



Batman Arkham Knight Jumpchain

Ver 1.1 By Ash

Introduction

For twelve years, Batman has protected Gotham City. He's faced mobsters and thugs, mercenaries and assassins, supervillains and madmen. He's gone from a lone vigilante prowling the streets to one surrounded by allies in his relentless war on crime. But, nine months ago, everything changed. The catastrophic Arkham City Incident rocked Gotham to its foundations, but nothing could possibly top its curtain call. The Joker, Clown Prince of Crime and Batman's seemingly eternal nemesis, is dead. A victim of his own spite and hatred towards Batman. Commissioner Gordon personally oversaw the cremation of his body, and this time, it seems that this was indeed The Joker's end.

At first, Gotham waited with baited breath, expecting an explosion, a war amongst the various corners of the Underworld. After all, Gotham's criminal element, much like nature, abhors a vacuum. However, the past few months have been oddly peaceful. Gotham's notorious crime rate has fallen to historic lows, and everything seems to be settling into the new status quo. Until now.

People have started going missing, without rhyme or reason. Batman has begun slowly pushing his allies away, equally without reason. In the shadows, The Scarecrow has united most of Batman's rogues, and also brought in a private army helmed by the enigmatic Arkham Knight. They will strike at Halloween, and unleash terror never before seen upon Gotham. But more than that, they want this to be remembered for one reason above all.

Take 1000 CP, and ready yourself... because this is how it happened. This is the night that Batman died.

Location & Time

Roll a d6 to decide your location, or pay 50cp to choose. You'll be dropped in about six hours after Gotham's near complete evacuation thanks to Scarecrow's threat of dousing the city in his new Fear Toxin.

1. **Founder's Island:** Originally separated into the districts of Otisburg, Drescher, and Port Adams, time has not been kind to this section of Gotham. Over the years, the historic buildings have started to weaken, and the city has decided to build over the old parts of the island, planning to move Gotham's major businesses to the new skyscrapers and condominiums. However, at the moment most of that is a massive construction zone. Thanks to the evacuation, it's mostly quiet here for the moment... but in a few hours this place will be *swarming* with Militia, thanks to Port Adams being the largest port in the city, and a perfect staging ground for their invasion.
2. **Bleake Island:** Another of Gotham's central boroughs. Like most of Gotham's locales, the island consists of three primary districts. The largest one, Chinatown, is an activity center that houses many retail stores and entertainment facilities, and has such famous Gotham landmarks as the massive Gotham Clocktower, and the infamous ACE Chemicals. The second district, known as The Cauldron, consists mainly of industrial storage facilities in the east, and houses more retail outlets further northeast, along with the GCPD's current headquarters. The third and final district, Panessa Studios, consists primarily of the abandoned movie studio that gives it its name. However, Wayne Industries has been working to reinvigorate the district, so things are looking bright. Panessa Studios is fairly cut off from the rest of Bleake Island, surrounded by an old water canal running across the entire island and sea. Unbeknownst to many, Batman has set up one of his many Batcaves directly underneath the Studio. Like most of Gotham, in a short period of time, Bleake Island will be invaded by The Militia, though those here will suffer a number of quick defeats at Batman's hands. Of course, then there's ACE Chemicals... which looks ready to blow...
3. **Miagani Island:** The southernmost borough of Gotham City, Miagani Island consists of three primary districts, much like its fellow islands. Grand Avenue, Gotham's primary entertainment district, is loaded with dozens of bars, theaters, restaurants, and more. Comparatively speaking the other two districts, Bristol and Kingston, are much less flashy. One final noteworthy location is Wayne Tower, which sits off on its own small island, and is connected to the rest of the District through a pair of bridges. While things are empty here now, save for criminals and looters, it should be noted that this was where Scarecrow first publicly displayed his new Fear Toxin, and his minions will be arriving very soon.
4. **Wonder City:** Abandoned after the Arkham City Incident, this moldering underground den of shattered hopes and dreams once played host to one of Ra's al Ghul's Lazarus Pits. Now, though, its bronze buildings are empty and abandoned once more, with even the League of Assassins vacating it after their leader's demise. Starting here puts you very close to the Monarch Theater, where The Joker breathed his last. Perhaps you'll find some life still clinging to these desolate ruins. It should be noted that this is one of

the few places in Gotham that will be totally ignored by The Militia, so you'll be safe enough even when they're out in force.

5. **Arkham Asylum:** The Beginning of the End. Located outside of main Gotham City, Arkham Asylum has been abandoned ever since The Joker took control of the facility a few years ago. However, unbeknownst to everyone, the Asylum is a hotbed of Militia activity. Unless you're with them, I'd tread carefully.
6. **Free Choice:** Go wherever in Gotham County you want! From any of the previously named locations, all the way to Wayne Manor, or even The Batcave itself. I'd be careful with that though, Batman isn't in the best of moods

Origins

Roll 1d8+20 for your age. Your gender is the same as your last Jump. You can pay 50 CP to change both of them freely.

Drop-In- You've just arrived... or is it more like you're passing through. Or maybe you've been here before, and you're just stopping by to say hello to some old friends. One thing's for sure... you're not going to want to miss this night.

Vigilante- Maybe you're one of the extended Bat-Family, come back to Gotham in its time of need, despite Batman's orders... or maybe you're a new mask in town. Either way, you've got a mask and some skills to back it up, and are ready to bring the pain to some criminals

Militia- This is *your* moment. The one you've been waiting for. You've rolled up into Gotham on the Arkham Knight's orders, and it's time to earn your paycheck. No freak dressed like a bat is going to get in the way of that.

Supervillain- With Joker gone, things have been very quiet of late. But then Scarecrow rolled back into town with a plan. Whether or not you decide to join up is your business, but no matter the case you're one of Gotham's *other* costumed crowd. Go out and make Gotham a *real* City of Fear

Perks

All 100 CP Perks are free to their Origin, with the others being half-off

General Perks

Arkham Opera- Free

What would Gotham be without a proper soundtrack? Now, you can take all the soundtracks of the various Arkham games along with you, toggleable at will. You can even make everyone around you hear them as well. As a bonus, I'll even throw in every Batman theme that's ever been recorded, from the classic Adam West song all the way to the future.

Acute Echolocation- 100 CP

A rather curious ability, previously just an abstraction. Your sense for danger has increased exponentially, and now takes the form of glowing marks above the heads of your foes when they launch an attack at you. Blue indicates an opportunity to counterattack, yellow for an attack that you should momentarily avoid before countering, and red for things you really should get out of the way of. Unfortunately, this won't stop enemies from sneaking up out of your blindspots to get you when you can't see them.

Rocksteady View- 200 CP

Well, this won't fully erase your blind spot issues, but it sure as hell makes them a bit less of a problem. At will, you can cast your viewpoint away from your eyes, and to a spot about five to ten feet away from you, suffering no ill effects from this change in vision. No matter what, you'll be able to function at peak performance despite how disorienting it probably should be, and won't interfere with your ability to perform complex or intricate tasks despite your skewed vision. This vision mode will function similarly to that of, well, a third person beat-em-up, able to be swung around completely separate from your normal field of view. When you're in a vehicle, the distance of this vision mode will be set at roughly equivalent distance to as it would be on foot.

Rising Action- 200 CP

No matter your skill in combat, you'll find that you've gained a strange ability. As you engage in mass combat, you'll find that your blows increase in strength and speed the more foes you hit without being hit in return, eventually culminating in being able to unleash a devastating attack after eight hits. However, this effect fades after you fail to initiate a strike after a single second. However, if you purchased similar perks in previous jumps, you'll find that that time increases by one second for each, with a maximum of four total.

Knightfall Protocol- 400 CP

There almost always comes a time for things to come to an end. Anything, from a relationship to a vigilante career. But, endings can be new beginnings as well. Once per Jump, or once every 10 years (Whichever comes first), you can choose to fake your death so completely that there will be no doubt, no thought that you could possibly have survived. But you will endure, and even return in a time of need. This perk can also be triggered as a 1up, saving you from actually dying. **This Perk is a Capstone Booster**

Powers

Lazarus Remnant- 100 CP

Your body has been infused with the life-giving essence of a Lazarus Pit, capable of healing all wounds, illness, and even death itself... however, you were merely injected with the trace remains of a destroyed Pit, polluted and watered down, and thus unable to give you the full benefits that this ability might have granted you. This infusion will keep you alive even through some of the most grievous injuries. You could have an open, festering wound tearing through your chest, and still you would not die. However, you will also not heal from any injury that a human could not, and you will feel all the agonizing pain that one might imagine from a myriad of unhealing wounds. Of course, it also won't stop you from dying if your head is destroyed, or if your blood is fully unable to flow and keep circulating the life-maintaining essence through your body.

Knowing yourself is the Beginning of all Wisdom- 200 CP

Some might not call being gifted with the hands of a surgeon to be a power in and of itself. However, those who see you at work might disagree. Your skills are nigh-unmatched when it comes to the operating theater, capable of feats such as healing the spine of a man who would otherwise never walk again, giving a mute back his voice, and turning a half-burned nightmare into a regular face. However, those are merely paltry applications of your skill. If you wished, you could apply your skills to yourself just as easily as you can others, perhaps give yourself an entirely new face, or even copy someone else's, modify your vocal chords to sound entirely different, and effectively become a new person. There is, however, a singular flaw in your skill. You have difficulty replicating entirely unique features you cannot access. Fingerprints, eyes, patterns of speech... those are beyond you to replace without access to the original. But save for that... well... your skills are matched by only one in this world.

Super-Soldier- 300 CP

They said the procedure failed... mostly... mainly because it didn't succeed in its original goal. You have been subjected to an experimental medical procedure designed to render you immune to truth serums. It... didn't quite give the expected result. Your physiology has been augmented, making you strong enough to lift up to two tons without effort, run at 65 mph and swim at up to 25 Knots. In addition, you're now agile and reflexive enough to dodge most strikes from normal opponents, and even dodge bullets with enough warning or catch a fly in midair with a pair of chopsticks. Your senses have been heavily enhanced as well, all of them pushed well beyond the capacity of a normal human's. Finally, your enhanced biology grants you vastly accelerated natural healing abilities. This allows you to completely regenerate lost or damaged tissues in several moments. Your physical condition is constantly kept at its peak thanks to your regeneration constantly reverting you to a healthy state, granting you nigh-inexhaustible stamina and vitality. On top of this, you are effectively immune to almost all known poisons, toxins, viruses, bacteria, and even radiation. Unfortunately, you are not totally immune to truth serums.

Reptilian Atavism- 400 CP

Originally confused for a severe case of Harlequin Ichthyosis, your condition is anything but normal. Firstly, your body is much larger than an average human's, starting out at around seven

feet, and is also mostly covered in thick scales capable of resisting low to mid-caliber bullets. Your teeth are much sharper and harder than a normal human's, and your jaws can bite down with enough force to punch through steel. You are also strong enough to rip the door to a vault off of its hinges, assisted by your claw-like nails. But... this is just the start.

All of these mutations are secondary to your feats of regeneration, capable of even restoring lost limbs over time. You do not merely heal. You *adapt*. Years of being shot with average bullets would render you immune to even the highest calibers normally available, while having a hand cut off would result in it growing back with greater armor and more powerful claws.

The more damage you take, the more your body will grow, eventually starting to become more crocodilian, perhaps even gaining a tail to assist in swimming, or larger, more efficient lungs to stay underwater longer. Be careful though, too many adaptations can make it difficult to maintain human posture, and you will steadily become more and more bestial. Post-Jump you may choose to make this crocodilian form an Alt-form

Body of Eden- 600 CP

The result of a genetic experiment gone wrong, designed to fuse plant and human tissue into a cohesive whole... but perhaps tapping into an even greater force. Your skin has become chlorophyll green, and the veins closest to the surface will resemble vines under your skin. You are now more plant than mammal, capable of receiving nutrients via photosynthesis, producing pheromones that can mentally influence humans, and render yourself poisonous to the touch. But, most impressively, and also most strangely, you have the ability to manipulate plants. You can "Speak" with them in a way, shaping their growth. Your limits are few and far between, so long as you have access to enough nutrients. Turn a simple flower into a building-sized carnivorous monstrosity, make vines strong and fast enough to restrain a grown human in seconds, or map out an entire city through the roots of trees. However, your condition also comes with some weaknesses. You are particularly vulnerable to fire, and also *especially* to herbicides. Also, during this Jump the general condition of plant life around you will have an effect on your physical well-being. The healthier the plants are, the stronger you will be. The more of them that are poisoned or dying... well, I'd try to fix that if I were you. Post-Jump you may choose to make this plantlike form an Alt-form

Drop-In Perks

Miss Me?- 100 CP

You have a particular air about you that makes you basically unforgettable if you so desire. It isn't anything specific about your physical appearance, but more force of presence. Whether it's an aura of maniac charisma, or one of stoic mystique or even something totally different depends entirely on you. In addition, you'll find it fairly easy to draw those who align with your interests and goals if you so choose, almost supernaturally so. You can toggle any aspect of this at will.

All the Subtlety and Nuance of a Napalm Enema!- 200 CP

There's a place for subtlety... but sometimes that place is tied to a chair atop a metric ton of C4 and Gasolene. You can almost instinctively tell where you can apply the smallest amount of force to cause the maximum amount of theatrical collateral damage, or vice versa. In addition, the more destructive your end-goal is, the easier it gets to finish setting it up, *especially* if you don't make it foolproof. The more danger there is of you failing, the easier it is to get the ball rolling. Live life on a Knife's Edge.

You put her in my Crosshairs- 400 CP

Blowing things up only gets you so far. Sometimes, you just need to make someone *hurt*. And luckily, you know just the way. You're a master at figuring out someone's tells, figuring out how best to goad and needle them to mess up and do exactly what you wanted them to. The average person is like an open book to you, and even someone who's used to years of your antics can slip up sometimes. And that's just random standup. Heaven help anyone you actually have a psychological profile on...

YOU CAN'T FORGET ABOUT ME!- 600 CP

Some people can't take a joke. They want to shut you down, lock you up, stop your games cold. And sometimes, they take it too far. But you'll always get the last laugh. Once per Jump, or once every 10 years, you can beat the odds completely. Whether you've been shot in the head, had your neck snapped, or been ravaged by a deadly toxin, you'll come back hale and hearty. Normally, it would be as simple as that... but maybe if you had a plan in place for something a little more...

Jumper's Last Laugh - Capstone Boosted

Sometimes, simple revival isn't enough. A proper Performer has to have a proper Successor picked out. Well, in this case, you have five. Five potentials, chosen at the start of your Jump. They're all guaranteed to survive mostly intact until the moment of your death, which is when the changes will start. Four out of the five will slowly begin to take on differing aspects of your personality, and a few cosmetic changes as well to bring them closer to you. The last one, however, carries you in your entirety. You will be reborn through them, taking all of their skills, abilities, memories. Everything. But you'll be the one in charge. If your four lesser doppelgangers survive to the end of this Jump, you can even take them with you, taking up a single Companion Slot. See Notes for more details.

Vigilante Perks

You really held your own just now- 100 CP

Whether you're a member of the Batfamily or not, you've got the skills to handle the worst Gotham nights. You've undergone similar training to Batman's allies, or maybe the regime designed by the Order of Saint Dumas, and it shows. Your physical ability is close to the peak possible for a human, equal to an entire team of silver medalist Olympians in their individual specialties. On top of that, you have mastered three martial arts of your choice, along with a single melee weapon of the same. You are now also greatly skilled in urban traversal, able to cross a city in minutes, even without a grappling hook.

I've managed to Intercept some Radio Traffic- 200 CP

Information is key to victory, and you're excellent at coming by it from the most unlikely of sources. You'll find that enemy mooks will blab out potentially devastating details about their employers plans, not knowing that you're within earshot. In addition, it has become monumentally easier for you to break into encrypted enemy transmissions, and even if they're aware of your entry, they'll probably either forget or brush it off, no matter how prepared they thought they were.

The best place for Me is Here- 400 CP

Teamwork is something that Batman's been having a bit of trouble with of late, for some reason. However, you've made sure to not fall into that trap. Your ability to work in tandem with others is absolutely sublime, including your skills at coordinating with small groups, fighting alongside multiple allies, and combining your efforts for group tasks. In fact, you'll find that any abilities you have receive a noticeable boost when working with a group, though this caps out with around ten people.

Evening the Odds- 600 CP

Sometimes, you reach a point where you've gone the distance, reached as far as you can... and then something unexpected interferes. But, like Batman, you're not one to go down without a fight... You're good at keeping an ace up your sleeve, to keep your enemies on their toes. As such, once per jump, or once every ten years, you can "Even the Odds", and pull a solution to your immediate problem out of your ass. Trapped by an army of Drone-Tanks out of nowhere? Just call up that experimental transforming supercar that also functions as a better tank that you were tinkering with. Supervillain taking over your body to return from death? Just trick him into the driver's seat and get injected with a powerful psychotropic, which will affect only him. Of course, this only solves an *immediate* problem, and fate will conspire to ensure you can't keep the toys you get from this, unless you take specific steps. You can't plan for everything, after all...

I am Vengeance! I am the Night!- Capstone Boosted

Forget the immediate. You're playing the long game. There will come a time when you break. When you fail. When you fall. Unless you just *don't*. Even if your image is

shattered, even if all your plans and precautions are laid to waste, you just refuse to lay down and give in. Once per jump, or once every ten years, you can rise from the ashes of a crushing defeat or certain death, returning as *more*. You may take something from the foe that brought you down, be it a piece of technology, a skill that could be learned, or something of the like, and make it your own. If you so choose, you may make that one thing part of your Body Mod, if you have one.

Militia Perks

Yeah, I thought you were Special- 100 CP

Special Forces baby. You're one hardcore sonovabitch who doesn't take shit from anybody. You're not really peak human, but you're tough and strong, and you could probably take a few bullets perfectly fine. However, more than that, if you're ever knocked out you have a *much* faster recovery time than any ordinary human, and you'll never need to worry about concussions or brain damage ever again. Aside from that, you also have twelve years worth of training in the style of any military special force of your choice.

Keep all non-essential chat to a Minimum- 200 CP

You know *someone's* listening, even if your goons don't. With this, your orders will actually be followed by those under your command. If you tell them to keep the chatter down, they'll keep the chatter down. If you tell them to watch their corners and also look up, then they will. This might not actually help them out in the long run against someone like Batman... but it will definitely do wonders for coordination and keeping casualties low.

Avoid the Bat Symbol. That's a uh... a little trick.- 400 CP

That's where his armor's the strongest. Aim for the weak spots at the shoulders first, then coordinate fire at the points where the plates meet. You're *much* more difficult to misdirect when it comes to weaknesses, noticing more and less armored sections of your foes *very* quickly. You've also generally become more perceptive about where you need to hit to *create* weaknesses.

Old, Predictable, Never Stood a Chance- 600 CP

It doesn't matter how much experience they had. It doesn't matter how long they've been in the game. You're younger, you're newer, you're just plain *better*. It seems that you have an advantage against pre-existing opponents and organizations, the longer they've been active, the bigger your advantage. Call it Plot Armor if you want, but you'll find they make less optimal decisions and slip up more frequently. When they break up a standoff via picking off your men with a remote controlled battle-tank, you'll be the last one targeted, even with you mid-escape for example. Now, this isn't a *perfect* defense, especially because it mainly only affects you in specific. Those under your control... not so much.

You really have No Idea, do You?- Capstone Boosted

They never saw you coming. After all, they thought you were dead. Once per Jump, or once every ten years, you can perform the same trick as described in **The Knightfall Protocol**, with you cutting yourself off from pre-existing connections to avoid death. However, that isn't where this ends. The longer you appear dead, the more you'll be able to gather like-minded allies. And gathering might be too weak a word for it... you'll find that those who could help further your goals will be drawn to you like iron filings to a

magnet. Soldiers, Scientists, Visionaries, Heroes, Villains. It doesn't matter where they came from, because they'll flock to your banner of their own volition, with near-ironclad loyalty. And when it comes time for you to reveal yourself, your former allies won't hold your deception against you, and even accept you back with open arms.

Supervillain Perks

This is Your only Warning- 100 CP

Evil speeches are a key part of any good Supervillain's repertoire, great for spreading fear, breaking your enemies' wills, and also just producing an air of menace. You're now an expert speechmaker and crafter, and not even horrific, improperly healed injury can impede your ability to deride and terrify your foes. Also, for some reason it seems that your opponents are less likely to interrupt you in the middle of talking. It's not a guarantee, but it's certainly helpful.

You each have been given a task- 200 CP

Knowing what your minions are doing is very important, especially when there's a vigilante going around picking everyone off. This is a form of clairvoyance that allows you limited awareness over properties you own that are currently being patrolled by minions, companions, and followers under your command. You are aware of their current status, such as heart rate, emotional state, whether they're conscious or not... this sense is not quite in real time, and updates every one to three minutes on average. In addition, you can hijack the intercoms or radios of the goons in a certain area in order to announce that someone is taking them out from the shadows... or to just heckle.

Oh good, You're here- 400 CP

How exactly does Riddler build such expansive traps and challenges without attracting any sort of notice? Well, at the moment he's been getting into robotics, but that only can explain so much. It wouldn't do for you to flounder because you couldn't properly set things up, so as long as you have access to the funds and the materials, you'll find that within a week or so, your designs will be built entirely in secret, just waiting to be used. This is somewhat limited however, as it can only be applied to an area about the size of an average racetrack at maximum, and won't necessarily be of the best quality. The more high-tech the project, the more faults and potential points of failures will pop up. A side ability of this Perk also allows you to place small, harmless objects accompanied by small-scale traps and challenges to make acquiring them difficult across an area the size of a fairly large city at maximum. Any trap, challenge, obstacle, or prison created as a result of this perk cannot be made impossible to complete or escape, and attempting to counteract this will result in such faults forming on their own, outside your notice. After all, if there isn't a chance of an out, how are you supposed to show how much smarter you are than them?

Post-Jump, if you'd like, The Riddler will provide mocking commentary to heckle and berate anyone going through these trials.

Three Billion Dollars- 600 CP

Supervillains tend to squabble. They don't like to get along. Occasionally, they'll team up, but it's a temporary venture at the best of times. But, when you remove the chaos from the equation,

things start lining up. It seems you've become a master at bringing together disparate groups, no matter how extreme their enmity for one another was before. You could get two rival crime bosses who have been feuding for decades together in a room, and orchestrate them pulling a merger and solving all of their problems in the space of an afternoon. This ability only gets stronger the more they hate each other, and so long as you've got the time and the money, you'll only get better. But... there are always elements that will seek to tear your plans down. Unless...

An Offer They Can't Refuse- Capstone Boosted

You're not going to allow someone like a stupid clown in a bad suit get in the way of uniting the underworld under your umbrella. And now, it seems, you're fully equipped to deal with such chaotic characters. The more someone is a threat to your plans to bring people together, the easier it becomes to deal with them. No matter what kind of an agent of chaos they profess to be, no matter what strange route they're taking to try to tear you down from beyond the grave, no matter how good they are at avoiding consequences, they'll find you to be a proper roadblock. The power of your advantage increases further when your target is very much as much of a Supervillain as you are, or even just a regular sort of villain. Consider this a perfect counter to something like Joker's apparent immunity to consequence. Even if someone like him was brought back as a mere voice in someone's head, it wouldn't stop you from finding out and dealing with him.

Items

General Items

Arkham Merch- Free

The Arkham Series has had a *lot* of extra merchandise over the years, and now all of it is yours. From the associated comics(In Floppy, Trade, and Digital versions, all variant covers included), to the various branded clothes and memorabilia. This also includes several Bat-Branded Consoles, all those that the Arkham Series have been released on, all of which are guaranteed to work perfectly, and a large Batman-themed TV to play them on. Oddly, all they really need to work is to be plugged into a TV of any kind, no power required. As for the PC versions of the games... that comes a bit later. Obviously, the games are included. But wait... something seems to be missing...

Bat-eries not Included- Free

The toys for the various Arkham Games have been... a bit of a mixed bag, to say the least. But now, you're the only person in the Multiverse without that problem. You see, here you've got a room attached to your Warehouse that has within it a massive collection of Arkham Series Toys and accessories. While a big part of them are your standard 6 inch fare(Perfectly sculpted, exceptionally well articulated, featuring every major character from the games, in all costumes, with a ton of spare mook figures), I'll throw in something special. A special Toyline based on the aesthetics of the Batman the Animated Series celebrated toyline, only with the characters based on their Arkham versions. Featuring vehicles, playsets, lights and sounds galore. Everything you need to blend several kinds of nostalgia.

Batman's Real Superpower- 100 CP

He's Rich. And now, so are you. Approximately 1 Billion Dollars in a personal trust fund richer. While you can only purchase this item once, it will refill at a rate of 100 Million dollars per month. In future Jumps, this money will take the form of its local equivalent.

Man-Bat Serum- 200 CP

Doctor Kirk Langstrom was experimenting with a Bat-DNA Serum in order to cure his deafness, however the chemical had... *other* side effects. Like turning him into a giant man-bat hybrid fully capable of flight, with increased strength, durability, and echolocation. Now, you too have access to that Serum. Be warned, it's still unstable, and has deleterious effects on the mental stability of the user, but perhaps you can work out the kinks...

Stun-Baton- 400 CP

You're probably wondering why this is so expensive? Well, this innocuous looking electric baton is one of the most dangerous defensive weapons you could pick up here. In essence, it projects an electrical field that renders you nearly invulnerable to physical attack from the front. Even if Batman were to try and hit you while you were holding this, he'd be in for quite a shock. For an extra **50 CP**, you can also get a Riot Shield to further increase your defense.

Sword of Sin- 600 CP

This is a bit special. This sword is an exact copy of the one used by Azarel, an artifact held by the Order of Saint Dumas for hundreds of years. The sword itself cannot actually physically cut a living being, passing through them as if they were a phantom. Instead, the flames that shroud the blade will burn at your enemies' souls, doing more damage based on the amount of sin and darkness in their heart. Of course, you can also decide to use it as a normal sword at will. A normal sword that can catch aflame at will. You may import another melee weapon to gain these special properties.

Drop-In Items

Jokes and Gags- 100 CP

If you want to make an impression, you've gotta have some tricks up your sleeve. And oh boy, do we have some good ones in stock.

- **BANG Gun:** Click this revolver once, out pops a flag, click it again and said neurotoxin covered flag will go flying into whoever you aimed at.
- **Joy Buzzer:** This easily hidden gadget can fit on your palm, or under a glove, and puts out anything from a harmless jolt all the way up to a lethal zap at your discretion.
- **Squirting Flower:** You probably don't want to smell this flower. Squeezing the connected bulb will cause it to spray out a stream of acid that can melt through steel in minutes, and also smells of expired mint.
- **Chattering Teeth:** These annoying little wind-up gag teeth will chatter their way around a room they're thrown in, biting with surprising force, but generally just being a nuisance.
- **Explosive Marbles:** Lost yours? Here, take these. Careful though, each one of these tiny bombs packs as much KABOOM as a stick of dynamite. By default they work on a timer, but a bit of tinkering can change up how you detonate them.
- **Punch Surprise!:** This unassuming Jack-in-the-Box packs a powerful, spring-loaded punch. Quite literally, in fact. Winding up the box will unleash a boxing glove on a five meter long spring, with enough force to dent reinforced steel, before retracting.

Candid Camera- 200 CP

Blackmail is such an ugly word. Luckily, you just love ugly words. What this is is a collection of documents, photos, and recordings that start off blank. However, once every year, you can choose a target, at which point your collection will fill with all of the various dirty secrets that they *really* don't want people knowing, perfect for you to exploit. Of course, there are some caveats. This can't manufacture evidence, only dredge it up. You also can't copy the information from this directly, and if you swap to another target you lose everything from the last one. Despite this though, most people with power have some skeletons in their closet.

Anarchists' Storehouse- 400 CP

Sometimes, you just can't get a bomb. Well, worry not! Right here is a supply of around... oh, say about ten tons worth of explosives in whatever form you desire. Normally, it's connected to your Warehouse, but you can unload it to whatever location is most convenient, though it takes about two hours to unload the whole shebang. When you've used it all up, it restocks in a week. As a special bonus, I'll also throw in a few dozen crates of generic guns(pistols, assault rifles, SMGs), and enough themed outfits and body armor for a whole gang!

Ha-Ha Hacienda- 600 CP

Everyone needs a place to call home, and you're no exception. This massive offshore oil rig has been done up as a truly unique amusement park. It's got everything: Roller Coasters, Rides, Restaurants. It's all there, and all in working order, staffed by generic Followers. However, underneath all the flash and fun is a fully stocked secret base, equipped with everything you need to plot and plan. A modestly powerful computer system that's remarkably good at remotely hacking into surveillance equipment and security systems. A chemistry lab that puts most pharmaceutical companies to shame, ready to pump out whatever chemicals you need. Several vehicle launch bays, including an inflatable one-use deployment system to allow you to drive your non-aquatic rides from the base to land. And finally, enough living space for around a hundred minions to stay comfortably.

You can choose where to place this in future Jumps, but while you're here it starts off on the coast of Founder's Island

Vigilante Items

Gadgets and Gizmos- 100 CP

Fighting crime in Gotham can be difficult to do on your own, or even with a team. That's where these come in. A selection of gadgets, most of them the same type as those used by the Batfamily.

- **Grapple Claw-** A Gotham Staple. This Grappling Gun serves very well both for conveying you across terrain, removing obstructive grates, and ripping the weapons out of your foes' hands. In addition, its powerful mechanical systems can be used to accelerate you massively, getting from place to place quickly and silently, while also assisting any form of gliding you might have.
- **Jumperangs-** A seemingly unlimited supply of throwing projectiles with a design of your choice. They come in normal, guided Remote-Control, and enemy-attracting Sonic.
- **Explosive Gel-** This air powered weapon fires cartridges of highly destructive gelignite that can be sprayed on surfaces and then detonated remotely. Good for taking out weak walls, stunning foes, and delivering one *hell* of a punch to more durable opponents.
- **Smoke Pellets-** These tiny pellets can fill the area around you with smoke, blocking both sight and also a fair number of detection methods.
- **Cryptographic Sequencer-** A handy device that allows its user to bypass security consoles, track signals, and listen in on radio broadcasts.
- **Disruptor-** A four-shot weapon capable of disrupting enemy equipment, such as firearms, communications, medical equipment, and more. Yours starts out with four shots and does in fact work on Miniguns.

Specialized Gadgets- 200 CP

Sometimes, the general equipment won't be enough, and you need to go a bit... bigger. These Gadgets are a bit more situational, but will still serve you quite well.

- **Line Launcher-** A more specialized Grappling Hook, the Line Launcher can attach between any two surfaces, with the motorized grip allowing for fast traversal through areas that the Grapple Claw cannot reach. It also serves well as a perch from which to surprise foes.
- **REC Gun-** The Remote Electrical Charge Gun, or REC for short is a holdover from the Arkham City incident. It's quite a useful tool for both powering electrical equipment at range, along with stunning general thugs.
- **Freeze Grenades-** Made using Mr. Freeze's Cryotech, these projectiles are capable of trapping foes in place, whether singular or in groups, and also freezing water on contact.

Jumpercave- 400 CP

This State-of-the-Art underground base comes with the full works. An advanced Computer System that automatically links into any police database in any world you visit(Even in those without advanced technology, its files will update with the closest equivalent) through an untraceable connection. A holographic training area that can be used to call on the combat data of any prior foe. An armory that can hold any weapons and gadgets you've acquired over the course of your adventures, along with special storage for armor and costumes. A Trophy Room that updates with trinkets and mementos from every memorable opponent you've defeated. A garage that can hold most motorized vehicles of average size, along with a landing pad for VTOL Capable Aircraft, and a dock for aquatic craft.

Of course, if that wasn't enough, it also comes connected to a fairly opulent house of your personal choice, be it a massive mansion, a small relocated castle, or even a converted skyscraper. Either way, it's yours, and it comes fully staffed with Followers who will remain discrete and never reveal your identity, though they cannot leave the property. Whatever form the house takes, it will also always remain fully stocked with enough provisions for at least a hundred people to live very comfortably for a month, and will restock after a month.

Jumper Industries- 600 CP

Batman's *real* superpower may be money, but it could also arguably be the fact that he has access to a very effective R&D Department and a company worth Billions. And now, you have that as well. Your own corporate conglomerate with fingers in everything from construction to medical development to experimental technology and vehicular design. But, most important is the Applied Sciences Division. Basically your private development division, they're very good at developing practical gadgets and equipment for nearly any of your needs, and nobody will ask any questions.

Your Company will change its visual design and update its tech to fit future settings, but will not decrease below the level of technology it has in this Jump.

Militia Items

Medic's Kit- 100 CP

This innocuous-looking portable first-aid kit has everything a mercenary could need in an op gone wrong. Everything from bandages to adrenaline, and also a pair of modified Defibrillator paddles capable of operating independently from any standard power source. While they function normally, they can also be used to harmlessly awaken an unconscious person... or to shroud someone in an electric aura that will deflect most melee attacks and lasts for around five minutes.

Plans of Assault- 200 CP

This heavily armored PDA is perfect for when you need to prepare an assault on the fly. All you need to do is to plug in a set of blueprints or plans for the area you want to attack or occupy, along with some details about any defenders, and it'll come up with the optimal routes for accomplishing that objective. Now, *holding* the territory afterwards... that's a bit more of a problem. It works better the more information you give it, but no matter what it still has a not insignificant margin of error, especially when the human element of attackers or defenders gets involved. But it does provide a good baseline.

Knight's Lance- 400 CP

If you need some heavy firepower, this will *certainly* do you very well. This is a pair of custom-built 50 cal pistols, with heavy recoil compensation and large magazines. Each one can hold twelve rounds, and you'll find another pair of magazines in the closest storage space on your person around one to three minutes after fully expending all of your rounds. However, these pistols have another trick to them. They can combine together to form a *very* effective, very high-caliber semi-automatic sniper rifle with semi-smart aiming functionality.

Jumper's Militia- 600 CP

Well, here it is. Three Billion Dollars worth of mercenaries, drones, equipment, and extras. Around five-thousand highly-trained mercs, with extremely advanced weaponry, including firearms, detective-mode trackers, optic camouflage suits, and suicide vests. Over a thousand Combat Drones of all types(See Vehicles for more details), along with the required air, land, and sea transports required to move all of them. This is an army that could take and hold a sizable city in a first-world country for weeks, and could probably topple the government of a less developed nation in that same amount of time. All of the members of your militia are counted as followers, and any losses will be replenished after a month's wait.

Supervillain Items

Curious Cane- 100 CP

This cane is perfectly fitted for you, and even comes with a replica of your emblem to act as its head if you have such a thing. It's nearly indestructible, and comes equipped with a reinforced head for use as a bludgeoning implement, and also a hidden taser as a holdout... but that's the least of what it can do. As long as you're holding it, it can act as a universal remote to the systems of any property you own. You'll need to select which one, since it can only do one at a time, however its control is near perfect. Security Systems? Lights? Secret Passageways that don't actually have anything mechanical? Magic Wards? All of them can be controlled at will through this stylish walking stick.

Safehouses- 200 CP

Every good villain needs someplace to lay low when the heat's on them. This is just the thing for that. In every city or town you visit, there will always be at least one fully stocked safehouse in a location known only to you, the larger the city/town, the more there'll be. These won't be the most comfortable, but they'll be secure, have working water/electricity, always have food and basic supplies stocked up in perfect condition, along with a bed, and a few weapons. These safehouses can be located anywhere from a boat in a harbor, to a secret door in the sewers. So long as you have not entered them, they will be entirely impossible to find, unless you specifically tell someone their location.

Fear Toxin- 400 CP

Scarecrow's newest batch, and probably his most deadly. This new version of the Fear Toxin can bypass most standard protective gear, and also is so concentrated that even prior immunity or resistance are worth very little. As with all kinds of Fear Toxin, this red gas will cause horrific hallucinations, forcing those subjected to it to face their worst fears. This specific batch also stays in the body for quite a while after the initial dose, causing sporadic hallucinations, and probable lasting psychological damage. While technically not lethal on its own, the psychological effects of the toxin tend to be a bit more so if not treated soon enough. You get a large canister of the Toxin, enough to fill a city block, which refills after a month when used up, along with the formula to make more as well as all of Jonathan Crane's notes on his various versions of the formula.

The Cloudburst- 600 CP

This... this is a machine that could change the world. Developed by Stagg Industries using their proprietary Nimbus Generator, the Cloudburst is a massive evaporation engine capable of

spreading any liquid or gas placed in its central chamber across an entire city. Designed initially to allow for cures for disease to be mass-deployed across a heavily infected area, the Cloudburst also has the potential to be used for some truly terrible things. In addition to its fog generation, the Nimbus Generator has the curious effect of disabling any vehicle in its sphere of influence that lacks a Nimbus Cell of its own. Be careful with this.

Vehicles

Average Car- 50 CP, Free Drop-In

Pretty much a normal, slightly beat-up car. Defaults to a purple and green sedan.

Militia APC- 50 CP, Free Militia

A bit more heavily armored than a standard vehicle, and able to carry up to six people while providing covering fire with its machine gun, this APC is fairly standard.

Converted Drone-Tank- Discounted Militia

- **Rattler- 100 CP:** The most common tank unit found in the streets which fires single cannon rounds, along with a Vulcan gun. Be warned though, as it has a critical weakness in the form of the single sensor array located to the left of the barrel, glowing blue. If said sensor array is destroyed, it will cripple the tank. For 50 CP, you can upgrade it to a Twin Rattler, a modified Rattler which is slightly larger and armed with two cannons which fire simultaneously for better firepower. Unlike the base model, it does not have a Vulcan gun. Unlike the standard model, the Twin Rattler has two sensor arrays, one under each barrel, and both must be destroyed to take it down.
- **Mamba- 100 CP:** A more durable and dangerous drone equipped purely with homing missile launchers. Its single sensor array is under the missile launcher.
- **Diamondback- 200 CP:** A tank unit larger than a Rattler that shoots three rounds at once in a spread pattern. It is somewhat more heavily armored than a standard or Twin Rattler. It has three sensor arrays- one under the barrel, one low on the front of the chassis, and one low on the back of the chassis. As a secondary weapon, the Diamondback also has a Vulcan gun identical to the one used by the Rattler.
- **Cobra- 300 CP:** By far the most dangerous mass produced unit in the Militia's arsenal. The Cobra is equipped with advanced sensors, Vulcan guns, and very heavy cannons. Their frontal armor is nigh-immune to even fire from a 60mm cannon, however, they are vulnerable from the rear.

Gunship- 200 CP, Discounted Militia

A fast, deadly helicopter commonly used by the Arkham Knight. It can fire a barrage of missiles at multiple targets, and can fire up to four separate dumbfire rockets at once. Also comes with a handy remote-piloting system.

The Batmobile- 300 CP, Free Vigilante

Probably the most advanced vehicle Batman has ever made use of, the Batmobile is a heavily armored monstrosity of a car that is honestly more of a tank than anything else. In its Pursuit Mode, it can hit speeds of 209 mph without its afterburner; accelerating from 0-60 mph in 2.7 seconds, and going even faster with said afterburner engaged. Its afterburner burns Nitro-methane fuel, and reaches temperatures of up to 1100 °C, propelling the Batmobile around 30% faster. While not as heavily armed as its Battle Mode, its Pursuit Mode is equipped with laser-guided 5gm high explosive cl-20/hmx cocrystal Immobilizer Missiles, designed for violently halting enemy vehicles. It can also, at any point, transform into Battle Mode, which features hydraulic arm-mounted synthetic fiber composite tires capable of 360 lateral spin for combat maneuvering, a 25mm Vulcan Cannon, a 60mm Cannon that fires high explosive penetrator shells capable of breaching 820 mm of steel armor at point blank range, and a Riot Suppressor which fires Non-lethal slam rounds (A Flexible plastic casing filled with 50 grams of rubber pellets). The Batmobile also possesses a powerful winch system with a Multipurpose grapple claw, a range of up to 60 meters, and the ability to solidly pull up to 2.2 tons. Finally, in terms of defenses, the Batmobile is equipped with 120mm Carbon nanotube aggregate armor, along with an Electroshock Defensive System primarily based around it's front and rear conductor rods capable of providing jolts in the 200 - 300 kv range that can also propel an average human away from the car. All of this is powered by a WayneTech hybrid power cell with a jet turbine and a Kinetic Energy Recovery System with a horsepower of 1200 bhp. The Batmobile also features an armored trunk capable of withstanding kinetic forces exceeding 4,500 lb/sq in, and holding up to two passengers.

Batwing- 400 CP, Discounted Vigilante

Sometimes, even the most advanced car isn't enough, and you need to take to the air. Enter the Batwing. Batman's go-to aircraft of choice, the Batwing carries a variety of features, including Advanced stealth systems rendering it invisible to radar, Advanced sensor systems, Supersonic flight, Remote controlled and autonomous flight, High maneuverability in low or high altitudes, Quick ejection and re-entry of pilot, VTOL and STVOL capabilities. This particular Batwing is large enough to transport vehicles as large as the Batmobile, and also comes equipped with the systems needed to provide upgrades for said vehicles if you have the equipment.

Elite Tank- 400 CP, Discounted Militia or with purchase of the Cloudburst

Actually the most dangerous vehicle in the Militias armory, save one. It is armed with homing missiles, dumbfire rockets and a laser cannon. It employs a scanner that rotates 360 degrees, but is incapable of penetrating most buildings. If you bought the **Cloudburst**, then you can integrate it into the tank for portability.

Excavator- 600 CP, Discounted Militia

A massive tunnel boring machine capable of digging through rock, dirt, and metal with terrifying ease. Even a vehicle such as the Batmobile would be torn up within seconds. The Excavator is armored all over with plates capable of deflecting 60mm rounds with ease, and its cockpit is equally armored with Magnus Industries Proprietary transparent titanium panes. Its only major downside is that it's quite slow aboveground.

Airship- 600 CP, Discounted Supervillain

Nominally owned by Stagg Industries, this massive airship contains an extensive and highly-advanced research and development facility, cells for test subjects, and a large space for storing cargo. It also includes lavish living spaces and meeting areas for any of your needs. While the Airship comes with a crew of Followers, by default it lacks guards or scientists, meaning you'll need to provide your own.

Suit

Ready to Suit Up Jumper? What, did you think going out into Gotham as it is now in ordinary clothes would be a good idea? Well, for **100 CP**, you get a costume of your own, and an extra **500 CP** to spend in this section only. Additional suits may be purchased for **100 CP** each, but you only get the extra CP with your first purchase.

In addition, you will also get the blueprints for your Suit, along with any of the upgrades you purchase for it.

Basic Structure- Free

First, we've got to get the basics down. Batman's Batsuit covers nearly his entire body in durable armor, while the likes of Riddler or Professor Pyg use mildly customized clothes, and then there was The Joker with his immaculately tailored suit. Basically, the sky's the limit. Of course, some upgrades will be difficult to fit in depending on what you start out with. Armoring up your body won't be as effective if your costume only covers your arms, while sensor equipment might not work particularly great if you don't have something on your head.

Import- Free

Already have a costume of your own? Well, so long as you've paid the necessary **100 CP**, you can import it for free. This only applies to actual clothing or armor, not the giant mecha you've brought along.

Augmented Vision- Free

Something *very* common in this world, it seems like almost everyone has something to help them see better. At basic level, this allows limited X-Ray functionality, though just allowing you to see living things through walls, and also highlighting potential environmental hazards. For **50 CP** though, you can upgrade this to the level of Batman's default Predator Vision. This one has a much better X-Ray function, allowing you to see the skeletons of those you observe, along with including a heart monitor to identify emotional state. Along with this, it identifies both hazards, and potentially helpful things in the environment. Another **50 CP** adds in the Forensic Functions of Detective Vision, allowing it to detect everything from foot and fingerprints to trace chemicals in the air, to being able to perform deep tissue scans. Finally, for **100 CP**, you can include a self-contained version of Batman's Crime Scene Reconstruction program. This AR Vision function allows you to take a perfect scan of any scene, and gather data in order to create a near-perfect reconstruction of events that happened within the span of a few days. Its only real

limitation is that it cannot account for information that it doesn't have, thus the more you can give it, the better it will do.

Color Change- 50 CP

Want to change out your look in the middle of a fight? Go from cool blue to glowing red to signify how angry you are right now? Well, this might be the option for you. With this, you can add on a series of panels to your suit that will do just that. However, for **50 CP** extra, the panels can now also reconfigure into somewhat different pre-programmed shapes and configurations, allowing you to more drastically change your suit's appearance on the fly. Unfortunately, the panels have a binary setting, only being able to store two primary configurations.

Armored Suit- 50 CP

Obviously, you're going to want some protection coming in here. Your first purchase nets you Military grade spun para-aramid fibers molded into your suit's chestpiece to provide greater protection from attack. Another **50 CP** gets you super lightweight Nano-engineered polymer plating incorporated into your suit, creating a more resilient outer shell. Another **50 CP** adds in Ultra-strong micro plating developed by Waynetech, layered between the regular armor and the undersuit provided further protection. Finally, **100 CP** on top of all of the other options upgrades your Suit with flexible plates overlaying a MR-fluid (magnetorheological fluid) armor layer, and incorporating the latest in cutting-edge technology. The tri-weave bodysuit consists of an outer and inner layer made from a titanium-dipped tri-weave fiber mesh. Sandwiched in between is the MR-fluid based liquid armor system. The proprietary WayneTech Smart MR-fluid hardens in response to impacts, specifically designed to provide superior shock absorption, as well as enabling greater force delivery behind counterattacks. The liquid body armor layer is also more flexible than the ceramic or fiber-based alternatives used in previous suits, allowing for greater maneuverability and faster elimination of multiple targets in quick succession. On top of all that, this unique construction allows you to survive up to 6gs of acceleration without any side effects.

Communications System- 50 CP

It helps to be able to keep in touch with your allies and/or minions. The basic level of this upgrade includes an inbuilt microphone and transmitter, able to link into most communications networks. However, **50 CP** will upgrade this to a Waynetech HoloCom. Normally mounted near the wrist, this holographic communications system allows for video calls, and receiving both visual and audio data from remote sources.

Comfort Suit- 50 CP

Let's face it, you're going to probably be wearing your Suit for very extended periods of time, and that might get somewhat uncomfortable. Your first purchase will ensure that thanks to internal self-cleaning systems, your suit will prevent sweat and odors from building up. Another **50 CP** will give it several micro-electrostatic generator nodules, which will keep stuff like dust, dirt, mud, or various fluids from sticking to the outer surface of the suit. A final **50 CP** will include spaces and a delivery system for food and beverages within the suit, for when you need a snack on the job.

Utility Belt- 50 CP

Need a place to store your gadgets? This handy storage space defaults to the form of an unobtrusive belt that fits perfectly with the style of the rest of your Suit. It's got dozens of pockets, all of which can hold objects slightly larger than one would think. Don't expect to be able to fit anything larger than a grappling gun in them, and even then that'd be a stretch. For an added **50 CP**, you can also have a large number of straps, pouches, and general storage spaces spread out across your costume, massively increasing the amount of items you can hold and generally giving your Suit a fairly tactical appearance.

Micro-Jumpercomputer- 50 CP

It's always good to be able to access data in the field. This handy device is a miniature computer, by default located within your Suit's wrist, featuring several terabytes of storage space, a holographically projected or AR generated screen, and both pseudo-touchscreen controls and an inbuilt keyboard. It can accept every single kind of data storage device (and will update to continue to use this in future Jumps), has an inbuilt internet connection, and is also surprisingly resistant to jamming.

Integrated Weaponry- 100 CP

Obviously, you're probably not going to want to be without a weapon, and sometimes having one built-in is better. The basic level of this adds in some sort of built-in simple melee weapon, such as flip-out knuckle dusters, claws, clubs, or the like. For an added **50 CP**, you can also add in a standard ranged weapon of some kind, like a gun or crossbow. Finally, for **200 CP**, you can add in a pair of in-built wrist-mounted Freeze Guns, capable of firing long-range beams that can generate massive amounts of ice and also bring the temperature of its targets down to near absolute zero.

Environmental Protection- 100 CP

Gotham City's weather can be random at the best of times, with sudden heat waves, cold snaps, and deadly acts of chemical or biological terrorism, none of which you particularly want to deal with. The basic level of this gives your suit internal warming and cooling systems to maintain the minimum temperature requirements for human survival, along with filtration systems to prevent inhalation of most standard hazardous chemicals or biological attacks. Paying an additional **100 CP** will upgrade your Suit with technology developed by Victor Fries, allowing it to near-perfectly seal itself to create a self-contained environment and perfectly maintain a temperature of your choosing. This option also makes the basic level of **Strength Enhancement** free. Finally, another **100 CP** on top of the previous purchases will upgrade your filtration systems to be able to counteract even those compounds and contaminants designed specifically to bypass protections, such as Scarecrow's newest Fear Toxin. Breathe easy Jumper.

Man Made Wings- 100 CP

Gliding is a popular choice of transportation to get around Gotham, especially these days. Whether it's in the form of a snazzy cape that can turn rigid, a back-mounted Kite-Glider, or a retractable wingsuit, you now have some system that enables you to almost-fly through the

buildings of Gotham. However, for **200 CP** you can instead upgrade to a proper jetpack, like Firefly's hybrid fuel/fan rig. With this, you can fly at high-speeds, and also hover in place while leaving your hands free. Comes in almost any winglike shape of your choice.

Strength Enhancement- 100 CP

Sometimes, normal muscle isn't enough. You need a bit more *punch*. The basic level of this adds a simple mechanical Exoskeleton to your Suit, giving you the strength to lift around a ton safely, and hit with the amount of force that that would imply. It also allows you to jump a great deal higher, and run at about 45 MPH. However, an extra **300 CP** will boost that *well* into the bounds of the Superhuman for this universe. Your Suit will be equipped with a specially designed LexCorp Mk. XIV Lexoskeleton, a nano-active combat suit made with artificial myomeres powered by an inbuilt proprietary energy core. These artificial muscles will allow you to lift over ten tons, punch with the same amount of force, leap over five stories in a single bound, and run at over 120 MPH for hours without stopping.

Stealth Mode- 200 CP

Brute force can be good, but sometimes stealth is the better option. The basic level of this will coat your Suit in a specially developed type of smart-paint that totally suppresses your thermal signature, and also easily blends into darkness. On top of that, it also has an interesting effect on most video recording technology, making it very difficult to pick it out. For an extra **50 CP**, you'll get sonic bafflers installed all around your suit, rendering you near-totally silent. Finally, for **200 CP**, your Suit will be equipped with photovoltaic panels, enabling you to turn totally invisible to the naked eye. When combined with **Comfort Suit**, this also entirely erases your scent as a method of detection.

Jammer Pack- 200 CP

Don't like being watched? This handy device will actively jam practically any type of surveillance system within fifty meters of you, blocking cameras and more esoteric visual detection with static, and blasting audio pickup with white noise. Unlike those carried by the Militia, yours is also significantly more difficult to disable.

Knight's Helm- 300 CP

If you've got an army to manage, this is the upgrade for you. This double-layered helmet is designed as the ultimate tactical and strategic control rig, able to tap into and control any sort of battle network you have access to, processing massive amounts of data for ease of access and direction. In addition, it also includes advanced targeting algorithms that can be slaved to any electronically guided weapon you possess, massively improving your accuracy. The outer helmet can be customized to your preference, but no matter what you choose, its exterior will have a metallic coating that acts as a fluid computer screen, displaying various bits of text and other details, along with having a pair of glowing eyes. The inner helmet is highly resistant to damage, and is mostly blank, though it shares some of the screen like properties of the outer helmet. On top of all that, it also includes a built-in voice filter for maximum disguise.

Companions

Import - 50 CP per

We wouldn't want you to have to fight alone here. For every 50CP that you spend on this option, you will gain the chance to import an existing companion or create an entirely new OC companion in this world. They'll gain a free origin, all associated freebies and discounts as well as 600CP to spend on anything they like here.

Canon - 100+ CP per

But sometimes you want more than someone you've already met or someone you've never heard of. Each time you purchase this option, you'll get the chance to be able to convince one relatively normal character of your choosing who appears during the Arkham Knight Incident. However, highly-trained and experienced fighters like Robin or Nightwing cost an extra **50 CP**. Those of legitimately superhuman constitution like Deathstroke or Killer Croc cost **200 CP** total.

Victor and Nora Fries- Special

It might be obvious to one familiar with his story, but Victor Fries will be entirely averse to leaving this world without his beloved wife. However, if you can successfully assist Victor with curing Nora's Huntington's Chorea, the pair of them will gladly come with you. Victor is a genius in the cryogenics field, and mechanical design as a whole, making suits of powered, environmentally sealed armor with minimal equipment, along with his signature cold gun, though he is unable to survive at above sub-zero temperatures. Nora is an entirely ordinary human, but is steadfastly loyal to Victor.



Batman- 300 CP

The Caped Crusader. The Dark Knight. The World's Greatest Detective. You know his story, but let's go over it again. Bruce Wayne's life was changed forever when his parents were gunned down before his eyes in Crime Alley. He swore that he would not rest until no innocents would feel as afraid and helpless as he had in that moment. From that day on, he made it his life's mission to become the greatest scourge of crime to ever live, and traveled the world to acquire the needed skills for his mission. He learned from the greatest universities of Europe, apprenticed under detectives, spies, mercenaries, and others of their like, always the greatest in their fields. He journeyed to remote monasteries and temples, learning the very roots of Martial Arts from both East and West. He mastered the sciences, delved deep into the human psyche, and trained himself to the peak that a human can achieve. And then he returned to Gotham, taking up the mantle of the Bat to strike fear into the hearts of criminals. To turn himself into something more than just a man.

Now, it could be said that he's slightly past his prime, battered by twelve years of crime-fighting. Not to say that his skills are rusty, but some might claim that he's lost some of his edge from earlier years.



Drawbacks

Arkham History- 0 CP

Have you been to this world before? Maybe you were around during the Arkham Asylum Incident. Or perhaps you were in Arkham City. Were you here at the very beginning, at Batman's Origins? If you've been to any previous Arkham Jump, you can import your history and relationships. However, earth-shattering changes that would derail the plot of Arkham Knight before it could even begin will not be carried over.

The (Not So)Long Halloween - 0 CP

The Arkham Knight Incident itself only lasted for a night at most, finally ending with the activation of the Knightfall Protocol and the detonation of Wayne Manor. Choosing this Drawback means that you will leave this Jump at the point where the dust and ashes settle, rather than ten years.

???- Perhaps you want to move onwards, but remain in this universe. Once you've finished up here, move on directly to- ???

Sick in the Head- 100 CP

Are you sure you're... well, Jumper? You now have to deal with some kind of mental condition. It won't be anything *too* crippling if you take the proper steps, but it will be noticeable. A case of Hollywood-style OCD, minor bouts of depression, multiple personalities bothering you from time to time, overly heightened sadism, or a variety of other things. You'll want to do your best to keep it under control as best you can, otherwise... well, someone might say you belong in Arkham.

No Guns. - 100 CP

Like Batman, you have a strong aversion to using lethal firearms. You flat out won't be able to hold one for any longer than would take to disarm someone, and firing them is entirely out of the question. Though Batman will probably think better of you for playing by his rules.

Hive of Scum and Villainy - 100 CP

Gotham is not a great place at the best of times.... And you're going to get an up close look. Your time here is guaranteed to see you encountering the worst this city has to offer up close. Perhaps you'll find the remains of Professor Pyg's grizzly handiwork, or arrive just a little too late to save Victor Zsasz's latest victim. None of them will be directly targeting you unless you've already attracted their attention... but you might start to find your faith in humanity wavering.

Nothing to Fear - 200 CP

Except fear itself. And the bit of Fear Toxin that has wormed its way into your system. It will hound you for the entire length of the Jump, thankfully never to any inherently lethal results thanks to the mixture being watered down... but you never know when a hallucination can strike...

Random Acts of Rioting - 200 CP

Okay, Gotham's always had a lot of random goons... but this is absolutely ridiculous. Now, most of Gotham's streets will be absolutely *choked* with bantering, gossiping, rioting Goons. Individually they're not a problem, but the sheer volume here is quite an issue. Add in that quite a few of them have guns... Well, I hope you're good at finding alternate routes, because if they see you, no matter your allegiance, they'll come after you. And there's *always* more of them.

Blindspots - 200 CP

It's great to tear through a large mob of foes, avoiding all of their attacks and countering them with almost trivial ease. Well, tough luck, because you'll find yourself always slipping up *somewhere*. A missed counter, a goon coming in where you wouldn't expect it... and it doesn't

just affect you. Anyone under your general command will be more likely to slip up. Like letting a heavily armed vigilante jump to safety while they've got twenty guns trained on him, or relying entirely on unmanned tanks when they know their foe won't kill. This may rapidly become a problem.

Riddle Me This, Jumper - 300 CP

Ah yes, The Riddler. One of Batman's biggest nuisances. He's absolutely obsessed with proving his mental superiority over Batman. And now, you're on the list. For the entire length of your Jump, Riddler will impede and harangue you, his mocking broadcasts still reaching you no matter where you try to hide, along with setting out 300 Riddler Trophies for you to find, along with 200 Racing Challenges, and 400 Riddles. These will be undetectable unless you're right on top of them, and the more of them you complete, the harder the others will get to achieve. If you don't complete all of these challenges, solve all of these riddles, and find all of the Trophies before the end of the Jump, you will fail your chain... and also have to deal with Riddler mocking you for your failure. More infuriatingly, you will be unable to exact any kind of revenge against Riddler unless you complete everything.

The Sixth Infected - 300 CP

The Joker Infection. An extreme mutation of Creutzfeldt-Jakob disease created through The Joker's mutated and TITAN Infected Blood. Anyone infected by it will begin to slowly and near-irreversibly become overwritten in personality by The Joker. Normally, there would only be five infected... Now you're the sixth. You must find a cure, without relying on any of your out-of-jump equipment or abilities. And if you're fully overwritten by the time the Jump is over... Well, it's game over for you.

City of Fear - 300 CP

Gotham City is no stranger to weird, out of place abilities and powers... however, you won't be adding to that list. This Drawback reduces you to your Body Mod, and whatever Perks and items you purchased here. However, that isn't all this does. With this active, you'll find that your experiences during your own personal **Season of Infamy** will change, with more paths and rewards becoming available for those willing to work for them.

Season of Infamy(Scenarios)

This Halloween Night is already packed to the brim with chaos and crime. There's so much that even Batman has his hands full, as the situation continues to escalate. Perhaps you'd like some missions of your own

The Court of Owls

*Beware the Court of Owls, that watches all the time,
Ruling Gotham from a shadowed perch, behind granite and lime.
They watch you at your hearth, they watch you in your bed.*

Speak not a whispered word about them, or they'll send the Talon for your head.

For twelve years, Batman has thought that he has ruled Gotham. But, in the shadows, a threat has lurked right under his nose for his entire career. The Court of Owls has decided that enough is enough, and now prepares a strike. However, through lucky coincidence, you managed to intercept the Talon they sent. Be careful though, this Talon is a dangerous opponent. A master of stealth, martial arts, and assassination, they are fully capable of punching *well* above their weight. Add in the fact that they are dosed with a mysterious compound that allows them to ignore pain and effectively return from death, along with boosting their body to superhuman levels... this will be a very deadly opponent. However, if you can best them, you'll find they were carrying a list of specific targets. Some of them are those you might be opposed to, others you very much wish to remain alive, but no matter what your mission is thus: Stop the Talons from completing their objectives, and thwart their scheme to tip Gotham over to their favor. None of the following individuals can be allowed to die over the course of the night:

- Bruce Wayne
- Jason Todd
- James Gordon
- Barbara Gordon
- Tim Drake
- Richard Grayson
- Jonathan Crane
- Oswald Cobblepot
- Harvey Dent
- Victor Fries

With so many targets, this task may seem nigh-impossible, however you are in luck. Only six Talons, including the one you already bested, were dispatched. In addition, many of the targets are fully capable of holding their own against a Talon, or could even best them if given proper warning. However, even despite this, they are *absurdly* good at worming their way past security systems and guards, to a degree that seems nigh-on supernatural. Your task will be difficult, and if even one target falls during the night, you will fail the Scenario. Completing this challenge will result in you gaining the following rewards:

Suit Upgrade-

Owl Scope: How is it that the Talons are so supernaturally effective at hunting their targets? Well, this might be the key to that. This upgrade to your Vision Module contains a highly advanced predictive algorithm, allowing for precise tracking and optimized pathing so long as you follow it's guidance. It also massively improves your ability to react to attacks, letting even a normal human block and counter with similar skill to the Dark Knight. Who knows what an augmented individual would do with this.

Perk-

Nobody's Dying Today!: Your dedication to halting the efforts of the Court have given you remarkable clarity when it comes to preventing assassination and sabotage. Luck will almost always fall on your side when it comes to uncovering

these plots, and you'll often just stumble upon them without really trying. In addition, the moment you begin to take action against such a plot, it will begin to become much easier for you to stop it dead in its tracks.

However, that's not all... if you undertook this Challenge during the **City of Fear**, your work is not done at simply preventing the plot. You must instead track the Court down, and tear them out, root and branch. Your **City of Fear** challenge begins when you defeat the Talon and acquire their list of Targets. Now, you will be contacted on an encrypted channel by a woman referring to herself only as Bluebird. She'll tell you that she's been hunting down the Court for over a decade at this point, and that she's finally closing in on them, but she needs your help.

Her primary ticket to finding the Court's headquarters is currently locked up in the Iron Heights. Said contact is Cleo Flannegan, alias Ratcatcher 2. The daughter of Otis Flannegan, the first Ratcatcher, Cleo is both more and less dangerous than her father. Less in that she's much less violently unstable and criminally inclined, and more so in that she possesses the Metahuman ability to psionically manipulate rats and other vermin in a massive area around herself. She's currently being held at Iron Heights on dubious charges, and is slated for transfer to Belle Reve Penitentiary this very night, giving you one chance to free her.

Iron Heights Penitentiary is a mobile prison located within a massive airship, and cracking it's defenses will take a lot of effort.

Drop-Ins will have to go at it alone, their lack of support being a massive disadvantage.

Vigilantes can try to call in assistance from the Bat-Family, possibly even gaining access to Iron Heights through legitimate means.

Members of the **Militia** can request aid from the rest of their faction, possibly making use of the Militia's various SAM Batteries to knock the prison out of the skies.

Supervillains can seek help from the Militia, or even possibly get themselves captured in an attempt to break out from the inside.

No matter how you get in, your objective is the same: Rescue Ratcatcher 2 from the Maximum Security Block of Iron Heights. Over the course of your efforts, Bluebird will reveal to you why exactly she's so determined to bring the Court down. About twenty years ago, her mother was murdered by a Talon for digging too deeply into the Court's affairs, and Bluebird witnessed the act in secret. Spurred on by anger and grief at her own helplessness, and forced to endure years of abuse from her alcoholic father, she made it her life's mission to end the Court's rule of Gotham.

Finding Cleo won't be the most difficult, and security around her is relatively light... at least, compared to everyone else in Maximum Security. The main issue is she's been fitted with a Psionic Inhibitor that will explode if removed improperly. You'll either need to locate the key,

break the collar in such a way that it won't detonate, or whatever other solution you can think of to get Cleo out alive.

Of course, things will hit a snag when even if you didn't take Iron Heights out of the sky to get in, the three Talons sent by the Court to eliminate you *certainly* will. Even if the flying prison is grounded, they'll still set off explosives in order to create chaos, releasing inmates, and then attacking you directly. Unfortunately for them, you've beaten one before, and now you've got another fairly powerful Metahuman backing you up, taking control of the small horde of rats and insects that Bluebird managed to sneak into the prison. Once you've dealt with the Talons, you'll get a call from Bluebird. The Court has found her location, and she needs you to get her out. If she dies, your ability to finish them for good goes down to zero.

Getting to Bluebird's safehouse in time means separating from Cleo, who will wait in the Gotham Sewers for her part of the plan to begin.

Reaching the Safehouse, you'll have to deal with the single Talon sent to kill Bluebird... but don't let that fool you into a false sense of security. This specific Talon has been augmented with Venom, and is fully capable of reducing the reinforced Safehouse into rubble on its own. Defeating the Venom-Talon will take effort, but thankfully Bluebird is not entirely defenseless. While her combat training isn't anywhere near enough to allow her to hold her own, she's used her knowledge of gadgetry and electronics to create a rifle capable of firing high-powered bursts of lightning that can disrupt electronics and stun foes more effectively than even Batman's REC. Once you've beaten the Venom-Talon, Bluebird will finally reveal her actual identity. Her name is Harper Rowe, a former employee of Stagg Industries, and the original designer of their Nimbus Cells.

Now that her location has been compromised, she'll burn whatever's left of her base, and join you for the final assault on the Court.

The two of you will need to rejoin Cleo in the sewers, where she'll use her powers to guide you deep below Gotham, down into the mostly-unmapped catacombs that sprawl for what seems like miles. You'll encounter strange creatures lurking in the dark. Reptilian monstrosities mutated in a similar manner to Killer Croc, though through artificial means, along with crowds of abducted homeless, dosed with Scarecrow's Fear Toxin to remove any response to pain and wearing modified versions of Mad Hatter's mind-controlling masks. Fight through all these threats, and you'll reach the vault-like doors to the Court's stronghold. Even if you lack the means to pierce the doors, Harper will be able to hack into the electronic lock holding it closed. And then the three of you will find yourselves in a labyrinth of pure white marble.

This maze is the final defense that the Court has set for themselves, and entering it is a dangerous prospect. The marble is surprisingly durable, unnaturally so, and the walls move around on their own through mechanical means. You'll need to move carefully so as to not be separated, and also avoid the myriad of traps and hazards hidden behind the pristine walls. More worryingly, the deeper you go, the more you'll begin to hallucinate. The walls will shift and

distort, the maze growing and warping to an unnatural scale, as reality itself starts to break down. The previously flat marble will begin to change into reliefs of the Court's past victims, and you will begin to hear voices mocking you and your companions. The Court is here to watch your suffering, now that you have entered their domain. This is nothing more than a game to them. After all, they have ruled Gotham from the shadows since the very beginning. And then, they will unleash this Labyrinth's Minotaur upon you. A massive, shadowy monster with the face of an Owl that will begin to hunt you tirelessly. At this point, it is almost inevitable that you'll be separated from Harper and Cleo, and you'll have to survive the Owl-Monster's hunt on your own. Or, maybe not.

Drop-Ins will have only their wits and their will to rely on, but will steadily begin to build up a resistance to whatever the Court has been using to cause your hallucinations, allowing them to have a much clearer head in their fight against whatever the Court has released to kill them.

Vigilantes will find themselves assisted by a new hallucination, this one resembling a large bat that will guide you around the Owl-Monster safely, showing you passageways that it has not gone through, and alerting you when it's actively hunting you.

Militia will be similarly guided, though the red-hooded figure that appears to them will, rather than assisting in avoiding and hiding, point them to when the Owl-Monster is at its most vulnerable. When it's back is turned, and its guard is down.

Supervillains... Well, they'll find that somehow, the Riddler has managed to hack into the Labyrinth's speakers. He's decided that you managing to get here has somehow been part of his design, and that your success here means he's gotten one over on Batman. *Somehow.* Either way, his constant heckling and bantering will distract both the Court, and their Owl-Monster, and serve to provide you with another point of focus.

No matter which advantage you have, you'll find that over the course of your running chase the hallucinogens that the Court dosed you with are beginning to burn away, letting you see what you're truly fighting.

It's another Talon... though this one has been injected with TN-1, a modified form of Venom and the precursor to TITAN. It will undoubtedly be the most dangerous threat that the Court has set against you, being strong enough to tear through a tank with ease, durable enough that even the blows of a Super-Soldier would hardly phase it, and worst of all, it just seems to refuse to go down. The only things that will actually put a dent in this monstrosity are weapons that channel extreme cold, but even those will only act as a temporary measure. It may seem hopeless, but all you need to do is *survive*. Your battle will inevitably lead you back to Harper and Cleo, who will assist you as best they can, and tip the scales back in your favor. The fight will be long, and you'll definitely have more than a few brushes with death, but eventually the monster will fall... and then there won't be much between you and the Court.

They're waiting at the end of the Labyrinth, in their meeting chamber. And it is there where you will finally see your enemies' true face. The Court of Owls are made up of some of the richest and most powerful families in Gotham. They have ruled this city from their hidden roost since its founding, thinking of themselves as its effective Gods. But now, they're just a bunch of mostly ordinary people in Owl-Masks. And you simply being here in their inner sanctum *terrifies* them. They'll offer you everything to leave them be, from wealth and power to membership in the Court. But accepting any of their offers will cause you to fail the Scenario. You are here to take them down.

Harper doesn't particularly care whether you drag them off to the GCPD with the wealth of ironclad evidence against them you'll find here, or if you just decide to kill them here and now. Either way, you have earned your Rewards, which are as follows.

Items

Talon Army-

Since you've proven yourself to be superior to the Court, you'll find that ownership of their greatest tools of now has passed on to you. This is a set of three rooms that can either be attached directly to your warehouse, or to any single Property you own. One of the rooms contains all the equipment needed to turn a person into a Talon, and instructions on the exact process, from the physical training, to the hypnotherapy used to brainwash them, to the actual augmentative procedure. This process, if followed, will always yield perfect results for you, and if you want you can forgo the brainwashing. Of course, it's somewhat involved, taking months or even years, depending on your desires for the quality of the outcome. The second room contains a replenishing supply of the equipment used by the Talons. From their armored bodysuits, to their weapons and gear, all sorted by the time they were used. You've got leather armor and swords from colonial times, all the way up to the cutting edge bullet-resistant suits, jetpacks, and retractable claws of the modern day. Unfortunately, you won't find any of the extra chemicals here, like TN-1 or Venom.

The final room is probably of most interest to you. Sleeping here, awaiting your instructions, are five-hundred Talons, contained within cryogenic capsules. All of them are programmed to be entirely loyal to you in specific, and practically nothing can break that programming. While they all have a personal specialty, like demolitions, firearms, swordplay, or all manner of lethal skills, they are uniformly trained in stealth and infiltration to a degree that even if they were normal humans, they could probably get the drop on Batman, and give him one *hell* of a fight. But, as you've found out, they aren't even close to being normal. Each Talon has been infused with a serum of the Court's design, developed centuries ago but recently perfected by Mister Freeze. This serum grants them almost all of the advantages of the **Super-Soldier** power, with a few key differences. The Talons lack active regeneration, instead falling into a deathlike trance upon taking mortal injury. From there, they recover with frightening quickness, even faster than a Super Soldier. However, this comes at a cost. Talons are weak to cold temperatures, which automatically activate their healing trance. The colder their environment, the more sluggish and ineffective they become, which is why their uniforms

are well-insulated. Technically, each of the Talons has a personality, but their programming keeps it suppressed most of the time. If any of your Talons are killed, they will respawn in their coffin after a week. Talons do not count as Companions unless imported as such.

Marble Maze-

The Court had a very good idea when it came to defending their lair. This massive labyrinth spans several miles, and can be attached to any Property you desire. In addition to having several layers that stretch deep below the ground, the walls of this maze can be mechanically shifted as you desire, and are equipped with a multitude of hidden traps, ranging from spiked pits and retractable spears all the way to concealed gun-turrets and reservoirs that will flood specific sections as you desire. Finally, the entire Labyrinth can be filled with a colorless, odorless gas that has powerful hallucinogenic qualities and can pierce some of the best environmental protection that exists in this setting. Every inch of the Labyrinth is observed by cameras, and a hidden PA system allows you to speak anywhere in the maze.

Perk

Can't Hide in the Dark-

In defeating the Court of Owls after hunting them to the very seat of their power, you've proven that even the most secretive, dug in, and hidden conspiracies can't hide forever. You've become unnaturally good at sniffing out groups like the Court wherever you go, and once you've found them you'll know *exactly* which blocks to topple in order to make them go tumbling down. It may take a fair amount of effort, but you won't let them hide in the dark any longer.

Companions

Harper Rowe/Bluebird-

It seems that, after all you've done helping her achieve her life's goal, Harper has decided to come along with you as a Companion. While she's only a relatively normal woman who's taken some self-defense classes, she's also an expert hacker nearly on the level of Oracle, along with being a genius when it comes to electrical engineering. She's fairly stubborn and headstrong, with a bad habit of getting tunnel-vision, but she'll

stick by you until the bitter end. She's also got her Electro-Rifle, which is basically an even more powerful version of the **REC Gun** item.



Cleo Flannegan/Ratcatcher 2

The daughter of Otis Flannegan, the first Ratcatcher, Cleo has none of her father's psychosis, or really anything that would connect her to her father at all. She's lazy, placid, and somewhat overly trusting, along with some mild kleptomania which got her thrown into Iron Heights in the first place, though it seems there might have been some involvement from a third party there. However, on top of all that, Cleo is also a frighteningly powerful Metahuman, able to psionically communicate and direct any

rodent within three miles of her, along with being perfectly aware of where they are and also even sharing their senses if she concentrates. Cleo herself has only scratched the surface of her power's potential, but with some time and direction, there's no telling how far she could go...



More to Come

Notes

- Rising Action is literally the Combo Meter, and functions identically to how it does in the games mechanically. The last bit of it won't be particularly useful until I finish the other Arkham Jumps.
- Jumper's Last Laugh is designed to work on beings who have some form of conventional biology and at least a fair amount of intelligence. Obviously there's a lot of potential for abuse, but please fanwank responsibly.

- Yes, I know the Vigilante Capstone has the potential to be taken in *massively* different directions than I expected, but as said before, *please* fanwank responsibly.
- Thank you to my friends, and also the lovely people on the Jumpchain Discord for inspiring me and helping me out. Couldn't have done this without you guys!

Changelog

Ver 1.0- Jump is Jumpable!

Ver 1.1- Added first Scenario, and some images.