

Welcome to Gotham City, Jumper.

Maybe you have been here before. Maybe not. You have some interesting times ahead of you regardless.

Gotham City is a crime-ridden mess, with a whole section of the city unofficially abandoned by the police, who are not exactly a stellar crime fighting force. They seem to spend most of their time chasing after rumors of a man in a bat suit. Speaking of, he seems to be having more of an effect on crime than the police. With the slowly increasing amount of costumed criminals, one has to wonder if it is a **good** effect….

The point is, this is a very dangerous place. Please take these 1,000 CP and make some purchases to defend yourself. You will be here for two years. Best of luck.

Origin

Vigilante

You made a choice at some point in your past to be a shield for others the way no ever was for you. If that means going outside the law, so be it. Criminals do not fear the police, but maybe they will fear you.





You can choose your appearance, sex, voice and any age that is at least 18 years old.

Authorities





Creating and policing the law is a never-ending grind, but that is no reason to quit. How you do something is just as important as what you do and you will never let difficulty stop you from doing what is right.

You can choose your appearance, sex, voice and any age that is at least 18 years old.

Support

You saw them walking into danger time and again. For whatever reason, you could not always be at their side. Still, that does not mean you cannot help. Your support keeps them going and that is just as valuable as giving them help in the moment.





You can choose your appearance, sex, voice and any age that is at least 18 years old.

Gangster



Money. Image. They are just two of the many ways to power. You have a knack for gaining them and for making your enemies disappear one way or another. The cops? They are only a problem if you get caught.

You can choose your appearance, sex, voice and any age that is at least 18 years old.

Terrorist

What is the use of power without a cause to wield it for? You have a goal, something you will burn the world to see done. Or maybe your goal is just to burn the world. Either way, you have no problem stepping on others to see your will done.

You can choose your appearance, sex, voice and any age that is at least 18 years old.



Thief



You are not one for grand schemes. Maybe someone hired you or maybe you are freelance, but what you live for is the heist. There is no greater joy than outsmarting, outsneaking and outrunning others. Every job is a new challenge and you relish it.

You can choose your appearance, sex, voice and any age that is at least 18 years old.

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 choose your appearance, sex, voice and any age that is at least 18 years old.

Location

You will start one day before Batman interrupts some bank robbers, as seen in the first episode "Hunted." Where you start is a matter of choice or chance. You can either freely pick one of the locations below or roll 1d8 to gain +100 CP for your stipend, but leave your place of entry to the hand of fate. For some added discretion if you wish, anyone nearby when you arrive will have the memory of seeing you arrive in a perfectly natural manner and any surveillance equipment will reflect that. Or you could simply appear and deal with the resulting panic. Batman seems to be able to pull it off regularly, right?

1. Wayne Manor – The home of Gotham's favorite billionaire Bruce Wayne and his loyal butler Alfred. You appear in front of the driveway. They do not appreciate loiterers, so you may wish to leave quickly unless you have some business with them.
2. Batcave – The lair of Gotham's infamous vigilante. He appreciates loiterers even less then Bruce Wayne, so I would recommend either quietly getting out ASAP or putting together a truly compelling case as to why he should not beat you senseless. You appear in front of a very large computer.
3. Police HQ – Here can be found the hard working and very underappreciated James Gordon, with occasional visits from his teenage daughter Barbara. You appear in front of the welcome desk.
4. Wayne Enterprises – One of Gotham's largest employers, helmed by a native son. Would you like to apply for a job? Or perhaps you have a business proposition to pitch? You begin in the main lobby.
5. Villain Lair – Even the lowest scum of humanity needs some place to lay their head. You arrive in the base of one of the following. They may or may not be present at the moment. You appear in the main area. Get ready to run, fight or sweet talk your way out of trouble. If you are rolling, toss another 1d8 to see where you show up.
    1. Professor Pig and Mr. Toad – These eco-terrorists will soon begin hunting the most dangerous game.
    2. Anarchy – This agent of chaos has only just arrived in town and is still setting himself up.
    3. League of Assassins – They are everywhere, they are always and they are legion.
    4. Stagg Industries – HQ of Simon Stagg and his ominously outfitted laboratories.
    5. Magpie – The nest from which this bird sprang is soon to be the site of a macabre reenactment of the operation that split this young lady's mind clean in two.
    6. Killer Croc – Where else to find an animal but a cage? Blackgate Penitentiary is your starting line. Good luck getting out.
    7. Humpty Dumpty – A workshop where a rotund man slaves away building his terrible toys.
    8. Whale – A grimy office hidden away in the back of a suspicious warehouse.
6. The Cauldron – The burned out shell of a city neighborhood. Left to rot after the recent economic depression, only the Ghosts call this place home now. You appear in a dilapidated warehouse.
7. Your Home – If you purchased a home from the options below, you may begin there. You arrive in your bedroom. If not, please roll again.
8. Your Choice – Fate smiles on you. Pick where you wish to begin.

Perks

All of the Perks below are discounted by 50% for those who took the specified origin. Your discounted 100 CP Perks are free.

For those who took the All Walks Of Life origin, you may pick any two 100, 200, 400 and 600 CP Perks from either of your origins to receive a discount on.

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

General

Top Of The Line Animation [FREE] – Wow, you look good. Gorgeous, even. Expect to turn some heads when you enter a room. More interestingly, you always look good no matter the circumstances. Even if you have just spent over 24 hours running around and fighting off wave after wave of supervillains, you will somehow make a shredded costume, multiple wounds and copious amounts of filth seem like a striking fashion statement.

Sharp Mind [FREE] – Most of the people here are pretty clever as a baseline. This will let you keep up with them. Your deductive reasoning skills receive a large boost, enough to make you a first-rate police detective or a second-rate Batman. This better allows you to use your existing knowledge base to figure out problems set before you. To put one and one together to make two, as it were. It does nothing to allow you to think faster or sharpen your memory.

Sharp Tongue [FREE] – Even when your brain has worked itself into a knot trying to untangle the latest crime and you are so exhausted that you cannot walk straight, you can still always spit out a snappy retort to whoever is heckling you at the moment.

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

Tinkerer [100 CP] – This is the basics of do-it-yourself vigilante equipment creation. You now have the knowledge of how to create and maintain grappling hooks, throwing weapons, basic outfits, simple electronics and such. It is not much, but it will get you started and you can certainly build off of it.

- Crafter [200 CP, requires Tinkerer] – This is the next step up. Now you can create and maintain grapnel guns, capes that function as gliders, a car that is the unholy cross of a tank and a racer, goo pellets that expand and solidify when exposed to the atmosphere, discrete tracking and surveillance devices, and so much more.

You Lift, Bro [100 CP] – You are in pretty darned good shape. You are able to run for several miles before you have to stop, can lift twice your own weight (though not easily), are rather flexible and do not have any extraneous body fat.

Kid Gloves [100 CP] – Things often get violent here. It would be a shame if you were to do more harm than you meant to. With this, none of your actions or attacks will be lethal unless you truly decide that they should be. Of course, what does not kill you can still leave you wishing for death, so do not

assume this means you can start breaking out the flamethrowers and grenades without some nasty results for your poor opponents.

Fisticuffs [100 CP] – A basic know-how of fighting. You can reliably take out mooks one at a time with this, but not much else. On the bright side, this updates with the setting and your body, so you will always be a match for the level of a generic enemy no matter what they or you are.

Risen From Tragedy – Capstone Booster - [300 CP] – In a dark alley, in the dead of night, a legend was born from a crime. A little boy would wrap himself in the cloak of the night that defined his life from that moment forward. He would swear vengeance for what had happened. What that little boy would grow into echoed throughout the multiverse and your own legend will be no less. During your journey, you will experience tragedy, loss, grief and defeat. This is a certainty. When you are up against all that creation can throw at you, no one ever wins forever. But that does not you must turn the other cheek and accept your pain. Use it. Learn from it. Build off of it. For every defeat you experience, for every friend lost, for every quest failed, you will come back smarter, stronger, faster and more determined than ever. No one and nothing will get the better of you indefinitely so long as you continuously set yourself against them. Eventually, you will triumph and then you will have your vengeance. So, be vengeance. Be the night.

Vigilante

Insomniac [100 CP] – Batman is currently getting by on about three hours of sleep a night. Let's do you something better. You are entirely free from the need to sleep. You still can and it will give you a small, short-lived boost to your mental faculties if you get at least three hours of nap time in, but you suffer no degradation of mind, body or spirit by pushing on. Bear in mind, this does nothing to prevent you from getting exhausted any other way. If you sprint until your body wants to collapse, this will do you no good and you must take a still take a break until your legs stop shaking.

Stoic [100 CP] – Things can get pretty dicey when you are running around a violent metropolis at night. Happily, you will never let anyone know that you are scared. Partly because you now have an excellent poker face, rendering you able to conceal anything you are feeling from others, but mostly because you are not. Scared, that is. You can be nervous, you can be anxious, but you will never again cross the line into true fear. Moreover, what little terror you can still experience will never cloud your judgment.

The Peak [200 CP] – You are at the limit of what a human body can be without any augmentations. You are in absolute peak condition for your body type, with an even spread of strength, endurance, speed, agility, flexibility and dexterity.

With The Greatest Of Ease [200 CP] – You have training and experience in parkour, free running, urban traversal – whatever you wish to call it. You can quickly and easily move from A to B in an urban environment. You can accurately gauge what will and will not hold your weight. Whether in the open or in a crowded hallway, vertical or horizontal, under fire or in safety, movement is as easy as 1-2-3 for you.

Force Of Nature [400 CP] – You may not be the definition of one-man army, but you come pretty close. You can fight multiple opponents with only slightly more trouble than you can singular ones and you can knock singular mooks down one after the other like they are bowling pins. Keeping track of

and comprehending everything you notice is a breeze even in a chaotic scuffle, you have no trouble disabling, dropping or deflecting your current problem in time to deal with the next and for whatever reason, no one ever gets the idea to just dog-pile you.

Step Lightly [400 CP] – You are *very* sneaky. Moving noiselessly no matter your outfit or speed, avoiding being seen until you are right next to someone, leaving no tracks behind and doing it all effortlessly are now in your skill set. Even beyond your own considerable skills, something keeps any trace of hair, skin or body oil from being left behind in your passing. Even your scent is faint and quick to fade.

Need A Hand? [600 CP] – Vigilante-ism is a strange occupation. You need to know a wide variety of subjects and be prepared to deal with a wide variety of situations. No one can be amazing at everything (except maybe Batman). You have the good luck to run into people who can cover your weak spots, though. If someone is beating you senseless, a friend could swing by and step in to return the favor. If you find people being mutated into horrible animal hybrids, maybe one of them will turn out to be a skilled biological scientist. This is not a certainty, so do not rely on it all of the time. Still, having a shot in the dark is better than having no shot at all.

> I Don't Need Help – Capstone – Still, it would be better if things never got to that point. Take this. It is a guarantee that any situation you find yourself in where things are going south fast will have one opportunity for you to turn things around. No catastrophe will ever be utterly unpreventable, no defeat will ever be certain. It is on you to make the best of that chance, however. No opportunity is so good that it will benefit someone who does not take it.

Inner Steel [600 CP] – They will test you and torment you and try their best to break you. You never will. Your willpower and determination are now unbreakable. You can decide to give up on something, but no one will ever be able to force you to. You cannot ever be driven insane nor can someone subvert your thinking through any kind of emotional or mental control for long. You will always break free of it through sheer force of will, even when such a thing should be impossible.

> I Won't Let You Down – Capstone – Like a pillar holding up a ceiling, your inner strength will buttress that of your allies. Anyone you have a positive association with will find themselves receiving this same mental and spiritual fortitude.

<u>Authorities</u>

Detective [100 CP] – You are a skilled and – dare I say it? - lucky investigator. Whatever leads you fail to find through your own considerable sleuthing skills will find a way of throwing themselves into your path, whether through a criminal with a guilty conscience, a vigilante in need of police collaboration, an anonymous tip, someone arranging what evidence you do have just so, etc.

Talk To Me [100 CP] – Interrogations are tricky things. How do you get someone to talk about something they clearly do not want to? How do you ensure they tell the truth? Well, who knows how other people do it. You just kind of do. When you ask someone a question, their first instinct is always to answer. Someone would have to be very on guard to stop themselves from talking to you. Equally, they have a tendency to only speak what they think is the truth. When they do try to lie, it is painfully obvious that they are obfuscating the truth.

On Me! [200 CP] – Modern police work involves a lot of people. It is a good thing you are an old hand at wrangling them. You can quickly and easily organize even large groups of people, making sure that everyone understands what is needed of them and how to best utilize their resources.

Deadshot [200 CP] – Somewhere in this world is a man who makes a killing off of his marksmanship. You are not him. Still, you are pretty impressive. Certainly better than most who hold a gun. You can shoot any target within one hundred yards of you that you can see, whether you are moving or stationary. If your target is surrounded by an invisible force-field you will miss, but anything less than that should see your shot connecting as you intended.

Oathsworn [400 CP] – You took an oath to serve and protect. You *will* uphold that oath. You are impossible to morally corrupt, no matter the means. If you do decide to comply with someone's demands under threat of harm, it will leave no lasting stain on your name. You will be seen as innocent in the eyes of whatever body is judging you.

Good Judge Of Character [400 CP] – Do you trust that dark vigilante? That madman in a mask? Well, you do as it happens. You have an instinctual grasp of someone's character with just a quick conversation. You might not be able to tell everything about them, but you can definitely tell if this person is someone who you would classify as good or evil.

Family Health Insurance [600 CP] – Shutting down criminal operations is bound to win you some enemies. The dumb ones will just go straight for you. The smarter ones might decide to go after your friends. Let's do something about that. From now on, anyone who has a problem with you will confine it to just you. Whether through cowardice, a sense of fair play, a code of conduct they must abide by or something else, no one will ever knowingly attack your friends or family to get at you.

> Show Me 'Sand The Floor' – Capstone – Still, that does not guarantee that nothing dangerous will ever happen to your friends and family at all. Since you might not always be there, wouldn't it be better if they could take care of themselves? From now on, all of your loved ones will passively pick up useful skills as they go through their days. Maybe they pick up lockpicking as a hobby, maybe they win a free month at the shooting range in the local bingo tournament, maybe they inherit a collection of foils and take up fencing to make use of them – the possibilities are endless. However, as time passes, your loved ones will slowly become more and more capable at taking care of themselves. Even they will not realize what they truly know until it comes time to fly or die, at which point it will all come together.

Eh, Lucky Shot [600 CP] – With all of these mutants, ninja and God only knows what else running around, you would be forgiven for think the ordinary men and woman of Gotham do not stand a chance. Well, you would be wrong, at least in your case. When you get into a fight with someone that horribly outclasses you, your attacks seem to home in on any of their weak spots as if by magic. Any attacks that do connect seem to do more damage than they should.

> It Gives Character – Capstone – What's that? Your opponent has no weak points? Of course they do! Even if they do not realize it, any person you now fight will not have any kind of perfect defense. Whether a magical shield, thick armor, unnatural reflexes or something else, whatever they rely on to defend themselves from your attacks will be flawed in some way. In addition to helping you beat them up, this may also be a devastating psychological blow to their ego.

Support

Great Reception [100 CP] – The first of rule of any off-site tech support is being able to take calls. With this, you and your allies can now always successfully use any electronic communication devices you have to keep in touch. Nothing will be able to block your connections.

Context And Nuance [100 CP] – You have excellent communication skills, all the better to give precise instructions. Whether through the written word, plain speech or anything else, your exact meaning will never be misunderstood, misconstrued or mistaken.

Etched In Memory [200 CP] – Your memory is now perfect, allowing you to flawlessly recall everything exactly as you experienced it. You have fantastic mental indexing as well, being able to keep your thoughts clear and organized.

I Am That Kind Of Doctor [200 CP] – You may not have a true medical degree, but no one would be able to tell by watching you. You now have the knowledge and experience of a veteran medical professional from a dozen different fields. You can effectively function as a top-notch paramedic, trauma surgeon, critical care surgeon, neurosurgeon, cardiologist, nutritionist, dentist, orthopedic surgeon, ophthalmologist and oncology surgeon.

Linked In [400 CP] – Your teamwork skills are fantastic, so much so that you just being a part of a team seems to improve synergy between all members. After a few weeks of working with them, you will be able to correctly anticipate their every move before even they know it.

I'm Listening [400 CP] – You have the greatest of all superpowers – emotional competence. Not only are you always in touch with your feelings and why you are feeling each of them, you can do the same for others. By spending time with them, you can get them to open up to you. In doing so, you can help them come to terms with any lingering trauma, grief, rage or other negative feelings.

Nerd [600 CP] – Oracle will one day become the greatest hacker in Gotham City, if not the entirety of Earth. That day is far away and when she gets there, she will have to settle for sharing that title with you. You now possess a truly stupendous knowledge and skill with computer systems of all kinds. Your typing skills are likewise legendary.

Nerd Beyond – Capstone – Going beyond the impossible, you have managed to reach a level of computer science skill that makes even in-her-prime Oracle seem merely competent. Indeed, you understand algorithms and such more easily than you do your native language.

Quick Decisions [600 CP] – Your thinking speed has drastically increased, allowing you the ability to take in and analyze all known aspects of the situation in a small fraction of the time most other people could. This is useful for those moments when your agent in the field needs you to walk them through neutralizing a bomb, among other things.

Your Greatest Asset – Capstone – Throughout the ages, the thing that kept mankind at the top of collective food chain was not our endurance or our teamwork, though those things certainly helped. No, it was our minds. Our ability to learn. Now, this is your greatest asset. Your mind has had its proverbial ceilings lifted away and now your potential to learn has gone to 'yes.' You must build your education piece by piece, but there is now no limit to your understanding. Given sufficient time to figure it out, there is nothing you cannot comprehend.

Gangster

Snake Oil [100 CP] – You are a very charming person. Not perfectly so, as a sharp-minded person can tell there's something just a bit… off about your manners, but it would take a great deal of evidence for the general public to believe you were anything other than a friendly neighborhood businessman.

Bang [100 CP] – You have a basic competency with firearms of all kinds. You are not the second coming of Simo Hayha, but you never drop your weapon unless you mean to and you can usually hit your target.

Friends In Low Places [200 CP] – You now begin each Jump with a pre-existing web of connections in less-than-savory places. The local fences, gambling dens, unscrupulous pawn shops, burglary rings, forgers and more are all now in your list of acquaintances. They may not have a great opinion of you (at least to start), but they will do business with you, so long as you do not interfere with their operations.

Tank [200 CP] – You are a very tough person. You had to be in order to survive in this city as long as you have. You are very tall and heavily built. Your body is in peak condition, with a lean towards strength and endurance. You can easily lift three times your own weight and go twenty rounds in the ring without a break.

Call The PR Department [400 CP] – On the odd chance that someone does have the intelligence, the skill and the sheer dumb luck to manage getting you into hot water, it will never amount to anything in the public eye. Your popularity with the masses is ironclad, so long as you do nothing to get caught red-handed in broad daylight, like falling for the old 'I was wearing a wire for that conversation' trick.

Totally Trustworthy [400 CP] – The world is full of suckers and you just excel at taking advantage of them. No one ever seems to see your betrayals coming. Every excuse and lie you give to people who have even the slightest bit of trust for you is always believed, right up until the very end.

Kingpin Of Crime [600 CP] – Running a criminal empire is not any easier than running a legitimate business empire. Quite a bit harder, actually. Thankfully, you have it covered. You now have the charisma, terrifying presence, criminal genius, political connections and more to build yourself into a modern day kingpin of crime. More importantly, you'll have the luck, guts and sheer viciousness to keep your place at the top of the pyramid, too. The cops will be on your payroll, the mayor will be in your pocket and the vigilantes… might be a problem. Still, you would not have made it to the to without knowing how to make problems disappear, would you?

Napoleon Of Crime – Capstone – Much a certain professor of mathematics, you have ways of dealing with persistent problems. Those vigilantes previously mentioned? That one honest cop? Yeah, you can deal with them and it will not even take a mutual kill in the Swiss Alps. Not only can you enact schemes to successfully kill the world's greatest detective who is also a master ninja, you can cut through any conceivable plot armor that may be keeping them safe from even your far-reaching grasp. Destiny says that there must always be a Batman? Well, Destiny needs to shut her mouth.

Company Loyalty [600 CP] – The most important thing in any organization is knowing that you can rely on your fellows. In this case more for avoiding jail time than getting the job done, but the point still stands. All those who willingly join up with your crew in any capacity will have ironclad loyalty to you, even beyond the point of sanity. This does nothing to greatly alter their personality, merely

ensuring that someone who dislikes you personally is still absolutely unwilling to stab you in the back before you do so to them. You can break faith with them, but they can never knowingly betray you. An unscrupulous person could use this to slowly takeover entire populations, but an upright businessman like yourself is only looking to ensure things are run smoothly in your house… right?

On Your Knees – Capstone – Hostile takeover has a whole new meaning in the world of criminal enterprise. Some people might be leery about joining up the one who just shot their last boss in the head. Fair enough. However, sometimes those people has something that you want. Something you are not fine with them taking from your new acquisition. For those occasions, take this. When you have someone at your mercy, when you have managed to strip away all that keeps them safe and have them in your power, you can force an oath of loyalty similar to the above out of them whether they are willing or not.

Terrorist

Swordsman [100 CP] – You possess a great deal of training and experience with bladed weapons of all kinds. Certainly, you could teach those League of Shadows mooks a thing or two. This works best with swords, giving you enough skill to go toe-to-toe for a brief time against even Lady Shiva or Ra's al Ghul, though you will need more than just this to actually defeat them.

Mimic [100 CP] - Learning martial arts is an old hobby of yours and you have gotten rather good at it over the years. Merely by watching a practitioner, you can begin to accurately pick up their fighting style and techniques. Mastering them will still require practice.

Doubt [200 CP] – They've got your fingerprints, your face, your DNA… so why haven't they come for you yet? Well, they keep thinking there must have been a mistake. There was not, obviously, but your acting is so good that they cannot help but doubt themselves. You can fall into a role so completely that even the world's greatest detective would believe you to be a victim of blackmail or identity theft for a good long while before accepting the truth.

Quick [200 CP] – You are a very fast person. You had to be in order to survive in this organization as long as you have. You are rather wiry and lean in build. Your body is in peak condition, with an emphasis on speed and agility. You can break Olympic sprinting and leaping records easily.

Package Pickup [400 CP] – Sometimes you need to take someone alive. This can be harder than you think. Thankfully you are an expert at it. You have a strange knack for capturing people alive, though in-one-piece is optional. Any suicide methods they have always fail when they need them and they have the most rotten luck when it comes to escaping you.

Grudge [400 CP] – Your spite fuels you. When someone specific has earned your ire and you begin to work against them, you will notice that everything you do is a little bit more effective than it otherwise would have been.

Anarchy Incarnate [600 CP] – No one can predict you, for who can predict someone without direction? You are (metaphorically) the embodiment of chaos. No method of analyses can get an accurate read on your motives or plans.

Evil Insight – Capstone – While others cannot understand you, you do not seem to have much trouble understanding others. You excel at it, in fact. You have an instinctive understanding of peoples'

motivations and character. Merely by looking at someone, you can get an accurate picture of how they will react to stimuli.

Lazarus [600 CP] – Whether through the use of an alchemical pit of glowing sludge or some other method, Death has a lighter hand on your fate than most. As such, your final end will pass you by on one occasion during this Jump. It will do the same for each subsequent Jump from this point onward. No matter the form your death will take, it will fail to permanently put an end to you the first time.

Clean Karma – Capstone – Having lived as long as you have, it is only natural that you build up a long list of enemies. What is less natural is that you are exceptionally skilled at evading their notice. Not only do those who hold a grudge against you have a devil of a time remembering anything distinctive about you, the universe itself cannot seem to pin your crimes on you. Any actions which would negatively stain you on a supernatural level cannot leave a mark on you. Useful, if a horde of ghosts who hated you were turned loose in the vicinity.

Thief

Double Life [100 CP] – You will never unknowingly let slip or misplace something from your night life during your day job and vice versa. You can always keep your dual identities straight and separate.

Shiny, Shiny, Mine [100 CP] – You are a thief and so it naturally follows that you are good at stealing things. Pickpocketing, lock picking, breaking and entering, hot-wiring, confidence schemes and more are now your stock and trade. You have a knack for spotting and disabling security measures.

Lithe [200 CP] – Control is more important in your line of work than sheer brute strength. You have trained yourself accordingly. Your body is relatively short and slim. You are in peak condition. Your body is in excellent shape, with a lean towards flexibility and dexterity. You can contort yourself through the tightest of passages and hold your tools without worrying over a single tremor ruining your hard efforts.

...Impressive…. [200 CP] – When you need a distraction, good old sex appeal is always an option. Your… assets have grown in size. What assets these are depends on your body, but it will remain true across your many forms. Whatever your secondary sexual characteristics, just know that they are now rather striking and you will suffer no physical discomfort from them, no matter what the laws of physics say. Additionally, you now have a very noticeable characteristic to your body. Perhaps you have an unusual hair color or perhaps you have an aesthetically pleasing set of scars. Whatever it is, it causes the eye to be drawn to you. This too will remain the case no matter your physical form.

Leniency [400 CP] – Sometimes, you cannot always make a clean getaway. Happily, the ‘authorities’ – whoever they may be – are always inclined to give you the lightest possible sentence for your crimes. Something about you just seems to invoke pity in their heart.

Sticky Fingers [400 CP] – You can now climb any surface with your hands and feet. You do not need to touch your bare skin to the material, thankfully. This also includes the ability to never again accidentally lose your grip. Just remember that there are some occasions where it might be a better idea to let go.

Safeguard [600 CP] – Being caught out and taken down is a risk in this business, but when it is done with your own powers or gear, well, that's just humiliating. Now you do not have to worry about that. Your own abilities and items cannot be successfully turned against you.

Counter – Capstone – That's not to say that nothing else can. Still, you can turn a weakness into a strength with this. Once per week, you can choose to let an enemy get a hit in on you. To all appearances, you have been struck down and taken out. Your enemy will certainly think so. However, you are mostly fine and will now have a perfect window to strike back while they are utterly unaware of the danger you represent.

Cheese It! [600 CP] – Run, run, run, RUN! You've got the loot and now it's time to scoot. As you make any kind of escape, your pursuers will think that the universe is out to get them. All manner of inconvenience is raised against them and they will easily lose track of you. Meanwhile, you are moving like greased lightning and things just keep working out to give you another leg up on your pursuers. You would have to be trying to be caught for them to have any chance of actually managing it.

Inertiaproof – Capstone – Still, even with the power of fiat behind your escape, it cannot hurt to have a bit more on your side. Especially when you have to carry that big sack of gems or haul around a scientist by his neck. Happily, you now seem able to make precision moves without worrying about things like momentum and inertia. Sure, go ahead and jump off of a moving subway car with your hostage in tow. Becoming a splatter on the wall is now nothing to worry about, as long as you can push off from the new surface first. Can be turned on and off for those times when you do want inertia on your side.

Powers/Skills/Cybernetics

Here is something nice for you. This world runs on different laws than our own and so abilities, skills and equipment of a more, say, unusual nature are not terribly unusual at all. You may apply a single 50% discount to any one of these. As above, a 100 CP purchase getting a discount makes that purchase free. Should you make multiple purchases here, they are guaranteed to not conflict with each other. You begin knowing how to utilize these purchases.

Numb [100 CP] – Pain cannot stop you when it has no hold on you. While all the rest of your bodily sensations come through just fine, pain no longer exists as far as you are concerned. Take care, as you can wind up damaging yourself quite badly if you do not pay attention to your injuries. This can be turned on and off, unlike the original.

Manhunter [100 CP] – No one escapes you. You have the raw ability and honed skill to track people so well that it appears supernatural.

Spec Ops [100 CP] – You were trained by the best and it shows. You are natural warrior, both with your body and with any weapon. You have a head for tactics and strategy. You are in peak condition for your body and it will never degrade, even should you take up a diet of nothing but nachos and slushies, followed by a routine of non-stop Netflix binging.

Augmented Human Body [200 CP] – You may still look like an ordinary human, but go below the surface and you will find that it is no longer the case. Through surgical, chemical and genetic treatments, you are now a step above the common human. A large step. Your strength, speed, agility, endurance, healing rate, senses and reflexes are all heightened beyond even peak human abilities.

Trapmaster [200 CP] – You have vast knowledge of traps and animatronics. By extension, this also makes you a skilled engineer, programmer and machinist. You can create robots in a wide variety of forms with a level of detail so fine that you could even pass a robot off as a living human. Your death traps will keep even veteran vigilantes on their toes. By combining these two disciplines, you can create something like a life-sized nutcracker that can hold a prisoner inside and explode if tampered with.

Cloning [200 CP] – You have detailed knowledge on how to clone human beings. This ranges from wholesale copies either born naturally or flash-grown to adulthood in a lab, to merely inserting certain genome sequences into a new host perfectly intact. You also have knowledge of how to program – and we mean literally program – obedience and loyalty into your creations. Beware, as someone else with similar skill could potentially hack your creations and turn them against you.

Pyrokinesis [300 CP] – You can generate intense flames from your body and direct them as you please. Be aware that these flames do require oxygen and their primary fuel source is your own stamina. Burn to brightly and you will be down for a while.

Technopathy [300 CP] – Through some rather unorthodox surgery, you now have cybernetic implants in your hands, nervous system and brain that allow you to integrate with any computer system. This will not give you understanding of computer science by itself, but being able to observe a digital system as easily as you can your physical surroundings will no doubt let you climb that learning curve

quickly. As a side benefit, your fingers can also transform into precision instruments useful for lockpicking and delicate engineering projects.

Immortality [300 CP] – Was it a magical ritual? Obscene science? A pit of glowing goop that you horde for your own use? For whatever reason, you are now immortal. Your body has ceased to biologically age. Please note that immortal and invincible are two very different states of being.

Control [300 CP] – Through strange (and probably illegal) surgery, you have been grafted with a pair of cybernetic tentacles that allow you to interface with the nervous systems of other human beings. By placing the tip of a tentacle at the base of the neck, right against the spine, you can take full control over their body. You can control two people at a time. This only lasts as long as you are able to touch them. Beware, for people with strong wills can shake off your guiding hand.

Complete Control [200 CP, Requires Control] – Not even the human mind is safe from your touch. By making contact with an individual, you can plant a code of obedience within their mind. Then, while never acting any different than their usual self, this individual will comply with your every wish. Most impressively, this will remain even after contact has been broken with your tentacles. Only a person of great willpower (or a person given an extreme emotional shock) could shake this obedience off.

Devour [400 CP] – By killing your foes and devouring their hearts, you can gain a portion of their physical abilities, skills and special powers.

Elemental Generation [500 CP] – Through twisted science, you have gained the ability to break apart and reshape any element at will. That is to say, the elements of the periodic table. Yes, you can control matter, ranging from single elements to complex molecules. You are limited only by your own scientific knowledge and your stamina. This control extends to your body, allowing you to take on new attributes and shift your shape as you wish. Unlike the unfortunate Metamorpho, you can pass yourself off as a regular human fairly easily.

Animal Fusion [500 CP] – Through twisted science, you have gained the strength of the wild. You have been fused at a genetic level with an animal of your choice. You take on that creature’s strengths, such as a crocodile’s tough hide or the wings and echolocation of a bat. You heal at an exceptional rate, as well. Physically, you are greater than any human. Unlike the unfortunate Man-Bat, you can pass yourself off as a regular human fairly easily.

Items

All of the items here are guaranteed to return to you good as new 24 hours after being lost, stolen or destroyed. All of the real estate properties will follow you post-Jump and can become either Warehouse/equivalent attachments or remain stand alone units for future Jumps. Everything here will seamlessly accept any upgrades/additions you care to add to them.

General

Apartment [50 CP] – A small two-bedroom apartment in midtown Gotham. Includes a kitchen, dining/living room combo, one full bath, a walk-in closet and a decent view of the neighborhood. Your neighbors are polite and quiet. Comes with fiat-backed utilities and rent, as well as paper trail to fool anyone who feels like taking a closer look.

Transportation [50 CP] – A standard motorcycle or small car. This is nothing special, save that it will never need maintenance or fuel. Is fully registered according to local laws and has a paper trail for anyone who feels like taking a closer look. Hey, whatever you do at night, you need something to help carry groceries during daylight hours, yeah?

Employment [50 CP] – A job ready and waiting for you to step into it. You can pick what it is and you will gain the skills and knowledge necessary for it. The good news is, it's a steady supply of contract work that you are capable of completing in your own home and can accept or decline at your leisure. You will always have a steady flow of customers due to your excellent reputation in this field. Also includes a limitless supply of whatever you would need to complete this work. This will follow you into future settings, allowing you to choose a new job each time.

Vigilante

Costume [100 CP] – Your nightlife suit. Comes in an aesthetic design of your choice. This is easy to clean, resistant to tearing, light-weight, gives you some protection from blades and small arms fire, easy to conceal and keeps you at a comfortable temperature in all but the most extreme climates.

Blueberry Cake [100 CP] – A handheld gaming system. Looks like a cheap knockoff of a PSP. Useful for those long stakeouts. This has an infinite power supply and comes pre-loaded with every published handheld console videogame circa Earth, 2013. Yes, even the 3DS and DS games. They look tiny on that screen, but they do work and you have a stylus.

Equipment [200 CP] – Your tools of the trade. Includes throwing weapons, melee weapons, grapnel guns, knockout gas, smoke bombs, night-vision goggles, communication devices and a tiny forensics kit. The consumables will restock every night. Any of these items can be integrated with your costume if you would like.

Training Room [200 CP] – Perfect for honing your body. This large training hall has a variety of automated traps, obstacles and opponents, all of which scale to match your level of skill. You can enter

a specific training course in via the command console. Somehow, you cannot ever manage to hurt yourself seriously, no matter what training routine you have.

Supercomputer [400 CP] – Your digital partner. This computer comes with a limited artificial intelligence suitable for following complex commands, but it has very little initiative of its own. It has enough RAM and processing power to run just about any program you would care to, a hard drive which has no storage limit and is guaranteed to remain safe from enemy intrusion. It can integrate with any other computer system seamlessly. The computer itself is about the size of a small motor-home, so you will need a good place to put it.

Awesome Car [400 CP] – Your ride. This nightmare offspring of a muscle car and a tank has a remote link to your computer systems, whatever they may be, that can never be subverted or intercepted. It does not need fuel or maintenance and can take one hell of a beating before calling it quits. Possessing multiple weapon systems and stealth technology, your enemies will not know you're tailgating them until you break out the missiles.

Money [600 CP] – A superpower all its own. You now possess an annual income of around $1,000,000,000.00 circa Earth, 2013. Yes, you read that right. One. Billion. Dollars. Annually. This does come with a paper trail if you need it. Arrives in whatever form you wish and updates to an equivalent amount of currency in whatever setting you are calling home currently.

Vigilante Lair [600 CP] – Where the work gets done. This is a state-of-the-art forensics lab, medical suite, automotive garage, engineering lab, aircraft hanger and more. Anything an aspiring vigilante could want in a lair could be found here and will, as you have control over what goes into this. You can make adjustments to it at the beginning of each Jump. Unlike the Batcave, this place is permanently secure against enemy intrusions. Your foes will only ever find and invade this place if you deliberately allow it. Comes with a discrete entrance leading into a property of your choice and multiple exits for you various vehicles, which all have the convenient feature of ensuring no one sees you enter or leave. If you have no properties to link this to, it takes the form of an underground cavern with all of your equipment centered on a platform suspended over the floor.

<u>Authorities</u>

Job [100 CP] – A step up from the employment option in the General section, this one places you in a mid-ranking position in either the police force or the city government. You have a measly salary, too many work hours and a lot of connections. Still, your job means you are in a slightly better position to help the city. Or profit off of it. No judgment.

Weapon [100 CP] – Something to keep you safe in bad moments. For a police officer, this is your issued firearm. For a government official, it is something a bit more discreet, such as a taser or a baton. Whatever it is, this weapon will never malfunction or need maintenance. Even if you fail to reload or recharge it, should you need it the weapon will still have enough *oomph* to get you out of whatever the situation is.

Radio [200 CP] – A somewhat more reliable method of communication than a cell phone, at least within city limits. This small radio headset can connect with any others on the same channel and will never suffer from interference, regardless of the environmental factors. It also has the unique ability to pick up relevant radio chatter from any enemy forces currently working against you.

Badge [200 CP] - The badge of a police officer or of a government official. 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.

Prison [400 CP] – Gotta stash your crooks somewhere. Unlike Blackgate Penitentiary, this correctional facility is very difficult to escape from by any means for those are actually guilty of the crimes they were sentenced for. For those who are innocent of their charges, things seem to align to give them a legal way out. Any staff you hire to work here will become competent, reliable and emotionally stable individuals as they go about their duties, regardless of what they are like off the clock. The security measures are top-notch, ensuring that only a world-class criminal could break in successfully.

Backup [400 CP] – Sometimes, you just are not enough. By phoning in a request for armed assistance on whatever communication device you may possess, a fully armed and armored S.W.A.T. team will immediately descend on your location and proceed to raise all kinds of hell against your opposition for as long as they can or until the problem goes away. These men and woman are NPCs and not any more physically able than regular humans, but teamwork and a lot of guns can solve most immediate life-or-death issues. They can be 'killed', but will return for the next summoning. They will not respond to anything outside of the conflict, so no telling them to pick up your groceries before they leave. As soon as you are safe, they will disappear. They can be summoned no more than ten times per Jump.

Bulletproof Vest [600 CP] – More discreet under your clothes than a regular vest, this piece of modern armor has two features that no other bit of ballistic shielding can match – it protects your whole body and it will block anything once. Yes, *anything*. When something more dangerous than a fist, a knife or a small-caliber round comes your way (and do not worry about those. The vest can block those until the cows come home, projectile and kinetic damage alike being stopped short) the vest will defend you utterly against whatever it may be. Rocket launcher? You live. Semi-truck? You live. Nuclear blast? You live. Psychic blast from an eldritch horror? You live. Magical death curse tied specifically to you? You live. However, it will only defend you from one such attack. The effort of doing so will destroy it. After your vest is gone, you must wait until the next Jump to gain a new one.

Warrant [600 CP] – It always comes down to who you answer to. For you, the answer is THE LAW! Wait, wrong series. Anyway, this innocuous looking piece of paper is a search warrant signed by the highest authority in the land. Which land? Any land. It will update based on the setting. It gives you the right to enter, loot and arrest with abandon. No one will dare deny you unless they are willing to go against the entire government, because that will be the result if they do. Yes, really. This can be used no more than once per Jump.

<u>Support</u>

Nutrient Shakes [100 CP] – Have you ever wondered what liquidized bovine hormonal glands taste like? No? Well, life is supposed to be about new experiences. These disgusting 12oz cups of sludge are not exactly appetizing, but drinking one will give anyone their complete nutritional needs for the day. You get three per day and the cups refill after 24 hours. Just gargle some mouthwash after and it will be fine.

Day Planner [100 CP] – Your vigilante has a lot on their plate, so maybe you can help them with their day-to-day as well. This small organizer holds all of their to-do lists, appointments and reminders. Hopefully, this will help them keep everything straight and not miss a board meeting or a date.

Smart Phone [200 CP] – A smart phone of your choice circa Earth, 2013. Comes with unlimited battery power and data allowance. It can get a signal anywhere and is guaranteed to remain secure against enemy intrusions. It does not have the greatest specs when compared to an actual desktop PC, but a smart cookie could nonetheless use this tiny computer to do some mischief.

Medical Supplies [200 CP] – A first aid kit with everything you need to treat any wound from a scrape to a gunshot. Includes an instruction manual with easy to follow directions for administering medical aid for any injury and not a few illnesses. Strangely, the medical supplies never seem to run out and whatever you need is always on top of the pile.

Big Guns [400 CP] – Do not be fooled by what most perceive as 'support.' Your job sometimes involves getting nasty with folks who like to cause a ruckus. For those occasions, you now have these. This weapons locker includes a variety of sniper rifles, rocket launchers, gatling guns, harpoon guns and more. Anything you could need to put a really big hole in someone's plans. Or maybe just someone. Your boss might have a rule about killing, but you? Nah.

Transit Van Base [400 CP] – A moving van that has been outfitted with a small bed, desk, bathroom and more. It comes shielded against remote electronic surveillance, can take a beating, will never need maintenance or fuel and possesses the unique feature of causing anyone who looks at it to deem it nothing worth bothering over. Finally, the seats have a heating/cooling function, which is obviously the most important part of this set up.

Satellite Link [600 CP] – A small satellite roughly the diameter of the average dining plate. It comes with the hook ups for a wired connection or a wireless connection to any system. The transmissions it sends back and forth cannot be detected or subverted by enemy forces in any way. Whatever piece of technology you link with this satellite will find itself allowed global and orbital range for its activities. This needs no power supply and will work under any environmental conditions.

Computer [600 CP] – Your best work friend. This lightweight laptop never runs out of power and cannot be subverted or broken into by any means. It comes pre-loaded with a variety of useful software for the aspiring voice-behind-a-headset. In addition to never causing eyestrain or carpel tunnel, it is indestructible and perfect for serving as an impromptu bullet shield. It can seamlessly link with any other electronic device, regardless of OS or connection type. If the device has an option for a wireless connection, it will painlessly link to the laptop. If the device requires a physical connection, the laptop comes with a discrete cable that will change to fit the situation. It has no storage limit, will truly delete anything you wish to be forever rid of, an evolving beast of a processor that rises to every occasion and limitless RAM to do the same. Also comes pre-loaded with digital copies of every TV show and film produced on Earth up to 2013 for those slow nights.

<u>Gangster</u>

The Business Card Of A Good Lawyer [100 CP] – Exactly what it says. This card holds the business details of the most qualified lawyer for your needs in your immediate area. Putting them on retainer

ensures that they will always make time for you, but if you do not want to go that far just this card will leave them inclined to take your case on even if it is inconvenient for them.

Tacky Jewelry [100 CP] – Cheap and flashy, no one will ever mistake this set of bling for something with class. Still, it draws the eye, ensuring you can more easily be the center of attention no matter where you are.

Gang [200 CP] – A collection of desperate lowlifes. This group of fifty carjackers, burglars, legbreakers, forgers, con artists and smugglers can serve as the beginning of something larger for you. They are NPCs and will not exist when not on the job. No one notices anything strange about them, allowing them to pass for regular humans unless deeper scrutiny is applied. In terms of capabilities, they are a match for any competent career criminal in their field.

Warehouse [200 CP] – Not a match for the cosmic variety, but still useful. Covering about 60,000ft², this empty shell of metal and concrete tends to slide underneath the radar of most people. Even those who make it inside will struggle to see where their target is, as shadows hide everything beneath a dark curtain. Not for you, however. You can perceive everything here just fine.

Drugs [400 CP] – For medicinal purposes, right? Right. You have a standard shipping container filled with a variety of high-grade substances native to the setting. You can choose the types with each new Jump. The only requirement is that they must be abusable. The shipping container refills every year.

Special Crime Squad [400 CP] – Your own little police force. Well, 'police.' Going through proper channels can be so tedious. Not to mention actual law enforcers tend to require things like 'probable cause' and 'threat to life.' Not these guys. By phoning in a request for an individual to disappear on whatever communication device you may possess, a fully armed and armored 'special assault team' will immediately descend on your target and proceed to raise all kinds of hell against them for as long as they can or until the problem goes away… permanently. These men and woman are NPCs and not any more physically able than regular humans, but teamwork and a lot of guns can deal with a lot of problems. They can be 'killed', but will return for the next summoning. They will not respond to anything outside of the assassination, so no telling them to pick up your groceries before they leave. As soon as the target dies, they will disappear. They can be summoned no more than ten times per Jump.

Blank Check [600 CP] – Your organization is a far-reaching beast, but it is not everywhere (yet, anyway). There are things it cannot do, places it cannot reach. For those occasions, take this. What is it? A favor. What favor? *Any* favor. You are now owed any one favor by any one particular criminal organization of your choice native to the setting. This follows you into each Jump. You decide the organization at the start of each Jump. Whatever you wish, if it is within their power, they will get it done.

Arsenal [600 CP] – Your last resort. Or maybe your first resort. This is a massive collection of every past and modern mass manufactured firearm, explosive and melee weapon in your current setting. It will update based on your chosen Jump while also retaining any previous gains. You have precise, indexed knowledge of everything in this collection. Nothing in this collection will ever malfunction or need maintenance. The firearms come with unlimited ammunition of every known variety and you can switch between them seamlessly merely by desiring it. The items of the arsenal cannot be used against you and will backfire against anyone who tries in the worst possible way. This deadly collection exists in its own armory dimension, accessible only to you and those you give access to. To summon your

weapons, simply wish them to your hand. If discarded, stolen or lost, they return to the armory dimension within 24 hours. Post-Jump, you can include the armory dimension as an addition to your Cosmic Warehouse/its equivalent if you want to walk through your massive collection of force multipliers.

Terrorist

Bomb Collar [100 CP] – A locking ring wide enough to fit around a human bicep, wrist, thigh, ankle or even neck. Comes complete with a small amount of stable high-explosive packed inside and a detonator. You can set it to go off after a set amount of time or at a signal from you. You get a new bomb collar each time your current one explodes.

Chess Set [100 CP] – A chessboard and set of chess pieces, which deviate from the standard medieval figures to match your circle of acquaintances instead. If you play against someone with this board, you can gain insight as to their character and current motivations.

High-Tech Weaponry [200 CP] – These gadgets are a bit more fancy than your average boomsticks. Seemingly something out of a sci-fi novel, these laser and plasma rifles must have come from the lab of a mad scientist somewhere. They can be recharged with any standard electrical outlet. You get six of each.

Calibosix [200 CP] – A virus with a rapid mutation effect on its victims. Traveling through both physical contact and air, it is highly infectious. Upon being infected, the victim will lose all reasoning capabilities and become highly aggressive. They gain increased bone and muscle mass, with their skin hardening to a level that matches modern body armor. You gain three vials of solution containing this virus, as well as three vials of the cure. They come in an insulated and very well padded locking box. You will gain a new set of virus and anti-virus vials at the beginning of each Jump.

Slave Serum [400 CP] – Originally a botanically-derived poison that causes its victims to lose control of their muscles, through the tinkering of a pair of eco-terrorists it has become something much more sinister. Now, by piercing the neck of your target with two syringes of this solution, you can direct their muscles as you see fit with verbal commands. The control only lasts as long as they have the syringes in place. You gain twenty syringes in an insulated and well padded locking box. This will restock at the beginning of each Jump.

Silver Animal Mask [400 CP] – In addition to flawlessly hiding your true identity no matter what so long as you wear it, this silver mask in the shape of a snarling beast also transforms you into a master ninja and martial artist while you wear it. Whatever you are in truth, while you wear this you are changed into a deadly warrior in the peak of health and fitness. You will have the instincts and training to stand toe-to-toe with Ra’s al Ghul and Lady Shiva. Perhaps even the Dark Knight.*

Ion Cortex [600 CP] – An energy regulation unit and artificial intelligence combination meant to control all the energy of the entire world. It can keep track of what energy is needed, where it is needed, when it is needed, accurately distribute needed, siphon off any excess and store that excess away for future use. It is predicted to be able to produce a surplus of energy for the entire world without an increase in resource consumption within five years once is has been put into place. This is the base model. Yours is a bit more impressive in that it can do all of the above and also generates an

infinite supply of universally adaptable power by itself. Never worry about powering your creations again, so long as you can connect them to this.

Soultaker Sword [600 CP] – A jian-style blade made of a single piece of jade or so it seems. It is seemingly unbreakable and perpetually razor sharp. A spell is etched in ancient characters down the length of the blade. Speaking it aloud will allow you to draw in the soul of a nearby being. As you hold the blade, the strength of those it holds will pass in part to you. The collection of souls can help to stave off your advancing age.*

Thief

Fence [100 CP] – Your means of converting loot into cash. Updating with the setting, you will always begin your Jumps with a friendly, local fence known to you. They will accept any hot merchandise from you and do their best to give you a fair price for it.

Thief Tools [100 CP] – Lockicks, blueprints, glass cutters, skeleton keys and more. Everything a thief needs for a night on the town.

Loot Bag [200 CP] – Useful for hauling away your treasures. This medium-sized rucksack will always sit comfortably on your back and stays perfectly light no matter what you place inside of it. Inside you will find the storage space does not match the outside surface area. You have $10ft^3$ of storage space within this bag and anything you place inside will stay safe no matter how badly the bag is jostled. To withdraw whatever you put inside, just will the item into your grasp.

Revolving Door Cell [200 CP] – If you do get caught, you always get placed back in this same cell. Maybe the others are undergoing maintenance? Regardless of the reason, you know this place well after so many visits. So well that you can usually get the door open in about three minutes flat. From there, it is a short way to the nearest exit and freedom.

Identity Papers [400 CP] – A collection of papers suitable to give you a new life free of the crimes of your past. These will only work once per Jump. When you open the packet containing these papers, you will have a new life ready and waiting for you to step into. No one searching for you in your past identity will find you under your new persona.

Hideout [400 CP] – Your home away from home. This dark and dank location is concealed somewhere within the boundaries of the city. It contains a workshop for your doings, a garage, a small living area and lots of storage space. People never seem to find this place, ensuring you are the only resident at any time. The utilities are fiat-backed and will not show up on the city’s records.

Memory Disrupting Machine [600 CP] – A yellow three-armed cap that adjusts to fit over any head. Activating it will erase all of the memories of the one wearing it, leaving them an utterly blank slate. Just take care to ensure that the new person who wakes from that procedure is not worse then the one who endured it.

The Key [600 CP] – A computer program that can disable any digital barrier. While in this setting such a program is only meant for human operating systems, post-Jump will see it affecting any kind of computer software. If you do not have the Technopathy Perk, this will come in USB form. Post-Jump,

it will take whatever form of data storage device that you would like. For the sake of your own security, this will only work for you and those you authorize.

Companions

Import – Pay 100 CP now to bring in one of your Companions with 600 CP to spend on their build and a possible 400 CP worth of Drawbacks to take. If you would like to bring in your whole roster and give them the same, pay 300 CP now.

Export – Pay 100 CP now and you can take anyone who agrees to go with you along for the ride when it is time for you to leave this world.

Creation – Pay 100 CP to create your ideal Companion with whatever backstory you would like them to have. They get 600 CP for their build with the initial purchase, but you can also inflict up to 400 CP worth of Drawbacks on them. Mind you, they may not thank you for those.

Original Companions – If you would like someone to join up with you right away, why not take a look at these fine figures? One of them may catch your eye. Pay an extra 100 CP for their purchase and they will gain the capstone booster for their 600 CP Perks as well.

Whisper – [200 CP] - Possibly insane, certainly idealistic, this masked hero intends on making Gotham a safer place as best they can. This usually means lurking in dark corners, beating up criminals and leaving the police with a lot of questions like 'how did they get into the evidence room?' You do not yet know who is under that mask, but perhaps they will trust you more one day. Whisper comes with the complete Vigilante Perk line.

Annette Bell – [200 CP] – A middle-aged police-officer turned politician, this woman knows much and more about the workings of Gotham. She believes you can help her with her goals and so is willing to help you with yours. Does not think highly of those who abuse their authority, but is rapidly becoming jaded after so many years of working within the system. Bell comes with the complete Authority Perk line.

Liam Birling – [200 CP] - Originally just a forensic accountant, this young man in his early twenties gained a habit of cybersluething that saw him put some very bad people away for a very long time. Sadly, those people had friends and now he's on the run. In exchange for you helping him, he is willing to put his expertise in your hands. Cynical and bitter after a childhood of poverty, he still wants to make a positive difference. Birling comes with the complete Support Perk line.

Marco Bertoli – [200 CP] - This middle-aged, extremely competent and absolutely loyal second-in-command always has your back. Whether you need an alibi or an execution, expect him to be ready and waiting with a gun and a getaway car if need be. He has no ambitions of taking your position at all. Really. Bertoli comes with the complete Gangster Perk lin.

Sister – [200 CP] - Your brother-in-arms for the cause! Or sister, rather. Whatever your ideology, whatever your reason for wanting to burn down the world and rebuild it in your image, she shares it. She suffered horribly under the thumb of your enemies in the past and now she is dead set on bringing them down. She probably would not take it well if you decided to make peace and retire, so I hope you like excitement. Sister comes with the complete Terrorist Perk line.

Garret – [200 CP] – No last name given, this charming teenager attends college by day and robs the rich at night. He does fully intend to give up his night life as soon as he graduates and gets gainful employment, but until then he has to make rent somehow. He can appreciate a fellow

professional and is fully willing to go 50/50 on all profits, provided you put in your fair share of work. Garret comes with the complete Thief Perk line.

Scenarios

Jailbreak – Batman is going to release the souls imprisoned in the Soultaker before this Jump ends (assuming you have not changed anything that would lead to that event), but now you are here and you can try to do so much sooner. If you can get your hands on the sword, figure out the process of releasing the souls and do so before the Dark Knight does it, you gain a small army of NPC spirits able to follow your commands and follow you from Jump to Jump. They can remain invisible, inaudible and intangible until you wish them to be otherwise.

Therapy – A lot of the villains shown in this series are genuinely mentally ill. Batman is not equipped to help them in a long-term manner, but maybe you are. If you can rehabilitate three of the setting's villains before the Jump ends, you will gain the ability to tell with a glance whether or not someone is truly beyond redemption and a complete monster, no matter how well they try to hide it.

Urban Renewal – The Cauldron is an urban wasteland these days, but it was not always so. Your task this Jump is to restore and revitalize this business district. Driving out the Ghosts and repairing the buildings would be a good start. If by the time the Jump ends you have managed to fill at least 80% of the vacant properties with a successful business of some kind, we will call this completed. By doing this, you now have the ability to successfully repair any broken economic system. It might take years and tears, but you could get even 1930's Germany to transform into the economic heart of the Earth with enough effort.

(Wo)man Of The People – The office of mayor in Gotham city is seen as something you would get from monkey's paw. All the power in town on paper, very little in practice. Things are changing a bit in that regard, but slowly. Maybe you can speed things up. Mayor Grange is up for re-election soon and Harvey Dent is aiming for her seat. You need to swipe it out from under both of them. Become mayor in Gotham before the Jump ends (and you do get more chances if you take the duration extender from the Drawbacks section) and you gain the ability to begin any future Jump with a pre-established position of political authority. It will never be higher than mayor or the local equivalent, but having a foot in the door from the get-go can make any future coups that much easier.

The Insiders – Batman starts this Jump with only one true ally, his loyal butler Alfred. Maybe that needs to change. Later, he will have Katana, Gordon, Oracle, Man-Bat, Metamorpho… and you. Your task for this Jump is to join Batman in his vigilante crusade to clean up Gotham City. Get into his good graces somehow and stay there until the Jump ends. He is quite possibly the most paranoid man alive, so good luck with that. If you succeed, you can call up this version of Batman once per Jump every future Jump. He will think nothing of it and assist you however he can for up to one week. He will come equipped with his full arsenal and a cosmic link to his Batcomputer for further assistance.

Defeat Batman – The Dark Knight must die! There are a few villains with designs on Batman's life over the course of the series, but you must be the one who succeeds. You can have help in this, so long as your hand is the one that delivers the final blow. Succeed in this and you gain the ability to ignore any kind of metaphysical plot armor that may be protecting someone. When going up against you, they have no more cosmic protection than any other average Joe.

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] – By taking this, feel free to strap the Beware The Batman Jump to another Jump.

Extended Stay [+100 CP] – Let's get this out of the way. Take this and you will stay for a full decade instead of the two years that the show ran for. This can be taken multiple times, each addition adding another decade on to your stay.

Hometown Bound [+100 CP] – You cannot leave the bounds of Gotham City for the duration of your Jump. While this is not such a problem 99% of the time, there is at least one instance of a city wide disturbance that could cause you issues if you remain in the area.

How Do I Shot Web? [+100 CP, Requires Powers/Skills/Cybernetics] – Whatever you purchased from the aforementioned section, you do not get full control of it automatically. For a power or cybernetic enhancement, you have to learn how it functions through trial and error. For the skill options, you must put the time in to study the process behind them. As this only gives 100 CP, you should have full understanding/control of your purchase within two months if you are diligent.

No Secret Identity [+100 CP, Requires Vigilante/Support/Terrorist/Thief] – 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, that's 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.

Remember Your Curfew, Junior [+100/300 CP] – Ignore the age option in your origin. You must roll 1d8 + 9 and that will be your age in years. For 100 CP, you can have a loving family to look out for you. Drop Ins can be latch-key kids who never see their families, but are still financially supported by them. For 300 CP, you are an orphan and at the mercy of the Gotham City CPS Department. Roll another d8. The higher the number you get, the worse your situation is. 1 would be someone who does the bare minimum to take care of you and is not actively malicious, but is clearly only doing it for the

government check they get once a month to help with your expenses. 8 would be… very awful. I will leave the details of it up to you, but you should be safer on the streets. Drop Ins are thrown into the city with nothing and CPS will be actively hunting you to stick you into a foster home. Hey, Batman has a soft spot for orphans. Maybe it will not be so bad.

Debilitated [+100/200/300/400 CP] – You begin with some kind of physical hindrance. For only 100 CP, it is something like an old break in your bones. You have already healed from it, but it will cause pain from time to time. For 200 CP, you begin the Jump with a painful, but not life-threatening injury that has been given appropriate medical treatment. No method of speeding up the healing process will work and you must let it mend the old fashioned way. For 300 CP, you had a life-threatening injury or illness at some point in your past, but you survived it and healed. You must simply learn to live with your missing/damaged limb, organ or what-have-you. For 400 CP, you have a current injury or illness that runs a high risk of killing you if you do not get it immediate treatment… and will be a pain in the butt to manage even if you do. Sure, a Support origin is not going to be bouncing around the rooftops on a night-to-night basis, but even without the need for immaculate physical health, do you really want to have to deal with stage 3 lung cancer?

Demented [+100/200/300/400 CP] – You begin with some kind of mental or emotional condition. For 100 CP, you know what it is and it is easily managed with either medication or counseling. For 200 CP, you do not know what it is, but it has a noticeable impact on your actions and thoughts. If you can get in contact with a decent medical professional, things should be treatable. For 300 CP, you do not know what the problem is and you would need serious professional help over a long period of time to come to grips with it. For 400 CP, you do not have any idea what the problem is and there is no cure or treatment to be found in all the world. You must simply live with it as best you can.

Weekly Entertainment [+200 CP] – Do not expect to rest easy for long. You get dragged into escapades of your own every two weeks at a minimum, as well as all of Batman's more interesting cases. I hope you like excitement.

Twisted Appearance [+200 CP] – You are a horrifying figure, causing anyone who sees you to be alarmed at your very existence. While you can still make friends with time and effort, good luck convincing anyone to talk to you long enough to set them at ease.

Bad Reputation [+200/400 CP] – For 200 CP, you begin the Jump with a bad reputation. Batman and Katana will know you on sight and be very wary of you, if not outright distrustful. For 400 CP, you begin with a warrant out for your arrest and both of the heroes believe you to be guilty of murder.

Object Of Obsession [+200/400 CP] – For 200 CP, you begin the Jump having caught the attention of one of the setting's villains. They will make a point of going after you between their other heists and terrorist attacks. For 400 CP, whatever their original motivation was, forget it. Trying to kill, possess or break you is now their reason for getting out of bed each morning.

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.

Soul Taken [+300 CP] – You had an unfortunate encounter with the Soultaker at some point in the recent past. Although you survived, your soul was still stolen. As a result, you are very emotionless and find it hard to care about anything. You have little sense of urgency, caution, compassion or anything else. If you can release your soul from the sword, you will return to normal. Failing that, Batman should eventually get around to it, if you do not interfere in events too much. If either of these events fail to come to pass, you will only get your soul back at the end of the Jump.

Keyholder [+300 CP] – The Key is a piece of software that can unlock any digital database. Somehow, you managed to get your hands on a copy. Great, right? Well, no. See, someone saw you make off with it. Word got around and now every criminal in Gotham knows you have it. Expect to have a lot of nefarious customers after you for your time here. Taking this does give you a free copy of the The Key.

Loan Shark Circling [+300 CP] – At some point in the recent past, you borrowed a great deal of money from Tobias Whale. How much? Enough that you are not going to be paying him in full any time soon. He expects weekly payments from you and if you miss even one? Then he's going to start sending people after you to collect it out of your hide. This starts out at the level of mooks, but his funds are impressive and he can start hiring the DC universe's worst and scariest if you keep being late with your payments. Do not bother trying to force or charm him into stopping. Any method of this, even trying to kill him, is doomed to failure. The only thing he will accept is money… and there is never enough.

Taken Soultaker [+400 CP] – On her way to Gotham City, Tatsu lost the sword she worked so hard to obtain and through a twist of fate, it wound up in your hands. That would have been that, save that someone saw that you obtained the blade. Word got around and now there is a certain very large and ominous organization out for both the sword and your blood. They are everywhere, they are very determined and they have no qualms about violence. Tread carefully. This does get you the Soultaker Sword item for free, but good luck surviving to Jump's end to keep it for your future endeavors.

Never Saw It Coming [+400 CP] – You are going to be betrayed during your time here. It will come from someone you completely trust (and you *will* find multiple people you will come to rely on for your time here) and it will cause some sort of devastating damage to both you personally and to your operations. Maybe they are brainwashed, maybe they are not who you thought they were – either way, expect it to *hurt*. The only guarantee is that you will not be killed outright during the immediate reveal.

[Loss Of] Control [+500 CP] – Something is wrong. Your thoughts are… no, no. Everything is fine. Right? Well, maybe not. Control got his tentacles into you at some point in the recent past and even though he lost his grip on your neck, your mind remains firmly under his control. How much of what you do now is truly your decision? Only he knows. Batman and Katana will have one chance to save you and, to be fair, they are pretty good at that, but no one is perfect all the time. Look at poor Dr. Burr….

Notes

Silver Animal Mask – We don't really get to see Silver Monkey go all out. His last appearance comes after he has been held prisoner (and presumably tortured) for months. Before that, he is drugged and taken down by mooks. Lady Shiva says he has the skills to lead the League of Assassins, so presumably he can kick a fair amount of ass.

Soultaker Sword – The wiki was full of mentions that this version of Ra's used the Soultaker Sword to maintain his youth, as the show had no mention of Lazarus pits. Canon or fanon, I do not know for sure, but it is true here.