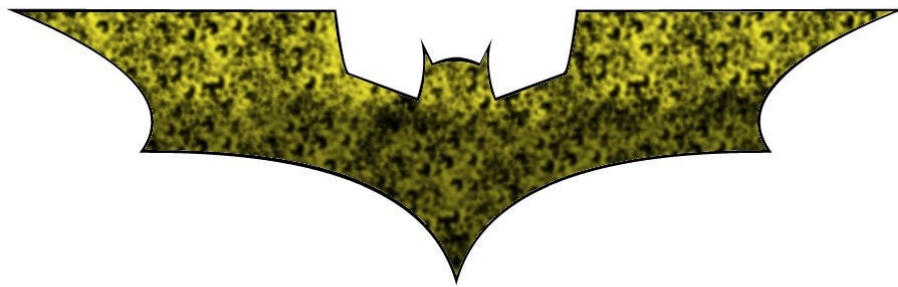


Batmen of the Future: The Last Laugh

A DC Adventures game for 5 players



By Michael Calnan

How to run this DC Adventures/ Mutants & Masterminds.

This system is a modified version of the True 20 system that evolved from DnD 3.5, however along the way its changed in numerous ways. Most importantly the only dice you will use is the 20 sided dice.

The Basic Mechanic

d20 + skill modifier versus difficulty class

Sample difficulty classes

Very easy (0)	Notice something in plain sight (Perception)
Easy (5)	Climb a knotted rope (Athletics)
Average (10)	Hear an approaching security guard (Perception)
Tough (15)	Disarm an explosive (Technology)
Challenging (20)	Swim against a strong current (Athletics)
Formidable (25)	Create an antidote to a deadly poison (Science)
Heroic (30)	Climb a slippery sheer cliff (Athletics)
Superheroic (35)	Convince the secret service to let you into the whitehouse, even though you're not wearing an ID badge (Deception)
Nearly impossible (40)	Track a commando through the jungle on a moonless night after 12 days of rainfall (Investigation)

Sometimes however a role is contested, such as when Batman is sneaking stealthily past a mob enforcers. In cases like this the player and the NPC both roll (stealth for the player, perception by the NPC) in order to determine what happens

Degrees of success or failure: Exceeding or failing a difficulty check by multiples of 5 sometimes has additional effects (one degree of failure or success is equal to failing or succeeding by 1-4, two degrees is 5-9, three degrees is 10-14 and so on)

Critical Success and failure: When a player rolls a natural 20 on their dice, they automatically succeed at what they are attempting (in combat in case of a critical success add +5 to the DC of resisting the attack).

The Stats: The eight stats in the game are Strength (STR), Stamina (STA), Agility (AGI), Dexterity (DEX), Fighting (FGT), Awareness (AWE), Intellect (INT), Charisma (CHA), throughout the game stat bonuses have already been factored in so you don't have to (note a score of zero represents an average stat, the stats rank is also the bonus it provides to actions).

Turns: In the game characters act in order of initiative. On a player's turn they can make a free action (shout aloud, drop something, fall to the ground) a move action (run or jump or fly if able) and a standard action (make an attack, use most skills or powers)

Combat: In combat you roll a d20 and add your attack modifier and if the result is higher than the opponent's Defense then it's a hit. A character has five defenses Parry (for blocking melee attacks), Dodge (for avoiding attacks), Fortitude (for resisting diseases and poisons), Will (for resisting mental attacks) and Toughness which is a bit special. When attacking roll a d20 plus your attack bonus, the difficulty is 10 plus the appropriate defense.

Damage: When you hit with an attack, you may deal damage. When attacking with an

attack that causes physical injury, rather the attacker roll to determine the amount of damage the defender instead rolls their Toughness defence against the difficulty of the attack (usually 15 + the damage rating of the attack).

Toughness Saving Throw

Succeeds No Effect

Failure Injured

Fails by 5 or more Injured + Dazed for one turn

Fails by 10 or more Injured + Staggered

Fails by 15 or more Unconscious

Injured: -1 to future toughness checks (note injured stacks)

Dazed: can either take a move or standard action, not both

Staggered: can either take a move or standard action, not both until you have a chance to recover, note getting the staggered twice immediately drops the character to unconscious.

Other Resistance Checks: Not all attacks target your Toughness. When you're subjected to a potentially harmful effect, you get a saving throw to avoid or reduce it. You get to roll a d20 plus the appropriate defence (will, toughness or sometimes dodge), the difficulty class for a save is based on the attack itself. Generally, the DC for a save is 10 + the effect's bonus or rank, attacks damage remember to count the degrees of failure, as these have additional effects.

Recovery: Living/conscious characters recover one condition, starting with the highest level per 5 minutes of rest. This isn't realistic but hey its how it works in comicbooks! A successful DC15 treatment check halves healing time

Area of Effect Attacks: Some attacks target an entire area rather than a single character. In this case the attacker does not need to roll to attack, the defender gets to roll a d20+ their dodge success normally reduces the effect of the attack by half (note that the evasion advantage gives a bonus to the defender against area of effect attacks).

Minions: Minions are the thugs and goons employed by villains they automatically take the worst result possible when failing a resistance roll (ie if they fail a toughness check by any amount they are knocked unconscious or failing a poison roll and they immediately drop dead).

Initiative: Initiative Check = d20 + Dex modifier + miscellaneous modifiers

Speed: A character can move a number of zones equal to his speed rank

Disarming: Sometimes you want to knock something out of an enemies hands, make an attack roll (-2 if you are in melee combat, -5 if at range), if you hit you roll d20+damage bonus versus d20+enemies strength. If you win the roll whatever he is holding goes flying.

Grappling: Roll grab versus an enemy, if the attack is successful an opposed roll occurs the attackers strength (or the effect rank of the power used) versus the *higher* of the defenders dodge or strength. If the attacker succeeds the defender is immobile and vulnerable, if he succeeds by 10 or more the attacker the defender is defenseless and impaired aswell

Powers: In general Powers are used like skills with a skill modifier equal to their rank. Attack powers have a damage bonus equal to their skill rank. Some powers are always on and you don't need to roll to activate them eg flight, see power descriptions for more info.

Countering Powers: You can counter an enemies attacks or powers by posponing your

action that turn until your opponent acts, in that case both characters roll their attacks if the person attempting to counter succeeds the attacks nullify each other if the attacker wins however his attack goes off as planned (Note not all attacks can counter each other, for example you normally can't counter a fireball with your fists, use common sense to determine what can counter what).

Extraordinary Effort: A hero can push themselves beyond their normal limits to achieve fantastic results. When using Extraordinary Effort a hero can:

- Perform an additional action that turn
- Gain a +2 bonus to any action
- Gain an immediate resistance roll against an ongoing effect.
- Perform a Powersuit
- Move faster (+1 Speed)

Once a hero uses extraordinary effort they become fatigued (movement rate halved), a fatigued hero who uses this again becomes exhausted (movement rate halved and -2 to all actions) and an exhausted character who uses extraordinary effort falls unconscious.

Power Stunts: Not likely to come up much in this game since Manbat strictly speaking is the only metahuman of the bunch but a character with powers can use a powerstunt to create a new effect with an old power, for example Manbat could use a powerstunt to turn his flight power into a cone area move object power to represent him create a powerful gust of wind with his wings. In theory the cost of the new power must not exceed the old one, in practice if you don't want to calculate say they have the same effect rank.

Hero Points: Hero points represent a hero's innate luck, they may be spent to gain the following advantages:

- Improve a Roll (Roll two dice and pick the best roll)
- Counter (Instantly as a reaction attempt to counter a power used against you)
- Edit a Scene (make a declaration about a scene, maybe there is a fire extinguisher nearby perhaps, final say is up to the GM)
- Use Extraordinary Effort without penalty
- Recover from your worst condition immediately

Batmen of the Future: The Last Laugh

15 years ago Gotham city was rocked by a rising tide of violence and chaos that only ended when Batman fought the Joker in Arkham Asylum. That night the Arkham burned and though no sign was ever found of either Joker or the Batman's body neither was seen again in Gotham. Time passed and Gotham changed, the crazies and the costumed freaks faded from the city. Nowadays people rarely think about those terrible years when the city was terrorised by masked criminals and when they do many consider Batman as bad as the rest of them.

But all that is about to change, a terrorist claiming to be the Joker has attacked Gotham blowing up chemical bombs in crowded public spaces exposing dozens to the Joker toxin. With the city in chaos and the police seemingly powerless to help you have taken it upon yourself to take up the mantle of the Bat and see that Gotham is once more protected by the Dark Knight.

Introduction

I came up with the idea for this game a while ago when discussing superheros with my brother, we came to the conclusion that in the end there will always be a fight over who gets to be Batman in a game, and furthermore being Batman isn't as limiting as it first may appear. The character of Batman has gone through a number of tones and shifts over the 70 years of his existence, from Miller's Dark Knight to the light hearted caped crusader of the 1960s (and more recently Batman Brave and the Bold). The characters of this game are all Batman, they all represent aspects of the character that has appeared in various media, Shiva Al'Ghul represents Batman as the world travelling martial artist, Allesandro Rossi as the Dark Knight represents batman as the gritty avenger with a war on organised crime, Nathan Lynn's as the caped crusader is the gadgeteer with a seemingly limitless utility belt often seen with the Justice League, Evelyn Nigma represents Batman as the detective who can solve any mystery and Aaron Langstrom is Manbat the horrific figure who inspires terror in criminals.

The Player Characters

Shiva Al'Ghul a.k.a. *"Batman, Master of the Martial Arts"*

The daughter of Lady Shiva and Ras A'Ghul, you were raised by your father to be the perfect weapon to wipe out human civilisation which he believes is hopelessly corrupt and beyond saving. Instead you grew up idolising the Batman who acquired a mythic reputation amongst the League of Assassins. In a fit of adolescent rebellion you fled your father's citadel in order to pursue the life of a masked crime fighter, he discovered your attempt at escape but let you go wanting you to see for yourself how corrupt human society has become. You are alone for the first time in your life but you fear no man, you have trained all your life in the martial art styles of your mother the infamous Lady Shiva, no one will stop your pursuit of justice in the name of the bat.

Complication: Black and White morality (Shiva's upbringing has given her a harsh view of right and wrong and how to punish criminals note: as a believer in Batman she has vowed never to take a life if it can be avoided in any way)

Nathan Lynns a.k.a. *"Batman, The Caped Crusader"*

You grew up in the mean streets of Gotham, most of the kids you knew in the neighbourhood either got addicted to drugs, joined a gang or got caught in the wrong place

at the wrong time, sometimes all three. You kept your head down, you had a dream, you were going to work your way out of that hell hole. You grew up idolising Batman, you kept a scrap book of all the newspaper clippings of his adventures and was vice president of the national Justice League fanclub. Sometimes your belief in batman was all that kept you going. When you went to college you studied engineering in order to be more like your hero, a man who could overcome an difficulty with rational thinking and a little help from his utility belt. As you watched Gotham slide into chaos with the new Joker attacks you knew someone had to do something, with no one else able to stop the attacks you donned the mantle of the bat, armed with an arsenal of high tech gadgets in order to protect your city. You are Batman, the caped crusade!

Complication: Idealist (Nathan's ideals sometimes have trouble in the face of the grim reality of crime in the real world. He will always strive to be the paragon of virtue he believes Batman should be)

Allesandro Rossi a.k.a. *"Batman, The Dark Knight"*

When most people in Gotham remember Batman they think of the masked vigilante fighting bank robbing freaks and disarming doomsday devices. People forget his war on crime went much deeper, before Batman the city of Gotham was all but run by the mob, everyone was in their pocket, Batman alone gave them something to fear and drove them back. With him gone the mobs grew increasingly powerful, and increasingly bold. Growing up you knew your father was rich and powerful, you didn't know or care where his money came from. Looking back now you know he was a mob accountant, laundering money for the Maronis. When you were 15 years of age you argued with your parents and snuck out to a party against their wishes. You arrived home to a scene of slaughter, your family brutally murdered, victims of Gothams mob war. You ran, taken money you knew your father had hidden away, thoughts of vengeance consumed you, you dedicated yourself the being the perfect weapon of vengeance. You got your chance to strike soon, and it was only the intervention of the masked vigilante, The Huntress, that saved you from a veritable army of mob enforcers. Seeing a kindred spirit in you she trained you how to survive and attempted to turn you from your bloody path. She showed you a better way, a way to avenge your family without becoming like the monsters who killed them. You've been working solo for months now, quietly building evidence against the mob, working on taking them all down. Now with Gotham descending into chaos all around you, you know its time to take that last step and become the hero that this city needs. You will be Batman, Gothams Dark Knight.

Complication: Hot Headed (when an innocent is in danger (especially women, children or the elderly) Allesandro often leaps into action first rather than take the time to come up with a plan)

Evelyn Nigma a.k.a. *"Batwoman, The World's Greatest Detective"*

Everyone's got skeletons in the closet, dark secrets in the family tree, yours is just a bit more scandalous than others, you are the daughter of the infamous masked criminal the Riddler. He and your mom hooked up one night at a bar and you were the result. He tried to be involved in your life but as you were growing up the impromptu visits between stints in Arkham became increasingly scarce. You hear he eventually went straight, not that you care, he is long since gone from your life. About the only thing you ever got from your father was his love of puzzles and riddles, as a child your I.Q. was off the charts, beyond genius level, you excelled in math, science and history and at 16 enrolled in Gotham University with a full Scholarship in order to study psychology. After a while that gre boring

however and you found yourself drawn to the study of crime. You graduated first of your class with joint honours in Criminology and Forensic science. Your age and abrasive personality however have prevented you from getting work with any police departments however, you were going slowly mad from boredom and following in your fathers footsteps became increasingly attractive, that was when the Question found you of course. She gave you purpose in life, the chance to pit your mind and skills against the greatest criminal masterminds in the world, but you grew frustrated because of her treating you like a child. Now a sidekick no longer you have decided its time for you to spread your wings and fly as the world's greatest detective.

Complication: Obsession (Evelyn easily becomes engrossed in the evidence of a crime scene, causing her to pay little attention to others and snap derisively at those who interrupt her)

Aaron Langstrom a.k.a. *"Batman, the Manbat"*

Your father was a brilliant scientist, studying the incredible hearing ability of bats in order to cure his own hereditary loss of hearing. He developed a serum based on bat DNA in order to correct his condition. As he was about to lose the last of his hearing he recklessly tested the serum on himself however it had a terrible side effect, it transformed him into a hideous half-man half-bat creature. Consumed by animalistic rage he terrorised Gotham for years until Batman was able to cure him. Your family owes a debt to Batman that can never be repayed. When news reached you that the Joker had attacked the city again you knew you had to do something. You took up the mantle of the Bat to honour the memory of the man who saved your fathers life. As Batman you will seek to protect Gotham but you have a secret weapon, like your father before you, you possess the ability to transform into the Manbat, an ability you hope to use to strike terror into the hearts of criminals for they are a cowardly and superstitious lot...

Complication: Animalistic Rage (if Aaron uses his Manbat form too long he becomes increasingly aggressive and beast like)

Plot Summary:

- Winston Pharmaceuticals is a company on the verge of bankruptcy competition with WayneCorp Pharmaceuticals division has been fierce.
- The Vice President, Martin Forest, hatched a plan to turn the company around. Fake attacks by the long vanished Joker. Winston Pharmaceuticals had contracts with the city to exclusively supply the antidote to the Joker toxin
- Forest took a number of Winston employees and equipment and set up a secret base in an abandoned chemical factory to produce the toxin
- They staged a few fake attacks using dilute toxin in low population areas that were open to the air. This started a city wide panic
- An accident at the factory exposed Forest to a near lethal amount of toxin, rather than go to the hospital and expose the operation he suffered through the effects and was driven insane.
- Believing he survived because he was the Jokers destined heir he killed the facilities guards and began planning real attacks.

- In quick succession Joker bombs were detonated inside the Quinn hospital for Clinical depression, inside the recently reopened Gotham funland themepark. Unlike previous attacks these were in enclosed locations and dozens died.
- Just before the game begins, “Joker” attacks the Gotham News Network during the 9 O’ Clock News. He begins to give a manifesto but before he can finish the broadcast is cut.
- He is planning his masterpiece, exposing the entire city to the toxin at once. Unless the PCs stop him thousands will die.

Prologue:

The broadcast was seen all across Gotham City, the Gotham News Network began as usual, the top story were the recent “Joker” attacks. Experts were lined up to tell the public that they were safe and had nothing to worry about. Just as the broadcast began the lights in the studio cut out, a single spotlight lit up and illuminated the centre of the stage. The anchors breathlessly tell the audience to stay calm, then as the technical fault will be fixed momentarily. In the darkness of the studio a tapping sound began to echo. Tap tap tap. A figure in a trench coat, a Hawaiian shirt and fedora strides into the spotlight. Looking up and staring into the camera is the horrifying face of the Joker.

“Hello Gotham, its been a long time hasn’t it, things got so boring around here without me I just had to come back! My friends here at Gotham News want to tell you that its all okay that your sad, safe little pathetic worlds are going to be okay. My friends, nothing is ever going to be okay again.” Then the joker snapped his fingers and gas started filling the studio. As the horrified cast and crew begin laughing themselves to death the Joker mugs at the camera and says “Oh and by the way Gotham, one last thing I ha” The broadcast abruptly cut there, what came next was never released to the public but it didn’t need to be, the tension in the city boiled over the panicked citizens are rioting in the streets and those who can are fleeing the city.

Scene 1: Gotham News Corp

The game begins with each of the players independently trying to enter the latest crime scene, the Gotham News Corp building several hours after the attack. The characters are perched on the on gargoyles and ledges of Gainsley plaza, overlooking the Gotham News Network building. The studio that was attacked was on the top floor of the building. On the ground the Gotham P.D. have the front entrance sealed off. However numerous alternate modes of entry exist

- Adjacent to the building is a construction site for a new skyscraper, it allows for access to the groundfloor without being seen by the police or media if the player is careful.
- The Police are spooked and nervous, they aren’t paying too much info to the building now, rather they are worried what the next target is, they can be talked past with a suitable cover identity
- The Roof allows access door is sealed (DC 20 technology roll) but the ventilation shafts and elevator shaft are both functional
- Several of the windows are open on the side of the building (DC 20 to spot but give bonus if some kind of telescope is used), these can be approached stealthily. Whichever window is chosen is has a gargoyle just beneath it, on the gargoyle’s

head is a flowerpot, an abandoned watering can lies in the open window.

- The building is at the heart of a vast media network, underneath the building is a maze of fibre optic cables maintenance tunnels run beneath the building, connecting to the city sewers (the maintenance door can be forced easily enough DC 15 strength roll or picked DC15 technology)

The lights in the studio are still on and the entire thing has police tape everywhere, on the ground is chalk outlines where the victims fell. The entire building is eerily quiet, the sound of dripping water in the staff kitchen echoing loudly in the silence.

Here the characters should all run into each other, they may even fight as heroes often do when they meet. Eventually they should agree to work together and investigate the case.

Major Clues:

- The Joker toxin condensed in greasy patches on metal surfaces.
- The red light is still blinking on the cameras in the studio, they have been running since the attack. If the players want they can easily track back and get the full recording of the Joker's attack.
- The conference room of the studio had been converted into a situation room. Journalists investigating the attacks have gathered all their clues there.

Minor Clues

- The investigation of the studio security system shows the Joker and his crew entering the ground floor elevator and riding to the studio dressed as cleaners, it seems their cleaning cart contained the gas canisters
- One goon broke away to the floor's maintenance closet (if the PCs investigate they find his tools discarded)
- After the broadcast the Joker and his crew took the elevator to the basement car park where they car-jacked and murdered a passerby, speeding off in his vehicle before police arrived on the scene.

There are 3 branches for the PCs to follow, the toxin itself, the manifesto and the criminal profile of the Joker

The toxin residue:

The canister that was used to spread the Joker toxin is in the police crime lab but the site around where the canister was set off contains condensed Joker toxin. Analysing the sample requires a suitable lab and could reveal much about its origins. Breaking into somewhere with suitable equipment is an adventure itself: Star Labs has the best equipment but security is tight (lots of security guards), alternatively Gotham Central Hospital is treating the Joker victims and Gotham University would also work. A DC 15, gather info check to find equipment indicates Dr. Hastings at the hospital is heading up medical team treating the victims and a DC 25 reveals that Doctor Ralley at Gotham U a scientist noted for his work on the toxin antidote and is sympathetic to costumed heroes

(famously spending a few months working and living as the doctor in residence on the Justice League Watchtower).

Time and a decent Science Roll reveals:

- Its unstable, it can't have been made more than a few days ago
- Its been modified, compared to the older Joker toxin used in the previous attacks it has been laced with some complex organic molecules making it more deadly and immune to the current antidote!
- The antidote did work on the cases up until the last few attacks however.
- The classic Joker toxin was so dangerous because the Joker could brew anywhere with chemicals available in any wholesale store, the modified toxin is deadlier but uses rarer ingredients. A key component Sulfonofluoric acid is an extremely dangerous chemical whose sale is tightly controlled.
- Streetwise/Gather info check: Recently a shipment was stolen from the host delivery truck, it was a suspiciously professional hit but the GPD assumed it was stolen by drug runners. The shipment was relatively small and only contained enough reagent to make just about the current amount of toxin. The replacement shipment is coming in tonight!.

Mr. Giggles will be hitting it with his goons. He has set up an impromptu road block using a stolen icecream truck stuffed full of gun toting criminals. The PCs can follow the truck as it enters the city and ambush the ambushers. Defeating the goons allows them to be interrogated, most are simple criminals and hired in the last few days. Their leader Mr. Giggles is unintelligible (and insane), clearly someone with military training driven slowly insane with repeated exposures to Joker toxin. The vehicle they are in however is an icecream truck reported stolen last night from the Foxx industrial park. A vast, mostly rundown industrial park full of storage units and mostly failed start ups.[proceed to act 2]

The Jokerz

The cameras in the studio have the uncut version of the Jokers appearance, It ends with: *"Oh and Gotham I have one last thing to say, soon you'll end up like my friends around me here tonight Gotham News. You tried to erase me, the clown prince of crime from history and you will pay for trying to forget me. To those who remembered me, **to the faithful**, know you'll get what you deserve soon"*

- An easy streetwise check should point the way to the Jokerz as the fanatical almost cult like gang who worship him. The check reveals that the faithful are probably the Jokerz, a gang of clown themed thugs that terrorize the poorest parts of Gotham City for years, self-styled anarchists they worship the Joker. They are anarchists who tend to gather in the scummiest parts of the city no gang will touch. Ever since the attacks began they have become more active than ever.
- Finding more about the gang requires pounding the pavement. Allesandro can automatically find a snitch, the other PCs need to roll Streetwise for it, Fat Trey can be beaten, bribed or scared into telling what he knows.
- The PCs may instead choose to contract the detective running the case, one Barbara Gordan (an attractive woman with streaks of white in her hair). Either way they have much the same info.
- The Jokerz have been extremely active of late no one knows exactly why, the ones

pulled off the street are full of a thousand different stories but most seem to believe the Joker is back and will come for them and with the Jokerz as his army he will burn Gotham to the ground.

- The informant expresses surprise the Jokerz haven't burned themselves down already, a mix of crackheads and mental patients they are as easy to organise as herding brain damaged cats. Regardless they can point out a Jokerz den which is known to have a few lucid members. Finding someone to beat up and interrogate is easy enough inside. The building is a condemned tenement block in the inner city, the Jokers are few in number and easy for the PCs to subdue, they reveal that:

The Jokerz have a big gathering tonight, rumour is the Joker has returned to them, the site is an abandoned Aquarium (you may want to play up the creepiness of a huge old abandoned building full of broken windows lit only by the occasional trashcan fire.) A million ways in and out, countless places to hide. Before the meeting kicks off its like an drug filled rave down there, getting in isn't difficult (through stealth or disguises). In the Centre of the Aquarium is the old dolphin tank, now drained of water and full of Jokerz high off their faces. The Gang leader is on a raised platform with his Hoes. Once the festivities kick off the the Jokerz leader, the toughest clown around introduces their guest, Mister Smiles, envoy of Mr. J himself, who kicks things off by projecting a huge recording of the Joker on one wall.

"I've seen the Jokerz, and though some say imitation is the sincerest form of flattery I have to manage my image you know, brand marketing and everything, so sorry to tell you all this but I can't abide knock offs. I came to Gotham to clean house, but feel free to have your last laugh on me [trails off cackling madly]"

Joker Toxin floods out of the cannisters around the venue and Mr. Smiles and his men open fire on the crowd with automatic weapons. Joker Toxin is a DC 20 affliction (failure by less than 5 leaves the target, hindered and vulnerable due to fits of laughter, failure by more than 5 leaves the target defenseless and immobile and failure by more than 10 leaves the victim incapacitated and slowly dieing.) that spreads from the edge of the arena advancing 30 feet a round (ie takes 5 rounds to fill the arena), Mr. Smiles men are all wearing gas masks.

Note Manbat can use his wings to clear the area around him with gusts of wind if he so chooses, the other characters assuming they don't have protection can try to outclimb the slowly rising cloud of Joker toxin.

Assuming the PCs defeat Mr. Smiles and his gang they can interrogate them, Smiles is uncrackable (neurological damage that resulted in his twisted grin also damaged the pain processors in his brain, the constant agony dulled his perception of pain and eroded his sanity over time.) His goons however are more forthcoming but their cell is operating in the dark about the location where the drug is being manufactured. A clue is the distinctive equipment the goons are using, the body armour that Mister Smiles gave them is marked with a white tiger with a mane like a lion. Its easy enough for someone to look the logo up online (Tech roll), or gather info (Investigation roll). It belongs to Liger security group. A challenging computer check or contacting a snitch (or cop) can get a list of the properties currently under their watch.

Two Jokers?

- In the offices of the studio is the cubicle of investigative reporter Marilyn Moore, she has set up a vast crime timeline in the conference room thats hard to miss, all along

one wall is pictures from the different crime scenes connected by different coloured lengths of string.

- The early attacks are all connected with blue string, the first few attacks were very strange for the Joker, they were in low density areas they involved diluted forms of the toxin and were accompanied by statements released to the media.
- The photos to the newer attacks (the maternity hospital and the theme park) are connected using red string. Searching the folders leads to detailed analysis by Marilyn indicating the vastly different levels of skill, planning and brutality needed to carry out the attacks.
- The files and her personal diary on the conference room table, chronicle her investigation. A chalk outline on the ground shows where Marilyn fell still working on the mystery when the toxin struck her.
- A DC 20 perception check reveals a permanent marker that seemingly fell from her hand and a scrawl as it rubbed against the leg of a table. Written underneath the table with her last ounce of strength are the words "follow the money Libby"
- The office directory has one Libby Masterson, Intern and Journalism major at Gotham U. Marilyn is still in the ICU but her assistant, Libby, isn't on the list of people currently in hospital. She can be found terrified out of her life in her apartment hold a glass of stotch and a taser (her home address is on the office register and in Marilyn's address book). Libby doesn't know much and she is hysterical but a sympathetic ear and a persuasion check will get her to reveal that she wasn't at the office because she was getting some documents for Marilyn from City hall. The document in question is the contract between Gotham city and Winston Pharmaceuticals for the exclusive supply of the antidote to Joker toxin, the contract was due to expire in 2 months but an emergency order from the mayor has just been renewed (increasing the city's supply of antidote 10x fold) netting the company millions which is handy since it is about to go under.

Confronting Charles Winston isn't tricky since he is currently drinking himself to death in his office on the top floor of his building, when confronted he spills the beans, but refuses to reveal the location of the Joker until he knows his family are safe they are being kept prisoner by Whiteface, the deadliest of Joker's lieutenants in the family's upscale townhouse. The family are in the basement with Whiteface herself, the upstairs currently has 3-5 goons resting with one at watch on the house's driveway. Downstairs there are four at the front door, two at the kitchen entrance, there is access through the attic windows (the house has an uncompleted attic conversion. If alarmed Whiteface proceeds to stab Mrs. Winston in the belly (she will die within several minutes without medical aid) and go upstairs, dragging the family's 6 year old daughter along as a human shield.

- Winston doesn't know exactly what's going on. After he funneled company into an offshore account for Forest to use, Forest vanished and the early attacks began. The money passed through offshore accounts, is practically untraceable. However he does know that in order to produce the toxin Forest took some cutting edge tech from the Winston R&D labs and unknown to Forest the equipment was fitted with an radio frequency ID tag, if you can get close enough to ping the tags with the correct signal then you can follow them right to them (unfortunately close enough is a kilometre give or take two hundred meters depending on the type of wall).

Putting things together

So not each lead has to be followed but two are needed to figure out the location of the toxin factory.

The iccream truck was stolen from Mr. Flopsies Icream factory in the Foxx industrial park in the Narrows, searching every building isnt feasible.

Liger security are protecting dozens of sites across the greater Gotham area but only one in the Foxx industrial park (CodaPharma).

The RFID tag cant be used to search the entire city but if you could narrow your search to a few blocks it will pin point the location.

If the PCs only have the Liger clue and the RFID things can be tricky but its actually easier than you think, all liger protected sites are wired for surveillance. When the PCs have both clues have them roll technology, a decent result reveals that the sites can be checked remotely with the right access which can be obtained by beating, intimidating or persuading the right person (the snitch, detective gordon, someone at Liger or just by brute hacking). The RFID pings only one site, CodaPharma

Act 2 – CodaPharama

CodaPharma is an abandoned pharmaceutical start up on the gotham docks, it was bought out and shut down by a rival company a few months ago but due to legal troubles the equipment was never removed. It is also currently under the watchful eye of Liger Security. This was the site chosen by Forest for the knock off Joker toxin research, the factory was reactivated with a skeleton staff of a dozen scientists and technicians with security on top. The plan was to close up shop in the next few days then burn the place to the ground to destroy evidence. Unfortunately for those involved, Forest fell into the toxin tanks, due to the building being in poor repair. Transformed in a new “Joker” he killed most of the guards, and brought in new goons (criminals he controlled through fear) and began producing the new lethal toxin.

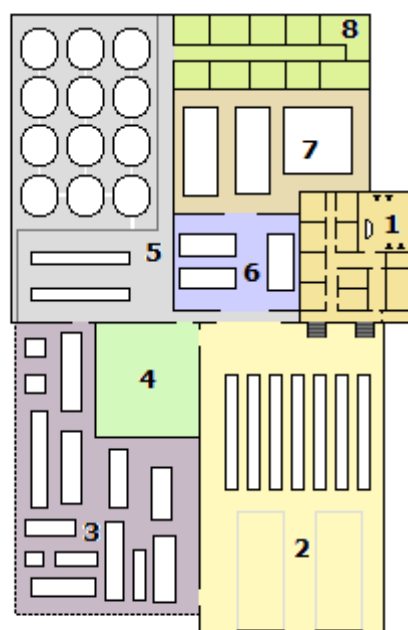
Currently the site is heavily patrolled by Henchmen. Teams of two henchmen patrol the perimeter and most approaches are watched by camera. A number of blindspots exist however that are accessible to the PCs.

- The main office doors in area 1 are locked with an old fashioned padlock (tech DC 15) but thankfully the security camera at the door is busted (DC20 perception check).
- Once inside ducts just big enough to crawl through connect the office to the rest of the building.
- In area 2 there is a single roof access point that leads to the gantries above the shipping floor, the hatch is unlocked, but a simple tripwire to some joker toxin and an alarm is concealed in the stairwell.
- In area 3 the cargo containers give cover from the cameras if timed correctly. Finally an underground crawl space links area 4 to the sewers, careful of the high current cables in the tunnels. The tunnel info can be obtained by hacking the power company or city records (DC 20).
- Each area has its own security cameras accessible from panels in the area, the security hub, currently manned by a henchman is at the entrance to Area 8. The Joker is long gone but he left a suprise behind, his lieutenant the Ringmaster and his two enormous Hyenas (albino venom mutated ones of course) as well as

various henchmen are inside. The Ringmaster is currently entertaining himself by terrorising the hostage scientists in area 7, his Hyenas are dozing in area 6 after a nice meal of private security contractors.

- In area 5 the Ringmasters men are planting crude but effective firebombs, to destroy the building with the hostages inside. Once anyone become aware of the PCs they activate a radio saying the hostages should be dealt with.
- The Ringmaster becomes aware of the PCs presence he will order the hostages dead if the PCs don't retreat in order to force the PCs back in order to give his men time to finish the bombs. If a stalemate occurs between the PCs and Ringmaster the Ringmaster and his goons will escape in an armoured truck from zone 2, if the PCs give chase he will inform them about the hostages he left inside the factory (gagged and bound in area 7). Players can give chase (its down to opposed vehicle rolls and possibly jumping on the roof of his truck). The Ringmaster prefers an open arena to best use his whip and hyenas so he will stop the truck if he cant lose the PCs. In practise he'll probably stop it by crashing into something, in this case a nearby shopping Mall.

Coda Pharma Factory



1. Front Office
2. Shipping and Loading
3. Storage Yard
4. Power substation
5. Factory Floor
6. Packaging
7. Processing
8. Research Laboratories

If any of the hostages were saved they will gladly reveal what they know, they were forced to load dozens of toxin canisters onto trucks one overheard two of the henchmen talking, one warned the other “get your bitch and her kid outta the city, the way Mr. J plans to spray this shit it the wind could take it practically anywhere”.

Forests office in the factory contains his journal chronicling his transformation in the new Joker. On his desk is a large map of Gotham harbour and sheets of the latest weather patterns. Tonight the wind is coming in from the hangar. The Joker plans to release a deadly highly concentrated toxin into the winds and affect thousands. The only way for him to do this is by air, the Joker may be gone from the factory and he must have gone to steal a plane from somewhere in the city.

Act 3 – Showdown

With chaos gripping the city all the bridges are closed, the only thing approaching an airport on the island is WayneCorps private aerodrome and showcase (it serviced the cities trademark blimps before the Gotham PD moved elsewhere, nowadays it is a museum of old blimps). The Joker has stolen a military grade airship from WayneCorp and plans to release his latest and greatest recipe for Joker Toxin throughout the city by aerial spraying. This is the final Act as the players arrive at the Wayne Aerodome in Midtown they witness an explosion and ensuing fire, innocent people flee from the burning building, some gunned down by the Jokers thugs as they go. The dome itself is currently sealed, as the Jokers men load the toxin onboard, access is through the main building which is rapidly in the process of burning down.

When the players dramatically burst into the Aerodome itself the airship is taking off! Jumping onboard can they fight their way to the Joker in time before he can unleash the toxin. The Joker is accompanied by one of his surviving lieutenants and some henchmen. He is in the cabin of the airship (having swapped his fedora for a pilots hat) he orders his minions to keep the PCs busy and climbs onto the roof to begin spreading the concentrated toxin.

Assuming the players fight the joker's men in the control room all the automatic fire has badly damaged the controls, the airship is going down and without player interference it will go down somewhere in Gotham city! Fighting the Joker, his men and preventing the crash is going to be a challenge.

Epilogue

The Joker has been defeated, either carted off to Arkham by the police, dead or missing in the airship crash. The city has been saved and numerous reports go out about Batman or Batmen seemingly returned to the city to save the day, most people are happy, others are apprehensive *“Is this a sign that the dark days of costumed crime have returned to the city”*.

A few days after the Joker's defeat the players each receive a note written in impeccable handwriting inviting them to a meeting on the corner of Crime Alley, formerly known as Park Row. The Note is addressed to their civilian identities but thanks them for saving the city. The Letters are signed with A.P.

Players who go to the meeting, find a limo pull up to the corner precisely at the arranged time, an extremely elderly english gentleman dressed impeccably gets out, he greets the players and asks them to walk this way. He heads to a seemingly abandoned building only to knock three time on the doorframe, a retinal eye scanner pops out and scans him. A computer voice intones *“Alfred Pennyworth, identity confirmed”*. Once inside all the players can see is a dark room. Alfred turns to them and introduces himself as a representative of a concerned Gotham citizen, who wishes to remain anonymous for now, his employer recognises the potential of the players to be a force for good in the city if properly resourced of course.

At this Alfred presses a button, row after row of powerful lights activate revealing a huge cavernous room, filled with computers, lab equipment, training equipment and numerous vehicles. They are all the PCs no strings attached. The game ends with an alarm going off on the new bat computer. A news report of a hostage taking at an upscale charity dinner lead by a man claiming to be the Maestro appears. As the city panics a familiar spotlight is once again activated on the roof of Gotham P.D. and the game closes as the PCs gaze upon an image of the symbol of the bat oncemore hovering above the city.

Supporting Cast

Bystander - PL 0 Minion

STR 0, STA 0, AGL 0, DEX 0, FGT 0, INT 0, AWE 0, PRE 0

Equipment: Cell Phone.

Skills: One Skill +4, Another Skill +2, A third skill +2

Offense: Init +0, Unarmed +0 (DC 15).

Defense: Dodge 0, Parry 0, Fort 0, Tou 0, Will 0.

Police Officer - PL 4

STR 2, STA 2, AGL 1, DEX 1, FGT 3, INT 0, AWE 1, PRE 1

Equipment: Bulletproof Vest, Cell Phone, Club, Handcuffs, Light Pistol.

Skills: Athletics +5, Law +4, Streetwise +3, Insight +5, Intimidation +3, Investigation +2, Perception +5, Treatment +2, Vehicles +5.

Offense: Init +1, Club +3 (DC 19), Light Pistol +5 (DC 18), Unarmed +3 (DC 17).

Defense: Dodge 2, Parry 4, Fort 4, Tou 2, Will 2.

Lead Detective - PL 6

STR 1, STA 1, AGL 3, DEX 4, FGT 3, INT 2, AWE 2, PRE 3

Equipment: Cell Phone, Handcuffs, Heavy Pistol, Undercover Shirt.

Advantages: Connected, Equipment 3.

Skills: Athletics +5, Law +10, Streetwise +10, Insight +12, Intimidation +9, Investigation +10, Perception +10

Offense: Init +3, Grab +3 (DC Spec 11), Heavy Pistol +4 (DC 19), Throw +4 (DC 16), Unarmed +3 (DC 16).

Defense: Dodge 8, Parry 7, Fort 5, Tou 3, Will 6.

Scientist - PL 3

STR 0, STA 0, AGL 0, DEX 1, FGT 0, INT 4, AWE 1, PRE 0

Equipment: Camera, Cell Phone (Smartphone).

Advantages: Equipment 1, Skill Mastery: Expertise: Science.

Skills: Science 9 (+13), Perception +1, Technology +13, Vehicles +3.

Offense: Init +0, Grab +0 (DC Spec 10), Throw +1 (DC 15), Unarmed +0 (DC 15).

Defense: Dodge 0, Parry 0, Fort 0, Tou 0, Will 2.

Reporter - PL 1

STR 0, STA 0, AGL 0, DEX 0, FGT 0, INT 2, AWE 2, PRE 1

Equipment: Audio Recorder, Camera, Cell Phone (Smartphone), Computer.

Advantages: Contacts, Equipment 1.

Skills: Deception +5, Streetwise +4, Journalism +6, Investigation +4, Perception +6, Persuasion +5, Stealth +4, Vehicles +1

Offense: Init +0, Grab +0 (DC Spec 10), Throw +0 (DC 15), Unarmed +0 (DC 15).

Defense: Dodge 0, Parry 0, Fort 0, Tou 0, Will 2.

Villains

Jokerz Thug - PL 3 Minion

STR 2, STA 2, AGL 1, DEX 1, FGT 2, INT 0, AWE 0, PRE -1

Equipment: Club, Leather Jacket [+1 Toughness], Light Pistol.

Advantages: Equipment 2.

Skills: Athletics +6, Streetwise +4, Intimidation +3, Stealth +3, Vehicles +5.

Offense: Init +1, Club +2 (DC 19), Grab +2 (DC Spec 12), Light Pistol +1 (DC 18), Throw +1 (DC 17), Unarmed +2 (DC 17).

Defense: Dodge 1, Parry 2, Fort 4, Tou 3, Will 0.

Henchman - PL 6 Minion

STR 2, STA 2, AGL 1, DEX 5, FGT 6, INT 0, AWE 0, PRE -1

Equipment: Assault Rifle, Bulletproof Vest, Club, Heavy Pistol.

Advantages: Equipment 6.

Skills: Athletics +10, Streetwise +8, Intimidation +7, Stealth +7, Vehicles +13

Offense: Init +1, Assault Rifle +5 (DC 20), Club +6 (DC 19), Heavy Pistol +5 (DC 19), Throw +5 (DC 17), Unarmed +6 (DC 17).

Defense: Dodge 1, Parry 6, Fort 8, Tou 6, Will 0.

Hyenas - PL 6

STR 5, STA 2, AGL 3, DEX 1, FGT 4, INT -4, AWE 1, PRE 0

Powers: Protection 4 (+4 Toughness), Senses 2 (Acute: Smell, Low-light Vision).

Skills: Perception +6, Stealth +9. Intimidate +1

Offense: Init +3, Grab +4 (DC Spec 15), Throw +1 (DC 20), Unarmed +7 (DC 20).

Defense: Dodge 6, Parry 6, Fort 6, Tou 6, Will 3.

Mr. Giggles - PL 10

STR 0, STA 3, AGL 9, DEX 4, FGT 13, INT 0, AWE 5, PRE 0

Powers: Empty Hand Way 5 (DC 20), Monastic Training, Acrobatic Mastery 2 (Safe Fall, Sure-footed 1), Race the Wind 2 (Speed: 8 miles/hour, 120 feet/round), Wu-Shu Leap 4 (Leap 120 feet at 30 miles/hour)

Advantages: Accurate Attack, Defensive Attack, Evasion 2, Grabbing Finesse, Improved

Disarm, Improved Trip, Instant Up, Move-by Action, Power Attack, Precise Attack (Close, Concealment), Takedown, Uncanny Dodge.

Skills: Acrobatics +17, Philosophy +6, Insight +13, Perception +13, Persuasion +8, Sleight of Hand +12, Stealth +13, Treatment +8.

Offense: Init +9, Grab +13 (DC Spec 14), Throw +8 (DC 15), Unarmed +15 (DC 20).

Defense: Dodge 14, Parry 14, Fort 6, Tou 6/3, Will 9.

Mr. Smiley - PL 10

STR 3, STA 3, AGL 3, DEX 3, FGT 8, INT 2, AWE 2, PRE 2

Powers: Pain Tolerance (Impervious Toughness 8)

Equipment: Assault Rifle [Damage 5, 50ft Range, Multiattack], Machete: Strength-based Damage 2, Improved Critical] Smoke Grenades: Cloud 15ft Area Concealment Sight], Fragmentation Grenades [Burst 30ft Area Damage 5), Binoculars, Commlink, Flashlight, Gas Mask, Night Vision Goggles, Tactical Vest

Advantages: Daze (Deception), Defensive Attack, Evasion 2, Great Endurance, Improved Aim, Improved Critical: Machete: Strength-based Damage 2, Improvised Tools, Jack-of-all-trades, Leadership, Power Attack, Precise Attack (Ranged, Cover), Uncanny Dodge.

Skills: Athletics +6, Deception +10, Survival +10, Tactics +10, Insight +8, Intimidation +10, Investigation +4, Perception +10, Stealth +10, Tech +4, Treatment +4, Vehicles +5.

Offense: Init +7, Assault Rifle +13 (DC 20), Frag Grenade: Burst Area Damage 5 (DC 20), Machete: Strength +13 (DC 20), Unarmed +11 (DC 18).

Defense: Dodge 10, Parry 12, Fort 8, Tou 8/3, Will 7.

Ms. Whiteface - PL 10

STR 3, STA 2, AGL 5, DEX 3, FGT 11, INT 0, AWE 2, PRE 1

Equipment: Fighting Knives [Thrown Sticks: Strength-based Damage 4, DC 22; Increased Range: ranged, Split: 2 targets; Diminished Range].

Advantages: Accurate Attack, All-out Attack, Assessment, Daze (Deception), Defensive Attack, Evasion 2, Improved Aim, Improved Defense, Improved Disarm, Improved Smash, Improved Trip, Improvised Weapon, Move-by Action, Power Attack, Precise Attack (Close & Ranged, Cover), Prone Fighting, Quick Draw, Takedown 2, Uncanny Dodge

Skills: Acrobatics +13, Athletics +11, Deception +9, Streetwise +8, Insight +10, Intimidation +9, Perception +10, Stealth +13.

Offense: Init +9, Grab +11 (DC Spec 13), Knives +13 (DC 22), Throw +15 (DC 19), Throw Knives +13 (DC 22), Unarmed +15 (DC 18).

Defense: Dodge 12, Parry 14, Fort 7, Tou 6/2, Will 7.

The Ringmaster - PL 10

STR 3, STA 2, AGL 5, DEX 5, FGT 7, INT 0, AWE 1, PRE 2

Powers: Crippling Strike 7 (Easily Removable, 1st degree: Impaired, 2nd degree: Disabled, 3rd degree: Incapacitated, Resisted by: Fortitude, DC 17), Whip 4 (DC 19, Advantages: Improved Grab, Improved Hold, Improved Trip; Multiattack, Reach (ranged)

3: 15 ft.), Swingline 1 (Alternate; Swinging).

Advantages: Defensive Attack, Evasion, Improved Critical: Whip, Improved Defense, Improved Grab, Improved Hold, Improved Trip, Power Attack, Takedown, Taunt, Uncanny Dodge.

Skills: Acrobatics +13, Athletics +11, Deception +10, Animal Training +8, Intimidation +8, Investigation +6, Perception +9, Sleight of Hand +11, Stealth +13, Vehicles +9.

Offense: Init +9, Crippling Strike +7 (DC Fort 17), Throw +5 (DC 18), Unarmed +7 (DC 18), Whip +13 (DC 19).

Defense: Dodge 12, Parry 14, Fort 8, Tou 6/2, Will 9.

The Joker - PL 11 (Elite)

STR 2, STA 4, AGL 3, DEX 4, FGT 7, INT 6, AWE 5, PRE 5

Gadgets: Joy Buzzer 8 (Removable, electricity, DC 25),

Lapel Flower (Removable), Affliction 10 (1st degree: Dazed, 2nd degree: Stunned, 3rd degree: Incapacitated, Resisted by: Fortitude, DC 20),

Marbles (Removable, 1st degree: Hindered, 2nd degree: Immobile, DC 20; Alternate Resistance (Dodge), Cone Area: 60 feet cone; Limited Degree).

Equipment: Heavy Pistol.

Advantages: All-out Attack, Daze (Deception), Fascinate (Deception), Improved Trip, Move-by Action, Skill Mastery: Deception, Taunt.

Skills: Acrobatics +7, Athletics +6, Deception +17, Insight +13, Intimidation +17, Perception +15, Sleight of Hand +12, Stealth +11, Technology +10, Vehicles +8.

Offense: Init +7, Lapel Flower +12 (DC Fort 20), Grab +10 (DC Spec 12), Heavy Pistol +4 (DC 19), Joy Buzzer +10 (DC 25), Marbles (DC Dodge 20), Unarmed +10 (DC 17). Joker Toxin (as previously but bump the DC by 5).

Defense: Dodge 15, Parry 11, Fort 7, Tou 6/4, Will 13.

Hero Points: 3

Advantages Summary:

Accurate Attack: trade effect dc for attack bonus

All Out Attack: trade active defenses for attack bonus

Assesment: Use insight to learn facts about the enemy

Daze: Character can use their deception versus enemies will defence to daze

Defensive Attack: lower attack bonus to raise defenses

Evasion: +2/+5 bonus against area of effect attacks

Fascinate: Character can use their deception versus enemies will defence to fascinate

Great Endurance: +5 to endurance checks

Jack of All Trades: Can attempt any skill untrained

Improved Aim: +5 to attack when taking a move action to aim

Improved Critical: crit on 19 and 20 with selected ability

Improved Disarm: +2 to disarm attempts

Improved Grab: +2 to grab attempts

Improved Hold: +2 to hold attempts

Improved Smash +2 to smash attempts

Instant Up: stand up as a free action

Move by action: can move before and after taking a standard action as long as the total distance moved does not exceed speed rating

Skill Mastery: can take 10 on skill roll even in stressful situations

Improved Trip: +2 to trip attempts

Power Attack: lower attack bonus to raise effect dc

Precise Attack: Ignore penalties to hit due to concealment

Prone Fighting: No penalty to fighting when on the ground

Takedown: When an opponent has been defeated immediately make an attack on another opponent in range as a free action (taking this advantage twice means there is no limit to the number of chain kills). You may also take 10 as your attack roll when fighting multiple minions

Taunt: can use their intimidate versus enemies will defence to make them charge you

Uncanny Dodge: Not vulnerable when caught by surprise

Super Name: **Batwoman, The Worlds Greatest Detective**

Real Name: Evelyn Nigma

Strength 3

Stamina 3

Agility 9

Dexterity 3

Fighting 8

Intellect 10

Awareness 2

Presence 0

Skills

Acrobatics +10, Athletics +8, Psychology +11, Insight +12, Intimidation +8, Investigation +15, Perception +12, Stealth +15, Technology +14

Powers

Armoured Costume (+2 Toughness)

Quick Thinking: Quickness 4 (Perform routine mental tasks in -4 time ranks)

Utility Belt (Removable)

Batarang: Blast 8 (DC 23)

Collapsible Staff (Damage 4, 5 ft.)

Grapple gun (Movement: Swinging)

Nightvision goggles (Darkvision)

Audio Recorder, Mini-tracer, Multi-tool, Pepper Spray, Stun Gun

Motorcycle

Advantages

Assessment, Defensive Roll 3, Eidetic Memory, Equipment 5, Jack-of-all-trades, Move-by Action, Speed of Thought, Well-informed

Combat

Batarang: +12 (DC 23) Collapsible Staff: +13 (DC 22) Grab, +8 (DC Spec 13)

Pepper Spray: +8 (DC Fort 14) Stun Gun, +8 (DC Fort 15)

Throw, +12 (DC 18) Unarmed, +8 (DC 18)

Initiative +10 Dodge 12, Parry 10, Fortitude 5, Toughness 8, Will 5

Assessment: Use Insight to learn an opponent's combat capabilities.

Eidetic Memory - Total recall: +5 circumstance bonus to remember things.

Jack-of-all- trades: Use any skill untrained.

Move-by Action: Move both before and after your standard action.

Power Attack: Trade Accuracy for damage

Speed of Thought: Use Int for Initiative instead of Agility.

Well-informed: Immediate Investigation or Persuasion check to know something.

Evelyn Nigma a.k.a. "Batwoman, The World's Greatest Detective"

Everyone's got skeletons in the closet, dark secrets in the family tree, yours is just a bit more scandalous than others, you are the daughter of the infamous masked criminal the Riddler. He and your mom hooked up one night at a bar and you were the result. He tried to be involved in your life but as you were growing up the impromptu visits between stints in Arkham became increasingly scarce. You hear he eventually went straight, not that you care, he is long since gone from your life. About the only thing you ever got from your father was his love of puzzles and riddles, as a child your I.Q. was off the charts, beyond genius level, you excelled in math, science and history and at 16 enrolled in Gotham University with a full Scholarship in order to study psychology. After a while that grew boring however and you found yourself drawn to the study of crime. You graduated first of your class with joint honours in Criminology and Forensic science. Your age and abrasive personality however have prevented you from getting work with any police departments however, you were going slowly mad from boredom and following in your fathers footsteps became increasingly attractive, that was when the Question found you of course. She gave you purpose in life, the chance to pit your mind and skills against the greatest criminal masterminds in the world, but you grew frustrated because of her treating you like a child. Now a sidekick no longer you have decided its time for you to spread your wings and fly as the world's greatest detective.

Complication: Obsession (Evelyn easily becomes engrossed in the evidence of a crime scene, causing her to pay little attention to others and snap derisively at those who interrupt her)

Thrill Seeker: There is a part of Evelyn that gets off on taking risks, betting her life on a theory and winning. When she thinks she's right Evelyn throws caution to the wind.



Super Name: **Batman, the Manbat**

Real Name: Aaron Langstrom

Strength 10/2*	Stamina 8/4*	Agility 6
Dexterity 2	Fighting 6	Intellect 1
Awareness 4	Presence 3	

Skills

Acrobatics +8, Athletics +11, Insight +6, Intimidation +14, Perception +6, Stealth +11, Treatment 12 +13

Powers

Super-hearing: Senses 3 (Accurate: Hearing, Ultra-hearing)

Manbat form (Activation: Move Action)

Ultrasonic Howl: Cumulative Cone (sonic, 1st degree: Impaired, 2nd degree: Disabled, 3rd degree: Incapacitated, Resisted by: Fortitude, DC 18; 60 feet cone)

Claws: Strength-based Damage 2 (DC 27)

Enhanced Stamina 4 (+4 STA)

Enhanced Strength 8 (+8 STR)

Flight: Flight 5 (60 miles/hour, 900 feet/round)

Horrifying form (1d20 +10 versus will defense or target is dazed for 1 round)

Advantages

Animal Empathy, Defensive Attack, Defensive Roll 2, Favored Environment: Aerial, Move-by Action, Power Attack, Takedown

Offense

Ultrasonic howl: Cumulative Cone Area Affliction 8 (DC Fort 18)

Claws: Strength-based Damage 2, +8 (DC 27)

Grab, +6 (DC Spec 20) Throw, +2 (DC 25) Unarmed, +8 (DC 25)

Initiative +6, Dodge 10, Parry 8, Fortitude 8, Toughness 10/8*, Will 6

Defensive Attack: Trade attack bonus for active defense bonus.

Move-by Action: Move both before and after your standard action.

Power Attack: Trade attack bonus for effect bonus.

Takedown: Free extra attack when you incapacitate a minion.

*In human form

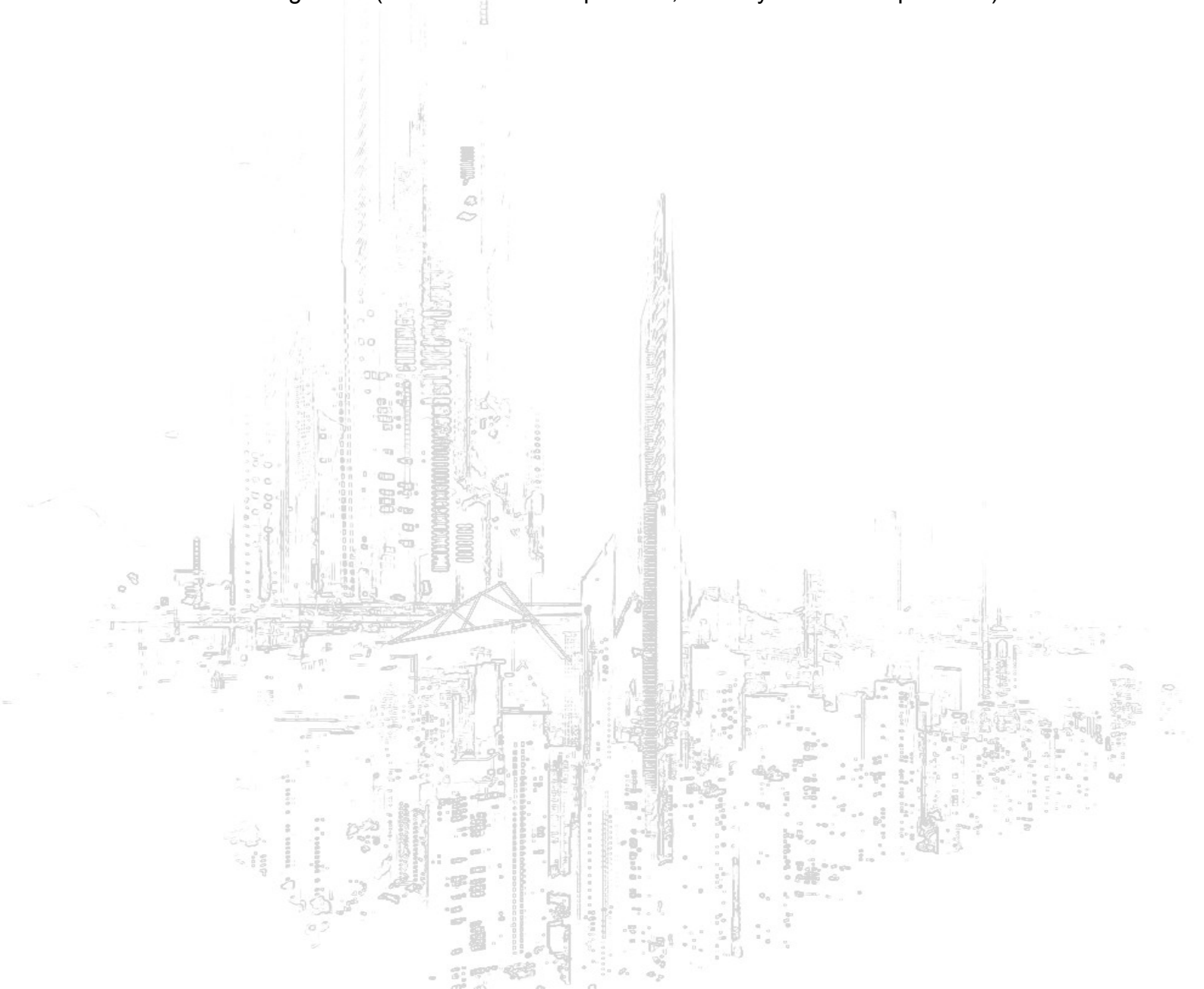
Aaron Langstrom a.k.a. *"Batman, the Manbat"*

Your father was a brilliant scientist, studying the incredible hearing ability of bats in order to cure his own hereditary loss of hearing. He developed a serum based on bat DNA in order to correct his condition. As he was about to lose the last of his hearing he recklessly tested the serum on himself however it had a terrible side effect, it transformed him into a hideous half-man half-bat creature. Consumed by animalistic rage he terrorized Gotham for years until Batman was able to cure him. Your family owes a debt to Batman that can never be repayed.

When news reached you that the Joker had attacked the city again you knew you had to do something. You took up the mantle of the Bat to honour the memory of the man who saved your fathers life. As Batman you will seek to protect Gotham but you have a secret weapon, like your father before you, you posses the ability to transform into the Manbat, an ability you hope to use to strike terror into the hearts of criminals for they are a cowardly and superstitious lot...

Complication: Animalistic Rage (if Aaron uses his Manbat form too long he becomes increasingly aggressive and beast like)

Motivation: Doing Good (Aaron wants to help others, the way Batman helped him.)



Super Name: **Batman, Master of the Martial Arts**

Real Name: Shiva Al'Ghul

Strength 4, Stamina 3, Agility 6,
Dexterity 4, Fighting 13, Intellect 0,
Awareness 5, Presence 0

Skills

Acrobatics +14, Athletics +12, Philosophy +5, Insight +12, Intimidation +8, Investigation +7, Perception +13, Stealth +14

Advantages

Accurate Attack, Agile Feint, All-out Attack, Assessment, Chokehold, Daze (Intimidation), Defensive Attack, Evasion, Improved Critical 2: Unarmed, Improved Disarm, Improved Grab, Improved Initiative, Improved Smash, Improved Trip, Instant Up, Move-by Action, Power Attack, Precise Attack (Close, Concealment), Prone Fighting, Seize Initiative, Skill Mastery: Acrobatics, Takedown, Uncanny Dodge

Equipment

Motorcycle

Offense

Grab +13 (DC Spec 14), Throw +4 (DC 19), Unarmed +16 (DC 19)

Initiative +10, Dodge 13, Parry 13, Fortitude 11, Toughness 7/3, Will 9

Accurate Attack: Trade effect DC for attack bonus.

Agile Feint: Feint using Acrobatics skill or Speed rank.

All-out Attack: Trade active defense for attack bonus.

Assessment: Use Insight to learn an opponent's combat capabilities.

Chokehold: Suffocate an opponent you have successfully grabbed.

Daze (Intimidation) Use Intimidation to daze an opponent.

Defensive Attack: Trade attack bonus for active defense bonus.

Evasion +2 to avoid area effects.

Improved Critical: Unarmed +1 to critical threat range with an attack per rank.

Improved Defense: +2 bonus to active defense when you take the defend action.

Improved Disarm: No penalty for the disarm action.

Improved Grab: Make grab attacks with one arm. Not vulnerable while grabbing.

Improved Trip: No penalty for the trip action.

Instant Up: Stand from prone as a free action.

Move-by Action: Move both before and after your standard action.

Power Attack: Trade attack bonus for effect bonus.

Precise Attack: Ignore attack check penalties for either cover & concealment.

Prone Fighting: No penalties for fighting while prone.

Skill Mastery (Acrobatics): Make routine checks with one skill under any conditions.

Takedown: Free extra attack when you incapacitate a minion.

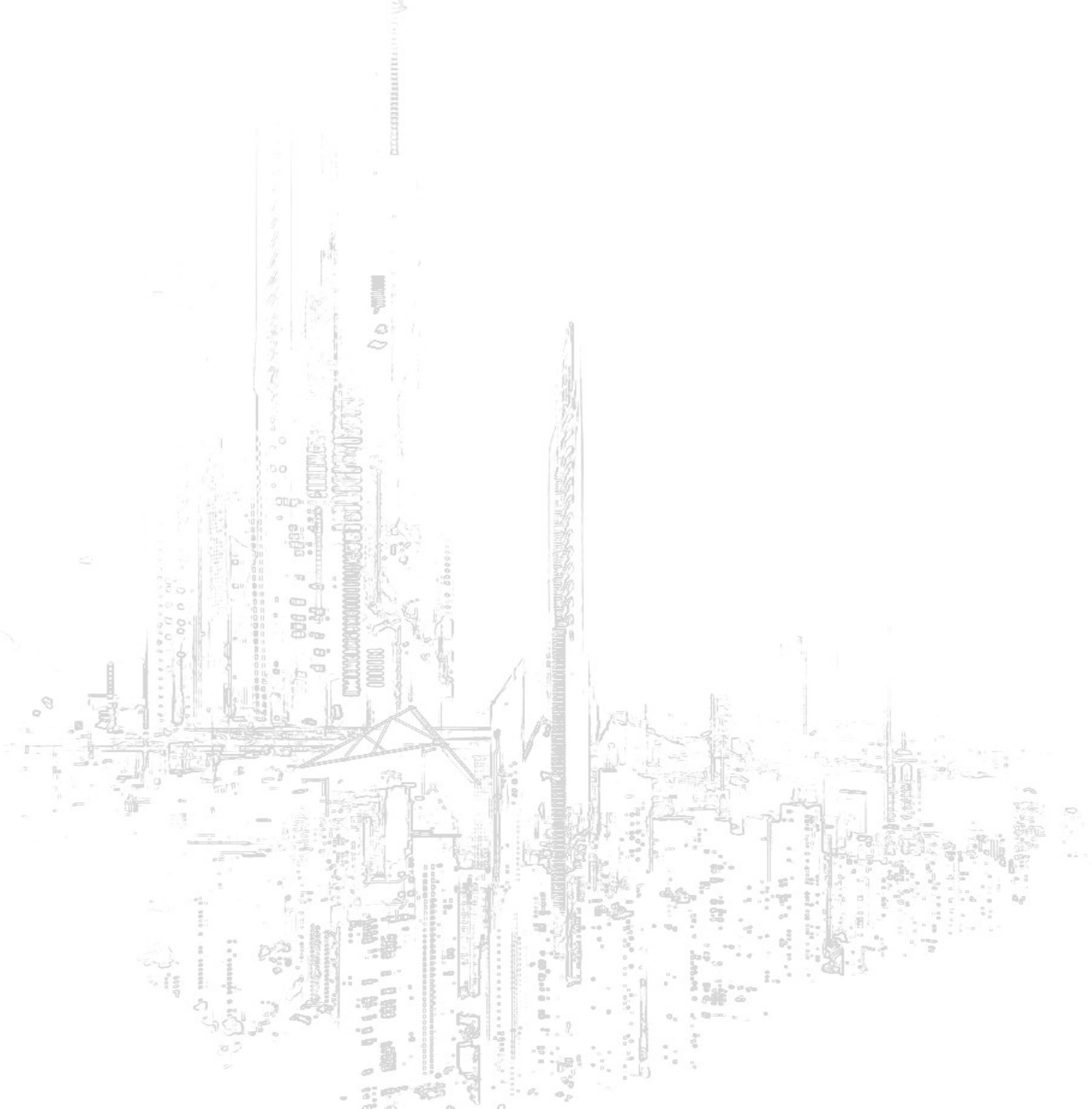
Uncanny Dodge: Not vulnerable when surprised or caught off-guard.

Shiva Al'Ghul a.k.a. *"Batman, Master of the Martial Arts"*

The daughter of Lady Shiva and Ras A'Ghul, you were raised by your father to be the perfect weapon to wipe out human civilisation which he believes is hopelessly corrupt and beyond saving. Instead you grew up idolising the Batman who acquired a mythic reputation amongst the League of Assassins. In a fit of adolescent rebellion you fled your father's citadel in order to pursue the life of a masked crime fighter, he discovered your attempt at escape but let you go wanting you to see for yourself how corrupt human society has become. You are alone for the first time in your life but you fear no man, you have trained all your life in the martial art styles of your mother the infamous Lady Shiva, no one will stop your pursuit of justice in the name of the bat.

Complication: Black and White morality (Shiva's upbringing has given her a harsh view of right and wrong and how to punish criminals note: as a believer in Batman she has vowed never to take a life if it can be avoided in any way)

Honour: Shiva is guided by a rigid if unconventional warriors code of honour



Super Name: **Batman, the Dark Knight**

Real Name: Allesandro Rossi

Strength 3

Stamina 2

Agility 5

Dexterity 3

Fighting 5

Intellect 0

Awareness 1

Presence 2

Skills

Acrobatics +11, Athletics +10, Deception +11, Streetwise +14, Insight +10, Intimidation +12, Investigation +9, Perception +12, Persuasion +10, Sleight of Hand +6, Stealth +11, Vehicles +10

Powers

Pulse Pistols (Easily Removable)

Autofire: Cone Area Blast 5 (DC 20; 60 feet cone)

Single Shot: Blast 6 (DC 21; Precise, Ricochet 3)

Advantages

Connected, Defensive Attack, Equipment 6, Evasion, Improved Defense, Improved Initiative, Improved Smash, Power Attack, Takedown, Taunt, Uncanny Dodge

Equipment

Audio Recorder, Camera, Car, Cell Phone (Smartphone), Computer, Flashlight, Gas Mask, GPS Receiver, Night Vision Goggles, Parabolic Microphone, Restraints, Stun Ammo, Targeting Scope

Offense

Single Shot: Blast 6, +14 (DC 21), Autofire: Cone Area Blast 5 (DC 20)

Grab, +5 (DC Spec 13), Throw, +3 (DC 18), Unarmed, +9 (DC 18)

Initiative +9, Dodge 10, Parry 10, Fortitude 6, Toughness 6, Will 7

Defensive Attack Trade attack bonus for active defense bonus.

Evasion +2 to avoid area effects.

Improved Critical: Get a Critical Hit on a 19 and a 20

Improved Defense +2 bonus to active defense when you take the defend action.

Improved Smash No penalty for the smash action.

Takedown Free extra attack when you incapacitate a minion.

Taunt Use Deception to demoralize in combat.

Uncanny Dodge Not vulnerable when surprised or caught off-guard

Allesandro Rossi a.k.a. "Batman, The Dark Knight"

When most people in Gotham remember Batman they think of the masked vigilante fighting bank robbing freaks and disarming doomsday devices. People forget his war on crime went much deeper, before Batman the city of Gotham was all but run by the mob, everyone was in their pocket, Batman alone gave them something to fear and drove them back. With him gone the mobs grew increasingly powerful, and increasingly bold. Growing up you knew your father was rich and powerful, you didn't know or care where his money came from.

Looking back now you know he was a mob accountant, laundering money for the Maronis. When you were 15 years of age you argued with your parents and snuck out to a party against their wishes. You arrived home to a scene of slaughter, your family brutally murdered, victims of Gothams mob war. You ran, taken money you knew your father had hidden away, thoughts of vengeance consumed you, you dedicated yourself the being the perfect weapon of vengeance. You got your chance to strike soon, and it was only the intervention of the masked vigilante, The Huntress, that saved you from a veritable army of mob enforcers. Seeing a kindred spirit in you she trained you how to survive and attempted to turn you from your bloody path. She showed you a better way, a way to avenge your family without becoming like the monsters who killed them. You've been working solo for months now, quietly building evidence against the mob, working on taking them all down.

Now with Gotham descending into chaos all around you, you know its time to take that last step and become the hero that this city needs. You will be Batman, Gothams Dark Knight.

Complication: Hot Headed (when an innocent is in danger (especially women, children or the elderly) Allesandro often leaps into action first rather than take the time to come up with a plan)

Obsession (Allessandro is obsessed with the war on crime, sometimes punishing criminals is all that matters to him.)

Super Name: **Batman, the Caped Crusader**

Real Name: Nathan Lynns

Strength 0

Stamina 3

Agility 4

Dexterity 2

Fighting 5

Intellect 6

Awareness 5

Presence 2

Skills

Acrobatics +6, Deception +5, Expertise: Engineering +10, Expertise: Science +14, Insight +6, Intimidation +7, Investigation +8, Perception +6, Persuasion +10, Stealth +10, Technology +14, Vehicles +3

Powers

Bat Suit Device

Radio Communication 3 (undetectable)

Flight: Flight 5 (Speed: 60 miles/hour, 900 feet/round)

Protection 9 (+9 Toughness)

Senses: Senses 3 (Darkvision, Heat Tracking: -1 speed rank)

Utility Belt (Easily Removable)

Bat Shock Knuckles Damage 8 (DC 27)

Explosive Batarangs (Burst Area Blast 6 (DC 21); 30 feet sphere)

Ice Batarangs (Snare 6 (DC 16)

Knockout Batarangs (Cloud Area Sleep 6 (DC 16; 30 feet sphere)

Razor Sharp Batarang: Blast 10 (DC 25; Ricochet: 1 bounce, Subtle: subtle)

Advantages

Improved Initiative, Improvised Tools, Inventor, Luck, Skill Mastery: Technology

Offense

Bat Knuckles: +10 (DC 25), Unarmed +10 (DC 15), Batarang: +8 (DC 25),

Explosive Batarang: Burst Area Blast 6 (DC 21), Knockout Batarang: Cloud Sleep 6 (DC Fort 16)

Ice Batarang: Snare 6, +2 (DC Dog 16) Throw, +2 (DC 15), Grab, +5 (DC Spec 10),

Initiative +8 Dodge 8, Parry 8, Fortitude 8, Toughness 12, Will 7

Improvised Tools: No penalty for using skills without tools.

Inventor: Use Technology to create temporary devices.

Lucky: Re-roll a die roll once per game for free

Skill Mastery Technology: Make routine checks with one skill under any conditions.

Nathan Lynns a.k.a. *"Batman, The Caped Crusader"*

You grew up in the mean streets of Gotham, most of the kids you knew in the neighborhood either got addicted to drugs, joined a gang or got caught in the wrong place at the wrong time, sometimes all three. You kept your head down, you had a dream, you were going to work your way out of that hell hole. You grew up idolising Batman, you kept a scrap book of all the newspaper clippings of his adventures and was vice president of the national Justice League fanclub. Sometimes your belief in batman was all that kept you going. When you went to college you studied engineering in order to be more like your hero, a man who could overcome an difficulty with rational thinking and a little help from his utility belt. As you watched Gotham slide into chaos with the new Joker attacks you knew someone had to do something, with no one else able to stop the attacks you donned the mantle of the bat, armed with an arsenal of high tech gadgets in order to protect your city. You are Batman, the caped crusade!

Complication: Idealist (Nathan's ideals sometimes have trouble in the face of the grim reality of crime in the real world. He will always strive to be the paragon of virtue he believes Batman should be)

Overcompensating (Nathan struggles to live up to the legacy of Batman, he overcompensates to deal with his feelings of inadequacy)

