

Batman Forever

Version 1.0 by SpazzWave



Riddle me this, jumper: which city has neon lights, rubber nipples and a crime rate big enough to scare the shit out of someone? If you answered Gotham City, then you've earned yourself a decade-long stay in one of the most dangerous cities in the world.

You arrive in a city where Batman is already established. He's been operating for years, and Gotham knows him. He has his own signal in the sky, a working relationship with the police and a reputation that's half urban legend, half nightmare whispered by alleyway muggers. Bruce Wayne's dual identity is stable, his methods are refined, and his war on crime has become routine. But that stability is about to be tested.

Harvey Dent, once Gotham's District Attorney, has recently become the villain Two Face, transforming into a man literally and psychologically split down the middle, making every decision through a coin flip. Edward Nygma is transforming from a rejected inventor into the Riddler, the new partner of Two-Face as they hope to find who is Batman behind the mask. Dick Grayson's family will soon die at the circus, creating a young man consumed by rage that Bruce recognizes all too well. And Dr. Chase Meridian becomes caught between two men she cares for, unaware they are the same person.

You're arriving one month before Edward becomes the Riddler, which gives you time to establish yourself in this world. And whether you're here to stand against the darkness, embrace it, or simply carve out your own place in this urban nightmare, you'll need every advantage you can get. Here, take these 1000 CP, and good luck.

Origins

Any origin can be taken as a Drop-In.



The Dark Knight

Something was taken from you. Something precious, something irreplaceable.You watched it happen, or found out too late to stop it, and that moment carved a hole in your soul that nothing will ever fill. Most people would grieve, seek counseling, or maybe join a support group. You decided to put on a mask and declare war on Gotham's underworld. You turned your pain into purpose, your rage into righteousness, and your trauma into a weapon. You are now the city's vigilante, and you will not stop until the people who broke you learn what it feels like to be afraid of the dark.

The Fallen

Life kicked you in the teeth. Hard. Maybe it was an accident, maybe it was a crime, maybe it was just the universe deciding you'd make a great tragedy. Whatever happened, it scarred you and split you right down the middle. Most people would seek therapy and try to heal. You, on the other hand, are in Gotham, where working through trauma means weaponizing it and letting the city choke on the consequences. You let a coin decide your fate now, because if the universe is going to be random and cruel, you might as well lean into it.

The Genius

You're brilliant. Genuinely, remarkably brilliant. And nobody cared. Your boss dismissed your innovations, your colleagues ostracized you, and the world looked right through you like you were furniture. Most people would update their resume and find a better job. You decided that if the world won't acknowledge your genius willingly, you'll make them notice.

General Perks



Batman Forever OST [Free]

Because nothing makes a jump greater than a good soundtrack. Not only do you have the entire soundtrack of the movie accessible in your head, it even contains original soundtracks from Seal if you want to. You can activate or deactivate it anytime. Perfect for those moments when you're brooding on a rooftop and need some atmospheric music.

Batman Forever Atmosphere [Free]

Batman Forever exists in a world of rich, saturated colors where everything is cranked up to maximum visual intensity, and now you can bring that aesthetic anywhere. You can enhance the color palette of any environment you're in, making everything more vibrant, saturated, and visually striking. This can also be dialed up or down as you wish, keeping subtle when you don't need or cranking it to maximum when you want your experience to look like it was directed by Joel Schumacher in his most visually excessive mood. And, as a gift, you can also choose to import the architecture into your future worlds if you wish to do so.

No-Kill Rule [Free]

The last thing a superhero or a villain needs is to accidentally kill someone because a punch connected a little too enthusiastically. This perk ensures that no matter how hard you swing, kick or beat someone, they survive with nothing worse than bruises and a concussion. This also extends to any perk and physical force you apply to people, which means even if you beat someone with a bat or throw them through a window they will wake up hours later with nothing worse than a headache and some bruises. Essential for heroes with a no-killing rule, but it works for villains too if you want to leave witnesses alive. You can activate or deactivate this anytime.

Flying Grayson [100]

You're a master acrobat, genuinely one of the best in the entire world. You could walk on a tightrope even during an earthquake, do a quadruple somersault in the air and even land perfectly from a fall that would shatter the bones of others. Your performance skills also extend beyond acrobatics, with you knowing how to work a crowd and making everything into a spectacle that dazzles onlookers. Oddly, you are also pretty good at drying out wet clothes with your body for some reason.

Gotham Survivor [200]

Years of living in Gotham taught you the only way to survive it: projecting an aura of such complete patheticness and destitution that criminals instinctively decide you're not worth robbing, mugging, or killing. When you activate this ability, you look so downtrodden, so defeated by life, so utterly without resources or value that any criminal who looks at you immediately thinks "there are way, way better targets than this sad asshole." You can turn this on and off at will, and it doesn't affect people who already know you or have specific reasons to target you personally.

Professional Excellence [200]

You're exceptional at your chosen profession, being not just competent, but genuinely one of the best in your field. If you are a psychiatrist like Dr. Chase Meridian, you can read people with frightening accuracy and provide therapy that actually helps even the most difficult patients. If you are an attorney like Harvey Dent used to be, you could argue cases that seem unwinnable. With this perk you get top-tier salaries, your name published in prestigious journals and the respect an expert of your caliber would deserve. But the most important thing is that your skills remain useful even when you're out of the office (and into the cape life): a psychiatrist's skillset would help you interrogate others, an attorney's knowledge of law would help you with evading police and an engineer technical skills would help with building gadgets. After all, in Gotham, you can't enter the world of superheroes and supervillains without proper credentials.

Bat Vanish [200]

You can perform the famous trick where you vanish the moment people aren't looking directly at you. You can perceive the attention of others on you, knowing exactly when they are watching, distracted and when they're about to turn back towards you. The instant their focus shifts, even for a second, you can move to a new position so quickly and quietly that they'll swear you disappeared into thin air. This works even in seemingly impossible situations: standing in an empty room with only one exit, perched on a rooftop with nowhere to hide, or in the middle of a conversation. People will turn away for one second, turn back, and you're gone. Great for creating a scary reputation.

Building The Fortress of Solitude [200]

You gain the ability to create a personal headquarters that perfectly reflects your aesthetic and personality while being remarkably functional. Want a lair on an island shaped like your symbol? You can make it. A cave filled with high-tech equipment and a giant penny? You can make that too. Every detail, from the layout to the decoration, will match exactly what you envision. And when creating your lair, you work with the efficiency of one hundred people, constructing, arranging, and optimizing everything instantly. You can also include hidden escape routes, training rooms and anything you desire, all tailored to your style and needs. Of course, you still need the materials and equipment to actually construct, but once gathered, the work proceeds at your superhuman efficiency. Your lair also benefits from a certain narrative protection: it tends to stay secret longer than it should, and even when discovered, your invaders are incentivized to not destroy it.

The Dark Knight



World's Greatest Detective [100]

You possess a genius-level intellect specifically oriented toward investigation, deduction, and criminal psychology. You could walk into a crime scene, notice the scuff mark on the floor, smell the faint residue and recreate the entire event from nothing but evidence alone.You can also look at a person and deduce their profession, recent activities, and emotional state from a hundred tiny details. As a side-benefit, your memory works like a perfect database, allowing you to recall every clue, conversation, or detail you've ever encountered.

Peak Human Conditioning [200]

Your body has been honed to the absolute pinnacle of natural human capability through years of dedicated training. You possess the strength to bend steel bars, the agility to perform acrobatic feats that seem impossible, and the endurance to fight for hours without tiring. This isn't temporary, either. Your body maintains this peak condition naturally as long as you don't completely abandon exercise. A few workouts a week is enough to stay in perfect form, and you recover from injuries faster than normal people. You also have complete control over your body, from slowing your heart rate to controlling your breathing in ways that let you fake death or survive extreme conditions.

Martial Arts Master [200]

You've achieved mastery of multiple fighting styles and can synthesize them into a combat approach that adapts to any situation. By mixing karate, judo, boxing, jiujitsu and a dozen other martial arts you have a fighting style that's brutal, efficient and something uniquely yours. You can take on a dozen armed thugs simultaneously and emerge victorious, reading their attacks and flowing from one counter to the next. More importantly, you never stop learning. Every fight teaches you something, refining your timing and pushing your technique closer to perfection.

Escape Artist [400]

You're a master at disarming the elaborate traps and death devices that supervillains love to create. Trapped inside a safe? You can unlock it from inside out with nothing but whatever small items you have on hand. Handcuffed to a pipe bomb wired to explode if you move an inch? You'll have it dismantled before the villain finishes their monologue. This skill also extends to mechanical and electronic security, and you're excellent at improvising whatever available materials you have to create tools for escape or infiltration if you so desire. No trap can keep you contained for long.

Symbol of Justice [600]

You are hypercompetent at all your skills, capable of performing them at peak efficiency no matter what impossible conditions are placed upon you. Need to save two people falling at the same time? You can do it. Fighting while injured, exhausted, or poisoned? Your technique remains perfect. Performing surgery while the building collapses around you? Your hands stay steady. This hypercompetence means you never fumble, never choke under pressure, and never let external factors degrade your performance. This extends to multitasking as well: you can divide your attention across multiple urgent tasks without any single one suffering.



The Fallen



Dual Nature [100]

You have a secondary personality living inside your mind that talks to you, offers advice and serves as a constant companion. What makes this particularly useful is that your secondary personality has an opposite temperament from you:If you're cautious, they're bold. If you're emotional, they're logical. If you're merciful, they're ruthless. Despite having opposing views, your secondary personality always respects your desires and authority, never trying to take control or work against your interests. This also means you're never truly alone, even in isolation, as you two can have actual conversations, debate decisions and process experiences together. As a side-benefit, you are exceptionally resistant to interrogation techniques, since you can always retreat into internal dialogue.

Coin Flip [200]

When faced with difficult decisions or dilemmas where you lack clear direction, you can use a coin toss to let fate decide for you. What makes this unique is that this act actually invokes a strange sort of luck that leads you toward interesting and beneficial outcomes. A coin flip that sends you left instead of right might lead you into danger, but that danger will teach you something important or introduce you to a crucial ally. This isn't guaranteed victory but it's substantially better than just letting events play out without your influence.

Twisted Reflection [200]

You understand heroes in ways that most villains never can, because you used to be one. You can identify the core principles, beliefs, and psychological foundations of any heroic individual and turn them into weapons against them. Does a hero refuse to kill? Create situations where that mercy causes more harm. Does a hero protect innocents? Make innocents into obstacles or shields. You instinctively know what will hurt heroes most deeply, and you're creative enough to design elaborate schemes around these vulnerabilities.

Criminal Mastermind [400]

You possess the brilliant, dangerous mind needed to orchestrate schemes so elaborate and clever that they could fool even the world's greatest detective. Your criminal plans account for multiple contingencies, misdirect attention at crucial moments, and achieve their goals as long as they aren't foiled by someone as competent as The Dark Knight. This also makes you talented at the basics of being a supervillain: managing an organization, coordinating henchmen and making sure everyone's loyal, motivated, or at least too intimidated to turn on you. You also gain the expertise of a criminal attorney, but at this point it's just to keep the paperwork tidy.

Supervillainy [600]

You know the most important thing a supervillain truly needs: **PRESENTATION!**
You possess a natural strength of charisma and personality magnetism that attracts loyal followers, but only when you're being theatrical, unique, and memorable. If you dress like an ordinary person and act boring, this perk does nothing. But when you embrace a distinctive persona (donning a costume, adopting a theme, creating a signature style, and generally being **INTERESTING**) you become a magnet for minions and henchmen. If you're a villain in a split-suit with a coin obsession, you'll have thugs lining up to work with you. If you are a genius in green covered with question marks, scientists and puzzle enthusiasts will want to work for you. And if you are a dark knight in a bat costume, you'll find allies who share your dedication to justice and being a terrifying figure. The followers you attract are competent, loyal, and genuinely believe in your vision (or at least your aesthetic). They're not going to betray you at the first sign of trouble, because they're invested in being part of something **MEMORABLE!**. And as a bonus gift, you can customize the composition of followers you attract (like gender and appearance) Want an army of attractive blonde women? I will not judge. Post-jump your gang becomes a group of followers.



The Genius



Riddle Me This [100]

You're exceptionally good at both creating and solving riddles, puzzles, and brain-teasers of all kinds. You think naturally in lateral patterns, seeing connections and wordplay that others miss and having a natural talent for creating riddles. But the most important thing this perk gives is that engaging with riddles actively sharpens your mind, keeping your brain working at 100% capacity and removing mental fatigue. Which means that solving puzzles throughout the day not only prevents cognitive decline but actually enhances your intelligence over time. Try not to drive others insane by asking them riddles.

Superior Intellect [200]

Your mind operates at a genius level when it comes to scientific pursuits. Like Edward Nygma himself, you possess a brilliant intellect focused on your chosen field, complete with PhD-level expertise that puts you among the smartest minds in Gotham (which includes Batman, so the bar is quite high). Beyond pure theory you're also an exceptional engineer capable of translating your knowledge into working technology, and your expertise makes sure you can find a job at any tech company or research institution if you wanted to. But why settle for dental coverage when you could be electrifying someone's frontal lobe just to prove a point?

Corporate Genius [200]

You can build successful companies from absolutely nothing and make any product you offer into a commercial hit. Basement workshop? That's the birthplace of your empire. Crazy experimental device that reads brainwaves? That's the hottest consumer product of the year. You can make every aspect of running a company look easy, and you know how to make whatever absurd pitch you have as visionary and marketable (if you do not wish to steal diamonds to start your business). Your business empire also remains stable and loyal even when you're personally busy with other projects, like elaborate revenge schemes or dressing in green spandex. Frankly, your genius could stabilize Gotham's economy and create thousands of jobs. But you won't, because you're too busy proving to Batman that you're smarter than him. Priorities!

Silver Tongue [400]

You have an extraordinary gift for talking to genuinely insane people without getting yourself killed, which in Gotham is an invaluable survival skill. Not just any crazy people, the dangerous kind of crazy people: the supervillains, the deranged geniuses and the psychopaths who society has locked away and thrown away the key. You simply have a unique type of charisma that lets you converse with them on their terms and earn their attention without getting yourself killed.You can sit down with someone like Two-Face and have a genuine conversation about duality and chance without him flipping a coin to decide whether to shoot you. You can talk to the Riddler about his need for intellectual validation and actually make him feel heard instead of dismissed. In fact, you could even walk into Arkham Asylum and come out with a dozen useful contacts, several alliances and a date (don't accept the date) . Even Batman would grudgingly admit you have a talent he lacks, though he'd never say it out loud because expressing positive emotions is against his brand.

The Box [600]

You can create brain-drain technology capable of extracting neural energy from others to increase your own intellect. This technology interfaces directly with human brains, drawing out not just information but the actual neural energy that generates intelligence. As you drain it from victims, your own intelligence increases proportionally, though this isn't permanent unless you maintain a steady supply of victims (the boost lasts for significant periods and can stack if you're draining multiple people). The technology also extracts concrete information from victims' minds: credit card numbers, passwords, secrets, embarrassing memories, strategic plans, and even visual images that can be turned into digital information. Users don't immediately realize what's happening (they experience the device as entertainment or utility while their neural energy and information are siphoned away). They might feel tired afterward or have mild headaches, but they won't connect it to the device. You also understand the neuroscience well enough to develop countermeasures in case someone tries to use any similar tech against you, because you're evil, not stupid.



Items



You have a 300 AP stipend to spend here. You can freely import items. Items destroyed restore themselves in three days. You also gain the blueprint of anything you buy here. You can discount two items per price tier, except the 1000 one. Discounted 50 CP and 100 CP items become free. Destroyed items reappear three days later. The items scale to your size. All items have an infinite battery. All vehicles have infinite fuel.

Batman Forever's Merchandise [Free]

This is a complete collection of Batman Forever merchandise in pristine, mint condition, including the ones that never existed. You've got action figures, movie posters, commemorative coins, trading cards, batarangs, toys, glass mugs and even a replica of the Riddler's cane. Completely useless for crime-fighting or villany, but sometimes all a Jumper needs is a hobby.

Theatrical Wardrobe [50]

A continuously replenishing wardrobe of costumes, outfits, and accessories perfectly suited to your persona as a hero or villain. The wardrobe includes everything you need: masks, capes, boots, gloves, utility belts, and any accessories that fit your theme. New costumes appear regularly, so you'll never show up to a battle wearing yesterday's outfit unless you want to.This also includes civilian clothes appropriate to your cover identity, ensuring you always look the part whether in or out of costume.

Blacklight Supplies [50]

A constantly replenishing collection of blacklight-reactive paint, makeup, body paint, hair dye, and fabric markers in every color imaginable, perfect for creating glowing symbols or making the theme of your entire gang. New supplies appear regularly and the paints are remarkably durable unless you use the included remover solution (which also replenishes).

Batsuit [100]
A sophisticated protective suit designed for urban combat and intimidation. It's armored enough to stop small arms fire, high temperatures and knife attacks while maintaining enough flexibility for acrobatics and martial arts. The suit includes a cowl with sonar lenses that protect your identity and provide enhanced vision in darkness, jet boots for thrust and a cape that can stiffen into glider configuration or be used to confuse and entangle opponents. The suit's aesthetic is entirely your choice, and is surprisingly easy to put on despite its complexity.

Riddler's Staff [100 CP]
A stylish walking cane that functions as an advanced hacking and electronics manipulation tool. The staff can interface with electronic systems at range (up to 10 meters), allowing you to override security systems, unlock electronic doors, manipulate computer systems and generally cause havoc with any computerized device. The hacking is fast, usually taking only seconds to breach even security as advanced as the batcave.

Alfred-Class Butler [100]
A loyal, highly competent personal aide who serves as butler, confidant, medic, and support specialist. This person is utterly trustworthy and skilled in household management, cooking, first aid and basic technical support. They'll tend your injuries after patrols, maintain your equipment, cover for your absences with believable excuses, provide sage advice when needed, and occasionally deliver dry, cutting observations about your life choices. Don't expect them to fight alongside you, but they're surprisingly hard to kill and have an instinct to avoid danger in case your lair is invaded by someone.

Utility Belt [100/200]
The iconic belt of the Dark Knight, now yours to wear. It features multiple compartments and pouches, each holding essentials such as batarangs, explosive batarangs, a grappling hook, lockpicks, a rebreather, mini cutting torch, zip-ties and a few other gadgets that Batman himself would recognize. The grappling hook is particularly impressive, being able to hold your weight plus cargo, and the belt automatically restocks every day. You also intuitively know where everything is stored without having to fumble around searching, and you can easily swap out gadgets and organize it however you prefer. For 200 CP once per month you can pull from the belt an item that 's immediately useful for your situation (like anti-shark repellant if you're somehow fighting a shark).

Supervillain Equipment Crate [200]
A large, periodically restocking crate containing everything a self-respecting supervillain needs for their schemes: plastic explosives with remote detonators, various acids in secure containers, knockout gas and miscellaneous chemical and electronic materials, along with manuals for using everything. The crate refills weekly with fresh supplies, ensuring you never run out of the materials needed for dramatic crimes or elaborate traps.

Armory Crates [200]
Multiple large crates filled with everything you needed to equip a small army of henchmen or followers. These include small guns, heavy guns, uniforms in your theme and enough ammunition to supply them. The weapons are reliable and the crates refill monthly, ensuring your organization never runs short of equipment.

Henchman Vehicles [200]
A small fleet of custom vehicles designed for your followers and henchmen, made for transporting your entire organization in style. The cars match your aesthetic perfectly and come equipped with chainguns, jet boosters and enhanced handling. Your henchmen will love driving these things, and your enemies will learn to fear the sight of your themed motorcade approaching.

Jumpermobile [200]

Your own custom-built vehicle, crafted to suit your life of superheroics or supervillainy. It can be a heavily armored car with jet propulsion, a motorcycle with advanced maneuverability, a flying jet with VTOL capabilities, a submersible or any similar design that fits your needs. The vehicle is absurdly durable, capable of ramming through obstacles and taking heavy weapons fire while protecting its occupants. It has advanced onboard computers, multiple sensors, weapon systems (lethal and non-lethal, your choice), grappling systems for wall-climbing and an autopilot that can drive the vehicle through anywhere or back to your base.

Lair Construction Cache [200/400]

You receive everything you need to build the headquarters of your dreams. This is a cache of basic construction materials, tools, furniture, plumbing and basic security systems and everything a lair may need for the initial setup of your personal headquarters. For **400 CP** the cache becomes big enough to build massive facilities like an entire island or a skyscraper if you wanted to. It also includes cutting-edge technology such as supercomputers, chemical laboratories or anything a superhero or supervillain may need. You also receive decorative elements that match any aesthetic you want (like glowing marks or bat symbols) and the cache is effectively limitless for your lair construction, appearing near your construction site along with instruction manuals and blueprints. This can only be used to build lairs, so don't try to use this to become rich in the construction business.

The Box [200]

A single unit of the Riddler's revolutionary technology: a box that, when placed near a television or a computer, beams content directly into the minds of anyone near it while simultaneously reading their brains. To users, it seems like incredibly immersive 3D entertainment. What they don't know is that you're extracting their knowledge, memories and thought patterns while making them addicted to the device. You also receive the control rod that, when placed at your forehead, conducts the neural energy of anyone using the box to yourself, temporarily increasing your intelligence.

Supervillain Island Lair [400]

Your personal fortress headquarters located on a private island in the waters near Gotham . The lair is showy, dramatic, and not even slightly subtle (made with your aesthetic). The island is surrounded by waters filled with naval mines, and the lair itself is filled with elaborate traps for any heroes or law enforcement who attempt to infiltrate. The facility includes everything you need: laboratories for mad science, holding cells for captives, living quarters, command centers with surveillance covering the surrounding area, armories, power generation, and docking facilities for boats or submarines. It comes with a skeleton crew of maintenance staff who keep everything running.

Wayne Manor & Batcave [400]

A massive estate on the outskirts of the city, featuring a luxurious mansion with dozens of rooms, immaculate grounds, and old-money prestige. The manor is fully staffed and provides all the comfort and space you could want. More importantly, beneath the manor lies an extensive cave system that has been converted into the ultimate crime-fighting headquarters. The Batcave includes everything a superhero needs: a vehicle bay large enough for multiple specialized vehicles with maintenance equipment, a trophy room for keeping mementos from defeated villains, medical facilities for treating injuries, training areas for maintaining combat skills, fabrication workshops for building gadgets and equipment, and living quarters for when you need to work through the night. The cave system is extensive, secure, and accessible through hidden entrances from the manor.

Arkham Asylum [400]

A secure psychiatric facility that actually works the way it's supposed to, which makes it a revolutionary concept in Gotham. This institution can house up to fifty patients at a time in secure, humane conditions. The facility comes staffed with competent, ethical mental health professionals who are somehow immune to corruption, manipulation, or developing romantic feelings for their patients. The building itself is escape-proof through a combination of solid construction, intelligent security systems, and architectural design that prevents the usual dramatic breakouts. But the real miracle is what happens inside: patients who remain here for an appropriate length of time (usually 2-5 years depending on severity) actually receive effective treatment, leaving the building well adjusted, mentally stable and genuinely reformed. Yes, exactly what you heard, they leave better instead of worse. Of course, the security can't do much against supervillains that want to break someone out, but this place still represents the chance for villains to be redeemed.

Jumper Enterprises [600]

Your own multinational corporation on par with Wayne Enterprises in resources, reach, and capabilities. Jumper Enterprises operates in whatever sectors you choose, like technology, entertainment or any combination you want, and it's extraordinarily successful. The company runs itself with minimal input from you, managed by competent executives who handle day-to-day operations while keeping you informed of important decisions. The corporation also generates enormous profits, providing you with effectively unlimited wealth for personal use (billions of dollars).

Brain Drain Network [600]

The complete, fully operational version of the Riddler's ultimate achievement: a city-wide network of brain-wave manipulation devices capable of reading minds and draining the intelligence from an entire city's population. When activated, the network reads the thoughts and memories of everyone using the devices, funneling that information back to a central processor where you can access it intuitively, finding any information you desire. More insidiously, the network can drain the neural energy from users and channel that to you, enhancing your own intellect temporarily proportionally in duration and level to the number of people you're draining. You still have to get the Boxes into homes, but once done, you don't need to fear a big green trail in the sky coming from every home that has a box and pointing directly at your supervillain lair. A hero could also use this for surveillance without draining the intellect of the population, though it's still an ethical concern to use this technology. Operating the central process at full capacity without being overwhelmed requires a mind on the level of genius.

Gotham City [600]

You own the entirety of Gotham, an entire city of approximately 10 million people. You are its mayor, its landlord and its final authority. The city has everything a major city needs: fire services, hospital, universities, a functioning (if corrupt) police department, shipping ports, airports and everything else. Gotham also comes with all of its problems intact: corruption, organized crime families, endemic corruption and a crime rate that makes other cities declare martial law. But despite all of that the right person can take all the potential it has and transform it into something greater. Post-jump you can choose to integrate Gotham into your next destination's world or keep it as a pocket dimension you can access.

Companions

Recruit Anyone [Free]
Anyone you want to recruit in this world is free to join you as a companion if they agree.

Create/Import [50 CP for 1, 200 CP for 8]
You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with 600 CP to spend. They do not get Item Stipends or Ship Builder stipends. You can also import any companion you bought here for a CP stipend. Alternatively, if you want, you can import all your companions for free, but they will only get their freebie perks from their origin.



Sugar and Spice (and Everything Vice) [50]

You've caught the attention of Gotham's most fashionable criminal duo! Sugar and Spice are two attractive women with athletic builds and a shared obsession with living dangerously. Despite representing opposite sides of the same coin, they work together seamlessly and are incredibly effective in their ways.

Sugar is sweetness and light. She wears white and embodies an innocent, flirty demeanor that makes her perfect for infiltration, social manipulation, and situations requiring a softer touch. She can pass for an ordinary person without changing her usual look, making her ideal for undercover work. Just don't let the sweet act fool you though, for she's just as capable and dangerous as her counterpart.

Spice is the bad girl. Where sugar uses charm, Spice uses fear. She wears black and prefers "aggressive" negotiations where she can lean in close, lower her voice, and make someone realize exactly how bad their day could get if they don't cooperate. She's direct, fierce, and unapologetically ruthless when dealing with your enemies.

Both women are skilled henchwomen who can handle themselves in combat, assist with heists, and execute your plans with frightening efficiency. They understand that you appreciate different approaches to problems, and they'll each bring their unique style to serve you. Sugar will sweet-talk information out of targets while Spice will beat it out of them, whatever gets results.

They come as a package deal and expect you to value both what they offer. Cross either one and you'll have both to deal with. Treat them right, and you've got two of the most loyal and effective women in all of Gotham at your command.

Drawbacks



Canon Rehook [Free]

Perhaps you did jump to the Batman 90s movies before? This option stitches your previous jumps directly into this one, acknowledging your adventures as canon to the timeline.

I'm Batman [Free]

You can assume the life of any character that matches your origin, like turning into the Riddler if you chose The Genius option. You can also assume the life of any other characters that do not match any origin here, such as becoming Commissioner Gordon or Dr. Chase Meridian.

Supplement Mode [Free]

This jump becomes a supplement to another jump of your choice. Your CP will be separate between both jumps, and taking drawbacks in the supplement will affect the entire universe you are jumping to but only give points for the supplement. You also have the choice of fusing both universes together.

Bat Puns [+50]

You will be unable to escape a constant deluge of 'humor" that makes even the worst dad jokes seem funny as the people around you seem to be almost obligated to make terrible puns, usually themed to whoever they are or whatever they're doing. For an extra +50 CP you find you are also constantly making terrible "jokes" as well. At least you'll fit in?

Game Collectables [+100]

You cannot resist leaving clues and riddles related to your plans. If you're committing crimes, you compulsively warn your targets through cryptic messages. If you're investigating, you leave calling cards and cryptic notes rather than working anonymously. You genuinely believe you're smarter than everyone else, and you need to prove it by showing you can announce your intentions and still succeed.

Heads or Tails [+100]

You cannot make any significant decision without flipping a coin or using some other random chance method. And once it's flipped, you cannot ignore or reinterpret the coin's results. You've surrendered your will to fate.

Nipple Suit [+100]

Every costume, uniform, or specialized outfit you wear develops some inexplicable design quirk that people immediately fixate on and mock mercilessly. Maybe it's sculpted nipples on the chest plate. Maybe it's wearing underwear over your pants. Either way, it will become the thing everyone talks about when discussing you. Civilians will comment about it, Villains will mock you because of it, and even the news reports will mention it. Have fun trying to be taken seriously.

Gotham Citizen [+200]

All your out-of jump powers are disabled during your stay here, limiting you to what you purchase here and your wits.

Cursed Ground [+200/+400/+600]

Your properties, territories, and places you call home are now specifically cursed with the same dark fate that plagues Gotham. No matter what you do, no matter how much you try to improve things, these locations are magnets for chaos, crime, and corruption. For +200 CP any single property your own or primarily reside becomes cursed. Your mansion constantly attracts burglars and supervillains, your lair gets discovered more often and your business headquarters become a target for corporate espionage and hostile takeovers. For +400 CP your entire district is cursed. Crime rates skyrocket, corruption takes root in the local government and all the small problems escalate into major crises. Try to clean up your neighborhood? Worse ones replace them. You fund programs to help people? The money gets embezzled. For +600 CP the entire city gets cursed (which means it gets worse than it already was). The city is perpetually on the edge of collapse, supervillains are drawn like moths to a flame and everyone's cynical and worn down. Even if you become the city's greatest protector the darkness never goes fully away, making it a futile effort.

Orphan [+200]

You carry the deep psychological trauma of losing your parents in a sudden, violent, and shocking way, and the grief hits you in waves during your stay here. You will also experience flashbacks related to their deaths, interrupting your daily life and forcing you to relive the trauma. Accepting what happened is the only way to find peace.

Clown Show [+200]

If you're a villain, you will attract the most incompetent, theatrical, and unreliable henchmen imaginable. They will make the most stupid mistakes, make any operation of yours more complicated and get easily defeated by heroes. If you're a hero, you will instead attract overeager sidekicks who will constantly put themselves in danger trying to help you, get captured almost immediately and create more problems than they solve. You can't simply abandon them, and circumstances will keep throwing you together. You're stuck managing these disasters during your stay here.

I'll Make You Understand [+200]

You're completely obsessed with someone and can't stop thinking about them. It consumes your thoughts as you see yourself desperately needy for their approval and their attention. And the worst part? This person will eventually reject you, forcing your obsession to transform from desperate admiration into an equally intense desire for vengeance.You'll want to prove you're better than them, hurt them as they hurt you, and force them to acknowledge you even if that acknowledgment is as an enemy. This drawback lasts for the duration of your jump, and the rejection will happen at the dramatically appropriate moment to cause maximum problems. You can resist acting on the obsession with effort, but you can't stop the thoughts and feelings that plague you constantly.

Villain Groupie [+400]

You are completely obsessed with supervillains, and this interest goes far beyond healthy. You're genuinely fascinated by the theatrics, costumes and vendettas, and this drives you to become a henchman despite knowing how dangerous the job is. The problem, as you can imagine, is that being a goon is the worst possible career choice in Gotham: you'll be sent on dangerous missions, used as bait or cannon fodder, caught in battles between your boss and heroes, and be constantly arrested. In fact, your boss might even shoot you because you were in the way. Hope you didn't make long-term plans. Or if you did, hope you wrote them down somewhere Batman won't find while he's handcuffing you to a police car.

Split Personality [+400]

Remember Two–Face? You now have his superpower, but as a drawback. You have a distinct personality in your head that is completely different from you in values and behavior, and they are here to stay. They share half of the control of your mind, which means you will argue with yourself, make conflicting decisions or struggle with internal conflict during your stay here. You can find balance eventually, but until then, you are literally at war with yourself.

Arkham Inmate [+400]

You begin the jump imprisoned in Arkham Asylum, having been captured and convicted before the jump starts. You're considered dangerously insane, legally not responsible for your actions, and a threat to public safety. You start with no equipment, no resources, no allies outside, and a record of violent criminal behavior that may or may not be accurate until you leave. The guards watch you constantly, other inmates are dangerous, and therapy sessions try to "fix" you in ways that might eliminate parts of your personality you'd prefer to keep. You'll need to either escape (making you a fugitive with every cop in the city looking for you) or convince people you're rehabilitated (which is extremely difficult if you're planning to return to your activities). Good luck!

Movie Finale [+600]

Your most dangerous enemies have allied against you, established a fortress base on an isolated island, kidnapped people you care about, and set a trap designed specifically to destroy you. They know your tactics, your weaknesses, and your psychology. They've created a scenario where saving your loved ones seems impossible without sacrificing yourself or making impossible choices. You must infiltrate their heavily defended lair, overcome deadly traps and challenges designed to exploit your specific vulnerabilities, defeat multiple powerful enemies simultaneously, rescue hostages scattered throughout a booby-trapped facility, and escape before the entire place explodes or collapses. This will happen in the final year of your jump, and failing means losing the people you care about and possibly dying yourself. You will have to master your abilities and work together with any allies you've gathered, because you cannot win this alone.

Worm [+600]

Your presence in the city now triggers an arms race of escalating danger. Every time you succeed at something, your enemies respond with something more dangerous. Stopped a hostage situation? It will lead to a bomb. Stopped a bomb? It will lead to a terrorist attack. And if you are a villain, the opposite will happen with heroes becoming more brutal and the cops acquiring more heavy equipment to stop you. The only way to stop this is to find a way to break the cycle of retaliation, which normally means killing all your enemies before they escalate first.

Ending



So you've survived ten years in Gotham City.
That puts you in a pretty exclusive club, for most insurance companies won't even cover residents past the five-year mark. At this point, they just assume you've either turned into a costumed lunatic, been kidnapped by one, or married one by accident.

The jump's over, but you've still got a decision to make. The Bat-Signal's lighting up the sky (someone's paying that electric bill), and it's time to choose.

Stay in Gotham [+500]

You've decided this place isn't so bad. Sure, the therapy costs are astronomical, but you've adapted. Maybe you've found your niche fighting crime in a costume, maybe you're running a legitimate business, or maybe you've realized that villain careers have surprisingly good retirement plans compared to working at Wayne Enterprises. Either way, it's your city now, and you've figured how to survive it. Here, take these 500 CP as a bonus for surviving. Don't spend it all in one place

Go Home

Maybe you've had enough of a city where "normal" means only two bank robberies per week. You miss places where therapists don't need their own therapists, where billionaires have normal hobbies, and where you can attend a charity gala without mentally calculating exit routes and villain entry points. You've seen things that would make a normal therapist quit on the spot, but you're going home now, and that counts for something.

Go Forward

Gotham was interesting, but you're ready for something new. Maybe you want a challenge that doesn't involve rubber suits and neon everywhere. Maybe you're chasing something specific across the multiverse. Or maybe you've realized that once you've survived this place, you can survive anything, and you want to test that theory. And who knows? Maybe you'll miss the chaos. Right now, you've got places to be and new worlds to see.

Changelog and Notes

V 1.0 - First Version.