Gotham Knights Video Game Jumpchain

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Jumpchain version 1.0



Welcome to Gotham City but not the one you might know of. Here both Batman and Commissioner Gorden have died leading to a surge in crime. Now all that stands between the dark destruction of the city is the four bat family members Nightwing, Batgirl, Red Hood and Robin along with Alfred and Renee Montoya in supporting roles.

Maybe your actions could make Batman proud but for now here is 1000 CP

Location: You arrive at your location around the time of Batman's death so roll 1D6, pay 50 CP or choose for free. Whatever you want.

1. Ruins: You have ended up in the ruins of Wayne Manor and the Bat Cave just after Bruce blew everything up with both him and Ras inside. Unless you wish to pay your respects to the legend, you should leave the area before his proteges reach the scene. They might be too emotional to listen to you or you may be more than arrested for the death of the Gotham Protector.
2. GCPD Headquarters: you awaken in the GCPD reception with a skeleton crew manning the station. Soon the remaining officers will leave to a disturbance at Wayne Manor. Unless you wish to speak to a specific person like Commissioner Kane or Detective

Montoya you should leave before you get arrested for loitering. After many dark nights paranoia has led to shooting first before asking questions.

3. Arkham Asylum: You awaken in the Arkham Asylum reception. Unless you wish to interact with a specific villain you should leave before you get locked in a padded cell. The place is never truly calm, just like its inhabitants and the threat of a breakout always dawns.

4. Blackgate Prison: You wake up in the Blackgate prison reception. Unless you want to interact with a specific criminal you should leave before you get locked up. Unlike the previous the inmates are mostly not insane but breakouts still happen. All are treated with the harsh arm of the law.

5. Iceberg Lounge: You awaken at a table in the Iceberg Lounge as people dance around unaware of the changing tides. Unless you want an audience with the kingpin himself you should leave before the bouncer throws you out or worse happens. Oswald likes to do both his legal and illegal dealing at his club.

6. Free choice: You can wake up in whatever location in Gotham as long as it is a public location or somewhere that most can access with a little tenacity. This includes any property you may own.

Origin

Now age and gender can be chosen freely, and any origin can be a drop-in. For your origin you must either choose one playable hero from the game or disregard that and be a villain which will give you relevant discounts in their trees.

Nightwing: The natural leader and optimist, you value positive bonds. You believe that, for the fight to be worth it, there must be something real to fight for; and that something has always been other people.

Robin: You may be younger than your compatriots, but you are also the smartest and a master detective. You are a true believer in Batman's mission and motivated by the conviction that Gotham City needs a hero rather than by personal loss.

Red Hood: You are volatile and intense even by vigilante standards. While always willing to protect your friends you may have a nihilistic view on crime due to being on the wrong end of it for too long.

Batgirl: Few people can match you in terms of raw willpower and determination. You have always been a person of action. In your mind, backing down is never an option. Along with your physical abilities you are a powerful information and communications expert.

Villain: While the other options are Batman's direct protegees you were affected just as much by the Dark Knight and his actions. Whether you were an ally of his like the Penguin or see him as a symbol of something better you protect what you believe Gotham is in his memory.

General Perks

Small Mercies (Free): The main rule of Batman is that he does not kill and that has mostly been taken up by his protegees. It is a small mercy to leave somebody alive with the majority of their bones broken. Now with this perk active even the harshest of beatdowns will leave goons groaning in a heap. Slamming them into the concrete will not smash their skull, crashing into the water unconscious will leave them floating on their back and if they fall off a large ledge, they will not have a broken neck. This comes with a toggle if you actually want to kill someone.

Gotham Razed (Free): Darwinism at its finest, after fifteen years of continuous villain attacks most of Gotham has learned to roll with the punches and land their own, it seems that Gothamites are just raised differently with every action hiding a battle leading to basic combat experience.

Blueprint Builder (50 CP): Crime doesn't usually pay - both as a criminal and vigilante - but now you gain blueprints and resources to upgrade your gear by picking fights. This does not give you gear for a type you do not own but if you have Escrima Sticks then you may figure out an upgrade to its hitting power after defeating a Freak Bulldozer.

Beauty Hero (100 CP): In a superhero world where aliens live in the town over and metahumans come out of the woodwork you have a power common in these types of worlds; perfect appearance. No matter what world you could rest easy knowing it is a multiverse fact that you are perfectly beautiful enough that any smile is front page worthy.

Playboy Persona (100 CP): Bruce Wayne was able to both be a public philanthropist, a vicious vigilante and so much more. He kept these lives separate with good enough acting that even in the combined ruins of the Wayne Manor and Batcave the public never connected things. Only the truly knowledgeable realised that with the loss of the multi-billionaire the city also lost the caped crusader; his persona's reputation as a ditzy playboy was so solid. Now you too can bluff and lie with all of your being in keeping a secret. Regular people will accept the silliest of excuses like a tanning bed accident when you get sunburned in your suit. There's no way you could be the masked vigilante you were strip dancing at the Iceberg Lounge when he was seen. This also works with other types of personas and will keep you from mixing the masks up or breaking character.

Detective Vision (200 CP): It is very easy to miss the smaller details. Like where the dead body reached towards in his final moments. Now you will miss nothing forensically with Detective Vision contacts over your eyes like a second film. This gives you somewhat x-ray vision to highlight among other things bodies, weak walls, weaponry and important clues not visible to the naked eye. To turn the secondary vision on or off you blink with intent leaving you with two modes of vision. To take a weakness of this there is a drawback.

Lazarus Enhancements (200 CP): You have interacted with the supernatural properties of the Lazarus pits leaving you changed spiritually along with the electrum of the Court creating a stabilised formula. Now you have the powers of a common League and Court fighter combined without some of their more powerful abilities. This comes out at increased physical capabilities

and minor construct creation the size of an arrow. You may not have the immortality of Ra's Al Ghul or the intense healing factor of Talons, but you also don't have the emotional issues and deceased state. The first of those weaknesses can be gained through drawbacks.

Counter Sense (300 CP): In fights it takes a lot of effort to read an enemy in the heat of combat. Now you can read them like a book. When they move to strike you a small almost transparent symbol appears showing whether their attack can be countered, or you need to dodge. This comes with a peripheral sense that tells you if somebody behind you is attacking.

Second Wind (400 CP): Even Dark Knights fall and when the worse happens you will too. Now at your last breath you gain a second wind that returns you to full health for a second round. This can be as supernatural as you want or accounted for as a burst of adrenaline or a glancing hit on your armour. This can only be used once a fight and recharges after every patrol night or 24 hours.

Nightwing Perks

Acrobat (100 CP): Where you raised in the circus jumper because there is no other way you could be that fluid in your movements from the rolling ground to the jumping air. You move with a sense of grace in every motion and have incredible core strength that could keep you still as a statue for hours on end on your middle finger. This increases your parkour ability with flamboyant jumps and rolls.

Police Blues (200 CP): You have experience as a police officer in another city that is not Gotham like Bludhaven. This gives you experience in patrolling a street for disturbances, searching for clues and what needs to happen for an arrest. All of Batman's proteges are detectives in their own right but you brought your skills to the day and removed a lot of the vengeance. This allows you to comfortably interact with witnesses without scaring the living daylights out of them.

Rapid Combos (300 CP): Attacks seem to deal more damage with each successive unbroken strike becoming a rapid combo of destruction. Five quick blows in five seconds will have the strength of ten and that compounds for fighters stronger than humans. This works especially well with large groups where you can jump from enemy to enemy fluidly keeping your combo on the rise.

Knight of Hope (400 CP): In another world Bruce Wayne once called Dick a clearer vision of what Batman was meant to be and now you like him are a symbol of Hope. Your presence is a beacon of light and minorly soothes malignant trauma. Any groups with you at the helm work together cohesively. You could talk through to a Lazarus riddled person and convince themselves to calm down. Only the truly insane would disregard your held out hand and that is when hope hurts. Because for all your soft edges if you believe that they can't be saved then you give them nothing but sorrow.

Robin Perks

Stealth Specialist (100 CP): A child raised by the shadows when your parents left you alone, you always win at hide and seek. You instinctively use small spaces and vantage points to stay out of sight and move through the darkness without a sound. Even if you stand behind a fully grown man he will not notice you unless he turns around. Your outfit choices do not affect your stealth skills with primary colours standing out just as much as dark clothes.

Corporate Cool (200 CP): Thanks to your analytical mind you could run a company like Wayne Enterprise at seventeen with ease along with a second job like being a vigilante. You are a master at the many facets of the job and can make your company the best in the city with minor effort turning profit in the millions. This also works when you are away from the company as all the workers keep going and the management has trust in your plans.

Gadget Skills (300 CP): A man is only as good as his gadgets and you are the best in the creation, upgrading and usage of gadgets. Lucius Fox would consider you his equal from a tech standpoint and could even make his creations better with time. You also know how to use your gadgets in unorthodox ways like a Remote Electrical Charge on bobble head statues of Harley Quinn to destroy the speakers in them.

Knight of Knowledge (400 CP): In another world Bruce Wayne once said that Tim has a strategic sense he envies and now like him you are a genius in the mental ways of planning. For starters your intellect is in the upper echelons and allows you to create winning strategies on the fly for whatever you face and leap deductively through the darkness into the light. Your knowledge allows you to predict how others will act based on what you know with a more probable outcome coming from more information on the person. You are also great in communicating these ideas and could get the most emotionally stunted man in the world to accept your plan even though you could be much younger and less experienced.

Red Hood Perks

Brute Force (100 CP): You have learned the fighting style of the Park Row streets when you were too young. This means that you put all of your strength into your punches to fight adults and this ferocity has continued into your adult life. This conditioning has lent you the strength and instinct to knock people's breath away and even completely out in one punch. It is optional to be built like a house of bricks.

Martial Artist (200 CP): You took a page out of Bruce's book and learned from many masters across the world, making you one of the most diverse fighters ever seen. This also gives you the ability to pick up new techniques in a much shorter timeframe and be confident enough to mix and match disciplines that have no business working like Gouging and Okichitaw. To start your jump off with, choose two martial artists that are not Batman, Ra's Al Ghul or any mystic masters to have learned from. This does not give you any secret techniques and just gives you experience.

Marksman (300 CP): Sometimes you can't get close and personal so that's what the guns are for. Your aim with those weapons are so precise that if you saw an enemy in your peripheral vision pointing a gun at you could shoot their weapon irreplaceably or take out a body part if you want to be non-lethal. You also know exactly where bullets do and don't kill, allowing for adrenaline filled combat to not become an indiscriminate firing squad.

Knight of Power (400 CP): In another world Bruce Wayne once said that Jason is willing to do what Batman can't when the world needs it and now just like him you break things, so others don't. Your physical capabilities are boosted to be able to hold your own against mercenaries like Deathstroke while at the same time giving you the mental sociopathic switch to deal with problems for good without crying yourself to sleep.

Batgirl Perks

Hacking (100 CP): There was a time when you couldn't go onto the field, so you acted as support from behind a screen. Once you returned to fighting shape these skills did not leave you. Now you are a computer genius on par with the skills of Oracle. This helps in jamming the technology around you like security cameras and electronic locks if you have the access point.

Librarian (200 CP): A Librarian catalogues a large variety of information into understandable sections which makes future searches easier. Now you can do this but with your mind. This makes your memory now photographic in that it can recall any stimulus you have seen or heard without mental exhaustion.

Precise Strikes (300 CP): You take the idea of thinking smarter not harder literally. Due to a wide experience of human anatomy, you will never forget attacks seem to deal more damage with each precise hit occurring just as a strike lands. Somehow chaining attacks right after the other in the same spot exacerbates the injury you cause putting foes out of commission longer. This works well with a small number of fighters for you to focus on a singular foe and releasing a barrage of hits on them.

Knight of Will (400 CP): Barbara was shot in the spine by the Joker but did not stop fighting crime, her will power allowed her to evolve from Batgirl to Oracle and back again. Now you have the sheer willpower to work through a life changing injury. When your skills become obsolete you learn and change to continue to your goal through sheer force of will. When tragedy befalls you, it does not destroy you, rather it makes you work harder. Although you would never compromise yourself and your morals for an easy way out leading to a much more fulfilling completion. Your powers will always change and grow but there will be large jumps when you work hard through adversity.

Villain Perks

Shadow Society (100 CP): You are a rumour whispered by conspiracy theorists, an old wife's tale to teach children to be good and people will believe this until you rise again. When you are not fighting there is no trace as you recuperate after a loss. They may believe that you have died or left the country, but you are right under their nose.

Doctorate (200 CP): Did you know thirty-one of Batman's villains are doctors, have doctorate knowledge or held a licence before they went crazy and evil; now it's thirty-two with you. Choose one topic and that is your doctorate which strangely relates to criminal activities quite well. Something as mundane as botany led to Poison Ivy and Harley Quinn was a great psychologist before she tried to understand the Joker.

Goon Patrol (300 CP): Where do they find all these nameless goons for vigilantes to put in the hospital. Well for you they seem to just come out of the woodwork whenever you need them. They may not be the smartest bunch, but they are utterly loyal to you and seem to heal quickly in the intensive care section with no mental change.

Knight of Fear (400 CP): Criminals are a superstitious cowardly lot, and you strike terror into their hearts. They see you moving in the shadows and clouds and jump at nothing. Some criminals would be too scared to fight you, just stand there and shake in fear as you decimate their friends. Interrogations always seem to get you what information you need as people do not want you to follow through on your threats. You could convince a city that you are a monster without any reputation or history of insanity.

General Item

Suit (Free): A basic suit based on your origin made of breathable Kevlar and other goodies along with a grappling hook. Nightwing is a black suit with a blue bird and domino mask. Robin is a red windbreaker with green gauntlets and a domino mask. Red Hood is a brown hooded vest along with a red helmet. Batgirl is a purple and yellow suit and cowl. Villains are a bit of a grey area but choose something at the level of the above examples.

Styles (100 CP): Looking good has never been so easy. Now you can transmog your clothing into something different without changing its capabilities. By default, it includes the ability to gain the in-game styles and colours through challenges but in time will include alternate dimension styles like the suit from the Dark Knight Returns. It may also include civilian outfits that you have access to. Note that you can't change your appearance or gain technology with this, just the outfits visuals.

Batcycle (200 CP): The preferred vehicle of choice for the Bat family, the Batcycle is perfect for all situations. It's both an urban vehicle, invisible unless called on so it won't be caught zooming towards you and can out speed most vehicles or can transform into a civilian model for driving during the day. It seems to have off road capabilities with how it can ride over obstacles and rides off a ramp really well.

Belfry (300 CP): A copy of the Union Station Belfry possibly connected to the same network. It is disconnected from any outside networks and power sources making it an off the grid hideout. You get all the amenities seen in the game including a database the size of the Bat's and can fan wank as long as it is less advanced than the Batcave.

Wayne Enterprise (400 CP): Whether you held the stocks before Bruce's death or gained them in the aftermath due to plummeting prices, you hold a controlling share in Wayne Enterprise and may even chair it as CEO after Lucius Fox's departure to form his own company. This comes with the Wayne Tower and gives you access to large sums of money to fund whatever you want.

Nightwing Items

Flying Trapeze (100 CP): A glider you can use to travel around for those without a weighted cape. It works by diving to gain momentum and height to drift down.

Escrima Sticks (200 CP): Your preferred weapons perfect for dual wielding rapid combos. They are extremely durable and if lost returns to your Suit. As you bought the item with CP you hold some kind of expertise in the weapon.

Police Badge (300 CP): This is a rectangular badge that changes its electronic face to fit different jurisdictions, organisations and aliases. It will be accepted at face value even with it not being a normal badge but does not put you in any database so be prepared if somebody searches you up. At the beginning of every jump it gains the local police force like the GCPD, a federal jurisdiction like the FBI and an international jurisdiction like Interpol.

Spyral Implant (400 CP): I don't know how you got this but in the side of your skull is a prototype Spyral implant. Its only feature is changing how the light reflects off your face; basically, changing your appearance to natural and electronic optics with minor signs of problems that only a paranoid person up close would notice. A regular person would find nothing amiss if they bumped into you but a superhero may find something up with how you look if they are right in front of you. Unlike the version seen in comics this does not allow for information upload or seeing what others see even if you replicate or upgrade the device. Hypnotization is also out of the cards.

Robin Items

Slide Ways (100 CP): Based on the Justice League Zeta tubes this teleportation ranges within the eye line and can be used to travel around. It works by using free fall momentum to allow the user to select a point within eight seconds and moving to that point in a blast of blue light.

Bo Staff (200 CP): Your preferred weapon perfect for your gadgetry combat. It is extremely durable and if lost returns to your Suit. As you bought the item with CP you hold some kind of expertise in the weapon.

Camera (300 CP): This is a camera that always takes a perfect picture considering different lighting and zoom techniques without a flash or click. Any information is easily understandable to those looking at the photo as a child could take a photo and realise the teen in the brightly coloured suit changed based on the still of movement. It only has the range of an advanced camera so you have to be on the scene.

Brother Eye (400 CP): Whether you made this by cobbling together different systems or another way you have your own version of Brother Eye. This is a surveillance system that spreads all over Gotham noting when crimes happen. During patrols it pings ongoing crimes like hold ups and robberies on your map and can also act as an AI. Unlike the comic version this program is not the same AI and will not betray you and create a war on crime. This is also only in public areas as to keep residential areas private. Post jump this system expands into whatever city you are in.

Red Hood Items

Mystical Leap Boots (100 CP): These are leather boots infused with Lazarus waters. You can jump on empty air using mystical platforms to travel around. It works like a mental staircase which is why there is still downward movement as you fall.

Guns (200 CP): Your preferred weapons perfect for using your marksman skills. They are extremely durable and if lost returns to your Suit. As you bought the item with CP you hold some kind of expertise in the weapon which expands to all types of firearms if you have the perk.

Gravestone (300 CP): This is a classic tombstone with whatever you want etched in. You can intimidate somebody by highlighting a past mistake that led to a death by putting a victim's name on the stone which will lead to a hallucination of the deceased shaming them. Or if written with a living name then that person has minor hallucinations as a temporary dead man walking. This effect can’t be used on a person more than once a week and they may catch on if you do it too many times.

All-Blades (400 CP): Durca taught you well child if you hold a version of the All-blades. These are a pair of mystical swords that are summoned from within you that enhance your physical strength beyond the mortal realm. The only problem is that they are extremely draining to use and can only be held for a small period of time when you start.

Batgirl Items

Glide cape (100 CP): You can travel around by using the wind resistance on this cape. It works by diving to gain momentum and height to drift down.

Tonfa (200 CP): Your preferred weapons perfect for dual wielding precise combos. They are extremely durable and if lost returns to your Suit. As you bought the item with CP you hold some kind of expertise in the weapon.

Laptop (300 CP): This is an untraceable computer with firewalls that most can't get through. Useful for hacking and can easily connect to most networks and systems if within range. The only problem is that there are signs of the hacking as you cut through the firewalls, and you may be caught out if found. Sitting just outside the GCPD visitor entrance could allow you to hack through their systems in under five minutes but something with greater firewalls like the Belfry would require a corded connection to the main computer for ten minutes at least.

Neural Implant (400 CP): The key to always getting back up. If your body is lifeless but your mind is screaming, your willpower can direct you back up if you smother the aching pain. This implant allows your neurons to jump over broken nervous systems directly to your brain allowing your body to move even if bullets riddle your bones. It also helps with healing the impossible as a bridge holding everything together, but the only problem is that it can be short circuited by an EMP.

Villain Items

Sewer Network (100 CP): You have access to the extensive Gotham sewer system, knowing every short cut under the three islands. This gives you entry to most buildings or at least a close enough entrance. You can lose pursuers either with a distraction before you enter or in its winding maze. You gain access to this system in every city you go to with it expanding under your feet as you stay.

Unique weapon (200 CP): This is something like Freeze's gun or Harley's mallet. Just like the previous weapons it would be extremely durable and if lost will be returned to you on your suit. As you bought the item with CP you hold some kind of expertise in the weapon.

Get out of Jail Card (300 CP): Sometimes you do get caught and this is what you use to get out. This card has the number of either your lawyer or your closest companion who will get you off on minimal punishment. You can still go to jail as things take time but the two factors on how long it takes for you to walk free range from how much evidence is on you to how severe the crime is. It would obviously take longer for you to get out if you are caught red handed with the blood of a dead man compared to you not being taken to the station for being anonymously snitched on for jaywalking.

Lazarus Pit (400 CP): Why should you have this? This is a purified Lazarus Pit without the insanity. Although this means it can't resurrect somebody as that would break the chain. This liquid can heal anybody and bring them to the prime of their physicality. A continuous diet of this fountain of youth won't lead to anything more than minor spiritual abilities or the upgrade of them to the level of an Al Ghul if you have Lazarus Enhancement already.

Companions

Canon (100 CP each): This option is to take any Gotham based vigilantes or villains on your adventures. To be considered for this option the character must either be in the game or a classic Batman character. You can even take the Batman, but it can't be the same one that died so he will either be from a different dimension or some kind of cloning. Their abilities are fate backed.

Imported (50 CP for one, 100 CP for two, 200 CP for four or 300 CP for eight): Do you have friends from other worlds that follow you on your travels or want to create somebody completely new? Each person gets eight hundred CP and four fifths of any discount points carried over if they take a drawback.

Drawbacks

Remember me: Are you a returnee to Gotham or DC? This drawback is optional and allows for characters to vaguely remember you like a dream. This does not retroactively affect obvious canon.

Inserted: Ah an immersive jumper I see. This puts you in your origin's shoes from the death of Batman and his final investigation. Nightwing would make you Dick Grayson, Robin is Tim Drake, Red Hood is Jason Todd, Batgirl is Barbara Gordon and the Villain can be any of the living Rogues from Joker to Zebra man. Comes with a lifetime of memories that are separate unless you get Edgar Allan Woe or Memory Problems.

Early Riser (+50): Instead of waking up during the events of Batman's death you wake up exactly one year before those events. Now this does count to your ten year stay and can help you find your footing but you can't change what is to occur. Batman will still die even if you draw him from the cave.

Rogues Gallery (+100 CP): Discounting Gangs and organisations there are five Batman Villains in the game (Clayface, Harley Quinn, Mr Freeze, Penguin, Talia) that the Successors fight. This drawback activates one member of the Rogues gallery at the other villain's level that considers you their archnemesis. You will have to deal with them during patrol every week as they escape from Arkham. They can't be truly killed and will only stop once the ten years are up.

No killing (+100 CP): Avoid the toggle of the first perk because you can't kill anybody. If you try things will go horribly wrong in a rebound effect. Strangling somebody would cause you to choke on your own breath and dropping somebody off a building will make a strong wind throw you down with a malfunctioning grapnel hook.

Locked Up (+100 CP/ +100 CP): You are locked up in either Blackgate, Arkham, GCPD or another organisation and need to appeal legally or escape. If you do escape, there will be no records of why or even that you were in there so no arrest warrants will be put out. Unless you have Wanted, which increases the drawback by 100 CP and puts you in some kind of solitary confinement.

Child of Gotham (+100 CP): You have the blood of Gotham in your veins and the city will never let you go. You can't leave the city lines else you will be forcefully shoved back in. This can come in the form of uncontrolled teleportation if you have the relevant item.

Can't Lie (+100 CP): Some long-term truth serum has been injected into you. Hopefully you can become the master of half-truths because now you can't lie. If somebody asks if you are your secret identity straight up, you will be forced to say yes.

Familiar Face (+100 CP): You have minor paranoia issues in that you will do whatever it takes to hide your identity. This can ruin friendships and sour relationships as you hide yourself from others. To tell them the truth they would have to be in the middle of your secret lair or watch you remove your suit. Don't expect to make too many friends with how you act.

Classic Victim (+100 CP): Whether you are insanely rich or famous around the city, gangs like to take you hostage for ransom or information. For an hour they will watch over you like a hawk but as time goes on the security will slacken enough for you to escape and change clothes but it might get annoying after the fiftieth time.

Edgar Allan Woe (+200 CP/+300 CP): Trauma is a universal concept for heroes and villains and now you remember a terrible event that changed your life. If you have the Inserted option chosen or choose so, 300 CP points can be added and you must live through the terrible events through realistic dreams. This can include – both actual and – near-death experiences and if going with inserted must go through canon trauma.

Wanted (+200 CP): There is a warrant out for your arrest Jumper. Whether it is for your escape from lockup, or you are a vigilante, police are more than willing to use deadly force to bring you in.

Memory Problems (+200 CP): A lot of chemicals have seeped into Gotham and you must have drunk some tainted water because you have forgotten everything from past worlds and other meta-knowledge leaving just your in-jump memories.

Don't paint this the wrong way (+200 CP): Your Augmented Detective Vision if you have it is the only range you can naturally see in. Light refraction can change this for a short period of time but leaves you eye blind with pain afterwards. If you do not have the perk then you see in black and white.

Lazarus Insanity (+200 CP): Your Lazarus resurrection has left some spiritual scars due to the naturally chaotic currents. Now whenever you use your enhancements you are filled with rage and you can lose control with extreme emotions. If you do not have the perk then you were resurrected with no additional powers gained apart from the extreme emotions.

Young Justice (+300 CP): Remember up near the top of this document where it was written that age could be chosen freely; well that is overruled and now you are under eighteen. Roll a 1d6 +11 and that becomes your age as of awakening. As a child you are slightly weaker than an adult but still above the average person. If the age is not possible due to the timeline or inserting then both timeline and dimensional travel is a thing along with ageing quickly. A companion can be your legal guardian but be ready to be treated as your age.

No Outside Perks (+300 CP): Self-explanatory, this drawback stops you from using any perks from before this world, putting you at bodymod. If this is your first world, take the free CP.

No Outside Items (+300 CP): Self-explanatory, this drawback stops you from using any items from before this world, locking down the warehouse. If this is your first world, take the free CP.

No Outside Companions (+300 CP): Self-explanatory, this drawback stops you from calling any companions from before this world. If this is your first world, take the free CP.

An Incomplete File (+300 CP): For one reason or another Batman had a recent open file on you at the time of his death. This has drawn the interest of his successors and they will believe

you a suspect in the Last Case. Expect a vigilante to follow you during patrol and even fight you if they think you had something to do with his death. If you have been inserted as one of the successors, you are from an alternate dimension.

Suicide Squad (+400 CP): Amanda Waller sees you as a threat to America's national security jumper and has sent her team with Rick Flag leading Captain Boomerang, King Shark, Deadshot and Enchantress into the field towards you. Their former teammate Harley Quinn is unable to make it due to publicly being in Blackgate but has created a psychological profile that notes your strengths and weaknesses from both this and previous worlds so they won't be defeated easily. Due to the microbombs in their neck they can't be turned away from their mission and you must hold out for a week before the bombs go off and you can track Waller down. This is 400 CP because they will not hold back including Enchantress who can manipulate reality to her whims so the team can't be truly defeated until the end of the week.

Scenarios

A true Court of Legend (+500 CP): Some people called the Court in Gotham Knights a disappointment so now this is the hard mode. It will be harder to find the Court even if you know they are underground because their maze is now the size of Gotham and designed to drive men insane. The Talons are more than rabid dogs with truly undead capabilities and the army is created from their four-hundred-year history. The bat-family will need your aid to defeat the Court, else the city will fall. To help with this monstrous task you gain the **Talon Calvin Rose** as a free companion at the beginning.

> **Talon:** An escape artist in his childhood for Haly's Circus, he was one of the first to escape the Court's maze. He ran from the organisation after his first assassination was to kill a mother and her two-year-old daughter. Due to his intense training he has the Court Enhancement of a Talon, is an acrobat and owns a pair of throwing daggers along with his suit.



> **Voice of the Court:** Taken from the defeated leader of the Court this ornate gold mask can hide your identity even if you make no other effort to the rest of your body. You could wear a shirt pointing 'this is Jumper' and people would still scratch their heads and jump into rabbit hole investigations.



Bat-Man (+500 CP): Somehow you have been injected with the Man-Bat Formula which turns you into a half feral bat monster until you can create a cure. You will have to chase Dr Langstorm's research down from the fragments scattered over Gotham; even if you go to his secret lab contingencies are in place so he does not have the full information although you can use the equipment there after his demise to fashion the cure. There are seven bases that you know the vague location of due to bat creature sightings and the specific entrance can be found where a League of Shadows symbol has been drawn.

Man-Bat Formula: This injection has stabilised within you and gives you control to shift into the monster alt form. In this form your muscles bulge with a bat face and thin wing membranes tied to your clawed forearms. You also have a deafening screech that can break glass or stun people.



Crisis on Infinite Earths (+500 CP): This drawback comes into effect after the Court is defeated. One night, just like any other night, a physical glitch occurs in the city. The changed area is unlike the vibrant Gotham nightlife, dark and raining but limited to a city block. As time passes and the incursions multiply and grow, people will come out of the buildings in red mercenary armour. They start to put the city under the martial law of their boss the Arkham Knight until the only pocket of resistance is the Belfry and the vigilante team there. To not fail the world and lose the jump you must defeat the Arkham Knight and his forces at full power just like Batman did while also corralling the grittier Rogues Gallery. To help with this monstrous task you gain the Arkhamverse Batmobile.

Arkhamverse Batmobile: This battle tank has the ability to handle most automatic gunfire without a scratch, can strafe using rocket boosters and has a zero turn radius. In the sleeker pursuit mode has a top speed of 209 mph with 0-60 mph in 2.7 seconds and an afterburner to increase the speed by 30%. It has immobiliser missiles that require a clear line of sight for targeting and electro shock defence that keeps anybody but yourself and companions from touching. Its Carbon nanotube aggregate is blast resistant. In battle mode there is a Vulcan cannon, 60mm cannon, riot suppressor and a winch.



Batsuit ver 8.05: As a reward for saving the day both in Gotham Knights and Arkham Knight at 240% you gain the Batsuit ver 8.05 which can be imported as is or merged with your Suit. Now this suit is the pinnacle of all suits with upgrades relating to which villains you defeat.

Defeating Scarecrow makes it so no toxins can bypass the suit even if the cowl leaves your mouth open. Defeating Professor Pyg allows you punches to leave fine cuts due to how the metal sticks out of the gauntlet. Defeating the Riddler makes an upgraded Detective Vision that can also answer worded problems (can be integrated into the perk). Defeating the Mad hatter makes it so no mind control can bypass the Cowl. Defeating Man-bat allows for serums to be injected through the suit. Defeating Ra's will armour the suit to bladed implements. Completing the Azarel line gives your suit a nanomachine makeup that fixes most breakages after each fight. Defeating Firefly bolsters the suit against extreme heat. Locking Killer Croc up gives your suit the toughness of Croc's scales being able to halt gunfire without a flinch. Defeating the Penguin adds hidden capabilities to your suit just like his umbrella machine guns. Defeating Two-Face creates an AI for the suit that can control the suit and is so loyal to you that it can't override you in any way. Helping Mr Freeze bolsters your suit against extreme cold. Defeating Hush allows your suit to bypass any obstacles relating to identity theft like fingerprint and retina scanners. Defeating Deacon Blackfire gives the suit the ability for you to survive in complete isolation for years without any bodily change by putting you in suspended hibernation.



Lantern Light (+500): This drawback comes into effect after the Arkham Knight is defeated. Batman's death has become an understood truth at this point and people know there is a different person under the mask if you use a bat suit. One night when the sky is black without stars the dead will rise with black light using Bruce's skull as a focus point. In an investigation to stop the apocalypse you come across a Phantom Ring that can use any colour of the emotional spectrum - apart from life and death - and must use it to fight the zombies off in Gotham just like in Blackest Night: Batman until Hal Jordan returns to Earth with representatives from different corps. This leads to a final battle against Black Hand and the Black Lantern Justice League. You then have a final choice on which entity to house to defeat the threat and become the herald of. One is to fight as opposing equals while the other is to fight fire with fire. The Life Entity is an obvious choice for a do-gooder and counterbalance against the undead threat but seems juvenile and naive due to its extended sleep. Nekron is willing to aid you because Scar and William Hand stole the majority of the domain but is nihilistic and destructive because of its place in the natural order.

Volthoom's Ring: You Phantom Ring has been upgraded to wield dual emotional colours at the same time mixing and matching the abilities of the emotional spectrum. Using an emotion allows you to create constructs based on your imagination. The ring

has a battery that recharges based on how much emotion you put into it and can't be taken off against your will.



White Lantern: If you believe among other things that darkness can only be defeated through light then the Life Entity will make you into a True Herald of Life: Making you immune to body and mind manipulations effects like being bitten by a zombie by anchoring your soul to your body. You gain the construct colour of white to your ring and see the footprints of life, see the past and present conditions of all life in a limited area around the user and speak to the souls or essence of those who have recently died.



Black Lantern: On the other hand if you believe among other things that darkness is infinite then Nekron will make you into a True Herald of Death: Making you immune to body and body and mind manipulations effects like being bitten by a zombie by anchoring your soul to your body. You gain the construct colour of black to your ring and can absorb emotions for power, see the emotional spectrum of a person and even speak to the souls or essence of those who have recently died.



Final Choice

The final choice is to

Go Home: You have saved Gotham and there is nothing more for you to do. You return with everything you have gained.

Stay: The City's atmosphere grows on you and you decide to settle down; well settle down as best as you can in Gotham.

Continue: Your journey is not over yet so you move on to the next world.

Notes

- This is based off the Gotham Knights game with a few nods from the Arkham games and comic canon comics to flesh things out.
- Edgar Allen Woe's two tiers are the differences between Dick Grayson and Jason Todd. While the former has had terrible things occur to him and he still remembers his parent's fall, the latter is still very much embroiled with the consequences of his death and resurrection.
- **Lazarus enhancements** is a package of Spiritual abilities, but specific abilities from other perks and items like **Mystical Leap Boots**, **All-Blades** and **Lazarus Pit** can be used without it. Rule is if you don't have the enhancements, you can just do the abilities you paid for. If you just have the boots you can glide down, the blades come from your own energy and for pit, you have healing waters but all three lead to a new version of Lazarus Enhancements called **Al Ghul blood:** The Lazarus in your veins is so concentrated that all of your abilities are enhanced. Now the Mystical Leap Boots can truly move you through the air in a facade of flying, the All-Blades can now burn the souls of evildoers and the Lazarus Pit can be used as a blood infusion to yourself, enhancing the healing.
- I tried to make the Knight perks show how each character personifies a side of Batman. If you bought all the similarly named 400 CP perks in each origin, then you gain a final perk that CAPSTONE boosts everything. **Son of the Knight:** You might actually be his biological child, like Damien, Terry or Helena (sometimes) as you are a true successor of Batman in every facet, being a paragon of hope, knowledge, power, will and fear. This heightens the abilities you gained from the Knight perks enough that people would call you superhuman. Criminals would not be remiss to call you Batman reborn in how perfectly you fill his legend but you are so much more than he was. You could give a criminal the beat down of his life and interrogate his partner for information as a sniper shoots you in the back, using the trajectory of the pain to find the criminal's nest and pull them down with a batclaw and the victim would still see you as a saviour and be totally calm in front of you because you saved them. Because of this you also seem to inspire others to rise up and fight evil in the veins of the Knight perks and they can become successors if you train them.
- **Don't paint this the Wrong Way** and **Lazarus Insanity** are drawbacks to pay back the **Detective Vision** and **Lazarus Enhancements** and it works best if you have the drawback to have perk.
- For the Rogues Gallery Drawback here is a link to the DC Database wiki but understand that any added villain will be at the other's level with gangs contesting territory and causing crime for some powerful players. https://dc.fandom.com/wiki/Batman_Villains
- **A True Court of Legend** brings the Court of Owls to comic level standards making it much harder to defeat.
- **Bat-Man** was me trying to make something of the enemy type.
- **Crisis on Infinite Worlds** brings the Arkhamverse as the Arkham Knight sieges the city into Gotham Knights post campaign and you must go through the story and all the side missions. This can be for whatever reason but if you want one imagine Batman died with

the Ace Chemicals explosion along with Scarecrow leaving no resistance for the takeover. The heroes rewound time and put things back on track but when the time where Jason Todd won was cut it dug itself into Gotham Knights.

- **Lantern Light** is a stand in for the Blackest Night comic event but Bruce is actually dead and 80% of the events happen in Gotham. If you have the Child of Gotham drawback know that even if you can't go to space then you can still save the day.