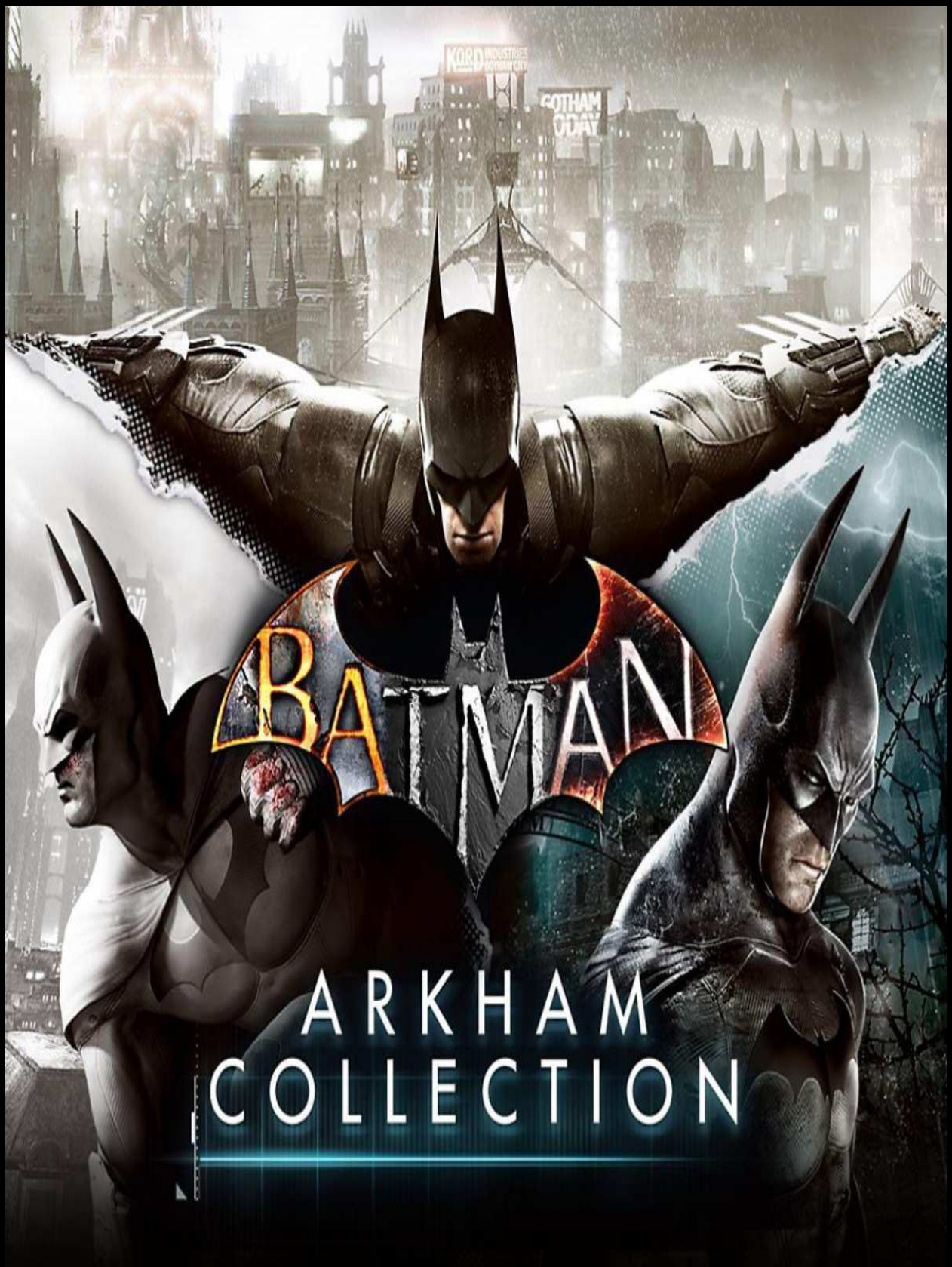

BATMAN
ARKHAM
COLLECTION

# Batman: Arkham Series

By FutureMobile4

Welcome to Gotham City, by day the city is filled with dazzling lights, exciting views, and happy smiles. But by night darkness falls on this city, preying on any innocent soul and leaving them either broken and twisted or worse. However, one man has chosen to use the darkness to fight back and protect the city from the monsters that wish to corrupt and destroy it. By day he is Bruce Wayne, billionaire playboy, but by night he dons his cape and cowl to become Batman.

Here's **1000cp** to prepare for this jump.

## Location

Roll 1d6 or pay 100cp to choose.

1. **Blackgate:** Whether as an inmate or a guard you start at Blackgate Prison, a place for the more "mentally stable" criminals of Gotham. This place originally housed all of the main enemies of Batman until Joker's breakout.

2. **Arkham Asylum:** The titular home for the criminally insane this asylum is located on a small island off the mainland of Gotham City. Founded and built by Amadeus Arkham this place was meant to be a medical facility to treat the criminally insane and those afflicted with extreme mental illness, but has now been repurposed as a prison. You'll find that most of Batman's rogue gallery calls this place home.

3. **Wayne Manor:** You better have a great reason for being here or else a certain billionaire/bat themed vigilante will be quite unhappy. The historic home of the Wayne family lies twelve miles from Gotham and is home to a massive network of caverns and tunnels that were used to create the Batcave.

4. **GCPD Headquarters:** Located on Bleake Island this is the main building of the Gotham City Police Department. A reinforced structure, armored sentries, With regular and WayneTech cells to hold both normal and abnormal prisoners as well as an evidence locker to store confiscated weapons and equipment this place is a veritable fortress. Let's hope you're just visiting Jumper.

5. **Iceberg Lounge:** Owned and operated by Oswald Cobblepot aka The Penguin, this place not only serves a posh nightclub for the wealthy elite but a base of operations for his criminal activities. Fitted with casinos, gladiator pits, and pools this place just screams wealthy. But there have been strange stories about sounds coming from the basement.

6. **Free Choice:** Well, aren't you so lucky. You may choose where to start.

## Origin

Age and Gender can be chosen freely.

**Drop-In:** You arrive at your location as you are. You have no new memories and nothing except whatever items, perks, and companions you've bought.

**Hero:** You have seen the corruption and darkness that plagues Gotham City and now wish to stop it. Whether as part of GCPD, Batman's family, or on your own you seek to save this city from the darkness that plagues it.

**Villain:** You are part of the corruption and darkness that plagues Gotham City and you have big plans for it. Whether you're a corrupt politician, a crime lord, or a chaotic psychopath you intend to bleed Gotham dry for everything it's worth. Just be wary of a certain bat themed hero.

**Mercenary:** Good? Evil? You don't care about that. What matters most to you is getting paid. Everyone also has a personal reason for taking this line of work. Maybe you want to make a name for yourself across the world, hunt the most dangerous targets, or get revenge for past traumas. Just make sure that your personal problems don't affect your work.

## Perks

Origins have their 100cp perks for free and other perks are discounted 50%

## General Perks

**50cp - Pulled Punches:** Despite Batman having the strength to punch through brick walls the criminals he fights tend to only get broken bones and knocked unconscious at most. Now just like him you can make any attack you unleash nonlethal to your

opponents. An attack capable of wiping out planets? Well your target will only get damaged enough to render them unconscious or unable to fight any more. Can be toggled on and off.

**100cp - Best Game Design:** These games were praised for their design and now so will you. With looks that are a solid 10/10 you can bet people will remember your face for a long time.

**200cp - The Combo Crusader:** One of the main aspects of these games is combos and as you continue fighting you'll find the strength of your blows increasing. After ten hits you'll be able to knock out most enemies in one blow and stun stronger opponents. Will reset if combo is interrupted.

**300cp - The Caped Counter:** When an enemy is swinging a pipe at your head you need to react and respond quickly to avoid getting hurt. You now have a sixth sense for when your opponent attacks allowing you to have a small window of opportunity to counter them and deal massive damage.

**400cp - The Dark Dodger:** There are some attacks that can't be countered and must be avoided at all costs. You gain an instinctive talent for dodging and avoiding attacks, allowing you to react quickly to your opponent's moves.

**500cp - I AM JUMPER!:** You are Justice! You are Vengeance! YOU ARE JUMPER! Your willpower is now massively boosted enabling you to fight through anything from an overdose of fear toxin to a crazy clown trying to take over your body. When it comes to fighting for what you believe in, nothing can stop you. **This perk is a Capstone Booster.**

## Drop-In

**100cp - Rooftop Race:** For Batman and his allies the rooftops are how they navigate through the city of Gotham but jumping from roof to roof can be perilous for those unskilled. As such you now have incredible parkour skills and great balance, allowing you to maneuver over rooftops and land with skill.

**200cp - Dynamic Duo:** No man is an island and their true strength comes not from their brawn or their intelligence but from their allies. This is now true for you as you'll find

that your teamwork and abilities grow the longer you work with someone. This also applies to your teammates as their skills and abilities grow to compliment yours.

**300cp - 1vs100:** Usually when one person goes against an army the army wins, but not this time. You are now capable of fighting a large group of enemies without much trouble. Best of all their numbers now work to their disadvantage as they end up stumbling into each other and accidentally attacking their comrades.

**400cp - Gadgets Galore:** Just like Alfred and Lucius you are highly skilled at creating powerful gadgets and tools that can be all the difference between life or death. Of course, all these gadgets require resources to make but through luck or fate you'll find the resources quickly. Best of all, no one can copy or steal your gadgets after you've made them.

**500cp - Takedown:** When being stealthy it's best to avoid being seen, especially when you're surrounded and lives are on the line. As such you need to take out your targets quietly and quickly before you're discovered. With this you now have access to a variety of moves designed to knock your opponents out in one move. The catch is it only works if they don't notice you.

> **Capstone Boosted:** You now have access to the powerful **Fear Takedown**, a special takedown that allows you to knock out multiple opponents in rapid succession. Starting now you can only do this once a day and takedown up to 5 people, but in time you'll find the number of people you can perform this move on increasing.

## Hero

**100cp - Martial Arts Master:** Choose 1 martial art, you are now a master of that fighting style with 20yrs worth of experience. May be purchased multiple times.

**200cp - Flying Graysons:** Just like Dick Grayson aka Nightwing you are a master acrobat. Able to perform amazing feats with incredible balance, agility, and coordination.

**300cp - Oracle's Eye:** After Barbara Gordon, originally Batgirl, was paralyzed by the Joker she became Oracle, Batman's elite hacker and close ally for information and data. Now you have the same skills as her in hacking, information gathering, and analysis. In time you'll be able to hack into everything from satellites to tank drones.

**400cp - Detective Mode:** One of the most important abilities in the Batfamily's arsenal and now you have it as well. With just a thought you gain the ability to see through the bodies of living beings as well as monitor their physical and emotional states. You can also track objects like blood and fingerprints. Also by focusing on a crime scene you can piece together a recreation of the crime to review.

**500cp - Dark Knight Lite:** It looks like we have a strong contender for the title of Batman. Your physical and mental abilities have been boosted to give Batman a decent challenge. While you won't win a contest of strength or wits against the dark knight you'll at least make him work for it. In addition to this your ability to induce fear in others is enhanced to the point that the mere sight of you will leave opponents trembling in terror.

> **Capstone Booster:** Forget being a contender! Now you can be Batman with this as you are now equal in skill and abilities to Batman with the potential to grow further. Your mastery of fear and intimidation is such that the mere sight of you now causes enemies to flee in terror and make stronger willed enemies tremble.

## Villain

**100cp - Mad Genius:** Choose a subject like biology, engineering, botany, etc. With this perk you are now a comic book genius in the field with 20yrs worth of experience and skill. May be purchased multiple times.

**200cp - Thugs-R-Us:** It is so hard to find good help these days, but for you that's not a problem. Now there is no shortage of people you can hire to work for you. They may not be the strongest or the smartest but they'll be loyal and in great numbers.

**300cp - Psycho Prankster:** Ha Ha! They fell for the old fake Jumper gag! Gets them everytime. Your skills with trickery and deception are masterful, able to confuse and trick people like Batman.

**400cp - Atavism:** What doesn't kill you only makes you stronger. Whenever you take damage you heal from it stronger and more resistant. Broken bones would become stronger, being burned would make you more resistant to fire, poison would build up your immunity, etc. Crocodile scales optional.

**500cp - NO ONE'S FORGETTING ME!: "**Being dead wasn't a problem, but being forgotten? Now that's a bitch!" Now your legacy, whether good or bad, will be remembered for all time ensuring that the mark you leave is a lasting one. Even after 1000 years people will still be talking about you and your actions as if it was yesterday.

**Capstone Boosted:** However, that isn't enough. Should someone manage to kill you eventually you'll be able to resurrect through them. At first you'll start as a simple voice in their head but with time and repeat attacks on their mind you'll be able to completely control their body for your use gaining whatever skill and abilities they had as well.

## Mercenary

**100cp - Military Training:** To be part of the milita you at least have to know how to hold a gun and take orders. You now have 20yrs of experience in military combat and tactics. May be purchased multiple times.

**200cp - When Someone Earns My Respect I Kill Them:** Even when beaten you don't stay down or give up. You rise, learn from your mistakes and try again and again until you succeed. Whenever you lose (a battle, a race, a quiz, etc.), you quickly learn what you did wrong and what you should do to fix it. Next time they won't be so lucky.

**300cp - Know Where To Hit:** That's some pretty tough armor. It would be a shame if someone knew where the weak spots were. Now whenever your opponent has some form of defense protecting them (shield, strong skin, armor, etc.) you now have the ability to find the weakest points and strike them effectively.

**400cp - Rapid Takeover:** In just a matter of hours Scarecrow and the Arkham Knight were able to take over Gotham City and now so can you. Whether alone or with an army you can now take over and control an area the size of Gotham City and make it difficult for your enemies to take from you.

**500cp - Jumper Knight:** For months Jason Todd was held prisoner by the Joker. He was tortured to near death and thought dead by everyone. But he survived and was reborn as the Arkham Knight and now so will you. Should you somehow die in this jump you will be resurrected in a safe spot of your choosing. What's more your enemies will remain oblivious to the resurrection and will never know until you reveal yourself.

**Capstone Boosted:** When Jason Todd came back as the Arkham Knight he was strong enough to command an entire army to conquer Gotham and outmaneuver Batman on multiple occasions. Now this same strength exists for you in a more literal way. Whenever you come back from death you become twice as strong as you previously were. You also gain a highly detailed understanding of whoever killed you, allowing you to plan and prepare for your eventual rematch.

## Powers/Items

+500cp for Powers or Items

## Powers

**100cp - Deadshot:** Your marksmanship has been elevated to that of a legend. You are now able to pull off incredible shots from long distances to strike your enemies. Your precision with projectile weapons is so great that you could make a bullet ricochet to kill five people.

**200cp - Most Dangerous Woman:** Just like Shiva you are a master in the art of killing. Your skill and experience in tactical analysis is so great that just by reading someone's body language you can predict their actions and react accordingly. You also become a master of sword combat, able to cut a fly's wings off in the blink of an eye.

**300cp - The Terminator:** Just like Deathstroke you've been experimented on and have been enhanced greatly from the procedure. Your physical abilities have been boosted to match if not surpass the Dark Knight's. Your mind has been enhanced to the point that you can instantly develop new strategies and tactics in response to the situation at hand. You also gain a powerful healing factor that renders you immune to toxins, illness, and age.

**400cp - Born on a Monday:** Just like Solomon Grundy you have become an undead being of extraordinary capabilities. You lose your dependency on food, air, and water as well as having no sense of pain and this is just the start. Your physical abilities have been enhanced to the point that lifting a few tons is a breeze for you and withstanding blows that could demolish buildings is a cakewalk. But most impressively is your ability to harness the power of electricity in a variety of ways, from healing yourself to increasing the power of your attacks. However, be wary of attacks to your heart as that is your only weak point.

**500cp - Clayborn:** Just like Basil Karo aka Clayface you have injected yourself with an experimental compound that has turned you into living clay. As such you possess superhuman physical abilities and a near immunity to physical attacks. Your body can also regenerate and reform itself if damaged. But your most amazing ability is that you can mimic a person's form and abilities with one glance. However, you can only use those abilities while shapeshifted. You are also extremely vulnerable to the cold and will freeze near instantly in extremely low temperatures.

**600cp - Nature Always Wins:** Like Pamela Isley you have become one with nature itself. You have a powerful connection to plant life allowing you to sense and control it as if it was an extension of your being. From the tiniest weed to the tallest oak you command nature to obey you and follow your will. You are also immune to poisons and toxins, both natural and manmade. In addition to this you have the ability to secrete pheromones to subconsciously control others. Stay away from fire and weed killers though.

## Items

If lost, used, or destroyed they replenish quickly.

### Misc.

**0cp - Batman Arkham Series:** You now have the complete Batman Arkham series game collection with all dlc on any gaming console you prefer.

**50cp - Comic Book Tie-ins:** The tie in comics that tells what happened before and after the games are now your. Signed and autographed by the writer(s) as well.

### Gadgets

**50cp - Smoke Bomb:** A useful tool to escape dangerous situations. These bombs when activated let out a blind cloud of thick smoke to blind and disorent people. Comes with 100 per purchase.

**50cp - Batarangs:** The most iconic tool in Batman's arsenal these bat shaped shurikens are used to stun and disarm enemies as well as a variety of other uses. One purchase gets

you 100 batarangs. But if standard batarangs aren't enough there are different versions. Can be bought multiple times for each version.

**Explosive:** Unleashes a concussive blast that knocks out opponents.

**Sonic Shock:** Emits a high-pitched sound that attracts targets before unleashing a paralysing shock.

**Remote Control:** Can be manually controlled to hit long distant targets.

**100cp - Remote Claw:** This tool was taken from Deathstroke after his failed attempt to assassinate Batman. This device has the ability to target two objects and pull them together.

**100cp - Line Launcher:** A unique grapple device used to horizontally traverse large gaps that can't be accessed normally.

**100/200cp - Grapple Gun:** The Batfamily's main mode of traversing Gotham, this device fires a retractable cable with a clawed end at targets to pull the user towards it. For 100cp you get the standard grapple gun which simply pulls you towards your target. But for an extra 100cp you get the Grapple Gun MK. 2 which has the ability to launch the user at high speeds into the air via the Grapple Boost upgrade.

**100/200cp - Batclaw:** Another tool in the Batfamily's arsenal the Batclaw is used for clearing out of reach objects and/or vent covers out of the way. It was also used in combat as it allowed them to grab and pull enemies toward themselves for easier takedowns. You get the standard version for 100cp but an extra 100cp gets you the powerful Ultra Batclaw. This upgrade allows you to fire 3 batclaws at your targets.

**200/300cp - Explosive Gel:** A canister filled with highly explosive gelignite, this tool is used by Batman and his allies to take out weakened structures and enemies. For 100cp extra the gel can be altered to be proximity triggered or so that you only detonate one at a time.

**200/300cp - Cryptographic Sequencer:** This device is a main tool in the Batfamily's arsenal for hacking security protocols to access computer terminals and door controls. It could also be used to decode and listen to radio frequencies. For an extra 100cp the tool is upgraded into the Remote Hacking Device, allowing it to hack into nearly any form of technology available. Though it may take awhile to hack more advanced tech.

**400cp - Disruptor:** A handy tool when dealing with drone tanks. This device unleashes electric pulses that disable enemy technology causing it to malfunction. Can be fired four times before needing to recharge. Recharges completely in one hour.

**500cp - Shock Gloves:** These gloves were used by the long departed Electrocutioner and used by Batman before he gave them to the GCPD. These gloves unleash a powerful electric shock that can penetrate all defenses (shields, armor, tough skin, etc.) and stop the hearts of incredibly powerful opponents like Bane. Can also be used to short circuit electronics.

## Suits

**0cp - Civilian Clothes:** Nothing special here, just some ordinary clothes to wear when you're not on the clock. Can come in a variety of styles and colors.

**100cp - SWAT Armor:** Tactical gear worn by the GCPD when dealing with serious threats. With a kevlar vest, reinforced helmet with plexiglass visor, and flame resistant clothing Gotham's defenders are ready to take on nearly any threat.

**200cp - Milita Armor:** Special gear worn by the Arkham Knight's soldiers. Armor plating covering reinforced bodysuits provide the soldiers with increased protection against anyone that stands in their way.

**300cp - Extreme Environment Armor:** This batsuit was designed for withstanding extreme cold. Equipped with thermal gloves and built with a honeycomb structure to insulate from the cold while staying light this suit was the perfect answer to Mr. Freeze.

**400cp - Freeze Suit:** This bulky suit was designed by Victor Fries to keep his body at subzero temperatures while providing additional protection against danger. It comes fitted with multiple counter measures that enable it to control the immediate environment as well as a security override to prevent others from using it.

**500cp - Batsuit V8.03:** Batman's latest version of the Batsuit to take on the new threats to Gotham. This suit is fitted with ceramic plates covering a titanium dipped tri-weave bodysuit with MR-fluid armor. This allows for greater protection with little to no loss in speed. Its subsystems are linked to the Batmobile allowing it to call and control it from

long distances. This also allows the user to be launched out of the Batmobile similarly to a railgun.

## Chemicals

**100cp - Venom:** A highly addictive drug that when used greatly enhances the physical abilities of the user. Prolonged usage can lead to increased aggression and potential damage to the brain. Luckily your version lacks these downsides. Originally used by Bane and his thugs you get a large crate full of vials of Venom to use.

**200cp - Titan:** A more advanced version created by Dr. Penelope Young's research on Venom, this compound turns anyone injected with it into a hulking beast known as a Titan, greatly increasing their strength at the cost of intelligence. Prolonged usage would lead to potential death. Good thing your version is safe. One large crate of Titan with every purchase.

**300cp - Joker Toxin:** The Clown Prince of Crime's signature method of murder this toxins forces the victim into uncontrollable fits of laughter until they asphyxiate, causing their face to be frozen into a grin. Comes in injectable and inhalable forms. One crate of Joker Toxin with each purchase.

**400cp - Man Bat Serum:** Created by Dr. Langstrom in an effort to cure deafness, this serum had the unfortunate side-effect of turning him into a mindless man/bat hybrid due to the use of bat DNA in the serum. Now you have an entire crate of the serum as well as the antidote. I'm sure you'll be able to perfect it in time.

**500cp - Fear Toxin:** This deadly chemical was created by Jonathan Crane aka The Scarecrow to study the effects of fear on people. When inhaled or injected people begin experiencing severe hallucinations that cause extreme bouts of fear and insanity. If left untreated the symptoms can either be permanent or fatal. 1 large crate with each purchase.

## Vehicles

**100cp - Simple Car:** Just a simple car. Nothing special here. Can be any model you want.

**200cp - Airship:** A massive airship containing multiple labs, offices, living quarters and more. Perfect for performing dangerous experiments away from others.

**300cp - Arkham Knight's Tank:** Equipped with homing missiles, dumbfire rockets and a laser cannon this tank is near impossible to combat. It also possessed a scanner with a 360 degree field of vision. The Nimbus cell powering the tank also ensured that any vehicle that approached it would have their electronics fried.

**400cp - Batwing:** The personal aircraft of Batman it was used to deliver important items as well as travel vast distances in a short amount of time. With advanced stealth and sensor systems, remote control systems, advanced weapon systems, and supersonic flight capabilities the Batwing is a vehicle that can handle nearly any situation.

**500cp - Batmobile:** The Dark Knight's primary method of travel throughout Gotham, this latest version has been upgraded immensely to help the Batman's war on crime. With a top speed of 209mph, military grade armor, AI/remote control systems, nitro-methane afterburner, and a combat mode with powerful weapon systems this car is the ultimate tool against crime.

## Locations

**100cp - Apartment:** Nothing special here, just a run down old apartment that has been paid for. In other worlds you'll always find a place to stay when you need it.

**200cp - Hideout:** When you need to lay low for a while this place is perfect. Hidden in a location of your choosing in a way that only you and those you trust can find and access. You'll always have a hideout in any world you go to.

**300cp - Jumper Enterprise:** Congratulations! You are now the proud owner of your own multi-billion dollar corporation. You now own a company equal to that of Wayne Enterprises. You gain loyal workers and a skilled board of directors to manage your company in your absence. What your company makes and provides is up to you but it will always follow into other worlds and change to fit it.

**400cp - Jumper Manor:** Welcome home sir/ma'am. You now possess a rather large and stately manor. With space to fit over a hundred people and rooms and food to house them

your home is quite unforgettable. Comes with staff to maintain the building and will always follow into other worlds.

**500cp - The Jumpcave:** QUICK TO THE JUMP CAVE!!! Located underground, this secret base houses a training area to practice skills, a workshop to build new gadgets, a dock for all your vehicles, and a high-tech supercomputer. Can be placed anywhere, even under your manor should you buy it.

**600cp - Gotham City:** All of Gotham. That's it. Really, it's self explanatory. No discount. This Gotham City comes supervillain/crime free.

## Companions

**100cp Canon:** Want Batman to join the fun? What about Jason Tood? Barbara? Or maybe Joker for some reason. Then for 100cp they're yours if you can convince them.

**50-300cp:** You can now spend 50cp for each companion you wish to bring with you. Up to 6 companions for 300cp with 800cp for each companion to spend on perks and items.

**100cp - Reporter (free for drop-in):** "Reporting on the scene, this is Vicki Vale for Gotham News Network!" You now have a reporter for a very famous news network on your side reporting on your deeds. This reporter will always find a way to deliver news on your actions and do so in a way that puts you in a positive light or at least make you a sympathetic character, depending on the situation. Also, this reporter will discredit and damage the reputation of anyone you deem your enemy.

**200cp - Commissioner (free for drop-in):** The leader of a powerful police force is now your ally with this purchase. Thanks to their connections they have access to information and resources not readily found anywhere else. This along with an army of officers ready to hunt down anyone or anything you deem a target as well as ensure your safety in case of an emergency.

**100cp - The Apprentice (free for mercenary):** Perhaps this person is your child, or a particularly obsessed and dedicated minion. You have a very skilled and talented apprentice who strives tirelessly to meet your expectations. You can expose this person to the harshest of training and they'll keep coming back for more. Your apprentice has made themselves into a carbon copy of you and has the same abilities you've purchased in this

jump. They'll also attempt to learn anything else you can teach them, and they pick up new skills and abilities as fast as you can teach them.

**200cp - Hired Gun (free for mercenary):** An ally who has worked with you on several jobs before, this person has made a name for themselves in the mercenary business. While lacking in superpowers, they've honed a mundane skill to nearly supernatural levels. Are they a master of poisons? Or perhaps they're a scientist who creates technology that they fight with? Whatever it is, they're indisputably the best in the world at it. They've weaponized this, perfected it, and built a career on it. And they're under your command.

**100cp - Kid Wonder (free for Hero):** Your sidekick. Or perhaps a former sidekick who grew up and went their separate way? They're skilled at detective work, martial arts, acrobatics, and know enough about you and your methods that they could disguise themselves as you and very few people would realize a different person is wearing your costume. This individual has hidden talents and will eventually surpass you in some way. Perhaps becoming a better fighter, a better detective or even a better person than you are. You'll get to watch them grow.

**200cp - Supporter (free for Hero):** This person ensures your life runs smoothly and helps in your hero work. Whatever role they take in your life, they're exceptional at it. Perhaps they're an inventor who crafts your gadgets, or they're your mission control and keep you updated on what's happening. Regardless of what they do for you, they're a key part of your team and will be very helpful.

**100cp - Partner in Crime (free for villain):** You'll never find a more loyal and caring ally to help you out in your criminal escapades. They'll go to any lengths to rescue you if you need it, and would never willingly betray you. They've got a PHD and are one of the best in their field, and they use these skills for your benefit. They have a strange trait where no one will ever seriously blame them for crimes they committed while under your orders. People will get very upset with you for causing mass chaos, but your partner will be seen as an afterthought and will even be able to hang around people they personally harmed, everyone shifting the blame entirely to you.

**200cp - Enhanced Ally (free for villain):** Whether through technology, chemistry, or unique genetics you now have an ally whose abilities surpass that of a normal human. This ally can come in any shape or size and possess a power unique to them, with a

master level skill set to match. With time and resources they can also recreate and supply you with the means to make more people like them, albeit of lesser quality. They also have a harmless mental quirk that fits with their ability. For example, a cyborg randomly talking about killing all humans, a plant woman obsessing over plants, or a genetic wolfman howling at the moon.

## Drawbacks

No Drawback Limit

**+0cp - What Happens In Gotham…:** Stays in Gotham. You are now unable to leave Gotham in any way. From car to plane to teleportation you'll always end up back in Gotham.

**+50cp - DLC Included:** All the extra dlc is now added for you to deal with.

**+100cp - No Killing:** No matter how badly you want them dead you'll be unable to kill anyone. Whether you miss, your powers backfire, or they somehow survive you won't be able to take anyone's life.

**+200cp - Brainy Criminals:** Why do these villains never learn from their mistakes? Well now they will. Your enemies will now be smarter and more prepared for you. They will also be harder to trick and confuse.

**+300cp - Loud Steps:** You and stealth are now like oil and water. Sneaking up on opponents will now be impossible for you. It seems like fate itself will now conspire to ruin all attempts at hiding yourself.

**+400cp - One Hit Wonder:** Remember that scrub Electrocutioner and how he went down after one blow? Well you are now like him in terms of durability. All it now takes for your enemies to defeat you is one good punch or kick. Better keep your guard up Jumper.

**+500cp - Riddle Me This:** It would seem that the Riddler has found a new opponent to match wits with. Across Gotham he has hidden 1000 Riddler trophies for you to find and to make things more difficult you will not be allowed to leave the jump until you've found them all.

**+600cp - Laughing Mad:** Looks like the Joker has found a new body to inhabit: yours. You will occasionally hallucinate the Joker as you travel throughout Gotham. In times of great stress or exposure to harmful chemicals such as Fear Gas he will temporarily assume command of your body for his own usage.

**+700cp - Cowardly and Superstitious:** BOO!!! You are quite the scaredy cat. So much so that even the sight of your own shadow makes you cry. In a place like Gotham that's not a good thing, especially if a certain scarecrow finds out.

**+800cp - Joker Wins:** Welcome to the madhouse. In this alternate timeline the Joker survives the events of Arkham City instead of Batman and now reigns supreme in Gotham, turning it into his own personal playground. Madness, death, and destruction run rampant here and anyone you could call an ally are either dead or worse.

**+1000cp - Knightmare Mode:** Welcome to Hard Mode jumper! With the exception of the body mod any perks, items, or abilities not from this jump are unavailable until the jump ends. What's worse is that your enemies are now stronger, smarter, and more dangerous than ever.

## Scenarios

## The Knightfall Protocol (Must Take "Knightmare Mode" Drawback)

Batman has mysteriously disappeared leaving Gotham defenseless. Now, together with Robin, Nightwing, and Oracle you must protect Gotham from the dangers that will soon threaten it. To do that you must stop the Arkham Knight and his Militia, defeat Scarecrow and foil his plans, hunt down and arrest every single member of Batman's rogue gallery and ensure that Gotham is still standing afterwards. After doing all that you'll be face to face with one final opponent: The Dark Knight himself, his body taken over by the Joker. You must defeat him in order to bring him back to his senses. This will not be an easy fight as he has all of Batman's skill and strength but none of his morals. Should you manage to defeat him the Batman will finally be free of the Joker and to thank you for all your help will reward you with the perk **The Darkest Knight**. You are not a contender for Batman nor are you his equal, no you are something more; MUCH more. You have become the embodiment of fear itself, you now have access to an alt-form that turns you into a walking mass of shadows. Your physical abilities have been boosted tremendously in this form, to the point that enemies like Killer Croc and Grundy are children compared

to you. What's more is that any fear or shadow based ability or perk you have will be strengthened greatly while in this form. You also can summon an army of shadow bats to use in a variety of ways. Finally, you have access to a special dimension that you can drag your enemies to and torment them with their greatest fears. Stand proud and let everyone quake in fear at the sight of The Darkest Knight.

## Gotham King/Queen (Can't take Gotham City item)

You have one goal and one goal only: Conquer Gotham City. At the end of the jump all of Gotham must be under your control. How you accomplish this is up to you. Whether by force, subtlety, or even politics what matters is that you make Gotham yours. This will not be an easy task as you'll face opposition from all sides. From criminals to police to Batman himself you'll be challenged and tested constantly. However, should you succeed in bringing Gotham under your control you are rewarded with 2 gifts. The first reward is **Gotham City** for free as you have won the right to claim it. The second is a boosted version of **Rapid Takeover** that allows you to take an area the size of Gotham City from each of your future jumps with you if you maintain control over it by the end of the jump.

## The Last Knight (Must Take "Joker Wins" Drawback)

In this dark timeline Selina Kyle aka Catwoman chose to escape Arkham City with her ill-gotten loot rather than save Batman who was buried underneath a pile of rubble. As a result Joker was free to unleash chaos across the city of Gotham as the remaining heroes struggle to survive. Your task is a difficult one as you must defeat Joker and his allies then restore Gotham back to its glory. You will soon encounter Barbara Gordon, now fully grown and leader of the resistance, who will ask for your aid in this endeavor. This will not be easy as the Joker has turned all of Gotham into a madhouse with traps and goons everywhere. After defeating all of his allies and minions you come face to face with the clown king himself Joker. Having turned Arkham Asylum into his castle you must not only fight him while avoiding dangerous traps you must also stop him from triggering his Last Laugh: a bomb filled with enough Joker Toxin to envelop all of Gotham. Should you succeed in not only defeating Joker but helping the resistance restore order to Gotham you are rewarded with the following perk **The Last Knight.** Batman to his allies represented hope, the hope for a brighter future for Gotham. And now so do you as this perk makes you the living embodiment of hope. Everywhere you go you make places brighter and less grim the longer you stay. Even places like Gotham

City will brighten up by you being there. Even places like Elfen Lied will become brighter and happier with your presence. Can be toggled on or off.

## Notes

This took me quite a while but I was finally able to complete it. I would like to thank everyone who helped me come up with ideas for the jump and I hope you all enjoy it. I would like to thank everyone who commented on my previous jump for helping me fix and update my jump. Shout out to Burkess for the companions. I chose to base the reward for **The Knightfall Protocol** on the ending to the Arkham Knight game. To further explain the second reward in **Gotham King/Queen**, for all future jumps if you manage to take over an area the size of Gotham and keep control until the jump ends then you can take that conquered area with you as an attachment to your warehouse. I decided to change the **Jumper Knight** perk and its capstone to a simple 1up style perk to make it easier to understand and use.

## Changelog

**V1.2:** Changed **Jumper Knight** perk, added new scenario, fixed spacing.
**V1.1:** Changed perk wording, changed stipend amount, fixed grammar, added new scenario, added new drawback, added new companions.
**V1:** Jump Created.