200 CP, discount Drop In)

Sidekick- Well, maybe not a sidekick; you're allied with a fellow vigilante, who will gladly follow you on your adventures. Maybe they're a protégé, an emulator of your style, or just an entirely unrelated hero who happens to have taken a liking to you. Whoever they are, they have the "Secret Identity", "The Flying Jumper", "Disappearing Act" and "Martial Discipline" skills. For an additional undiscounted 200 CP, you can give them the "Peak Human" skill and your choice of either "All-Star Training" or "World's Greatest Mind". (200 CP, discount Bat-family/Vigilante)

Expert- A well-known, famous scientist who graduated with highest honors from a prestigious university has decided to join you for some reason, gladly aiding you regardless of whether you are a hero or villain. Their knowledge in their chosen fields are among the highest in the world. They have the "Researcher", "Specialist", and "Brilliant Engineer" skills, as well as 300 CP to distribute anywhere they see fit. For an additional undiscounted 200 CP you can increase their stipend to 600 CP, and additionally give them all discounts that the Scientist Origin would receive. (200 CP, discount Scientist)

Enforcer- Infamous in Gotham's underworld, this reputable crook has decided to throw their lot in with you. Utterly ruthless, there's very little that they wouldn't do in your service. They have the "Street Fighter", "Henchman", "Nightmare", and "Peak Human" skills. For an additional undiscounted 200 CP, they have an additional 600 CP to spend as they please and a discount on one Power/Gimmick of choice. (200 CP, discount Criminal)

Rogue Gallery- Sure, companions are all well and good, but haven't you ever wanted to see some familiar, unfriendly faces as well? A colorful collection of antagonists to act as the thorn in your side; people that test you? Well, now you can; during your stay here, up to ten original heroes or villains (or anti-heroes or anti-villains or particularly aggressive neutral people or… well, you get the idea) will come about, with their own unique skills, gear, and/or powers. And, inevitably, they will come into conflict with you somehow. These rogues do not take up a companion slot, and cannot be imported like companions are. If you do not want the Rogue Gallery to follow you, this will function like a drawback, its effects disappearing when your ten year stay is up. More details on the Rogue Gallery can be found in the Notes section. (+200 CP)

Drawbacks (+1000 CP Limit, +1200 with Rogue Gallery)

Extended Stay- Instead of ending the Jump in 1996, you can continue for four more years, ending your stay just before the Justice League is formed in response to an alien invasion. (+0 CP)

Mentally Ill- Mental illness is no laughing matter, despite what the Joker might say about the subject. You now have some sort of mild psychosis that makes your day to day life difficult in some way; you might be a narcissist, for example, or a kleptomaniac. For an additional +100 CP, your illness is more debilitating; you might have a split personality like the Ventriloquist, where both sides are near polar opposites, or you might make all of your decisions with the flip of a coin. For +300 CP, your illness is much worse; you might act in a way that can be self-destructive, seeking bigger, more dangerous thrills constantly, or you might wholly devote yourself to fighting people who are extremely dangerous. (+100/+200/+300 CP)

No Killing Rule- Like Batman, you've got a serious problem with killing; you can't bring yourself to kill another sentient being, no matter what, with the exception of animals and robots or enemies with the goal of wiping out life on a planetary scale, and even in that case you would only kill if there was no other way to stop them. You can't use lethal weaponry, such as guns, unless you use them in a way that won't be lethal to the person you're fighting. (+100 CP)

Past Tragedy- YOUR PARENTS ARE DEEEEAAAAAD! Or something along those lines. Some event from your past haunts your every waking hour, be it watching helplessly as your parents were gunned down or something else equally as horrible. While you'll be able to put your pain aside to get things done, your loss will constantly be a source of sorrow in your life. If you are a Drop In, something will happen soon after you arrive to the same effect. For an additional +100 CP, these tragedies will keep happening to you; any friends and family you have will suffer alongside you as you face hardship after hardship, recovering just in time to be blindsided by the next one. (+100/+200 CP)

Mass Hysteria- Gotham is a city that seems to breed madness. It spreads and festers in the unlikeliest of places, from the common criminal to the scientist to the rich and powerful. Now, it seems that Gotham's curse has worsened; not only are the creation of Batman's rogues now assured, their psychosis will become incurable, no matter what method you use. Worse, others will be driven into this madness as well, even undergoing similar events to other members of Batman's rogue gallery that will result in some of them getting powers. If nothing else, the streets of Gotham are now much more dangerous. (+100 CP)

Make Em' Laugh- The Joker's found a new object of obsession; namely you and your companions. He'll take every opportunity to mess with you, becoming the

proverbial thorn in your side as he ruins your plans, makes attempts on your life, tries to control the minds and bodies of you and your companions, steals from you, ruins your reputation, vandalizes your property, and throws pie in your face. And in true Joker fashion he'll keep getting away with it, and even if you kill him he'll just return a few days later after being revived under (increasingly bizarre and contrived, if you keep at it) strange circumstances with a new joke to play on you. (+200 CP)

Who's Afraid of the Big Black Bat?- Batman is incredibly suspicious of you, and will do his best to hinder your actions, believing you are a possible danger to the world; he is aware of all of your abilities, and has already prepped countermeasures to the ones that would keep him out of your hair. Engaging him will only confirm his suspicions in his eyes, and killing him will call down more heat than you can probably handle from his friends. You cannot be a member of the Bat-family if you have this drawback. (+200 CP)

Just A Man- If Batman can save the day without any powers, so can you; for the entirety of your stay here you will only have access to your purchases here, as well as your Body Mod purchases. (+300)

The Demon's Head- Ra's al Ghul, the leader of the Society of Shadows, believes that you are a threat to his plans for world. A master fighter and planner with over six centuries to grow his criminal organization, Ra's will send numerous assassins after you, and will devote all of the resources in his empire to taking you out. Attempting to kill Ra's will result in him not quite being dead- at least not to the point where a Lazarus pit can't fix him, which there always seems to be one more of, and attempting to dismantle his organization will be fruitless as his organization seemingly never dies, no matter how many you kill or how much you destroy. (+300)

Gotham Beyond- Gotham has an illness festering inside it; hundreds of people are murdered every year, drugs and arms are sold on the streets, the citizens of Gotham live in fear and the police and even the Batman are powerless to stop it. Your goal is to end all major organized crime and corruption in Gotham before ten years are up, whether that means putting all the criminals, kingpins, supervillains, corrupt politicians, unscrupulous businessmen, and mad scientists in prison, in Arkham, or making them functional members of society… or putting them in the ground instead. If you fail to do so in ten years' time, your journey will end as if you had died. (+300 CP)

Endings

The New Jumper Adventures- You continue your Jumpchain adventure, heading on to the next world.

Jumper Beyond- You stay in this world, ending your Jumpchain adventure; your affairs back home will be taken care of, and you keep everything you have gathered thus far.

Legends of the Jumper- You head back to your world, ending your Jumpchain adventure; you will get to keep everything you have gathered thus far.

Notes

-YJ_Anon

-Ages of the OC companions, such as Butler, can be decided by you if you'd prefer someone younger/older

-The Rogue Gallery is basically a collection of villains who follow you from world to world to act as recurring nemeses, much in the way that Batman's rogues operate. They do not get CP, and it's up to you if they have a history in the world or not. While the rogues can be befriended, doing so would take a good deal of effort, and they cannot be made companions, instead being replaced as if they had been killed. Rogues who are killed either respawn when you get to the next Jump, or are replaced there with an OC from that setting. A thing to note about the unique gear, powers and such is that they won't be a unique, canon item from that setting, or something that is absurdly powerful. Say you pick up a new rogue in Skyrim, a servant of Molag Bal; he might have an Ebony Mace of Lethargy, even one that he smithed himself with a unique design and its own name that he calls out whenever he bashes someone's skull in, but he won't have the Mace of Molag Bal. A rogue from JoJo might have their own Stand, but they won't have an arrowhead. A Mutant rogue from Marvel might have incredible strength and durability and a unique physiology, but they won't have reality warping abilities. You can choose whether or not the Rogue Gallery participates in a Jump at the beginning of it, and additionally you can choose what level of aggression each one has, from Ruthless to Saturday Morning Cartoon Villain. Does it make sense that a rogue who brutally murdered someone in a previous Jump is now trying to obtain the legal rights to a species of fish that he mutated to vaguely resemble him? No, but it's more fun that way. Either way, it won't change how dangerous they are, but it will change the tone with which they interact with you and what they are willing to do to an extent.