Batman – Wayne Family Adventures

v1, by dhasenan

It's tough being a superhero, but even tougher if you have to go it alone. On the other hand, if you have a team supporting you, they can become like a family.

In the case of Batman, forget the *like*. You look at him funny, he'll adopt you and turn you into one of Gotham's best crime fighters. But what do all these misfits get up to when they're not on patrol or taking down Scarecrow?

Wayne Family Adventures is a slice-of-life look into the shenanigans of the Bat-family and their close associates.

Welcome to the Batfamily, Jumper.

+1000 Chiroptera Points

Age, Location, Origin

Age: Free pick. You may be as young as Damian was when he first took the role of Robin, old enough to be Alfred's father, or anything in between.

Sex, Gender, and Other Demographics: Free pick.

Location: You start at Wayne Manor, arriving with The Signal.

Origin: Bat-Family. You are a Gotham-based hero. You may take this as a drop-in, in which case you have a letter of introduction that Batman will accept.

Perks

Caped Crusader (free): You're adept and experienced at crime fighting as an unpowered vigilante. In stealth, combat, gadget wrangling, detective work, and the like, you're good enough to be Batman's sidekick. Not the best of them on this alone, but at least even with Tim Drake a year after Batman took him in.

Artistry (100cp): Damian Wayne enjoys drawing and is quite skilled at it despite his young age. It's how he made his first friend. You are similarly skilled in some mundane field. (Please pick cooking. When Alfred's not there to cook, things get eldritch.)

Asking for Help (100cp): You can't do everything yourself. (Well, maybe *you* can, but most of us can't.) Speaking normatively, there's no shame in asking others for help when you need it. And with this, you most certainly won't feel shame asking for help. You're quick to realize when you're overextended or out of your depth, and you know just who in your existing circle of contacts would be available and ready to help out.

Authorization Confirmed (100cp): Impostor syndrome comes for all of us. Stephanie Brown, Tim Drake, anyone. It's unhealthy and can drive you to harmful behavior. Taking risks you shouldn't because you think Batman could handle it. Training as hard as possible to chase the perfection of Nightwing in your imagination. That's in the past now. You have an accurate assessment of how you measure up to your peers. You can easily accept your relative skill, and your emotions follow the facts. You recognize your own contributions easily. This will never reduce your motivation to improve, if it helps you to have peers who are better than you to catch up to, and it will never give you a bigger ego than you would like.

Blackmailer (100cp): Much lake Damian, you have a talent for grabbing low-level blackmail material on others. This isn't going to get the Mayor to pass laws on your behalf, but you can use it to get out of chores – or just make your siblings groan and blush.

Champion Desk Jockey (100cp): Heroes in the field are often outnumbered. Having someone on console duty can be a force multiplier. Oracle is amazing at this task, capable of following several heroes' situations at once and conjuring up the info they need like magic. You are her equal. You're also her equal at crafting support systems to make console duty easier and more effective.

Committing to the Bit (100cp): Condiment King. Kite-Man. Batman. All of them have one thing in common: they took a laughable gimmick and turned it into something more. (Maybe not *that* much more, but still.) No matter how outrageous your gimmick is, people take you as seriously as your performance in the field can support. And your gimmick might even lead to better branding, better merchandising, and a bigger fanbase.

Distractions (100cp): Sometimes it seems like the Bat family is laser focused on the villain of the week. It would suck if that villain were you. You have a remarkable facility for giving the heroes other priorities. As long as you have a good idea when they're going to strike, you can arrange for other disasters to interrupt them. This isn't necessarily cheap or easy to arrange; you just have a way to make it much more reliable than normal.

Etiquette Training (100cp): You've suffered through Alfred's etiquette training. You know enough about schmoozing with high society types to put princes to shame. You can go through a whole dinner without moving your shoulders from your chair back, and you know exactly what order to use your silverware. Your knowledge covers every culture and every level of social affair, and you always know exactly which to use to get the effect you want. If manners are a language, you are a silver-tongued omniglot. You also know how to tie a tie in twelve different ways.

Exemplar (100cp): One of the purposes of a caped crusader is as a call to action for others. Not everyone can be Batman, but most people can do a little bit to make a difference. Your image, especially as part of a larger team, helps, but if you want to go hands-on on a smaller scale, such as teaching self-defense classes, you'd find the effects multiplying beyond what you'd otherwise expect.

Flexible Scheduling (100cp): The mission is important. So is family. You can always arrange to be with your loved ones on the holidays, birthdays, and other important dates. Your 37 step plan can be condensed, Superman can fill in, or if you *really* can't find any alternatives, evil will spontaneously decide to take the night off. Similarly, if a certain Batler ambushes your team with a surprise high tea,

or if your partner proves shockingly susceptible to your miniature menagerie, you can take a few minutes to properly enjoy it.

Fluent in Body (100cp): Cassandra Kane's ability to read people by their body, posture, and movement is nearly a superpower. You too possess that power, being able to tell someone's mood, injuries, intentions, and even some health considerations at a glance. Hopefully you can also read the room.

Friendmaker (100cp): It can be hard to connect with others when there's a gulf of experience between a regular working-class person and Yog Jumper. With this, you can always find people around who can relate to some aspect of your interests, who can relate to you as a person enough to become friends.

Fun and Games (100cp): Heroes have a lot of high-stress work. You've got techniques to liven it up a bit without compromising the mission. Maybe you swap your loadout with someone else for a bit as a challenge, or maybe you arrange a game of Assassin with your teammates, or perhaps it's just a good old-fashioned snowball fight. Whatever it is, the bad guys aren't going to get away just because your focus is a bit split.

High Heeled Fighting (100cp): Catwoman practiced for hours on end to be able to fight and do parkour in heels. You could do that – or you could take this perk, which makes you immune to any impracticalities of your attire. Fight in high heels without twisting your ankle, wear dangly necklaces without enemies trying to choke you with them, plaster a disco ball across your skin and still manage to be stealthy.

I Will Fight. I Will Hold! (100cp): When the Bat-signal goes up, it's a call to arms. A call to serve. What happens to you doesn't matter. You have your orders. Injuries happen, but they are no excuse to stop defending those weaker than you. Until the end of the mission, you can continue on, even the most grievous of wounds only slowing you down slightly. Using this will lengthen your recovery time moderately but won't otherwise worsen injuries.

I Will, In Fact, Be There Next Time (100cp): You save someone's life, or at least their kneecaps, and that's great for today. Addressing the underlying material conditions is possible, but it takes time, sometimes a *lot* of it. What about next week? The person is still in the same conditions, gangs still exist, and they're going to get roughed up next time. Not anymore. You have a danger sense for everyone you've saved in the past. It's a bit vague, but it's clear enough and precognitive enough to let you know when you'll need to send someone else to handle the main mission while you save their day again.

Impassioned Plea (100cp): The worst wounds are inflicted by those closest to us. The villains have internalized this and employ mind control periodically. It would be unfortunate if your older sister were to throttle you simply because she'd been hypnotized. Fortunately, you are able to draw on your personal connections with your loved ones to break them out of mind control. This is easier if you are their target.

Impossible to Embarrass (100cp): Between a deep well of self-confidence and a commitment to camp, you can stalk proudly through Gotham's streets in the most ridiculous outfits. Anyone trying

to embarrass you is faced with a Herculean task. Similarly, you can avoid at least low-key blackmail material simply by being confident in yourself. Even if your kid brother discovers your secret stash of Jane Austen novels.

Impromptu Team-up (100cp): Sometimes you find yourself operating in a different venue than normal. It'd be problematic to find yourself working at cross purposes with the local heroes. With this, you can automatically identify potential friendlies in the field, and your teamwork with them is boosted as if you'd spent several weeks working together already.

Mastery of the Unexpected (100cp): The key to surprising your opponents is to make them think they know what you're going to do and then doing something else. For instance, you might have a habit of entering buildings through the skylights, windows, walls, or even the floor. But that's just what everyone will expect, so when you enter through the front door, it's practically an ambush.

New to the Family (100cp): Everyone was new to the bat-family once. Even Damian was six or eight before he even met his father. It can be hard to integrate yourself into a social group no matter how open and friendly they are. Except when it's you, you can integrate yourself and others fast and smoothly. As long as nobody's particularly unwilling, it'll be like you were together for years instead of weeks.

Presentable (100cp): Batman will help out with your costume, but it's awkward to have to ask him to help you pick an outfit every morning or get your hairstyle *just* how you want it. And heaven help you if it's school picture day and someone splashes you with half a liter of water! There's also the matter of portraying yourself as you want in costume. Sure, your *clothes* will look fine, but the pose? The body language? Simultaneously letting civilians know they're safe around you while signaling to criminals that they ought to fear you?

With this, you have perfect presentation. Even if you've been trawling through the mud or swimming in Gotham Bay, you'll look exactly how you want, both in appearance and effect.

Loyalty (100cp): Mama didn't raise a snitch, at least when it comes to you. Not even Ace the Crime-Fighting Canine would sniff you out if you'd stolen Stephanie's turkey club. This works best with small-time stuff.

Pep Talker (100cp): Like Bruce and Tim reassuring Steph, you can quickly help someone along with their personal problems. Just a few words from you can bolster a person's courage or give them the insight they need to fix their perspective. It might still take them some time to repair their mindset fully, but you can get them over the main hurdle.

Heck, you could even reassure a few bumbling kidnappers while you're busy taking them down. Now if only they'll ever let you live it down.

Prank Warlord (100cp): Put three or more Wayne kids in a house and a prank war is inevitable. You can hold your own when it comes to pranks. This gives you ingenuity, luck, and an unlimited budget specifically for pranking – but anyone you prank gets to spend just as much dosh pranking you back. Moreover, pranks have the potential to turn nasty. You have a keen sense for what pranks will be well received and which will cause problems, and there will never be any unintended effects from them.

Relationship Advice (100cp): Love is hard. There isn't a cheat sheet or anything. But it's about to get easier because this perk gives you relationship advice. Not directly, but when other people want help with their relationship problems, you tend to have helpful answers. And when you need some advice, the people around you tend to have it.

This perk is free if you are aromantic.

Revolving Prison Door (100cp): Whether you're a hero wrongly accused or a villain faced with justice, prison sucks. You've got a fair bit of legal luck there, getting short sentences, off on a technicality, or simply escaping far more easily than you have any right to. Even if you beat the Joker and Scarecrow combined for the magnitude of your crimes, you can expect to be out of prison in a year. If your crimes are more on the scale of jewelry store smash-and-grabs, you can expect to spend no more than a week in the clink whenever you're caught.

Secret Identity Skills (100cp): When it comes to keeping a secret identity, nobody is your peer. Need to be in two places at once? You can get a shapeshifter on short notice. People getting concerned about your bruises? Makeup skills, or you can start a rumor about a fight club. People are matching your physical abilities to a vigilante? Fake a broken arm and 6-12 months of recovery and physical therapy. Somehow, these activities don't seem to come back to bite you. Nobody will ask to join your fight club, and the physical therapy appointments will slot trivially into your schedule. You'll never accidentally leave bits of your costume scattered around your home when guests are coming over.

And if you happen to get kidnapped in your civilian identity, don't worry! One of your siblings or companions will doubtless be around shortly to rescue you. I'm sure you'll hear the end of it.

Slippery Customer (100cp): How can Kite-Man even imagine himself as Spoiler's nemesis if he didn't keep getting away? As long as you can position yourself as mid to low priority overall, you can wrangle your way free of encounters, even those intended to ensnare you specifically. You might have to sacrifice your objectives, your minions, or even significant resources, but you'll come back to fight another day. Just, don't count on this to save you against an actual nemesis.

Still Got Some Fight In You (100cp): If you don't have infinite stamina, at some point in a long battle, you'll feel yourself flagging. You need a good night's sleep, or ideally a day off. But with just a few seconds of rest near one of your close comrades, you can restore your stamina and other internal energies. Or you can provide this benefit for another. You may use this ability once per battle or once per hour, whichever is shorter.

Taking a Break (100cp): It's hard work being a Bat. You have a giant legacy to live up to. Making mistakes in the field means people die, and that means tons of hard training. That's a recipe for a stress breakdown. But you know exactly when you ought to take a break and when you *need* to. More than that, you can always find time between essential tasks to unwind at least a little, enough that stress won't kill you sooner than the bad guys.

Taking the Hits (100cp): You are generally a less squishy target than a lot of other people. It would be great if the bad guys targeted you instead of civilians who can't defend themselves. This perk lets you take hits for others much better than otherwise. If you're trying to physically interpose yourself between the bad guys and a noncombatant, it would take a Batman-tier combatant with a fair bit of

luck to get past you. Or if it's a plot, you have manipulation skills that make bad guys think you're a prime target when it would save someone weaker.

Teacher (100cp): Everyone in the Bat family still has plenty to learn, and they learn from each other a lot. Whether it's how to be a healthy human, martial arts in high heels, or even, for the newcomers, the entire business of caped crusading. You are an excellent teacher, on par with Batman, especially for criminal and crime-fighting skills.

Trapfinder (100cp): Wayne Manor has plenty of traps and laser grids at normal times, but during the frequent prank wars, it's lousy with them. This could be moderately embarrassing. Fortunately for you, you have a sixth sense for traps, one that never produces false negatives. Slightly worse on false positives, but it's better on that front than standard intuition.

Turncoat (100cp): Are you a villain trying to turn over a new leaf? By all standards, it should take some kind of atonement or punishment or a period of rehabilitation for you to be accepted in your new role as an independent or a hero. But in your case, like with Poison Ivy and Harley Quinn, you just have to promise to stop being a villain and follow through for a week or so before the heroes stop trying to track you down and bring you to justice. This loses effectiveness if you try using it repeatedly.

Unerring Perception (100cp): Being in the Bat-family normally requires you to stay on your toes. Then Test Day comes along. Even if you're taking a nap, consoling a child, or having a congratulatory burger after a hard night of patrolling, you can detect the sneakiest people trying to sneak up on you. You effectively always roll at least a 19 on all Perception checks.

Warm Hugs (100cp): When you're in distress, sometimes you just need physical contact from another human, someone you're emotionally close to. When you really need a hug, you'll always be able to find someone you love to give you one, along with whatever emotional support you need. Likewise, you have an instinct for when your loved ones need a hug. You give the best hugs, almost as good as a therapy session.

White Hat, Black Hat (100cp): You're a hero. A white hat. You solve crimes and track down bad guys. But that leads to insights about how to commit crimes and hide from heroes. With this, you can reverse your skills across the board. Infiltration to guarding, medicine to combat, weapons to armor. It might not cover 100% of what you'd need to be fully effective, but being a top expert in one area will make you at least proficient in its complement. It might come in handy if someone steals your engagement ring before you can propose and you have to steal it back.

Why We Fight (100cp): Despite his parents' murders being his ultimate origin story and Jason Todd's death burning in him, Batman can't bring back the dead. But that's not why he fights. He fights for his family, for the people who take all the pain the world has given them and repay it with goodness. Even if he's alone, his family is there in spirit. And *that* is his strength. You can draw willpower from your social bonds as well. As long as there is someone you truly love and who truly loves you back, your willpower cannot be overcome. This allows you to beat back mind-altering effects.

World's Okayest Father (100cp): Family is important. You know that. But sometimes, life gets in your way. As long as you try to prioritize them, your family members will understand when events conspire to keep you away from them.

You Still Grew Up to be the Best Person I Know (100cp): It's hard to be a parent in the best of times. Even harder when you just adopted a nine year old and are helping them bring their parents' murderers to justice while training them to be a paragon of martial arts and investigation. Batman made a lot of mistakes, but he raised a gaggle of arguably well adjusted, definitely happy and pro-social, children, people we can be proud of. You have the parenting skills to do at least as well, no matter what weird situations you might be going through as a family.

You're Both Adults (100cp): Being part of a super team is a lot like being in high school, drama-wise. You're able to cut through the drama when it matters. Even if it means letting Harley Quinn think she's Batman's bestie. This also reminds you when it's time to just talk to someone instead of hoping their behavior will change.

Items

Branding (free): You have a superhero name, logo, color scheme, and so on, marking you as part of the Batfamily but with your own distinct identity.

Essential Gear (free): The basics you need to be a proper Bat. This covers your costume, a grappling hook, personalized batarangs, a cape that can let you do limited gliding, communications gear, a cell phone with a full suite of Bat-apps, and a simple utility belt loadout. Your costume is armored enough that most small arms aren't a problem, but it won't do that much against a crew-served weapon.

Merchandising (free): Coffee mugs, travel mugs, sneakers, varsity jackets, car decals, stickers, and pens, novelty ice cream bars, all with your hero theming and logo. It would be tacky to use yours all the time, so you also get the same for the rest of the Bat family, the Justice League, and their associates. You get residuals on yours, but it only amounts to a few thousand per year after taxes.

Batman-Tier Utility Belt (300cp): This version of your utility belt is connected to your warehouse, allowing you to pull out any hand-held item you like. Moreover, five times per day, you can pull out a minor gadget or consumable item that could *maybe* be produced by WayneTech (or by you in a couple days). Miniature flashbang grenades, a telescoping sword, fish treats to distract bears, shark repellent, air filter... The only thing it doesn't seem to produce is a means for you to talk to fish. That would be ridiculous.

Alfred-Tier Gift Guide (100cp): It's often hard to figure out what gifts to give people, even when you know them intimately. This guide will help you out. You can scale the effect between "just order it for me" on the high end to just making useful suggestions to get you thinking along the right lines on the low end, so you can put in as much of a personal touch as you want but can always get something the recipient will enjoy.

Alfred's Recipe Book (100cp): Alfred's cookies won awards. He's able to prepare an improbable amount of cakes, pastries, and other baked goods in a short period of time. His cookies have won awards. His savory meals aren't to die for, but half the Bat family would risk injury for them – so much that Alfred had to threaten to withhold his treats if anyone got injured on a patrol. Now you have his recipe book. And since ingredients are essential for making the best food, you also gain a pantry that's always got enough high quality ingredients to do the recipes justice. Put in the work and Alfred might praise your cooking with faint damnation.

Bat-Tech Monthly (100cp): Is Lucius Fox following you? Every month you get a modest arsenal of gadgets, weapons, and armor. Nothing major, but it scales with the current setting. Your other crime-fighting gear now scales with you.

Batman's True Superpower (100cp): You're rich, Jumper, filthy stinking rich. This jump, you have direct access to the Wayne tech labs and significant discretionary access to Bruce Wayne's fortune. Afterwards, you get equivalents to Wayne Industries and Bruce's full fortune.

Batmobile (100cp): Any of the iconic Bat-vehicles can be yours. Anything you order will be able to switch between the original variant and one with your personal theming. If it's destroyed while you're riding it, you may instantly deploy a smaller vehicle, recursively, until you're speeding along on rollerskates.

The Cave (100cp): A hidden base with enough space for a couple dozen Bat-vehicles, an Armory of Holding, a wardrobe big enough to hold all your costumes, and a small mundane medical facility. It is untraceable (see notes). You may choose to connect this to any one location of one property you have by means of secret passages. Batman has one that you're allowed to use for this jump, obviously, but if you spend most of your time in another city, you might want your own.

Console (100cp): A computer installation with a ridiculously large set of screens. You *could* use this as an amazing entertainment system, and it does have an appropriately high grade sound system, but the main purpose is to coordinate other heroes. It integrates with all your sensor systems and public data feeds. It automatically analyzes those feeds for any trends you're usually interested in, and you can manually add additional alerts.

Holo-Training System (100cp): You can't go all-out in training against your friends, most of the time. Similarly, they can't go all-out against you. This holo bay has force feedback systems that can take anything you can dish out and can even simulate injuries on you. You can shake those simulated injuries off in a moment, so it won't impair you outside the simulation.

The Manor (100cp): Wayne Manor and the grounds. It cleans itself, the kitchen stocks itself, and it's got all the utilities. There's an endless supply of firewood too, assuming you can find it.

Safehouses (100cp): Sometimes you can't afford to head back to base to resupply or rest, or you have someone who needs a place to crash for a bit but doesn't know your real identity. You've got a half dozen safehouses in your main city and one in every other plot-relevant city. They are untraceable (see notes). Your safehouses all have equipment stashes, but they're trivial to secure in case you have guests that don't need access to that kind of materiel.

T-Rex (100cp): A full scale theropod dinosaur. It's been killed and stuffed, and it has a mechanical skeleton inside. It's a very good guard dog.

The Thrasher (200cp): Sometimes, even peak comic book human strength isn't enough. That's when you bring in the power armor. But you've skipped that step and gone straight to a 4.5 meter tall mech. It's not as nimble as Batman, but it makes a shockingly good showing, and it's got climate control enough to stand up to Mr Freeze – or a snowball the size of a minivan.

Companions

Import / Create (special): For free, you may import all your companions. They receive 0cp each. 50cp each or 200cp for the lot of them will net them 600cp each or create a new companion with that amount of CP.

The Menagerie (50cp): Your own crime-fighting dogs, cats, and cow.

Dragon-Bat (100cp): 400 pounds of flying red floof. Extremely smart. Possibly demonic. Beware the tongue; they're all total face-lickers.

You Adopt It, You Bought It (free): You can invite anyone here along on your chain.

Drawbacks

Numbered Earths (+0cp): Normally, you'd be in a world without giant issues looming. No Darkseids, Anti-Monitors, interdimensional invasions, or Black Lanterns, just a lot of wholesomeness. But if you prefer, you can go to any other DC setting.

Basic Life Skills (+100cp): You're missing them. If you try to make an omelet, it'll probably burn. Need to tie a necktie? If you can't call Alfred for help, you're screwed. Come on, get it together.

Comms Discipline (+100cp): You don't have quite enough of it. You'll frequently forget that your mic is on and accidentally say something embarrassing that the rest of the Bat family will rib you endlessly about... or at least until the next time you shame yourself.

Disco-Wing (+100cp): There are some really incredible outfits in the full history of the Bat-family. No matter what you do, you'll find your hero costumes looking like Nightwing's Disco-Wing outfit at best. And while he rocked the look *somehow*, you won't be nearly so lucky. Any protections from embarrassment you have are nullified when it comes to these outfits.

Discount Rogues Gallery (+100cp): It's a Batman jump, so you might want to punch iconic villains like Two-Face, the Joker, Mr. Freeze, or the Riddler. Nope, you're now going to spend most of your time hunting down the Penny Plunderer, the Baffler, Kite Man, and Condiment King.

Early Adopter (+100cp): Gotham's full of orphans, and it's not getting any emptier. They need homes. You have a very strong urge to adopt children. If you don't have enough room in your life to adopt another kid – if you couldn't give them a good home or be present for them enough – you can

overcome the urge with only a little heartbreak, but if you can handle another kid, it's going to be quite difficult for you to say no.

By a strange coincidence, whenever you do adopt anyone, they turn out to have a strong sense of justice, solid acrobatic talent, and a keen intellect. Oftentimes their backstory will prime them to search for justice or vengeance against those responsible for the deaths of their parents.

Fancy Dinner Parties (+100cp): Half the Bat-family would jump at the chance to take on Condiment King rather than attend one of Bruce's fancy dinner parties. You'll be attending two per month.

I Don't Like Labels (+100cp): Being queer in the Bat family wouldn't be a drawback. No, this is about physical labels. Your equipment tends to have complex controls and plenty of buttons, and none of it has labels. You'll also be expected to use new equipment on the regular.

Impatience (+100cp): You'll be injured several times this jump, taking several weeks to heal each time. Unfortunately, your temperament is antithetical to taking it easy to recover. Rest will chafe, and you'll be jonesing for some righteous face-punching. If you try to go back to full duties too quickly, you'll harm yourself, extending your recovery time.

Pet Plant (+100cp): Poison Ivy has taken a... liking? to you. She's gifted you with a mundane potted plant, a *Sansevieria sp.* She will be checking up on it periodically. If you do a good job caring for it, she will give you another plant, something harder to care for. Otherwise, she will become increasingly upset. She may decide that her new policy of living as a civilian isn't working, if you do too bad a job, and join your rogues gallery.

Romantic Luck (+100cp): Bad luck, that is. You seem to be getting into new relationships that you pour your whole heart into, only for them to crumble.

The Sacred Bat Covenant (-100cp): You have sworn a solemn vow never to enter a building through the door while in costume. This is enforced by the rest of your team and the Bat clan ribbing you mercilessly rather than jumpchain fiat, and obviously saving people's lives is more important.

Sleep is for the Weak (+100cp): And apparently you're weak. You require sleep like a normal person, but, like Oracle, you frequently (once every couple weeks on average) find yourself far too busy, taking on responsibilities that require you to be awake for 40+ hours at a stretch.

Too Busy for Family? (+100cp): Maybe it's not *quite* that bad, but it's going to be a real struggle for you to meet your family obligations no matter how much effort you put into scheduling or delegation. If you frequently miss family obligations, it will weigh on you and it will strain your relationships.

Unfavored Sibling (+100cp): In large families, it's easy for someone to get overlooked. That someone is you. You'll have to fight to get attention just enough to never forget that you're not anyone's favorite sibling.

PTSD (+200cp): It might not be from dying and returning to life, but something bad happened in your past that gave you Post-Traumatic Stress Disorder. Your triggers aren't terribly common, but

you *will* have several episodes. They will suck. If your family is around, though, they can help you get through the worst of it faster.

Man-Jumpers (+300cp): The Man-Bat Commandos are bestial human-bat hybrids working for the League of Assassins. At some point, you will be faced with Man-Jumper Commandos, hybrids between the Man-Bats and your own Jumper abilities. They're still bestial, so they're pretty much useless with any abilities that require more than simple instinct. Their abilities only scale to 10% of your own (or standard Man-Bat levels, whichever is greater). But they will be numerous. Dr Langstrom can develop a treatment once he has a few blood samples.

End

Stay / Continue / Go Home

Notes

Relationship Advice doesn't directly give you guidance because the whole point of Wayne Family Adventures is *family*. That means you go to your family for help. You don't ask an oracle in your brain.

Untraceable quality on Safehouses and The Cave: Normally, no one can track you entering or leaving this base by any entrance or exit, in costume or not. You can toggle the effect for your allies. Separately, you can toggle it for agile young orphans with a strong sense of justice, in case you're jonesing for a sidekick. Separately, you can toggle this for people in need who won't betray you.

The recursively smaller vehicles for **Batmobile** are from Teen Titans Go to the Movies.