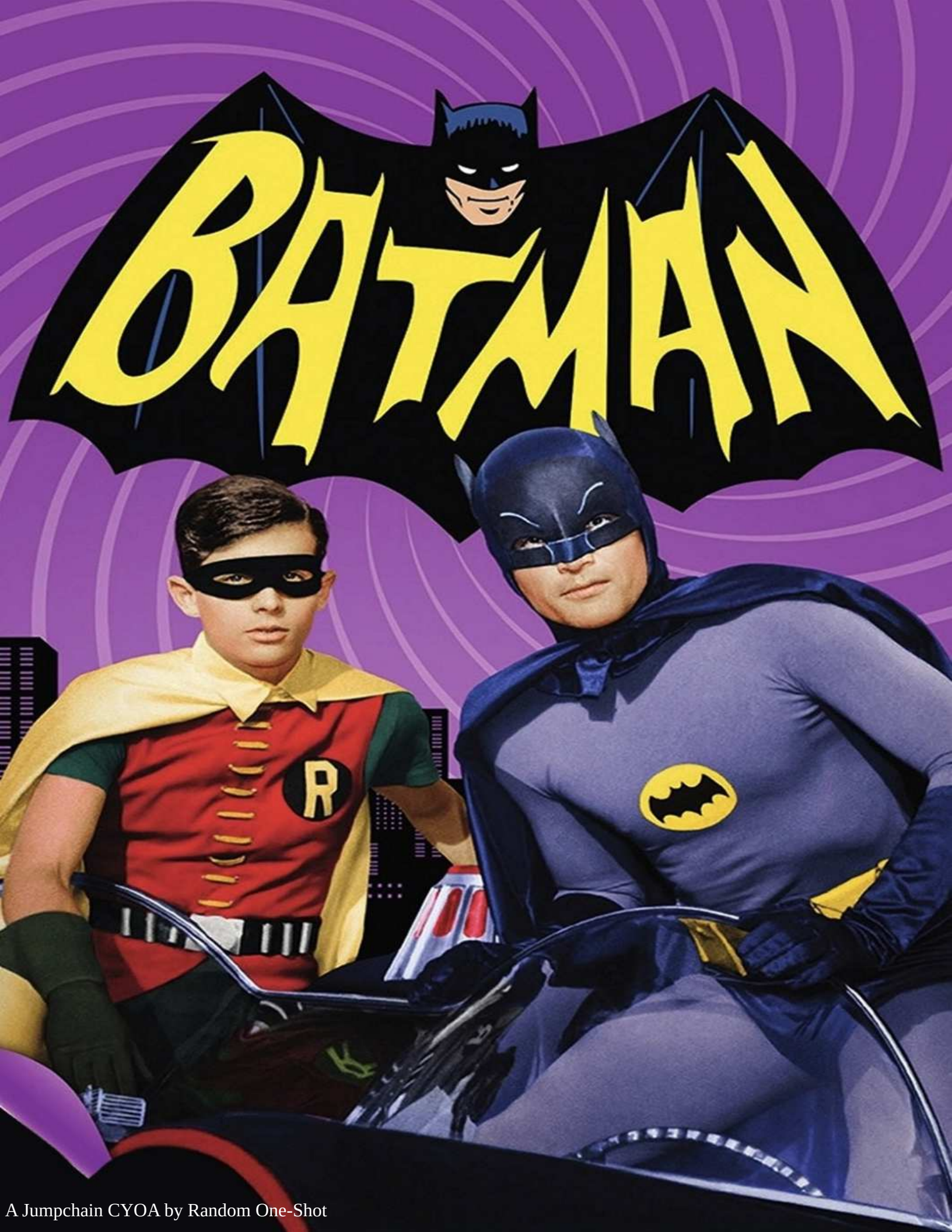


A Jumpchain CYOA by Random One-Shot

Welcome to beautiful Gotham City, Jumper!

This is a municipality that any American citizen would be proud to live in. Look at Woodrow Roosevelt High, with its award winning basketball team. Look at the First National Bank, where all of your valuables may be safely stored away. Look at stately Wayne Manor, home of millionaire socialite Bruce Wayne and his youthful ward Dick Grayson.

What? Whatever do you mean this is not the Gotham you know? Why would we want gargoyles, urban decay or a police force that is anything less than honest?

No Jumper, this is the world of Batman '66! Gotham City is a west coast, all-American city with a prison that believes in rehabilitating even the worst criminals. Speaking of those criminals, they may be a bit more theatrical than the ones found elsewhere, but they can still cause a level of mayhem seen nowhere else in this great country. But all hope is not lost! When Gotham's finest are not up to the task, they have others they can call upon. A duo of stunning minds, able bodies and sterling reputations.

A Dynamic Duo, if you will.

Secure in the office of Gotham City Police Commissioner Gordon lies a bright red telephone that offers a direct line to the Caped Crusader, the Bright Knight, the one and only Batman, and his eternal sidekick, Robin the Boy Wonder. When all else fails, Gotham rests easy knowing her safety is secure in the hands of these mysterious-yet-officially-deputized agents of justice.

Now that you have arrived, what will you do?

Serve law and justice from behind a mask?

Take from the locals without bothering to ask?

Or will you stand aside and never rise to the task?

Whatever your choice, take these +1,000 CP to create a place for yourself and I will see you in three years time, at this same Jumpchain channel!

Background

You may take any of the following options as a Drop In, if you do not want the associated memories and background connections to come with your new life.

Superhero

You are a stalwart defender of justice, deputized to bring law and order to this fair city. Whether in your civilian persona or your masked alter-ego, you stand for truth, justice and the American way! Hm, where have we heard that before?

You may choose any age over 21 years old. You may also choose your appearance, sex and voice.



Sidekick

You are an up-and-coming defender of law and order, still learning from your mentor and always ready to spring into action. You strive to follow their example and give them as much assistance in their duties as you are capable of. By your own choice, you can be a plucky orphan trying to make it on your own or a member of a loving family of your own design.

You may choose any age over 12 and up to 21 years old. You may also choose your appearance, sex and voice.



Supervillain

This city deserves a better class of criminal and by God, you're going to give it to them! You make crime into a passion, an art! It is all you live and breathe for, and the criminal underworld is your natural habitat. The only thing better than hauling away your loot is tweaking the nose of those insufferable caped crusaders.

You may choose any age over 21 years old. You may also choose your appearance, sex and voice.



Police Force

You may wear a badge instead of a mask, but you burn with a desire for justice and order that matches anything found in the heart of any superhero! The crimes you tackle are more mundane in nature, but their successful completion brings safety and respectability to this city just the same.

You may choose any age over 21 years old. You may also choose your appearance, sex and voice.



Mook

You may not be the one calling the shots or planning things out, but you are definitely the wheels upon which all those masterfully planned crimes go ahead! Can you imagine Catwoman cleaning her own pussywillows? Or Joker driving his own getaway vehicle?

You may choose any age over 21 years old. You may also choose your appearance, sex and voice.



Citizen

You have a 9 to 5 job, a nice little apartment, a family that loves you and no secrets to hide whatsoever.

Really.

You may choose any age over 21 years old. You may also choose your appearance, sex and voice.



All Walks Of Life

A person can go through a lot of ups and downs in life. Maybe where you started out is not where you are now. Pick any two backgrounds and create a history for yourself from them. Perhaps you are a fallen hero or a redeemed villain. Perhaps you enforce the law by day, but sell your services to the highest bidder by night.

You can pick any age over 12 years old. You may also choose your appearance, sex and voice. If you are underage, you may choose to be an orphan with no family to worry about or you can design yourself a family of some variety to help look after you until you can legally look after yourself.

Starting Location

Gotham City is a lovely municipality with many sites to see. Where do you begin your adventures? You can choose your location yourself for free or roll 1d8 to let fate choose for you and add +100 CP to your stipend for this Jump.

1. Stately Wayne Manor – The beautiful home of millionaire socialite Bruce Wayne, his youthful ward Dick Grayson, their faithful butler Alfred Pennyworth and their always concerned housekeeper Mrs. Harriett Cooper.
2. Gotham State Penitentiary – Headed by Warden Crichton and dedicated to the rehabilitation of prisoners everywhere, this facility is the part-time home of many a crook and criminal.
3. Police Station – Helmed by the diligent Commissioner James Gordon and staffing officers such as Chief O'Hara, these fine law enforcement officials are smart enough to handle 99% of the crime that comes their way and humble enough to admit when they are out of their depth.
4. Woodrow Roosevelt High School – A shining example of the American educational system. Just ensure that you do not remain in the same spot on campus for more than two minutes or you will be fined $5,000 and sent to prison for five years on the charge of loitering on school grounds.
5. Low Down Bar – A rather grimy looking bar down by the docks. Surrounded by drunkards and various other lowlifes, perhaps you could improve the real estate value with an explosive or two.
6. Gotham Library – At the front desk is the lovely Barbara Gordon, Gotham City librarian and daughter of the Police Commissioner. In these stacks can be found the collected wisdom of the world, indexed and organized for easy use.
7. Your Home – You could take in the sights of Gotham City any time. Home sweet home is where you start, wherever that may be.
8. Your Choice – Choose freely from any of the above or any other unmentioned location to be found in Gotham City. They have a lovely wax museum, for instance.

Starting Time

The Caped Crusaders are timeless icons, but everyone has to start sometime and you are no exception. Freely choose when you arrive or roll 1d3 to let fate decide and add +100 CP to your stipend for this Jump.

1. A movie theater. A dark alley. A catalyst for a legend. You begin just as a showing of *Zorro* comes to a close and families are streaming out of the cinema to go home for the night. A certain family will soon decide to avoid the crowds by cutting through the gap between buildings. If you hurry, you could make one doozy of a change. (Late 1940's)
2. A legend is born. Gotham City is a shining beacon of capitalism, democracy and family values, but every city has its dark side and this one is no different. Organized crime lurks in the shadows, their filthy fingers in every pie. The police force and mayor's office are doing their best, but they are overwhelmed by the task. However, the last few weeks have heard a story beginning to circulate throughout the gangs. That of a deputized bat cracking smuggling rings, burglar gangs, protection rackets and other established criminal operations to drag their brazen wrongdoings into the light of the law. (Early 1960's)
3. Batman and Robin are known and loved in this fair city. Organized crime has all but vanished. However, a new sort of threat has begun to rear its ugly head. As if mocking the Bright Knight, caped and costumed crooks are becoming more and more common. Villains such as the Joker, the Riddler, Catwoman and the Penguin are almost household names by now. Every day brings a new opportunity for chaos and profit as far as they are concerned, but the Dynamic Duo always rise to the challenge. (1966, begin one day before 'Hi Diddle Diddle')

Perks

The following Perks are discounted by 50% for those who signed on under the associated background. Any discounted 100 CP Perks are free.

For those who choose the All Walks Of Life background, due to your mixed background you will have your choice of discounts. You may choose any two 100, 200, 400 and 600 CP Perks to receive discounted from either of the backgrounds you picked.

Please note that FREE Perks are not the same as mandatory Perks. Only take what you wish to take.

General

ZIP! POW! BAM! [FREE] - Fighting causes visual and sound effects to appear with each strike. This can be toggled on and off at your will, as can the perception filter that causes people to think that it is a strange thing or nothing worth commenting on.

Cameo [FREE] – Every now and then as you travel through the omniverse, you will bump into people you recognize from previous settings. Maybe it is in a shop as you buy your morning bread, maybe you bump into them at the gas station pump or maybe they meet you at a window as you scale to the roof. The interactions never last more than a minute before they go back to where they came from and they will never think it odd that they have appeared where they did. They will not help you in any great way, but they can give you a bit of advice if you have a conundrum you cannot quite solve on your own.

Brightening The (K)night [FREE] – At the beginning of any Jump, you can choose to give the setting a change in genre to make it much more lighthearted and goofy. People will hardly ever die, institutions become run by people who are at least honest (although I'll get back to you about competent) and good weather seems to pervade the local area 24/7.

Easily Identifiable [FREE] – Sometimes you cannot tell what something does at a glance. Happily, now you will not have to. At your will, you can insist the universe apply a series of labels to basically everything relevant to you in any way. LOOT SACK, BAT COMPUTER, ATOMIC PILE – anything you might need some clarification on. Or that would be funny. Both really.

Last Time On Jumpchain! [FREE] – You now have the option to hear William Dozier narrate an introduction to each Jump as you begin it, as well as give commentary whenever you get into a deadly bind.

Branding [100 CP] – This will give anything you create a visible theme that immediately identifies it as your work. From bats to cats to clowns to pharaohs – you leave your mark on your creations. Can be turned on and off, just in case you want to build something incognito.

Where Do You Get All Those Wonderful Toys? [100 CP] – Yeah, where do you? Well, the answer is a bit boring – you make them. You now have a middling understanding of chemistry, mechanical engineering, tailoring, biology and manufacturing. This is just enough to create and maintain your mundane equipment and costumes.

Straight-faced [100 CP] – You can say the most ridiculous things with a perfectly straight face and be taken seriously by all who hear you. The world is a silly place, but you know how to be serious when circumstances call for it. For managing this impressive task, your willpower gets a boost.

Ham It Up! [100 CP] – Then again, why bother with the serious? Have fun! Your ability to overact gets turned up to eleven, allowing you to bellow the most nonsensical riddles, outbursts and jokes at the top of your lungs and love every moment of it! Your self-confidence gets a boost too.

Same Bat Time, Same Bat Channel [200 CP] – Allows you to freeze time for up to 23.5 hours relative to you when in a crisis to try to come up with a plan to save yourself or others. Activates and deactivates by your will. You cannot take any action while this is active. It buys you time to plan and nothing more. Resets weekly after each use.

It Fits In There?! [200 CP] – The world you are about to enter is filled with many incidences of something fitting into a utility belt that should not be able to hold it. The Batarangs, a bullet-proof shield, a long rope, a megaphone, a radar screen - it is a long and varied list. Now, you have the same technical skill with your creations. You can reduce the size of any of your creations to a tenth of what they should be without any loss of utility. This also reduces the amount of materials that you need to make said creations to a tenth of what they had been.

Comic Book Science [300 CP] – Here is knowledge of all manner of bizarre chemistry, biology, physics and more. Create a mind-control serum from ancient scarabs you have revitalized with electricity or turn a giant cake into a quicksand trap. Moreover, this

seems to have an amplifying effect on all of your creations – the goofier and more comic book-ish they are, the better they seem to work. Sure, you could make a perfectly suitable drill tip out of regular diamonds, but why not steal the Koh-I-Noor diamond and give your drill tip the kind of strength that can pierce through anything physical? A regular engine will move your car from A to B just fine, but stick an atomic engine in there and watch the miles fly by.

Superhero

Alter-Ego: Millionaire Socialite [100 CP] – You have a reputation for honesty, bravery and justice. This causes people to overlook your more shady actions as necessary or not that bad. You will also be given a great deal of trust by authority figures. Can be toggled on and off.

Well Educated [100 CP] – You have spent many years honing your mind in preparation for your crusade against crime. You are the beneficiary of a broad, yet intense educational regime that seems tailor made to make you a genius detective. You seem to always know exactly what is needed for the mystery at hand, whether that be an obscure piece of trivia or the newest exhibit at the local museum. Your memory and deductive reasoning skills are top-notch as well, ensuring that you can put those various pieces of knowledge together in the correct order and a timely matter to reach the true conclusion. This updates with the setting, ensuring you are always a well-educated crime fighter.

Good Teacher [200 CP] – To ensure your students can benefit from your wisdom without having to endure the same mistakes that you stumbled through, you are now a fantastic educator. You are able to accurately convey elaborate and complex concepts in a few sentences and your lessons are always taken to heart by those you give them to.

Skilled Fighter [200 CP] – Just as you spent years honing your mind, so too did you spend years training your body to peak perfection. You are as fit as is possible for your body type, with an ideal ratio of endurance, strength, speed, agility and flexibility. You are also a skilled fighter, able to take on four or five opponents simultaneously as long as they are below your level of skill.

Would You Care To Join Me For Dinner? [400 CP] – My, my, my. What a charmer you are ~ ❤ You now possess the self-confidence, suave manners and sheer charisma to get along with anyone you care to. And perhaps more than get along with….

More Lives Than A Cat [400 CP] – They keep trying to end your career and your life with these elaborate death traps and kooky schemes, but you are even better at getting out

alive. You have an almost supernatural skill at finding a way out of certain death, whether that be a simple ambush or a multi-level maze filled with poison gas, spike pits and attack animals.

He… Strikes… At Midnight…. [600 CP] – The criminal mind is a dark morass filled with bitterness and insanity. Despite that, you can almost literally get into your opponent's mind with some focus. In addition to having a deep understanding of all criminal behavior, with some meditation and intense focus you can fathom even the subconscious mind of a particular criminal with only a minimum amount of information regarding their current plan. Even a vague metaphor thrown at you in the heat of the moment will let you figure out what their new plan is.

The Bright Knight [600 CP] – You set out on your crusade to bring hope to the hopeless, to show the strength of justice and morals. What a crack in the foundation of your ethics it would be if you ever had to lower yourself to the level of criminals in the pursuit of a safer world. Happily, you no longer have to. You can now always find a morally correct solution to whatever problem you are working on. Through the help of others, through good fortune, through divine intervention, through any and all circumstances as may be needed, you will always have a way to set everything right. Moreover, a good deed is never kept in isolation. By always doing your best, you can set such a good example that you inspire others to follow it. Over time, the population around you will grow more moral and responsible, creating a better society and future for all!

<u>Sidekick</u>

Alter-Ego: Youthful Ward [100 CP] – You have a reputation for energy, brashness and cleverness. This causes people to underestimate you, as well as overlooking your more shady actions as youthful folly. They will easily forgive you for whatever wrong you have done. Can be toggled on and off.

New To The World [100 CP] – It's another day and who knows what it will bring? A fishing trip, a basketball game, a criminal plot to take over the city…. The possibilities are endless and you cannot wait to see what comes. You contain an endless well of enthusiasm for life and can always find the motivation to jump out of bed to begin your day. Procrastination is now anathema to you and you cannot be overcome by despair no matter what the cause.

Boy Wonder [200 CP] – You come from a circus family. Well, maybe you don't, but you were certainly trained in the circus and it shows. You are very light on your feet and can

climb a nearly sheer wall as easily as you can run across a flat track. Keeping your balance in any situation is just as instinctive to you as breathing. You are in great shape, but with a definite lean towards agility and dexterity over everything else.

Youthful Mind [200 CP] – Children are natural mimics, picking up anything shown to them quickly. You are no different. Thanks to your mental dexterity, you can learn anything very quickly if taught about it by others.

Two Lives, One Lifetime [400 CP] – Balancing your personal life against what is functionally a dangerous full-time job for which you are always on call can be a pain. Not for you though. You always manage to balance your civilian and vigilante lives. Your relationships, job, education and hobbies will never suffer for your vigilantism. Oh, I'm sorry. Your 'duly deputized agent of the law'-ism.

It's An Armored Leotard [400 CP] – Superhero getups can be simple or elaborate, but the one thing they must all be is functional. Now, for you, they are. Any outfit and equipment you wear will never hinder you, no matter how ridiculous it is. Your cape will never get caught in a door, your high-heels will never cause you to twist an ankle and your leotard will never fail to keep you warm on a cold, wet day. Your costume and equipment will always preform exactly as intended. Moreover, it will always look as cool as you want. Care to go out in public in red, green and yellow? With sheer tights? And nothing but a domino mask? Go for it. You'll make it iconic, it will protect you just fine and somehow no one will ever recognize you for who you are.

Why Don't They Just Shoot You? [600 CP] – Why does no one want to kill you outright? I mean, it's nothing to complain about, but it is pretty odd. Anytime someone has you at their mercy, they always insist on sticking you into some death trap with an escape route or leave you to your slowly oncoming doom without any supervision.

Gone Fishing [600 CP] – Crime waits for nothing and no one, not even you. Happily, you've gotten good at making excuses. Really good. So long as it is for a good cause, you can give the flimsiest lie in all creation and it will be believed by all who you need to believe it. No one will investigate it nor will anything arrive to blow your deceit into the open.

<u>Supervillain</u>

Alter-Ego: Hardened Criminal [100 CP] – You have a reputation for mad antics, violence and underhanded behavior. As a result, people are frightened of you no matter how ridiculous you are. Be as hammy, as camp, as silly as you want – the peons will cower regardless. Can be toggled on and off.

Jailhouse Lawyer [100 CP] – You have instinctive knowledge of the laws of the land, wherever you may be. Useful, when a large part of your job consists of breaking them.

Gang Boss [200 CP] – Now, supervillains tend to have extreme personalities. This would be a problem for most anyone trying to form long-term working relationships, but not for you. You can gather a group of loyal followers willing to put up with your nonsense and carry out your plans. More impressive, you can even get your peers to work with you (for a limited time).

Oh, Jumper Baby! [200 CP] – Gotham City crooks are a strange lot, so it is rather amazing that they can all consistently pull beautiful people into their gangs as they do. From now on, people will ignore your looks and reputation to be romantically inclined towards you. Of course, it's on you to ensure they stay inclined. Many is the bird who flew the nest after being pecked one too many times.

Twisted Genius [400 CP] – You are a criminal mastermind, able to weave complex-yet-viable plots for everything from blackmail to larceny to murder. Staying one step ahead of the heroes is no trouble and as for the regular police? Forget it. They have a better chance of winning the lottery than they do of stopping you.

The Jailbird Flew The Coop [400 CP] – So, they've managed to lock you up after all. But for how long? You excel at escaping from prisons and other places dedicated towards confinement. No place can hold you indefinitely and increased security measures only mean a longer wait. Sooner or later, you will get out.

What's The Death Penalty? [600 CP] – Despite your many, many, *many* terrible crimes, these softhearted fools keep trying to rehabilitate you! That is the true madness! Still, it has its uses. Any authority figure who ever gets their literal or metaphorical hands on you will always refuse to employ any permanent solution to your mayhem.

That's Not The Last We've Seen Of Jumper [600 CP] – Falling down a bottomless pit because you refuse to let go of your loot bag? It happens. Happily, you can always find a way to ~~let the writers get you back on the show~~ come back from it. Once per Jump, you can come back from certain death in perfect health. As a bonus you can even ~~get recast~~ choose a new appearance if you want, the better to help you slip away again.

<u>Authorities</u>

Alter-Ego: Servant Of The Public [100 CP] – You have a reputation for responsibility, humility and amiability. This causes people to always assume you are telling the truth and any lies or mistakes you get called out on will be put down to you being an overworked servant of the people. This can be toggled on and off.

Detective [100 CP] – You are no caped crusader, but you get the job done. You are a competent investigator, able to connect the dots to bring most ordinary crimes to a lawful and satisfactory conclusion.

Friend On The Force [200 CP] – Your mysterious allies rely on you for your connections to the forces of law and order, and it would be a shame to let them down. You have a wide range of associates in all sorts of governmental agencies, all willing to help you as much as they can within the bounds of the law. How do you know when such help is needed? You are kept in the loop for all of the superheroes' investigations and even more impressive, you can always find ways to help them.

Connect Me [200 CP] – Your lines of communications never go down or become compromised. A good thing too, as tracing a phone call on a dedicated line to the hero's house would be a simple thing to do if anyone ever managed to think of it.

The Right Man For The Right Job [400 CP] – No one can do everything perfectly (except Batman, obviously), so it is lucky that you have a talent for finding the right person for the right task. You have an instinctive gut feeling for what the person you have in mind would be fantastic at. This will allow you to effectively delegate work of all kinds.

Inked And Stamped [400 CP] – It might not be obvious, but modern police work relies a lot on bureaucracy. The lack of a signature on a warrant could result in a filthy criminal walking free. You can't have that! Now you are a master of red tape and paperwork, able to quickly understand and put to use any bureaucratic process for yourself.

They Can't Help Themselves [600 CP] – The criminal mind is a self-devouring snake, sabotaging itself even as it schemes anew. Criminals feel compelled to leave you clues to all of their planned misdeeds, allowing you to more easily predict and foil their actions.

Effective Police Work [600 CP] – As much as it can be reassuring to have superheroes at your back, it is better to be able to handle things yourself. Amazingly, you seem to be able to. Your mundane forces will have a noticeable effect on super crime. You may not be able to get all of the villains behind bars, but you can definitely throw them in at the same rate you do ordinary criminals.

Mook

Alter-Ego: Loyal Henchman [100 CP] – You have a reputation for dimwittedness, reliability and loyalty. This causes people to underestimate you and think you are weaker or stupider than you actually are, though no one would question your loyalty to the cause. This can be toggled on and off.

Union Work [100 CP] – You would think that finding a themed criminal gang to sign up with would take at least weeks of effort to locate and impress the villain boss. Not for you. You can always quickly and easily find work with any type of lowlife that you aim for. Employment openings just seem to jump out at you until you find one that is satisfactory.

Hench 4 Life [200 CP] – Being a mook isn't just a job, it's a lifestyle! You get that and so do your fellows, which is why you always get along so great with them all. You will always fit seamlessly into any criminal organization and quickly become endeared to all within. Even the boss will take your suggestions and advice with an even hand and not kill you for speaking out of turn! What a swell gig!

On The Lamb [200 CP] – With as many criminals lurking in the shadows as there are, you would think the cops would have more practice in making you out when you go for a loaf of bread and milk. Not so. With even a simple change of clothes and a cap over your hair, you become utterly unrecognizable. It's as though no one can recognize you as the same person you are while you're in uniform.

I Was A Drop Out [400 CP] – These heroes are such stupid saps. A little bit of tears here, a little sob story there and they're willing to cut you a good deal. Anytime the jig is up and the handcuffs come out, just spill a little of your (possibly fictional) terrible childhood and the authorities will be inclined to give you a second chance, with the lightest sentence possible. And a reform program is so much easier to slip out of than a prison….

Get Them, Boys! [400 CP] – The plan came together, the loot is in hand and it's time to get gone… so WHY did the heroes have to barge in right at the very end?! Have at them! Happily, so long as you have at least a three to one advantage to each of the heroes, you will find that you can in fact take them on. Even if they have superpowers that by all rights should make them capable of turning you and your cohorts into a smear on the ground with 0.0001 seconds of effort, somehow, someway, you will find a way to subdue them. Now, if only you could convince the boss to give up the death traps….

Boss, Please Just Shoot Them [600 CP] – Look, boss, we understand that you like the deathtraps. They're great. Theatrical. A joy to build and test. BUT THEY NEVER WORK! More seriously, this will allow you to identify and point out any weak points in any plan. By the time you are done going over the fine points, there should be no more weak links in that particular chain.

A Well Oiled Machine [600 CP] – Well, the boss has a plan. Time to make it happen. Happily, little pile ups and mistakes no longer seem to happen to you. You can follow any plan to utter perfection, in both spirit and letter. Anyone working with you to the same end benefits from the same effects. No more miscommunication, no more ego tripping, no more misunderstandings – everyone knows their place and task.

Citizen

Alter-Ego: Ordinary Citizen [100 CP] – You do not have a reputation. Why would you? You are completely ordinary. As a result, you can pass underneath most people's notice entirely if you make a point to not stand out. However, if you do feel like making a name for yourself, you can show up with no history to your name and be accepted by anyone you meet, so long as you do things that fit with their moral alignment. Can be turned on and off.

Whose Baby Are You? [100 CP] – You are pretty. Very, very pretty. Why are you working behind a desk? You could be a model, easily. Strangely, your beauty seems to increase when you wear a disguise of some kind. Even a full body suit, cape and cowl, which… how?

Lots Of Study Time [200 CP] – Not everyone has access to world class teachers. Happily, you make do. You are able to quickly and easily learn anything you teach yourself, regardless of the method. Magazines, manuals, films, pictures, regular old trial and error – you could become a world class detective and martial artist through nothing more than reading instructional books on the subjects.

Budget Bat [200 CP] – Not everyone has access to a world class fortune. For those who still wish to make a difference in their neighborhood, materials will be made available to you. You have a handy tendency to find cheap alternatives for everything an aspiring vigilante needs. From training manuals to costume materials to weapons to vehicles, you will find what what you need (or what you need to make what you need) in bargain bins, dumpsters and do-it-yourself stores. Now you too can make concealed hideouts, elaborate costumes and fantastic equipment on a tiny budget and limited supplies.

Hit Like A Girl [400 CP] – Physiques tend to vary wildly between individuals and that can have a lot of effect on your fighting ability. This remains true for you, but… in reverse? It seems like the more outclassed by an opponent you are, the more damage you can dish out. You have a habit of taking down foes that by all rights should be able to stomp you flat.

I Had A Feeling [400 CP] – You do not exactly have a hotline of your own, so this is the next best thing. You have a sixth sense that tells you when someone who you can help in time is in danger, as well as where they are. This extends further for your friends and colleagues, letting you know when they are in danger no matter how far away they are. This can be turned on and off.

I Must Trust Your Discretion [600 CP] – Only a mask and good timing keep your identity safe from those who would like nothing better than to end your interference forever. Sometimes that falls short, but here's one more thing to tilt things in your favor. At your will, any promise made to you by anyone is utterly binding in letter and spirit. If you can get someone to promise that they will, say, never give anyone an indicator of who you truly are, you could change into your costume directly in front of them and never have to fear their indiscretion. Of course, there are other, much more nefarious ways this could be used….

Where'd She Go? [600 CP] – Batman has literally made a career out of appearing from the shadows and scaring the piss out of hardened criminals, so I want you to understand the weight of what it means when I say that you are now stealthy enough to sneak up on him. You *shouldn't*, he'd probably clobber you on reflex, but you *could*. Vanishing mid-sentence, moving without making a sound, concealing yourself with any nearby cover or shadows – these things are instinctive to you on the same level as blinking. Indeed, it takes a bit of effort to act naturally.

Items

Ah, capitalism is a fine system, but everything having its cost means you might be running low by this point. Here, take this +500 CP stipend just for Items. Additionally, you may apply a 50% discount to any two 50, 100, 200, 400 and 600 CP Items. Discounted 50 and 100 CP Items are free.

If any of these are lost, destroyed or stolen, they will vanish and respawn good as new in a location of your choice 24 hours later. Willingly giving something away will not count as losing it. The exceptions are the replenishing Items, which will respawn in a manner listed in their description. Anything still missing from your inventory at the end of the Jump for any reason will respawn at the beginning of the next Jump.

All of these Items are fiat-backed to accept any upgrades/modifications you apply to them and will carry those upgrades/modifications forward into future Jumps. If you have any similar Items you would like to import into your new purchases to give them their qualities, feel free to do so at any time. All of the properties and facilities will seamlessly integrate into your Warehouse/equivalent if you so wish.

Properties

Gotham City [1,000 CP] – The gem of the west coast! The home of the Dynamic Duo! Who would not want this fair city to follow them in their adventures? In this universe you merely possess the city charter and are recognized as the legal owner of all of Gotham. In the future, a perfect copy of Gotham City will follow you along your chain. All of its resources and utilities are fiat-backed and will remain functional no matter what. As for the people, you have the choice of them all being NPCs who will only preform their jobs and vanish when not needed or they can be perfect copies of their original selves to the last hair. Yes, even Batman and Robin.

Then again, maybe you only want (or can afford) a part of the city. These properties below possess the same fiat-backed nature on their resources and the same optional choice of NPC or full copy for everyone found within. Buy any of them and you will be recognized as the legal owner of the property, with all doors open and services available to you. Finally, every property you buy individually will knock 100 CP off the price of Gotham as a whole. Get it down to at least 600 CP and it will be available for a discount.

- Police HQ [100 CP] – GCPD holds Commissioner Gordon and Chief O'Hara. It also holds a compliment of one-hundred patrol officers, ten detectives, a crime lab and a series of holding cells for malefactors.

- Library [100 CP] – Behind the desk sits Barbara Gordon, lovely librarian. In these stacks is the collected wisdom of a thousand years and a thousand minds. You will surely find a book for any subject you wish to study.
- Bar [100 CP] – Something of a dive, this bar holds a collection of unemployed mooks in need and in want of villainous employment. It has a fine selection of alcoholic drinks, as well.
- Prison [100 CP] – Gotham State Penitentiary, home (at times) to the Joker, the Riddler, the Penguin, Catwoman and more. Despite Warden Crichton's best efforts, this place remains easily escaped from. Then again, maybe you do not wish to leave yet. They do have the finest cuisine, recreational facilities and medical treatment available to prisoners in the United States of America.
- Stately Wayne Manor [100 CP] – Historic home of millionaire socialite Bruce Wayne and his household. Contains numerous obvious and no-so-obvious rooms for any purpose you might devise, such as ballroom dancing, fundraising, ~~crime-fighting~~, political gatherings….
- Apartment [100 CP] – An upscale apartment that somehow rents within a librarian's salary, this hidden gem possess a hidden room. Useful, if there was something you wanted to hide. Equally useful is the concealed ladder leading down to a secret garage.
- Woodrow Roosevelt High School [100 CP] – Home to hundreds of bright young minds and those who teach them, this educational facility seems to increase the learning abilities of all within by a factor of two.

Small Apartment [50 CP] – A simple one bedroom, one bathroom apartment in downtown Gotham City, above a little restaurant owned by a sweet old couple. About 500ft^2. This does not count towards the price of Gotham City if purchased. On the bright side, it's cheap, it comes furnished with your choice of furniture, the couple downstairs give you a discount on (delicious) meals and you will never have to pay a cent of rent after you begin the Jump. Seems you have a fully paid lease for as many years as you want, with an option for leaving early. Even the utilities are covered. Those are fiat-backed by the way, so go ahead and drain enough electricity to tank the whole power grid without worrying that someone will notice.

Job

A 40-hours per week job that you can step into on day one. It comes with a set of coworkers that like you and business connections relating to your choice of employment. You can quit any time you want and be hired again when it suits you with no hard feelings.

Blue-collar Work [100 CP] – Your job is a rough one, involving lots of physical labor. Still, you get a great deal of satisfaction working with your hands and there are not exactly a load of replacements eager to take your job if you miss a few days or have to rush out for some unspecified emergency.

White-collar Work [200 CP] – You have a full high school education and it shows. Your job takes place behind a desk and you use your head more than your hands. The good news is, you're skilled enough at your job that your boss is in no hurry to replace you even if you miss a few days or have to rush out for some unspecified emergency.

College Degree Work [400 CP] – You went to a good college and got a degree, leading to increased employment opportunities. You could be a doctor, a lawyer, an engineer! Something not easily replaced and with a good sized paycheck too! Happily, you are so hard to replace that your boss does not seem inclined to fire if you miss a few days or have to rush out for some unspecified emergency.

CEO [600 CP] – You don't have a boss. You are the boss! You own a large and very successful company in a business sector of your choice. This comes with several employees and facilities around the city relating to your company. Leave the company running in the hands of your board of directors if you wish, freeing up your time for extracurricular activities.

Various Treasures

The world is a wonderful place, filled with wonderful treasures. All of these would naturally belong in a museum for the enjoyment of the public, but your perfect copies are safe to be kept for personal enjoyment alone.

The Fabulous Mammoth Of Moldavia [100 CP] – Found in the ice many centuries ago and worshiped by the peoples of the country. Please note the priceless jewels placed within the eye sockets and elsewhere. It has been stuffed exclusively with used postage stamps from the ancient kingdom of Moldavia – very cheap stuff then, but now worth an unspeakable fortune to stamp collectors. The real one is due to be destroyed by the Dynamic Duo in the course of stopping one of the Riddler's fiendish plots, so Moldavia would surely appreciate a replacement when the time comes. Or you could just hawk it at a flea market.

The Lost Treasure of Captain Manx [200 CP] – Back when Gotham City was young, fierce Captain Manx was the terror of its waters. As he grew older, so too did he grow regretful. He left most of his ill-gotten gains to the unfortunate children of the city as

a sort of penance, but one chest of treasure was never recovered. You now own a copy of that chest. Filled with diamonds, rubies, emeralds, gold doubloons and more, this plunder from a dozen galleons will set you up for life. Or maybe you can do the right thing and donate it to the local museum.

The Lost Treasure Of The Incas [400 CP] – Many centuries ago, the Incas hid the last of their treasure from the thieving Spaniards in the sarcophagus of their king, thinking that he could keep it safe in death. Well, the Spaniards had about as much respect for the dead Incas as they did the living ones. Years passed, the casket changed hands a few times and now the millions of dollars worth of jewels (and a dead body) can be found on loan to the Gotham City Museum. Your copy of the sarcophagus does not contain a dead body, but it does still possess the hidden panel that hides a large fortune in jewels.

Bat Diamond [600 CP] – The most expensive and crucial aspect of the Bat Computer, the Bat Diamond is a one-of-a-kind jewel. Who knows where Batman found his, but yours is right here. It would no doubt be a fantastic addition to any device of your own that could use it, but maybe you should just put it up on your mantle as a conversation piece instead. It functions as a perfect CPU, able to integrate with any computing device and preform any calculation asked of it without any issue.

<u>Costume</u>

This here is the first thing anyone sees when they look at you, so it had better make an impression. You can design its look yourself, but what it is made from will cost you.

Clothing [50 CP] – Not a costume or uniform, but still necessary. Clothes make the man and naked people have very little influence in society. This foot trunk contains several neatly folded and ironed outfits suitable for a middle-class citizen that will be cleaned to perfection and ironed again upon being placed back into the trunk.

Spare Costume [50 CP] – A spare copy of what you purchase from the options below. Useful if you cannot wait the time needed for your original costume to repair and return to you.

Uniform [100 CP] – While a costume is a mark of individuality, a uniform shows who your friends are. Yours matches your background and is clean, sturdy and good looking.

Basic Costume [100 CP] – A very obvious did-it-yourself job. All the components are off-the-shelf and while you have made some effort to spruce it up, this sort of thing is best

used in dim lighting when no one can get a great look at you. The benefit is that all of the components are very easy and quick to replace if it does get damaged.

Upgraded Costume [200 CP] – The better choice. While nothing in this get up is technically out of reach to the average American, you have managed to merge all the components together to make something that looks truly professional. Even better, you have managed to add a few little accessories in where they can be helpful, yet unobtrusive. Glass-cutting claws in your fingertips, a radio built into your cowl, shoes that muffle your footsteps, protective lenses for your eyes – a few little quality of life upgrades that mean you do not have to reach for the utility belt so often.

Professional Costume [400 CP] – The mark of a professional is the quality of their equipment and this suit says you know what you are doing. In addition to looking fantastic, it comes with a host of discretely built-in additions such as a gas-propelled grappling hook on each forearm, discrete armor paneling between the layers of fabric sufficient to stop small caliber ammunition, climate control weave to ensure your body temperature remains stable in extreme conditions, a cape that allows you to glide short distances and best of all, it's super easy to clean. There is room for plenty more additions if you feel like building and installing anything yourself.

Secret Lair

Your home away from home. What kind you get depends upon what you are willing to pay, but all come with the unique feature that no one will ever notice you entering or leaving from them. Circumstance align to ensure no one ever has their eyes on you when such a moment comes.

Mook Hideout [100 CP] – A small room hidden off of the subway tracks, a disused sewer maintenance room, an abandoned attic – the possibilities are endless, but one thing remains the same… it's a bit of a dump. Hey, we can't all be millionaires! Comes with some ratty old furniture and fiat-backed utilities, so you have that at least.

Small Hideout [200 CP] – Attached to a hidden door in your home, this small hideout nonetheless possesses fiat-back utilities, a small laboratory, a work bench for projects, a rack for your costume, a cork board for ongoing investigations and a small garage, suitable to hold a motorcycle or a small car. The garage opens onto the nearest street through a concealed door.

Jumpcave [400 CP] – Hidden beneath your home and accessed via a set of hydraulic poles is a long-forgotten cave that you found and converted to the lair of a crime fighter. Or

possibly a criminal. We don't judge. This is powered by an atomic reactor that is guaranteed to never have cooling or fuel issues, ensuring it will run forevermore without any need for maintenance. It also complies with OSHA safety standards, putting it a few years ahead of the actual Batcave reactor. Comes with a computer, a crime lab, a manufacturing area and a garage. The garage opens up onto the nearest road from a concealed entrance.

Supervillain Lair [600 CP] – Well, isn't this classy! Completely decked out in your iconography, this concealed lair holds everything a budding supervillain needs including fiat-backed utilities, a laboratory suitable for all kinds of mad science, an untraceable phoneline perfect for taunting your opposition, three built-in death traps of your own design, a holding cell that will actually keep any superheroes contained if you should leave them unsupervised, spare rooms for your mooks to rest up between jobs, a secure vault for all of your loot and a self-destruct button just in case everything goes to pieces. If the self-destruct button is used, you have ten minutes to evacuate before it all goes KABOOM! A new lair will appear somewhere else known only to you in a month.

Vehicles

All of these vehicles are fiat-backed to never need fuel or maintenance.

Bicycle [50 CP] – All right, maybe this is not so impressive, but cycling is healthy for you! Work those legs! This bicycle is good for all terrain, has a good sized basket on the handle bars and will never suffer a flat tire.

Police Car [100 CP] – An American police car circa 1966.

Regular Car [100 CP] – An absolutely ordinary car that never draws attention to itself unless you go out of your way to do so.

Jumperbike [200 CP] – A motorcycle featuring your iconography. Never seems to crash, no matter how crazily you drive it. Is equipped with a high, curving windshield that can guard against low-caliber ammunition and a headlight that can identify individual tire tracks, allowing you to track vehicles on the road.

Getaway Car [200 CP] – This super fast, tight-handling car seats six and features puncture-proof tires, as well as armor plating suitable to guard against most low- to mid-caliber ammunition.

Jumpermobile [400 CP] – Possessing a bullet-proof windshield and a trunk large enough to fit eight comfortably, this wonderful car possesses too many gadgets to easily list. Just know that no matter what world you may take it to in the future, it is always recognized as a beloved classic.*

Gadgets

These various items are the bread and butter of both crime fighting and crime committing.

Jumperangs [50 CP] – An infinite supply of Batarangs or any other manual projectile weapon of your choice. You get to choose what they are at the start of each Jump. One will always be at hand when you need it.

Grappling Hook [50 CP] – A hook that will never break attached to an infinitely extending rope that will never break. It will always be at hand when you need it.

Radios [50 CP] – A set of five small, ear-mounting radio receivers and bead sized transmitters. They will never run out of power and their signals cannot be blocked or intercepted.

Tracking Devices [50 CP] – A set of one dozen discrete tracking tracking devices that can cling to any surface and are very hard to detect. Their signal gets a range of about two hundred miles. Also comes with a handheld unit to track the radio signal they give off. Neither the receiver nor the tracing devices will ever run out of power.

Jumper Antidote [50 CP] – Comes in pill form. This small case, about the size of a box of cigarettes, holds six doses of Batman's original but unpatented cure-all. It works on everything from mind control serums to arsenic. The case refills 24 hours after the last pill is consumed.

Jumper Gas Pellets [50 CP] – These are one dozen little round pellets that emit a form of knock out gas when thrown. The gas is guaranteed to harmlessly render anyone who breathes even a whiff of it unconscious for five minutes with no nasty side effects. They come in a small case that refills when the last one is used. Also includes a gas mask for you to whip out for yourself when these are used.

Deceitful Bust And Door [50 CP] – These two items come as a pair. The bronze desk ornament takes its face from a famous historical figure. The door can be disguised as anything you like. Push back the head of the bust and you will find it swings on a hinge,

concealing a big red button that allows access to a hidden door of your choosing. This is the only way to locate and open that door, giving you a fantastic way of hiding an entrance to some secret location.

Regular Weapon [100 CP] – A standard police-issue service revolver. Comes with a refilling box of ammunition that will restock as soon as the last bullet is used. This revolver will never jam or need maintenance.

Cuffs [100 CP] – A set of standard handcuffs with the key to open them. Normal in all aspects save one – anyone who has these put around their wrists is absolutely not getting out of them unless you let them out or they cut off their hands.

Badge [100 CP] – The badge of a police officer. Immediately gives indisputable proof of your identity and authority to anyone you show it to. In future Jumps, this works as an I.D. for any organization you join.

Solidifying Capsule [100 CP] – These capsules can be thrown into any liquid or goo to instantly chemically neutralize and solidify them. They come a dozen at a time in a little case and the case will refill after the last one is used.

Isotope Spray [100 CP] – An aerosolized form of radiation protection. Spray yourself from head to toe and you will gain the kind of protection that even complete immersion inside of an atomic reactor cannot break through. The bottle never runs out of the spray.

Deathtrap [200 CP] – You have to keep meddlers from invading your property somehow! Each of these is designed by you and can be dropped into any property seamlessly. They reset after each use and are noticeably more difficult for anyone to escape, disarm or subvert than your standard deathtraps. After the first purchase, the price drops to 100 CP each.

Bulletproof Shield [200 CP] – A collapsible shield that can fit into a shockingly small amount of space, but can still cover two people huddled together when it springs into its full configuration. Will easily stand up to small- and medium-caliber ammunition if you brace yourself properly.

Concealed Weapon [200 CP] – Want to put a machine gun inside of an umbrella? Sure, why not. How about tear gas in a question mark-shaped staff? Totally doable. This obvious weapon (or mundane item) has a not-so-obvious bite to it. After the first purchase, the price drops to 100 CP each.

Utility Belt

Ah, this old classic. Each of these comes with the guarantee that whatever you put into them will not weigh you down. Only the three pound belt will be felt around your hips. Or chest. Or thigh. Really, strap it wherever you want. It will never break or slip loose unless you want it to.

Basic Belt [100 CP] – Not very impressive looking, but it gets the job done. A belt with multiple pouches that is easy to clean and you always remember what is where, ensuring there are no instances of you throwing knockout gas bombs when you meant to reach for a Jumperang. Speaking of which, it comes with an endless supply of those two things. You can design the Jumperangs to have any aesthetic if you wish and the gas is guaranteed to harmlessly render anyone who breathes even a whiff of it unconscious for five minutes with no nasty side effects.

Impressive Belt [200 CP] – More professional looking and with a wider range of options. In addition to the same benefits of the previous belt, this one also comes with an endless supply of cord, Jumper-antidote and tracking devices. As for the pouches, they've been upgraded to hard capsules which... huh. How are they doing that? They seem to have infinite storage space. If you can fit something through the opening of the capsule, you can store as much of it as you want, then pull it out just by sticking your fingertips into the capsule and willing it into your reach.

Jumper Belt [400 CP] – In addition to matching your iconography, it has all of the benefits of the above belts and some more of its own, such as only working for you and those you permit. It seems to posses the ability to link to all of your equipment, meaning you can pull anything you own out of this belt at anytime, so long as you can hold it with your own two hands. It can also store anything you can hold with your own two hands, regardless of whether or not the item should be able to fit through the capsule opening. No one will ever comment on this or think it strange. Finally, you get a limitless supply of the most valuable item of all – shark repellent.

Vast Fortune

While every able American should have a job to improve society and give their day meaning, that does not mean it is wrong to have some money tucked away on the side. This appears in any form you wish, be it physical cash or a bank account in your name, and will follow you to future settings as an equivalent amount of funds in that setting's currency.

$10,000 Annually [100 CP] – All right, 'vast fortune' may be stretching it, but this is a sizable amount of money in 1966 or earlier.

$100,000 Annually [200 CP] – This is more like it. You are stepping out of 'well off' and into the shallow end of 'rich.'

$1,000,000 Annually [400 CP] – Well, who doesn't want to be a millionaire? Certainly not you.

$10,000,000 Annually [600 CP] – You may not be a financial match for Bruce Wayne, but you are not that far off either.

Companions

Import [100 CP] – Bring in your full roster of Companions. Each of them will receive a +600 CP stipend to make their own purchases and they can each take up to +400 CP worth of Drawbacks.

Export [100 CP] – Would you like to take a setting native or natives along with you when you leave here? Trick question. It's Adam West, of course you would. With this you simply obtain their consent and they will all follow you further along the chain.

Create [100 CP] – Pay this 100 CP price now and you can create a custom Companion from the options given above. They will have +600 CP to spend on their build and you can inflict up to +400 CP worth of in-Jump Drawbacks on them.

Original Companions – These individuals are not to be found in the Batman '66 canon, but that is not going to stop them from joining you on your journey if you would like to pay to take them along. Give them a backstory when you buy them or just let them appear from thin air with no history at all. I assure you, weirder things have happened in this universe.

- Smartmouthed Servant [100 CP] – This aging UK-born immigrant has known you and your family for years. While they have some reservations about your chosen career, they nonetheless support you in both an emotional and physical sense. While you are out and about, you can trust them to keep the house in order, deflect suspicion on your absence and fight off any invading clowns. They come with the **Where Do You Get All Those Wonderful Toys?**, **Straight-faced**, **It Fits In There?!**, **Alter-Ego: Servant Of The Public** and **Well Educated** Perks.
- Cheerful Sidekick [200 CP, Discounted for Superhero] – This fifteen year old high school student under your guardianship is an eager to learn anything you are willing to teach them. Perhaps you could begin with a better sense of fashion. They come with the complete Perk line for the Sidekick background.
- Responsible Superhero [200 CP, Discounted for Sidekick] – This financially well off adult has taken a hand in your education and growth. They are willing to take you along on their more unusual ventures, recognizing in you a kindred soul, but they are not quite ready to let you fully off the leash yet. Eventually, you can prove that you are ready to fly on your own. They come with the complete Superhero Perk line.
- Nefarious Supervillain [200, Discounted for Mook] – This crazy, kooky and conniving super criminal has a theme of their own and scheme for every occasion. As your boss, they always ensure you get a cut of the goods. As your nemesis, they have a tendency to ensure other supervillains don't get the better of you

(since *they* are the one who gets to kill you and no one else). They come with the complete Supervillain Perk line.

- Loyal Mook [200 CP, Discounted for Supervillain] – This very loyal, but none-too-bright individual considers it a privilege and an honor to help you put your plans into action. They also enjoy designing new costumes for the rest of the gang. This mook comes with the complete Perk line of the Mook background.
- Hard-boiled Detective [200 CP, Discounted for Citizen] – Seemingly more at home in a Humphrey Bogart film than the bright streets of Gotham, this jaded detective comes with the complete Perk line of the Authorities background.
- Duly Deputized Agent Of The Law [200 CP, Discounted for Authorities] – You may or may not know who it is under that mask, but regardless of their true identity they are a trusted associate of yours. They have helped you with many a caper and saved your bacon more than once. They come with the complete Citizen Perk line.

Scenarios

Join Team Batman – Whether as a peer or a sidekick, it is time to join on with the Bat-Fam. You must aid the Bright Knight and the Boy Wonder in their quest to end crime in Gotham City. If you manage to gain acceptance into the Batcave and stay on good terms with them for the duration of your Jump, take any one Perk from the Superhero or Sidekick background when your time here comes to an end.

Join Team Villain – Let's face it, the good guys are squares and squares are boring. If you manage to gain acceptance into the criminal underworld and maintain your villain status for the duration of your Jump, you may take any one Perk from either the Supervillain or Mook background when your time here comes to an end.

Join Team GCPD – While the writers insisted on letting the Dynamic Duo handle all of the major problems, Commissioner Gordon and Chief O'Hara were occasionally allowed their time to shine. Let's encourage that. Your task for this Jump is to join the GCPD and reform it into an effective police force, capable of handling all levels of crime completely on their own. If the by the end of the Jump, Batman, Robin and Batgirl have agreed that crime levels have dropped low enough that they can safely hang up their capes, then you may take any one Perk from the Authorities or Citizen background when your time here comes to an end.

Urban Decay – Increase the amount of gargoyles and chemical pollution by 500%. The Bright Knight becomes the Dark Knight. Barbara Gordon is stuck in a wheelchair. The Boy Wonder flies the coop. The mafia crawls back into the city. You must corrupt Gotham City and its protectors into their much grittier modern depictions by Jump's end. If you manage this, well, you might be a horrible person. Also, you can take a new ability with you – you may now choose to darken any setting you enter at the start of each Jump, ensuring it is the image of an edgy 90's comic with all the leather, violence, sex and murder that such a setting would possess.

Superfriends ASSEMBLE! - The Justice League is arguably the best defense Earth will have against the wilder threats to be found in this universe and as awesome as Batman is, there are some things that even he can use some help with. By taking this, you are charged with bringing together this universe's version of Batman, Wonder Woman, Superman, Green Lantern, Martian Manhunter, Flash and Hawkgirl before this Jump ends.* You do not necessarily have to take the A Wider World toggle option for this, although if you want those specific version of the characters, you certainly can. Even without it, you will find versions of these characters somewhere in this world. You must convince all of them to join together for greater strength against the coming threats –

and there are threats coming. The Justice League fought against many foes across the multiverse and I will leave which one serves as the final boss up to you, but it should be suitably difficult. Should you manage this, then take as your reward the ability to call forth the Justice League once per Jump in all of your future Jumps. They will assist you to the best of their abilities for up to one month before returning to their own universe. They will be fully healed or even revived between each summoning. They will always be happy to help and will not think anything strange of crossing a universe or two to help you, being aware of your status as a Jumper once you leave this universe.

Drawbacks

You can take up to +1,000 CP worth of Drawbacks. If you want to take still more after that you certainly can, but you will receive no more CP for doing so.

While your own Benefactor's house rules will certainly trump whatever this document says, for those who prefer to follow local law we have the following – these Drawbacks are not insurmountable. They are intended as challenges, not stumbling blocks. Unless you have something that ensures your efforts to mitigate and work against Drawbacks fail (such as the Everything Is Worse! Drawback from the Universal Drawback Supplement), these can be at least managed.

All of these Drawbacks will vanish at the end of the Jump.

Supplement Mode [+0 CP] – Combine this Jump with another. Is there anything in life that could not be improved by the addition of Batman '66? I think not.

A Wider World [+0 CP] – This is a continuity toggle with the Wonder Woman '77 TV show and the Christopher Reeve Superman movies. Although it will be a decade or so before their actions become relevant, taking this ensures that you enter a world where there are more than mundane humans fighting for truth, justice and the American way.

Casting Conflict [+0 CP] – Taking this ensures you can control which version of each character appears. Catwoman is the most flagrant example, being played by three different woman over the course of the TV series and the live-action film, but there were a few other changes as well. You can switch each individual's portrayal on the fly as you wish and no one will think this odd, not even the individuals themselves.

Bought On Credit [Variable] – If you have some patience, you might be interested in this. For everything you buy and are willing to not receive until the end of the Jump, you will gain half its value back in CP. Temporarily forgoing a 100 point Perk would see you getting 50 points back, as an example.

Extended Stay [+100 CP] – Continue for a full ten years from your starting time, rather than the three years that the show originally ran for. This can be taken multiple times. Take it often enough and you could get into the complete timeline of the Batman '66 comics and their crossovers.

Luckily, I Prepared A Countermeasure [+100 CP] – It isn't that you lie to your friends and allies. It's just that you don't tell them certain important things. That's different, right?

As long as you drank the buttermilk to coat your stomach beforehand, who cares if you make your sidekick watch as you drink the villain's mind control serum? As long as the commissioner sends his men where you tell him to, does he really need a reason beyond 'trust me?' Batman can get away with this behavior, but you? You are not Batman. While this will never prevent you from saving the day, you will certainly irritate your cohorts with your reticence to explain yourself.

No Secret Identity [+100 CP, Requires Superhero/Sidekick/Supervillain/Citizen] – The duality of a mask is often the greatest struggle for those who build their lifestyles around one. It may be a good thing that you don't get to worry about that. For the duration of the Jump, you have no secret identity. You must make your every appearance either in full costume and under your stage name or as your regular, civilian self. You can never switch between them, so whatever you pick at the start of the Jump is who you are for the duration. This disables any perception filters, disguises or other such things that would help to conceal you as another person.

No Manners [+100 CP] – Manners make the man and you do not seem to have any. Even when you are actively trying to be kind, you still manage to insult everyone you are talking to at least once per conversation. You also have no sense of decorum, being the sort of person who walks into a house without wiping off their shoes first and other such horrid traits. On the bright side, when you intend to be a rude cad, you can peel the paint off the walls with your fast and cutting insults. This will have varying effects based on the individual in question that you interact with. Someone with patience and compassion will (given enough time with you) probably see that you do not mean any of it cruelly, while someone like King Tut will probably order you boiled in oil within two minutes of meeting you.

Tap On The Head [+100 CP, Requires Superhero/Sidekick/Supervillain/Citizen] – Well, you do have an alter ego, but it takes some sort of outside stimulant to activate. A bonk on the head, a certain phrase, a scent – you can pick. You can only get into costume once this requirement has been met. Even more annoying, while your more interesting half is out and about, the other you goes to sleep. When the activation criteria are met again, the alter ego will fade away and let your everyday self out again, with no clue what the other you has been up to. The one good thing is that no one ever manages to connect your alter-ego with you, ensuring their life does not impact your own overly much.

Mind Your Business [+100/200/400 CP] – That most nefarious of fellows has got their eye on you. With excessive time on their hands, a fat retirement fund to pay for their activities and a web of informants that spans the entire city, is there anything more ominous than having a little old lady hate you? Mrs. Harriet Cooper now has nothing

better to do with her spare time than interfere with your life. It is only a hobby for her, as she intensely dislikes you but does not have any actual evidence of wrongdoing on your part. For +200 CP, she is convinced you are a criminal who has gone unnoticed for too long and will step up her activities accordingly. For +400 CP, she is convinced that you are a direct threat to her nephew Dick Grayson and has somehow roped Bruce Wayne into making your life as unpleasant as legally possible.

Clumsy Body [+100/200 CP] – You are not very good with physical activities. While you are perfectly able to get around in your everyday life, things like fist-fighting, acrobatics and marksmanship are beyond you. Unless you take the +200 CP version, in which case you are the sort of person who walks into a door at least once a day. Let's hope you have someone who doesn't mind being your minder.

Slow Mind [+100/200 CP] – You are not exactly quick-witted. You can manage most everyday problems and crimes if you have a decent amount of time to think them over and a reasonable amount of evidence to build your conclusions off of, but anything more complicated than that is impossible. For the +200 CP version, you can't even follow basic instructions or figure out a child-proof cap on a bottle of medicine. Let's hope you have someone who doesn't mind being your minder.

Injured [+200 CP] – You begin with a painful, but not debilitating injury. It has been given appropriate medical treatment, but you will be weeks in recovering. For a lesser +100 CP, it is already healed but some pain will linger for the rest of the Jump.

Untrusted [+200 CP] – People just don't trust you. If of a single origin, because of a mistake you made in the past. If you took the All Walks Of Life background, because you have a checkered background. This can be overcome with time and effort, but expect a lot of flack from the people you work with for a good long while.

Compulsion [+200/400 CP] – You have a self-destructive compulsion to sabotage your own plans via giving the opposition hints and clues to what your plans are. Your allies (if you have any) will try to mitigate this, but then, they aren't *you* and therefore are no match for you in the long term. For +400 CP, not even the most competent ally can put a dent in your ability to shoot yourself in the foot and your clues seem to wind up directly in the hands of the superheroes/supervillains without needing to be passed on by the authorities/mooks, meaning they get on your trail much sooner.

Constantly Captured [+200/400 CP] – You are going to wind up in some kind of death trap or hostage situation roughly once a month. Even if you are in a group of people, you will be singled out for the special treatment. This happens regardless of whether or not you

have a secret identity. Even supervillains and mooks are not immune to this. While the good guys are not big on creating these situations, your fellow dastardly villains have no such qualms and are perfectly happy to harm you if given an excuse and chance (and some don't even need the excuse). For +400 CP, this changes in one of two ways – either it happens far more often (no less than once a week) or the situations you get into are much more dangerous, with fewer or even no opportunities to escape yourself. Batman, Robin and Batgirl are usually good about handling this sort of thing with no casualties, but it only takes once….

Low Resources [+200 CP] – I hope you like working on a budget because you're going to be scrounging for *everything* while you are here, regardless of your financial status. Everything you need never seems to be available by the usual suppliers, forcing you to hunt for backroom deals and used merchandise. Even with those, they never have enough and will always mark up what they do have by at least 300%. If you purchased a property, you also have to pay monthly rent on it for the duration of the Jump. You decide the amount, but it should be just a bit higher than you deem fair. Still, low resources and high expenses are no excuse to give up, right?

Powers Removed [+300 CP] – All out-of-setting Perks and abilities are disabled. You can only take this if you have any out-of-setting Perks or abilities to lose.

Companions Removed [+300 CP] – All of your out-of-setting personnel are forbidden from entering this setting, although they can still make their purchases if you are still willing to pay the importation fee. You can only take this if you have any out-of-setting personnel to lose.

Items And Warehouse removed [+300 CP] – All of your out-of-setting Items are banned for the duration of the Jump. You cannot access your Cosmic Warehouse or any of its equivalents until the Jump has ended. You can only take this if you have any out-of-setting Items and/or a Cosmic Warehouse or any of its equivalents to lose.

Crippled [+400 CP] – You begin with a debilitating injury. It will permanently impact your life here. Blind, deaf, missing a limb, missing an organ – your choice. It has been given appropriate immediate medical treatment, but you will be months in healing and adjusting. For a lesser +300 CP, it has already healed and you must simply learn to live with it.

Priority Target [+400/800 CP] – You start off a known target of the local forces of good/evil and they will make a point to go after you. In fact, you seem to be their favorite hobby. The good news is that you only have to worry about the side you are not

on. For those who stand against the heroes, it is surveillance, slandering, discrimination and more, as much as the law allows Batman, Robin and Batgirl to get away with. For those who stand against the villains, the standard deathtraps and hostage situations apply, but they will also gleefully make you a victim of blackmail, identity theft, larceny, assault and other such crimes. Even for +400 CP, do you really want to be the Joker's go-to victim? If you are really crazy, you can take this twice and have both sides of the fence out for your blood.

Not So Goofy [+400 CP] - All those ridiculous gadgets and situations that the characters escape from easily are much more hazardous for you. Not only because they seem more, for lack of a better term, 'real', but also because you and your own methods now fall under that same description. Only mundane methods will succeed at your hands, which means no Bat Anti-Isotope Spray to protect you from intense radiation. You have to get yourself out of that atomic reactor and deal with the radiation poisoning the old fashioned way. Launching yourself up with a giant spring is more liable to break your neck than see you escape safely from a prison. To be blunt, in a world of comic book cliches, you are the lone true-to-life human being.

Incompetent [+500 CP] – You are not good at anything at all, really. Sad to say, you might be better off spending this Jump as someone's stay-at-home moral support. The world could always use more Aunt Harriets, right?

As You Were [+1,000 CP] – You enter this Jump with nothing but the guarantee of a healthy body that can be found on any average human on mundane 21st century Earth, whatever purchases you make here and your memories of previous adventures. No previously obtained Perks, Items, Companions, skills you've picked up along the way, supernatural powers you've been granted since leaving home, nothing, zilch, nada. How resourceful a person can you be with just a regular body, your memories of Jumps past and what you buy here, Jumper? You can only take this if you have something to lose from taking it, even if it is just the Body Mod.

Last Choice

The adventure comes to an end… or does it?!

One last choice lies before you in this halcyon city.

Will you stay? (Please take these bonus +1,000 CP to pick up anything else you might like.)

Will you go? (Enjoy the rest of your chain, Jumper. Gotham City will await your return.)

Or will you show… up at your original home, with no time having passed? (It is important not to push yourself too hard. If you have done your best, it is fine if you want to stop. Rest assured, Batman is still proud of you.)

Notes

*Here is the complete list of known Batmobile doodads:
Bat-glove Compartment

- Infrared Bat-dust (glows in light and in dark, but only visible when viewed through the Batmobile specially tinted windshield)
- Emergency Bat-turn Lever (releases the Batmobile parachute that enables quick turns)
- Bat-deflector (diverts a criminal tracking signal, leading them to a miniature Batcave in the middle of nowhere)
- Bat-ray (can do many things, such as open van doors)
- Super-powered Bat-magnet (for opening steel doors from a distance)
- Odor Sensitometer Radar Circuit (puts a certain scent on the radar screen)
- Ultrasonic Recorder (also records regular sounds)
- Batmobile Parachute Pickup Service Signal (calls aforementioned service to pick the Batmobile parachute off the city street)
- Emergency Bat-trunk Lock
- Bat-zooka (can fire explosive blasts, or is used to fire bat-ropes to tops of very tall buildings)
- Anti Mechanical Bat-ray (renders mechanical apparati useless)
- Battering Ram (also known as the Bat-ram, used for knocking down reinforced doors)
- Library Paste Bat-dissolving Switch
- Bat-safety Belt
- Bat-radarscope
- Bat-alert Buzzer (in all Bruce's cars, indicates when the Batphone in the Batcave is ringing)
- Bat-scope (TV screen that can be used to monitor someone's movements)
- Anti-theft Activator (can be disguised as the Start button, fires fireworks from the car)
- Anti-fire Activator (fills Batmobile with extinguishing foam)
- Bat-ray Projector (fires Blu-ray from headlights that shut down a car's ignition)

- Hidden Bat-laser Beam
- Homing Receiver Scope
- Inflatable Batmobile (kept in Batmobile for use as a decoy)
- Batphone
- Batman and Robin seats

This Batmobile original gadgets included the nose-mounted chain slicer, lasers, rockets, an on-board telephone, radar, dash monitor, on-board computer, and police beacon. If needed, the Batmobile is capable of a quick 180° "bat-turn" thanks to two rear-mounted 10' parachutes, and it is equipped with a smoke emitter and a nail spreader to discourage pursuit. Some changes were made during the run of the series, including different license plates, a change in steering wheel, and the addition of extra gadgets such as the rear-facing camera and battering ram.

*Why yes, I am a fan of the DCAU Justice League cartoon. How did you know?

01/04/2023 – V1.0 tentatively done.

??? – V1.1 done and uploaded without note.

04/28/2025 – V1.2 Done.