

Batman: The Dark Knight Trilogy
Jumpchain CYOA
Version 1.3
By Batman Anon

The Dark Knight Trilogy, a darker and more realistic approach of the batman mythos. In this world there is no magic, super powers or aliens but there is still a superhero. Bruce Wayne watched as a child as his parents were shot by a mugger and decided to become the hero that his city needed. Fourteen years later he is ready to return to his city after dedicating himself to training in preparation for fighting crime. That city is Gotham. You arrive one month before batman's first appearance in a city overwhelmed by criminals, the darkest city in America and one that many if not all have given up on. Saving this city is something thought impossible but perhaps there is hope yet. Or you may decide that the rot that infects Gotham needs to be cut away before it threatens the rest of the world. Or maybe you just want to watch the world burn.

Either way you have 1000cp to spend below

Locations: roll 1d8 or 50cp to choose

1. Uptown Gotham
2. Midtown Gotham
3. Downtown Gotham
4. The Bat Cave
5. Arkham Asylum
6. Somewhere In The Middle East
7. Tibet, Former Base of The League of Shadows
8. Free Choice

Age is 20 +1d8 or 50cp to choose
Gender is the same as last jump or 50cp to change

Origins: Choose any for free

Drop In: You arrive as a complete mystery; no one has any idea who you are, there are no records and it's as if you appeared out of thin air.

Police: You grew up in Gotham and watched as people; good people suffered and decided you would not let that stand. You joined the Gotham police to try and save your city because you knew it could be better. You knew that Gotham was a harsh city, one that would meet your challenge and laugh at it, yet what else could you do?

Criminal: You grew up in Gotham and watched as people suffered and you laughed at how pathetic they were, clinging to their order and structure; after all nobody panics when things go according to plan. Even if the plan is horrifying! So you decided to live your life free, introduce a little chaos to the world and see what happens. Or maybe you just like stealing things. Hey if you have to have a past it may as well be multiple choice.

Upper Class: You were born with a silver spoon in your mouth, one of the elite of Gotham. You grew up in the upper class parts of the city safe from the undesirable parts of Gotham and had a peaceful childhood unworried by the dangers of this city. However Gotham is a city of cruel surprises so maybe that idyllic childhood came to a tragic end?

League of Shadows: Those who join the league of shadows come from many different backgrounds but there is one thing that unites them and which drew you to them; the hate of evil. The league is an ancient and powerful secret organization that desires to restore balance to the world by purging that which is rotten. The League of Shadows sacked Rome, started the Black Plague, the great London Fire and the Gotham economic depression, however still people attempt to defend this cesspit of human scum and refuse to let Gotham die. Perhaps you will be the one to bring justice to this city?

Perks: perks are discounted 50% for their origin or in the case of 100cp are free

Drop In Perks

- **Trained by the League of Shadows [100cp]:** sometime in your past you approached the League of Shadows for training and while you weren't willing to become a member you have gained extensive skill in many forms of combat to the point that beating up a street gang with your bare hands is simple

- **Unorthodox Skills [200cp]:** Being a one-man war on crime is difficult; forensics, investigations and other assorted skills are required in order to be an effective police force. Luckily you have enough skill to do everything required by yourself, however make sure you don't stretch yourself too thin.

- **Research and Development [400cp]:** You are an extremely skilled engineer, capable of designing anything required to become a vigilante in Gotham. Cloth that hardens into a rigid form when electricity is passed through it? A device that can tap into every cell phone in the city? Easy.

- **A Dark Knight [600cp]:** A vigilante is just a man lost in the scramble for his own gratification. He can be destroyed, or locked up. But if you make yourself more than just a man, if you devote yourself to an ideal and if they can't stop you, then you become something else entirely. This is something you have internalized to the point that when dedicated to an ideal you have chosen people will see you as more than flesh and blood, they will see you as a symbol, incorruptible and everlasting.

Police Perks

- **Membership in the Gotham police force [100cp]:** You've passed the police academy and are a genuine officer of Gotham city. This gives you all the information and skills required to work as a police officer in Gotham

- **Bending The Rules [200cp]:** When you're out there, the rules aren't weapons anymore… they're shackles, keeping you from the bad guy. When working for an organization your superiors will tend to accept your more unorthodox methods provided you succeed.

- **Incorruptible [400cp]:** It's a sad truth but many of your fellow officers bow to bribery, threats or maybe they just can't handle the job anymore. Not you though, you are absolutely incorruptible when focused on something you view as your duty. They can threaten you, try to bribe you or break you but you will never bow.

- **A Hero Can Be Anyone [600cp]:** Even a man doing something as simple and reassuring as putting a coat around a young boy's shoulders to let him know that the world hadn't ended. Heroism is more than beating up the bad guys after all. When someone is in despair you know how to give them a lifeline that will give them the strength to endure their losses and inspire them to greater things.

Criminal Perks

- **Do You Wanna Know How I Got These Scars [100cp]:** You have a talent for being entertaining; you might be a bloodthirsty psychopath, but hey; you certainly know how to get peoples attention.

- **Do I Look Like A Guy With A Plan? [200cp]:** You know what you are? You're a dog chasing cars. You wouldn't know what to with one of you caught it! You just… *do* things. Yet somehow when you throw all the planning out the window and just do what you feel like doing, things just seem to work out for you.

- **Why So Serious [400cp]:** Well, you're oddly charismatic; you could walk into a mafia meeting, kill a man with a pencil and then threaten to kill everyone with an explosive vest you were wearing yet somehow you can still convince people in that city to work for you and be uncommonly loyal.

- **As You Know, Madness Is Like Gravity...All It Takes Is A Little Push [600cp]:**
  It's something you've realized, people; they're only as good as the world allows them to be. And you can show them this; that when the chips are down, these civilized people, they'll eat each other. When you look at someone you can see how to break them, how to reduce a hero to the worst monster. Keep in mind though that some people may be truly unbreakable.

Upper Class Perks

- **Obfuscating Stupidity [100cp]:** You have a talent for playing the fool. When you wish you could appear to be so incompetent that only the very observant would notice anything amiss about how you overcome obstacles with ease constantly.

- **Mask [200cp]:** Not a lot of people know what it feels like to be angry, in your bones. You gotta learn to hide the anger, practice smiling in the mirror. It's like putting on a mask. This is something that you have learnt well and are able to conceal any emotion you are feeling to the point that your face could very well be a mask.

- **Dummy Companies [400cp]:** You know how to manipulate the finances of a large company well enough to secretly fund a superhero career with astronomical costs and are skilled enough to hide all the trails of highly illegal equipment you buy with ease.

- **Why Do We Fall? [600cp]:** To pick ourselves back up is the answer you have come to and there is no setback that can break you. If you were lying at the bottom of a pit with a broken back that generations of people had failed to climb all that would mean to you is that you would be the first to succeed. Your willpower is unbreakable.

League of Shadows Perks

- **Member of the League of Shadows [100cp]:** Theatricality and deception are powerful agents to the uninitiated… but you are initiated aren't you?
  As a member of the League of Shadows you have combat training in a wide variety of situations and many allies in all corners of the world.

- **Jumper The Immortal [200cp]:** You're a very skilled liar, convincing a group of men that you're the immortal head of an organization that has lived for centuries would be simple for one such as you.

- **The Shadows Betray You Because They Belong To Me! [400cp]:** Some people think darkness is their ally. But they merely adopted the dark; you were born in it, moulded by it. You are an incredible warrior able to defeat dozens of skilled fighters and have an insane tolerance for pain as well as a substantial increase to your combat skills when in darkness.

- **The League of Jumper [600cp]:** The League of Shadows is an organization that has endured for centuries and drew members from every group on the planet. All of its members are united in their loyalty and drive to restore balance to civilization. You've learnt how to start organisations that will have a similar grip on the hearts of their members; provided you can give them a cause to believe in.

Companions

- **Loyal Butler [100cp]:** An elderly British gentleman who serves as your butler and is extremely competent in any requests you have of him. Is insanely loyal and will never betray you. Has absolutely no skill at fighting and will never improve to the point of being able to beat an average human. Doesn't count to the companion limit. Answers to the name of your choice. Alternatively you can choose to take him as a full companion (counting towards the limit) with no limits on his abilities.

- **Canon Character [200cp]:** Congratulations; if you can convince any canon character to follow you they will become a companion. Further purchases allowed.

- **Import Companions [50cp each]:** Now you can import a companion into a background and they gain 400cp. Further purchases allowed.

Gear: Discounted to the origin and the 100cp item is free

Drop In Gear

- **Bat Car [100cp]:** This is the tumbler, a prototype armoured tank. The vehicle contains twin forward-firing machine guns, a rocket launcher, explosive mines that can be deployed from the back of the vehicle, a vector-controlled jet engine in the back that can be used for quick boosts or ramp less jumps and a landing hook. Both front wheels can also eject to form the Batpod; an auxiliary motorbike with dual front mounted cannons, machine guns and grappling hooks. You also gain a remote control for the vehicle small enough to fit into your pocket. And yes it comes in black.

- **Jumper Suit [200cp]**

    - A suit designed in your choice of theme. A bat suit, cat suit or anything of your choice.
    - A bodysuit made out of hardened Kevlar plates on a titanium dipped fibre broken into multiple pieces of armour over a more flexible bodysuit
    - A cowl with "sonar vision" allowing you to convert signals from mobile phones into images. The cowl also has a strong electrical current running through it preventing anyone but you from removing it
    - A "memory cloth" cape that is flexible in it's normal state but becomes rigid when an electrical current is passed through it allowing you to glide
    - Metal gauntlets with retractable blades that are capable of being fired as projectiles
    - A Utility belt with impact resistant pouches that carries a magnetic gas powered grapple gun, batarangs, smoke bombs and a HF Transponder that can summon bats

- **Sonar Device [400cp]:** This is quite the invasion of privacy … you have access to machinery and software that allows you to tap into every cell phone in a city wide radius activating all cameras and audio equipment on the phones allowing you to see anything happening that you wish.

- **Bat Cave [400cp]:** You now have a piano and a bookcase that is placed in a location of your choosing. When three certain keys are played on the piano the bookcase will open revealing an elevator, journeying down this elevator will lead you to a vast cave. This cave contains a state of the art super computer capable of any work required to assist a vigilante as well as a series of cases that will contain past trophies of enemies you have defeated or allies from other worlds that will update as you journey onwards. Post jump the Bat Cave can attach to the warehouse or be accessed by the piano and bookcase, which can be placed wherever you like.

Criminal Gear

- **Coin [100cp]:** This is a coin with two heads; one is burnt. Not sure what you'll use this for.

- **Here's My Card [200cp]:** You are able to pull a card with the design of your choice out of thin air to use as a calling card.

- **Banes Mask [400cp]:** This mask gives you an intimidating voice and pumps an anaesthetic through its pipes that prevents you from feeling pain.

- **Fear Toxin [400cp]:** this psychotropic hallucinogen when exposed to a victim drives them insane with fear. You gain enough to infect an entire city and it renews every jump.

Police Gear

- **Badge [100cp]:** A police badge, fairly standard and will be able to change to the standard form of identification for whatever law enforcement you want it to after the jump.

- **Police Equipment [200cp]:** If you are a police officer the city usually rents this out to you; however if you want it can be yours to keep. You get a gun, a uniform and a police car.

- **Bat Signal [400cp]:** A floodlight with a bat symbol on it. When shone into the sky batman will come to the location of the light. Abusing this while in jump will lead to him refusing to come. Post jump when it's shone into the sky once per jump batman will appear and help with a problem of yours that could be solved by a swat team, forensic expert, computer specialist or chemist. He will only remain for 24 hours and attempts to make him do things against his morality will fail.

- **Police Commissioner [400cp]:** Well now you start this jump as the head of Gotham police. With this surely you can save the city. Right? Post jump you gain the ability to call in a squad of police officers once every year who will follow your orders exactly as long as you don't do anything illegal and will disappear after 24 hours.

Upper Class Gear

- **Money [100cp]:** Well you wouldn't be upper class if you weren't rich. Here's ten million dollars with further discounts for Upper Class.

- **Jumper Manor [200cp]:** An incredibly large mansion with a vast network of underground caves. I wonder what you might find under here? This can follow you post jump attaching to a piece of land you own.

- **Clean Slate [400cp]:** This prototype computer program can erase a person's identity from a database. If you ever feel the need to completely erase someone's identity from the Internet and any computerized records this could be useful.

- **Jumper Enterprises [400cp]:** Looks like you inherited quite a large company that specializes in the area of your interest and looks like the staff is amazingly competent and loyal. You can pretty much just let them run things and send you the profits and maybe you could borrow some of their merchandise. Post jump you will have a similar company in worlds that such a thing is available that you inherit if you wish, however you will only be able to get things from them that aren't highly illegal.

League of Shadows Gear

- **Blue Flowers [100cp]:** On the eastern slopes of the mountains of Bhutan one can find very rare, blue flowers, which only grow in that particular place. You gain a pot that grows them. To someone with the necessary knowledge a chemical that causes people to hallucinate their fears can be derived. Perhaps there are other uses for this?

- **Weapons [200cp]:** This is an array of weapons sufficient to stock a small army. All very high quality and restocks when used.

- **Microwave Emitter [400cp]:** The Wayne Enterprises 47B1 Microwave Emitter is an experimental weapon designed to vaporise large amounts of water using focused microwaves. If you used this on a cities water supply that had been infected with some chemical you could do some real damage.

- **Neutron Bomb [400cp]:** This began as a Wayne Enterprises fusion reactor however it had the issue of being easily weaponized. Which this one has been, giving it a five-kiloton yield that could take out an entire city. Careful where you use this. Restocks once per jump.

Drawbacks max +600 unless you take both 600cp drawbacks then you gain +1000

Adam West Batman +0
Well… batman is… different.

Christian Bale Voice +100
You sound like you gargle cement, expect a few strange looks.

Afraid of Bats +100
You are terrified of bats and will encounter them on a regular basis.

I'm Not Wearing Hockey Pads +100
No matter what you do in this world you will somehow attract fans that will dress up as you and attempt to copy your activities. They will be very incompetent and embarrassing.

Broken Back +200
Well, you started this jump with a damaged spinal cord and attempted to fix it by punching your spine then hanging yourself from the ceiling with some rope. All powers you have are unable to heal this and you can no longer walk.

The League of Shadows +200
You have made an enemy of the league of shadows and they will regularly send assassins to end your life.

No Powers +400
For the duration of this jump you are reduced to body mod and the abilities and gear you purchased here.

The Pit +400
You now begin this jump at the bottom of the worst hell on earth, you are unable to access any of your powers but looking up to the light from the top you feel there is a way to regain them. You must climb to the top and escape the Pit.

You Either Die A Hero Or Live Long Enough To See Yourself Become The Villain +600
By taking this drawback the universe will try to break you, it will place you in situations where you will have to choose between horrible outcomes and terrible things will generally happen to you.

Crime Free City +600
By taking this drawback you have ten years to make Gotham the most crime free city in the world. Good luck….

Epilogue: Well you've survived Gotham and now you have a choice to make

Stay: This is your city now

Go Home: Maybe you've had enough and feel like returning back to your earth

Move On: You're just getting started, onto the next jump

Changelog
V1.1 clarified what happens to the bat cave post jump and fixed spelling errors. Updated police commissioner item.
V1.2 updated description of Bat Suit to Jumper Suit and updated introductory description
V1.3 allowed option of making the butler a standard companion