

<u>90's Batman Movies</u>

Intro

This is the story of a man's quest to end crime. It is a darker tone than most iterations, but one born from the around the 1990s and began with the mind of Tim Burton. Welcome to Gotham, a city of sin, greed and despair. There is a small fan debate on if the movies are set in the same universe or separated by director and respective Batman, that can be left up to you. In either case, expect the architecture to be bleak, statues of men suffering holding up the rich and gutters full of trash of both human and discarded items. It is a sad place in need of a hero and one has finally risen to the task.

Location: Gotham

Choose your Batman

In the old live action movies the role of Batman has been played by several people. You can take your pick of which person you will meet. This option will also change and reflect on some other characters. See the notes at the end of the document for who was supposed to play what villains in later movies.

Michael Keaton (Batman, Batman Returns) From the dark and twisted mind of Tim Burton, this version of Gotham is more gritty and full of trash. Some of that trash even walks around talking to other people. Expect everything to be more shades of gray in color tones and the people to not be as smart to obvious clues. If you choose this version of Batman, just know that Batman does kill, people die and the hookers are so bold as to proposition children on the streets.

Val Kilmer (Batman Forever) or George Clooney (Batman and Robin) From the mind of Joel Schumacher the live action Batman universe took a turn for the more colorful. Gone are the gray and rotting buildings of Gotham and colorful glowing neon blacklights can be seen everywhere. The city is no less dangerous, but at least there will be more than gray to look at. Now there is more neon paint and black lights. There are even mentions of other DC heroes and the armor has nipples.

Choose your Origin

Age: 2d8+20

Gender: Whichever you like

Drop In/Civilian - The common everyman of the world that is the lifeblood of the city. Not everyone can be the important movers and shakers and there is no shame in that. You can gain the background as just another person trying to make their way through the world or select to be totally new to the world and wake up in an alley as a drop in.

Hero - While many give in and allow the world to beat them down, others rise up to fight back. For one reason or another you are one such person. With or without superpowers, you have decided to help those that cannot or will not help themselves.

Villain - They come from many backgrounds. Some were betrayed criminals, many are born anew from life altering chemical accidents, and others just had a shitty day job. Whatever your tragic background, you have decided to make the world pay for getting in your way.

Perks

Each origin receives their 100CP Perk for free and a discount on the rest of their origin.

Generic Perk

100CP - Burton Vision - Are you a fan of how Tim Burton sees the world? Take a bit of his guidance with you. At the start of future jumps you can filter the worlds to become as if Tim Burton was the director. This will not change the overall plot, just the tone of the world.

Drop in/Civilian

100CP – Profession – Everyone in this world needs a day job and you have the training and actual job to prove it. YOu can gain a decade of experience in any profession you like. It can be anything from news reporter, to butler to therapist for the criminally insane.

200CP – Underworld Contact - Sometimes a person just needs a bit more and sometimes you need some connections. Criminals see you as someone they can approach and perhaps come to an arrangement with. They might take a few nos with grace, but that just means they have a chance to up their offer for having a man on the inside.

400CP – Rich Playboy - Part of any good hero is the ability to pretend to be someone normal. For Batman, it is about taking on the persona of a charismatic playboy. You can now pull this off as well. Take an increase to your appearance and charisma, as well as all of the skills needed to fit in with the social elite. Such is your new skill that the media and people will love your antics.

600CP – Mega Corp CEO - You gain all of the skills and know-how of running a billion dollar corporation. What sort of corporation is it? That is up to you. Wayne Tech has its hands in many branches. Such will be your skill that you could easily leave the company running with minimal input while you funnel large sums of money and resources off to a secret double life.

Hero

100CP – Master of Combat - The need of a hero to defend themselves and the innocent is of prime importance. You will gain mastery of a single form of unarmed combat and one melee weapon of your choice. Go and defend the peace.

200CP – Secret Identity - Many heroes suffer from low budgets when making their costumes and expect a mask or even a lack of a mask to keep their superheroing and civilian lives separate. With this you can even go without a mask and people will not notice it is you. Just make some mild changes to your appearance, such as glasses, a tiny mask or even different hair style and people will be telling your secret identity about how they just missed the hero.

400CP – All Those Toys - Joker once asked where Batman kept getting all his toys and the answer was simple, he made them. Throughout the DC multiverse, Batman is known to be a master tinkerer capable of making many seemingly strange gadgets. And he taught you everything he knows about the craft. Go forth and make your own utility belts, batmobiles, hidden caves and whatever other gadgets you desire.

600CP – Lines To Cross - Some claim there are lines that heroes can never cross, such as the no killing rule. In this world that is not so true. Batman has murdered several low ranking goons and still is praised

as the hero of the day. As long as you are working for the greater good, a few deaths of the enemy here and there will be considered acceptable losses. You might be scolded, but people will understand that in a high stress event, things happen.

Villain

100CP – Looks Like Corporate Espionage – You are a master of covering your shady business dealings. A small break in, trashing the office and running off with the evidence can easily have the police blame other people, such as a rival company.

200CP – Tone Change - Villains need style of knowledge to set the tone of an encounter. When applied properly this can cause people to underestimate the goofy guy dancing around to music. Right up until he kills someone with an electric joke buzzer. Like a switch, you can change the tone of the setting at a moment's notice so that people know when you are being serious.

400CP – Poisoned Lips - Your lips appear to be so desirable and kissable, but they are full of a killing poison. Any lip on lip action is enough to flood your target with a killing dose of several different toxins and will lead to their deaths within seconds. This ability comes with a toggle to turn it off, for times when you actually want more than a brief moment together.

600CP – Evil Genius – Not all villains start out evil, many are just poor workers that get screwed over by corporations. Select a field of study and gain a doctorate in the field. You will also know how to use your newfound knowledge to craft items of evil. From freeze rays, to pheromone dust to even mind reading devices are not beyond your grasp.

Items

Each origin receives their 100CP item for free and a discount on the rest of their origin. Lost, destroyed or stolen items will return to your warehouse after a week. Items can be imported to gain new functions.

Generic Items

50CP – Batman Merch - In your warehouse or appropriate property is now a collection of each of the 80s and 90s Batman merchandise. This includes all four movies, toy lines and even halloween costumes.

50CP – Jumper Forever - Do you remember your choice of director at the start of the jump? Because this is a movie collection of jumper and his adventures as if directed by that man. You will receive four per jump and more in future settings.

Drop in/Civilian

100CP – Unlimited Eggs and Tomatoes – There is always someone that brings eggs and tomatoes to a speech. Why? To throw them at the speaker while booing. You can now summon an unlimited supply of these much needed public speaking tools. They can even be as ripe or rotten as you wish.

200CP – Vincent Black Knight – Only 101 of these motorcycles were made and you have one waiting for you to take it for a spin. As a rare classic, you will gain increased respect from any motorcyclists just for owning this beauty of the road. Comes with unlimited gasoline.

400CP – Power Armor - This armor is similar in the style of Mr Freeze, except that due to not needing to cool you to freezing levels, it will not require diamonds to fuel it. The basic design has some glowing lighting of whatever color you like. It is strong and durable enough to damage stone walls.

600CP – Jumper Corp - You are the proud owner of your own company that can expect to pull in millions, if not billions. While the type of company is up to you, it will already have employees and the necessary contacts to run so smoothly that you only have to show up on occasion.

Hero

100CP – Battle Suit – With or without nipples, you gain a battle suit fit for a superhero. It is lightweight, does not hinder movement and is bullet proof.

200CP – Jumpermobile - Everyone needs a sweet ride and here comes yours. This car is stylish in a color of your choice. Comes with standard with; seating for two, machine guns, rocket launchers, bombs powerful enough to blow up a chemical factory, bullet proof armor shielding, rocket thruster and voice activated remote control.

400CP – Family Manor – Under your ownership is a historical family manor that has been in your family for generations. Inside hosts many trophies, arts and other significant relics of past ancestors. In future worlds these relics of the past can be changed to reflect either your past deeds or those of your origin's ancestors. Underneath is a rather spacious cave and secret hideout suited to your background of choice.

600CP – Jumper Card – A simple black credit card with a symbol of your choosing. It holds at least a $10,000,000 monthly balance off any of your official books. Surprisingly, this card is accepted anywhere legal tender is, even in places that do not have credit cards, such as fantasy worlds.

Villain

100CP – Electric Death Buzzer – A seemingly small hand buzzer that can be used to kill those unwary enough to shake your hand. Such is the power; all that will be left is a smoking skeleton wearing their clothing.

200CP – Army of Penguins – The flappy sea birds really do love you as if you were their own son. Your colony of penguins are smart enough to follow your complex orders and can even use machines such as rocket launchers. With this, you will gain a large pool room so that they can swim and play around in it.

400CP – Freeze Gun – An invention of Mr Freeze, this ray gun can completely freeze people solid. They only have 11 minutes before they die if not thawed out beforehand. This version of the gun comes with a De-Freeze Ray setting to melt the ice you make.

600CP – The Box – Originally created by the Riddler, these things might look like blenders, but if placed on top of a tv, they will beam the program or games on the tv directly into the watcher's brain. This was famous for allowing the common people to experience their favorite programs as if they were in them. But fancy 3D tv isn't worth this price. While you will gain the blueprints to make more Boxes, you also gain the master control blueprints. When attacked to the head it can access the brains of everyone currently using a Box. Allowing you to gain access to all of their memories, secrets and unused intelligence.

Companions

(50CP – 200CP) Import a previous companion, create a new one or take a canon character as a companion. 50CP for one, 100CP for 4, or 200CP for up to 8 companions. Each companion gets 600CP to spend as they see fit.

Drawbacks

0CP – Previously in DC – If you have already been to a DC setting before, you may want to have your past actions remembered here. Hero or villain, your antics will become part of your background and filtered through this world's appearance.

0CP – Movie Continuity Continued - There are hints and mentions of these versions of Batman being seen in other DC settings. Take this toggle and you can pick and choose which of those cameos apply to the world. Anything from the books, comics or cameos will apply.

100CP – One Word Vocabulary – A sad thing to see are people that take too many chemicals to the brain. Much like Bane, you are now limited to only single word responses. If you are lucky and really trying you might force out a two word sentence. This will not impair your intelligence, just your speech.

100CP – Puns – In classic comic style you have a horrible urge to make puns. This could be tolerated, but you keep making the same ones again and again. Such as shouting "chill" every time you blast someone with a freeze ray.

100CP – Tragic Past - What sort of Batman story could we have if his parents lived? Not a good one, and now you know why. Your parents were tragically murdered in front of you when you were a child. If you are a drop in, then you now have memories of your real parents being murdered. Have fun with that.

100CP/200CP – Deformity – There are many sad stories of people either being born ugly or having accidents. For 100CP, you can have a small problem, such as strangely colored skin, having half of your face burnt off or a gigantic ear to ear grin from a chemical bath. But for 200CP it is much worse. Much like the Penguin, you are so deformed and ugly that your own parents would have abandoned you in a river to die shortly after your birth.

200CP – MacGregor's Syndrome - A rare and terminal illness has befallen someone close to you. This disease causes fluid build up in the lungs which inevitably leads to organ failure. It is a tragic illness with no in-world cure and seems to be immune to anything a jumper can seemingly use from other worlds. Sadly, you only have five years to use resources in this universe to find a cure. Luckily, Mr Freeze has the research for curing stage one, but you will need to cure all four stages before your charge dies.

200CP – Pheromone Dusted - You have been dusted by a special concoction of Poison Ivy. Unlike her regular stuff that makes people more attracted to her, this prototype just makes you easily distracted and hormonal when dealing with anyone of the opposite gender.

200CP – Raised In A Sewer – No one can claim that the Penguin was a decent person. Oh, he could act a bit, but would quickly show his true colors of what he thought about others. Wearing stained and unwashed clothing, eating raw fish like he was starving and constant sexual harassment. Now, you are

just like him. Have no shame in groping a woman while trying to put a button on her, no shame in sniffing at a woman's foot as she tries to kick you away, or even sniffing where she was just sitting right after she stands up. Granted this also leads to you not being very good at rejection. It can sometimes get a bit homicidal.

300CP – Worse Than You Remember – Gotham has always been bad, but now things are even worse. Already you had prostitutes all over the streets trying to sell their time to children and Robin even tried using the Batmobile to pick up a few. People died and people cared. Women were captured by gangs out in the open. If these are things that were considered the good type of Gotham, expect everything to become so much worse. More fire, more corrupt cops, more gangs robbing and attacking people in the open, more drugs, a lot more toxic waste dumped into the sewers and do not get me started on what this has done to the sex workers. Seeing a dead body in the gutter is just another day. Batman is going to have a lot of extra work because of this.

300CP – Winter Wonderland - Batman failed to stop Mr Freeze in time, but the plan wasn't completed as intended. Some heroes were able to protect their cities from the cold and the equator did not hold the chill for long. The glaciers and permafrost go down to the 35th parallel. Society has broken down in most parts of the world as the large supply nations have fallen and survivors fled towards the equators. Resources are diminishing as people are becoming more savage during the new ice age.

Endings

Go Home – If you have grown weary of the chain and adventure, you may go back to Earth with all you have gained.

Stay – Perhaps you have taken a liking to this world and want to end your wandering. You may now call this world home.

Move On – Why give up now when there are so many new worlds to visit? Move on to the next world and try to have fun.

Made by Wanderer

Changelog

V0.2

Added hero perks

Added more civilian items

Expanded a few drawbacks

V0.3

Added Poisoned Lips and Lines To Cross perks

Added Drop in perks

Added Burton Vision

Added companions stipend

Added Winter Wonderland drawback

V0.4

Fluffing

Notes

From a bit of research the expanded universe of Tim Burton's Batman would have looked like this.

- Robin Williams as the Riddler
- Billy Dee Williams as Two Face
- The third movie being more similar to Mask of The Phantasm
- Nicolas Cage as Superman, who dies and is reborn by impregnating Lois and rapidly aging up
- Lex/Brainiac hybrid
- This universe also comes with a book and a Sega game

Joel Schumacher's third movie: Batman Unchained

- About the Scarecrow and Harely Quinn
- Nicolas Cage as the Scare Crow
- Madonna as Quinn
- Return of all previous villains from Tim Burton's movies to put Batman on trial