KOTOR Anon V.1.7. December/16/2018



JUMPCHAIN CYOA

Apathy, greed, corruption, power, these are the ideals that still seem to rule Gotham in the late 21st century, even after Batman dedicated his life to bettering the city crime still runs rampant here. But there is another ideal, an ideal that many people hold onto in order to live their lives and at least attempt to make things decent for others, hope. Unbeknownst to the world at large one of the world's greatest heroes is about to return to inspire hope in the innocent and strike fear in the corrupt.
It has been 20 years since Bruce Wayne retired from his role as Batman and sold his company. In that time Gotham has become a towering metropolis filled with advanced technology, corporate corruption, and rampant crime. While the threat of supervillains has rampantly declined in the past two decades, mainly thanks to the deaths of the Joker and several other key figures, enhanced criminal threats still exist and without a Batman such threats have mainly been dealt with by highly aggressive police and military forces.

You will arrive in this world a few days after Terry McGinnis, the new Batman, begins his career as the dark knight. Whether you decide to be an ally, an enemy, or something else entirely, you're certain to have an interesting and probably very weird time.

You have 1000cp to spend on the options below. Good luck.

BACKGROUNDS

If you're in a hurry to get started I can drop you into this world as you are right now, but If you want I can also give you a new life and new memories from this place that would help you fit in and adapt. **You may keep your current gender or change it at no cost and your starting age can be anywhere from 17 to 30.**



LEGEND: Well look who's back. Or maybe this is you're first time here? Regardless, you've emerged from the shadows without notice and your actions, whether they bring salvation or destruction, will be a surprise to everyone.

PREDATOR: Thieves, hunters, seducers, egomaniacs, there are a lot people in this world who like to prey on those weaker than them. Maybe it's for wealth and power or maybe it's just because they enjoy the thrill. Regardless of why they do it these people are all very skilled at what they do, and now so are you.





THINKER: Many people believe that the ultimate path to power lies through words or physical might, you however know the true key to greatness. Science! Whether it's because you've spent years studying everything you can, or you just have a naturally high intellect, you possess the knowledge necessary to use science and technology to achieve your goals.

ENFORCER: Gotham can be a difficult place to live for some people, but not you. Maybe you suffered some kind of hardship in life, or maybe you just decided a long time ago that you didn't want to be weak. Whatever the reason, you possess the physical and mental strength to not only survive, but thrive in this city.



Starting Location

You start in the city of Neo-Gotham, the specifics depend on your age and background. You may be a student living with your family, a criminal hiding out In a secret base, or anything else that would make sense for your circumstances.



SKILLS AND PERKS

It'd be stupid to toss you out onto the streets without anything to help you out.

LEGEND

“Impostor” is free, all other perks are discounted by 50%.

- **Impostor [100cp]:** You're able to perfectly copy the voice and mannerisms of anyone you impersonate. Perfect for whenever you're in disguise or hijacking someone's body.
- **The Superstitious and Cowardly [200cp]:** While technology and culture can be radically different in eras just a few decades apart people are almost always the same no matter what time period you're in. From now on you'll always be able to quickly adapt to your surroundings regardless of where or when you are. You can quickly figure out who's who, what's what, whether or not your old interrogation techniques still hold up, and what resources or people you would need to enact your plans.
- **Some Punk Dressed Like Him [400cp]:** Actions speak louder than words, but it can be easy to forget certain actions and the people who performed them if there wasn't anything unique to associate them with. The heroes and criminals of old understood this, if the Joker hadn’t been a brightly colored killer clown with a terrifying laugh he would’ve been regarded as just another domestic terrorist. And if Batman hadn't dressed up in that ridiculous costume or used less spectacular methods to fight crime he definitely wouldn't still be remembered like he is today even after disappearing for several decades. This perk makes it so that you and your symbol, name, or secret identity has an enduring legacy that will always inspire fear and submission or hope and respect depending on your actions. Anytime someone takes up your name, symbol and cause they'll always be able to instill in others some of the same emotions you did and if you personally retake a former identity after abandoning it for an extended period of time no one will doubt that it's truly you who has returned, even if you're supposed to be dead.
- **Hello Gotham [600cp]:** You're a master planner on the level of the Joker. You can come up with brilliant strategies for immediate schemes and set up long term plans that could lay hidden for decades without being noticed.



PREDATOR

"Charmer" is free, all other perks are discounted by 50%.

- **Charmer [100cp]:** You've been gifted with incredible beauty. You could easily get a job as a model or become the most attractive person in school if you're a student. Not only are you beautiful, you also know how to take advantage of your good looks to charm people into forgiving you or doing your dirty work.
- **Thief [200cp]:** Pulling off a heist requires stealth and acrobatics, fortunately you're skilled at both. You can gracefully move about the environment, scale obstacles, flip over enemies, and quietly move about without being detected.
- **Superior [400cp]:** Sweet words and good looks don't work on you. You're immune to being charmed into doing what someone wants, and you'll no longer lose your senses when confronted with someone who you'd normally instantly fall in love with.
- **Cult Leader [600cp]:** Maybe you have some weird plans, like turn yourself and everyone else into animal people weird. Typically no matter how powerful you are it would be difficult to enact a scheme that the vast majority of the world would be opposed to. Fortunately you have enough skill and luck to track down people who would not only approve of your plans but put their lives at risk to help them come to fruition. Just like Zander was to Kobra, or Cuvier to the Splicers, you're seen as a sort of messiah to anyone who happens to share your revolutionary beliefs and goals. Initially these individuals won't be very skilled, but they will eagerly seek to improve themselves under your guidance and hold no qualms with using anything unnatural to improve their abilities. Aside from always being able to find people who share your insane beliefs anyone you recruit will prove unwaveringly loyal so long as they at least think your fulfilling your promises.



THINKER

"Hacker" is free, all other perks are discounted by 50%.

- **Hacker [100cp]:** You know how to break into computers, subvert passwords, compromise digital networks. You'll always be able to find digitalized information about people no matter how difficult it should be.
- **Chemist [200cp]:** You've learned how to create drugs, steroids, medicines, and even deadly toxins like nerve gas. Additionally any chemical compounds you personally create can no longer kill you, however they can still cause unwanted side effects.
- **Engineer [400cp]:** You possess the knowledge and skill to build power armor, flying cars, complex weaponry, robotic drones, and other devices. Additionally anything you make is now slightly safer to use than the average consumer product and none of your inventions can cause fatal injuries through sabotage. Currently your technical skills are on par with Bruce Wayne but you can learn how to improve your talents by studying.
- **Mad Scientist [600cp]:** You're able to use your scientific knowledge to grant people superpowers! Pick one of the specializations below, or pay an extra 600cp (300cp if it's discounted.) for this perk to gain both specializations.
  - **Geneticist:** You're an expert in biology and you know how to create mutagens capable of transforming people into monstrous hybrids or giving individuals supernatural abilities. Additionally you'll always be able to figure out how to reverse mutations in both yourself and others.
  - **Cyberneticist:** Through a combination of surgical and mechanical know how you can build and install cybernetic prosthetics and other mechanical augmentations that could remove physical disabilities, or turn people into living weapons. Aside from your technical skills you'll also gain the ability to make impractical augmentations, like chainsaw knees, actually useful.



ENFORCER

"Fighter" is free, all other perks are discounted by 50%.

- **Fighter [100cp]:** If you want to make a difference in this world you need to be able to take down the people who will try to stand in your way. Fortunately you not only know how to fight you're actually somewhat good at it. Right now you're skilled enough to defeat many of the thugs you'll encounter in this city, but if you want to be able to take on more dangerous foes you'll need to start training.
- **I Have This... Job [200cp]:** From now on your civilian life will no longer interfere with your super heroic or super villainous career. If you're a hero you'll always be able to sneak away and save the day without arousing suspicion or permanently angering your friends and if you're a villain you could easily take on heroes or perform illegal activities without anyone noticing. This perk will only work if you're acting like a superhero or super villain.
- **Leave Before They... [400cp]:** Finish their sentence. Just like Batman you've learned how to quickly disappear without a sound the second someone looks away. This is skill works best when you use it to slip away from someone while they're in the middle of a sentence but you can also use it to escape the notice of people who are actively looking for you.
- **That's Not What I Call Myself [600cp]:** You have a personal identity that's stronger than any alternate persona you might possess, later adopt, or have forced upon you. Just as Batman is Batman you are you and no one will ever be able to change that.



POWERS

Mutants, cyborgs, psychics, there are a lot of strange and dangerous people in this world, and while becoming one of them would definitely make you more powerful it would also cause you to be seen as something different, a freak. Of course why worry about being a freak when you can set people on fire or crush cars with you bare hands?

Psionics
[200cp]

Either through natural mutation or some kind of freak accident you've unlocked some of your hidden mental potential and gained incredible psychic powers. You're among a very small number of people with such gifts and while you abilities may not be that impressive now, with time you could become so powerful that only fools would dare to try and strop you. **Each of the powers below costs 200cp, you may purchase as many as you like.**

Telekinesis will allow you to lift and throw objects with lethal force, break open water pipes, shatter lights and windows, block punches and catch projectiles mid-air. With practice you could eventually figure out how to levitate a few feet off the ground and fly at slow speeds, move cars, and tear off pieces of building then use them to crush people.

Technopathy grants control over robots and other devices. With this power you could control a powerful mech with only your mind or short out nearby electronics. After practicing with this power you'll be able to learn how to affect multiple machines at once and use your abilities at a greater distance.

Telepathy The ability to communicate with people using only your mind. You could talk with someone on the other side of a city and send them illusions of sounds or images, or project what you're currently experiencing directly into their mind. You could also use this ability offensively to cause deadly headaches, create hallucinations that would drive your victims mad, or temporarily blind foes. With training you can increase the range and strength of this power to affect multiple people at once who are vast distances away.



Splicing
[200cp/600cp]

Humans have always been so weak and boring when compared to animals. They lack the beauty and power of even this world's weakest predators, the power to smell your prey from a mile away, the power to poison creatures with a single bite, and the power to tear apart those who are weaker than them. Well now you have the opportunity to gain that power for yourself, after taking an experimental mutagen you've become a human/animal hybrid and with your newly gained strength you can finally show everyone what true power looks like.

For 200cp you may pick any living or extinct mammal or reptile on earth to be spliced with. You've gained some of the bestial features of your chosen animal as well as some enhanced physical abilities. You could have the strength and toughness of a bull or the speed and agility of a viper. Translated to your hybrid form, by picking a large animal you could become a brute able to throw men as if they were half their weight and smash furniture and other heavy objects with ease, or by picking a small creature you could become as fast and agile as a professional acrobat.

Several of your natural senses have also been augmented far beyond that of a regular human. You can see in the dark as well as a cat at night, pinpoint an individual's location after hearing only a few soft footsteps, and smell someone who's clinging to a ceiling several dozen feet above you then remember their scent if you encountered them again later.

Finally, whether it's the horns of a bull, the claws of a tiger, the fangs of a bat, or the venom of a snake, you've gained the main predatory trait of your chosen animal, giving you a powerful weapon built into your body that's more than capable of injuring or taking down most men.

If you spend 600cp on this power you will be spliced with two additional animals, transforming you into an inhuman chimera. This transformation has granted you supernatural strength, enough to break bones with ease and damage or destroy vehicles and heavy machinery, agility so great you can precisely control your body and leap several dozen feet in the air, and durability on par with beasts such as bears or rhinos. Additionally you possess two more predatory traits of your choice and your senses have been improved to the point where you can see as well as an eagle, and hear and smell things twice as far as you could before.



Cybernetics
[200cp/600cp]

It should've been obvious that people would start augmenting their physiology once the technology became available. It should've been obvious that said technology would be used to help amputees and other similarly disabled people. And it definitely should've been tragically obvious that some people would abuse this technology to give themselves powers and abilities, and advance their own selfish goals. You just happen to be one of these individuals and regardless of what others may say or think about you, there's no denying that the technology you've augmented yourself with has made you very powerful and very dangerous.

For 200cp you'll receive a set of cybernetic limbs that'll greatly enhance your strength to the point where you can punch small holes in walls. Your eyes will also be replaced with cybernetics, allowing you to see in the dark and electronically track certain targets.

In addition to your cybernetics you'll receive two Integrated weapons of your choice.
A set of guns, whips, armored gauntlets, blades, chainsaws, anything that could reasonably be integrated into your arms or legs.



If you spend 600cp on this option you will be even further enhanced with a massive suit of cybernetic armor that can be collapsed down into a few easily concealable armored sections on your body. This exoskeleton will make you tough enough to resist anything weaker than explosives or heavy weaponry and strong enough to charge through walls and heavy vault doors.



Mutation
[200cp/600cp]

It was accident, wasn't it? You were exposed to some strange chemicals, or... was it a machine? Whatever it was it changed you, drastically. You're definitely not human anymore which means everyone will probably think you're some kind of monster. And judging by your new appearance they may be right. But, things aren't all bad. Your accident has given you some incredible new powers so maybe you can become a hero and gain people's trust? Or, failing that, you could become a villain and make them too afraid to mock or shun you.

For 200cp you may pick a single natural element, including nuclear radiation, to be imbued with. You'll be able to attack with devastating bolts or streams of your chosen element, allowing you to flash freeze people in blocks of ice or melt through steel structures with radiation.



In addition to your elemental attacks your physiology will also become that of your chosen element, making you completely immune to harm from that element and granting you other specific benefits depending on your choice. For example, a radiation elemental would generate deadly amounts of heat and radiation capable of killing anyone who lingered near you for too long.

If you spend 600cp on this option you'll gain supernatural strength and Durability, allowing you to throw and smash cars, run through walls, and resist heavy weaponry and small explosions.



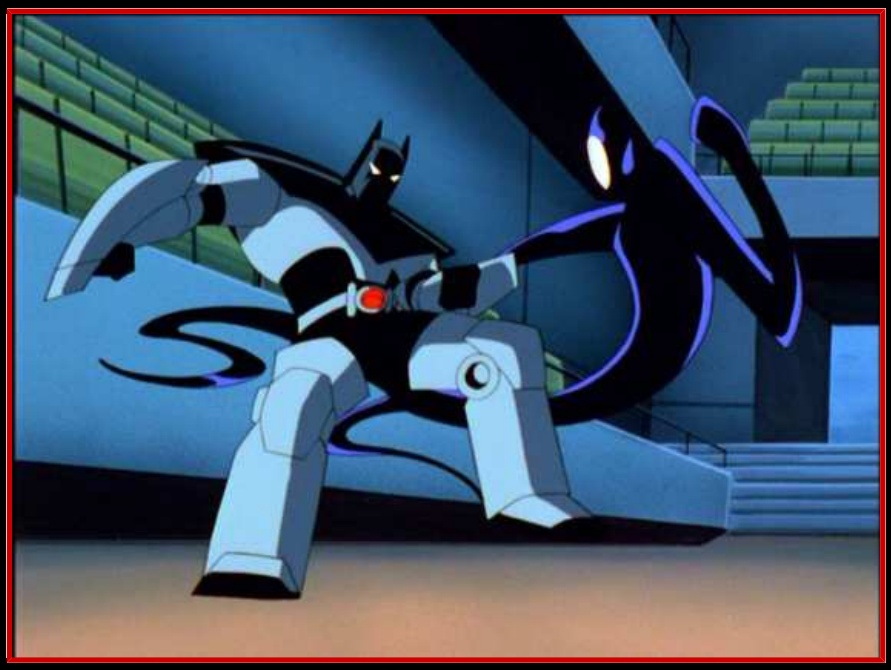
Experimentation [600cp]

After undergoing a mysterious procedure that went very right you've gained powers and abilities that could make you one of the most dangerous individuals in the world. Sure you may not be remotely human anymore, but with the powers you've gained it was definitely worth the sacrifice.

You've been transformed into a nearly featureless blob that can grow, flatten, and change shape at will. You can disguise yourself as someone's shadow, turn into an article of clothing, generate extra limbs, tentacles, and melee weapons from your body, and even take on your former human appearance with enough effort. The only limitations to your shapeshfting abilities are that you cannot change your color and you can only grow or shrink by about twice or half your current size. Additionally your transformation has removed your need to eat and drink, and made you adhesive enough to stick to flat surfaces.

Along with your transformative abilities you've also gained supernatural strength and speed. You can easily lift and throw people without effort, tear apart guns, and even punch away someone wearing a giant mech suit. You're fast enough to quickly leapfrog from rooftop to rooftop and you can avoid harm with whip-like movements.

Finally your regenerative capabilities have been enhanced to the point where you're nearly unkillable by normal means. You can regrow mass that's been shot, cut, or torn off, come back together after being flung apart by a vortex, fall from incredible heights without injury, and come back good as new after being reduced to only a few puddles. Only water, electricity, molecular damage, and extreme heat or cold can cause you any permanent harm.



ITEMS

Valuable items and equipment that can be hard or even impossible to find later on. These valuable items can help you accomplish your goals or just be used for fun. Consumed and lost items will reappear/replenish after 24 hours. Items can be purchased multiple times unless stated otherwise.

Misc.

- **Costume [Free/50cp]:** Even In the future people still run around in colorful outfits with crazy themes while they help or terrorize the public. This thing won't offer much protection but it will make you look cool. Comes with tons of pockets and an environment-resistant electronic utility belt. If you spend 50cp on this outfit then you can upgrade it with options from the Costume Enhancements section.
- **Money [50cp]:** Credits, small disposable plastic cards preloaded with various amounts of currency. One of the most important things you can have in this city, or anywhere for that matter. Each purchase gives you $10,000 worth of credits.
- **Explosives [50cp]:** Sometimes you just gotta blow something up, sometimes you just want to blow it all up! Whether it's for a controlled explosion or a light show of destruction this pack of remote charges will help you demolish pretty much everything in your path from people to buildings. Each purchase gives you 10 explosives.
- **Motorcycle [50cp/100cp]:** A high speed motor bike great for ramping over cars, traversing twisting roads, and drifting down the towering rooftops of Gotham. For 100cp you can instead purchase a hoverbike which is slightly more stable than it's wheeled counterpart. Both options come in your choice of color.
- **VR Bubbles [100cp]:** These large devices can take people into beautiful and realistic virtual reality simulations, their complexity only limited by the users imagination. While you may only want these for their amazing entertainment potential, these devices can also be programmed to make their simulations addictive, which means you could potentially get someone hooked on VR and then force them to do your bidding when you threaten to take away their perfect fictional reality. Each purchase gives you 6 VR bubbles and several copies of a popular science-fantasy VR game called Sentries of the Last Cosmos.
- **Project Beyond [100cp]:** This is a unique nanotech solution that will overwrite someone's reproductive DNA with your own. While not immediately useful this can be perfect for certain long terms plans. Like creating an heir you don't have to sire or raise directly for example. Any children born from someone injected with these nanites will inherit some of your physical features, your best genes, and any powers or abilities your possess that are genetic in nature.

- **Jet Pack [100cp]:** The future is finally here! This rocket powered backpack allows for safe extended flight at high speeds. Good for quick rooftop escapes and traversing towering cities by air.
- **Yacht [200cp]:** Your own private luxury ship, large enough to house about a dozen people and capable of comfortably sailing transoceanic voyages. Comes with an automated guidance system and ship-board security cameras.



Legend

The Energy Pistol and Personal Weapon are both free for this background, all other items are discounted by 50%.

- **Energy Pistol [50cp]:** A high powered weapon that can easily blow people to bits or hit them with the force of a truck.
- **Personal Weapon [100cp]:** A powerful and durable melee or ranged weapon that possess a single unique trait and may be condensed into a smaller form half it's typical size. It could be a freeze gun, a sword with a blade as sharp as a molecule, a scepter capable of electrocuting foes on contact, or anything else that you'd see used by one of Batman's rogues. You may import an existing weapon for free and either give it an alt. form or make it collapsible and give it a new unique trait. (Ex. Make a sword electrified or add a flamethrower onto a gun.)
- **"Ice Cream" Truck [200cp]:** Sorry to disappoint you but this truck isn't actually filled with ice cream, although some would say the treat that's really inside is much sweeter.
  This inconspicuous looking vehicle is filled with enough rifles, pistols, shotguns, and ammunition to arm a dozen people, perfect for giving your followers some firepower or earning a few bucks selling weapons. Spent ammunition that was taken from this truck will replenish after a day and any guns that were lost, stolen, or sold will reappear after a week. You can stock the truck with more ammo and weapons so long as they fit and any new non-unique weapons or ammo stored here will reappear as well. Can only be purchased once.
- **Personality Microchip [400cp]:** This small device that looks like an innocuous mole is actually a computer chip that can overwrite the DNA, memories, and personality of anyone it's implanted on, transforming them into a near-perfect doppelganger of you. This thing can't give someone any of your supernatural abilities, but it can give them all of your skills.
- **Hyperion-class Satellite [600cp]:** A military weapons platform armed with a variable strength laser cannon. At it's weakest it can be precise enough to shoot down missiles or destroy individual vehicles. At it's strongest it can be powerful enough to destroy several city blocks or generate huge tidal waves with a single shot. It requires about a minute to charge before firing. Can only be purchased once.



Predator

The Microlistener and “Playing Cards” are free for this background, all other items are discounted by 50%.

- **Microlistener [50cp]:** A small handheld device that can pick up conversations through walls or on the other side of a ballroom in perfect detail.
- **“Playing Cards” [100cp]:** If you're looking to mislead unsuspecting victims, leave behind a sign of your presence, or just stroke your own ego, you may be interested in this supply of Grenades, flashbangs, throwing blades, shock grenades, and other conventional throwable weapons all modified to fit your unique theme. If you want to be boring you can instead have these devices appear as normal weapons. Each purchase provides enough equipment to infiltrate and disable an urban police station.
- **Intangibility Belt [200cp]:** An extremely technologically advanced device that will allow you to control your own molecular density at will. With this device you can pass though any non-supernatural form of matter, allowing you to walk through walls, levitate, and be completely immune to physical attacks, however the belt can only ever be activated for about thirty minutes at a time before needing an hour to recharge.
- **Hypno Tech [400cp]:** A highly complex and easily concealable device that can instantly hypnotize anyone with a flash of light that beams information into their head. Anyone you hypnotize will experience a scenario completely indiscernible from reality, you could make a person hallucinate that they're fighting zombies, force a servant to rob a mansion while they think they're on a game show, or have someone believe they're in a warzone when in reality they're stealing valuable outfits and attacking security guards. People will remain under the influence of your hypnosis until they either complete whatever objective the scenario is about or until someone makes them come to their senses.
- **Company [600cp]:** Congratulations! The takeover went exactly as planned and you're now the proud (And very rich.) owner and C.E.O of one of Gotham's many prolific companies. Whether it's weapons, robots, pharmaceuticals, or something else entirely, your new business is currently worth millions and unless you do something to ruin it, it won't be going bankrupt anytime soon. Can only be purchased once.

Thinker

The Personal Computer and Slappers are free for this background, all other items are discounted by 50%.

- **Personal Computer [50cp]:** While it may be only slightly above average by today's standards, this small electronic tablet is a fair bit more powerful than the computers of 50 years ago. Aside from all the typical stuff you'd expect to find on any PC, this thing comes with a custom security program that'll protect your personal info, as well as some software that could be useful to hackers or scientists.
- **Slappers [100cp]:** A package of skin patches filled with small amounts of Bane's Venom steroid. A single slapper will slightly enhance someone's speed, strength, and toughness, but applying about half-a-dozen at once will briefly grant physical abilities on par with Bane. Using too many of these things at once, or using them too often, can cause severe mental and physical damage, but unlike normal slappers or venom injections, these patches are not addictive. Each purchase gives you 100 patches.
- **Splicer Mutagens [200cp]:** Injections that will transform people into human/animal hybrids, granting them predatory traits and increasing their physical abilities. Unlike normal Splicer mutagens these won't cause any increased aggression or mental degradation, however mutated individuals will still gain some new animal instincts. Aside from the mutagens you'll also receive cures that reverse their effects. Also, injecting people with multiple mutagens (About three or four.) will temporarily transform them into large powerful inhuman chimeras. Each purchase gives you 10 mutagens with your choice of animals.



- **Supply Cache [400cp]:** Each purchase of this will grant you 1 of two large stores of replenishing resources that can be used for a wide variety of projects.

  The first cache contains a large amount of mechanical and electronic parts that can be used build or repair a wide array of weapons, gadgets, equipment, and cybernetics similar to what Batman and his enemies use.

  The second cache is filled with an incredible amount of chemicals, compounds and other substances that can be used to create things like biological mutagens, steroids, drugs, and deadly toxins.

- **Mysterious Serums [600cp]:** This is formula will grant anyone injected with it all the abilities of the deadly shapeshifting criminal known as Inque. The mutagen transforms individuals into dark amorphous beings made of living liquid with several times their previous size and mass. This new from grants shapeshifting, enhanced strength, enhanced speed, adhesiveness to flat surfaces, and the ability to regenerate from just a few small puddles. Despite the incredible power these mutagens grant they also incur a severe weakness to water and electricity. Each purchase gives you 5 mutagens.



Enforcer

The Collapsible Staff and Tracers are free for this background, all other items are discounted by 50%.

- **Collapsible Staff [50cp]:** A metal quarterstaff that can be collapsed down to about the size of a large bottle. Good for beating up dangerous people, traversing hazardous environments, and stopping big heavy doors.
- **Tracers [100cp]:** Small, almost unnoticeable electronic tacking devices that can stick to fabric and metal even when thrown from a distance. Perfect for locating elusive individuals and secret bases. Each purchase gives you 50 tracers. Comes with a locator/controller device.
- **Safehouse [200cp]:** A secure base located somewhere in the city. Not the most comfortable place, it may be an old warehouse or a dark underground cave, but it's warm, spacious, hard to find, and fortified enough to keep out bums and unwanted thugs. As an additional bonus, neither the police nor other criminals will accidentally stumble across this place if they happen to be looking for you. Your enemies could only find this safehouse if they had it's exact location or some means to track you. Can only be purchased once.
- **Hovercraft [400cp]:** An extremely fast and maneuverable flying car built for one person. It can travel up to mach 3 and comes with twin energy blasters and missile launches, as well as a stealth feature that makes you invisible to the naked eye. You can also summon and pilot this vehicle remotely from a computer or some other electronic device.
- **Old Mansion [600cp]:** A large comfortable home a little smaller than Wayne manor. Right now this place is a bit bare and dreary looking, but it comes with some basic furnishings for you and your companions, as well as heat, water, electricity, and other utilities that are paid for or supplied by a generous benefactor. Not impressed? Well fortunately for your there's more to this old place than meets the eye. Underneath the mansion is a secret lair equipped with a chemistry lab, engineering workshop, medical station, a high-end computer for scientific research and forensics, areas for weapons and martial-arts training, a large storage vault, and a vehicle bay that can fit something the size of a hovercraft. Can only be purchased once.



COSTUME ENHANCEMENTS

Remember when I said that ridiculous outfit of yours wouldn't provide much protection? Well, there are a few ways to fix that. With all the advanced tech out there, and the ridiculous amount of crime in Gotham, it's becoming somewhat more common to see villains with cybernetically enhanced consumes. So if you happen to be lacking in the superpower department, or just want to make yourself even stronger, why not purchase a few upgrades so you at least have an excuse to dress the way you do?

You have 400uc (Upgrade Credits) to start off with and you can give yourself more uc by spending cp at a 1:2 conversion rate. (I.E, 50cp = 100uc, 200cp = 400uc, etc.)

- **Import [Free]:** Already have a costume you're attached to? Feel free to use that instead. You can substitute any existing costume to be upgraded.

Defenses

- **Exoskeleton [Free]:** Basic mechanical framework that allows for suit upgrades and provides the wearer incredible protection against weapons, physical blows, and environmental damage. You could get the crap beaten out of you and walk away with maybe a few bruises, and survive several hits from small weapons like knives, handguns, or laser pistols.
- **Collapsible Armor/Electronic Circuts [100uc/200uc]:** Shrinks your armor down to make your outfit more mobile. Spending 100uc gives you collapsible armor while 200uc turns your armor into soft flexible electronic circuits, providing you incredible protection without having to sacrifice agility.
- **Basic Armor/Advanced Armor [200uc/400uc]:** After spending 200uc on this option your exoskeleton will allow you to walk through intense flames, resist freezing temperatures, endure deadly electrical shocks, absorb small amounts of radiation with out issue, and survive brief assaults by superhuman foes without injury. Finally for 400uc you can transform your outfit into a suit of armor that will make you immune to anything street thugs could throw at you like knives, sledgehammers, and small caliber weaponry. You'll even be tough enough to survive being forcefully thrown through concrete structures and crushed by debris and heavy machinery.
- **Protective Field [800uc]:** Generates and anti-gravitational field that protects you against nearly all forms of matter and energy, making you virtually unstoppable. In addition to the unparallelled protection this shield gives it will also allow you to fire destructive energy bolts and levitate both yourself and others.

Electronics

- **Communicator [Free]:** A built-in wireless phone with incredible range and audio quality. It's also secure enough that only the most skilled or persistent individuals can hijack your signal.
- **Tracking Device [50uc]:** In the event someone ever walks away with your suit, or the suit walks away by itself, you'll be able to quickly locate it with this undetectable remote tracer located somewhere on the costume. It's heavily shielded against all forms of damage so it should keep working even if the suits recently been wrecked or hit with large amounts of electricity.
- **Voice Changer [50uc]:** There are a lot of reasons someone might not want people to recognize the sound of their voice. This device can make your speech sound like anything from electronic garble to a realistic imitation of an entirely different individual.
- **Micro-finger Recorders [50uc]:** Electronic audio recoding devices implanted into several of your costume's finger pads that can clearly pick up conversations and other sounds through walls and other obstacles.
- **Electromagnetic Pads [50uc]:** Safely walk on moving vehicles and scale the sides of buildings with these magnetically adhesive shoes. They can quickly be toggled on or off and will support you even in strong winds.
- **Electronic Lockpick [50uc]:** An automated hacking tool concealed in one of your suit's fingers. This thing can disable keypads, card readers, and other low tech electronic locks without accidentally raising an alarm or leaving any noticeable damage.
- **Weapon Dispenser [50uc]:** Small throwing and melee weapons, like batarangs or the things you can get from “Playing Cards”, can be loaded into hidden slots on your suit and quickly dispensed into your hand. These slots are large enough to hold about two dozen weapons.
- **Enhanced Optics [50uc]:** Night-vision, thermal vision, 3x optical-zoom, and an augmented reality interface. There's also a camera feature that will allow you to record anything you see and link your view to a computer so someone can have a live feed of your POV.
- **Integrated Weaponry [50uc]:** Retractable claws, spikes, or some other small melee weapon. Good for getting an unfair advantage in unarmed fights.
- **Grappling Hook [50uc]:** The classic mode of transportation for countless superheros and spies from ages long past. Still incredibly useful believe it or not, especially in cities like Gotham.

- **Stealth Mode [100uc]:** You can make yourself completely invisible to the naked eye, allowing you to sneak around and observe people without fear of being caught in most situations. There are a few specific cybernetics and electronic devices will still be able to detect you, as well as some creatures and people that don't need sight to track someone, and because of the massive amounts of power this feature uses you'll only be able to remain cloaked for a short amount of time.
- **Flight Gear [100uc]:** A built-In glider and thruster jets that'll allow you to fly short distances and slow high falls to prevent or lessen injuries. The thrusters are fast enough to let you keep up with hover cars traveling at high speeds and the glider is designed to support quick and agile flying.
- **Energy Projector [100uc]:** This upgrade adds modified circuitry to your suit that'll allow you to gather volatile and dangerous amounts of electricity in your hands and fire it at individuals as powerful bolts of lightning. These bolts are strong enough temporarily shit down electronics and stun or kill even armored opponents.
- **Energy Cannon [200uc]:** Sonic generators, freeze cannons, plasma guns, pretty much any sort of non-ballistic weapon you could think of can be mounted onto your armor to give you amazing offensive capabilities. Regardless of it's type this weapon will be powerful enough to demolish a building.
- **Muscular Amplifiers [200uc]:** Cybernetic motors attached to your suit's exoskeleton that grant athletic men peak human capabilities and could make someone superhuman if they were already at or near their physical peak. At it's absolute limit the suit could make someone strong enough to break through a sealed vault door and escape from being buried under several tons of debris.



COMPANIONS

Whether you want your own Bat family, a group of lackeys to do your bidding, or someone special from this world, this is the best place to go to find loyal followers.

- **Loyal Hound [100cp]:** With all the tech people have access to these days it's easy to forget how useful a well trained animal can be. This big brave mutt will be more than willing to help you sniff out clues, track people down, and fight off enemies. He's also good at providing companionship and security if you happen to live by yourself.
- **Synthoid [200cp]:** A semi-intelligent synthetic humanoid programmed to serve a specific service for you. It could be used as bodyguard, a training drone, or something more.. personal. You can also choose whether this thing looks like an artificial machine or appears completely indistinguishable form a regular human. Regardless of it's appearance your synthoid will possess superhuman strength and durability, allowing it to tear apart solid stone structures with ease and shrug off anything weaker than high-powered weapons or explosives.
- **GoLeM [400cp]:** The Galvanic Lifter Machine, a huge and powerful construction mech operated via a telepathic control halo. This thing can easily crush cars, tear down buildings, and withstand a fair amount of energy, ballistic, or explosive damage before being destroyed. Note, electrical damage can instantly disable the G.L.M and send dangerous feedback to the control halo that will either kill you or give you superpowers.
- **Old Friends [Free/50-200cp]:** You can make up to eight of your current companions inhabitants of this world, granting them a background and a new body for free. You can also spend 50cp in order to give an individual companion 600cp to spend, or pay 200cp to give all eight imported companions 600cp to spend on perks, items, powers, or a new species. Companions cannot purchase any companion options or drawbacks. Companions will only gain the free items, perks and discounts given by their backgrounds if you spend cp on imports, otherwise they will only benefit from their new memories and a new form.
- **New Friends [50-200cp]:** Each individual purchase of this perk will grant you a single a new custom companion from this world. Newly purchased companions gain 600cp to spend just like imported companions and they cannot select drawbacks or purchase any companions options or their own. **This option also allows you to spend 200cp for the chance to take a single existing individual from this world with you on your adventures.** Only characters that have appeared either on the show or in the DCAU comics in-person can become companions. In order to make someone your companion you must convince them to come with you willingly.

DRAWBACKS

You can select up to +600cp worth of drawbacks from the options below

- **Epilogue [+0cp]:** If you weren't aware, the events of Batman Beyond take place a little over fifty years after B: TAS, S: TAS, and the Justice League cartoons. By default this jump follows the existing unaltered timeline of the DCAU, but if you've been to this universe before in a different time this option will allow you to the merge the timelines and see the effects of your actions.
- **Indebted [100cp]:** Whether or not you actually have, a very wealthy, very powerful, and very cruel individual says you owe him money, a LOT of money, and he has records to prove it. (I wonder who gave him those?) Until this debt is repaid he will do everything in his power to make your life miserable, from sending thugs to assault you, to using his influence to interfere with your public life. Even if you pay him what your owe he'll continue to mess with you on a daily basis just for his own sick amusement. While killing this individual is possible it will only cause someone to take his place.
- **Alone [100cp]:** For some weird reason people can't seem to stand being around you for extended periods of time. Maybe it's your abrasive personality? Or maybe it's the fact that you're constantly trying to outsmart them and point out their faults? Or perhaps it's because you always put you career before any sort of social interaction and constantly refuse to show any positive emotions? Regardless of the reason, for the rest of your time here you'll constantly act like a bitter jerk and drive away any friends or allies you manage to make.
- **Old [100cp]:** You're old, and while you may have all your memories and skills intact your body has deteriorated to the point where you can't do more than walk around and occasionally defend yourself. If you want to do more than sit around and provide technical or strategic support while you're here you'll need technological or supernatural assistance. However even with that you'll only be able to restore your full capabilities for a short time.
- **Outcast [200cp]:** You possess a mutated or obviously Inhuman appearance that other people find hideous and terrifying, making it impossible for you to live in public and extremely difficult to deal with anyone who'll actually talk to you. Nothing will be able to completely hide your appearance, not even magic or technology.
- **Disabled [200cp]:** Whether you're blind, deaf, or mute, you possess a permanent and crippling physical disability. You may be able to slightly mitigate your condition through technological or supernatural means but nothing can completely remove your disability.

- **Target [200cp]:** The society of assassins is after your head and unlike other targets they'll continue to send agents after you no matter how many assassination attempts you thwart. Don't think dealing with these people will be easy, they're completely ruthless and highly skilled assassins with access to a plethora of wealth and resources, plus they're all extremely persistent individuals who won't quit until either they or their targets are dead.
- **Blighted [300cp]:** You've been mutated! Your body constantly gives off a deadly form of energy and you damage or destroy anything you touch. Any attempts to contain yourself will only work temporarily at best.
- **Vulnerable [300cp]:** There is an unusual flaw in your physiology that makes you weak to a common substance or material such as water, lead, fire, etc. Coming into contact with this weakness will cause extreme pain and temporarily inhibit your body's natural healing abilities as well as any supernatural abilities you may possess. If exposed to your weakness for a long enough period of time you will die.
- **Runaway [300cp]:** It turns out that you're actually an escaped experiment and there are people after you who know all your strengths and weaknesses, have weapons and devices that can neutralize your abilities, and possess a command phrase that can put you under their complete control. The group these people belong to is incredibly large and powerful, and you'll never be able to completely get rid of them.



OUTRO

After surviving here for ten years you'll be given an option on what to do next. No matter what you pick all your complications will be removed and your memories from here will be archived in your mind for easy access.

- **Go Home:** Ready to retire? No one will think less of you for it, sometimes even the greatest heroes and villains need to call it quits. If you go home you'll still get to keep everything you've purchased here, including your companions.
- **Stay:** You want to stay? Here? Well I guess I can't to stop you. Just know that you'll remain here for the rest of your life and the people back on earth will believe you to be dead.
- **Move On:** If you're looking for more adventure then you may choose to leave this place and go on to a different universe with everything you've purchased here. There's no telling where you'll end up next but you may be able to return here someday.



NOTES

- In case you're confused, "I Have This... Job." allows you to ditch your friends or disappear in the middle of an important event and not suffer any permanent consequences. "Leave Before They..." just gives you the ability to sneak away unnoticed in seconds like batman and also gives you a boost to your stealth skills.
- For Some Punk Dressed Like Him, if you don't have a symbol then instead use your iconic colors or an item you almost wear/use. Also people can use a slight variation of your name and symbol and still receive the effects of the perk. Similar to how Terry and the various Batgirls were still able to elicit a response despite obviously not being batman.
- The Personal Weapon cannot be anything ridiculously overpowered. I.E, nothing that could kill or disable supernatural or superpowered beings in one hit.
- The safehouse and Mansion can be added to your warehouse after the jump.
- The Company will manifest in any jumps where it would make sense and attempt to seamlessly integrate itself into the world.
- The “Ice Cream” Truck is about the size of a standard U-haul truck.
- The monstrous forms given by Splicing, Cybernetics, Mutation, and Experimentation will become alt. forms after the jump.
- If you purchased Mutation you will only be able to somewhat control how dangerous your physiology is during the jump without perks. Post jump you gain full control over it.
- The Blighted drawback overwrites some of your choices and control from the Mutation powerset, making it so that you're dangerous regardless of what element you picked. Have fun being a radioactive icicle.
- Similarly Vulnerable will make the weakness from the Experimentation powerset much worse than they are by default.