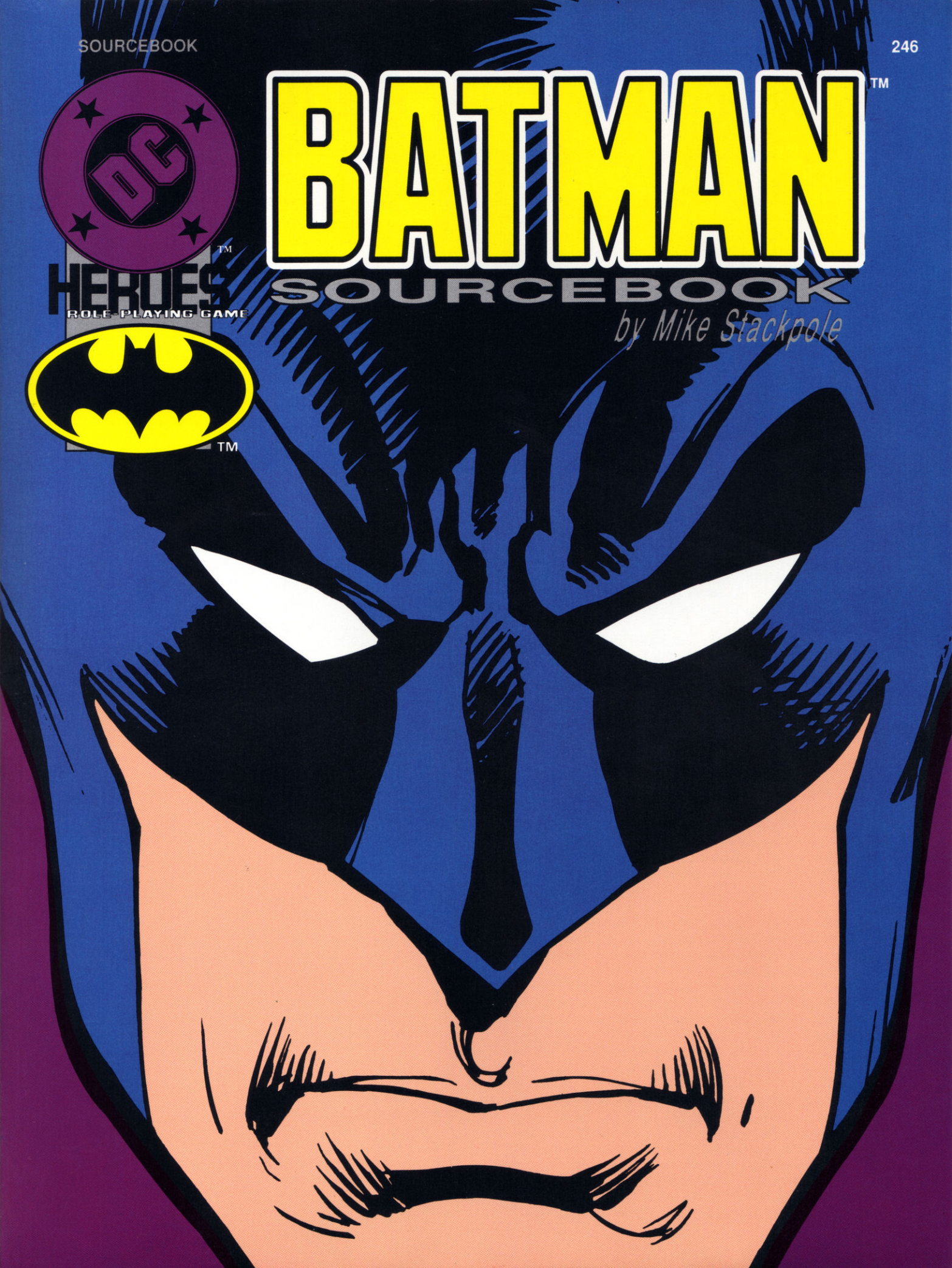

DC
HEROES™
ROLE-PLAYING GAME
TM
BATMAN™
SOURCEBOOK
by Mike Stackpole

How to Use This Book

This book is a supplement for use with the **DC Heroes Role-Playing Game**, Second Edition. All the statistics and game mechanics contained herein conform to the rules and guidelines for play presented in the Second Edition boxed set, except where specifically noted in the text.

Types of Modules

This book is one of several different types of gaming modules that are available for use with the **DC Heroes Role-Playing Game**. The specific type can be found on the upper left-hand corner of the front cover, and will be one of the following:

Sourcebook: A sourcebook contains game-related and background material on a certain subject relating to the DC Universe, most often a specific group of heroes, a certain location, or a special genre. Gamemasters who prefer writing their own adventures will find sourcebooks especially helpful, since in addition to Characters' statistics, sourcebooks contain historical, organizational, and reference material about the sourcebook's subject.

Adventure: An adventure contains a full-length scenario for play with a certain hero, heroes, or teams of heroes. Adventures for individual heroes are called One-On-One adventures and are intended for only two players, one of whom acts as Gamemaster.

Match-Play: A Match-Play adventure is also designed for two players, but features a unique system whereby each player alternates between playing a hero and Gamemastering for his or her partner.

Solitaire: A Solitaire is an adventure for one player, where the book acts as the Gamemaster.

Changes From Previously Published Materials

There are certain Characters whose statistics are somewhat different in this book from those given in **DC Heroes Role-Playing Game** First Edition modules, the *Background/Roster Book*, and/or previous Second Edition modules. This is because of the constantly-evolving nature of the DC Universe, and new developments which have occured in the Character's comics. For example, a Character may have gained a new Power or Skill, and that new ability is now included in his or her statistics.

Some Power descriptions in this book may also be different from other descriptions of the same Power. These differences reflect an updated perception of how these Powers work in the DC Universe.

The Gadgetry rules have been modified from the First Edition of the **DC Heroes Role-Playing Game** and the *Hardware Handbook*. Most of the changes should be self-explanatory, with the following exceptions:

A Gadget whose name is in all capitals (**BATTLE SUIT, AUTOMOBILE**) cannot be taken away in combat, while Gadgets whose names are in upper- and lower-case letters (**Pistol, Radio**) can be taken away in combat. A Gadget with italicized Attributes (*STR*, *BODY*) can substitute its APs of the Attribute for its user's APs of the Attribute in all situations, while non-italicized Attributes (STR, BODY) can only be substituted for the user's Attributes in certain situations, depending on the nature of the Gadget. If a Gadget does not possess Mental and/or Mystical Attributes, it is immune to Mental and/or Mystical Attacks, respectively. The R# listed in a Gadget's statistics represent its Reliability Number. Gadgets with no R# listed are considered to have a Reliability Number of 0. If a Player rolls the Gadget's R# or lower while using the Gadget, the Gadget immediately breaks down and must be repaired.

Adventure Structure

Adventures are divided into the following four sections. In any of these sections, *italicized text* is meant to be read directly to the Players.

Gamemaster's Introduction: This section provides the GM with information needed to run the adventure.

Characters: Information concerning both Players' and Non-Player Characters will be found in this section. Occassionally, only modifications to previously published Character information and Hero Points may be listed. See the full description in the *Background/Roster Book* in the Second Edition boxed set for the rest of that Character's statistics.

Encounters: The bulk of an adventure is a series of Encounters which make up the adventure's storyline. That is, Characters go from situation to situation, each of which is represented by a separate Encounter. Each Encounter is divided into four sections: *Setup*, *Players' Information*, *GM's Information*, and *Troubleshooting*. Brief descriptions, including maps, game mechanics, and incidental Character locations, are often included in the Encounters.

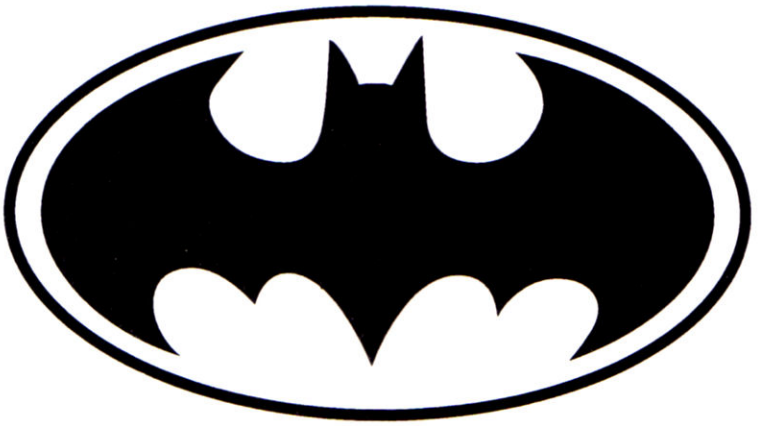
Endgame: This explains the outcome of the adventure and the awards given to the Players. Consequences of incomplete or failed adventures are also mentioned so that the GM can design further scenarios if desired.

Abbreviations

AP(s)	**Attribute Point(s)**
AURA	**Aura Attribute**
AV	**Acting Value**
BODY	**Body Attribute**
CS	**Column Shift(s)**
DEX	**Dexterity Attribute**
D10	**Ten-Sided Die**
EV	**Effect Value**
GM	**Gamemaster**
HP(s)	**Hero Point(s)**
INFL	**Influence Attribute**
INT	**Intelligence Attribute**
MIND	**Mind Attribute**
N/A	**Not Applicable**
NPC(s)	**Non-Player Characters**
OV	**Opposing Value**
RAP(s)	**Result Attribute Point(s)**
RV	**Resistance Value**
R#	**Reliability Number**
SPIRIT	**Spirit Attribute**
STR	**Strength Attribute**
WILL	**Willpower Attribute**
2D10	**Two Ten-Sided Dice**

A Word About Grammar

The male pronoun (he, his, him) is used in this book as a third-person singular in many instances. This usage is intended as a neuter term, and should be read as "he or she, his or her, him or her" in all instances where it is used to imply a generic person. The use of the male pronoun is not intended to exclude women from this game or to suggest their exclusion.



SourCEbooK

THE BATMAN SOURCEBOOK

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Author: Mike Stackpole
Editor: Jennifer A. Santana
Additional Material: J. Santana, Louis J. Prosperi, Jack A. Barker, and Ray Winninger

Cover Art:
DC Comics Inc. Staff

Interior Art:
DC Comics Inc. Staff

Cover Design: David B. Bromley

Interior Design: Ike Scott

Maps and Layout: Ike Scott and Jerry O'Malley

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Dedication

To Richard E. Bouchard, Jr.

Near the end you said that you never did anything right. Well, you shared your love for the Batman with me, and that led to this project. And that's a hell of a lot more right than most people will do in their lives.

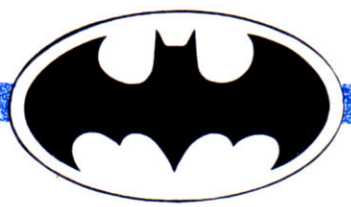
Rest well, cousin, you did fine.

Acknowledgements

I would especially like to thank Bob Greenberger, who answered all of my questions and clued me in on some of the current happenings in the DC Universe that needed to be included in this book.

It would be ungracious of me to not mention again those individuals who helped with the earlier edition of this book: The first is Jimmy L. Walker, who read through countless back issues of *Batman* and *Detective Comics* and reduced them to a format from which I could cull the information I needed; Tom Quaid; Paul Freeman of the One Bookshop in Tempe; Ben Reid, whose collection Jimmy read through; Jeff Daugherty of All About Books and Comics West; Chris Rolls; and lastly, Greg Gorden, who got me the original project: without you there would not have been a book to expand, so thanks again.

The editor would like to give special thanks and praise to Dennis O'Neil, who answered tons of questions about continuity and Batman trivia without which this book would have been vastly inaccurate.



Introduction

Back in 1985, when I compiled the first version of this book for the **DC Heroes Role-Playing Game**, I noted that I liked the Batman because he was the hero all of us could have been. As tributes to him are published in this his 50th year, I find that many people share my sentiments about this character.

A year ago, through a series of circumstances too convoluted to detail here, my agent said DC would be willing to consider a story idea if I wanted to prepare one for their viewing. After I returned to earth, I sat down and decided to detail all the things I would want to cover if I was to write a "quintessential" Batman story. In doing so, I discovered exactly what makes this character my favorite among all comic heroes.

First and foremost, I needed something of that dark, moody atmosphere that truly defines the Batman. Somehow I always picture him lurking just beyond a circle of light in a dark warehouse. Criminals crowd around a table, planning a caper that they're certain is foolproof; and then suddenly a Batarang flies from the darkness and shatters the only light. There's a moment of terrified silence before mayhem breaks loose.

That mayhem is the Batman, and we know that when the lights come on again, he'll be the only person left standing.

Another element as important as the Batman's ability to terrify criminals is his detective training. The Batman is able to take scattered and obscure bits of information and piece them into incredible deductions. No Batman story would be complete without detection (although many go without it), so I wanted to add that into my tale.

A third theme that runs throughout most of the saga is the Batman's ability with items. The Batarang is one piece of equipment he is never without, and I also wanted to include the Batmobile in my story. Between the Batmobile and his utility belt, the Batman always seems to have what he needs with him. I did not, however, want this story to fall into the class of "Bat-gimmick of the month," so I added a wrinkle to my story.

The Batman would have to be stripped of his car and utility belt. While other heroes might be daunted by a loss of their equipment, this sort of thing rarely slows the Batman down. Using a bent cotter pin, he has picked manacle locks in the midst of a raging thunderstorm. Of course, to get him away from his equipment meant he had to be captured by enemies, but that didn't bother me. In fact, it fit perfectly with the next element I wished to weave into the tale.

The Batman's ability in combat is part of the legend that cannot be forgotten. He has faced odds that make Custer's Last Stand look like the cavalry troops were picking on a few Indians, and come out a winner. His skills are incredible, and his ability to improvise weapons makes him a tough act to follow. After he manufactures some crude tool to get himself out of whatever tight spot his opponent has put him in, the Batman always manages to fight his way to freedom.

The last factor I wanted to include in my story was the Batman's humanity. While he appears to be solely an advocate of justice, the Batman does have a human side. If he did not, his crusade against crime would have become as merciless as the misdeeds he opposes. Something inside the Batman remains constantly in control, curbing his excesses and keeping him above those villains he pursues.

Once all these elements were in place, I next had to decide which of the Batman's myriad foes I would employ in this story. While normal thugs in some sort of gang would have been a logical choice, this would have denied me the challenge and honor of trying to write a story about the Joker, the Riddler or the Penguin. So many choices, and only one story to write. Limiting my selection was nearly impossible.

Then came the problem of choosing subsidiary characters. While they don't always appear, Alfred Pennyworth and Commissioner Gordon are so intimately tied to the Batman that to not include them would seem a sacrilege. At the time I was making my list, Robin was still alive, so he seemed a logical choice for inclusion as well. Other friends, like Nightwing, Batgirl, and even Superman also came to mind.

Suddenly I didn't have a simple outline for a comic story. I looked at my notes and saw that to cover all these bases would take multiple issues of a comic. And in that realization, I discovered the true reason I love the Batman.

The Batman saga has an incredible amount of depth—more so than any other character's tale, no matter how long he has been around. It is impossible to simply quantify the Batman. The stories, as they shift between detection tales to spooky encounters with the occult or relentless hunts for a murderer, provide differing and challenging views of the character. And it is these differing points of departure that make the Batman so easy to relate to.

We can all appreciate and share the Batman's desire to avenge himself and others. Anyone who has ever had their car stolen or their home broken into knows the fear young Bruce Wayne felt when his parents were gunned down. We carry that rage around in us, but our release is never as immediate or as extreme as when the Batman finds and gives the criminal exactly what he deserves.

We can also revel in the good feeling the Batman has when he saves someone from a mugging or a fire. We can be angry along with him when corrupt officials escape justice, and we can smile when justice once again catches up with them in the form of the Darknight Detective. We can feel his outrage when a crime spree runs unabated, and we can share his sense of satisfaction when it is ended.

Ultimately, the Batman is the hero we all could be. And in this day and age, he is the hero we all wish was lurking out there, righting wrongs as they occur—not months or years afterwards. In a world where justice seems slow when present at all, it's nice to know that *somewhere*, it comes special delivery.

Bruce Wayne

On June 26th, many years ago, an eight-year-old Bruce Wayne and his parents, Dr. Thomas and Martha Wayne, were walking home from the theatre after having seen the film "The Mark of Zorro." It was a pleasant evening, and they enjoyed the walk which took them through an area soon to become known as "Crime Alley." It was picture-perfect: a young family strolling through Gotham City on a balmy summer night. *(Batman #404)*

Out of the shadows, a lone gunman approached the trio. He shot Dr. Wayne and then fired upon Mrs. Wayne. It was all the young Bruce could do to lock his eyes on his parents' killer and burn the memory of the man's face into his mind forever.

A young physician and social worker named Leslie Thompkins found Bruce crying over his parents' corpses and decided to take the orphan in. The court appointed Leslie legal guardian, and, with the help of Alfred Pennyworth, Bruce was raised in Wayne Manor. Through example and teaching, the kind-hearted doctor and loyal servant kindled in Bruce the desire to help others.

When Bruce Wayne was in his teens, he realized that he needed more than Leslie's and Alfred's guidance. A headstrong Bruce legally maneuvered himself out from under Dr. Thompkins' wing, and left the continental U.S. He travelled extensively, in search of any information that might help him reach a goal he had long ago set for himself.

For Bruce had sworn on his parents' graves to dedicate his life to bringing their killer to justice, and to making war on all criminals. There can be no doubt that Leslie Thompkins' influence made the difference between Bruce becoming a murdering vigilante and a man capable of showing compassion while relentlessly pursuing his enemies. Bruce fulfilled his vow by physically training himself and studying very hard. He used his financial influence to study at a variety of universities under only the best teachers. For one example, Bruce travelled to Alaska, where he learned the art of survival from some Eskimos. He also ventured into North Korea to learn martial arts from a master named Kirigi, heedless of the danger in which this placed him, a world famous capitalist, should he be discovered.

Bruce's studies covered a plethora of subjects. He acted as apprentice to two detectives, and, in college, majored in criminology, which, along with the sciences, he absorbed with a devotion that bordered on obsession. Bruce also minored in psychology so that he could begin to understand the criminal mind. Bruce felt that if he knew how criminals thought, and what their methods were likely to be, he could bring them to justice and survive a long-term war with the underworld.

A law class under Professor Amos Rexford taught Bruce Wayne the difference between law and justice. This is a very important point in the Batman saga, one not to be overlooked or underplayed. The Batman seeks justice, not law. In this way he is a vigilante, who has to work outside the law, because the law does not stop criminals, it only punishes them. Justice, on the other hand, meted out without mercy, stops criminals.

Bruce's physical training was no less rigorous than his academic studies. At age 18, the Batman told Alfred, "I could have been Olympic material if I'd so chosen . . . but, for me, there never really was a choice." *(The Untold Legend of the Batman #1)* In reality, Bruce Wayne made himself into something more than an Olympian because of the incredible scope of his athletic talent. He mastered multiple martial arts disciplines and became an expert with a whole host of weapons. While he avoided the use of a gun in his planned war on crime, Bruce realized that understanding how the weapons work was important, and that the skills that made one an excellent marksman would be of use in the rest of his work.

It was during this period of rigorous training that Bruce also began to fabricate the persona of the indolent playboy. Through the various doors that image opened for him, he learned make-up and disguise from movie people and Alfred Pennyworth, gambling from some of the experts in Monte Carlo (where it was rumored that he was romantically linked to a Princess), and other things that would help him perfect his role as Bruce Wayne, millionaire playboy.

Wealthy from his father's investments, Bruce had long since decided he needed to become more than a policeman. He saw the police as being tied up by the law, and he needed to dispense justice in what he, himself, characterized as a "holy war." Yet, even with that depth of commitment to his cause, a 26 year-old Bruce Wayne returned to Gotham City without any real plan for beginning this crusade of his.

Bruce's first outing in Gotham was meant to be a simple, exploratory swing through the East End district, but instead turned out to be a disaster. A slightly disguised Bruce provoked a pimp into attacking him, but once he had dealt with the pimp, the other street people jumped him. One even managed to stab him in the left thigh. Before Bruce could escape, the police arrived and put him down with a bullet through the left shoulder. Seated in the back of their police car, Bruce broke free of his handcuffs, and then caused the squad car to go out of control and crash. Before Bruce escaped, however, he pulled both cops from the burning vehicle, then somehow made it to his own car and escaped.

A blood-sodden Bruce made it back to Wayne Manor. He sat himself in his father's study and considered the mess he had made of things that night. He knew Alfred would come and bind his wounds upon request, but something prevented Bruce from summoning the servant. Delirious from pain, he tried to make sense of his life, but could only recall the horrible night 18 years earlier when his parents had been murdered. There seemed no reason to go on, since the first battle of his holy war had ended so badly.

Then something happened.

A bat crashed through the study window, and landed a mere five feet in front of the desperate, bleeding man. Suddenly, this omen brought back another memory. A memory of a time before Doctor and Martha Waynes'





deaths—a time when a bat frightened Bruce, just as he must frighten criminals now. Things once again began to make sense to Bruce and he vowed, "I shall become a bat!" *(Batman #404)*

With those words, the Batman was born and took up Bruce Wayne's holy war as his own.

Bruce Wayne did not vanish after that. He became a haven for the Batman: someone to be when the sun was shining.

Bruce Wayne's life as a wealthy playboy makes all sorts of excuses believable. He is rich enough to snub others in the upper crust of Gotham City, and if a night patrol as the Batman means he cannot make it to a party, he later apologizes for "forgetting" and makes amends with some outrageous gift. At the drop of a hat, Bruce can jet off to Paris or fly off to South America, a convenient cover for any prolonged action he might need to perform as the Batman.

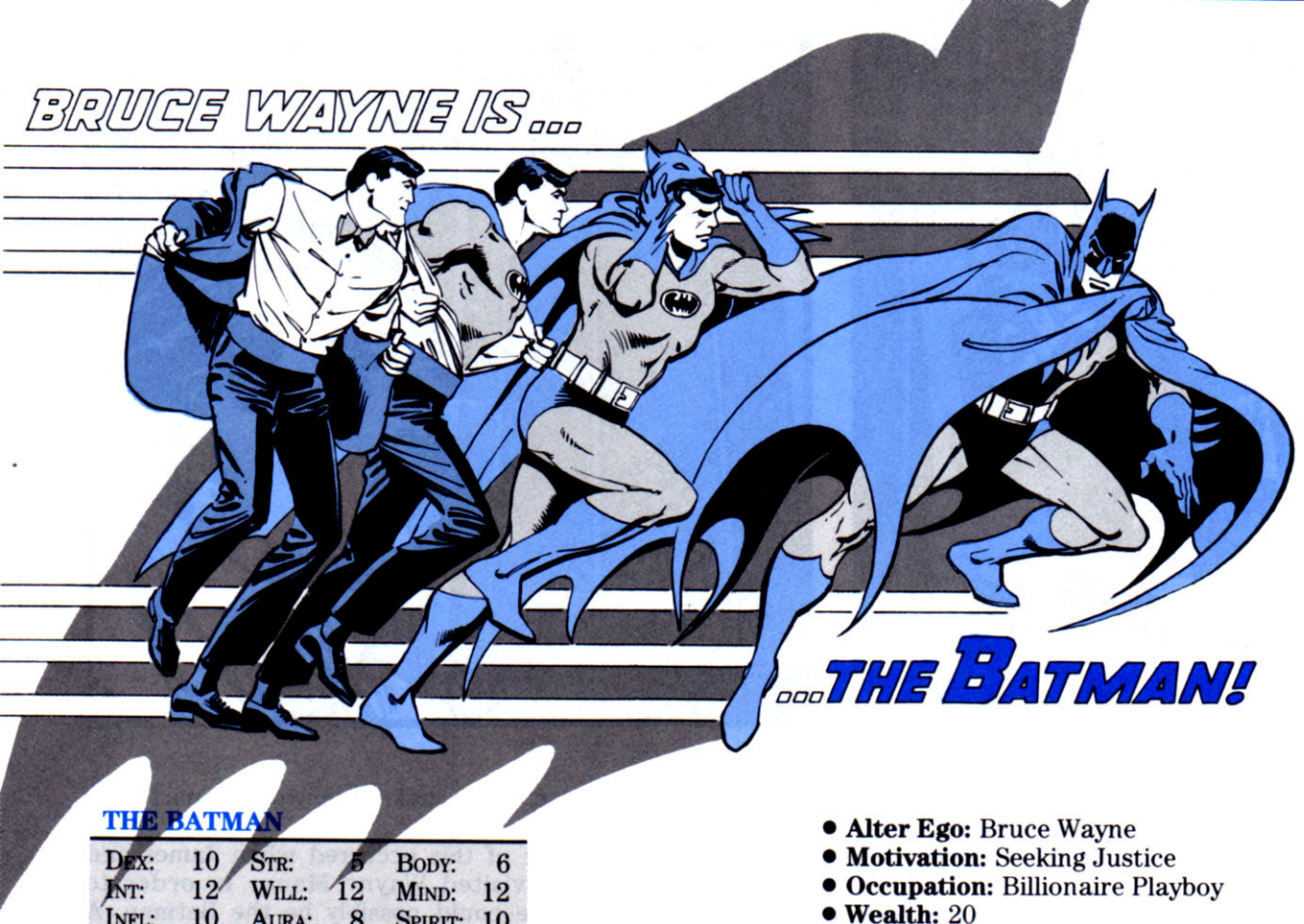
Bruce Wayne's day is considered scandalous. He is notorious for sleeping well past noon, and since he is no longer involved in the daily management of the Wayne Foundation and Wayne Technologies, his afternoons can be frivolously spent in athletics, like tennis or yachting. He is known to belong to the following clubs: the Card Club (an "exclusive society salon"), the Crocus Club, the Yacht Club, the Hobby Horse (a club for collectors), the Court Club, the Death-Cheaters' Club (a club for men who have been declared "legally dead" and brought back to life), the Explorers' Club, the Stamp Club, the Gotham Beach Club, the Millionaire's Club, the Sportsmen's Club, the Pharoh Club, and one of the various incarnations of the Gotham's Men's Club. His evenings generally involve social activity, ranging from private parties and dinner engagements to fund raisers and cultural events. It is generally assumed that the playboy "plays" until dawn and then retires to begin the cycle all over again.

Bruce Wayne overplays the uncaring attitude, which makes him seem foppish. He clearly knows he has all the money in the world, and his actions reveal the attitude that money can buy anything and everything he wants. In many ways, Bruce appears oblivious to life itself, and very much an observer, which makes him worlds apart from the Batman in personality.

A good example of this occurred when James and Barbara Gordon visited Wayne Manor in order to determine if Bruce could possibly be the Batman. A supposedly hungover Bruce Wayne and his escort from the previous evening were stretched out on a couch drinking a bottle of "wine." Bruce regretfully admitted that he would introduce his friend, but he didn't know her name. When Lt. Gordon asked the playboy where he had been on certain dates that the Batman had been seen, Bruce laughed and rang for Alfred to bring his datebook. After the Gordons had departed, Bruce asked Alfred, "How did you like my performance?" "Positively vaude-villian, sir," the butler replied, "I gather the remaining bottle of club soda may be left in its proper container?" A very sober Bruce Wayne didn't bother to respond. *(Batman #407)*

Bruce Wayne serves another important function for the Batman. As " . . . Gotham City's most celebrated philanthropist," *(Batman Annual #13)* he often follows the Batman's punishment of vice with a reward for virtue. On more than one occasion, Bruce has appeared with loans or grants for victims of crime, or for those who would help fight crime. The Batman slashes and burns, then Bruce comes in and helps rebuild. This is an important side of Bruce Wayne to remember; it is a quiet, yet powerful facet of his persona. He is generous when he helps others, yet despises any action which might generate positive publicity for himself. A fitting example of this largesse is the clinic Bruce built for Dr. Thompkins so that she could care for the indigent.

Bruce Wayne, unlike the mild-mannered Clark Kent, is not a social wallflower. He does not attempt to sink into the background, but instead readily publicizes the irresponsible playboy side of himself. Role-playing him is a challenge, because the Batman side of him could do something to stop a robber, yet Bruce Wayne's casual attitude would prevent him from doing anything about it. Nothing seems to bother Bruce in public; yet in private, he is capable, intelligent and intense.



THE BATMAN

DEX:	10	STR:	5	BODY:	6
INT:	12	WILL:	12	MIND:	12
INFL:	10	AURA:	8	SPIRIT:	10
INITIATIVE:	36	HERO POINTS:			150

- **Skills:** **linked*
  Acrobatics: 10*, Artist (Actor): 8, Charisma: 12, Detective: 12*, Gadgetry: 12*, Martial Artist: 10*, Military Science: 5, Scientist: 12*, Thief: 10*, Vehicles: 10*, Weaponry: 10*
- **Advantages:**
  Area Knowledge (Gotham City); Connections: Arkham Asylum (High), Gotham City Prison (High), Gotham City Police Department (High), Gotham University (High), Justice League International (High), Superman (High), Street (High); Connoisseur; Genius; Intensive Training; Iron Nerves; Leadership; Lightning Reflexes; Sharp Eye
- **Drawbacks:**
  Catastrophic Irrational Attraction to Justice; Mistrust (1st year of career only); Secret Identity; Traumatic Flashback (Crime Alley)
- **Equipment:** (see *Equipment*)
  Batarang w/Rope
  Batcall
  Bat-Rebreather
  Bat-Torch
  Infrared Flashlight & Bat-Goggles
  Micro-Cassette Bat-Recorder
  Miniature Bat-Camera
  Plastic Bat-Explosives (x6)
  Razorwings (x8)
  10 AP ACD Omni-Gadgets (x3)

- **Alter Ego:** Bruce Wayne
- **Motivation:** Seeking Justice
- **Occupation:** Billionaire Playboy
- **Wealth:** 20
- **Height:** 6'2"
- **Weight:** 210 lbs.
- **Hair:** Black
- **Eyes:** Blue

The appearance of the bat on that fateful night brought to Bruce Wayne's mind a childhood incident from before the time of his parents' deaths. Bruce had been exploring the Wayne Manor grounds when he accidentally fell through an unnoticed hole. The boy found himself in a vast cavern and considered exploring the area, when a large bat swooped down and scared him half to death.

These two shocking incidents caused something to click inside the 26 year-old Bruce Wayne, and he found the will—and the symbol—to continue his quest for justice. With the help of Alfred, he fashioned a costume based on one that his father had worn to a party years before, and became the Batman. This new, now easily recognized, costume—with flowing cape, dark cowl and bat insignia—was designed to strike fear into the hearts of the cowardly and superstitious. He also built a utility belt to provide all the support the Batman might need in his battle against criminals. Later, once Wayne Manor could no longer hold all of the Batman's equipment, Bruce again recalled his fall into the bat-filled cavern. With the help of Alfred, Bruce excavated the vast area and named it "the Batcave."

The Batman's early career was mysterious and somewhat bloody—most of the blood being his own. His premiere adventure in this new costume nearly killed him, but he slowly learned how to do what had to be done. The Batarang and original curare-dipped Razorwings proved themselves to be effective weapons in his war on crime. Unfortunately, the Batman managed to turn the corrupt government of Gotham City against him, and orders were issued for the police to get "that vigilante" at all costs.

Early on, the Batman found an ally in Harvey Dent, a bright assistant district attorney who helped the Batman by pointing him toward the right targets. The Batman soon realized that James Gordon was a good cop because "all the right people seem[ed] to hate him." *(Batman #405)* It appeared, however, that the Batman would never get a chance to enlist this good cop in his holy war because the city establishment wanted both men out of the way.

Through many confrontations, the police managed to shoot the Batman twice, once in the right leg and once in the upper part of his right arm. In between those two shootings, they trapped him inside an abandoned tenement building, then blew it up. A SWAT team was sent in to pick up the pieces, but the Batman managed to escape. In his guise as Bruce Wayne, he fled to Switzerland for a couple of months to heal up. Upon his return, he prevented a criminal from killing Jim Gordon's infant son, thereby making a friend of the police officer. *(Batman #407)*

This new-found alliance brought each and every corrupt Gotham official to his knees, including police commissioner Gillian B. Loeb and the Gotham crime lord known as "the Roman," who together had engineered the kidnapping of James Gordon, jr. The Batman's career was off to a turbulent but positive start.

The second year of the Batman's career was, in many ways, as crucial as the first in the shaping of the Batman. Returning from a thirty-year exile, a costumed vigilante calling himself the Reaper stalked Gotham City. His weapons were two scythes, with pistols built into the mace-like bell guards. He sported a hooded cloak, body armor and a skull-like mask. The major difference between the Reaper and the Batman was that the elder vigilante had no aversion to using guns or killing.

The unusual thing about this case was that, unbeknownst to the Batman, who was tracking the Reaper down by night, Bruce Wayne was dating the Reaper's daughter by day. Before long, Bruce Wayne asked Rachel Caspian to marry him. Rachel, who was about to take her final vows before entering the convent, paused and reconsidered her calling to God's service.

The Batman made an even more fateful choice. In his desire to get the Reaper, he picked up the gun that killed his mother and father and decided to use it on the Reaper. More significantly, the Batman joined forces with the Gotham underworld and took an underworld triggerman as his partner. The gunman's name was Joe Chill, and the Batman instantly recognized him as the man who had murdered his parents.

This unholy alliance lasted long enough to bring an apparent end to the Reaper's career. Soon after, the Batman brought Joe Chill back to the scene of the Wayne murder and revealed his true identity. The Batman intended to kill Chill with the same gun that had murdered his parents, but before he could, the Reaper reappeared and killed Chill with a shot from one of his cutlass guns.

After the battle shifted to the partially finished Wayne Foundation Building, the Batman learned that the Reaper was Judson Caspian, the father of his fiancee. At the battle's end, a defeated Caspian allowed himself to fall to his death, but only after he had assured himself that the Batman was a worthy successor to the Reaper. "I didn't think you were a killer," he said, "I see now I was wrong . . ." *(Detective #578)*

Hearing this judgment pronounced upon him, the Batman considered what he had done to get the Reaper. His parents had been avenged, but he wondered if the evil he had vowed to fight had not begun to nibble away at his soul. He took the gun that had killed his parents and enclosed it in a cornerstone of the Wayne Foundation Building.

Rachel Caspian, having discovered who her father was, tearfully decided to go to the convent after all, to make amends for her father's evil. Bruce Wayne, all the while wrestling with his own demons, opened a clinic for Dr. Leslie Thompkins so that she could care for her poor patients.

Nearly a year after the Reaper attempted to scour the streets of Gotham City, the Batman met Dick Grayson. Haly's Circus was touring nearby, and one of its main attractions was the aerialist troupe known as "The Flying Graysons." Mr. Haly refused to pay local crime Boss Anthony Zucco "protection" money, and Zucco arranged an "accident" to convince the circus owner to see things his way.

During the next night's performance, John and Mary Grayson plummetted to their deaths when the trapeze ropes upon which they were swinging mysteriously frayed and snapped. Their youngest partner and son watched horrified, and later learned that his parents had been murdered by some of Boss Zucco's men. After meeting Dick and seeing the hurt in the young boy's eyes, the Batman decided to take him into his care. He obviously felt a kinship with the young orphan, for he quickly revealed his true identity and set about training Dick to become his partner.

After months of rigorous work, Robin the Boy Wonder was born, taking his name from both the winged creature and Dick's storybook idol, Robin Hood. Boss Zucco was soon behind bars, and Dick Grayson became Bruce Wayne's ward and the Batman's long-time partner in his war against crime. Eventually, however, the Dynamic Duo split up due to a variety of circumstances. (See *Nightwing* for more information.)

Not long after the original Robin stopped appearing beside the Batman, our solitary hero was patrolling the Crime Alley district of Gotham City. It was the anniversary of his parents' cold-blooded murder, and "for six years or more [the Batman had] come on this very night . . ." *(Batman #408)* The streets seemed too quiet, and the Darknight Detective had just decided to change the day of his yearly visit, when he discovered that someone had stolen the front wheels of the Batmobile. Fortunately, the thief returned to the scene of the crime, and the Batman not only got his wheels back but got a new partner, too.

After six months of training, petty thief Jason Todd became the second Robin. Jason survived several adventures with the Batman, but was eventually killed by the Joker. (See *Robin* for more information.)

Most recently, the Batman has returned to his solitary war against crime. When he is not single-handedly ridding Gotham's streets of their criminal element, the Batman is helping the American-based branch of Justice League International foil villainous plots of world-wide consequence.

The Batman's career is a curious tangle of ideas. Justice is the central theme of his life, and his desire for it truly defines his soul. The Batman also fears failure and desires the prevention of injury to innocent people. On many occasions, the Batman has abandoned the chase when a bystander is threatened; at other times, he has pushed himself beyond all human endurance in

order to defeat his fear of failure and save innocent lives. No matter what, however, the Batman's desire to succeed, and the actions he performs to do so, are nothing short of fantastic.

Another aspect of the Batman that is as dominant as his desire for justice is his resourcefulness. Most of us can recall the television series in which the Batman would simply have to say, "My bat-(fill in the blank) is just what we need," and presto! His problem was solved. In the saga, however, it is the Batman's use of the equipment in his utility belt and common items on hand that makes him such a dangerous opponent. In addition, the Batman's encyclopedic knowledge of many subjects makes him nearly impossible to deceive.

When the first Robin, Dick Grayson, left for Hudson University, the Batman returned to his earlier role of the grim, relentless loner seen only at night. He once again became a shadow exploding in on criminals, whether they were street thugs, masterminds, or supernatural monsters. This is the Batman who will laugh gently from the darkest corner of a room, striking terror into the hearts of his prey. In many ways, this Batman is stripped down to a fighting weight, carrying only his desire for justice as a burden.

The Batman's methods for achieving justice follow two courses. The first course is physical. The Batman stealthily patrols Gotham City, and wherever he finds crime, he bursts upon it. He is easily a match for several ordinary street thugs, and often deposits such riffraff at the nearest police station. This physical approach is what the Batman resorts to in almost all cases, to the ultimate regret of those he battles.

The Batman's second course for achieving justice is the most important, yet the hardest to describe. It is mental: the detective training that is at the Batman's core. One tale in particular fully reveals this faculty. When important diplomatic papers were stolen from a government office, the Batman took one look at a "formless chunk of metal," and instantly asked for the name of anyone who was a student at the "Paris School of Diplomacy." From there, he spotted a thug dressed as a doorman, simply because he was wearing argyle socks that did not match his uniform. Finally, the Batman deciphered a series of audio clues picked up in a telephone conversation with an international spy, and arrived at the spy's hide-out in time to save the hostage. Throughout the story, the Batman's mental skills are focused upon and utilized to their fullest capacity, revealing a hero who is more than a match for any mind. *(Batman #241)*

The Batman is a master of disguise and is able to mimic almost any voice he has heard. In the aforementioned story, he was able to imitate a man's voice only minutes after speaking with him. On other occasions, the Batman has readily adopted the guise of prisoners and master criminals. He regularly uses "Matches" Malone as an alternate identity, and no one has connected Malone with the Batman or Bruce Wayne. His use of disguises also allows him to appear where he is not expected and, sometimes more importantly, vanish from a place where he should be.

In combat, the Batman has emotionlessly faced magical monsters, technological terrors and all sorts of villains. Still, he feels remorse as he watches an animal he was forced to kill die. And that remorse, for the senseless slaying of an innocent creature, is justly turned around and used to fuel his desire for justice.

In the case of the Reaper, however, we are shown a different side of the Batman. We learn that it is not a fear of dredging up childhood nightmares that keeps the Caped Crusader from using a gun. It is a fear of becoming what the Reaper was: a vigilante turned thoughtless killer. We see the Batman at a time when he is not so much proficient as he is at his top form. Yet, even as an amateur, the Batman reveals those elements that will later make him an unrelenting nightmare in the minds of all Gotham criminals. The Batman may only be a man, but he is a good one who only gets better.

The Batman has a great deal of equipment, specially developed for his war against crime, and he makes extensive use of it. While all of it will be fully discussed later on, his method of using the equipment shall be covered here. As a general rule, if the Batman is in a tight situation, he will use his equipment to get himself out of trouble. He usually uses his tools in unorthodox, yet not improbable ways. His laser Bat-Torch, for example, while designed to open doors, could be used to weld a lock shut, thereby trapping his foe. The torch's beam could also be bounced off a mirror to temporarily blind a foe or signal police for help. The Batman is known for his innovative use of equipment, and Players should try to portray this aspect of their Character.

Above all other things, the origin of the Batman must always be kept in mind. The death of Bruce's innocent parents drives him with an unholy rage. Once Commissioner Gordon noted, "Your reputation will be badly damaged when the news gets out!" The Batman replied, "Don't you understand? I don't care about my reputation! No, I keep thinking of the woman . . . How she'll die because I blundered! I don't want to live with that, Commissioner!" *(Batman #241)* The injustice of innocents being harmed gives the Batman much of his ferocity, and drives him towards justice for all criminal activities.

On the other hand, when the Batman's spirit was broken by Deacon Blackfire and his "cult" of killers, our hero told Jason Todd, "[I] always claimed I became the Batman to avenge the death of my parents . . . to fight crime. That was a lie. I really did it to overcome the fear." *(Batman: The Cult #4)* This statement shows us a different Batman, one as vulnerable to fear as the criminals he pursues.

Mixed in with all this is the symbol of the bat. It was chosen to strike fear in the hearts of the cowardly and superstitious, and the Batman accentuates this symbol by appearing and vanishing at will, scaring both criminals and friends alike. On too many occasions to count, Commissioner Gordon has turned toward the Batman, only to find him gone. "He's done it to me again!" he'll comment, a chill running down his spine.

The bat symbol is also the basis of the Batman's Intimidation Skill. Many a criminal has frozen and started spilling information as soon as the Batman has stepped from a shadow in pursuit of the thug. It is this fear of the bat image that panics wrongdoers and makes them talk.

The Batman is a vengeful creature of the night. He is devastating in combat, and as a detective, he has no equal. He has escaped more deathtraps than Harry Houdini and Mr. Miracle combined. The Batman is obsessed with justice, the protection of innocents, and a fear of failure. He is resourceful, terrifying, fearless and realistic. He knows he is only a man, but he also knows that he can push himself up to and beyond human maximums in his crusade for justice.

IdEntItiEs

Identities, both public and secret, are a vital part of being a hero. Nearly every hero suffers from one of these handicaps in some way. If the public is aware of a crimefighter's identity, the hero will have limited time to himself, being too busy aiding others—others being anyone from a cat up in a tree to a kidnapped loved-one. A hero with a Secret Identity simply has the bother of keeping the identity just that—secret. Oftentimes, however, this causes more trouble than the secret seems to be worth.

The Batman's Secret Identity is one of the best kept secrets around. Or should we say Bruce Wayne's Secret Identity? The two are so distinctly different and equally unavailable that it is hard to distinguish which is the alias and which is the real man.

The standing rule seems to be that if a character wants to know who the Batman is, he will never learn it. People who could care less, or who do not want to know at all seem to come by the information almost effortlessly. Luckily none of them have needed money badly enough to turn a profit with that information.

The following list defines those people who positively know that Bruce Wayne is the Batman or that Dick Grayson was Robin. Except in the case of a few people who know Dick Grayson only as Nightwing, it is assumed that knowledge of one identity leads to the logical deduction of the other. Knowledge of heroic identities in relation to Jason Todd as the second Robin and more information concerning the listed names follows.

Alfred Pennyworth
Barbara Gordon/Batgirl/Oracle
Dr. Leslie Thompkins
Justice League International
The New Teen Titans
Professor Hugo Strange
Ra's al Ghul
Superman
Talia

The Teen Titans had a new member, Danny Chase, who may only know Dick Grayson as Nightwing. A review of Titan files, however, may have included information on Dick's earlier career, but it would not have included the knowledge that the Batman is Bruce Wayne.

Justice League International might also be a bit shakey on the issue because, while he had appeared as Bruce Wayne in at least one operation, the Batman made it look as if he had "assumed" Wayne's identity for that period of time. With the number of misfits in that organization, the Batman may well have concealed his identity just to avoid having it accidently disclosed.

For a time, the Batman worked with a group called the Outsiders. That group disbanded, however, and it is not known whether the existing members remain aware of the Batman's identity as Bruce Wayne.

Commissioner James Gordon is still blissfully unaware of the true identity of the Batman. He has all tne facts, but has given up any desire to detect it, seemingly because the Commissioner doesn't want to risk having to betray his ally. Early on, when Gordon was trying to bring the Batman to justice, he had picked Bruce Wayne as a suspect. Circumstantial evidence certainly does exist, especially as the other prime suspect, Harvey Dent, is now Two-Face. Commissioner Gordon is aware that his daughter Barbara was Batgirl, but not that she is currently "Oracle."

Master Kirigi, the Korean who trained Bruce Wayne in the martial arts, may have learned that Bruce Wayne is now the Batman. At one point, the Batman returned to the monastery *in costume* to confront his old master for having trained assassins. If Kirigi knew the man was Bruce Wayne—and whether or not he did is not clear—he would know the Batman's Secret Identity.

Kirk Langstrom, Man-Bat, has laired in the Batcave several times. Fortunately, he remembers nothing of his time spent in his alternate form, so he cannot pinpoint the Batcave as being beneath Wayne Manor. If, somehow, he retraced his path in his more normal form, he would be bright enough to link the Batman and Wayne. By the same token, he's just as likely to accept the explanation from Wayne that he's secretly bankrolling the Batman's war on crime because of what his parents went through.

A number of other villains have had the opportunity to join Hugo Strange and Ra's al Ghul in the ranks of enemies who know the Batman's secret identity. In general, the Batman's opposition is more interested in eliminating him than exposing him, so the villains tend to pass up any chances of learning who he really is.

A number of the Batman's foes have enough information at their fingertips to deduce that Bruce is the Batman. The Terminator knows that Dick Grayson was Robin and Bruce Wayne's ward. The correlation should be obvious, but the Terminator has yet to act upon it.

Ma Gunn is the woman who ran the school for boys in which the Batman first placed Jason Todd after he was found stealing the Batmobile's wheels. Todd betrayed her operation and sent her to prison. The last Ma Gunn would have heard of Jason was that he became Bruce Wayne's ward. If she comes out of prison asking questions, she may discover that Todd died mysteriously at the same time Robin stopped appearing with the Batman. Such coincidences may be hard for her to overlook.

In the past, there have been other Characters who knew the Batman's identity. At one point, Selina Kyle knew the Batman's secret identity. Retired as a criminal, she had developed a love interest in Bruce Wayne, and he had shared his secret with her. She even knew the secret entrance to the Batcave. This situation, however, has been declared null and void, as has Jimmy Olsen's and Silver St. Cloud's past knowledge about the Batman.

There are others who are aware of the secret, or have discovered it in the past, but most of them are dead. Joe Chill, for example, was the man who murdered Dr. Thomas and Martha Wayne. The Batman revealed himself to Chill just before he planned to execute the man for his crimes. The Reaper, however, stepped in and did the job himself, and then let himself die thinking that the Batman/Bruce Wayne was a worthy successor.



"Matches" Malone

- **Connection:** Street (High)
- **Height:** 6″2′
- **Weight:** 210 lbs.
- **Hair:** Brown
- **Eyes:** Blue (but usually obscurred by sunglasses.)

The man known as Matches Malone was once a member of Gotham City's waterfront mafia. When the Batman had to kill off Bruce Wayne in order to protect his identity from Ra's al Ghul, the Caped Crusader decided to enlist the mobster's help. Unfortunately, the Batman had to watch Matches die or be killed himself. He hid the fact that the real Malone was dead, and used "Matches" as another alias to aid in his pursuit and defeat of Ra's al Ghul. *(Batman #242-4)*

Since then, "Matches" has become another identity for the Batman. He has used it to infiltrate the underworld in the past, and is sure to use it again when he needs to hide either the Batman or Bruce Wayne.

Matches is a high-class thug who always dresses well and speaks threateningly, in a gruff voice. The original Matches got his nickname from his annoying habit of lighting wooden matches with a flick of the thumbnail across each sulphurous tip. The Batman, of course, adapted to each of these aspects of Malone's character. At various times, "Matches" is flanked by other thugs, usually other heroes in disguise.

A few people know that the Batman has used "Matches" as an alias, but the Batman always covers for the thug, making some comment about having him kidnapped in order to replace him. No one seems to know that the real Matches is dead. The Batman has allowed Dick Grayson to adopt the identity once or twice, but only after fitting him with an inflatable body stocking to imitate the dead mobster's size.

Is the Batman a Killer?

There can be no doubt that the Batman has played a major part in the deaths of many criminals in one way or another. There are those, like the Reaper, who have killed themselves because they knew defeat at his hands. Others have been caught in the crossfire of battles fought between the Batman and the underworld. Stool pigeons from whom he has coerced information have later been slain by their allies.

A good case in point had the Batman face to face with the Beast, a KGB assassin who was, the Batman acknowledged at one point, "better at this game than I . . ." *(Batman #418)* The KGBeast was planning to assassinate key individuals connected with the Strategic Defense Initiative. He proved to be an implacable foe who went so far as to amputate his left hand in order to avoid capture. The Beast appeared to be unstoppable, and his final target was going to be the President of the United States.

The Batman succeeded in luring the KGBeast down into the sewers of Gotham City. After a long and nasty battle, the Beast fled through a doorway that led to a cul-de-sac. He invited the Batman into the small area for a battle to ultimately prove who was the best between them, but the Batman declined. Instead, he shut the door and jammed it shut, trapping the KGBeast for what appeared to be the rest of his rather unnatural life.

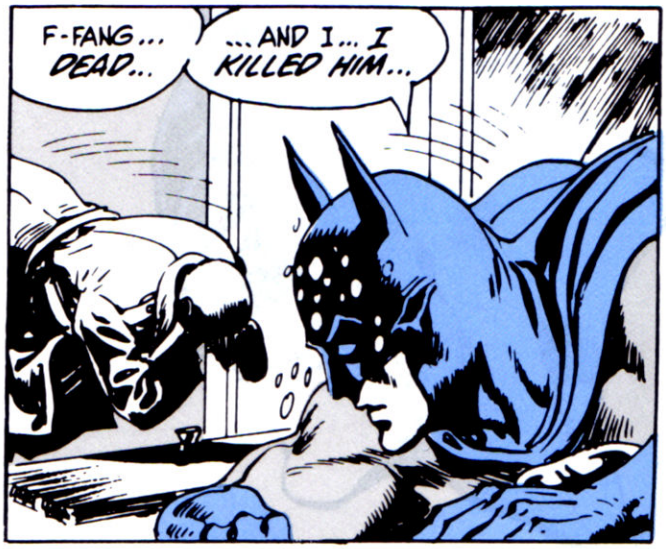
This tale is an example of death on a causal level. The Batman was up against a foe that could be stopped in no other way. Unlike the murderous Joker, the KGBeast was not mad. He was doing what he had been trained to do, and that very training meant that even extraordinary methods could not successfully detain him. Death seemed the only way to end the KGBeast's reign of terror, and it appeared as though the Batman employed it, much as he would use a Batarang or tear-gas capsule from his utility belt. There was no remorse; he did what had to be done.

Another series pitted our hero against a foe who did to the Batman what no villain had ever before done: he broke the Batman's spirit. Deacon Blackfire, a man with a mythical background, brought together the downtrodden of Gotham and forged them into a murderous rabble. These dregs of society literally drove all the good people from the city.

The Batman, who was captured after having suffered an injury, was tortured, starved and drugged until he, too, was converted into Blackfire's service. While he never actually committed a murder during his time with "the Cult," the Batman was powerless to prevent the other minions from murdering innocent people. In fact, after the Batman and Robin returned to clean out Gotham City, the two could do nothing to stop the nearby murder of a woman, because to go after her would have been suicide.

The Batman took upon himself the guilt and responsibility for so many unnecessary deaths. He continued after Deacon Blackfire, but the decision was not an easy one for him to make, especially after all he had been through. He knew, however, that Deacon Blackfire was the key to the madness infesting Gotham City and that pursuit of the villain must supercede all else.

Despite ample evidence that Blackfire's people would stop at nothing to protect their messiah, the Batman and Robin armed themselves with weapons that would merely tranquilize or knock their enemies unconscious. The Batmobile entered Gotham City equipped with a machine gun for shooting tranq darts, twin lasers, and a missile rack that could take buildings down with one shot.



When the Batman finally came face to face with Deacon Blackfire, even after all the villain had done, their battle was not to the death. The Batman tossed aside a pistol he had picked up during the assault, and discarded Blackfire's knife after wresting it away from him. The Batman then began to beat Blackfire to a pulp, concentrating on his nerve centers in order to inflict as much pain as possible. His aim was, the Batman said, ". . . to break the man, just the way he broke me. May God forgive me. I enjoy it." *(Batman: The Cult #4)*

The Batman succeeded, and Blackfire's minions destroyed him—the pack consuming their weakened and beaten leader, as if they were all animals. The Batman did not interfere, but, realistically, there was nothing he could have done to stop them.

This story is also an example of causal death, but the situation is much different. The Batman's focus was to do to Blackfire what Blackfire had done to him—break him. Were it possible, the Batman would have hauled Blackfire out to face the law because, in beating him, the Batman had already meted out justice.

The answer to the question, "Is the Batman a Killer?" is a definite "No." If the Batman were someone indifferent to killing, the Joker's career would have been so short that it would not even constitute a footnote in this book. The Batman would have gladly adopted the gun that killed his parents as the symbol of his justice. That he has not taken up the gun, or another equally lethal weapon in his crusade, is proof enough that he is not a killer at heart.

That the Batman has caused death or, by his inaction, has prevented death from being averted, is not at question. For the Batman, death and justice often walk hand in hand. The compassion that Dr. Leslie Thompkins instilled in a young Bruce Wayne becomes evident when we see our hero realize that people like the Joker or Poison Ivy are sick and that they must be helped. That compassion is the lifeline that keeps the Batman from going over the brink—into the realm of the killer he could so easily have become.

Is the Batman Sane?



This is a central question that has sparked many debates within the legion of Batman fans. Sanity, in and of itself, is so difficult a concept to define, that the question has two major areas to cover: legal and clinical. Let's deal with the easy one first: Is the Batman legally sane?

Legal sanity presumes that the individual being tried for a crime knows right from wrong, and is capable of telling the difference between them. In other words, it is a question of whether or not the individual is capable of being held responsible for his actions. In the Batman's case, there is no question about this—he is legally sane.

While a good lawyer who is privy to the Batman's entire life might conjure up an insanity defense based on the trauma that filled Bruce Wayne with the desire for revenge, the reality of the matter is that the Batman does know right from wrong and accepts full responsibility for his actions. The memorial to Jason Todd in the Batcave is just one example of the Batman striving to remember what his crusade has cost him and others.

Clinical sanity is another matter. Clinical tests would support the view that Bruce Wayne/the Batman is obsessed with his crusade for justice. He was traumatized very early in life and has been singleminded in his pursuit of his childhood vow. He has rearranged his whole life around this "holy war" of his and willingly sacrifices any shred of normal life to engage the enemy.

Curiously, while the trauma he witnessed as a child is just the sort of thing to trigger a split personality, Bruce Wayne does not exhibit the other symptoms of having two individuals running around in his brain. He has a well-rounded personality in both his Batman and Bruce Wayne guises, and, except in most cases where he is obviously deceiving another, he acknowledges that he and Bruce Wayne are one and the same. He does not exhibit the fugue states that mark a multiple personality disorder, so that condition can be ruled out.

The Batman is no stranger to paranoia, but only because he causes it among the criminal underclass of Gotham City. In the Batman's line of work, paranoia would manifest itself with a quick escalation of armaments, so no thug would have the chance to outgun him. A paranoid Caped Crusader, with his technical expertise and resources, would have been outfitted in a ten-foot-tall suit of power armor, with more weaponry than an infantry battalion and tactical fighter wing combined.

A slight case might be made for the Batman being delusional because of the dearth of weapons he carries with him. Yet the Batman does not carry bear armor-piercing, wire-guided, thug missiles; he simply wades into battle with a Batarang, Razorwings, and his knowledge of martial arts. While this would appear to make him an optimist, he realizes how difficult his task truly is. The Batman once surmised, "Gotham is a garden that needs constant weeding." *(The Adventures of Superman #440)*

So what about this obsession with dispensing justice? There is no doubt that the Batman is driven by the desire to avenge his parents, or is there? During his battle with Deacon Blackfire and his minions, the Batman made a startling revelation. He told Robin, "I always claimed I became the Batman to avenge the death of my parents . . . to fight crime. That was a lie. I really did it to overcome the fear." *(Batman: The Cult #4)*

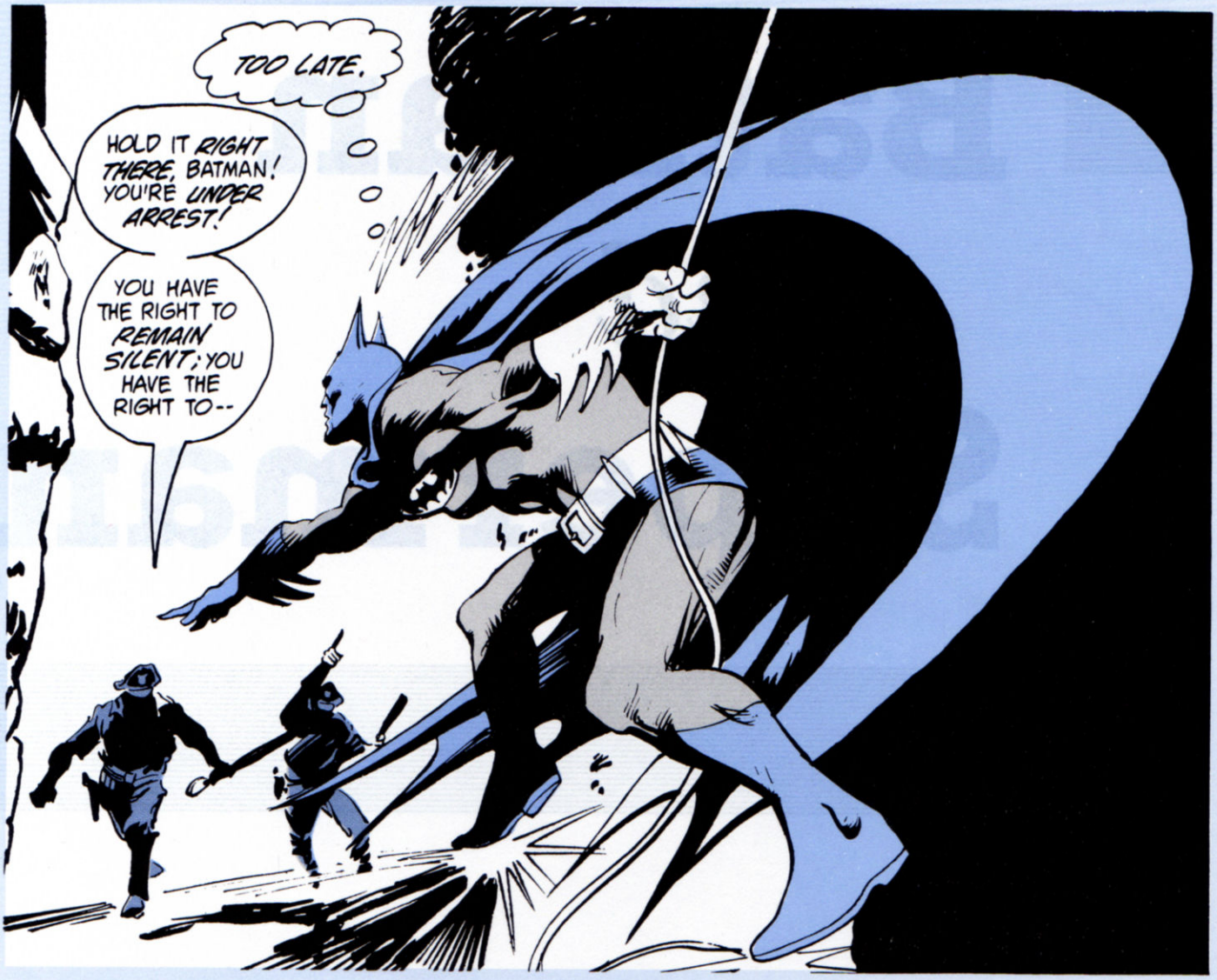
That fear, the fear of senseless violence being able to leap out of any shadow, is something all of us carry inside of us. It's the fear of the unexpected as we walk to our cars in a dark, deserted parking lot. It's the fear that bubbles up when we turn a corner and see an unfamiliar person lurking in a spot where no one should be standing. It's the fear that claws at our hearts and minds when we discover that our apartment has been broken into, our car has been stolen, or our loved one has been assaulted.

For most of us, that fear can be banished by turning on a light or clutching the tear gas sprayer attached to our key ring. For many, a gun in the nightstand drawer holds that fear at bay. Others just dismiss the fear and continue on oblivious to it because they know it would consume their life. Still others take precautions so cars are parked beneath street lights and strange figures or dangerous areas are skirted cautiously.

Bruce Wayne and the Batman have chosen a more active way to banish this fear. Instead of accepting passive methods to fend it off, the Batman attacks that which makes him afraid. Just as the bat scared him as a child, the Batman visits fear on the thugs and outlaws that inspire fear in others. In waging his war against fear, the Batman turns it back on the people who create it, thereby using the fear to his advantage.

Is that madness? It is preferable not to think so. It may be that the Batman's methods represent the ultimate in sanity because, in a logical and consistent way, he accepts full responsibility for his methods and makes fear consume itself. He checks himself from wholesale slaughter because he realizes that such action would cause more than the criminals to fear him.

This is where the Batman draws the line. And the line between sanity and madness is awfully thin. He may dance along its razor edge, but his feet are firmly planted in reality—no matter how insane that reality might appear from his point of view.



The Batman began his career working outside the law. His relationship with law enforcement was at first adversarial, but he gradually won the confidence and respect of some police officers. At one time, the Batman was even deputized by the Gotham Police Department in order to give his crusade some legitimacy. This, however, is no longer the case.

It was only after the Batman had saved the life of Jim Gordon's son that Gordon started to look upon him as an ally. Yet even with this feeling of camaraderie, Gordon was quick to brand the Batman an outlaw again, when he joined forces with Gotham's underworld to end the scourge of the Reaper. While this might have made Gordon appear like something of a fickle friend, it is understandable. The Batman is not an easy man for a cop to like.

To the men on the beat, however, the Caped Crusader is a welcome ally. More than one street cop has been in a dangerous situation, only to find the Batman a silent, effective back-up. While some officers might resent the way he reduces them to little more than trash haulers, and others hate the extreme violence he uses in his battles, all would agree that the Batman makes a serious dent in Gotham's crime statistics.

This is true, of course, provided one ignores the assaults, batteries, burglaries, and extortions the Batman commits. The media chooses not to let such misdemeanors go by, however, so the question of whether or not the Batman is a threat still hangs in the air. The pressure becomes more intense as negative publicity takes precedence over positive, thereby applying greater pressure on many city officials.

Gotham City government is known for its corruption. In the past, the Batman has focused on rooting out this corruption, and the officials have fought back in the only way they know how: they demand that the police bring in this vigilante. Until the Batman can expose the wrongdoers, he literally has to fight city hall.

And, eventually, he will win.

At its best, the relationship between the Batman and the police can be expressed by the saying, "The enemy of my enemy is my friend." The Batman shares a close relationship with officials such as Commissioner Gordon, but it is a relationship on his terms, and his terms alone. This makes the Batman a good friend, but one who can become a very nasty enemy with only the slightest shift of perceptions.

Batman *and* Superman

There is no logical way that the two greatest heroes in the world could avoid meeting. In the past, Batman and Superman were the best of friends. They often used to participate in joint adventures, with Jimmy Olsen and Robin playing off each other from time to time. This combination was undeniably entertaining.

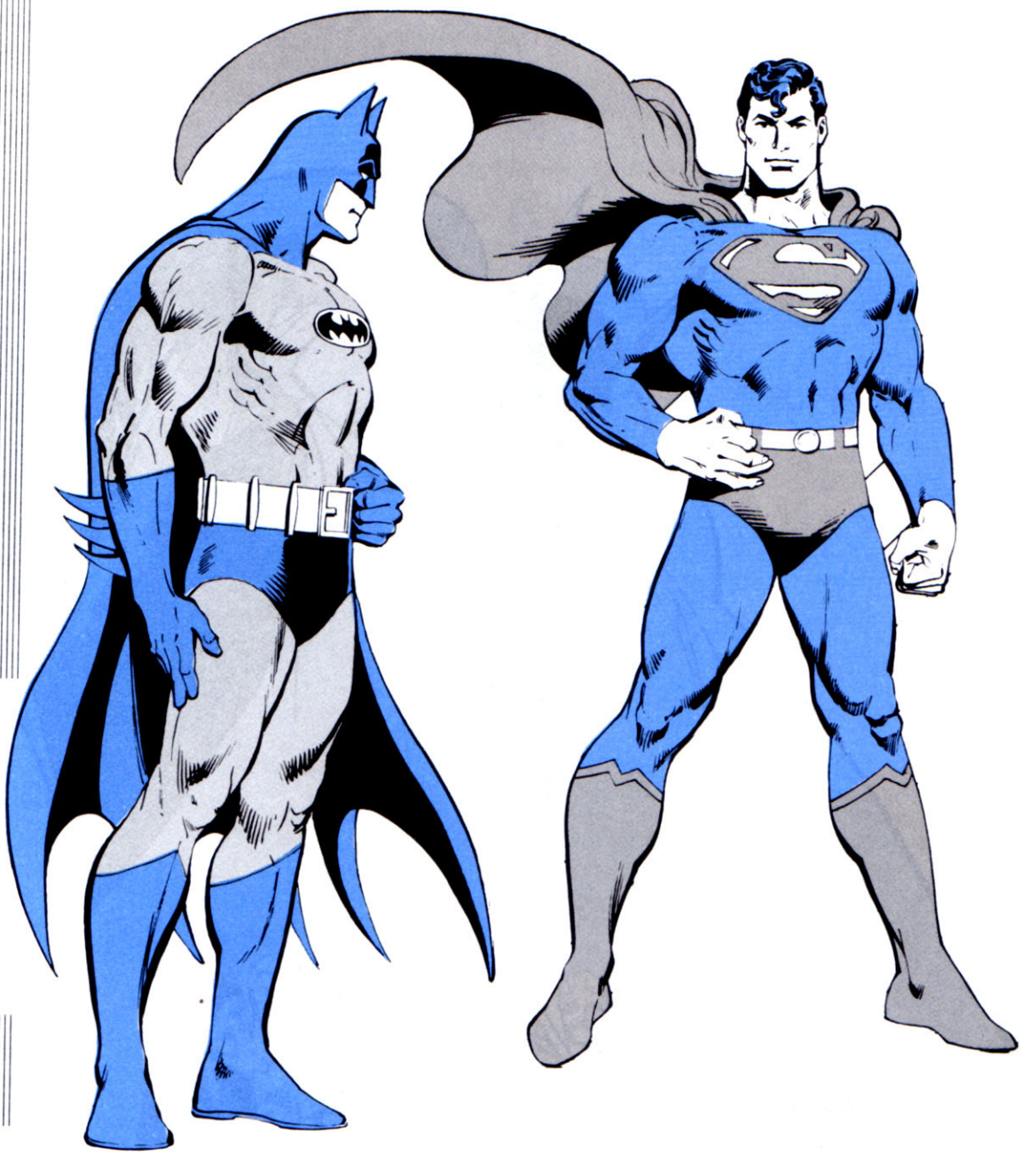
Their relationship took a radical shift in the mid-1980's. Their new "first meeting" showed both Characters at their best. Superman was to haul the Batman in to the police, but the Batman eluded him, then coerced cooperation out of the Man of Steel. The Batman informed Superman that if he pierced the detection field surrounding the Batman, it would detonate a bomb hidden somewhere in Gotham that would kill an innocent person.

Superman then accused the Batman of being an "inhuman monster." The Batman replied, "It's a touch Machiavellian, I admit. But my end justifies my means. Now, hear me out." He proceeded to outline the career of a criminal on the loose in Gotham and Superman helped him capture that individual. In the end, Superman noted, "I don't like vigilantes, Batman, even though I've been called one myself. But there is a job that needs doing here in Gotham. And you seem well suited to the task of doing it." *(Man of Steel #3)*

The two went their separate ways, but met shortly thereafter for a second time. Internal evidence suggested at least two years had passed since their first meeting. Together the heroes faced a supernatural threat in the form of a vampire lurking in a small, southern town. The vampire got the best of the Batman, dropping him in a pool of quicksand, then turned on Superman. The Man of Steel became positively mortal due to his vulnerability to magic, but the Batman stepped in and killed the vampire before it could finish off Superman.

A somewhat bewildered Superman admitted that he owed his life to the Batman. The Batman replied, "Yes, I suppose you do. Call it self-preservation, Superman. I don't much fancy the idea of a super-vampire flying around." *(Action Comics Annual #1)* The Batman dismissed the debt and did not enlist Superman's help in destroying the vampire's other victims. Perhaps the Batman did not see such a grim sort of task as appropriate for a man who can move worlds.

The next time the two powers met was at Superman's request. The Man of Steel had found a scrapbook full of clippings that detailed all of his adventures. He turned the book over to the Batman to see what could be learned from it. The only fact that the Batman could glean from it,



however, was that Superman was Clark Kent. Superman countered with his knowledge that the Batman was Bruce Wayne. Yet, despite this accidental sharing of their deepest secrets, no thawing of their relationship took place.

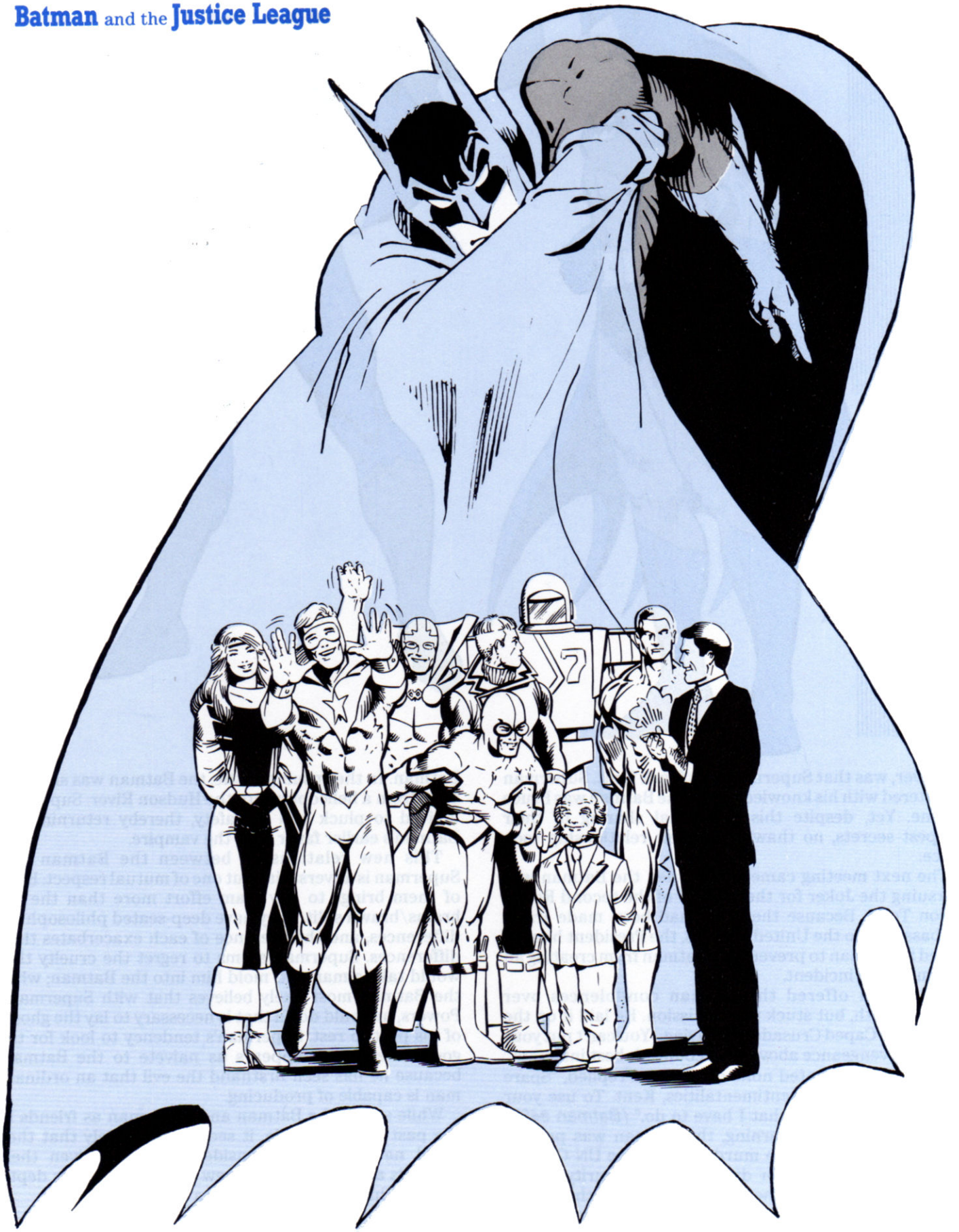
The next meeting came about when the Batman was pursuing the Joker for the murder of the second Robin, Jason Todd. Because the Joker had been made Iran's ambassador to the United Nations, the President himself asked Superman to prevent the Batman from creating an international incident.

Superman offered the Batman condolences over Jason's death, but stuck to his mission. He laid it on the line for the Caped Crusader, by saying, "You can't put your thirst for vengeance above your country's best interests."

The Batman wanted none of that and replied, "Spare me your Boy Scout sentimentalities, Kent. To use your own words. . . I'll do what I have to do." *(Batman #429)* Despite Superman's warning, the Batman was present when the Joker tried to murder the entire UN General Assembly. Superman, in disguise as a security guard, managed to eliminate the Joker's immediate threat, but left the Joker's final punishment in the hands of the Batman. In the ensuing battle, the Batman was shot and dove from a helicopter into the Hudson River. Superman arrived to pluck him to safety, thereby returning the Batman's earlier favor with the vampire.

This new relationship between the Batman and Superman is adversarial, but one of mutual respect. Each of them brings to any team effort more than the old brains/brawn split. They have deep-seated philosophical differences, and the presence of each exacerbates their differences. Superman seems to regret the cruelty that would take a man and mold him into the Batman; while the Batman most likely believes that with Superman's Powers, he could do all that is necessary to lay the ghosts of his past to rest. Superman's tendency to look for the good in everyone appears as naivete to the Batman, because he has seen firsthand the evil that an ordinary man is capable of producing.

While seeing the Batman and Superman as friends in the past was enjoyable, it seems more likely that they could never truly be considered friends, given their methods and natures. This new relationship gives depth to both Characters and explores them more fully.





When five of Earth's most renowned heroes—Aquaman, Black Canary, Martian Manhunter, Green Lantern and the Flash, banded together to form the Justice League of America, it was inevitable that the world's greatest detective would some day join their ranks. The Batman became a member of the JLA shortly after the League's inception, upon the realization that a group such as this would give him the opportunity to move his crusade for justice from the streets of Gotham City to the world at large.

The Batman shared many adventures with the JLA over a period of several years. Eventually, however, restrictive regulations revealed a conflict of interest between the Batman and the other League members. Lucius Fox had traveled to the small European nation of Markovia on business for the Wayne Foundation when he was reported missing during a recent revolution in that country. The Batman immediately assembled the JLA to request the rescue of Lucius from Markovia, but was informed that the United Nations had asked that the JLA not interfere with the Markovian Revolution.

When all the other JLA members refused to help the Batman rescue his friend, an irate Caped Crusader replied, "I've heard the cries of the dying . . . and the mourning . . . the victims of crime and injustice . . . I swore I'd do everything in my power to avenge those deaths . . . to protect innocent lives . . . and if I fail to keep that promise . . . my entire life is a lie!" *(Batman and the Outsiders #1)* The Batman turned in his resignation and headed for Markovia on his own.

During the Batman's mission to Markovia, he encountered several other powerful individuals who helped him prevent Baron Bedlam from overthrowing Markovia. The Batman then brought these individuals—Black Lightning, Metamorpho, Katana, Halo, and Geo-Force—back to Gotham City in the hopes of forming a new hero group that could fight crime in Gotham. *(Batman and the Outsiders #2-3)*

This new group, led by the Batman, was christened "The Outsiders," and the Caped Crusader led them through several adventures, both in and out of Gotham City. Unfortunately, dissent arose when the Batman refused to inform Geo-Force of events taking place in Markovia. He felt that many of their cases were interfering with work that needed to be done in Gotham, and that Gotham took precedence over anything else. The Outsiders decided that the Batman was using them as his personal army and was not acknowledging their accomplishments. At that point, the frustrated Batman attempted to disband the group, but the heroes decided to continue without the Caped Crusader. *(Batman and the Outsiders #32)*

Since the Batman's departure, the Justice League of America had become a full-time organization under the leadership of Aquaman, who had revitalized the group as a result of an alien invasion. Unfortunately, the League had recruited a number of new members whose inexperience nearly caused the destruction of the group. The Batman rejoined and resumed command of the JLA after Aquaman returned to Atlantis. *(JLA #243, 250)*

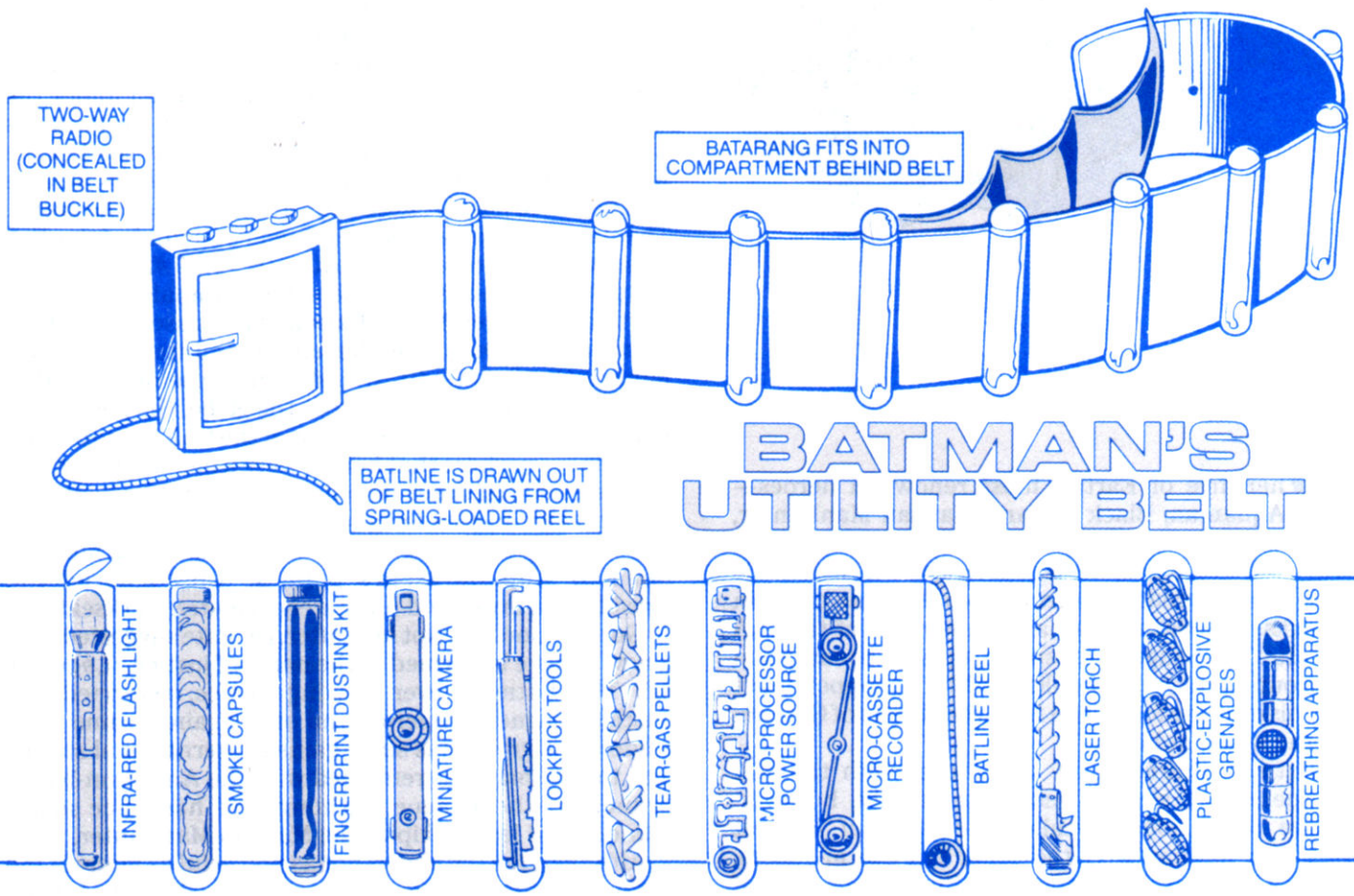
By the time Darkseid launched his campaign to rob the Earth of its "Legends," the Batman had passed leadership on to J'Onn J'Onzz, the Martian Manhunter. Darkseid's minion, Glorious Godfrey, under the guise of G. Gordon Godfrey, instigated riots across the globe. His persuasive manner convinced the President of the United States and citizens everywhere that heroes were a menace to society.

A presidential order forced the Martian Manhunter to disband the Justice League, and the group once again dissolved. Earth's heroes knew that something must be done to stop Darkseid's plan, so they ignored the presidential order and ultimately defeated Darkseid and G. Gordon Godfrey. Not long after, Dr. Fate suggested that a new League be formed in the name of justice. *(Legends #6)* The Batman, ever seeking justice, reformed the Justice League of America and once again became their leader. The group has since gained International status, and the Batman has remained with the American-based branch of the League, although he has once again relinquished leadership to the Martian Manhunter.

Although the Batman is not as powerful as many of the other League members, his vast wisdom and keen intellect have proven him to be one of the most important heroes the League has ever had. On more than one occasion, the Batman has saved the entire League from the evil machinations of some of its most dreaded foes. The Batman's incomparable deductive abilities have often allowed him to find weaknesses in the plans of villains *and* in the plans of the Justice League itself, thereby giving the League the opportunity to correct those weaknesses before the villain could capitalize on the situation.

In one instance, the Justice League had set free its one-time enemy, Amazo, in an attempt to regain the powers it had lost to Libra, the leader of the Injustice Gang of the World. Libra had built a device that drained many of the League's members of one-half their abilities, and the League planned to use Amazo to regather those abilities. As the Batman remained in the JLA Satellite, monitoring the other members' progress, he realized that their plan would fail because, while Amazo regathered the League's abilities, he would also gain the Batman's amazing deductive abilities and figure out the JLA's plan. The Batman quickly arranged for Amazo to be drained of the powers he had gained, and defeated Amazo single-handedly. *(Justice League of America #111-112)*

EQUIPMENT



As famous as the Batman himself is his full array of tools and equipment used in his battle against crime. Both foes and allies have adopted or adapted versions of his battle gear, a testament to its resourcefulness. While the Batman minus his utility belt or Batmobile is still a formidable foe, with his equipment he is practically unbeatable.

From time to time the Batman is forced to use equipment other than that described following. In general, if the device is one that an average man could learn how to use, assume the Batman knows how to use it. This includes scuba gear and hang gliders, as well as heavy equipment and some ultra-high tech devices.

The equipment will be described in order of mobility; the utility belt and its cargo coming first, then vehicles, and finally, stationary items like the Batcomputer.

Utility Belt

The utility belt is home to the majority of the Batman's weapons and on-the-spot detection tools. Nine capsule-shaped containers, attached to the belt itself, contain various items. The Batman does have more tools than compartments, so some variation may occur from adventure to adventure. The non-combat oriented equipment, such as the Bat-Camera and Bat-Recorder, will typically ride in the capsules at the small of his back. Weaponry would be found in the containers on the sides, where it is easier to get at.

The belt buckle on the Batman's utility belt is a two-way radio, and an emergency signal. In the past, the emergency signal was used to alert members of the Justice League or the Outsiders to trouble.

Batarang [BODY: 7, Gliding: 2]

The Batarang fits into a compartment inside the Batman's utility belt. It is a curved piece of metal with scalloped wings, making it look somewhat like a bat. It is more a well balanced throwing weapon than a boomerang. The Batman has used it to trip fleeing opponents, knock weapons from hands, and deflect projectiles. When attached to the Batline, it can be wrapped around a building projection, allowing the Batman to swing from height to height. It is a most formidable weapon, and the Batman's weapon of choice for distance combat.

Batcall [BODY: 4, Animal Summoning: 12, R#: 3] Misc. Drawback: Animal Summoning Power only works on bats.

The Batman can use this device to summon a huge flock of bats that will converge on the location of the Batcall. It works best at night but can be used at dusk or dawn.

Batline [STR: 8, BODY: 3]

The Batline is a very strong, synthetic cable and is carried in one of the belt's containers. It is drawn out near the belt buckle, and can be retracted through a spring reel in the capsule. It is most often used as a "swingline" for the Batman. Other uses include a lasso and a safety line for climbing.

Bat-Rebreather [BODY: 1, Sealed Systems: 12, R#: 2] Misc. Drawback: Rebreather is only effective against airborne gases, including tear gas.

This item functions similar to a gas mask. The wearer gains 12 APs on his/her Resistance Value.

Bat-Torch [BODY: 2, Heat Vision: 9, R#: 5] Misc. Drawback: Range of Torch is only a few inches.

The Bat-Torch is a small yet powerful laser device used for cutting through walls, windows, or metal bars. Its attack is Physical. When 1 RAP of damage has been done to the target BODY, a hole is cut through it large enough to walk through. The Torch has very few combat applications, but is useful for gaining entry to buildings or for spot welding repairs on equipment. If this device is used against another Character, the attacker is considered to have entered Killing Combat.

Infrared Flashlight & Bat-Goggles [BODY: 1, Thermal Vision: 12]

When the Flashlight is in use, the Batman can see as if it were daylight, as per the Thermal (IR) Vision Power.

Micro-Cassette Bat-Recorder [BODY: 1, Recall: 12, R#: 2] Misc. Drawback: Recall only works on audio information.

The Bat-recorder can Recall any sound within the normal hearing of the operator for 12 APs of time. The cassette tape is considered the reload pack for this item.

Miniature Bat-Camera [BODY: 1, Recall: 12, R#: 2] Misc. Drawback: Recall only works on visual information.

The Bat-Camera can take a clear picture of anything the user sees up to 12 APs away.

Plastic Bat-Explosives [BODY: 1, Bomb: 7]

These small grenades can open holes in walls or act as concussive grenades if exploded in the open.

An attack with these devices should be handled in the same manner as an Explosive Attack in combat, except that the user may be injured if s/he is caught in the blast radius. It should be noted that the Batman would never use these devices to endanger the lives of others.

Razorwings (x8) [BODY: 6, EV: 2] Bonus: The Batman can throw up to 4 Razorwings at one time. He adds one to the die roll for each additional Wing thrown after the first.

Razorwings are a relatively recent addition to the Batman's arsenal. They are shaped and balanced like the Batarang, but they are a third of its size and have razor-sharp edges. While the blades do not cause more pain than a nasty kick, they do impair the functioning of the targeted muscle groups, impeding a thug's ability to operate. The Batman also uses a curare/anaconda venom form of poison on them, but these he tends to only use for Trick Shots against wimpy opponents.

One Razorwing has been fitted with a microtransmitter. An accurate throw could attach it to a fleeing thug or vehicle. This allows the Batman to track the fugitive's progress from the Batmobile or Bruce Wayne's personal car.

Tranqdarts [BODY: 4, Poison Touch: 4]

Tranqdarts are a variation on the Razorwing technology and are used when the Batman does not feel the need to maim a victim. They are hypodermic darts filled with an anesthetic. The fins, which aid flight and accuracy, are made with the wing design common to the Batman's gear.

It is important to note one caution about the Batman's weaponry. Although the Batman can do most anything with his tools, this does not mean the tools can perform tasks outside their assigned jobs. For example, the Batman has a laser Torch which can be used to cut through steel. The Player could creatively use the Torch's beam to temporarily blind a foe, but the Torch cannot knock bullets out of the air. The mechanism is just not suited to the latter task, and such accuracy is beyond even the Batman's abilities.

The tools in the Batman's belt have very specific tasks and effects. If a tool is going to be used for something other than its assigned task, the job asked of it must be within the possible effects of the device. You cannot save the Batman by saying, "I reach into my utility belt and pull out my Bat-Gadget, whichever one is appropriate." The Batman does not rely upon his devices to save him, he thinks his way out of traps and uses the tools to execute his plans. The Batman is definitely more than the sum of his weapons and equipment.

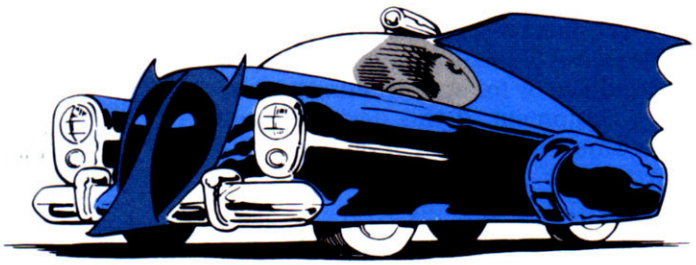
Batman's Costume

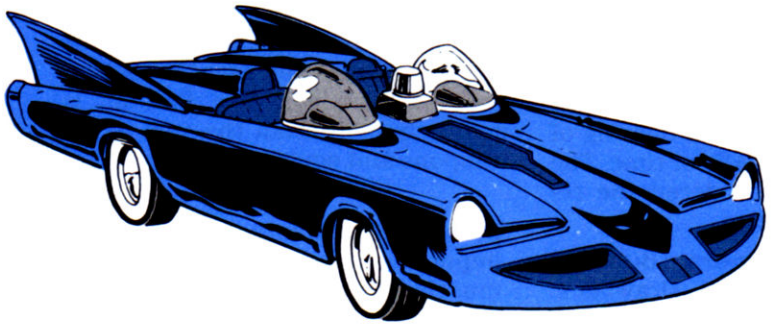
The Batman's costume itself is fairly utilitarian. It is woven of a lightweight Kevlar fabric. While it is not enough to stop large caliber rifle bullets (like an AK-47's 7.62mm bullet) at extremely close range, it

will slow and stop anything from a 9mm bullet on down (the bullets used in Uzi submachineguns), leaving a hideous bruise behind and possibly breaking a rib, at close range. The coloration of the costume and the flowing cape help hide the Batman and make him a difficult target to hit. Lastly, the emblem on his chest (an obvious target) is backed by heavy-duty Kevlar and trauma padding, so that bullets fired at it will be stopped before any major damage can be done. Robin's uniform was made of the same material.

Because the Batman is aware that his foes know of the resources contained in his utility belt, he has, on more than one occasion, secreted equipment in other places in his uniform. In his first year, the Batman had an experimental device in the heel of his boot that emitted an ultrasonic whine. It acted as a homing beacon for the bats from the Batcave, which arrived promptly. The resulting panic dispersed the crowd which had gathered to watch the police try to apprehend the Batman. Of course, the Batman escaped in the confusion. *(Batman #406)*

The Batman keeps a small knife in his boot, and often lockpicks can be found in a boot or hidden in his gloves. The Batman is so well practiced with lockpicks that he can actually open a lock by holding the pick in his teeth.





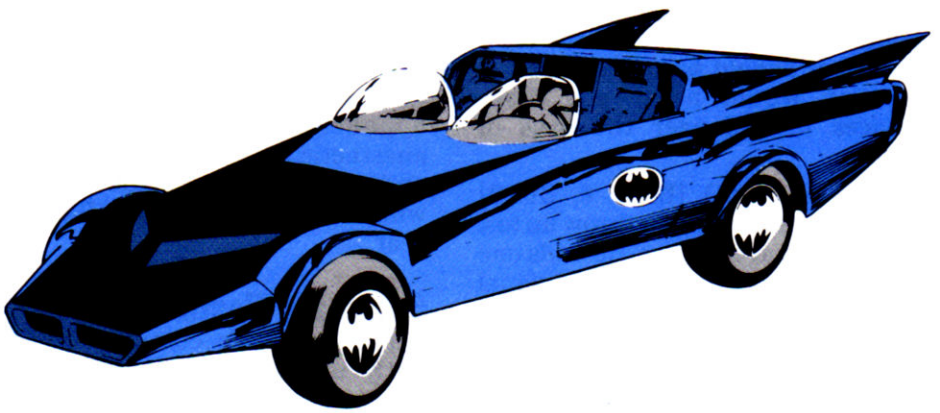
BATMOBILE

Batman's Vehicles

THE BATMOBILE [STR: 7, BODY: 9, Running: 8, Fog: 7, Heat Vision: 7, R#: 2]

The first Batmobile was developed by a famous stunt driver named Jack Edison, in return for the Batman saving him from a flaming car. The vehicle has gone through many incarnations, but the current model is unparalleled by any other four-wheel vehicle on the road today. It has a maximum speed of 225 MPH and is capable of off-road movement. On top of Edison's designs, the Batman has added weapons systems and computer hardware.

The latest Batmobile is a low slung sportscar, roughly the size of a 1989 Corvette. It weighs, however, nearly twice as much as a typical sports car. The headlights, located in the hood, contain powerful lasers, used to disable retreating vehicles or for vaporizing the occasional road hazard left by criminals. The body and windscreens are made from a



unique bulletproof ceramic similar to the heat resistant tiles on the shuttles. The exhaust system allows for smokescreen generation. The current model only has two seats, and houses a bank of computer hardware that is linked to the Batcomputer in the Batcave.

The body of the automobile is made of a special ceramic that makes it impervious to all small arms fire. A microwave linked terminal allows the Batman access to the Batcomputer. A Smoke Screen can be released from the rear of the vehicle, and the laser headlights can quickly blast open a wall or a door of a villain's hide-out. Smoke Screen use is handled in the exact manner as Fog Power, with the Limitation that the Smoke Screen cannot move with the car. The laser headlights mimic the Power of Heat Vision in all respects.

THE BATGLIDER [STR: 3, BODY: 5, Flight: 2, Gliding: 8]

The Batglider is a heavily-modified glider, capable of takeoffs and landings from vertical surfaces due to a pair of jets attached to its wing pylons. In addition to its pilot, the Batglider can carry up to 200 pounds in its wing pylons, but doing so requires removing the jets. The Batglider is collapsible and can be reduced to the size of a backpack for transport.

THE BATCOPTER [STR: 7, BODY: 7, Flight: 8, R#: 2]

The Batcopter is the latest of several incarnations. The current Batcopter is so modified that it defies model description. It is jet powered for speeds upward of 270 mph, which is faster than most attack helicopters. The copter is fitted for silent running, and has sophisticated night and distance vision cameras for surveillance purposes. It seats four and carries rope ladders and spare Batlines from which the Batman can dangle. The Batcopter can be radio controlled, and has automatic hover capabilities and onboard computers which are linked with the Batcomputer.

The Batcopter's weapon systems are simple but effective. Twin, forward-facing lasers form the basis for defensive maneuvers. A bank of flares and other drone devices are kept toward the tail and are used to foil ground-to-air or air-to-air missiles.

WHIRLY-BATS [STR: 4, BODY: 6, Flight: 6, R#: 3]

The Whirly-bats are small helicopter devices consisting of a seat, a prop above, and an engine to turn the prop. Whirly-bats are advantageous when used in the city. They are folded and kept in the Batmobile's trunk, or in the Penthouse apartment atop the Wayne Foundation Building. Because they are smaller, they are better suited to landing on roofs that could not bear the weight of the Batcopter.

THE BAT-SIGNAL [BODY: 3, Flash: 7]

The Bat-signal is not so much a part of the Batman's equipment as a device for others to use to summon his help. It is a huge spotlight located on the roof of the Gotham City Police Department, which, in times of emergency, shines a bat silhouette onto the clouds above Gotham. In the case of an extreme emergency, the signal light is blinked on and off. It has also been shone in the direction of the pending trouble, to show the Batman where to go.

For a short time, the Bat-signal was superseded by a hotline set up between Wayne Manor and Commissioner Gordon's office. Abandoning the direct phone link with the police was a wise move on the part of the Batman, considering how easy it is to tap and trace calls nowadays. After a temporary abandonment of the device, the Bat-signal once again became the only way to summon the Batman. (Of course, the Batman often appears at the scene of a crime before the signal can be employed, which suggests to many that he wisely monitors police radio frequencies to obtain accurate information about interesting situations.)





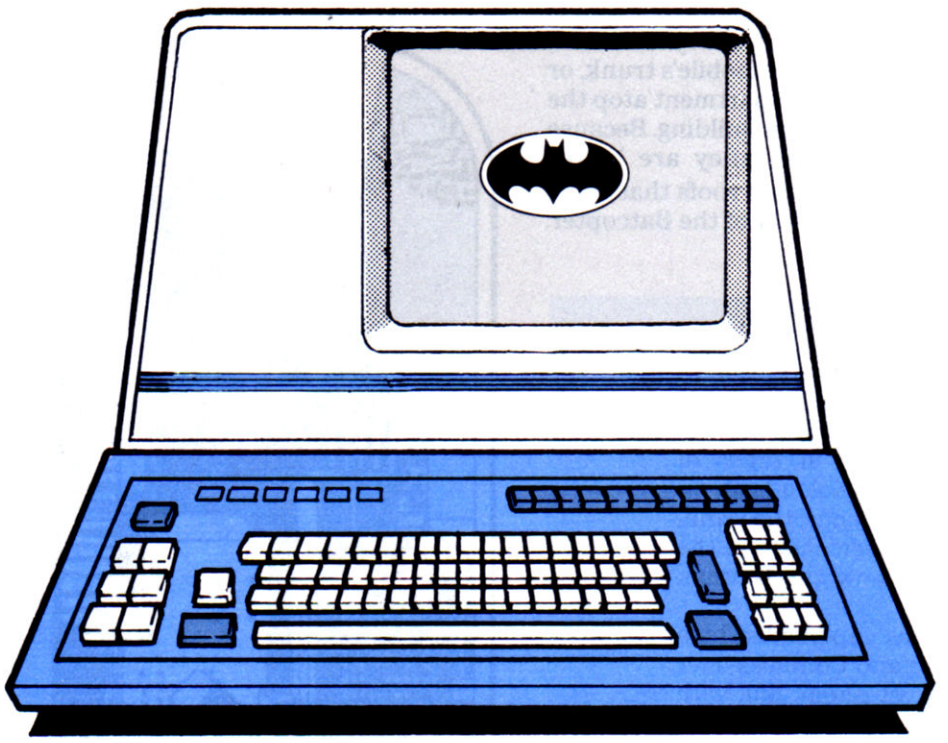
However, the fact that they only seat one person at a time and move slow enough to be nice targets for snipers can be disadvantageous to the user.

BATCYCLE [STR: 4, BODY: 7, Running: 6, R#: 2]

Although a motorcycle is not normally a part of the Batman's standard repertoire, both Batgirl and Robin have used them with frequency. Their Batcycles are sleek, fast, well-balanced machines, modified from Ninja 2000s and probably engineered by Jack Edison. Batgirl's cycle contained sophisticated tracking equipment, and both cycles have windscreens and body molding made of bullet-proof ceramics. Both of the bikes are rigged for silent running. Since becoming Nightwing, Dick Grayson has repainted his cycle and still uses it from time to time.

THE BATCOMPUTER

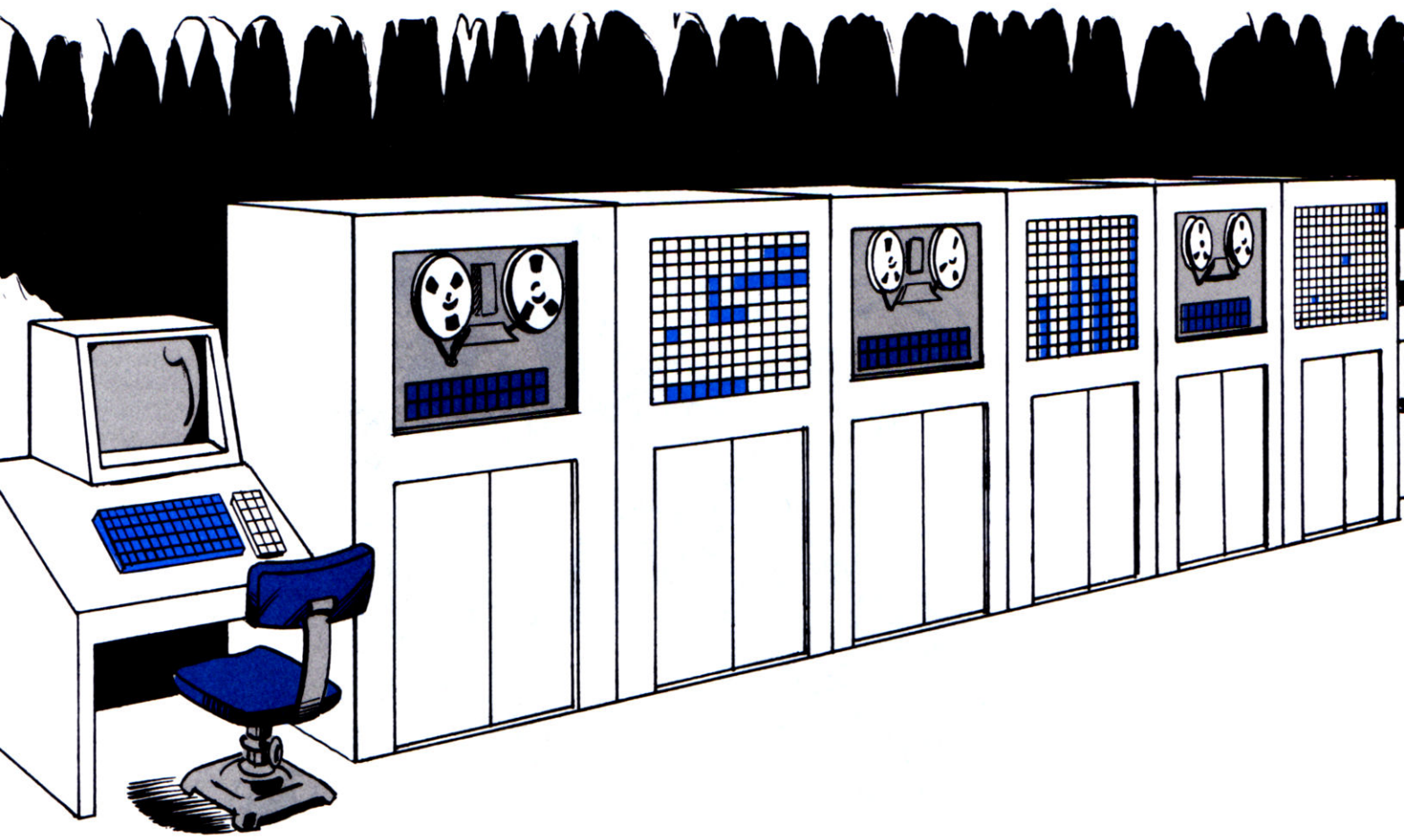
[BODY: 6, INT: 6, Detective: 6, Gadgetry: 6, Medicine (Forensics): 6, Military Science: 6, Scientist: 6, Recall: 13, R#: 2]



The Batcomputer is located in the Batcave, and has microwave links to both the Batmobile and the Batglider. Over the years, the Batman has used it to compile one of the most comprehensive information storage and retrieval systems in the world. The Batcomputer has access to files on criminals and wrong-doers from law enforcement agencies throughout the world, making it one of the Caped Crusader's most powerful tools in his war on crime.

The term "Batcomputer" is actually a misnomer. The Batman, over his long career, has amassed millions of facts and figures about criminals and other subjects needed for research. In the past, the information was contained in well organized files. With the rise of computer technology, however, the Batman has turned those files into an incredible database set up on CD ROMs. This keeps any loss of the information at a minimum.

The most acclaimed aspects of the Batcomputer are the database and programs that allow a comprehensive study of criminal methods. When given data about a crime, the computer can sort through and create a list of likely suspects from its vast files. If a villain's identity is known, the Batcomputer, by using the crime files, can correlate vast



amounts of data and give very strong predictions about where a criminal is likely to strike next. When supplied with data from the analytical machines in the Batcave, the Batcomputer can link an obscure clue from one case to clues from another, thereby giving the Batman an accurate picture of that criminal's current enterprise.

The second notable aspect of the Batcomputer is the vast geographical reference database it contains. The Batman can have the computer scan even a hastily drawn map, and it can determine the exact location indicated. Similarly, data on the make up of dirt or plant samples taken from a criminal's shoes can yield the location of his hideout.

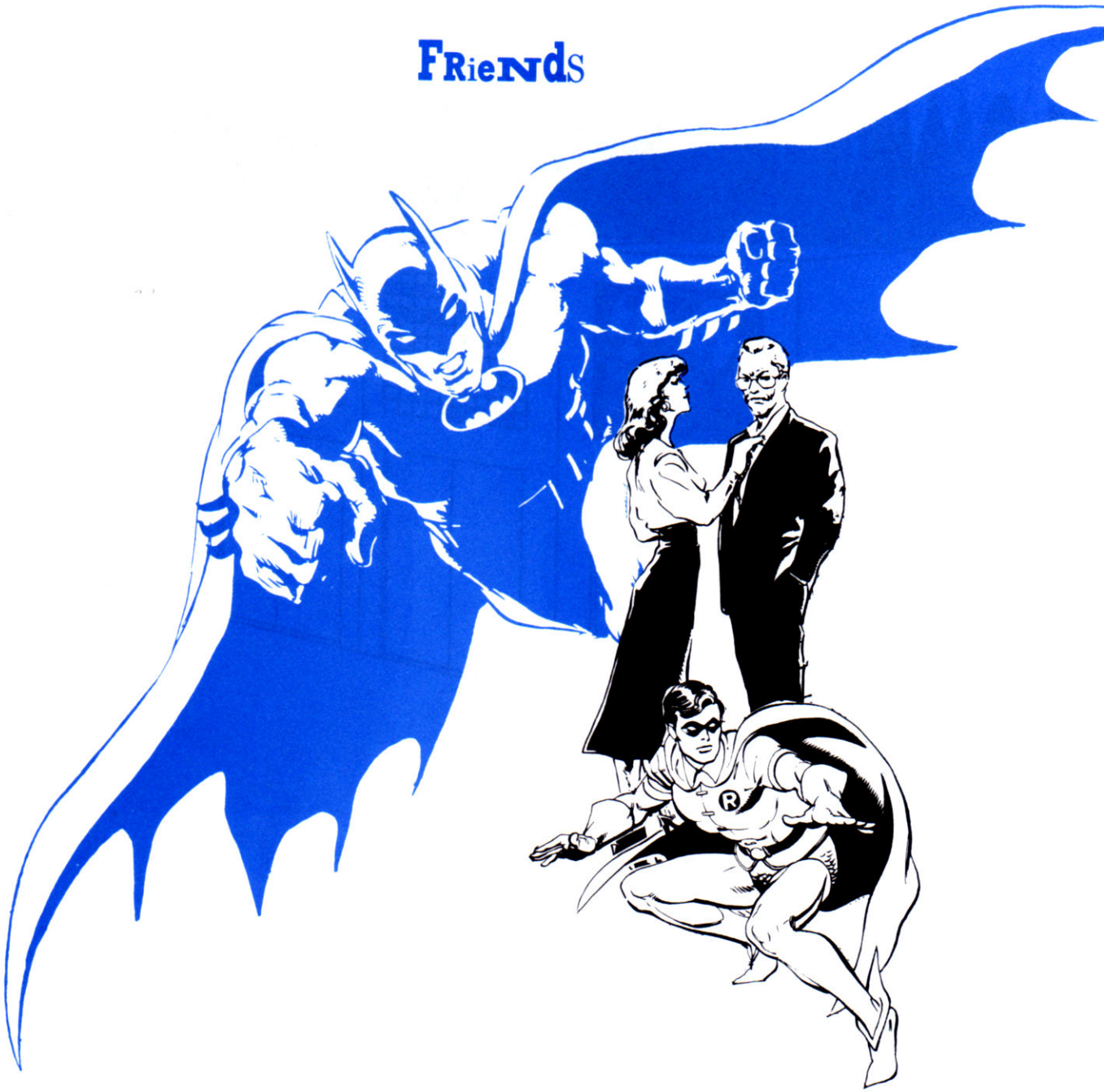
Through a separate, physically-distinct and isolated unit, the Batman can access federal and international police files, although his entry into them is not authorized. This unit prevents having the Batcomputer contaminated with a virus, though the CD ROM nature of the files carries the brunt of such protection.

Obviously a computer can only be as good as the software driving it. The Batman programmed the Batcomputer with a number of different user levels in mind. While this might seem silly, given that only the Batman and those individuals whom he trusts use the machine, it is necessary to shield them from information they should not see, and to prevent unauthorized access. A monitor program even keeps track of the speed of the typing done by the users, so their performance can be checked whenever they use the machine. If the performance profile varies, the machine can shut them down, thereby preventing someone from getting information by using another's password.

The Batcomputer can only answer the questions asked of it. The Batman could ask, "Who pulled off this crime?" and it would spit out a list of names miles long. If he asked, "What criminal would murder with poison that leaves a grotesque grin on the face of the victim?" the Batcomputer would probably answer, "The Joker or Poison Ivy." If the Batman then told the computer, "The toxin is a chemically-produced poison, not a plant poison," the computer would pinpoint the Joker as the culprit.

The preceding is a simple example; the correct answer appeared obvious when the question was asked. However, clues are needed to fill the computer in correctly. Without data, the computer will not have any better idea of who did what than a man on the street. With the correct data, the computer can aid the Batman by eliminating the impossible.

FRieNdS



Although the Batman is largely a solitary figure, and Bruce Wayne is aloof enough to discourage relationships, our hero does have a few friends. The following characters have played a major role in the Batman's life, and each (excluding the unfortunately deceased Jason Todd) will continue to do so for a long time. Any friend from the Batman's past who is not included in this section either no longer exists, or is no longer intimately tied to the Caped Crusader and his work.

ALFRED PENNYWORTH

DEX:	3	STR:	3	BODY:	3
INT:	4	WILL:	4	MIND:	3
INFL:	2	AURA:	2	SPIRIT:	3
INITIATIVE:	9	HERO POINTS:			10

- **Skills:**
  Artist (Actor): 3, Medicine: 2
- **Advantages:**
  Connections: The Batman (High), Nightwing (Low); Connoisseur; Rich Friend (Bruce Wayne)
- **Motivation:** Upholding the Good
- **Occupation:** Butler
- **Wealth:** 5
- **Height:** 6′0″
- **Weight:** 160 lbs.
- **Hair:** Black
- **Eyes:** Blue

Alfred's father, Jarvis Pennyworth, was the Wayne Manor butler for many years, as was his father before him. Alfred's mother, however, was not content to be merely a butler's wife. Her acting career drove her to leave her family, and Alfred was raised by Jarvis to continue the Pennyworth tradition of serving the Wayne family.

Alfred and his father argued extensively over the younger Pennyworth's future. Alfred loved the theater as much as his mother and brother Wilfred, and wished to become an actor as they both had. Even after Alfred served in the British military as a combat medic, he returned to Wayne Manor with the desire to work on stage. Before Alfred could make any plans, however, Jarvis died, and the veteran had no choice but to follow in his father's footsteps and become the Wayne family butler.

Not long after Jarvis Pennyworth's death, Thomas and Martha Wayne were murdered. Feeling he had no choice, Alfred helped Dr. Leslie Thompkins raise the young orphan, Bruce Wayne. He grew to care for the boy, and when the teenaged Bruce left the United States to study for 12 years, Alfred remained in Gotham City to continue the legacy his father's father had begun decades ago.

Once a 26 year-old Bruce Wayne returned from abroad, Alfred felt that he was no longer needed. He informed Bruce, " . . . I wish to continue my acting career. So, I must ask you to find another butler." *(Batman Annual #13)* Soon after was the first night of Bruce's crimefighting career—that night when he was attacked by Gotham's street people *and* the police. Bruce realized that he needed a friend and capable medic, and decided to let Alfred in on his secret.

Once the would-be actor saw how the tragedy of the Waynes' deaths had affected Bruce Wayne and realized how much Bruce needed him as aide and confidant, Alfred decided that maybe life as a butler could be fulfilling after all. As he told Bruce, "An actor convinces the audience of a reality. Every day I'll be convincing people you are less than you are." *(Batman Annual #13)* Alfred has since lived a dual life much like Bruce Wayne/the Batman.

Alfred's earlier roles in the Shakespearean theatre and in combat as a medic have come in very handy for the Batman. On occasions far too numerous to mention, Alfred has disguised himself as a stand-in for assassins' targets, or the Batman himself when it is necessary for the Caped Crusader and Bruce Wayne to both appear in one place at the same time. Alfred even accepted the very dangerous duty of substituting himself for the President of the United States in order to decoy a KGB assassin away from the real target. Alfred's skill with medicine has also come in handy the many times that the Batman and Robin have been in need of medical attention.

Years ago, Alfred succeeded in saving the Batman and the original Robin from murderous gangsters, but was seemingly killed in the process. It was discovered later that he merely lay in a death-like coma until a scientist found him and revived him with the radiation from an experimental device. Alfred has no memory of this, and has since served Bruce Wayne whole-heartedly.

Alfred is a very intelligent, caring man who is devoted to his master. He is efficient and outwardly stoic, except when Bruce is suffering emotionally. In some ways, Alfred knows the Batman better than the Batman knows himself, and Alfred always acts to make Bruce's dual life as easy as possible.

Alfred will do anything Bruce Wayne asks of him, and even things that his master knows nothing about. He can mimic Bruce's voice perfectly, and often does so when the Batman is off fighting crime or injured, thereby quieting any suspicions about Bruce being the Caped Crusader. Alfred is often in charge of the Batman's equipment and weapons and has used his skill with computers to aid his friend on numerous occasions.

Over the years, Alfred has been portrayed in several different ways. From time to time he will venture out on his own, bumbling through an adventure with occasional, unseen help from the Batman. Of late, as if weary of all he has endured throughout the years, Alfred has become somewhat cranky and often produces stinging and sarcastic commentary on the Batman's activities. Yet through all the changes, Alfred is steadfastly loyal to the Batman and provides him with the thing he needs most: a trustworthy friend.

DR. LESLIE THOMPKINS

DEX:	2	STR:	2	BODY:	2
INT:	3	WILL:	3	MIND:	3
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	8	HERO POINTS:			5

- **Skills:**
  Medicine: 2
- **Advantages:**
  Connections: The Batman (High), Gotham City Department of Welfare (High); Rich Friend (Bruce Wayne)
- **Alter Ego:** None
- **Motivation:** Upholding the Good
- **Occupation:** Social Worker
- **Wealth:** 4
- **Height:** 5′7″
- **Weight:** 135 lbs.
- **Hair:** Grey
- **Eyes:** Blue

Leslie Thompkins, a young physician and social worker, was walking through the area now known as Crime Alley on a balmy summer night. She was enjoying the Gotham weather until she discovered an eight-year-old boy stooped over the bodies of a man and a woman. One look into the boy's eyes made Leslie realize that these corpses were his parents and that the youngster had no one to turn to. The kind-hearted woman decided to take the distraught boy into her care, and started the legal wheels rolling.

Since Bruce Wayne had no known relatives, Leslie was appointed his legal guardian. With the help of Alfred Pennyworth, Leslie raised Bruce Wayne in Wayne Manor for five years. Her knowledge and experience taught Bruce the importance of helping others. Yet Bruce needed more than that, and the teenager legally separated himself from his guardian.







During the time that Bruce Wayne spent studying abroad, Leslie continued her practice and earned the title of "Doctor." She has remained a steadying influence on Bruce's life throughout the years, but has trouble relating to the young playboy's foppishness. She is aware of Bruce's identity as the Batman, but fears that someday it will be the cause of his death.

When Bruce Wayne first had the Wayne Foundation Building constructed, he hoped that Dr. Thompkins would live in the elevated penthouse, but she refused. Since her practice is located in the Crime Alley district of Gotham City, Leslie felt that relocating would scare her normal clientele away.

Dr. Thompkins' main concern is the well-being of others. She acts as a mother and conscience to Bruce Wayne, but believes that he can take care of himself. Leslie, however, fears that the Batman is too intent on his quest for justice. She wishes that Bruce would give up his secret identity and try to help others in the ways average people do.

Although Leslie would typically be useless in combat, she could be quite threatening if she became irate at any injustice being caused. Unfortunately for Bruce Wayne, Dr. Thompkins would be the perfect person to kidnap if a villain wished to discover who the Batman really is.

COMMISSIONER GORDON

DEX:	3	STR:	3	BODY:	3
INT:	5	WILL:	4	MIND:	4
INFL:	4	AURA:	3	SPIRIT:	4
INITIATIVE:	11	HERO POINTS:			15

- **Skills:**
  Detective: 5, Martial Artist: 4, Vehicles: 2, Weaponry (Firearms): 4
- **Advantages:**
  Area Knowledge (Gotham City); Connections: Batman (Low), Gotham City Police Department (High), Mayor's Office (High); Leadership
- **Equipment:**
  .38 Automatic [BODY: 4, EV: 4, Ammo: 7, R#: 3]
- **Alter Ego:** James W. Gordon
- **Motivation:** Seeking Justice
- **Occupation:** Police Commisssioner
- **Wealth:** 5
- **Height:** 5'9"
- **Weight:** 168 lbs.
- **Hair:** White
- **Eyes:** Blue

Little is known about James Gordon before his time in Gotham City. Apparently, he was a police officer in Chicago, but felt he had to leave because he publicly brought down a fellow cop. *(Batman #404)* He arrived in Gotham City on the same day that the 26 year-old Bruce Wayne returned from his studies abroad.

Gordon joined the Gotham Police Department as a homocide detective for the sake of his wife, who was pregnant with their first child. As he settled into his job, he learned that the department was hopelessly corrupt and that the commander of its SWAT team was an overenthusiastic ex-Green Beret. James Gordon quickly realized that Gotham City was no place to bring up a child.

One of Gordon's first assignments was to bring in the Batman. The Batman, of course, had city officials worried because he was cutting down on their flow of bribes and was coming close to exposing them. Gordon, likewise, was amassing evidence to bring down the rotten members of the police force. As the press hailed the new lieutenant's successes, the tainted police force schemed to have him removed.

The Batman and James Gordon met when they were both trying to stop a runaway truck from killing a street woman. The Batman whisked her to safety, then slipped away into an abandoned tenement after being shot by the police. The authorities blew up the building, but the Batman managed to survive and devastate the SWAT team that had been sent in to get him. After taking another bullet, the Batman escaped. *(Batman #406)*

Not long after, a local crime boss called "the Roman" and a number of corrupt city officials tried to kidnap Gordon's infant son, James, Jr. Gordon pursued the men, as did Bruce Wayne. Gordon finally stopped the remaining kidnapper on a bridge,

but the thug threw the child over the edge. Bruce dove and caught the child in time, and Gordon—minus his glasses—accepted his son from a man he could not clearly identify. Their alliance was born seconds after, when Gordon told the man he suspected was the Batman to leave the scene. *(Batman #407)*

When all the corruption was finally exposed, James Gordon was promoted to captain, and Gotham became a safer place to live. Not long after this, Gordon's niece, Barbara, came to live with the family. She took the nickname "Babs" to avoid confusion with James' wife, but pressures eventually led to Barbara leaving her husband and taking James, Jr. with her.

James Gordon's career in the police force has been anything but smooth in recent history. A run-in with Deacon Blackfire's following got him shot and nearly killed. Later, when the Joker shot his adoptive daughter, James Gordon was kidnapped, tortured and humiliated. Still, even after all the Joker had done, Gordon told the Batman, "I want him brought in . . . and I want him brought in by the book." *(Batman: The Killing Joke)* So deep is the Batman's respect for his friend, that he did just that.

James Gordon has been promoted to commissioner and resides in a midtown Gotham apartment with his adoptive daughter, Barbara, who was once Batgirl and is now Oracle, after having been shot and paralyzed by the Joker.

Commissioner Gordon's methods of seeking justice do not follow the same lines as the Batman's. His order to bring the Joker in by the book—even after the villain had paralyzed his daughter—shows how loyal the policeman is to the law. And the fact that the Batman followed that order shows what kind of respect a man like the commissioner deserves.

James Gordon has a determination matched by few others. When he is challenged, he stands his ground. Because he is so often a foil to the Batman, his intelligence is often easy to underestimate. Yet Gordon's intellect and ability are unquestionable: his rank is ample proof of that. His deductions and hunches are typically correct, and his men are very loyal to him despite his friendship with the Batman.

Commissioner Gordon is a gold mine of information about criminals. On most occasions, he is immediately informed when a criminal escapes from prison. He then relays such information to the Batman. His police instinct and leadership ability are acute, and often he will venture into dangerous combat just to save his friends or loved ones.

NIGHTWING

DEX:	8	STR:	4	BODY:	6
INT:	8	WILL:	8	MIND:	7
INFL:	8	AURA:	7	SPIRIT:	7
INITIATIVE:	28	HERO POINTS:			90

- **Skills:** **linked*
  Acrobatics: 10, Charisma: 9, Detective: 8*, Gadgetry: 8*, Martial Artist: 8*, Military Science: 8*, Thief: 8*, Vehicles: 8*, Weaponry: 8*
- **Advantages:**
  Area Knowledge (Gotham City, New York City); Connections: The Batman (High), New York Police Department (High), New Titans (High); Intensive Training; Iron Nerves; Leadership; Lightning Reflexes; Rich Family/Friend (Bruce Wayne); Sharp Eye
- **Drawbacks:**
  Secret Identity
- **Equipment:**
  Combat Disks [BODY: 7, Gliding: 3]
  Gas Mask [BODY: 2, Sealed Systems: 8] Misc. Drawback: Sealed Systems only works to protect the wearer against gas attacks.
  Stun Bombs (x5) [BODY: 1, Bomb: 5]
  WRIST ROCKETS (x2) [STR: 5, BODY: 5, EV: 5] Attached to the rockets are 4 AP long swing lines. Misc. Drawback: User automatically enters Killing Combat if the Rockets are fired at a living target.
  5 AP ACD Omni-Gadgets (x2)
- **Alter Ego:** Richard "Dick" Grayson
- **Motivation:** Seeking Justice
- **Occupation:** Leader of New Titans
- **Wealth:** 9
- **Height:** 6'0"
- **Weight:** 175 lbs.
- **Hair:** Black
- **Eyes:** Blue

Dick Grayson is the orphaned son of John and Mary Grayson. The family, employed by Haly Circus, was an aerialist troupe called "The Flying Graysons." One night during a performance, Dick had the horrifying experience of watching his parents fall to their deaths when a piece of equipment failed them. Later



that evening, he overheard a gangster telling the circus owner, "There wouldn't be no 'accidents' if you paid us to 'protect' you." *(Batman #213, The Untold Legend of the Batman #2)*

When Dick was about to go for the police, he was stopped by the Batman. The Caped Crusader explained that the town in which the circus was appearing was "owned" by Boss Zucco, and the Batman wanted to nail Zucco for the murder. He also confided in Dick that his own parents had been killed by criminals. Dick then asked for a chance to help avenge his parents. That night began Dick's fight against crime and injustice.

Bruce Wayne decided that he wanted to adopt Dick Grayson, but the court had problems with this because Bruce is a bachelor. While waiting for the court to decide, Dick Grayson was placed in an orphanage, and Alfred Pennyworth, Bruce's butler and confidant, helped the young orphan channel his energies so that he would not become as obsessed with the death of his parents as the Batman had.



Eventually, Bruce Wayne was appointed Dick Grayson's legal guardian, and after months of intense training, Dick was given a uniform, and Robin the Boy Wonder was born. This new crimefighting team obtained enough evidence to sentence Boss Zucco to life in prison. From that point until Dick went to Hudson University, the Batman and Robin worked together on many adventures.

Robin also shared a number of adventures with the old and new Teen Titans, both of which were organizations of youths who had been trained by or adopted roles much like adult heroes. For a long time, Dick wrestled with changing his uniform and adopting another identity. His philosophy in crimefighting had moved away from that of the Batman, and constantly being thought of as the Batman's younger partner was undoubtedly aggravating.

With the formation of the New Teen Titans, and Dick's leadership role in that organization, he moved further away from the Batman. The separation was as much philosophical as it was physical. Dick had begun to envision a Robin who could facilitate change, as well as be an avenging crimefighter. In many ways, this change was probably helped along in that he was able to make his parents' murderer pay for his crimes soon after they died, whereas the Batman had 18 years to brood about the crime he had witnessed.

When Dick was 19, a third version of the Titans was created, and Robin became the leader. He quickly fell in love with fellow member Princess Koriand'r, also known as Starfire, a beautiful extraterrestrial from the planet Tamaran. The two, along with the other Titans, were very successful in their early crimefighting careers and continue to cleanse New York to this day.

After the Joker shot Robin, the leader of the New Teen Titans at the time, the Batman made the final break and told Dick Grayson he could no longer be his partner. This bothered Dick Grayson immensely, because the new life he had built for himself had been centered around Bruce and the Batman. For him, life without being Robin was no life at all. After this discussion and some time spent wandering around the country, Dick slowly pieced his life back together.

The shift to Nightwing came as the final step in the resolution of Dick's identity crisis. Torn between his desire to continue fighting crime, and the pain of having been forced out from under the Batman's shadow, he developed his new identity as Nightwing. Robin vanished as the leader of the Teen Titans only to have Nightwing take his place. The inclusion of Jason Todd's Robin in a couple of Teen Titan adventures made a temporary question of the true identity of Nightwing.

The emotional differences between the Batman and Nightwing came to a point only after the Batman had taken on a "new" Robin. Nightwing extricated Robin from a dangerous situation, then arrived at the Batcave to confront the Batman. Nightwing had been deeply hurt when the Batman severed their relationship, and he now saw the new Robin as a sort of betrayal of his relationship with the Batman. The confrontation did not reflect terribly well on the Batman, but it freed Nightwing of the last bits of emotional baggage he had been carrying around with him since the original split. *(Secret Origins #20)*

Most recently, Nightwing's feelings about his split with the Batman and the consequential enlistment of Jason Todd as the second Robin resurfaced when Dick learned of Jason's death. He returned to the Batcave to talk with his former mentor, but instead got a punch in the mouth. The Batman had been carrying the guilt of Jason's death around for two weeks, and lashed out at Dick by screaming, "Don't you dare blame me for Jason's death! Don't you dare!" *(The New Titans #55)*. The death of Jason and the Batman's reaction to it made Nightwing realize that young, inexperienced heroes should not be put in dangerous situations until they have proved themselves emotionally stable. As a result of this realization, Nightwing denied responsibility for the newest Titan member, Danny Chase, and ordered him to leave the group immediately.

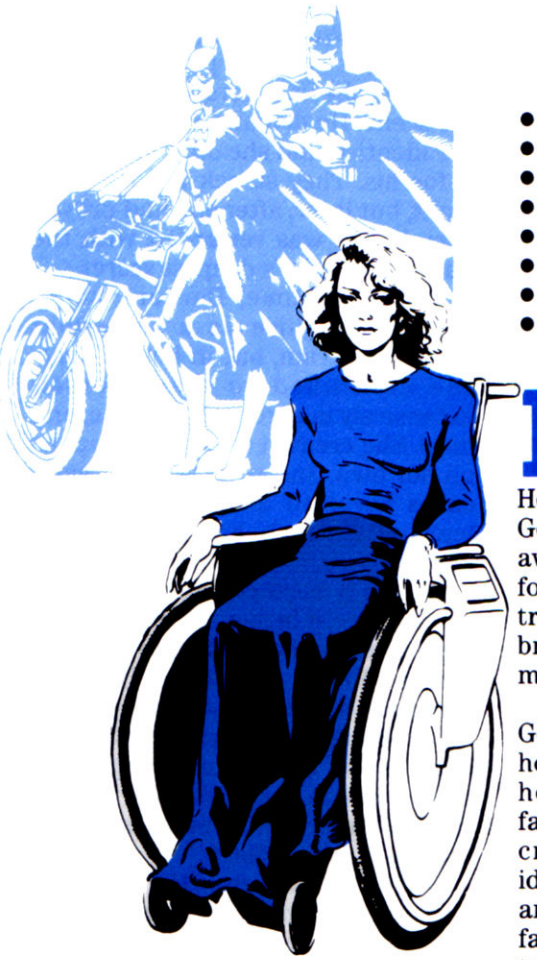
Dick Grayson's Robin went through two distinct phases during his time with the Batman. As the Boy Wonder, he loved the excitement of adventuring. He was an excitable punster, always spouting off some horrible play on words. (Several villians commented on the fact that when they were captured, they might have to face a long prison sentence, but at least there would be no more of Robin's puns.)

During this time, Dick had trouble disguising his athletic ability, thereby risking the discovery of his dual identity. Robin was often used against the Batman, and on several occasions was severely beaten as a way to get back at the Batman. One criminal in particular, Crazy Quilt, had a great deal of hatred for Robin, no matter who was in the costume. The Batman has felt obliged to dissolve his partnership on many occasions because of his fear that Robin might get hurt.

By the time Dick became the Teen Wonder, his puns died off and his love for adventuring changed into a desire to see justice done. His idea of justice was not as severe as the Batman's, probably because of his time spent at Hudson University. There, he dealt with relevant crimes—small things that affected people on a smaller scale. This changed his desire to see justice done to a desire to right injustice. Without the resources of the Wayne Foundation to allow him to set up "programs" to accomplish these ends, Dick Grayson himself worked to alleviate some of the problems found amongst his peer group.

After 12 years as the original Robin, Dick Grayson became Nightwing and used his experience and newfound desire to right injustice to form the Teen Titans. He has proved himself a capable leader in all but a few cases and is mature enough to handle most any situation in which he is placed.

Dick Grayson, as either Robin or Nightwing, is not as intimidating as the Batman, but he can be as effective in combat as his mentor. Dick is more of an athlete and acrobat than a direct and powerful fighter. These skills have allowed him to survive many battles with the cosmic heavyweights the Teen Titans regularly battle. He is also very resourceful and intelligent, often anticipating his foe's next move.



BATGIRL/ORACLE

DEX:	7/2	STR:	3/2	BODY:	4/2
INT:	7	WILL:	8	MIND:	8
INFL:	6	AURA:	5	SPIRIT:	5
INITIATIVE:	20/15	HERO POINTS:			50

- **Powers:**
  Recall: 12
- **Skills:** *'linked*
  Acrobatics: 7*, Artist (Actor): 6*, Charisma: 7*, Detective: 7*, Thief: 7*/2*, Vehicles: 5
- **Advantages:**
  Connections: The Batman (Low), Gotham City Police Department (High), Street (Low); Intensive Training; Scholar (politics, computers); Sharp Eye
- **Drawbacks:** * *as Oracle only*
  Traumatic Flashbacks; Uncertainty; Catastrophic Physical Restriction: paralysis*
- **Equipment:** *as Batgirl*
  BATCYCLE [STR: 4, BODY, Running: 6, R#: 2]
  Batarang [BODY: 7, Gliding: 2]
  Smoke Pellets [BODY: 1, Fog: 8]
  6 AP ABC Omni-Gadgets (x2)
- **Equipment:** *as Oracle*
  COMPUTER [BODY: 6, INT: 6, Detective: 6, R#: 2]
  WHEELCHAIR [STR: 3, BODY: 4, Running: 1] The Chair's Power is equal to 2 APs less than the STR APs of its user.
- **Alter Ego:** Barbara Gordon
- **Motivation:** Seeking Justice
- **Occupation:** Librarian
- **Wealth:** 6
- **Height:** 5'11"
- **Weight:** 135 lbs.
- **Hair:** Red
- **Eyes:** Blue

Barbara Gordon's mother was killed in a car accident when the girl was only four years old. Her broken-hearted father, Roger C. Gordon, slowly began to drink his life away. He appealed to his brother Jim for help, but the police officer had troubles of his own. This rift between brothers meant that Barbara never met her uncle until much later.

Childhood was not bad for Barbara Gordon, though her father's alcoholism did take its toll. Together with her best friend, Marcy, Barbara fantasized about being a hero. Marcy created most of their alternate identities, and Batgirl was just one among a legion of others. As her father drank more and more, Barbara took refuge in the fantasy world she and Marcy had created, and her desire to be a hero became set in the back of her mind.

Roger Gordon succumbed to his alcoholism when Barbara was 13 years old. The courts appointed her uncle James as guardian, and she prepared for her move to Gotham by learning anything and everything she could about the city. She and Marcy especially concentrated on the Batman—certain as only children can be that Barbara would meet him. As they were parting company, Marcy gave Barbara the Batgirl doll she had made, thereby instilling the idea of a heroic identity in Barbara, much as the bat crashing through the study window had done for Bruce Wayne.

Barbara arrived in the Gordon household about a year after the birth of James Gordon, Jr. She adopted the nickname "Babs" to avoid confusion with Jim Gordon's wife, Barbara. Life for her was better than it had been. Her uncle adopted her, and there came a point where she forgot she had not been born into that family.

Barbara developed the habit of studying anything and everything her

new father brought home, including maps and police files. With her photographic memory, she amassed an incredible knowledge of Gotham's underworld. When Jim Gordon caught her going through his files, he simply rebuffed her instead of stopping her intelligence gathering operations. Barbara took to reading up on espionage and polished her skills so that Jim Gordon had no idea what she was up to.

One of these intelligence gathering operations led to Barbara's first meeting with the Batman. While hiding in the room her father used as an office, she saw the Batman open the window. Like a piece of shadow, the Batman entered the room and spoke to Gordon of a mob informant within the police force. At the same time, the Batman surreptitiously penned a note to the hidden girl, admonishing her, "Don't get caught. He'll get angry."*(Secret Origins #20)*

Barbara Gordon realized two things that night: the Batman liked her, and he needed a partner. She decided to capitalize on the former and become the latter. Still, despite this plan born of childish fantasies, the teenage girl did not immediately launch herself into a life of nighttime skulking and dangerous combats. With deliberation and adult consideration, she made out a list of the things she would have to do to accomplish her goal, and she set out to reach it. Her hard work and training paid off, though she had to force herself to hold back to avoid undue attention.

Not much later, Barbara completed high school and enrolled in Gotham State University. There, she studied Library and Information Systems, and by the time she had completed her masters degree, she had all but forgotten her desire to be a hero. But she kept in shape and continued her martial arts training. The dream she had clutched at as a child still lurked in the back of her mind.

In order to attend the Policemen's Masquerade Ball, Barbara recreated the "Batgirl" costume Marcy had designed for her doll. In a very thorough way, Babs set about practicing with the supplemental equipment she had designed, so the identity would be as authentic as possible. She told no one she was going to the ball as Batgirl because she wanted her entrance to be a big surprise.

It was a surprise indeed. On her way to the party, Barbara observed a criminal named Killer Moth kidnapping Bruce Wayne, and she intervened to foil the villain's plan. Not surprisingly, the Batman soon arrived on the scene. He demanded she tell him her identity, and she offered to trade it for his. They struck no deal that night, but later, after she had proven herself, she was rewarded with the Caped Crusader's deepest secret.

In the daytime, Barbara maintained her guise as a somewhat dowdy librarian, but in her off-time, she continued to train herself extensively in acrobatics, karate, and judo. She created a host of weapons on her own, and several of her early cases revolved around things she learned through her work at the library.

Life as a hero changed Barbara's personality; it brought her out of her shell and awakened her to the real world. When her father began a campaign for congress, she stepped in to replace him, as her work fighting crime made her realize changes had to be made in the world. She felt she could do more as a congresswoman than as a crimefighter.

While in Washington, the congresswoman continued her career as Batgirl, and it was that career that eventually cost her seat in congress. After she could not devote enough time to her re-election campaign, Barbara returned to Gotham to become the Associate Director of Humanities Research and Development, Inc. She also looked after her father, James Gordon, and was in semi-retirement as Batgirl.

Her semi-retirement occurred because of a gun-toting thug named Comorant. During a hostage situation, Barbara exchanged herself for the child he was holding. After wounding her, Comorant made her realize that life as a hero wasn't as innocent as it had seemed when she was a child. The criminals she had faced in the past had been easy to deal with. Comorant changed all that, and Barbara backed off her heroing as the lethal leer on Comorant's face plagued her more and more.

Comorant reappeared four years later, after being hired to kill Batgirl. This coincided with a visit from her childhood friend, Marcy, and the appearance of a female named Slash—a villain who had a habit of killing male criminals who had escaped justice on crimes against women. In a bizarre battle in which Batgirl did her best to prevent Comorant and Slash from killing each other, Comorant's long-suffering wife helped Slash shoot Comorant before the hitman could turn his submachinegun on Batgirl.

This whole episode formed Batgirl's last case. She felt that there were other heroes who were better suited to keeping the streets clean than she. To the delight of Marcy, Barbara announced her retirement and decided to devote herself to her career of civil service. She also helped care for her father while he was going through marital difficulties.

Ironically, it was Barbara's role as James Gordon's daughter that brought her the greatest grief and change in her life. Some months after Batgirls' brush with Comorant, the Joker had a wish to kidnap Commissioner Gordon and break his spirit. He went to the Gordon home and blatantly shot Barbara when she opened the door. The bullet passed through her abdomen and severed her spine. The Joker, with his sick mind, took pictures of Barbara lying there bleeding before he kidnapped the commissioner. The Batman arrived in time to save Jim Gordon before the Joker could get his wish.

Barbara has been sentenced to a wheelchair for the rest of her natural life. This tragic incident might have utterly destroyed a lesser person, but a hero is someone who rises over adversity time and time again. While accepting the new challenges in her life, Barbara has refused to let them stop her from contributing to society on the level to which she is accustomed.

Using and refining her computer and research skills, Barbara has hacked her way into all sorts of computer systems and dredged up all kinds of interesting data. Known only by her computer pseudonym of "Oracle," she delivers this material to people who can use it to stop criminal enterprises—including, among others, the Suicide Squad.

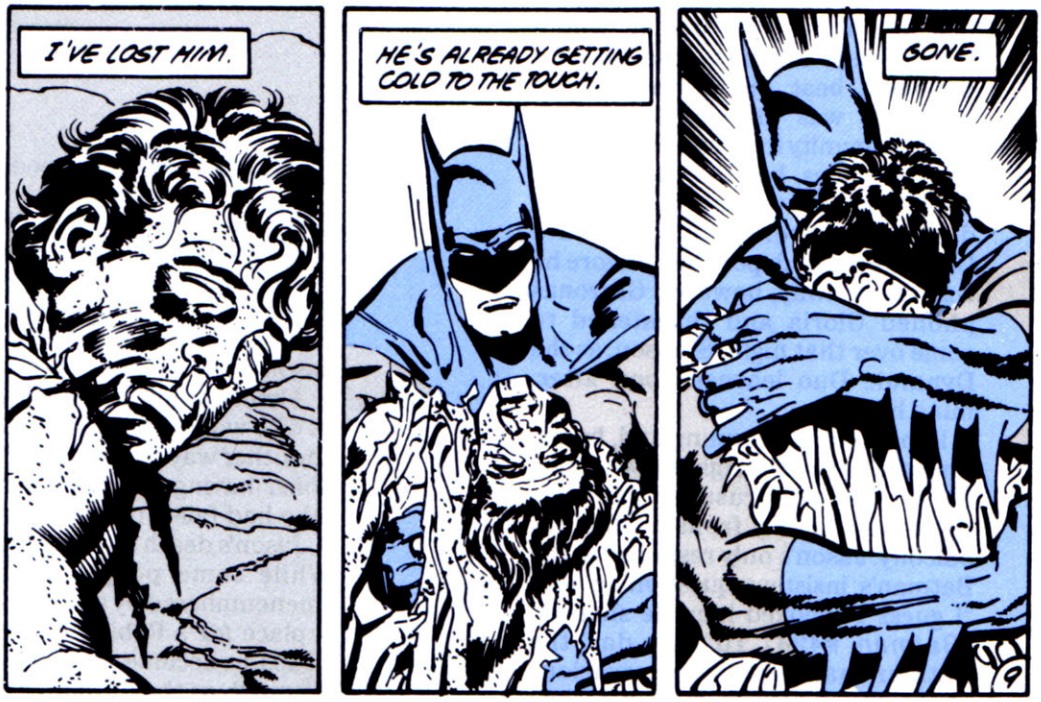
Barbara Gordon's identity as Batgirl was known by Bruce Wayne, Dick Grayson, and her father. She knows that Bruce is Batman and that Dick is Robin/Nightwing, so presumably she figured out that Jason Todd was the new Robin. It is not known which people are aware of her identity as Oracle, but it is not inconceivable that both the Batman and Nightwing will be apprised of that situation as need arises.

As Batgirl, Barbara was not as intense or driven as the Batman. Her first foray into crimefighting was accidental, yet the excitement of it drew her back to it. Through her adventures, she learned what the world was really like, and that brought her to direct her efforts, as a crimefighter and otherwise, toward helping the downtrodden. Her upbringing in the house of a policeman taught her an appreciation for the law, and she seldom stepped beyond these lines in her exploits as Batgirl.

As Oracle, Barbara is less concerned with legality. She will do whatever is necessary in order to locate and expose crime to those more capable than herself (e.g. the Suicide Squad).

Before her injury, Barbara was devastating in combat. More often than not, she surprised large males who thought they could easily smash her. While being sentenced to a wheelchair cuts down on her ability to use her martial arts training, she is still capable of delivering a savage punch. Given that most criminals would see a person in a wheelchair as a marginal threat at best, Barbara would be a nasty surprise in the event of a bank robbery or hostage situation.

Barbara Gordon, no matter what guise she is under, is very resourceful. Her photographic memory enables her to dredge up facts or clues in no time. She is very much a thinker, and this propensity for thought does good things for her in her new identity as Oracle. Whereas the Batman has the Batcomputer to correlate various bits of data, Barbara carries those operations on in her head.



ROBIN *deceased*

DEX:	6	STR:	2	BODY:	4
INT:	6	WILL:	6	MIND:	5
INFL:	6	AURA:	4	SPIRIT:	5
INITIATIVE:	20	HERO POINTS:			35

- **Skills:** *'linked*
  Acrobatics: 6*, Charisma: 5, Detective: 4, Martial Artist: 6*, Thief: 6*
- **Advantages:**
  Area Knowledge (Gotham City); Connections: The Batman (High), Street (Low); Intensive Training; Rich Family/Friend (Bruce Wayne)
- **Drawbacks:**
  Age (Robin was 12); Secret Identity
- **Equipment:**
  COSTUME [*BODY: 5*]
  Batarang w/Rope [BODY: 8, Gliding: 2] The Rope is 4 APs long.
  Radio [BODY: 1]
  5 AP C Omni-Gadget
- **Alter Ego:** Jason Todd
- **Motivation:** Seeking Justice
- **Occupation:** Student
- **Wealth:** 2
- **Height:** 5'0"
- **Weight:** 110 lbs.
- **Hair:** Black
- **Eyes:** Blue

The Batman first met Jason Todd one night when he returned to Crime Alley, the street upon which the young Bruce Wayne's parents had been murdered. Jason was in the process of stealing the Batmobile's wheels. The Batman found this rather amusing, and turned the boy over to what was supposed to be a home for wayward boys. It was, in reality, a school that promoted crime, run by a woman named Ma Gunn. The Batman later learned of this and, with the help of Jason, he brought Gunn and her young henchmen to justice. *(Batman #408)*

The Batman saw Jason as a streetwise kid on the brink of making decisions that would form the course of his entire future. Jason, a fifth-grade dropout, was already cynical and tough, so the Batman planned to adopt him in order to direct and mold the boy into a productive member of society. Jason's mother had recently died from an unknown illness, and his father was missing, so Jason became Bruce Wayne's second ward. After six months of intense training, the second Robin was born.

Almost immediately, Jason ran into trouble as the Batman's partner. On his first official outing, Jason learned that Two-Face had murdered his father, Willis Todd. According to Commissioner James Gordon, Willis had a criminal record a mile long and apparently "double-crossed his boss." *(Batman #409)* Jason tried to strangle Two-Face, but the criminal escaped. Later, when Jason again had a chance to avenge his father's death, he turned away from exacting retribution, and let the law have the criminal. The Batman took this as a very auspicious beginning to the boy's career and saw it as an indication that Jason had begun to overcome the disavantages of his early life.

Unfortunately, the new Robin did not live up to this expectation. Ordered to watch Jonathan Crane, also known as the Scarecrow, Jason acted without the Batman's consent and brought the villain in single-handedly. Soon after this, he viciously beat a pimp, stopping only when the Batman pulled him off the thug. When the Batman asked, "What were you trying to do, kill him?" Jason's succinct reply touched the heart of the conflict: "Would it've been that big

of a loss if I had?" *(Batman #422)*

Things went from bad to worse, when Felipe Garzonas, the son of a diplomat, beat up Gloria Stanson. Garzonas was protected by diplomatic immunity from any punishment for his crimes, but the Batman and Robin managed to connect him with a drug ring, prompting the State Department to deport him. Before he was taken away, however, Garzonas phoned Gloria and threatened to come over that night. Stanson, as the Dynamic Duo learned soon after, hung herself.

Robin took off running and, by the time the Batman caught up with him, all the Caped Crusader saw was Garzonas falling from a 20-story balcony. Jason's only response to the Batman's insistent questioning was, "I guess I spooked him. He slipped." *(Batman #424)* To this day the Batman has certain reservations about his explanation. Robin then directly disobeyed orders and, in another outing, launched into a group of thugs with such careless abandon that the Batman began to wonder if the boy was trying to kill himself.

After this, Jason was immediately taken off active duty. In kicking around his old stomping grounds, he discovered that Catherine Todd, now deceased, was only his step-mother. Utilizing the resources at hand, he made a list of those women who could possibly be his mother; and, in Ethiopia, Jason finally met her in the person of Sheila Haywood.

What Jason did not know was that his mother was being blackmailed by the Joker. The villain vowed not to reveal certain information about Sheila as long as she would divert shipments of medical supplies to him to finance his latest scheme. Jason discovered this plot and confronted his mother with his identity as her son. She seemed to care, then turned him over to the Joker, who beat Jason savagely. Eventually, the Joker trapped both of them in a warehouse that had been set to explode. With an effort aptly described as more-than-human, Jason helped free his mother, and together the two struggled to the door—only to find it locked.

The Batman arrived on the scene just as the warehouse was exploding. Jason threw himself in front of his mother to try to save her, but the two perished. Sheila survived long enough to reveal that the Joker caused their death. *(Batman #428)*

Does the Batman need a Robin?

The fate of Jason Todd was not decided by the vageries of some writer. *Batman #427* revealed two phone numbers: one would register a vote for Jason's survival; the other would register a vote for his death. In the end, out of 10,614 calls, only 72 separated Jason from the land of the living.

Almost as interesting as this death poll is the question of who would have died in Robin's place had the vote gone the other way. The story did end with some question of the Joker having survived. Had Jason lived, would the man who had failed to kill him have perished in his place?

Jason's death appears to have destroyed an institution. While some people admit to preferring a Batman unencumbered by a wisecracking child, there seems to be a place for a Robin. When Robin first showed up in the 1940s, he became a focus for youthful readers everywhere. As much as the Batman is the hero we could all become, Robin was the hero all children could be right then and there.

Robin often served as comic relief as well. His puns, while enough to drive almost anyone insane, always seemed like salt poured on a villain's wounds, so they served a purpose. Moreover, in the cases where Robin was allowed to solve a mystery, he proved that sometimes kids can be right, too.

In certain cases when Robin was injured, we were immediately given a view of the human side of the Batman. His care and concern for Dick Grayson or Jason Todd was obvious. While it might sometimes launch him into a brutal assault on the criminal who had hurt his partner, Robin always came first with the Caped Crusader.

Dick Grayson's Robin finally grew up during the 1970s. We watched him wrestle with common problems, mature, and eventually step out from behind his mentor's shadow to become Nightwing.

Jason Todd's Robin never did grow up. But we could understand his often childish ways. He was a confused, presumptuous, young man who wanted desperately to be accepted and to be able to accept those things that make life as bad as it was for him.

In many ways, the Batman needs someone to help keep his obsession from taking control of him, and, for many years, Robin served that function. As our hero once told a confused Jason Todd: "People can't set themselves above the law . . . Even though you and I skirt along the edges of it, we still operate within the legal system . . . That's the way it has to be . . . Even though more than a small part of me wishes it could be otherwise." *(Batman #422)* It is as though, as long as the Batman has someone to share his actions and reactions with, he will remain steadily on the edge of chaos.

Before he met the Batman, Jason Todd was a stubborn young man, determined to rely on no one but himself. As he put it, "I don't want to end up in some . . . foster home where I'm somebody's pet charity case. I'm my own man!" *(Batman #408)* Once Jason helped the Batman send Ma Gunn and her boys to jail, he was very anxious to prove himself a worthy partner to the Batman. He quickly learned how to use the Batcomputer in conjunction with his newfound Detective Skill, and became nearly as proficient at the use of weaponry as the Batman himself. Like Dick Grayson, Jason used his Acrobatics Skill to keep himself out of trouble. But in combat, he proved himself much more ruthless than the original Robin.

Jason Todd was a very enthusiastic young hero who may have overstepped even the Batman's boundaries for seeking justice. He acted intelligently but also brashly, often alienating himself from the Batman. His youth and inexperience caused such inner conflict that the would-be hero had trouble distinguishing between right and wrong. Yet, it was this confusion that caused him to search for and eventually try to save his natural mother. Unfortunately, it also caused his death.

LUCIUS FOX

DEX:	2	STR:	3	BODY:	3
INT:	3	WILL:	2	MIND:	2
INFL:	2	AURA:	3	SPIRIT:	3
INITIATIVE:	7	HERO POINTS:			5

- **Advantages:** Connection: Wayne Foundation (High); Scholar (business)
- **Alter Ego:** None
- **Motivation:** Responsibility of Power
- **Occupation:** Executive
- **Wealth:** 9
- **Height:** 5'11"
- **Weight:** 155 lbs.
- **Hair:** Black
- **Eyes:** Brown

Lucius Fox is Bruce Wayne's friend and President of the Wayne Foundation. Fox rose from the finance division, coming to Bruce's attention by creating a portfolio management plan that improved the Foundation's cash flow. Lucius was in France with the OSS during WWII, and later his son was involved in a raid on the Wayne Foundation Building that was sponsored by Ra's al Ghul.

Lucius is a very serious, fiercely loyal and very capable businessman who eats and breathes enterprise. As he tells Bruce Wayne, "That's why we work so well together- I know what you need without you ever asking."

Fox is generally in tune with the public reaction to anything going on. He will know facts about investments and other money-making ventures and will do favors for Bruce on demand. Lucius is always there for Bruce, making sure he gets whatever he needs. Lucius does not know Bruce's secret identity.



VICKI VALE

DEX:	2	STR:	2	BODY:	2
INT:	3	WILL:	3	MIND:	2
INFL:	3	AURA:	2	SPIRIT:	3
INITIATIVE:	8	HERO POINTS:			10

- **Skills:** Artist (Photographer): 6, Detective: 2, Charisma: 4
- **Advantages:** Connections: *Picture News* (High), *Gotham Gazette* (Low)
- **Drawbacks:** Minor Irrational Attraction to curiosity
- **Motivation:** Thrill of Adventure
- **Occupation:** Photographer
- **Wealth:** 6
- **Height:** 5'8"
- **Weight:** 121 lbs.
- **Hair:** Red
- **Eyes:** Blue

Vicki Vale grew up in Gotham City and has been a photographer nearly all her life. She was photo editor of the Gotham High School newspaper and, later, the Vassar College Yearbook. Her excellent photographic work has won her many awards.

Once Vicki graduated from college, she began a career as a fashion photographer and then went to work for the *Gotham Gazette*. Besides revealing a potential to someday be one of the world's best photographers, Vicki was a top-notch reporter who often scooped all the other newspapers in Gotham. At one point, she was sent on assignment to the middle of a war zone. Being so close to death hardened Vicki, and she returned to Gotham City a much wiser person.

Vicki later went to work for Gotham *Picture News*, a leading competitor of the *Gotham Gazette*. She presumably took the job because it was much more challenging, with her first assignment being to photograph that ever-so enigmatic hero, the Batman.

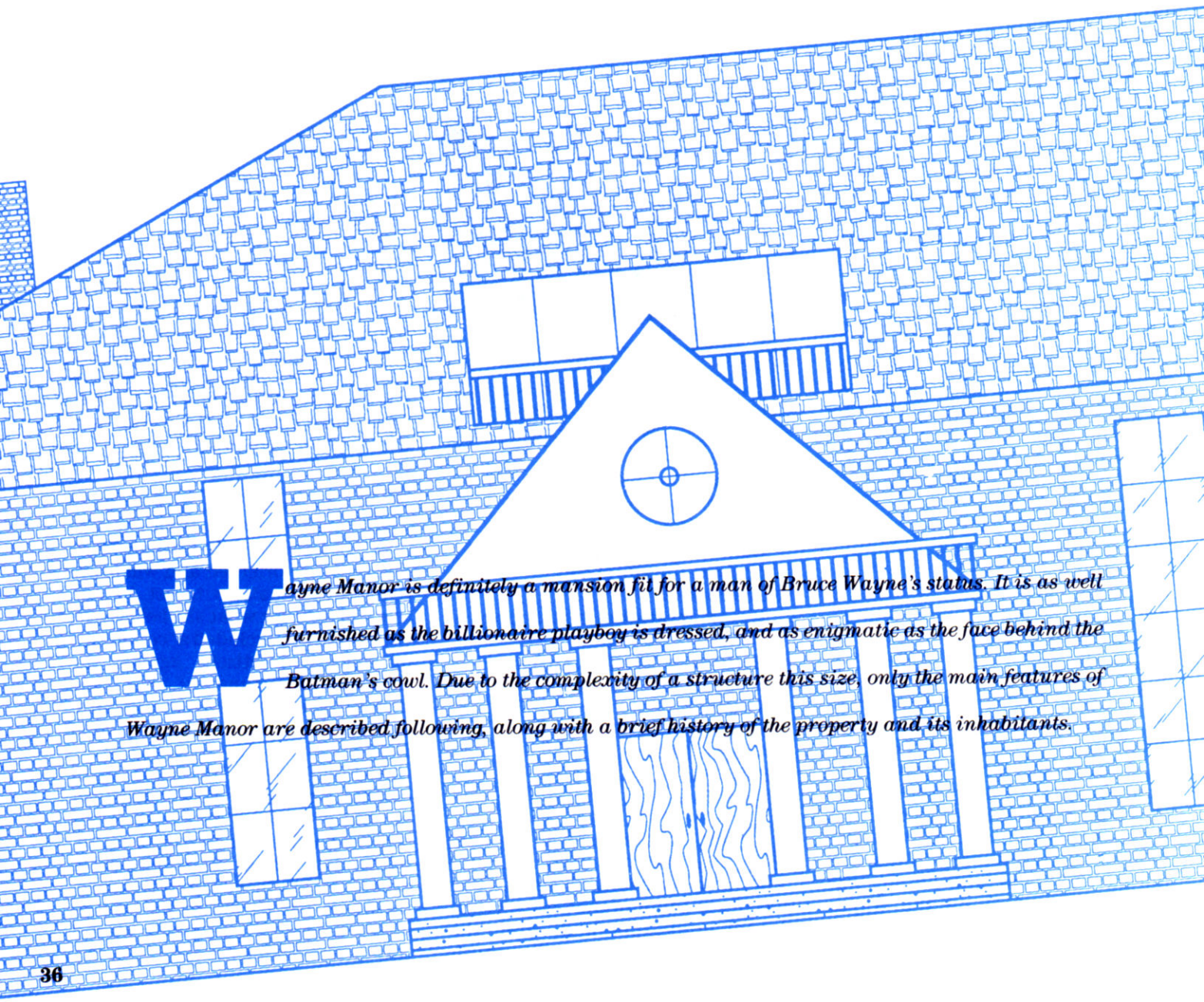
Vicki followed the Batman all around Gotham City, until she ended up interfering with the case he was working on. She later made up for this by helping the Batman and Robin solve the case she had botched, thereby getting her own name in the headlines. Vicki has encountered our hero a few times since then, yet their relationship has been barely amiable and strictly business-like.

Eventually, Vicki Vale's award-winning work made her famous throughout Gotham City. As she climbed the social ladder, she inevitably came into contact with Bruce Wayne, and the two were rumoured to be "an item," according to various gossip columnists. Thus far, the two have only dated a few times and barely know each other.

Vicki Vale is a much more mature woman than she was before she left Gotham City. She is career-oriented and will brave dangerous situations to get a story. She will fight for what she believes in, which recently included a "committee of concerned citizens against the Batman." Unfortunately, she asked Bruce Wayne to head the organization, and he angrily refused. *(Batman #408)*.

Although Vicki has no skill in combat, her sharp wit will often get her out of sticky situations. She has been trained in the use of firearms, but tends to rely on her intelligence or others. Vicki's most notable characteristic is her curiosity; she will do nearly anything to satisfy it, even if this means risking her life.

Wayne Manor



Wayne Manor is definitely a mansion fit for a man of Bruce Wayne's status. It is as well furnished as the billionaire playboy is dressed, and as enigmatic as the face behind the Batman's cowl. Due to the complexity of a structure this size, only the main features of Wayne Manor are described following, along with a brief history of the property and its inhabitants.

Wayne Manor is the ancestral home of the Wayne family. The three-story main building was built around the turn of the century and is opulently constructed. A two-story wing was later added to the east end, most likely by Dr. Thomas Wayne in anticipation of a large family. A pillared portico surrounds the front entrance which leads into the foyer. The main building and the wing's facade is dark brick, and the wing's side and back is white clapboard.

Bruce Wayne grew up in Wayne Manor before and after the tragic murder of his parents. Dr. Leslie Thompkins and Alfred Pennyworth raised the young orphan here, until Bruce left the country to pursue his studies. A 26-year-old Bruce Wayne returned from his twelve years abroad to find Wayne Manor—and Alfred—just as he had left them. The mansion was later home to Dick Grayson and then Jason Todd. It is often the starting point, or ending point, of many of the Batman's adventures.

Bruce Wayne made some changes in the Manor upon his return. Most sweeping of these was the conversion of the cavernous attic into a third floor master suite. Bruce also had a gym placed in the wing to provide a reason for his excellent conditioning. He also added the stairway down to the Batcave and extended the elevator shaft to the Batcave.

First Floor

The **foyer** is the first part of Wayne Manor that most visitors see. It is a two-story entranceway with an enormous crystal chandelier suspended from the vaulted ceiling. A staircase on the right rises to the second floor, and an elevator at the northern end of the foyer leads to the second and third floors. (Dr. Thomas Wayne presumably had the elevator installed in response to his wife's weak heart.) The floor of the foyer is made of grey marble and is often covered with mats for the placement of wet or muddy shoes and boots.

The **dining room** lies on the east side of the foyer. It is well ventilated, with windows facing east and south. The room itself is far larger than it needs to be for a single family, but is perfect for entertaining and serving intimate gatherings of 30-45 people. Unless round tables are set up for a large party, the room generally has a long table set in the center of it. This dining table may be extended to seat 20 people at one time.

The **den**, which was formerly known as Dr. Thomas Wayne's study, has not been changed at all since Bruce Wayne's return from abroad. It was here that a desperate and badly bleeding Bruce sat contemplating his purpose in life. The bat that gave Bruce his identity crashed through the bay windows and landed on a bust of his father in front of Bruce's chair.

The den is furnished to promote an atmosphere of quiet and thoughtfulness. Dark paneling, brown leather lounging chairs, and oak tables make the room feel warm and comfortable. The room can only be entered from the patio or the hallway on the eastern side of the kitchen.

The **private study** is most often used as a small living room by Bruce. He has been counseled by both Leslie Thompkins and Alfred many times here. This room's most notable feature is the grandfather clock behind which can be found the secret staircase leading down to the Batcave.

The **ballroom** is one of the largest rooms to be found in Wayne Manor. When not being used for one of Bruce Wayne's bashes, the wooden floor is carpetted with large oriental rugs which divide the room into several smaller areas. Several large pieces of art adorn the walls of this room, including portraits of Thomas and Martha Wayne.

The **gym** houses a full collection of weight training devices and conditioning tools. It is less complete than the training facilities in the Batcave, and is not often used. Its presence is required to answer questions about Bruce Wayne's excellent conditioning, since he does not exercise at any local health clubs. It also gives his guests a full bank of equipment to use when they are visiting.

The **game room** is home to all the devices for gentlemanly games of skill and chance. The east wall is partly occupied by a very well stocked wet bar, and a pocket billard table and a ping pong table share the center of the room. This room was most often used by Jason for watching television, but Bruce sometimes takes refuge here during extremely boring parties.

The **art gallery** displays one of the best private collections of art in the northeastern United States. The paintings are changed on a monthly basis, most often arranged by Alfred. He selects art from the Wayne collection that is appropriate to the season or an event taking place at Wayne Manor. The panels behind the artwork can be moved to change the layout of the room itself. Rarely is large sculpture included in a display. Only on a rare occasion is an artist graced with a showing of his work. The room is, of course, guarded by a sophisticated alarm system.

The Wayne **family library** houses a variety of books: old, new, fact, fiction, and so on. Dr. Wayne's medical books and Bruce's criminology texts from college take up several shelves, as do a host of books about Gotham City and several editions of encyclopedias. The books are ordered by subject area and alphabetized by author's name with a couple of notable exceptions. The books on the bottom two shelves are meant for younger readers, and the central shelf set in the west wall contain the most valuable of the Wayne collection in a locked, climate-controlled cabinet. One of these bookcases revolves to reveal yet another secret entrance to the Batcave far below.

Second Floor

The five **guest rooms** on this floor are spacious and comfortably appointed. Each has a king-size bed, a dressing area and a walk-in closet. The two family guest rooms also have a kitchenette, bath and a second bed. If the rooms are to be used by a guest who has a particular liking for a certain artist, Alfred is likely to appease the guest by hanging an appropriate painting.

Dick Grayson's room has changed very little since he went to college and then joined the Teen Titans. Alfred has taken many old posters off the walls, but the Howard Pyle painting of Robin Hood still hangs on the southern wall. The closet has a secret panel behind which still lies one of Dick's old Robin uniforms.

Jason Todd's room still has the flavor of one of the guest rooms. It has a twin bed, across from which is a writing/reading nook housing Jason's desk. This closet also has a secret panel with a Robin uniform behind it. The general color scheme of this room is blue, with a few rock music posters to break up the dullness.

Third Floor

The **master suite** was once Wayne Manor's dusty attic. Sometime after Bruce Wayne's return to Gotham City he decided to remodel the attic into what is now his private haven. This renovation allowed Bruce to change Wayne Manor without destroying its basic beauty or history. The entire floor is divided into three parts, one for living, one for recreation and one for work.

The **master bedroom** is where Bruce Wayne can often be found sleeping well past noon. It has a pitched roof with exposed beams and lightly colored walls, and is carpeted in a rich blue shag. The bed is located on the southeast side, and the entire room is well lit once Alfred opens the shades and curtains exposing the balcony. The bath, vanity, and wardrobe/closet are all much larger than their conventional counterparts.

The **media room** is home to enough recreational equipment to provide Bruce Wayne with endless hours of entertainment. The northern half of the room houses a large screen television, a video-cassette recorder, one of the largest collections of videos known today, and the latest in stereo and compact disc equipment. The other half of the room is dedicated to all the books that Bruce has purchased since his return to the United States. The most current encyclopedias, atlases and dictionaries are present, as well as the latest research reports on legions of scientific research. Bruce's voracious appetite for information, however, is only partially sated in this room.

The north wall in this half of the room is covered with the inevitable pictures of Bruce Wayne standing or shaking hands with a variety of celebrities. Included, just to throw certain individuals off the track, is a picture of Bruce and the Batman together, taken on one of the numerous occassions when Alfred was wearing the Batman's uniform.

Bruce's office looks much like any other executive's office. Bruce's computer herein is not only linked to the Wayne Foundation computers, but also to the Bat-computer via a hidden switch. Annual reports of the various funds and businesses supported by the Wayne Foundation line the walls, and official documents fill the filing cabinets along the east wall.

The **meeting room** is used only when the dining room is needed for that night's entertaining. It is a typical meeting room, with a long table, low lamps, and slightly uncomfortable chairs. Except for rare cases, only meetings with lawyers take place here to plan strategy for winning a case crucial to the well-being of the Wayne Foundation.

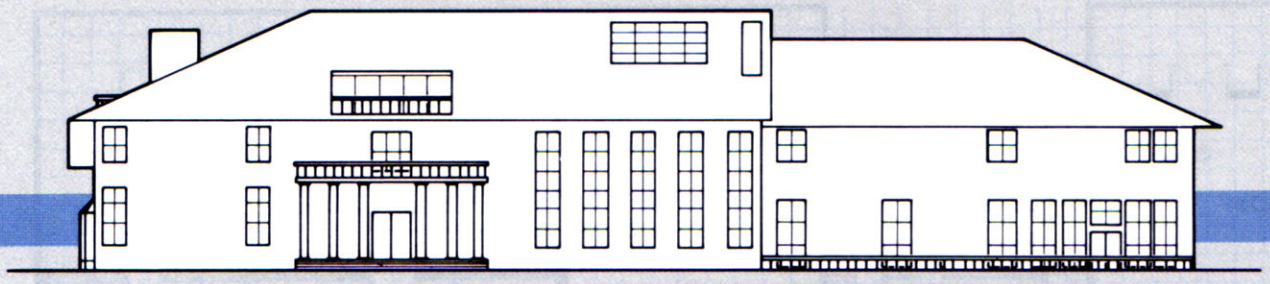
Exterior Elevations

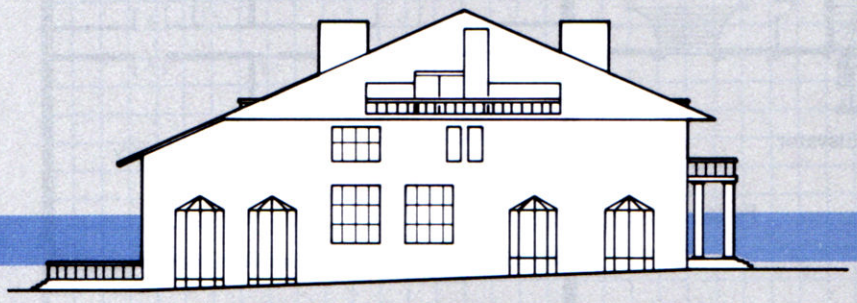
South Side

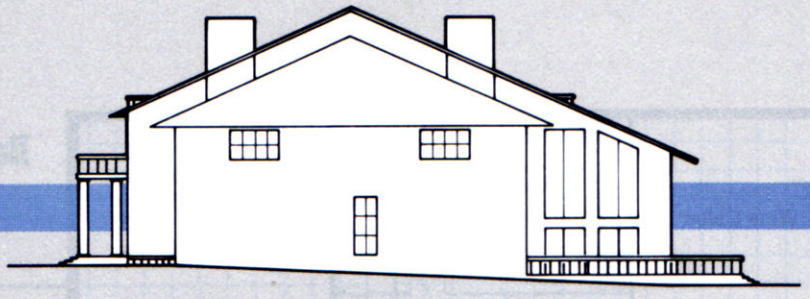
West Side

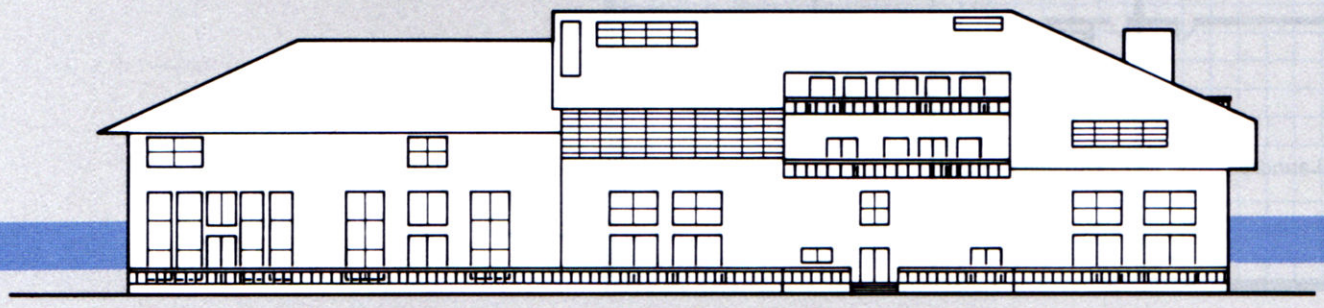
East Side

North Side

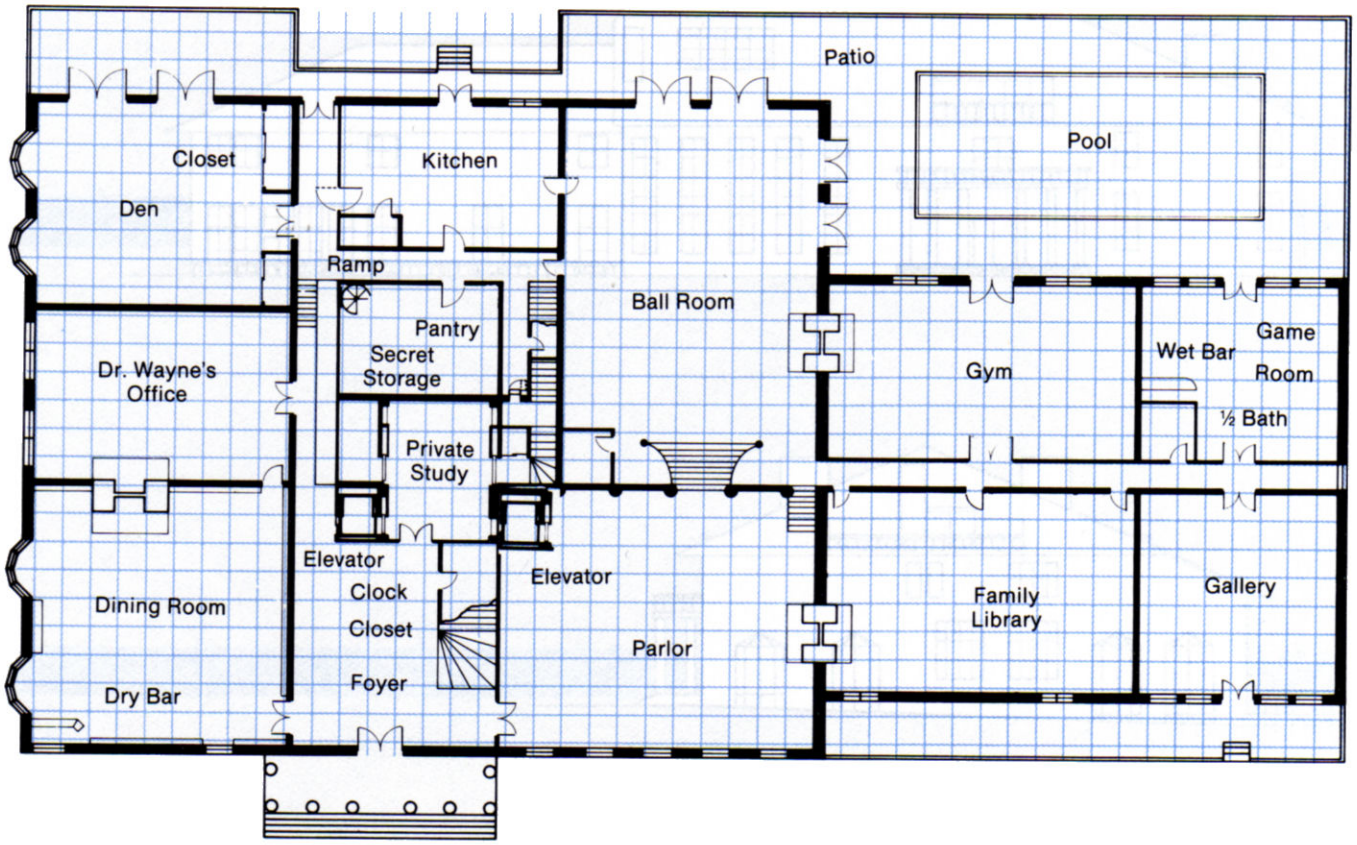


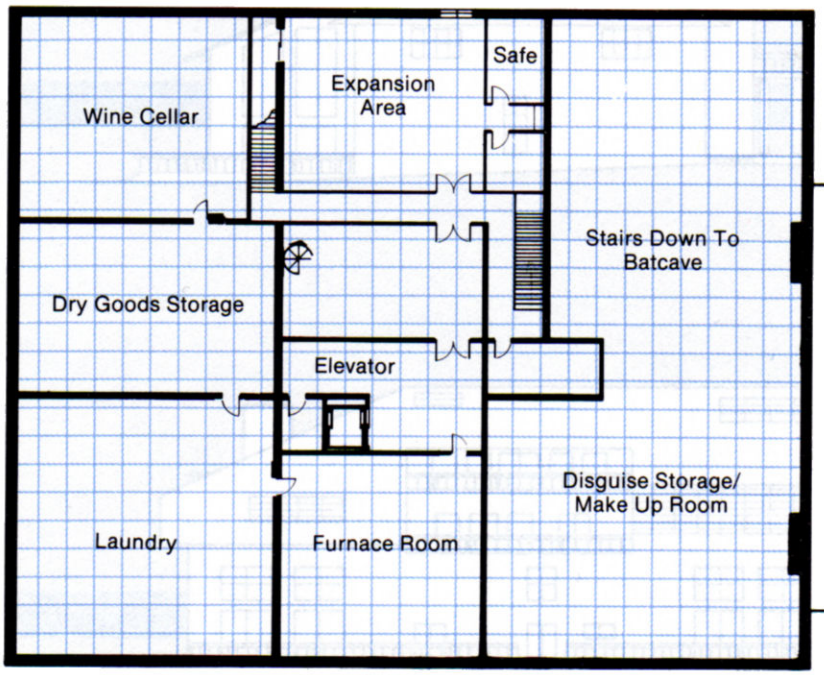




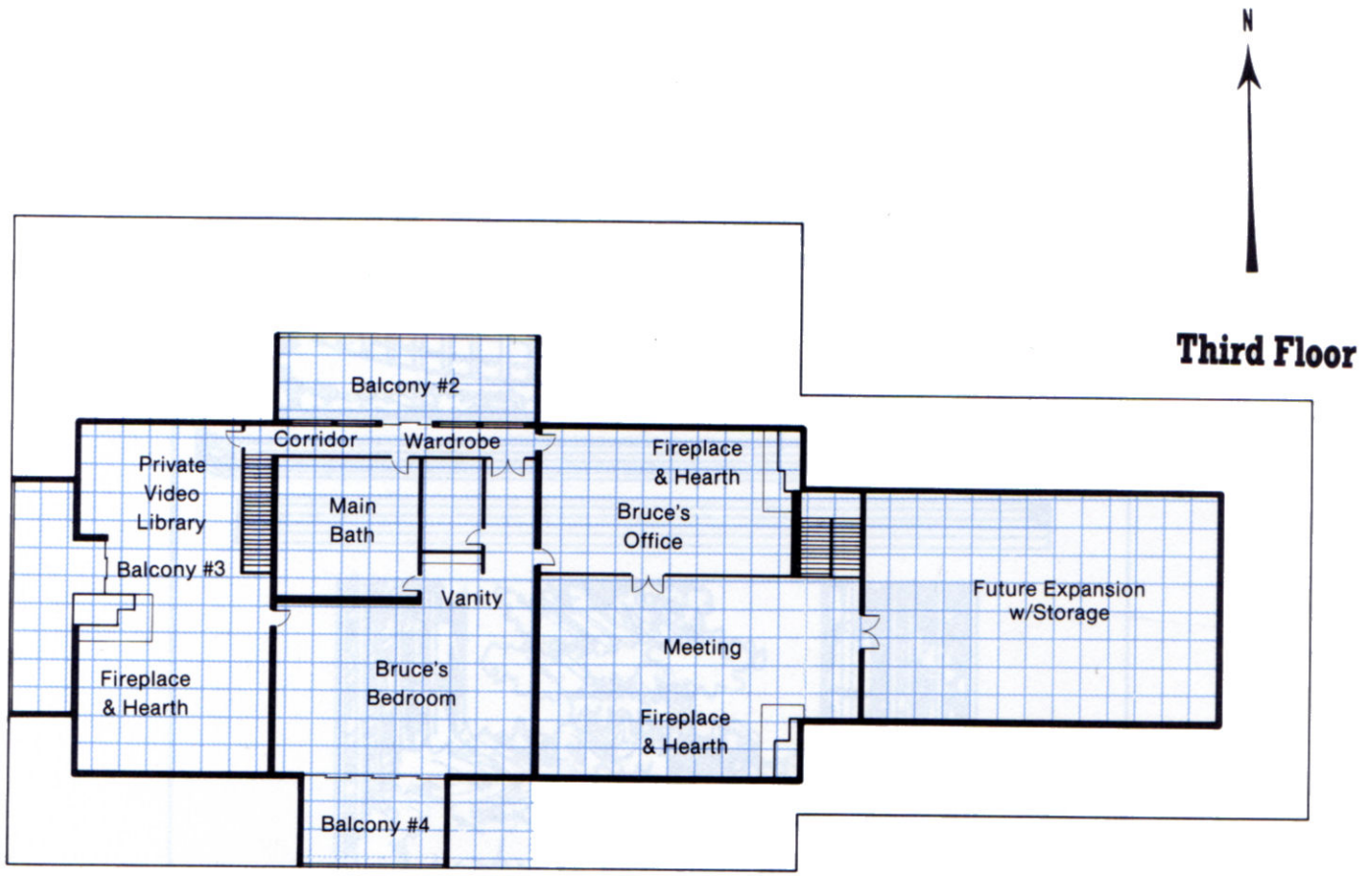


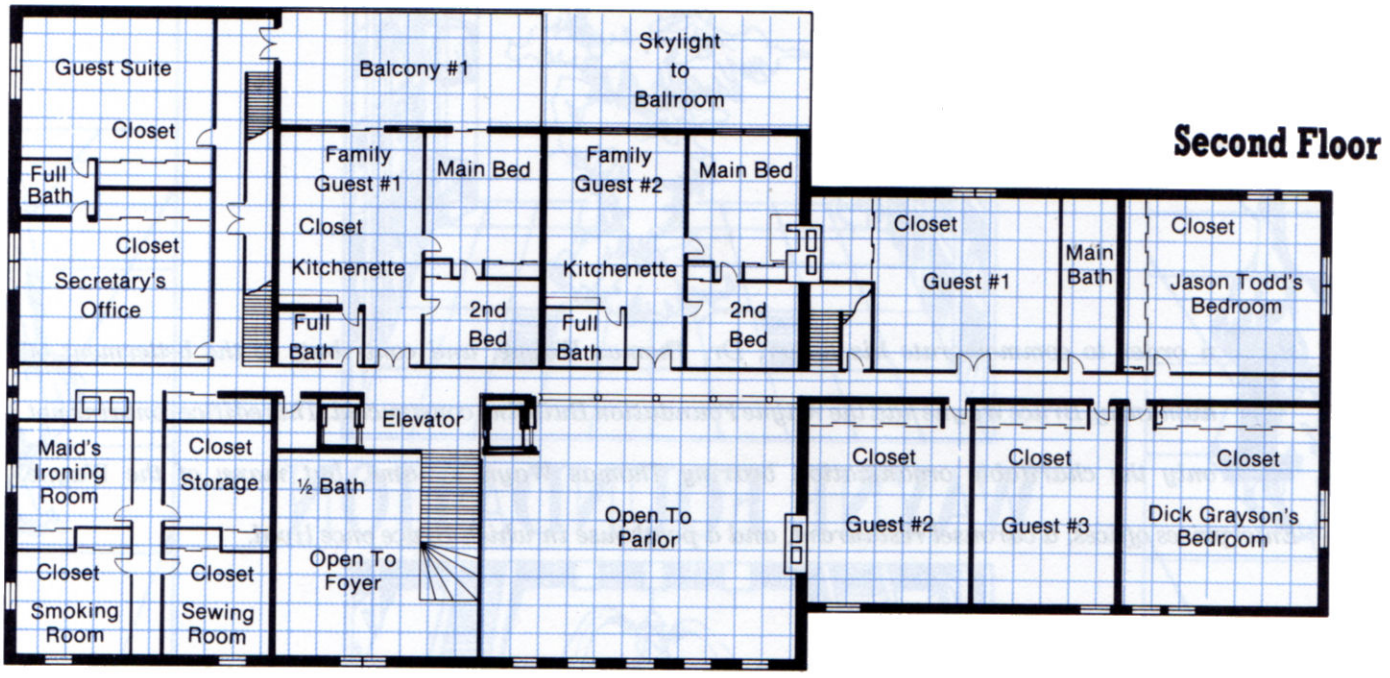
First Floor



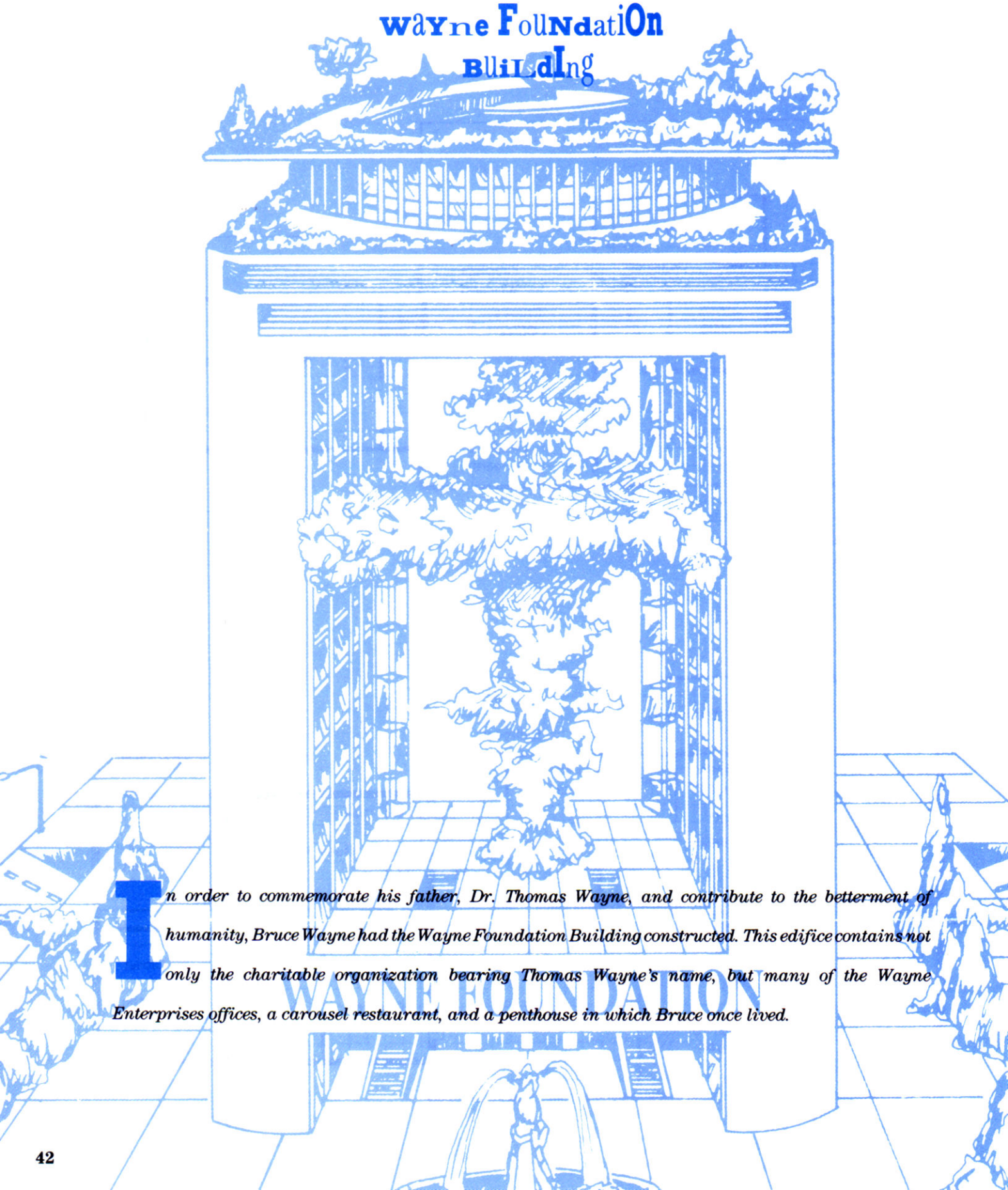


Basement


N
Third Floor
Balcony #2
Corridor
Wardrobe
Private
Video
Library
Main
Bath
Fireplace
& Hearth
Bruce's
Office
Balcony #3
Vanity
Future Expansion
w/Storage
Meeting
Fireplace
& Hearth
Bruce's
Bedroom
Fireplace
& Hearth
Balcony #4


Second Floor
Guest Suite
Balcony #1
Skylight
to
Ballroom
Closet
Full
Bath
Family
Guest #1
Main Bed
Family
Guest #2
Main Bed
Closet
Secretary's
Office
Closet
Kitchenette
Kitchenette
Closet
Guest #1
Main
Bath
Closet
Jason Todd's
Bedroom
Full
Bath
2nd
Bed
Full
Bath
2nd
Bed
Elevator
Maid's
Ironing
Room
Closet
Storage
½ Bath
Open To
Parlor
Closet
Guest #2
Closet
Guest #3
Closet
Dick Grayson's
Bedroom
Closet
Smoking
Room
Closet
Sewing
Room
Open To
Foyer

WAYNE FOUNDATION BUILDING



In order to commemorate his father, Dr. Thomas Wayne, and contribute to the betterment of humanity, Bruce Wayne had the Wayne Foundation Building constructed. This edifice contains not only the charitable organization bearing Thomas Wayne's name, but many of the Wayne Enterprises offices, a carousel restaurant, and a penthouse in which Bruce once lived.

Not long after the 26-year-old Bruce Wayne returned to Gotham City, he was on site at the Wayne Foundation Building, giving orders to speed up production and troubleshooting various problems with the penthouse. When Dr. Leslie Thompkins saw the penthouse under construction, she asked Bruce, "Who'd want to live all the way up there?" *(Detective #575)* Bruce suggested she might, but she obviously didn't care for the idea, since her work took place mainly in the Crime Alley district of Gotham City. Instead, the high-rise apartment stands vacant the majority of the time, but is occasionally used by Bruce or his guests.

The Wayne Foundation Building's most notable feature is an enormous artificial tree which is located in the very center of the structure. This "Arborial Monument" has a secret elevator running through its trunk, allowing access to and from the penthouse at the very top of the building and the Batcave that Bruce built out of an uncompleted subway station located directly beneath Wayne Foundation. When Bruce Wayne moved out of the penthouse and returned to Wayne Manor, he turned this second Batcave and the penthouse over to the Outsiders. Since this group disbanded and moved to Los Angeles, these two places and the now disabled elevator are no longer used. (A somewhat detailed description of this Batcave can be found in *The Untold Legend of the Batman #3.*) The following information represents the most prominent features of the Wayne Foundation Building, from the highest level to the lowest.

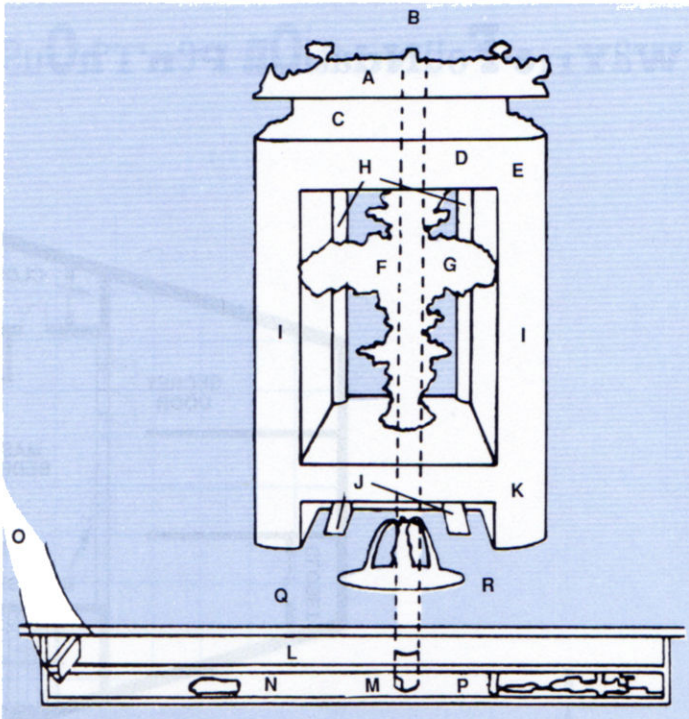
The Penthouse

Outside the penthouse, high above the streets of Gotham City, an artificial garden exists. A ring of shrubs and trees surrounds the penthouse, ensuring complete privacy. Just inside the greenery lies a walkway and inside that, a swimming pool. A sun deck overlooks the pool and serves as a roof to the living room, library, den, and guest room below.

The second story of the penthouse is a half-level above and adjacent to the sun deck. It is a master bedroom, with opulent furnishings, an enormous amount of closet space, bookshelves, and a false fireplace, behind which lie the elevator doors which once opened only into this room and the Batcave far below. A hidden room can be reached only through secret doors at the eastern side of the master bedroom. This area is presumed to be where Bruce Wayne made his change into the Batman. Stairs on the southern side lead down to the first floor of the penthouse and no further.

Beneath the secret room, on the lower level of the penthouse, are the kitchen and a bedroom that was formerly inhabited by Alfred. This is now a second guest room, which more often than not goes unused. A central fireplace conceals the secret elevator, and the living room, library, den and another guest room surround this pivotal feature. This entire area is luxuriously furnished, and little has been changed since Bruce Wayne moved out.

The only way to enter the penthouse, other than flying or swinging on a rope, is via the conventional elevator that runs up from the executive offices. Special keys are required to get the elevator to rise as far as the penthouse, and only Bruce, Alfred, Dick Grayson, and Dr. Leslie Thompkins have one of these keys.



A Bruce Wayne's penthouse.
B Fake chimney conceals upper part of secret elevator shaft.
C Carousel Restaurant revolves around center pole which conceals secret elevator.
D Gymnasium.
E Executive offices.
F Batman's secret communications center.
G Foliage conceals elevator shaft.
H Public elevators.
I General offices.
J Escalators.
K Mall with shops
L Underground parking for public with ramps to street.
M Lower exit of secret elevator.
N Secret garage for Batmobile.
O Tunnel to warehouse exit for Batmobile.
P The Batman's secret lab.
Q Wayne Plaza.
R Thomas Wayne Memorial Fountain.

Carousel Restaurant

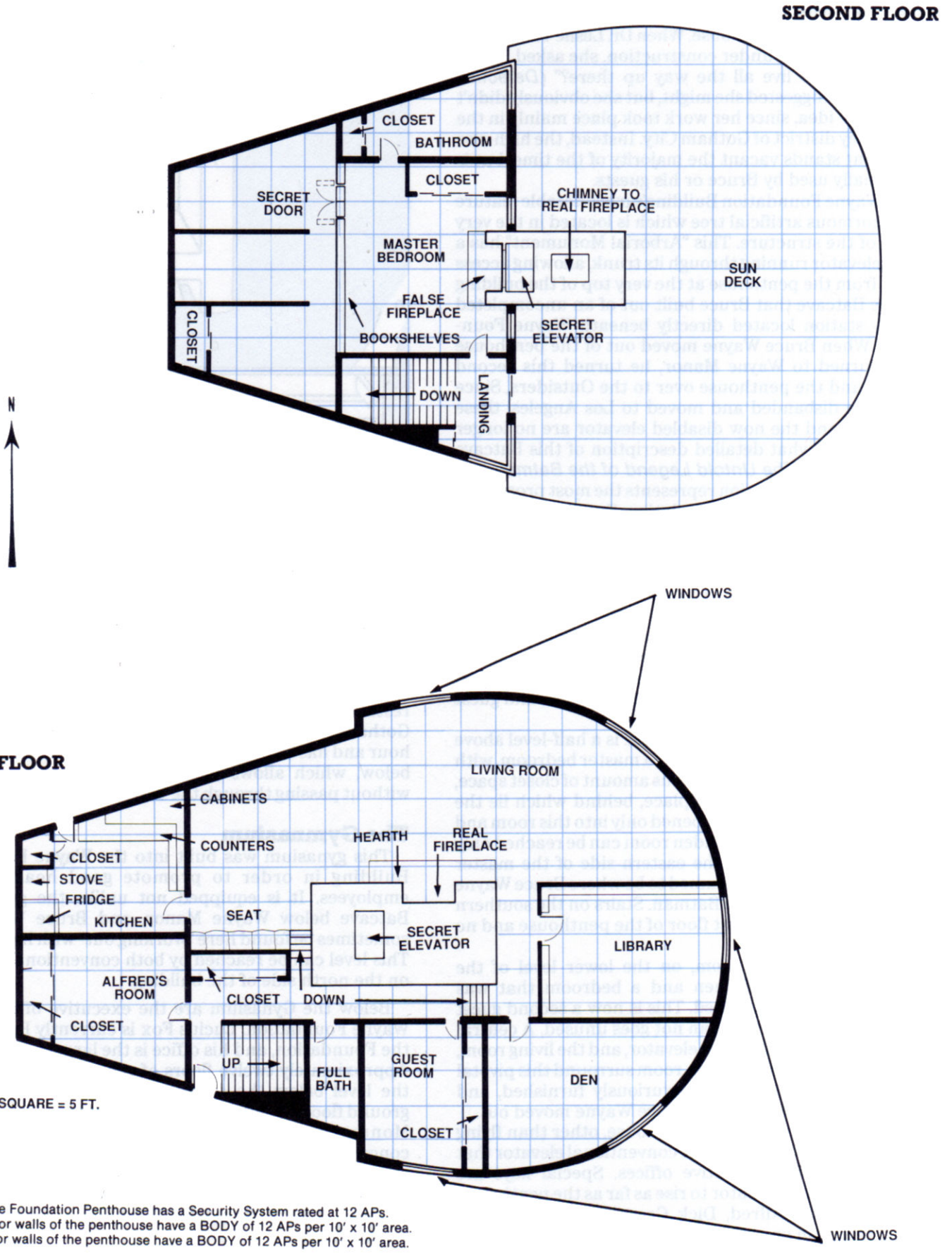
Directly beneath the penthouse is the carousel restaurant, which revolves to give patrons a view of Gotham City. It spins at approximately one revolution per hour and has its own "express" elevator from the lobby far below, which allows patrons to reach the restaurant without passing through the Wayne Foundation facilities.

The Gymnasium

This gynasium was built into the Wayne Foundation Building in order to promote good health among employees. It is equipped not unlike the gym in the Batcave below Wayne Manor, and Bruce Wayne can sometimes be found here "working out" with his hirelings. This level can be reached by both conventional elevators on the north side of the building.

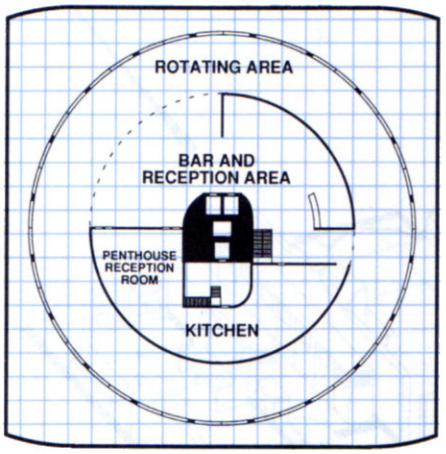
Below the Gynasium are the executive offices of the Wayne Foundation. Lucius Fox is currently President of the Foundation, and his office is the largest on this floor. Approximately twelve floors of general offices run from the level below the executive offices on down to the ground floors which house a shopping mall. The Arboreal Monument separates the general offices and also conceals the mechanism for rotating the restaurant and a secret communications center for the Batman's use. Outside, in front of the mall, lies Wayne Plaza and the Thomas Wayne Memorial Fountain—centerpiece of Wayne Plaza.

WAYNE FOUNDATION PENTHOUSE

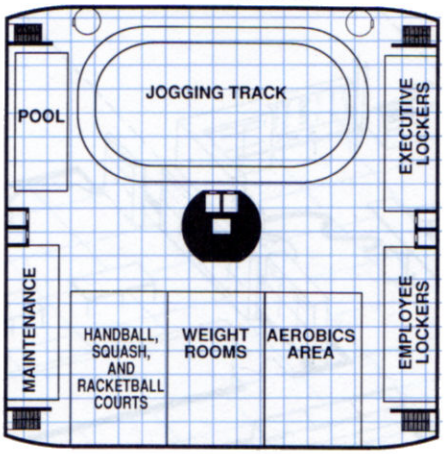


The Wayne Foundation Penthouse has a Security System rated at 12 APs.
The exterior walls of the penthouse have a BODY of 12 APs per 10' x 10' area.
The interior walls of the penthouse have a BODY of 12 APs per 10' x 10' area.

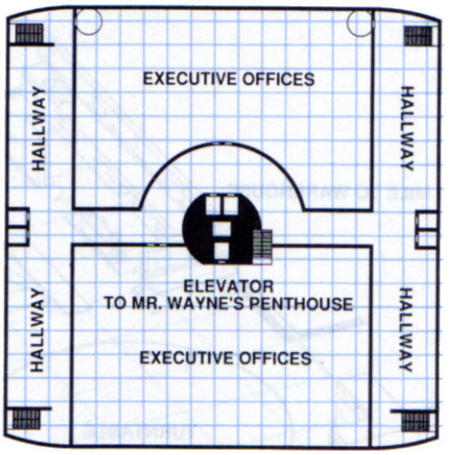
SEVENTEENTH FLOOR
ROTATING RESTAURANT



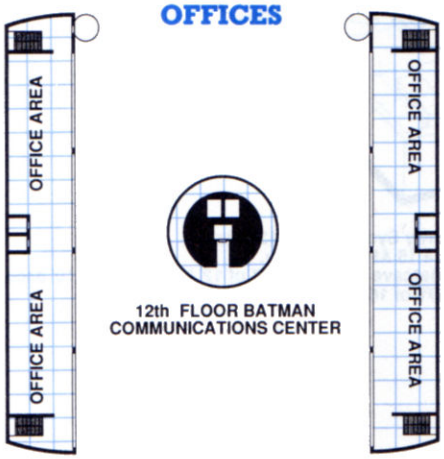
SIXTEENTH FLOOR
GYMNASIUM



FIFTEENTH FLOOR
EXECUTIVE OFFICES



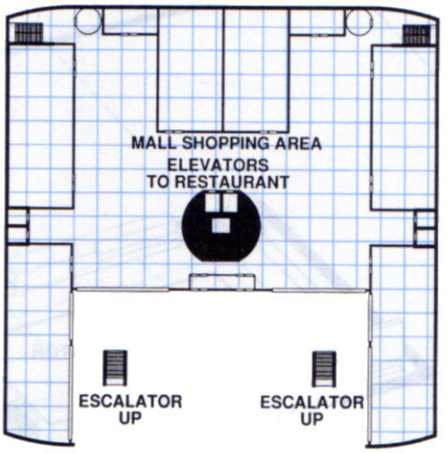
FOURTEENTH FLOOR
OFFICES



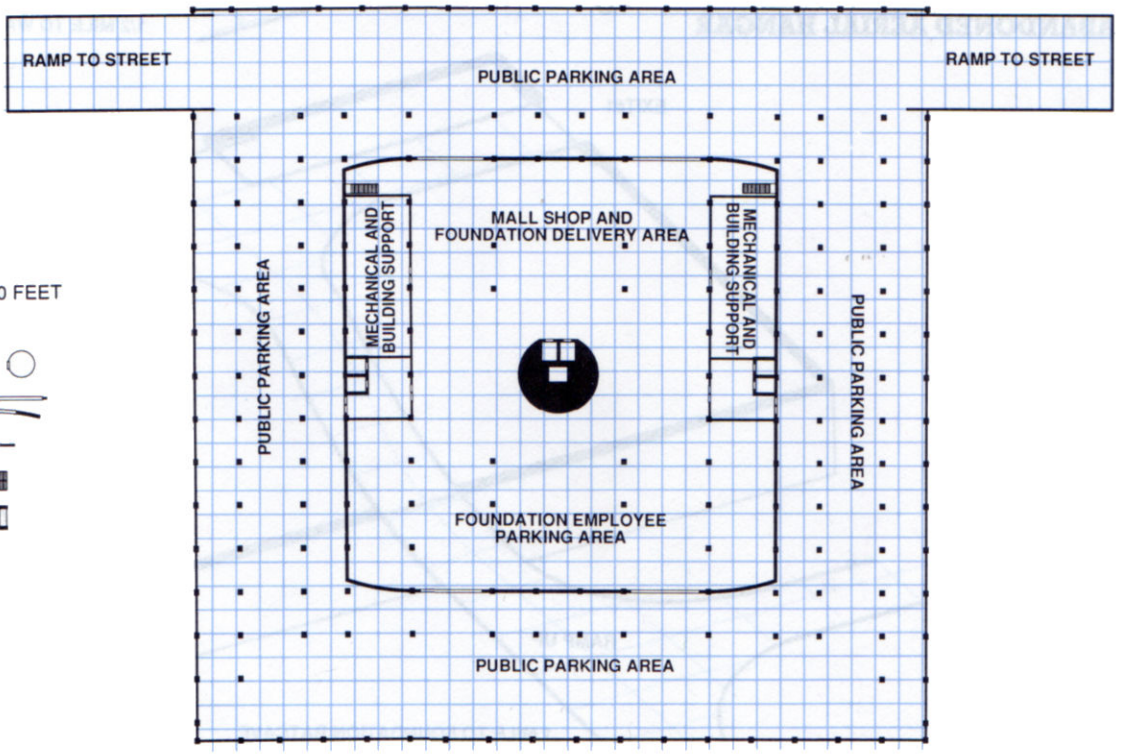
SECOND FLOOR
SHOPPING MALL



FIRST FLOOR
SHOPPING MALL



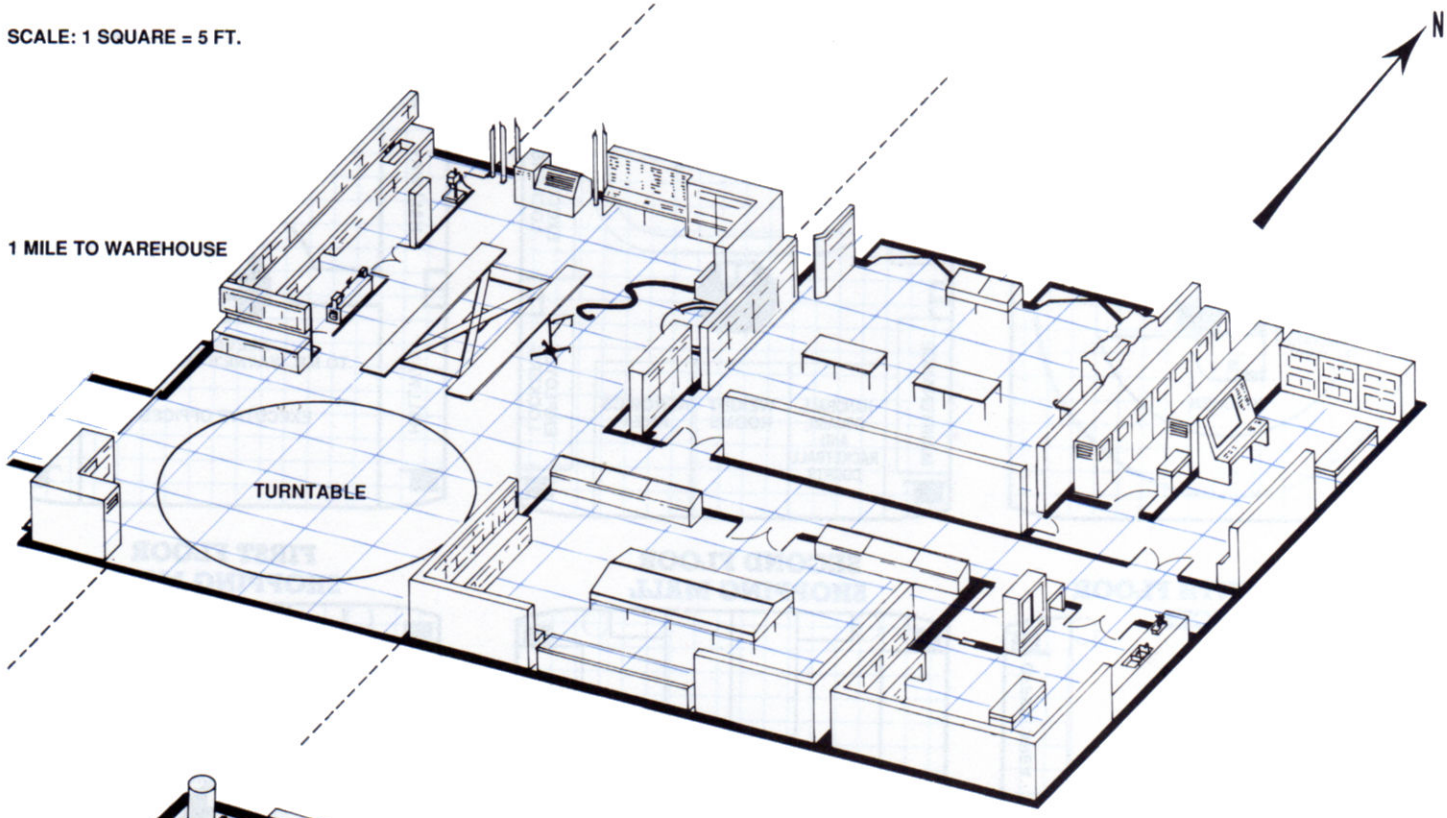
BASEMENT AND PARKING GARAGE



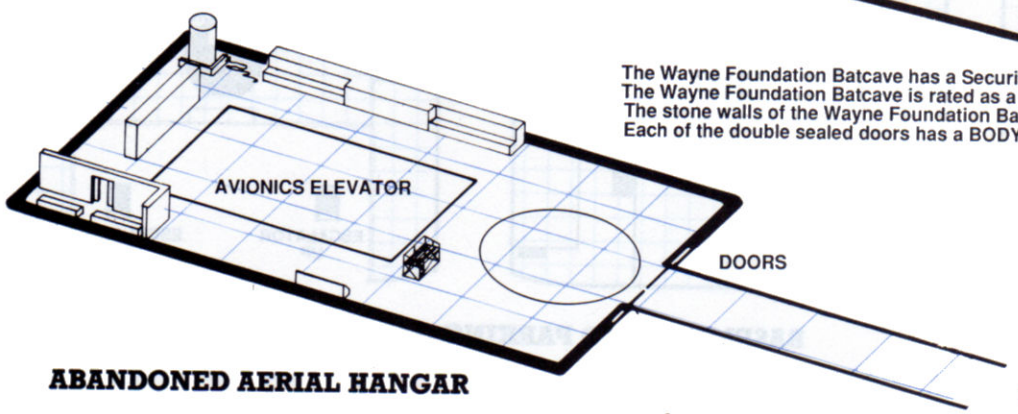


Wayne Foundation Batcave

SCALE: 1 SQUARE = 5 FT.

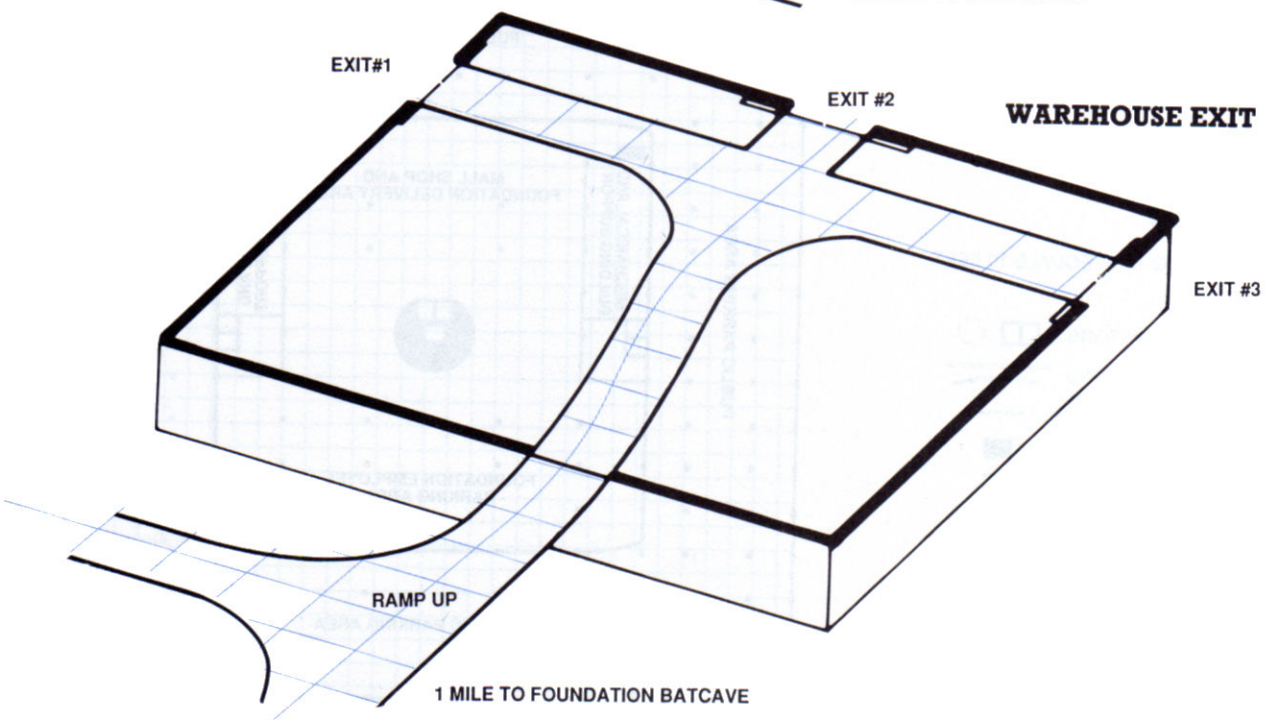


The Wayne Foundation Batcave has a Security System rated 12 APs.
The Wayne Foundation Batcave is rated as a 15 AP Laboratory.
The stone walls of the Wayne Foundation Batcave have a BODY of 12 APs per 10' x 10' area.
Each of the double sealed doors has a BODY of 16 APs.

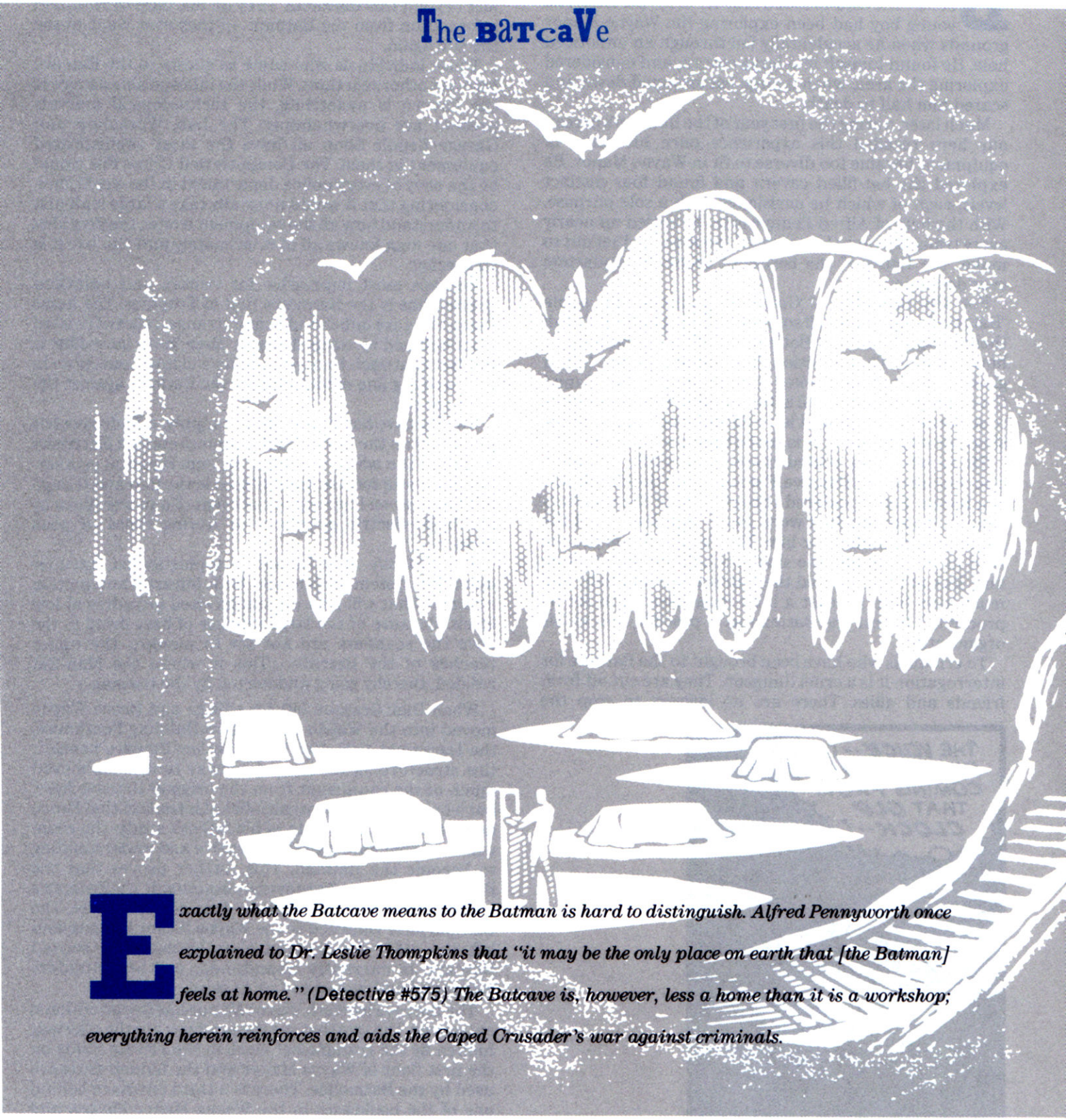


ABANDONED AERIAL HANGAR

1/2 MILE TO WAREHOUSE



The Batcave



Exactly what the Batcave means to the Batman is hard to distinguish. Alfred Pennyworth once explained to Dr. Leslie Thompkins that "it may be the only place on earth that [the Batman] feels at home." (Detective #575) The Batcave is, however, less a home than it is a workshop; everything herein reinforces and aids the Caped Crusader's war against criminals.

Bruce Wayne first discovered the Batcave sometime before the cold-blooded murder of his parents. The young boy had been exploring the Wayne Manor grounds when he accidentally fell through an unnoticed hole. He found himself in a large cavern, and considered exploring the area, when a large bat swooped down and scared him half to death.

Much later, during the first year of the Batman's career, our hero recalled this experience once his array of equipment became too diverse to fit in Wayne Manor. He explored the bat-filled cavern and found four distinct levels, each of which he envisioned with a sole purpose. With the help of Alfred Pennyworth, he sealed up nearly every tributary tunnel, excavated the area, and set out to make "the Batcave" the best-kept secret headquarters ever developed.

For the majority of Gotham's citizens, the name "Batcave" conjures up all sorts of haunting images. For all these people know, the Batman could be the Batman 24 hours a day. They envision the Batcave as his lair: a gloomy, stalagmite-choked cavern where the Caped Crusader ponders the evil in the world and decides where to strike next. For them, it is a cold and lonely place, one of shadows and mystery. It is perfect for the Batman.

Those who have visited there, hold wildly divergent opinions about the Batcave. For some, like the Man-Bat, it is a haven. Having entered through one of the tributary tunnels whose seal had worn away, Man-Bat found the Batcave to be perfect for him. The clouds of bats therein hold no menace, and the shadows hold no secrets from him. Ra's al Ghul entered the Batcave mysteriously, and must have been at least a little impressed by it, for he proceeded to test the Batman as a possible heir to his organization.

To criminals who have been brought to the Batcave for interrogation it is a cruel dungeon. They are cut off from friends and allies. There are no lawyers to stop the Batman from asking questions, no police officers to temper his suggestions of torture if information does not flow. It is dark; fear echoes with each heartbeat. These criminals wonder how many of their kind now lie in graves just beyond this darkness. They do not dare to withhold information from the Batman—if they ever want to see the sun again.



Those individuals who come as guests to the Batcave have yet other reactions. While the inhospitable nature of the cavern is unsettling, the technological marvels present are overwhelming. The Lab, Workshop and Garage/Repair Shop all have the most sophisticated equipment in them. The Computerized Crime File would be the envy of every police department in the world, and, considering that it would normally take a large staff just to understand how all the equipment works, the very idea that one man knows all of it intimately and can use it is staggering.

Perhaps most impressive for visitors and uninvited guests alike is the Batman's Hall of Trophies. The items themselves are unbelievable and strange, relics of twisted plots hatched by warped brains. Even more incredible is the fact that each item represents a victory, one more in an unending line of victories for the Batman against the forces of evil.

The Batcave has its own power supply. A hydroelectric generator on the lowest level produces enough electricity to power the whole complex. An experimental geothermal generator has also been placed in the Batcave, though it is set to go on line only in the event of a power down by the hydroelectric generator or during times of peak demand.

The Batcave also houses a sophisticated intruder detection system, which uses both infrared and motion scanners that will pick up human sized intruders at low levels. Because of the large number of bats living in the cave the scanners are not set to monitor the upper reaches of the Batcave. (This is where the Man-Bat resided, thereby going undetected by the Batman.)

When Dick Grayson left for college and Bruce Wayne moved into the Wayne Foundation Building Penthouse, the Darknight Detective built another Batcave beneath this structure, in an unused subway tunnel. He moved much of the equipment from the original Batcave here, but what is perhaps most significant is the fact that Bruce made an exact duplicate of his father's study, the room where the bat gave him the incentive and understanding to become the Batman. This further proves that the Batcave is a place where everything outside the Batman's war on crime does not matter, does not even exist. The Batman later returned to the Wayne Manor Batcave and left the other for the Outsiders to use. This second Batcave is currently abandoned, as the Outsiders disbanded and moved to Los Angeles.

The Batcave beneath Wayne Manor has five intentional entrances. The two that see the most use are the stairway hidden by the grandfather clock in the Private Study on the first floor of Wayne Manor and the hidden entrance used by the Batmobile. There is a third entrance behind one of the bookcases in the Wayne Manor library, and another two for the Batcopter Hangar and the Secondary Hangar. The Batcave will be discussed from top to bottom, from Level Four down to Level One.

Level Four: Batcopter Hangar

The Batcopter Hangar is located in the top of the hill beside Wayne Manor. Camouflaged doors and a fog machine allow the Batcopter undetected entry and exit from the hangar. The fog machine is powerful enough to produce a 10 AP Range cloud, thereby obscuring the vehicle's point of origin. The large, hidden doors are built into the hillside, and are akin to those used to cover missle silos.

The Batcopter Hangar, because of its location at the top of the hill, is smaller than the Secondary Hangar. In fact it contains little more room than needed for the Batcopter itself and the machinery for producing fog on the hilltop. The doors in and out of the hangar are remote-controlled from the Batcopter, and a navigational signal from the hangar can be triggered from the Batcopter to help during extremely bad weather.

Level Three: Secondary Hangar

The Secondary Hangar is also located in the hill beside Wayne Manor. It is one level below the Batcopter Hangar, and is similar to it in every way except its size. This hangar might seem a bit small to be home and runway to all of the Batman's flying machines, until one recalls the fact that both the Batglider and the Whirly-bats can be folded up for easy storage. This hangar contains not only the Batglider and Whirly-bats, but the fuel tanks needed to supply these and the Batcopter, and the pumps used to get fuel up to the level above.

The Secondary Hangar is equipped with a navigational beacon for difficult flying weather. It is also home to a specially designed flight simulator used by the Batman to keep his flying skills intact, and by Dick Grayson when he was learning how to fly. Another set of enormous camouflaged doors below those for the Batcopter open out from the hangar at the end of the runway. These doors can be operated by remote control from the Batglider.

Level Two: Top Level, Main Cave

This level is the topmost of the two levels that lie directly below Wayne Manor. It contains the Lab, Garage, Repair Shop, and the Ramp that leads to the Batmobile's secret exit. A man-sized elevator runs between the Lab and the Garage/Repair Shop, and on down to the Workshop and Trophy Room below. This level can be reached from the Ramp which leads to the street outside, or the stairway or elevator from Wayne Manor. This level is also where most of the bats in the cave roost, with enough cracks in the walls allowing nightly exit and entry. The cracks sometime expand enough to let people like the Man-Bat enter.

Lab

The Lab has all of the latest equipment needed for forensic and analytical studies. The Batman can expertly perform any forensic study here, save an autopsy. Once a piece of equipment is out-of-date, Bruce Wayne (under another alias) donates it to labs or police departments that have need of it. The Lab here is the equal of the FBI's crime lab in Washington, and second to it only in the sheer volume of work done. The newest equipment is used for DNA "fingerprinting," and the Batman is in the process of appending DNA data to his vast computer files.

Any and all equipment and data found here is tied into the Batcomputer so that test results may instantly be catalogued and applied to any investigations currently taking place. Each device is rated at 6 APs, the same rating as the Batcomputer's Skills. When the Batman uses any of the equipment in his Lab, the APs of the Batcomputer's Skills enhance the Batman's ability by reducing the OV/RV of the analysis attempt by the APs of the Skill being used.

For example, the Batman is attempting to identify a chemical substance found at the scene of his current foe's latest crime. Analyzing the substance has an OV/RV of 10/10. The Batman uses his Scientist (Analysis) Skill to determine the substance's chemical make-up. If the Batman uses the Chemical Chromograph in his analysis, the OV/RV would be reduced to 4/4 due to the Batcomputer's 6 APs of Skill.

When the Batman uses any of the equipment in the Lab, any and all results are automatically stored in the Batcomputer for future reference. Some of the more common items and their uses are listed following.

Ballistic Microscope: This item is used for comparing bullets, to determine if they were fired by the same weapon. The Batman also maintains a large collection of various firearms so that comparisons and test firings can be made as needed. Any small nation would envy this arsenal, but the Batman maintains it for study alone.

Chemical Chromograph: This piece of equipment is used to determine the chemical makeup of various substances. The combination of this item's results and the Batcomputer's and the Batman's knowledge of criminals often allows the Caped Crusader to pinpoint the source and location of the substance and villain, respectively.

Electron-Scanning Microscope: This device allows detailed examination of samples of pollen grains and other miniscule traces of debris, thereby providing the Batman with seemingly trivial evidence against his current foe.

DNA Typing Spectrograph: This machine, after a long 3-day process, this will break down a tissue or bodily fluid sample and produce a DNA profile. This profile is then matched against a sample taken from a suspect. Chances of any two profiles from two different people being identical is roughly 1 in 10 billion (one in twice as many people as are currently in the world).

All equipment and chemicals used are purchased through a number of blinds, drops and sources, so no one individual can be traced as owning all of it, and thereby be identified as the Batman. Ra's al Ghul is the only enemy thus far to determine the location of the Batcave and the true identity of the Batman by ignoring this cover-up.

Repair Shop

The Repair Shop contains the equipment the Batman needs to maintain and repair all of his vehicles and some of his larger weaponry. In addition to the heavy duty lift that brings the equipment into the Repair Shop, there is a hydraulic lift for the Batmobile and a heavy duty winch suspended from the ceiling to allow the Batman to lift engines out for repairs.

The Repair Shop also houses a whole bank of diagnostic machines to analyze and report on problems, potential or otherwise, with the vehicles. This equipment can help do

everything from tune up the Batmobile to check out the circuits on the Batglider's jets. There is also a full range of power tools and maintenance equipment, including spare tires and oil for the Batmobile.

Garage

The Garage is a bit more than just an empty spot in the floor to hold the Batmobile. Through a link with the storage tank servicing the Wayne Manor garage above, where Bruce Wayne's fleet of cars is kept, it has a pump for refueling the Batmobile. It also has a water supply and drain network suitable for washing dirt from the Batmobile before it goes out or after it comes in. This is for more than appearance. Just as the Batman could learn where a car has been through an analysis of the dirt on its body or in the tires, so could a villain guess at the Batmobile's point of origin from similar evidence.

The Ramp

The Ramp is a long, sloping tunnel that leads directly from the Garage/Repair Shop up to the hidden exit on the side of the hill furthest from Wayne Manor. The exit is located about a half mile from a main road that leads to Gotham City, and three different dirt roads lead to this public route. These roads have each been covered with soil taken from an area far north of Gotham. If a soil analysis were to be performed, on mud that had been adhering to the Batmobile's wheel, for example, the analysis would be very misleading.

A thick screen of trees effectively hides this Batcave entrance from anyone who is not in the glade itself. The trio of dirt roads prevents anyone from seeing the Batmobile approach the road from the same point, and the Batman varies his use of these routes. Randomly buried pressure sensors will trigger an alarm in the Batmobile and Batcave, thereby alerting the Batman to a car following him or people driving near the entrance to the Ramp.

Level One: Lower Level, Main Cave

This level of the Batcave is somewhat larger than the one above it. It is home to the Trophy Room, the Workshop, the Gymnasium and the Computer Room. The elevator and stairs from Wayne Manor hit bottom here, between the Computer Room and Gymnasium.

The Computer Room

Home to the Batcomputer (see p. 24 for more information) and various backup hard files, the Computer Room is where the Batman keeps evidence that has not been turned over to the police—including the guns he uses for comparative analysis in the Lab. This is where much of the work is done when the Batman has an abnormally challenging case to solve.

The Workshop

Around the staircase from the Computer Room is the Batman's "Workshop." Here he designs and creates much of the equipment he needs. He is constantly updating and modifying the contents of his utility belt, and all the necessary drafting equipment is present for the design of something as simple as a Batarang or as complex as a microprocessor. There is, of course, a terminal tied into the Batcomputer so it can aid in design and control the machines assembling the items.

All the tooling machines needed for minor industrial work are also present, from simple lathes to the laser cutters used to make microcircuitry. Under the Batcomputer's control the machines can churn out spare Batarangs or replacement parts for damaged equipment on the vehicles.

The Gymnasium

The Batcave's Gym contains a full supply of equipment for exercising and training, and is housed in the same level chamber as the Workshop. The training area is divided into four sections: muscle development, cardiovascular exercise, martial arts and acrobatics.

The area designated for muscle development holds a full range of Nautilus weight training machines, free weights, and various bars and boards for chinups and situps, respectively. The cardiovascular section includes a treadmill, stationary bicycle, rowing machine, and cross country skiing simulator. The equipment is present not just for variety, but to train for specific seasons and possible actions, like those needed to use cross-country skis to pursue a villian in Alaska. This course of exercise is sometimes supplemented by swimming in the underground stream on the level below.

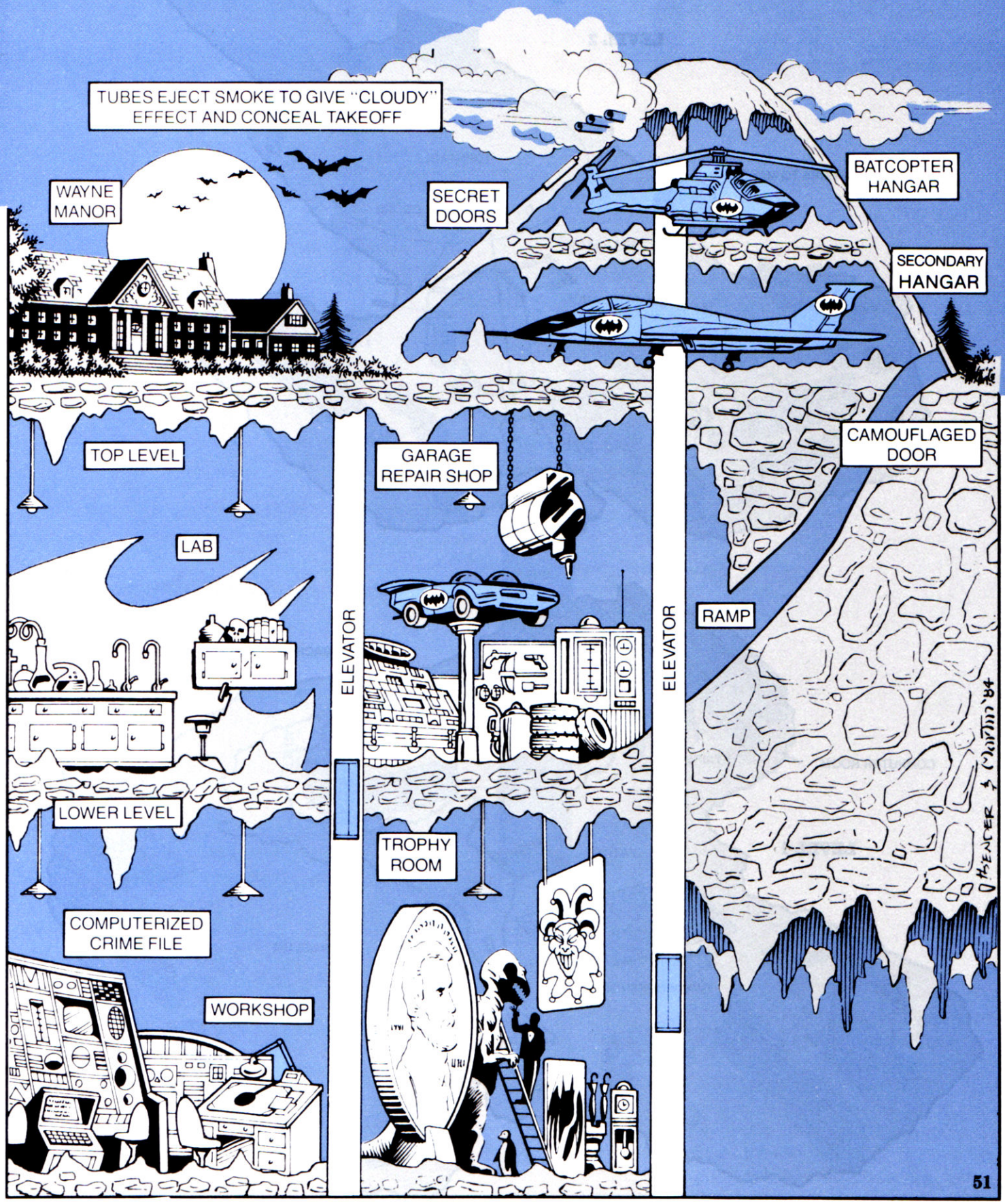
The martial arts are practiced and perfected on special mats near the elevator. Boxing equipment and dummies for practice with the Batarang or Batline can also be found here. Charts detailing weak points on the human body hang on the wall, as well as diagrams of new styles of attack and first aid treatments for various injuries. (The most arcane of these body-weakness charts appear to be written in Korean.) The area designated for acrobatic training holds a full range of gymnastics equipment, trapezes, climbing ropes and trampolines. The equipment is often arranged in a sort of obstacle course by Alfred, so that the Batman can be ready to respond to a consecutive series of challenges. Shower facilities can also be found here, as well as changing rooms, complete with wardrobes for the Batman, Bruce Wayne, Robin, Dick Grayson, and "Matches" Malone. Jason Todd's clothing and his Robin uniforms have been removed from this area.

Trophy Room

The Trophy Room is the best known feature of the Batcave. It's an enormous cavern chamber where the Batman keeps momentoes of his cases. There is an incredible variety of items in here, something to remind him of virtually every villian he has ever faced.

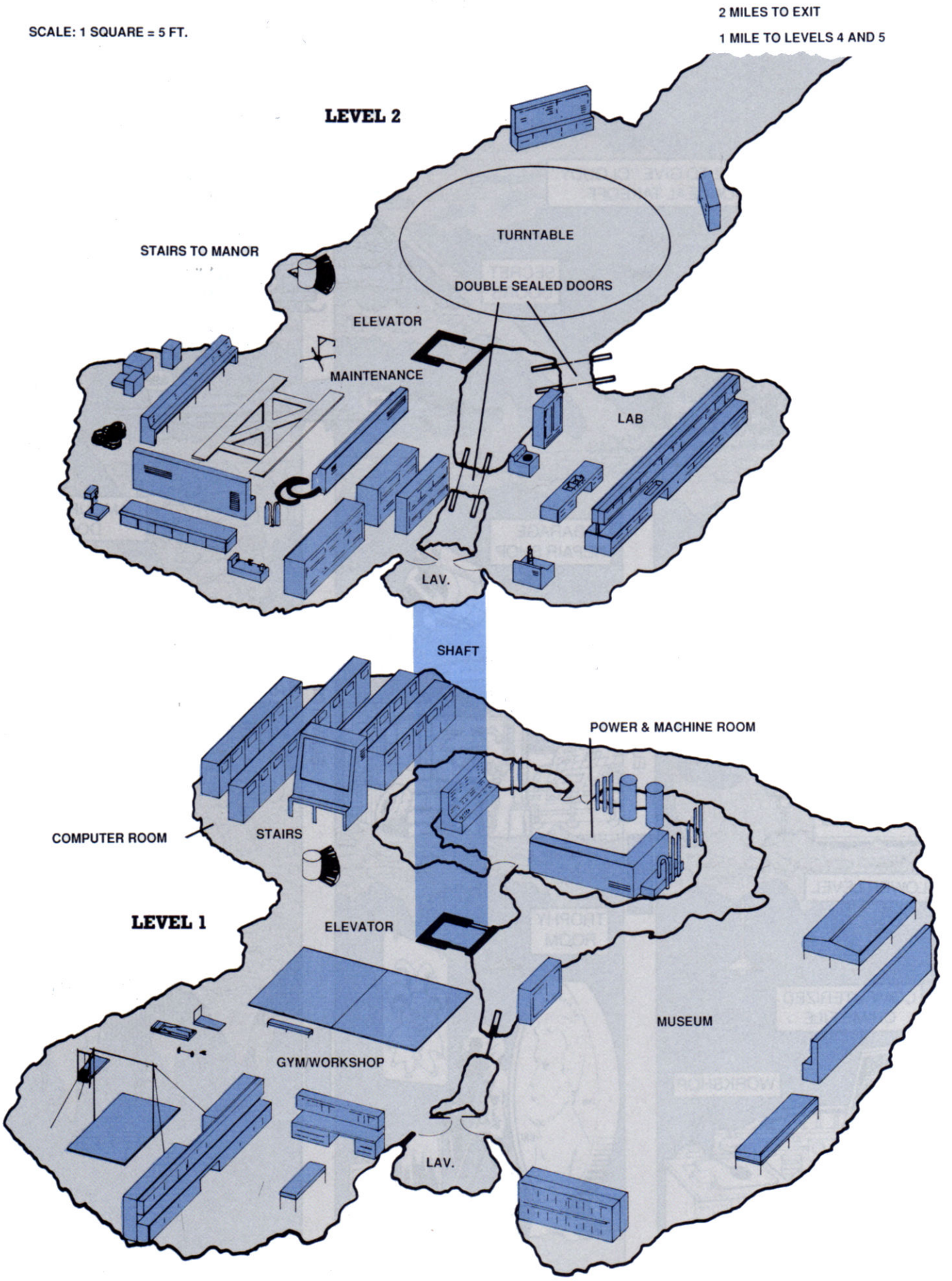
Perhaps the most prized item in the cave is the original "Bat-man" costume that Dr. Thomas Wayne wore to a costume party. Or perhaps it is the glass case in which one of Jason Todd's Robin uniforms is housed. The case has no plaque to commemorate who once wore that identity; it simply stands as a silent monument to the Batman's relentless war on crime. More importantly, it reminds the Batman that the grim task he has set for himself is more than enough to crush others who are less dedicated and weak. It represents his resolve never to jeopardize another in that fight—it is his vow to fight alone.

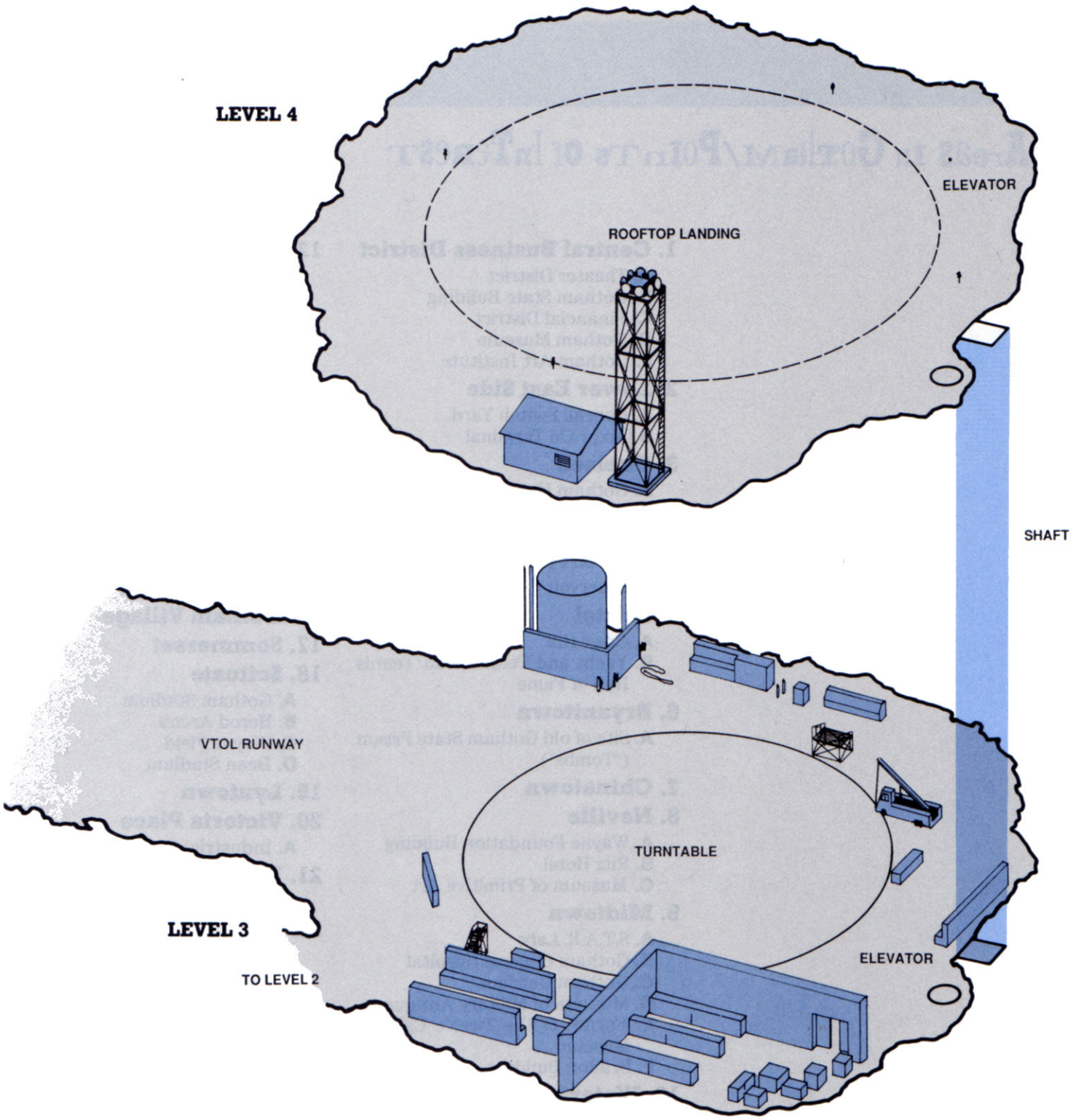
Other notable items in the Batman's Hall of Trophies are the giant robot Tyrannosaurus Rex and the huge 1947 penny, both momentoes of early cases (*Batman #35* and *World's Finest #30*, respectively). There is a huge Joker playing card suspended from the ceiling, and various other trophy cases contain a flock of umbrellas from the Penguin, weapons used by the Joker and gimmicks taken from the Riddler.

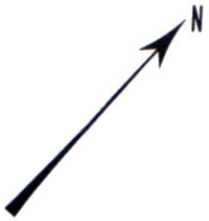

TUBES EJECT SMOKE TO GIVE "CLOUDY" EFFECT AND CONCEAL TAKEOFF
WAYNE MANOR
SECRET DOORS
BATCOPTER HANGAR
SECONDARY HANGAR
TOP LEVEL
GARAGE REPAIR SHOP
CAMOUFLAGED DOOR
LAB
ELEVATOR
ELEVATOR
RAMP
LOWER LEVEL
TROPHY ROOM
COMPUTERIZED CRIME FILE
WORKSHOP

The BATCAVE

SCALE: 1 SQUARE = 5 FT.







The Batcave has a Security System rated at 12 APs.
The Batcave is rated as a 15 AP Laboratory.
The stone walls of the Batcave have a BODY of 14 APs per 10' x 10' area.
Each of the double sealed doors has a BODY of 17 APs.

Areas in Gotham/Points of Interest

1. Central Business District
- **A.** Theater District
- **B.** Gotham State Building
- **C.** Financial District
- **D.** Gotham Museum
- **E.** Gotham Art Institute

2. Lower East Side
- **A.** Conrail Switch Yard
- **B** Luxor Oil Terminal

3. Chelsea
- **A.** Gotham University
- **B.** Gotham Planetarium
- **C.** Kingston Square

4. East River
- **A.** Reservoir

5. Bristol
- **A.** Crest Hill
- **B.** Yacht and Tennis Club/Tennis Hall of Fame

6. Bryanttown
- **A.** Site of old Gotham State Prison ("Tombs")

7. Chinatown

8. Neville
- **A.** Wayne Foundation Building
- **B.** Ritz Hotel
- **C.** Museum of Primitive Art

9. Midtown
- **A.** S.T.A.R. Labs
- **B.** Gotham General Hospital
- **C.** Gotham Gardens
- **D.** Museum of Military Antiques
- **E.** Forum of the Twelve Caesars Museum
- **F.** Bradon Building

10. Waterfront

11. Uptown
- **A.** Gotham Park
- **B.** Diamond District
- **C.** Adams Convention Center
- **D.** Ambassador Hotel
- **E.** Sprang Memorial Arena
- **F.** Patriot League Headquarters
- **G.** Tolliver Art Gallery

12. The Bowery
- **A.** Park Row
- **B.** Sheldon Park

13. Glendale
- **A.** Gotham Institute of Technology (G.I.T.)
- **B.** Glendale County Sheriff's Dept.
- **C.** Gotham County Fairgrounds

14. Evanstown
- **A.** Mother Goose Amusement Park

15. Irving Grove
- **A.** Spring Mountain Ski Resort
- **B.** Dayton Forest Preserve
- **C.** Adam Howe Historical Museum
- **D.** Front Street Mall

16. Gotham Village

17. Sommerset

18. Scituate
- **A.** Gotham Stadium
- **B.** Herod Arena
- **C.** Wayne Field
- **D.** Dean Stadium

19. Lyntown

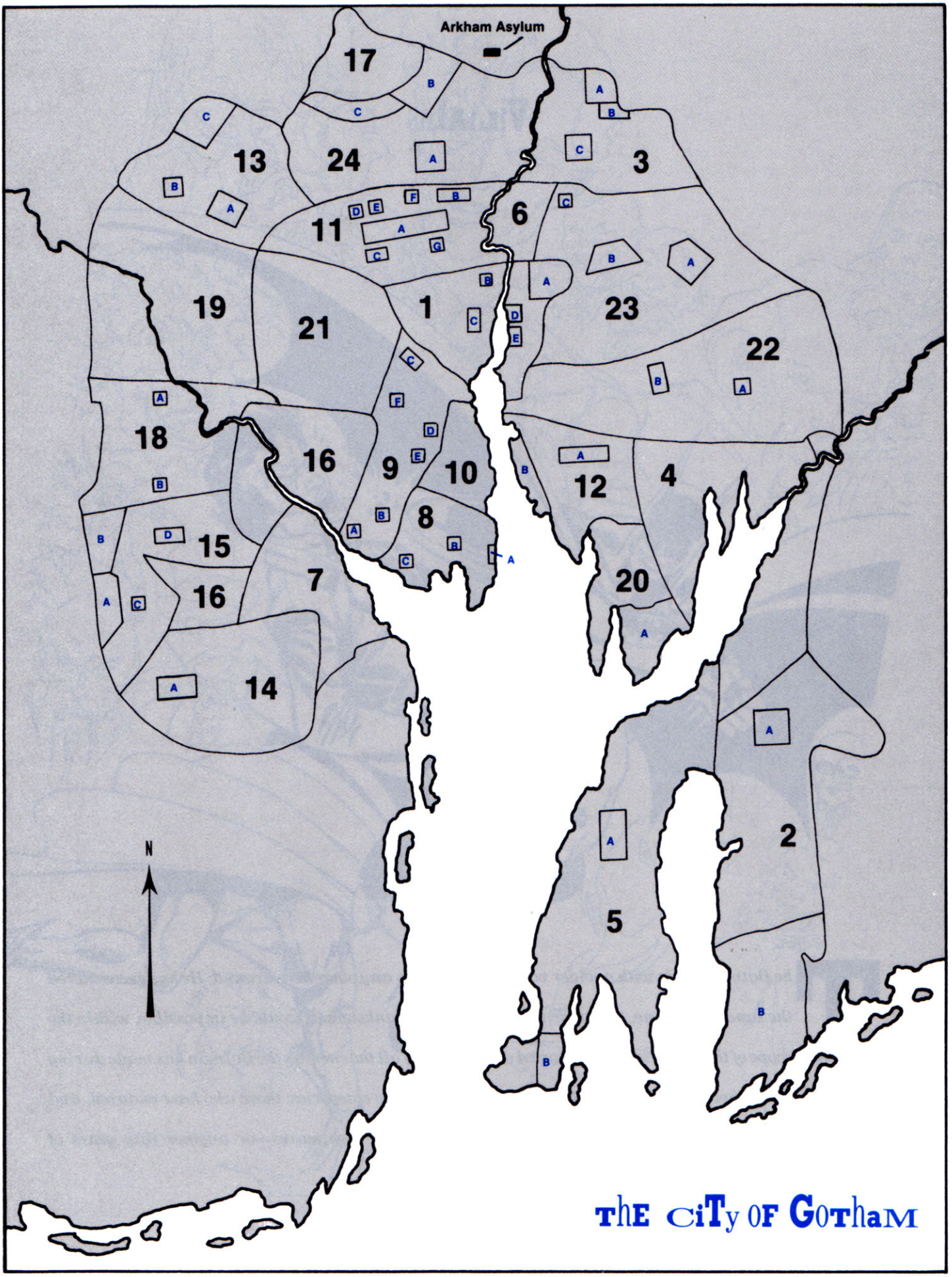
20. Victoria Place
- **A.** Industrial Park

21. Little Stockton
- **A.** Gotham International Airport

22. Manchester
- **A.** Van Dyke Gallery
- **B.** Manchester Viaduct

23. Coventry
- **A.** The Priory
- **B.** Gotham Zoo
- **C.** Higher Historical Library

24. Charon
- **A.** Gotham Memorial Cemetery
- **B.** Rose Lawn Cemetery
- **C.** Batman Museum
- **D.** Gotham Mercy Hospital


Arkham Asylum
17
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N
THE CITY OF GOTHAM

VILLAINS



The Batman deals with a wider variety of foes than any other hero around. He has encountered the sane, the insane, the supernatural, and the pranksters. It would be impossible, within the scope of this book, to give a detailed description of all the enemies the Batman has made during his career. The following villains can be divided into two basic categories: those who have endured, and those who no longer exist. There's fodder here for a million nightmares—or another fifty years of adventures with the Batman.

THE JOKER

DEX:	4	STR:	4	BODY:	3
INT:	9	WILL:	12	MIND:	5
INFL:	10	AURA:	7	SPIRIT:	7
INITIATIVE:	25	HERO POINTS:			120

- **Skills:**
  Artist (Actor): 5, Charisma: 10, Martial Artist: 7, Gadgetry: 11, Vehicles: 4, Weaponry: 4
- **Advantages:**
  Connections: Arkham Asylum (Low), Underworld (High)
- **Drawbacks:**
  Catastrophic Irrational Attraction to practical jokes; Catastrophic Psychological Instability
- **Equipment:**
  Acid Flower [BODY: 2, Acid: 8, R#: 2] Flower's Acid has a Range of 0 APs.
  Electric Joy Buzzer [BODY: 4, Lightning: 9, R#: 2] Buzzer has a Range of touch.
  JOKER VENOM RING [BODY: 5, Poison Touch: 8, R#: 2] Joker can poison his victims by scratching them with his Ring. When the Venom Ring kills, it leaves its victims' lips pulled back in a smile.
  7 AP AC Omni-Gadget
- **Alter Ego:** Unknown
- **Motivation:** Psychopath
- **Occupation:** Professional Criminal
- **Wealth:** 6
- **Height:** 6'2"
- **Weight:** 150 lbs.
- **Hair:** Green
- **Eyes:** Green

The Joker got his start as a criminal called the Red Hood. A failed comedian who had left his job with the Monarch Card Company, he agreed to play the part of the Red Hood in a caper in order to get enough money to move his pregnant wife, Jeannie, out of their run-down apartment. When Jeannie died in a freak accident, the Red Hood discovered it was too late for him to back out of the job, so he went through with it. To elude the Batman, he dove into a vat of chemicals and escaped through a drainpipe.

The chemicals had adverse effects on him, bleaching his skin and turning his hair green. His new appearance, coupled with his feelings of inadequacy and his grief over the death of his wife, utterly broke him. He abandoned his old identity and became the Joker, having taken his new name from the Monarch Card Company and his old career as a comedian. He also decided that anyone could commit crimes, but it took someone special to commit them after a cryptic warning had been given to his foes.

The Joker has committed an incredibly large number of crimes—murder perhaps foremost among them—yet has escaped termination because of his madness. He has been in and out of Arkham Asylum and the courtroom so many times it's no wonder he's insane.

Having once again escaped Arkham Asylum, the Joker arrived on the doorstep of the James Gordon home and shot Barbara Gordon when she opened the door. As Barbara lay on the floor and the restrained Commissioner looked on, the Joker took pictures of his handiwork, and later used these photos to mentally torture the kidnapped father. Along with this abuse, the Joker physically humiliated Commissioner Gordon, but failed to break his will.

The Batman and the Joker often seem to be on a suicidal collision course. After the Batman had saved James Gordon and brought the Joker in, he offered to help the Joker with his rehabilitation. The Joker refused, saying, "It's too late for that. Far too late." *(Batman: The Killing Joke)* This terminal trajectory was taken yet further when, just before Robin died, the Batman was willing to defy Superman and the world in order to haul in the Joker. When last seen, the villain had a bullet through his chest and was riding in a helicopter that crashed and burned seconds later.



The Joker is not the first villain the Batman ever faced, but he has had the greatest effect on the Caped Crusader's career. He is aptly referred to as the "Clown Prince of Crime," for there is no more ruthless, unpredictable criminal alive than he. He murders without forethought or remorse; there is no doubt that he is utterly mad.

Despite his utter madness, the Joker is probably the most brilliant of the Batman's foes. He is a supreme egomaniac who keeps the Batman alive so they may continue to match wits. The Joker once accurately described his feelings about the Caped Crusader by saying, "But if I shoot the Batman, who would I have to play with?" *(Batman #408)* While he builds each trap to stress his foe to the utmost, we know that the Joker is not actually trying to kill the Batman.

The Joker's curious code of honor concerning his enemy—one that prevents him from even looking beneath the Batman's cowl once he has captured him—does not apply to those that are close to the Caped Crusader. The Joker not only murdered Robin, but he took great delight in taunting the Batman with that fact. Even more cruel was the shooting of Barbara Gordon and the torture of her father, Commissioner James Gordon.

In some ways it almost seems that the Joker has a deathwish. His crimes increase in savagery and scope, as if to motivate the Batman to finish him off. The Batman will not do so however, because he knows that the Joker is mentally ill. The Joker would have to drive the Batman insane in order to obtain his ticket out of this life.

This deathwish, if it truly exists, should not be taken as the center and sum total of the Joker's existence. His true motivation is to prove he is the greatest criminal mind of all time. He lives by two rules: trust no one and, if anyone is fool enough to trust you, destroy them at the first conceivable opportunity. This makes him a treacherous ally, especially when one recalls his penchant for murder.

The Joker is one of many criminals who organizes his crimes along a

theme. His thematic choices are a bit more universal than the Penguin's or Cat-Man's for example, ranging from the seven deadly sins to famous movie animals. If his clues can be figured out, the crime can be anticipated and the Joker apprehended. Thanks to long years of practice, the Batman has proven himself incredibly adept at figuring out the Joker's clues, and has repeatedly returned the Joker to his cell in Arkham Asylum.

The Joker isn't much of a combatant, being too busy laughing at his own jokes. He murders individuals with anything from his Electric Joy Buzzer to his Venom Ring, and enjoys seeing people in pain.

RA'S AL GHUL

DEX:	9	STR:	5	BODY:	6
INT:	10	WILL:	10	MIND:	8
INFL:	10	AURA:	8	SPIRIT:	10
INITIATIVE:		33	HERO POINTS:		100

- **Skills:**
  Charisma: 11, Detective: 10, Martial Artist: 9, Gadgetry: 10, Scientist: 10
- **Advantages:**
  Connections: League of Assassins (Low), Underworld (High); Leadership; Lighning Reflexes; Omni-Connection; Scholar (Middle-East)
- **Drawbacks:**
  Minor Irrational Attraction to converting the Batman to his cause
- **Equipment:**
  LAZARUS PIT [*STR: 8*, Regeneration: 10] Special: Pit bestows its *STR* and the Serious Rage Drawback upon anyone submerged in its waters for a period of 2 hours.
- **Alter Ego:** None
- **Motivation:** Power Lust
- **Occupation:** Crime Lord
- **Wealth:** 15
- **Height:** 6'3"
- **Weight:** 160 lbs.
- **Hair:** Black w/white temples
- **Eyes:** Blue to Red

When this character and the Batman first met, the Caped Crusader was told, "I am presently known as Ra's al Ghul," suggesting that this man may have other identities. His name in arabic means "the demon's head," and if historical records and his own admissions can be considered believable, he has been alive for at least three centuries. Ra's has been identified as the head of the League of Assassins and the Brotherhood of the Demon, and most likely got his start through the Arabic Assassins.

Their initial meeting took place in the abandoned Batcave beneath Wayne Manor. The Demon informed the Batman that deducing his identity was not difficult. He had reasoned that the Batman must be wealthy and have access to certain equipment. The Batman finished Ra's' thought and removed his cowl, admitting that only Bruce Wayne had purchased such equipment. Ra's' daughter Talia, however, had previously seen Bruce's face beneath the Batman's cowl, and it is possible that she supplied her father with the information. *(Saga of Ra's al Ghul #1)*



Ra's al Ghul first became interested in the Batman because the Caped Crusader had saved Talia from Dr. Darrk. *(Detective #411)* Talia claimed to have fallen in love with the Batman, and Ra's immediately proceeded to test the Batman's skills. He kidnapped Robin, and led the Batman to believe that his daughter Talia had also been kidnapped by the same people. By the time the Batman had located the "kidnappers'" hideout and withstood numerous tests of his combat and detective training, there was only one thing that he couldn't figure out: why he was being tested by Ra's al Ghul. Ra's admitted that he was considering the Batman for heir to his organization. *(Batman #232, Saga of Ra's al Ghul #1)*

The Batman declined the offer and managed, after another epic quest, to capture Ra's al Ghul. *(Batman #243-4)* He and Ra's tangled again several times without conclusive results. Ra's al Ghul appeared to be slain in a bomb blast that was the close to a civil war within the League of Assassins, but returned to battle the Batman for his daughter's soul and ownership of Infinity Island. At the end of that battle, Ra's was slain after being driven back into the Lazarus Pit. The island then exploded in a volcanic eruption. *(Batman #332-5)*

Ra's al Ghul did survive his total immersion in the Lazarus Pit on Infinity Island. Although the island was destroyed, the magma core was not. As Ra's told the Batman in their next meeting, "It seems I made the [the pit] too well, detective, for it would not let me die. I was dissolved, yes, but I was reconceived, born again . . ." *(Batman Annual #8)*

Ra's's rebirth sparked his new plot for world domination. Ra's later declared, "I long for a better world—not one commanded by fools! This is my dream." *(Saga of Ra's al Ghul #2)* And he has done his utmost to make his plan work, even going so far as to kill himself off, only to return after being doused in the bubbling liquid of the Lazarus Pit.

Ra's al Ghul has the annoying habit of escaping the Batman through death and resurrection in the Lazarus Pit. The Lazarus Pit contains magma from Infinity Island. Ra's learned to control its powers "centuries" ago, and even transported some of the magma to at least one other base in the Alps. *(Batman #335)* The life giving powers of the pit only work on Ra's, but through its power he can grant an extended life to others, like his daughter, Talia. A servant of Ra's', Ubu, was contaminated when the Alpine pit exploded, driving him mad and scarring him horribly. *(Detective #438)*

Despite his antiquity, Ra's has a respect for technology and conducts research into it. Several of Ra's' most "visible" operations have been to steal materials needed to further his studies. Beyond these rare appearances, Ra's is highly secretive, and probably sees himself above criminals like the Joker. While it appeared that Ra's al Ghul participated in the gangland trial to determine who had

slain the Batman, Ra's must have been impersonated by a servant. *(Batman #291-294)* Because he knows the Batman's secret identity, and because his intelligence network could have learned Bruce's location easily, he would have known the whole trial was a farce. It is unlikely, no matter how much he would have liked to laugh in all the collected criminals' faces, he would have put himself so close to so many certifiably insane murderers.

Reports of Ra's al Ghul's death are often exaggerated, but his skill in hand-to-hand combat is not. He has superior strength and some skill as a fighter. He has broken several necks while backhanding insolent henchmen, uncaring that their fate may not have fit their crime. He is usually attended by a huge body servant, Ubu or Lurk.

Ra's al Ghul is content with tiny gains, for he has time on his side and will outlive his foes. He has the luxury of planning for the next hundred years, so subtlety and patience are his trademarks. His weakness is his daughter Talia; he desires her by his side and cannot help but indulge her.

The Batman once referred to Ra's al Ghul as "the most dangerous criminal genius [he had] ever met . . . or heard of," *(Saga of Ra's al Ghul #3)* probably because he challenges the Batman on each and every level of his being. He is the Batman's equal in stamina and can be as brilliant as the Batman in setting up plots. His fortune rivals that of Bruce Wayne, and his genius in creating new and devilish weapons is matched only by the Batman's ingenuity in defeating them.

CATWOMAN

DEX:	9	STR:	4	BODY:	5
INT:	9	WILL:	7	MIND:	7
INFL:	8	AURA:	7	SPIRIT:	7
INITIATIVE:	30	HERO POINTS:			75

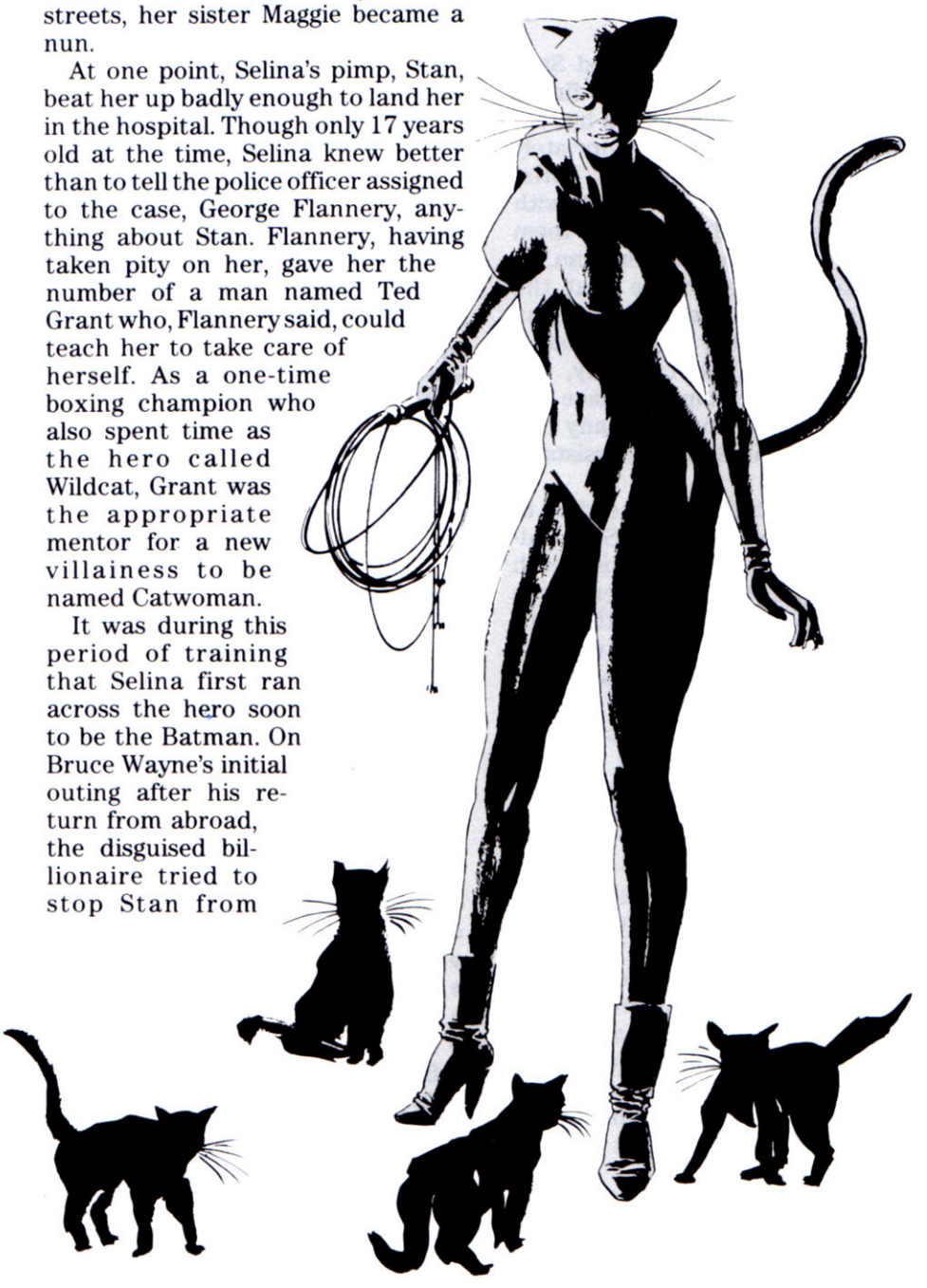
- **Skills:** **linked*
  Acrobatics: 9*, Animal Handling: 8*, Charisma: 8*, Martial Artist: 8, Thief: 9*, Vehicles: 9*, Weaponry: 9*
- **Advantages:**
  Area Knowledge (Gotham City); Connections: Batman (Low), Street (High); Intensive Training; Lightning Reflexes; Pets (numerous house cats); Scholar (cats)
- **Drawbacks:**
  Catastrophic Irrational Attraction to cats and cat motif crimes; Minor Irrational Attraction to the Batman
- **Equipment:**
  Cat O'Nine Tails [BODY: 4, EV: 5]
  Swingline and Grapple [STR: 5, BODY: 6] Line is 5 APs long.
- **Alter Ego:** Selina Kyle Wayne
- **Motivation:** Thrill Seeker
- **Occupation:** Burglar
- **Wealth:** 6
- **Height:** 5'7"
- **Weight:** 128 lbs.
- **Hair:** Black
- **Eyes:** Green

Selina Kyle began her criminal career as a hooker in Gotham City. Her mother had left the family years before, and while Selina chose to make her living on the streets, her sister Maggie became a nun.

At one point, Selina's pimp, Stan, beat her up badly enough to land her in the hospital. Though only 17 years old at the time, Selina knew better than to tell the police officer assigned to the case, George Flannery, anything about Stan. Flannery, having taken pity on her, gave her the number of a man named Ted Grant who, Flannery said, could teach her to take care of herself. As a one-time boxing champion who also spent time as the hero called Wildcat, Grant was the appropriate mentor for a new villainess to be named Catwoman.

It was during this period of training that Selina first ran across the hero soon to be the Batman. On Bruce Wayne's initial outing after his return from abroad, the disguised billionaire tried to stop Stan from manhandling Selina's roommate and co-worker, Holly. Stan tried to defend himself, but Bruce decked him. In an effort to protect her "protector," Holly stabbed Bruce in the leg. With Selina watching from an apartment window above, Bruce broke Holly's wrist. Seconds later, the cat-like Selina was upon him. After being impressed by her martial artist training, the badly-bleeding Bruce managed to defeat Selina and escape. *(Batman #404, Catwoman #1)*

While Selina continued her training under Ted Grant, the legendary Batman began his crusade against crime in Gotham City. Selina saw how



he used his costume as an icon, and she embraced that concept. Dressing in a leather cat costume Stan had given her for other reasons, Selina sought revenge against Stan for her hospital visit, and got it when she beat him up in an alley behind the Immaculate Virgin Mission.

A nun from the mission happened upon the scene and surprised Selina in more ways than one. The nun was in fact, Sister Magdelene, Selina's older sister. Once the two had a chance to speak, Selina learned that her father had just died; yet even that did not bring a reconciliation between the two totally opposite women. Selina ran away—much as she had done from home—and a lurking Stan kidnapped Maggie to get his revenge on Selina. *(Catwoman #2)*

The rift between Selina and Stan was what prompted Selina to find a new line of work. She refined her cat costume and became, appropriately enough, a cat burglar. Her initial spree of crimes was carried off with amazing elan, and blame for them went to the mysterious Batman. In order to show everyone that the Batman was not responsible, Selina decided to rob a key mob boss called "the Roman." Unfortunately, the Batman hit the Roman's place the very same night, and this "lady cat" was branded the Batman's assistant. *(Batman #407)*

Ultimately, Selina succeeded in rescuing her sister from Stan. Although the pimp fell to his death accidently, Sister Magdelene was saved from a mortal fall by the arms of the Batman. The Catwoman, however, didn't even thank the Batman, but left in a huff, thereby intriguing the Caped Crusader. In this we see the magnetism between the Batman and Catwoman just beginning.

Selina Kyle loves cats—a family trait shared by her sister. Her weaponry includes cat claws and a Cat O'Nine Tails that Ted Grant taught her how to use. She is incredibly agile, has a superior sense of balance and, while not having nine lives, is tough enough to require lots of killing before she will travel to the great beyond. She is proud of not being a murderer and is a cunning criminal strategist.

The current Catwoman is a grimmer, more driven incarnation of her character from the past. Very much like the creature from which she takes her name, she is fiercely independent. She shows an incredible reluctance to mend fences with her sister and, even though she did rescue her, it almost seems as if she did so as a statement of her independence, rather than out of love. Conversely, Selina is very protective of and quite loyal to Holly, her coworker. This all suggests that Catwoman is someting of a loner, one who is a worthy opponent when backed into a corner.



TWO-FACE

DEX:	5	STR:	4	BODY:	4
INT:	6	WILL:	6	MIND:	4
INFL:	7	AURA:	4	SPIRIT:	7
INITIATIVE:	18	HERO POINTS:			70

- **Skills:** Charisma: 5, Martial Artist: 6, Thief: 7, Vehicles:6, Weaponry: 7
- **Advantages:** Connections: Underworld (High); Leadership; Scholar (law)
- **Drawbacks:** Catastrophic Irrational Attraction to making all decisions by flipping Coin; Serious Psychological Instability
- **Equipment:** **Silver Dollar:** One side is pristine; the other is scarred.
- **Alter Ego:** Harvey Dent
- **Motivation:** Psychopath
- **Occupation:** Former D.A./Criminal
- **Wealth:** 6
- **Height:** 6'0"
- **Weight:** 182 lbs.
- **Hair:** Brown, Blue/Black
- **Eyes:** Blue, Black.

Harvey Dent was an up-and-coming assistant District Attorney when he first encountered the Batman. The two became allies when James Gordon was attempting to bring in "the vigilante," and Dent and Bruce Wayne were the policeman's prime suspects. Dent, however, had an alibi for every night that the Batman was seen; "He was home between midnight and four. With his wife." *(Batman #405)*

After Harvey Dent became District Attorney, he proved himself to be the best prosecutor Gotham City had ever seen. During a trial in which Dent was trying to convict an underworld boss, he brought as evidence a lucky silver dollar that the gangster had always carried on his person. Dent's intense cross-examination revealed that the coin had been found at the scene of the murder. The guilty crime lord knew he was busted and threw a hidden vial of acid at the antagonizing D.A. The acid hit Dent only on the left side of his face, scarring and disfiguring the once handsome attorney.

Rather than suffer through numerous operations over a period of years, Dent took to a life of crime. But he did not do so on a whim, for Dent had become obsessed with the gangster's lucky coin which he had kept. Upon studying the two faces of the coin and comparing them to how he had once looked, Dent scratched an 'x' on one side to make it befitting to his new visage. The attorney felt that he would be shunned by everyone, and that life as a criminal only made sense for someone in his position. He flipped the coin, and when it landed with the scarred side up, chose to become the villain now known as Two-Face. *(Batman #410)*

This coin proceeded to dictate every aspect of Two-Face's career. Scarred side up meant a bank robbery where the loot was split amongst his gang. Clean side up meant a rival gang was hit and the loot given to charity. Scarred side up meant death to hostages or innocent bystanders. Clean side up meant the Batman would not be slain when unconscious or hostages would be allowed to escape.

Two-Face battled the Batman and the original Robin many times, but was always defeated and sent to jail or Arkham Asylum. Dick Grayson was quite adept at figuring out where Two-Face would strike next, and the Batman once commented on this fact to Jason Todd.

When Jason Todd was in training to become the second Robin, he inadvertently learned that Two-Face had killed his father, Willis Todd.

Angered that his mentor had not told him the complete truth, Jason tried to strangle Two-Face and ended up botching that confrontation. Two-Face escaped the Dynamic Duo, and Jason had only himself to blame. After realizing his stupidity, Jason finally helped the Batman capture and send Two-Face to jail. *(Batman #411)*

Most recently, the Batman broke Two-Face out of jail in order to prove the innocence of a petty criminal named Freddie Richards. Our hero had mistakenly sent Richards to prison for the supposed murder of a Gotham policeman, but came to discover that the "dead" officer had sold himself out to Two-Face because he had been denied a promotion. The policeman turned criminal was now hiding in a city called Santa Prisca, and the Batman took Two-Face there to locate the man. After a few attempts on his life, the Batman found this corrupt ex-officer and brought him back to Gotham City in time to save Freddie Richards from the electric chair. Unfortunately, the Batman lost Two-Face in the shuffle, and the villain is currently at large. *(Batman Annual #13)*

Two-Face's crimes always revolve around the number two. He has robbed double-features, double-headers, double's tennis matches and double-decker busses. He likes two dollar bills, and he has hidden out on a two-masted schooner. More often, though, his hideout is in a tenement where half the rooms are old and ugly, with battered furnishings, while the other half are elegant and finely appointed. His gang has been composed of one half suave criminals and the other half rough thugs, but more recently, he always employs twins.

There are, of course, two sides to Two-Face. He is half good and half evil, and therefore relies on his coin to make any and all decisions. It is as if Harvey Dent and Two-Face are feuding for control of the body they both inhabit. This makes him highly unpredictable and has saved the Batman from more than one deadly situation.

Two-Face is a skilled combatant who enjoys using a gun, as long as it has two barrels or double action. When battling the Dynamic Duo, he constantly spouts off phrases employing the number two or variations



of it. For example, "Ah—You're like two sitting ducks," when he thinks he has the Batman and Robin cornered; and "I'm . . . seeing . . . double," once he has been knocked around by their blows. *(Batman #411)*

PROFESSOR HUGO STRANGE

DEX:	7	STR:	4	BODY:	5
INT:	9	WILL:	8	MIND:	8
INFL:	6	AURA:	7	SPIRIT:	7
INITIATIVE:		26	HERO POINTS:		95

- **Skills:** *'linked*
  Gadgetry: 10, Martial Artist: 7*, Medicine: 9*, Scientist: 9*, Thief: 5
- **Advantages:**
  Genius; Iron Nerves; Leadership; Lightning Reflexes; Scholar (robotics, genetics)
- **Drawbacks:**
  Serious Irrational Attraction to destroying the Batman
- **Alter Ego:** None
- **Motivation:** Psychopath
- **Occupation:** Criminal Scientist
- **Wealth:** 10
- **Height:** 5'10"
- **Weight:** 170 lbs.
- **Hair:** Bald
- **Eyes:** Blue

Strange's early career was fairly normal, if crime as a career can be considered normal. He engineered robberies after throwing a thick fog over Gotham City. When the Batman interfered, he captured the Batman, but ultimately lost the fight to the Caped Crusader. *(Detective #36)*

Over the next several encounters, Hugo Strange tried to kill the Batman. He created huge, man-monsters by injecting five mental patients with a special serum, and used them to challenge the Batman. Strange even managed to inject the Caped Crusader with the serum, but being the Batman, he of course developed an antidote only seconds before he would have become a man-monster himself. *(Batman #1-3)* Strange was thought dead by the Batman, but returned not long after to tangle with our hero again.

Most recently, Strange has become truly mad. He set up a clinic in Gotham City, which Bruce Wayne entered for treatment of radiation illness he had gained in a battle as the Batman. In the clinic, run covertly by Strange, Bruce was detained, and Strange learned his secret identity.

The vindictive Strange used his knowledge of the Batman's identity in many ways. He pretended to be Bruce Wayne in order to pilfer Wayne Enterprises. He also offered the Batman's secret identity for auction. Boss Thorne, the Penguin, and the Joker were all willing to bid on it, but Thorne decided to cut the others out of the game by kidnapping Strange. During the subsequent interrogation, Strange was slain without revealing the secret. *(Detective #472)*

Over the next few months, Boss Thorne was haunted by Strange's visage, and several attempts were made on Boss Thorne's life, presumably by Strange's ghost. Boss Thorne was sent to prison after he attacked two of his confederates, his mind unhinged by Strange's haunting him.

It ended up that Strange had used yoga to fake his death. Once Thorne's men threw him into Gotham Bay, he escaped. Strange then managed to duplicate Wayne Manor and the Batcave in every detail to confuse Bruce Wayne and make him think he was going mad. Strange again decided to take over Wayne's identity, using robots of all Wayne's friends to attack him.

Robin entered the duplicate Batcave while Strange and the Batman were battling, both clad identically in Batman costumes. Strange gave

himself away by directing Robin to *kill* the other Batman. Robin decked Strange, who defeatedly triggered an explosive device to end all three of their lives. Without his glasses, Strange did not see that the Batman and Robin had already left.

Professor Hugo Strange is a criminal strategist who uses his knowledge of science to pull off brilliant, yet ever unsuccessful, crimes. Besides the man-monsters, Strange has developed fog by using a giant electrical generator and a fear-inducing dust with which he ultimately planned to take over the world. If necessary, Strange will resort to combat, but tends to take a fall in order to avoid capture.

Strange is one of the few criminals who knows the Batman's secret identity. While he did offer it up for auction, it is difficult to believe he would have actually supplied it to the winning bidder. More likely, there would have been some doublecross, especially in light of his desire to replace Bruce Wayne. The Batman's secret identity is a tool Professor Strange will not use.

THE PENGUIN

DEX:	3	STR:	2	BODY:	4
INT:	9	WILL:	4	MIND:	5
INFL:	6	AURA:	5	SPIRIT:	4
INITIATIVE:	20	HERO POINTS:			70

- **Skills:**
  Charisma: 6, Gadgetry: 7, Martial Artist: 5, Vehicles: 7, Weaponry: 7
- **Advantages:**
  Connections: Suicide Squad (Low), Underworld (High); Connoisseur; Genius; Leadership; Scholar (birds, literature)
- **Drawbacks:**
  Serious Irrational Attraction to birds and bird-motif crimes
- **Equipment:**
  10 AP ACD Omni-Umbrellas (x4)
- **Alter Ego:** Oswald Chesterfield Cobblepot
- **Motivation:** Mercenary
- **Occupation:** Criminal
- **Wealth:** 9
- **Height:** 4'2"
- **Weight:** 230 lbs.
- **Hair:** Black
- **Eyes:** Brown

Oswald Chesterfield Cobblepot is the little man known as the Penguin. Oswald originally wanted to be a crimelord, but he found that his size, long nose, and pear-shape made it difficult for him to command respect. He took the identity of the animal he most resembled, and began a life of crime.



For years, the Penguin has been one of Gotham City's most prominent criminals. He has tangled with the Batman nearly as many times as the Joker, which has more often than not landed him straight in Arkham Asylum.

A recent adventure of the Penguin introduced a totally different character. Cobblepot claimed to have been reformed by the love of Miss Dovina Partridge. He was paroled from prison and used an inheritance to open an umbrella factory. Dovina insistently told the Batman that Oswald had never needed to steal for money because of this inheritance, but that he had done so for attention and respect. She also noted that the Penguin had promised to "waddle the straight and narrow path!" *(Batman Annual #11)*

Needless to say, the Batman had difficulty believing this change of heart in his old foe, and set out to prove that the Penguin was up to his old tricks. Imagine the Batman's surprise when he discovered that the operation was almost entirely legitimate. The only problem was that the Penguin had hired a staff consisting solely of paroled criminals, which put him in violation of his parole for associating with known criminals. This technicality landed the Penguin right back where he started.

This concern for others reflects a change for the better in the Penguin. His loyalty and decency makes him an individual who could easily be reformed if he could divorce himself from his vanity. It is his vanity, after all, that leads him to compete with the Joker or Riddler; and that, ultimately, lands him back in jail time and time again.

The Penguin, who dresses up in antiquated tuxes with tails (or a custom striped set of prison togs) is only without an umbrella when he is in prison. Almost anything and everything, from a gun to a bullet-proof shield, have been built into his Omni-Umbrellas. The gimmicks are as variable as the cargo the Batman carries in his utility belt. The Penguin, however, sometimes needs a full-time caddy to carry all of his umbrellas. A perennial favorite is a parachute variation that allows the Penguin to escape his nemesis.

The Penguin likes to quote William Shakespeare and John Keats when possible, and often speaks with alliteration, or in flowery phrases that are almost as bad as Robin's puns. This romantic side of his nature has prompted ridicule from other criminals, and has motivated the Penguin to plan and execute bigger and better crime sprees. His vanity can and has been used to manipulate him by both the Batman and other criminals, and his belief in his own intelligence leaves him blind to this manipulation.

The Penguin's crimes revolve around one theme: birds. An exhibit of Faberge eggs or Audubon paintings would attract him as easily as the plans for a Phoenix missile. One of his most recent capers involved his attempt at selling the Russians plans for America's "Early Bird" missile warning system. To his credit, the plans he was peddling were fakes, but this entry into espionage was a departure for this diminutive thief and conman.

THE SCARECROW

DEX:	4	STR:	2	BODY:	4
INT:	7	WILL:	6	MIND:	4
INFL:	5	AURA:	3	SPIRIT:	5
INITIATIVE:	16	HERO POINTS:			50

- **Skills:**
  Gadgetry: 9, Scientist: 8
- **Advantages:**
  Connection: Underworld (Low)
- **Drawbacks:**
  Minor Irrational Attraction to causing fear in his victims
- **Equipment:**
  Fear Transmitters (x5) [BODY: 2, Phobia: 13, R#: 2]
- **Alter Ego:** Jonathan Crane
- **Motivation:** Psychopath
- **Occupation:** Professor
- **Wealth:** 6
- **Height:** 6'2"
- **Weight:** 160 lbs.
- **Hair:** Black
- **Eyes:** Brown

Jonathan Crane was once a college professor whose expertise was the psychology and physiology of fear. His colleagues at Gotham State University nicknamed him "Scarecrow" Crane because of his tall, gangly frame and his shabby dressing habits. Little did they know that "as a child, he actually liked to scare birds." *(Batman #373)*

Crane overheard fellow faculty members making fun of his appearance. To him the choice was obvious; books were much more important than clothes. Still the remarks stung, and a bitter Crane dreamed of vast wealth and what he could do with it. Then, when teaching a series of classes on how criminals use fear to extort money from their victims, a plot began to hatch in his mind. Crane embraced his nickname as a symbol of fear and poverty, took the criminal identity of the "Scarecrow" and, with the aid of his henchmen, the Strawmen, started a wave of crime based on fear.

The Scarecrow's early career was made successful by a fear-inducing gas he had created. More recently, Crane developed his infamous Fear Transmitters, which are much more powerful than his initial weapon. Once he became known throughout Gotham, the Scarecrow hired himself out to anyone who would pay him well. He has tangled with the Batman and Robin on occasions far too numerous to detail and has been in and out of Arkham Asylum as a result of these confrontations.

The Scarecrow is not very successful as a villain. His plots, though brilliant, are always foiled by the Batman. The Scarecrow's Fear Transmitters are able to tap into his foe's greatest fears without knowing what their fears are. With the Batman he's had bad luck. The Batman's fear of failure would have crippled him except that by defeating the Scarecrow, he defeated his fear. On another occassion, the Batman was terrified about finding Jason Todd dead, but when he discovered that Jason was safe, that fear no longer dominated him, and he captured the Scarecrow. *(Batman #373, Detective #540)*

There can be no doubt that the Scarecrow is a genius. His knowledge of fear, and his mastery of techniques to cause it, are very powerful. Unfortunately, the academic side of Jonathan Crane is stronger than his desire to be a criminal. He wants recognition, so he pursues his research like a demon, but only half-heartedly carries out his crimes. If he applied himself to crime with the same intensity devoted to research and experimenting, he would be virtually unstoppable.

Over the years, Crane has refined his techniques. He has used dust that causes a fear reaction in his victims, confronting them with their greatest fear. At other times, he has used fear pheromone or sonic devices to disrupt the Batman's ability to fight him. The fear pheromone was probably the toughest item the Batman had to deal with. He became injected with it and made everyone who met him nervous and fearful. The Batman got an antidote when he finally defeated the Scarecrow.

The Scarecrow is one of many villains the Batman has faced who is reliant on one gimmick alone. The ability to make the Batman afraid is very powerful and, in some stories, has been used to explore the character's psyche. As noted above, the Batman's fear of failure nearly crippled him and his fear of losing his aide—being responsible for his death in much the same way he felt responsible for his parents—forced the Batman to summon up the courage that is at his core. While the Scarecrow's basic assault on the Batman is the same in each of their encounters, the Batman's solution to each problem always differs and, on more than one occasion, has resulted in the Scarecrow getting a dose of his own medicine.

THE RIDDLER

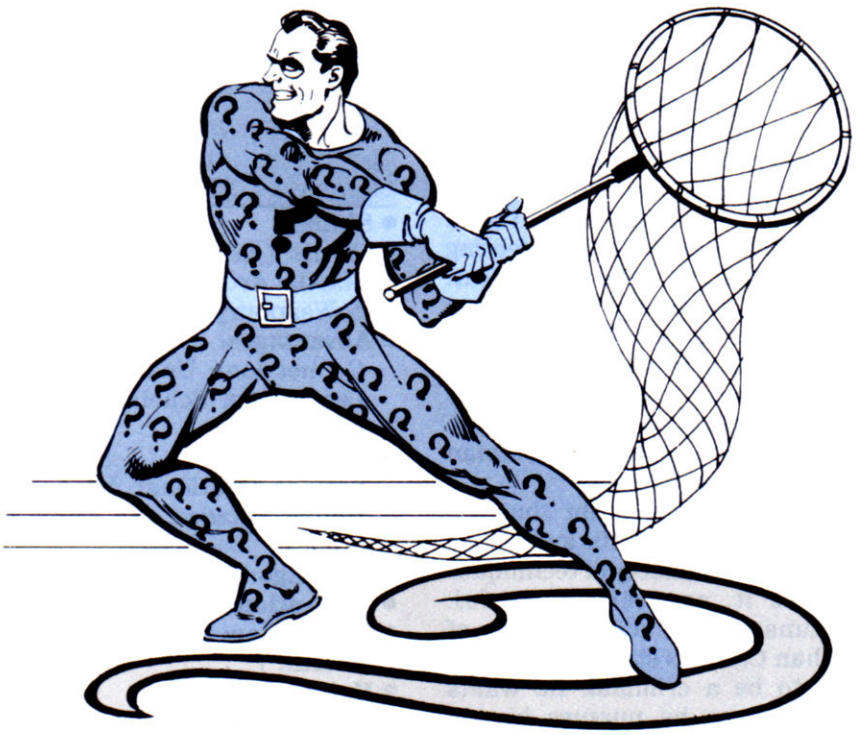
DEX:	5	STR:	5	BODY:	4
INT:	10	WILL:	5	MIND:	4
INFL:	8	AURA:	4	SPIRIT:	6
INITIATIVE:	25	HERO POINTS:			65

- **Skills:**
  Artist (Actor): 6, Charisma: 7, Martial Artist: 6, Thief: 6, Vehicles: 6, Weaponry: 7
- **Advantages:**
  Connections: Underworld (High); Leadership; Scholar(puzzles and riddles)
- **Drawbacks:**
  Serious Irrational Attraction to riddles, puzzles, and riddle motif crimes
- **Alter Ego:** Edward Nashton/Nigma
- **Motivation:** Psychopath
- **Occupation:** Criminal
- **Wealth:** 7
- **Height:** 5'8"
- **Weight:** 150 lbs.
- **Hair:** Black
- **Eyes:** Brown

The Riddler claims his name is Edward Nigma, but that is just part of the legend this minor league villain wove around himself. Like the rest of this self-generated legend, it is a lie. Edward Nashton, the man who later claimed to be E. Nigma, chose crime as a second career—and a bad choice it was.

The villain's first crime was committed in grade school, when he broke into a teacher's desk and took a picture of a finished puzzle. The next day, copies of the puzzle were given to the students as a contest. Eddie Nashton cheated, won, and was roundly praised by his classmates. He reveled in this attention and, having linked it with the school setting, went on to become a teacher. He had not forgotten the puzzle that instigated this lionization, so he became an expert at this lore. For his students, he was a teacher who offered thousands of mental challenges.

Seven years into his teaching career, Nashton grew tired of tricking children with puzzles and decided he needed a change. He wanted a chance to travel and, of course, more money. He chose a path that would cover both these topics, make him the center of attention, and allow him to prove his mental superiority through puzzles.



Nashton changed his name to E. Nigma and operated a puzzle booth in a traveling carnival. He billed himself as "The Great Riddler" and offered a cash prize to anyone who could solve one of his many puzzles. If the customer lost, Nigma pocketed the cash. If the customer completed the puzzle, s/he won a prize. As is common in carnivals, Nigma immediately offered a yet bigger prize for the correct answer to a more difficult puzzle, and most customers accepted the challenge. Aside from those he let win in order to advertise the game, Nigma prevented victory by using rigged puzzles.

Nickel and dime action soon bored Nigma, so he decided he would challenge the police and even the Batman. He donned a green uniform decorated with question marks and set out to pull off a series of crimes. He warned the police of his intentions with a puzzle, then patted himself on the back when they could not figure it out in time to stop him. To protect his former identity, in a bit of brilliance, he dropped the word "great" from his old carnival title.

The Riddler is another character within the Batman saga to undergo a transformation. Commissioner Gordon recently released the Riddler from jail on a technicality, noting, "The District Attorney . . . says [prosecuting you] is not worth the effort." He admonished him to "Go back to teaching." *(The Question #26)* Gordon also suggested that the Riddler return to his original name, Edward Nashton.

The Riddler soon teamed up with a homicidal woman named Sphinx Scromulski. The Riddler considered her demented when she announced that she wanted to rob the bus they were riding on. Sphinx had to coerce him into helping her, but when Sphinx announced that anyone on the bus who could guess a riddle would be free to go, the Riddler served up some pretty nasty riddles.

Sphinx and the Riddler soon ran afoul of the Question, who was something of an enigma himself. While the conclusion of the tale really points Edward Nashton out to be a normal man with delusions of adequacy, it does leave open the question of whether or not he was returned to jail.

The Riddler's puzzles have ranged from simple crosswords and acrostics to more convoluted riddles. He annoys both friends and foes by constantly using riddlesome banter. While he is nowhere near as brilliant as the Joker or R'as al Ghul, the Riddler enjoys modest success because, as he did in his carnival days, he slants his puzzles to give himself an edge.

Despite his mannerisms, the Riddler is not a lunatic. His practical and cautious mind has led him to arm himself with a submachinegun in the past. He actually tried to shoot the Batman once, but failed. The Riddler may well be playing a game with the Batman, but he knows how much easier the game would be if the Batman were eliminated.

While the Riddler always sticks with a theme involving riddles, he adapts them to whatever crime spree he intends. For example, if he wants to steal some gold, he makes up a puzzle that remotely hints at the word "gold." Any caper that he can describe with a riddle, no matter how obscure and distant the answer is to the crime, is a welcome task. Generally, the Riddler sends the puzzles to Commissioner Gordon for transmission to the Batman, but he has also been known to use a billboard to advertise his clues.

BLACK SPIDER

DEX:	9	STR:	5	BODY:	5
INT:	6	WILL:	6	MIND:	6
INFL:	4	AURA:	5	SPIRIT:	4
INITIATIVE:	23	HERO POINTS:			30

- **Skills:** **linked*
  Acrobatics: 9*, Martial Artist: 9*, Military Science (Tracking): 6*, Thief: 9*, Weaponry: 9*
- **Advantages:**
  Connections: Street (High); Intensive Training; Lightning Reflexes; Sharp Eye
- **Drawbacks:**
  Minor Psychological Instability; Catastrophic Irrational Attraction to eliminating drug dealers; Guilt; Serious Rage
- **Equipment:**
  RETRACTABLE WRIST PISTOLS (x2) [BODY: 4, EV: 7, Ammo: 6 R#: 2] Special: Black Spider also uses a variety of high-powered weapons, many of which can be found in the *Rules Manual.*
- **Alter Ego:** Eric Needham
- **Motivation:** Mercenary
- **Occupation:** Assassin
- **Wealth:** 4
- **Height:** 5'10"
- **Weight:** 173 lbs.
- **Hair:** Black
- **Eyes:** Brown

As a youth, Eric Needham suffered from a drug addiction. He turned to crime to support his habit, and spent several years as a petty thief and mugger. On one occasion, Needham broke into a liquor store intending to rob it, when he accidentally shot a man who turned out to be his father.

The shock and remorse Needham experienced from this incident gave him the resolve he needed to kick his drug habit, and he decided to seek vengeance against drug dealers everywhere. A mysterious figure gave Needham extensive training and a colorful costume armed with sophisticated weapons. Since he intended to prey upon so-called "superflies," Needham called himself Black Spider.

Black Spider's violent rampage against drug dealers brought him into contact with the Batman. Black Spider was believed killed at the end of their first conflict, but he survived to renew his campaign against illegal suppliers. During the course of the conflict, it was learned that Black Spider's patron was in fact a drug kingpin in Gotham City, who used Black Spider to wipe out his rivals. The Batman successfully captured Black Spider and sent him to prison.

In his own mind, Black Spider is a hero, ridding the world of lowlife scum who feed off the innocent. He has no pity or remorse toward his victims, viewing himself as an avatar of justice. He is quick-thinking, resourceful, and able to adapt to new situations rapidly, but is an average strategist. He relies on his skill with weapons and his physical training to accomplish his aims, and has frequently been stopped by the Batman's superior experience and foresight.

BONECRUSHER

DEX:	5/2	STR:	7/1	BODY:	6/2
INT:	8/8	WILL:	8/8	MIND:	7/7
INFL:	4/4	AURA:	2/2	SPIRIT:	2/2
INITIATIVE:	17/12	HERO POINTS:			25

- **Powers:** *Harbinger only*
  Hypnotism: 5
- **Skills:**
  Gadgetry: 10, Medicine: 5/6, Scientist: 10
- **Advantages:**
  Connections: Wayne Technologies (High), The Cartel (High), Street (Low); Genius; Scholar (neurology)
- **Drawbacks:** *as Bonecrusher*
  Minor Psychological Instability; Serious Rage; Miscellaneous: Bonecrusher is an identity used by Harbinger when he inhabits the body of any one of several volunteers who have had biochips implanted in their brains, which makes them receptive to the mind transfer abilities of the SABBAT Machinery. The Physical attributes of the various Bonecrusher bodies may have slightly different AP levels.
- **Drawbacks:** *as Harbinger*
  Age (old); Dark Secret: Harbinger has used the SABBAT Machinery to commit crimes as Bonecrusher; Catastrophic Irrational Attraction to using SABBAT Machinery to gain a new body; Catastrophic Physical Restriction: in his original body, Harbinger was confined to a wheelchair; Minor Psychological Instability; Power Limitation: Hypnotism was an ability that Harbinger developed only after he had permanently departed his original body.
- **Equipment:**
  SABBAT MACHINERY [BODY: 7, Personality Transfer: 10, R#: 2] Limitation: Power only works on subjects who have surgically implanted biochips in their brains. Dr. Harbinger later devised a permanent method of taking over a victim's body and transferred mind into a series of host bodies until he was stopped by the Batman. In these bodies, Harbinger possessed Physical Attributes of the person whose body he occupied.
- **Alter Ego:** Dr. Kenneth Harbinger
- **Motivation:** Power Lust
- **Occupation:** Scientist/Researcher
- **Wealth:** 6
- **Height:** 7'0"
- **Weight:** 300 lbs.
- **Hair:** Brown
- **Eyes:** Brown

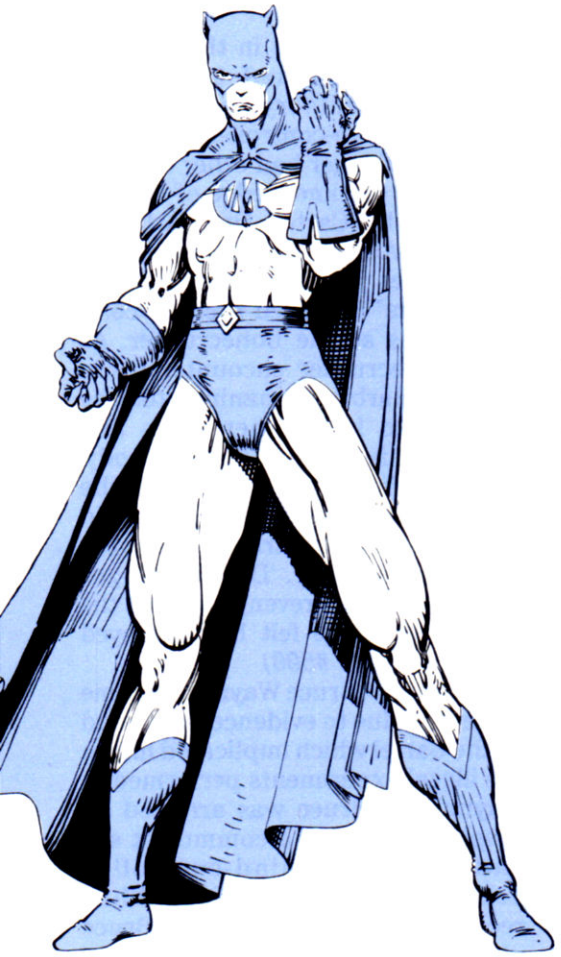
Dr. Kenneth Harbinger was a famous neurologist who was employed by Wayne Technologies, one of the many branches of the Wayne Foundation. Unbeknownst to Bruce Wayne, Wayne Technologies had been infiltrated by an organization called the Cartel, who used the company to perform illegal experiments. With Dr. Harbinger's assistance, WayneTech was able to perfect a device called Project SABBAT (Surgically Augmented Biochip-Bearing Assault Troops), which allowed its operators to mentally enter the bodies of humans who had biochips surgically implanted in their brains. The Cartel planned to use the SABBAT Machinery to create an army of remote-controlled assassins, but Dr. Harbinger had other ideas.

Without the knowledge of WayneTech or the Cartel, Dr. Harbinger used the SABBAT Machinery to enter the bodies of several enhanced "volunteers" and used them to commit crimes as the Bonecrusher. As each Bonecrusher encountered the Batman, Harbinger manipulated the bodies into killing themselves and returned his mind to his own body. Finally, Harbinger perfected the process to a degree whereby he could effect a permanent transfer, and left his body forever. Dr. Harbinger decided to exact revenge against the Cartel, which he felt had betrayed him. *(Detective #598)*

Meanwhile, Bruce Wayne had come under fire due to evidence fabricated by the Cartel which implicated him in the illegal experiments performed at WayneTech. Bruce was arrested on suspicion of being a communist spy and shot by a mind-controlled derelict. *(Detective #599)* While recuperating from his wounds, Bruce utilized the SABBAT Machinery to continue his work as the Batman while using Tom Kane, a former victim of the Cartel, as his surrogate body. After exposing the Cartel, the Batman, in Kane's body, confronted Dr. Harbinger, who was in a Bonecrusher body. During the course of the battle, both Tom Kane and Dr. Harbinger were killed.

In the aftermath of the fight, the Batman destroyed the last prototype of the SABBAT Machinery, hopefully ensuring that it would never again be used for evil purposes. *(Detective #600)*

In the body of Bonecrusher, Dr. Kenneth Harbinger displays completely reckless abandon, as he knows that he can exit the body at any time. During his early forays, he even deliberately killed the bodies he was inhabiting in order to throw the police (and the Batman) off his trail. After transferring his mind permanently into other bodies, Harbinger became more cautious about how and when he disposed of his host, and he finally met his downfall when he had nowhere to hide. One of the mysteries that died with Harbinger was his ability to modulate his voice in such a way that his victims were extremely susceptible to suggestion.



CAT-MAN

DEX:	10	STR:	5	BODY:	6
INT:	7	WILL:	5	MIND:	5
INFL:	7	AURA:	6	SPIRIT:	7
INITIATIVE:	28	HERO POINTS:			75

- **Skills:**
  Acrobatics: 10, Gadgetry: 7, Martial Artist: 8, Military Science (Tracking): 7, Thief: 10, Weaponry: 6
- **Advantages:**
  Area Knowledge (Gotham City); Connections: Underworld (Low); Lightning Reflexes; Luck; Scholar (large cats)
- **Drawbacks:**
  Miscellaneous: Cat-Man believes that he is immortal while wearing his costume.
- **Equipment:**
  CATAPULT BOOTS [BODY: 3, Jumping: 3]
  Catarang w/Rope [STR: 7, BODY: 7, Claws: 4, Gliding: 2] Rope is 4 APs long.
  Cat Claws [BODY: 4 Claws: 5]
- **Alter Ego:** Thomas Blake
- **Motivation:** Mercenary
- **Occupation:** ex-Big Game Hunter
- **Wealth:** 8
- **Height:** 6'0"
- **Weight:** 170 lbs.
- **Hair:** Brown
- **Eyes:** Green

Thomas Blake was once a big-game hunter who specialized in the entrapment of jungle cats. After a while though, the thrill and challenge wore off. Blake retired and soon squandered all the money he had made. Rather than return to the tedium of trapping, he decided he needed to try his hand at something a bit more exciting.

When a mutual friend of Bruce Wayne and Thomas Blake joked that both men should become crimefighters, Blake realized that that was just the type of challenge he needed. Yet fighting crime would be too simple with the Batman on his side. What he needed was to compete with the Batman, and to do so brilliantly. He chose to use his knowledge of cats, and, much like the Catwoman before him, embrace a life of crime. The challenge of the hunt once again returned to his life, when he became Cat-Man, the King of the Cats.

In piecing together his costume, the Cat-Man incorporated a piece of cloth that had wrapped an African cat fetish. The cloth supposedly conferred nine lives on the wearer. The Cat-Man has put that legend to the test time and time again, and it has apparently held up.

Cat-Man created a number of weapons to aid him in his criminal career. Aside from his Cat-car and Catamaran boat, he has a serrated Catarang and a clawed Cat-line for climbing. His boots also have compressed metal coils in the heels to "catapult" (yes, pun intended) him great distances. He has also used a "Cat's cradle" net/snare to trap the Batman or Robin on numerous occasions.

The only injury the Cat-Man has sustained in his career is the scar on the side of his face. Hot steam hit him there after the Catwoman tore a small portion of his mask away. This incident has fully convinced Blake of his suit's powers. After the incident, in which Catwoman retained a scrap of the cloth, a mysterious disease from which she was suffering also went into remission, so perhaps there is something to the legend of the cloth. *(Detective #509)*

Cat-Man is the Batman's one foe who vanishes, presumably dead, and reappears with maddening regularity. His crimes always revolve around cats, from art exhibits and treasures to crimes inspired by "cat" fiction. His penchant for cat motifs has led to Selina Kyle being thought responsible for many of his past crimes.

Blake relies a great deal on the supposed mystical power in his costume, and it is this blind faith that makes him a dangerous foe. Because he believes he can come to no harm while wearing it, the Cat-Man takes risks he might think better of at another time.

Thomas Blake's methods, equipment, and Skills so closely parallel those of the Caped Crusader that Cat-Man is clearly an evil doppelganger of the Batman. His true goal is to defeat the Batman for the glory of the hunt. While he is a relative newcomer, he has provided an excellent challenge for the Batman and, during a period in which the Catwoman had been decriminalized, once again brought a cat-criminal into Gotham City.

Is Cat-Man the sort of criminal Bruce Wayne would have become under other circumstances? Probably not because Thomas Blake is an inveterate gambler, both with money and his life. Even though the Cat-Man always survives whatever horrible fate should befall him, there will come a time when his number will be up. Such risk-taking would never be tolerated by the Batman, who saw and hated this lack of discipline in Jason Todd.

THE CAVALIER

DEX:	6	STR:	3	BODY:	4
INT:	7	WILL:	6	MIND:	5
INFL:	5	AURA:	4	SPIRIT:	4
INITIATIVE:	20	HERO POINTS:			35

- **Skills:**
  Artist (Actor): 5, Acrobatics: 4, Charisma: 6, Thief: 6 Weaponry: 7
- **Advantages:**
  Attractive; Connections: Underworld (Low), High Society (High); Connoisseur; Gift of Gab; Leadership; Luck; Scholar (swashbuckling)
- **Drawbacks:**
  Serious Irrational Attraction to unusual artifacts; Miscellaneous: The Cavalier has a strong sense of gallant chivalry and will often go out of his way to aid ladies.
- **Equipment:**
  Plume [BODY: 2, EV: 4] Special: This steel-tipped dart is disguised as a feather that the Cavalier wears in his breast pocket.
  Sword [BODY: 4, EV: 5, Lightning: 8, R#: 5] Bonus: Sword's Reliability

only applies to the Lightning Power.

Kerchief [BODY: 1, EV: 3] Special: This gentleman's Kerchief has heavy weights sewn in its hem. The Cavalier uses this weapon to startle his opponents.

Snuff [BODY: 0, Fog: 2, EV: 4] Special: When blown in an opponent's face, this "snuff" causes the victim to suffer from debilitating sneezing, blurred vision, and disorientation.

- **Alter Ego:** Mortimer Drake
- **Motivation:** Greed
- **Occupation:** Playboy
- **Wealth:** 10
- **Height:** 6'1"
- **Weight:** 173 lbs.
- **Hair:** Brown
- **Eyes:** Brown

Mortimer Drake was a wealthy playboy whose greatest love was his collection of rare and unusual curios. His obsession with attaining certain objects, which he was unable to buy through legal channels, led him to create the identity of the Cavalier. Seeing himself as a modern-day musketeer, Drake embarked on a crime spree that brought him into conflict with the Batman and Robin the Boy Wonder. The Cavalier battled the Dynamic Duo several times over the ensuing months, until the Batman deduced the Cavalier's true identity. *(Detective #61)*

The Cavalier has escaped from prison many times over the years, but has always been apprehended by members of the "Batman family."

The Cavalier enjoys himself immensely when he becomes embroiled in battles with the Batman. He considers himself a gallant, chivalrous gentleman in the true swashbuckling tradition. The Cavalier has a strict code forbidding him from harming women, and on one occasion, he stopped in the middle of a battle to assist an old lady who had dropped her parcels.

CLAYFACE II *deceased*

DEX:	5	STR:	6	BODY:	7
INT:	4	WILL:	4	MIND:	4
INFL:	3	AURA:	4	SPIRIT:	3
INITIATIVE:	14	HERO POINTS:			50

- **Powers:**
  Shape Change: 15
- **Skills:**
  Artist (Actor): 4, Charisma: 5, Military Science (Camouflage): 6, Thief: 4
- **Bonuses:**
  Shape Change Power allows Clayface to assume the form of creatures that are and are not real (e.g. a winged horse)
- **Limitations:**
  Power Restriction: Shape Change Power lasts for 13 APs or 16 APs of time, depending on which chemical he is using.
- **Advantages:**
  Connections: Gotham State Prison (Low), Underworld (High); Lightning Reflexes
- **Drawbacks:**
  Psychological Instability
- **Alter Ego:** Matthew Hagen
- **Motivation:** Mercenary
- **Occupation:** Former Fortune Hunter turned Criminal
- **Wealth:** 2
- **Height:** 5'10"
- **Weight:** 173 lbs.
- **Hair:** Blond
- **Eyes:** Blue

The man known as Matt Hagen chose to make skin-diving his career because he believed that "only chumps work at jobs." He hoped to someday find a sunken treasure so that he would never have to work again. *(Detective #298)*

During one expedition, Hagen happened upon a shimmering pool of liquid that, at first, defied chemical analysis. Somehow his body became charged with a strange energy, and by mentally willing it, Hagen discovered that he could change himself into any form he could think of, from a mythological creature to the image of Superman.

When Hagen took to a life of crime, the press appropriately dubbed him "Clayface." The Batman and original Robin found him a worthy opponent, due to his shape changing ability, but always managed to foil his criminal endeavors. The shimmering pool that originally granted Hagen his powers was eventualy destroyed, but Hagen managed to analyze and synthesize the liquid. But while the original liquid allowed Clayface 48 hours of continuous shape-shifting ability, the synthetic liquid only worked for five hours. Unfortunately, the synthetic took its toll on Hagen, leaving him physically unstable and, eventually, dead.

Clayface's career was less than spectacular. He used his power to impersonate several people, and that was where he was at his best. Through his impersonations, he learned secrets about rich and famous people in Gotham and sometimes assumed the identity of crime bosses to fool their underlings. The one time he transformed himself into Superman, he inherited the Kryptonian's vulnerability to Kryptonite.

Matt Hagen was not a criminal genius, but relied on the brute force his Shape Change Power gave him. The Joker once commented, "Without his freak powers, Clayface is a blundering third-rater—incapable of matching crimes of my calibre!" *(Batman #159)* This statement sums him up in a nutshell, for once Hagen's Power would wear off, he was as easy to defeat as the Penguin without his umbrellas.

Clayface's Shape Change Power allowed him to change himself into a host of different creatures and assume some of their abilities. Winged creatures, like giant insects and mythological beasties, made escaping the Batman somewhat easy. Still, this Power betrayed Clayface in the past, when the Batman had tricked him into shifting into something else.

CLAYFACE III

DEX:	2	STR:	2	BODY:	2
INT:	3	WILL:	5	MIND:	3
INFL:	7	AURA:	2	SPIRIT:	6
INITIATIVE:	12	HERO POINTS:			45

- **Powers:**
  Cell Rot: 9
- **Skills:**
  Scientist: 5
- **Advantages:**
  Connections: Arkham Asylum (Low)
- **Drawbacks:**
  Serious Irrational Jealousy: Payne often believes that his "wife" is deserting him for other males she comes in contact with; Serious Psychological Instability; Strange Appearance
- **Equipment:**
  CONTAINMENT SUIT [*DEX: 7, STR: 7, BODY: 8*] Special: Suit prevents Clayface's touch from harming others.
  Mannequin [BODY: 1] Special: Payne believes that the Mannequin is alive and that he is her mate.
- **Alter Ego:** Preston Payne
- **Motivation:** Psychopath

- **Occupation:** Scientist
- **Wealth:** 0
- **Height:** 6'4"
- **Weight:** 264 lbs.
- **Hair:** Black
- **Eyes:** Red

Preston Payne is one of the more tragic figures in the Batman saga. A victim of hyperpituitarism since birth, Payne grew up to be a hideous giant. This left him friendless and alone—a condition no human being can be expected to survive with his or her sanity intact. The one thing Payne did have going for him was his genius I.Q. He used this to get a job at S.T.A.R. Labs, where he hoped to find a solution to his unsightly condition.

After a while, a desperate Payne decided to pay Matt Hagen, the second Clayface, a visit in prison. In Matt Hagen, Payne saw possible salvation. He hoped to discover the secret to Hagen's malleability and use it to make himself a more attractive individual. Payne got a blood sample from Hagen and managed to isolate an enzyme. He injected it into himself and was granted the shape-shifting ability Hagen had once had. Payne used it to transform himself into an Adonis and began to live the life he had not previously known.

Unfortunately for him, the sample was not pure. The enzyme must have contained an oncovirus that latched on to his DNA, for the enzyme began to reproduce. Payne's flesh began to run like clay, and upon his touch, normal people dissolved into formless protoplasm.

The scientist in Payne realized his condition was contagious, so he built a Containment Suit to prevent contact with others. At the same time he felt, building in him over a period of time, a need to use his power on another individual. While the Suit gave him relief from that need, the guilt at having murdered another drove Payne over the edge. His mind broke and with it went his resolve not to hurt others. He took the identity of Clayface and began a life even more isolated than his former one.

Recently, Clayface's delusional mind caused him to fall in love with a female mannequin he called Helena. At first he lived with her in a wax museum, but when the building burned down, he began to blame his "separation" from Helena on the Batman. Clayface eventually found his "bride" in Rosendale's department store. He hid there and continued his life of bliss with the one he loved, but his mind led him to believe that she was having an affair with the Batman. Clayface saw Helena "watching" the Bat-signal everytime it appeared above Gotham City, and when the Batman finally arrived at the store to capture Clayface who had murdered a Rosendale security guard, the two fought for what Payne considered to be the love of Helena. The Batman defeated Clayface and placed him and Helena in Arkham Asylum. An unhappy Payne has remained there ever since. *(Batman Annual #11)*

Clayface's Containment Suit makes him very powerful and agile. He takes lots of damage before he can be put down. Because he survived the fire at the wax museum, it is believed that the exoskeleton is heat and fire resistant. Payne's paranoia makes him a relentless foe who must be taken out before he can doff one of his gloves and use the enzyme his body secretes to melt an enemy.

Clayface, with his tremendous strength and agility, is more than the normal sort of foe the Batman faces, yet his mental problems make him all too human and very vulnerable. In dealing with Clayface, the Batman reveals something of his compassionate side—a part of him that is as vital as his utility belt or his thirst for justice.

CRAZY QUILT

DEX:	3	STR:	3	BODY:	4
INT:	4	WILL:	3	MIND:	4
INFL:	4	AURA:	3	SPIRIT:	4
INITIATIVE:	11	HERO POINTS:			30

- **Skills:**
  Artist (Painter): 3, Thief: 5
- **Advantages:**
  Connections: Gotham Underworld (Low); Scholar (Art)
- **Drawbacks:**
  Catastrophic Physical Restriction: Blind; Serious Irrational Attraction to killing Robin; Serious Psychological Instability; Unluck
- **Equipment:**
  Color Helmet [BODY: 5, Heat Vision: 7, Hypnotism: 9] Bonus: Helmet allows Crazy Quilt to see like any other normal person; when the Helmet is removed, he suffers the effects of his blindness.
- **Alter Ego:** Quilt (first name is unknown)
- **Motivation:** Psychopath
- **Occupation:** Painter
- **Wealth:** 4
- **Height:** 5'11"
- **Weight:** 172 lbs.
- **Hair:** Brown
- **Eyes:** Blue

The man known originally as Quilt was a famous painter and crime boss, who used his paintings to secretly give his henchmen commands. During an attempt on the crime lord's life, he was blinded by a gunshot wound to the head. Although a noted doctor tried his best to restore Quilt's eyesight, the experimental operation only restored his ability to see vivid colors. The strain was too much for Quilt, and he decided to combine his colorful past and present to become the villain known as Crazy Quilt.

Crazy Quilt developed a special helmet that shined out bright, strong colors, allowing him to "see" again. The helmet also had the power to hypnotize subjects. Crazy Quilt designed and enacted a series of crimes all having to do with color. He was defeated at the hands of the Boy Commandos, Dick Grayson's Robin and, most recently, by Jason Todd's Robin prior to his death.

Crazy Quilt hates one person more than the Batman, and that person is Robin—no matter who's inside the costume. Both Robins have singlehandedly apprehended Crazy Quilt, and Dick Grayson's Robin caused enough damage to fully blind him. Quilt's desire for revenge against Robin has figuratively blinded him to anything else, and Jason Todd has borne the brunt of this loathing.

Crazy Quilt is a mediocre combatant whose twisted mind makes him a noteworthy opponent. His most-prized and powerful possession is his Color-Helmet. Quilt's latest helmet, which was destroyed in his last fight with Robin, amplified his Power of Hypnosis enough to let him mesmerize actively reluctant subjects. The helmet also contained lights strong enough to blind a foe for a short time and a laser powerful enough to kill. Most importantly for Quilt, the helmet's sensors were fed straight into his brain's vision centers, allowing him to see once again.

While he's not really the sort of foe who would give the Batman much of

a fight, Crazy Quilt is just dangerous enough to cause trouble. His directed animosity toward Robin has made him a foe for Robin's solo adventures, and there he is well matched. If he returns with his hypnotic abilities up to what they were before his last helmet was destroyed, Quilt could weld together Gotham's underworld into an efficient machine that might provide the Batman with one of the more difficult challenges of his career.

DEACON BLACKFIRE

DEX:	6	STR:	3	BODY:	4
INT:	8	WILL:	7	MIND:	7
INFL:	7	AURA:	6	SPIRIT:	6
INITIATIVE:	21	HERO POINTS:			35

- **Powers:**
  Hypnotism: 8, Invulnerability: 6
- **Skills:**
  Artist (Actor): 5, Charisma: 10, Occultist: 5
- **Advantages:**
  Area Knowledge (Gotham City sewers); Connections: Religious Community (Low), Street (High); Iron Nerves; Leadership; Miscellaneous: Blackfire does not suffer from Multi-Attack penalties when using the Charisma (Persuasion) Subskill.
- **Alter Ego:** Joseph Blackfire
- **Motivation:** Power Lust
- **Occupation:** Reverend
- **Wealth:** 8
- **Height:** 6'0"
- **Weight:** 170 lbs.
- **Hair:** White
- **Eyes:** Grey



Deacon Joseph Blackfire recently showed up in Gotham to cleanse the city of its criminal element. Little is known about the man before this time, except that he had supposedly been around for decades—maybe centuries. Police files revealed a criminal record dating back as far as the 1920's, with Blackfire being involved in everything from bootlegging to attempted murder.

Blackfire arrived in Gotham and set up a mission in the Crime Alley district. Calling it a shelter for the homeless, he used it to gather the street people and convert them to his "religion." A religion which justified killing criminals for their wrongs. As Blackfire's following grew in the city's sewer system, Gotham's ever-high crime rate declined, giving citizens the first sense of safety they had felt in years.

At first, the Batman kept watch on the mission in order to make sure that it wasn't bothered by any misdeeds. But after not seeing any immediate problems, he returned to his normal nightly patrols. Soon, criminals started turning to the police in order to find their missing counterparts. The Batman and the police realized that something was terribly wrong. The Caped Crusader decided to take matters into his own hands and entered the Gotham City sewers. Unfortunately, he did not tell Robin what he was up to, for he was captured, tortured, drugged and converted into one of Deacon Blackfire's "disciples." His spirit broken, the Batman joined Blackfire and his minions in the massacre of Gotham's criminals.

By chance, the Batman managed to break free of Blackfire's brainwashing. He escaped, and the underworlder he was with was captured by the police and interrogated. As the disoriented Batman wandered around Gotham, the police and city officials were made aware of Deacon Blackfire's plan to take over Gotham City. When the information became public, however, Blackfire had his minions murder the mayor and entire city council. The situation got even worse when Commissioner Gordon was shot trying to declare a state of martial law in Gotham City. Blackfire's plan was under way.

Meanwhile, a confused Batman returned to the underground to try to decipher what was happening. He was again captured and almost killed, but a disguised Robin arrived to help his friend back to reality. The Dynamic Duo escaped, but it seemed too late. The Batman had been broken and had resigned himself to the fact that Gotham City was now Deacon Blackfire's domain. He ordered Alfred to drive them out of Gotham, and planned never to enter the city again.

It took a nightmare, in which the skeletons of Thomas and Martha Wayne told their son Bruce not to give up, to convince the Batman to go after Blackfire one last time. After little preparation, the Dynamic Duo returned to Gotham City to purge it of the chaos that had taken it by storm. Arming themselves with tranquilizer guns, they entered their hometown and knocked out anyone who got it their way. It didn't take long to find Deacon Blackfire's hideout where the supposed holy man was prepared to be made into a martyr. The Batman had other plans for him, however. He beat Blackfire to a pulp, breaking him as the villain had done to him. Once Blackfire began to whine and beg for mercy, his game was up. His "disciples" saw a weakness in their master that they had never known. Instead of attacking the Batman as Blackfire wished, the mob turned upon their savior and engulfed him. He was seemingly killed, but no remains of his body were ever found, and Gotham City was returned to the hands of its citizens. *(Batman: The Cult #1-4)*

Deacon Blackfire is a warped individual who knows that crime does not pay. Yet, after years of performing illegal activities, he turned to religion to reach his goals. He believes that God would use the same methods which he employed in Gotham City—killing those who have sinned in order to make this a better world. He attributed his long life to his faith and bathing in blood—the blood of those whom he had killed.

Blackfire is a competent combatant, but chooses to let those whom he has hypnotized, drugged, and brainwashed do his dirty work. His tongue is his best weapon, stirring those who believe in him to action and often uncontrollable fury.



DEADSHOT

DEX:	8	STR:	4	BODY:	5
INT:	6	WILL:	6	MIND:	6
INFL:	6	AURA:	4	SPIRIT:	7
INITIATIVE:	24	HERO POINTS:			55

- **Skills:**
  Gadgetry: 4, Martial Artist: 6, Thief: 7, Weaponry (Firearms): 12
- **Advantages:**
  Connections: Suicide Squad (High), Underworld (High); Iron Nerves; Lightning Reflexes; Scholar (firearm construction)
- **Drawbacks:**
  Minor Irrational Attractions to entering Killing Combat and dying; Serious Irrational Attraction to using Trick Shots in combat
- **Equipment:**
  SILENCED WRIST GUNS [BODY: 5, EV: 5, Thief (Stealth): 7, R#: 2] Special: Stealth Subskill is the OV/RV of the Perception Check necessary to hear the Wrist Guns after they have been fired.
  EYE SCOPE [BODY: 3, Telescopic Vision: 9, Thermal Vision: 7]
- **Alter Ego:** Floyd Lawton
- **Motivation:** Psychopath
- **Occupation:**
  Hit Man/Government Agent
- **Wealth:** 4
- **Height:** 6'1"
- **Weight:** 202 lbs.
- **Hair:** Brown
- **Eyes:** Grey

Floyd Lawton and his older brother Ed grew up in a town which their family virtually owned. Floyd had an infinite amount of respect for his brother, as did everyone who knew him. In a mysterious shooting, Ed Lawton caught a bullet between the eyes, and his father, George, was shot in the spine. The powerful family had enough influence to stifle the investigation, and no suspect was ever arrested for the crime. Still, the shot that killed Ed had been expertly placed and fired from a considerable distance. Floyd was subsequently disowned and sent packing, though with enough money for him to move in respectable circles.

It was later revealed that Floyd's mother had asked her sons to kill their father. Floyd refused, but Ed went through with the plan. Floyd had intended to shoot his brother in the shoulder to prevent him from killing their father, but the tree branch upon which he was perched broke, and the shot hit his brother

square between the eyes. With the death of his brother, the only person he had ever cared about, something inside Lawton died. *(Deadshot #4)*

Not long after this, a wealthy, distraught Floyd Lawton arrived in Gotham City. He quickly became bored with the life of the idle rich, so he organized a criminal gang. Lawton then posed as Deadshot, a new hero to rival the Batman. Deadshot, as it turned out, captured villains by using much less violence than the Batman. This made him the new rave of Gotham, and he hoped to force the Batman out of town, thereby giving his gang free reign of the city. The Batman managed to expose Deadshot and had him sent off to jail.

Lawton soon escaped and redesigned his costume. He included two wrist-mounted magnums and a targeting sight built into his mask that made him an even better shot than he had been before. Once again, however, he was defeated by the Batman.

During this new stay in prison, Deadshot was recruited into the Suicide Squad. The deal was simple: perform a mission for the government, and your crimes would be forgiven. The fact that the missions were indeed suicidal did not daunt Lawton at all. Instead, he relished that prospect. During an encounter with the Batman at the Belle Reve complex which houses the Suicide Squad, Deadshot told the Batman, "I'd kill you, Bats, for the sheer pleasure of it." The Caped Crusader smiled knowingly and replied, "If you could've, you would've by now. Or aren't you aware that you pull your shots around me?" *(Suicide Squad #10)*

After surviving a variety of missions with the Suicide Squad, Deadshot recently refused to surrender to the police, and instead randomly fired in their vicinity. Consequently, they put him down with at least five bullets. An expert marksman, Deadshot obviously wanted the police to kill him, but he survived and is currently in Arkham Asylum. It seems likely that Deadshot will return, either as a member of the Suicide Squad, or on the streets of Gotham City, facing the Batman one more time.

Deadshot is one character who keeps his feelings to himself. It seems that his part in the death of his brother caused Lawton to put up a wall, sealing any emotions he feels about the incident inside of him. This stifling seems to make Lawton a stoic individual, but whenever he is faced with a dangerous situation, it is these emotions that drive him. It is almost as if he wishes to die in retribution for his brother's accidental death.

When it comes to facing the Batman, however, Deadshot does not act as he would against an average opponent. The proof of this comes in the fact that he does not kill the Batman when he has the chance. It could be that he subconsciously realizes that the Batman is doing good things—the sort of things Lawton himself was brought up to believe in. Also, by not killing the Batman, Lawton has a foe who will stop him, and Lawton really does want to be stopped.

In combat, Deadshot is exactly what his name defines. In fact, he is such a good marksman that he prefers using Trick Shots to accomplish his tasks. He is mute in battle, unless something triggers his hidden emotions, then he will start babbling about his brother or whatever is on his mind at the time.

FAY "MA" GUNN

DEX:	2	STR:	1	BODY:	2
INT:	5	WILL:	4	MIND:	4
INFL:	4	AURA:	3	SPIRIT:	3
INITIATIVE:	11	HERO POINTS:			15

- **Advantages:**
  Area Knowledge (Crime Alley), Scholar (teaching)
- **Drawbacks:**
  Age (old)
- **Alter Ego:** Fay Gunn
- **Motivation:** Greed
- **Occupation:** Teacher
- **Wealth:** 3
- **Height:** 5'3"
- **Weight:** 107 lbs.
- **Hair:** Grey
- **Eyes:** Blue

Fay Gunn was said to have been a "teacher" in Australia for years before her arrival in Gotham City. At about the same time the original Robin got shot and seriously wounded by the Joker, Gunn set up a boys' school in Crime Alley that she made home to runaways. It seemed an honest establishment in the eyes of the Batman, until he placed a streetwise, young Jason Todd in it after catching him stealing the Batmobile's wheels. On the anniversary of the night Bruce Wayne's parents were gunned down, the Batman turned thief Jason into the hands of Ma Gunn; and not two seconds after the Caped Crusader left, Jason was surrounded by Ma's thugs and their weapons. *(Batman #408)*

Jason Todd quickly learned that "Ma Gunn's School for Boys" taught only one class: Crime 101. With cigar in mouth, Ma taught the boys important things, like the difference between an automatic pistol and a revolver. Jason "dropped out" of her school window that night after realizing that "This old dame [was] batty." *(Batman #409)* The Batman soon found Jason and learned of Ma Gunn's plan to take a field trip to the Gotham art museum. He stopped her and her boys from stealing a precious necklace which Ma Gunn intended to sell to the Joker, and with Jason's help, sent the whole operation to jail.

Ma Gunn is a petty criminal who would be out of business but for her ability to teach those more capable than herself to commit her crimes. She has a habit of correcting her students grammar and is a chain-smoker of cigars.

In her one and only known encounter in combat, Ma Gunn relied on her boys' fighting ability, and then swatted the Batman over the head with her purse. When the startled hero turned around to confront his assailant, she declared, "You wouldn't hit a lady." *(Batman #409)* She was dead wrong.

THE KGBEAST

DEX:	7	STR:	4	BODY:	5
INT:	6	WILL:	5	MIND:	5
INFL:	3	AURA:	4	SPIRIT:	4
INITIATIVE:	20	HERO POINTS:			35

- **Skills:** **linked*
  Acrobatics: 7*, Detective: 6*, Martial Artist: 7*, Military Science: 6*, Thief: 7*, Vehicles: 7*, Weaponry: 7*
- **Advantages:**
  Connections: KGB (Low), Street (Low); Iron Nerves; Intensive Training; Lightning Reflexes; Sharp Eye; Scholar (assassination)
- **Drawbacks:**
  Minor Physical Restriction: only has one hand; Catastrophic Irrational Attraction to completing his assignment
- **Equipment:**
  ARMOR [*BODY: 6*]
  Gun-Hand Attachment [BODY: 5, AV: 5, EV: 6, Ammo: 6, Claws: 6, R#: 2]

- **Alter Ego:** Anatoli Knyazev
- **Motivation:** Mercenary
- **Occupation:** KGB Assassin
- **Wealth:** 4
- **Height:** 6'3"
- **Weight:** 231 lbs.
- **Hair:** Unknown
- **Eyes:** Brown

The KGBeast was the Soviet Union's top-rated assassin for many years. He was selected for an operation that called for the assassination of ten key people involved in the American Strategic Defense Initiative. When the Kremlin began its policy of *glasnost* (openness), the plan was scrubbed, but the KGBeast decided to disobey his orders and enact it anyway.

The KGBeast arrived in Gotham City and began the systematic elimination of his targets, killing hundreds of innocent bystanders in the process. Working with FBI and KGB agents, the Batman tried unsuccessfully to halt the Beast's rampage on several occasions. Finally, there was only one target left alive: the President of the United States. With the help of Alfred, who impersonated the President during the KGBeast's attack, the Batman managed to prevent the Beast from assassinating the President.

The Batman followed the fleeing KGBeast into the sewers of Gotham, where a battle royale ensued. After exchanging a series of devastating blows, the Batman managed to trap the Soviet renegade in a small room in the lowest section of the sewer system. The Batman later sent the police there to look for him, but they did not find him.

The KGBeast is completely without mercy, and will stop at nothing to complete what he perceives as his mission. He has killed whole rooms full of people just to eliminate one target, and even went so far as to chop his own hand off with an axe in order to escape the Batman and continue with his mission. He is also supremely confident in his own abilities and is perfectly capable of operating without any outside assistance. Even though he became a rogue agent, the KGBeast believes that everything he did was in the best interest of the U.S.S.R.

KILLER MOTH

DEX:	8	STR:	4	BODY:	4
INT:	7	WILL:	6	MIND:	7
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	21	HERO POINTS:			40

- **Skills:**
  Acrobatics: 5, Charisma: 5, Detective: 7, Gadgetry: 7, Martial Artist: 6, Thief: 7, Weaponry: 7
- **Advantages:**
  Connections: Street (Low), Underworld (Low), High Society (Low); Connoisseur; Expansive Headquarters; Leadership
- **Equipment:**
  Mothline Gun [STR: 6, BODY: 2 Stretching: 5, R#: 3] Special: Gun fires a steel strand that allows Killer Moth to swing from building to building.
  MOTHMOBILE [STR: 6, BODY: 8, Running: 7, Fog: 6, Radar Sense: 6, R#: 3]
  8 AP ABCD Omni-Gadgets (x4)
- **Alter Ego:** Unknown
- **Motivation:** Mercenary
- **Occupation:** Socialite
- **Wealth:** 8
- **Height:** 6'2"
- **Weight:** 210 lbs.
- **Hair:** Brown
- **Eyes:** Blue

The true name of Killer Moth is unknown. While in prison, he came up with the idea of creating a protector of criminals to balance the presence of the Batman, the protector of Gotham's citizens. Upon his release, he used his hidden loot to create the identity of Cameron Van Cleer, one of Gotham City's most wealthy socialites. He built a mansion under which he constructed a vast headquarters, complete with a full arsenal and scientific equipment enough to pull off unsolvable crimes. Taking the costumed persona of Killer Moth, he let it be known that his services were for hire. *(Batman #63)*

Killer Moth then offered his services to Gotham City's criminal underworld. For a price, he would protect them from the authorities. Naturally, he became embroiled in a battle against the Batman, who soundly defeated Killer Moth.

Seeking to make a new secret identity for himself, Killer Moth tried to kidnap Bruce Wayne on two occasions, not knowing that Wayne was the Batman. On the second of these occasions, he was thwarted by Barbara Gordon, on her first case as Batgirl. *(Detective #359)* Since then, Killer Moth has resurfaced several times, but has always been defeated by the Batman or one of his allies.

Killer Moth is an excellent athlete and combatant. He is vengeful in his pursuit of the Batman and wishes to prove himself the Caped Crusader's equal. His Mothmobile is an obvious copy of the Batmobile, as is his Mothline Gun of the Batline. Killer Moth does not wish to protect criminals for the fun of it: he does so in the name of injustice.

THE MAD HATTER

DEX:	3	STR:	2	BODY:	4
INT:	7	WILL:	6	MIND:	5
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	14	HERO POINTS:			50

- **Skills:**
  Gadgetry: 7, Thief: 3
- **Advantages:**
  Connections: Arkham Asylum (Low), Underworld (Low); Genius; Scholar (computers, hats)
- **Drawbacks:**
  Serious Irrational Attraction to hats; Minor Psychological Instability
- **Equipment:**
  Mesmerism Hat [BODY: 2, Hypnosis: 9, R#: 2]
- **Alter Ego:** Jervis Tetch
- **Motivation:** Mercenary
- **Occupation:** Computer Scientist
- **Wealth:** 5
- **Height:** 5'4"
- **Weight:** 200 lbs.
- **Hair:** White
- **Eyes:** Blue

Only a few things can be determined about the Mad Hatter before he began his life of crime. His name is Jervis Tetch, and he has always had an obsession for hats. He takes his criminal identity from the character of the same name found in John Tenniel's *Alice's Adventures in Wonderland*, whom he resembles both physically and mentally. The Mad Hatter uses this work as inspiration for his various aliases or business names, like Wonderland Unlimited. He also has highly technical abilities in the field of microelectronics, biofeedback and computer programming.

The Mad Hatter faced the Batman early on in both their careers and spent a long time in the Arkham Asylum. During that time, another

criminal started calling himself Jervis Tetch and adopted his identity and trademark, but met defeat at the hands of the Batman. When the genuine Tetch escaped from the asylum, he "disposed' of the imposter and again set about using his technical skills to someday ultimately beat the Batman.

The Mad Hatter, while crazy, is a bit more in touch with reality than some of his compatriots. Realizing he has no skill in hand-to-hand combat, he is not adverse to running to escape capture. He will murder, if need be, and he preys on other criminal gangs, stealing what they have stolen because he knows they cannot report him to the police.

In the past, the Mad Hatter's devices have included things that allow him to place people in a trance so they will provide him with information. He also developed a hat that stimulated the brain so it caused the adrenal glands to pump adrenaline into the bodies of those wearing his hats. This gave him zombies with incredible strength and endurance who bought him enough time to escape from the Batman.

Because of his appearance, the Mad Hatter is easy to underestimate. He understands the value of subtlety and is capable of planning a long campaign in which he plays an unseen puppet-master role.

MAN-BAT

DEX:	8/2	STR:	7/2	BODY:	6/2
INT:	5/5	WILL:	5/4	MIND:	3/3
INFL:	6/2	AURA:	3/2	SPIRIT:	6/3
INITIATIVE:	21/9	HERO POINTS:			40

- **Powers:** ' *Man-Bat only*
  Extended Hearing: 3, Flight: 6, Sonar: 10*
- **Skills:** # *Man-Bat* ' *Langstrom*
  Acrobatics: 8#, Gadgetry: 4*, Scientist: 4*, Thief (Stealth): 6#
- **Advantages:** # *Man-Bat* ' *Langstrom*
  Genius*; Lightning Reflexes#; Scholar (bats)*
- **Drawbacks:** *Man-Bat only*
  Serious Irrational Attraction to protecting his daughter while in Man-Bat form; Strange Appearance
- **Alter Ego:** Kirk Langstrom
- **Motivation:** Seeking Justice
- **Occupation:** Museum Curator
- **Wealth:** 4
- **Height:** 6'1"
- **Weight:** 201 lbs.
- **Hair:** Brown
- **Eyes:** Brown



Kirk Langstrom was a museum employee who specialized in the study of bats. He felt that by distilling some glandular extracts from live bats he could develop the ultra-sensitive hearing bats possess. He dosed himself with the extracts and metamorphosed into the Man-Bat! His arms became wings, his ears pointed, his voice high-pitched, his

eyes photosensitive, and his hearing quite acute. *(Secret Origins #39)* Later, his fiancee, Francine Lee, used the extracts to make her like her lover—presenting the Batman with twice as much trouble as only one Man-Bat creature.

The Man-Bat did not oppose the Batman as much as he fought around him to get the materials he needed to make an antidote for his condition. The Batman managed to dose both Langstrom and Francine with enough antidote to initiate a cure, but they have to take pills each and every day to keep their condition from again changing them into human bats.

For a short time Man-Bat pursued a career as a detective and crime-fighter, but he returned to his studies because it provided a bit more stability for his family. Still, the stress of work and the severe illness and near-death of his daughter Rebecca, unhinged Langstrom and he changed into Man-Bat again.

Perhaps the most dangerous aspect of Man-Bat, aside from his abilities at night and his tremendous strength, is his knowledge of the Batcave's location. He has roosted there on two separate occasions and has visited at least one other time. Luckily, Kirk Langstrom remembers little of his adventures as Man-Bat, which means the Batman's secret is safe. (During his detective career, Langstrom had more control over the change and retained his intelligence in his Man-Bat form.)

The Man-Bat is something of a wild card. The stories featuring him are ones that have a very mysterious feel to them and that take the Batman into a realm full of terror. The Man-Bat's strength and agility challenge the Batman in ways none of his human foes could ever manage. The Man-Bat is not evil, just obsessive about his wife and daughter.

When Kirk Langstrom becomes the Man-Bat, locating him is not hard, but stopping him is. Like a bat, he has the ability to see when it is pitch black outside or inside, and the Batman has many times been hard set to outmaneuver such an advantage.

MISTER FREEZE

DEX:	4	STR:	3	BODY:	5
INT:	5	WILL:	6	MIND:	5
INFL:	4	AURA:	5	SPIRIT:	4
INITIATIVE:	13	HERO POINTS:			45

- **Skills:** Gadgetry: 9, Medicine: 6, Thief: 5, Weaponry: 6
- **Advantages:** Connections: Gotham Underworld (Low); Leadership; Scholar (cryogenics)
- **Drawbacks:** Fatal Vulnerability: Temperatures above 0 degrees Celsius at a Range of 0 APs
- **Equipment:** **CONTAINMENT SUIT** [BODY: 8, Ice Production: 1] Misc. Drawback: Ice Production can only be used to keep Mr. Freeze's body temperature below 0 degrees Celsius. **Ice Gun** [BODY: 5, Ice Production: 12, R#: 2]
- **Alter Ego:** Unknown
- **Motivation:** Psychopath
- **Occupation:** Criminal
- **Wealth:** 5
- **Height:** 6'0"
- **Weight:** 195 lbs.
- **Hair:** None
- **Eyes:** Blue

Mr. Freeze began his career as Mr. Zero. While developing his Ice Gun, Zero accidentally became saturated by a freezing solution which made any temperature above 32 degrees Fahrenheit unbearable for him. In an early conflict, a steambath appeared to have cured him, but the cure did not last.

A brilliant scientist, Mr. Freeze created an armored suit that refrigerated his body and kept it comfortable. His headquarters are also kept very cool—so cool, in fact, that his henchmen wear winter clothing most of the time. His Ice Gun is capable of freezing people solid, by apparently condensing the moisture of the air around them. The effect is not always fatal, which is fortunate because Mr. Freeze's marksmanship is not his strongest point.

Mr. Freeze is somewhat of a tragic figure in that he is obviously more educated and intelligent than most of the criminals in Gotham City, but his affliction keeps him isolated from society. He is torn between his desire for revenge against society, which he blames for his condition, and an icy fury toward the Batman, for constantly frustrating his plans. He uses his vast knowledge of cryogenics in his crimes, by simply shooting others with his Ice Gun, or using the extreme cold to shatter buildings and other inanimate objects. He once created "ice zombies" that followed his every whim and sunk Gotham into a mini-Ice age.

Despite his strange condition, Mister Freeze is a fairly straightforward villain. While his crimes do use cold technology, he offers no clues to the Batman before he strikes. He uses his ill-gotten gain to give himself the things that his affliction keeps from him, such as companionship. While he is a cut above Clayface or the Scarecrow in his abilities, he is considered to be a minor leaguer in the ranks of Batman's enemies.

POISON IVY

DEX:	5	STR:	3	BODY:	4
INT:	8	WILL:	8	MIND:	4
INFL:	9	AURA:	8	SPIRIT:	8
INITIATIVE:	22	HERO POINTS:			55

- **Powers:** Plant Control: 8, Plant Growth: 6, Poison Touch: 5, Systemic Antidote: 8
- **Skills:** Acrobatics (Climbing): 8, Charisma: 10, Martial Artist: 5, Gadgetry: 6, Scientist: 6
- **Advantages:** Attractive; Connections: Arkham Asylum (Low); Scholar (horticulture, poisons)
- **Drawbacks:** Serious Irrational Attraction to the Batman, Serious Psychological Instability
- **Alter Ego:** Pamela Lillian Isely
- **Motivation:** Psychopath
- **Occupation:** Botanist
- **Wealth:** 4
- **Height:** 5'2"
- **Weight:** 100 lbs.
- **Hair:** Brown
- **Eyes:** Green

Pamela Isley grew up in Seattle, the only daughter of somewhat rich parents. Considering herself ugly, she decided that if no one was going to bring her flowers, she would grow her own. And she did, surrounding herself with their warmth and beauty. She always wanted to be a botanist, and during college, studied under Jason Woodrue, who later became the Floronic Man. Apparently, he did some experiments on her, and transformed her into Poison Ivy. *(Secret Origins #36)*

Poison Ivy first met Bruce Wayne at

a reception in Gotham City. She claimed that she was better than the current three top female villains, because her crimes had thus far gone undetected. After flirting with Bruce Wayne, Ivy thought that he was falling under her influence. She soon caused her three rivals to be turned over to the police in the hopes that this would endear her to the Batman. Later, she made a play for the Batman when she had captured him. The Caped Crusader pretended to be seduced, then captured her, earning her undying ire for having been able to resist her charms.

Poison Ivy has battled the Batman one-on-one and the Dynamic Duo on numerous occasions. At one point, in order to eliminate the Batman, Ivy transformed Ivor, a loyal confederate who loved her, into a plant/man-monster. *(Batman #344)* She also created a number of plant zombies, muck men with no minds, to help her destroy Gotham City by replacing it with a jungle. When the Batman pointed out that she is mad, she reminded him he is the one who has made her that way. She currently resides in Arkham Asylum.

Poison Ivy claims that she can make plants act like animals and make animals into plants. Her crimes tend to deal with special hybrid plants she has created. She is one mixed-up individual who insists that her mentor, Jason Woodrue, "killed" Pamela Lillian Isely and replaced her with Poison Ivy.

The most dangerous aspect of Poison Ivy is her ruthlessness. Years of frustration have welled up and she has attempted time and again to kill the Batman during battles.

Ivy is an accomplished combatant, but regularly employs poisoned darts, either hand thrown or blowpipe launched. She also has a vine that acts variously as a lasso, whip or garrote. The vine often has thorns, and if Ivy were to ever put poison or anesthetic on these, she will become truly dangerous.

Ivy's motivations are not really clear. Originally she sought recognition and money. When the Batman thwarted her grandest plans, she slipped into madness and launched a campaign to destroy Gotham City. She consistently uses plants in her crimes and, if not for her desire to prove herself a criminal genius, she could make a fortune producing hybrid fruits and vegetables.

THE REAPER

DEX:	8	STR:	4	BODY:	4
INT:	10	WILL:	10	MIND:	10
INFL:	8	AURA:	7	SPIRIT:	7
INITIATIVE:	28	HERO POINTS:			80

- **Skills:** *'linked*
  Charisma: 8*, Detective : 10*, Gadgetry: 8, Martial Artist: 8*, Military Science: 10*, Thief: 8*, Weaponry (exotic): 10
- **Advantages:**
  Area Knowledge (Gotham City); Connections: Street (High), Underworld (High); Iron Nerves; Intensive Training; Lightning Reflexes; Sharp Eye
- **Drawbacks:**
  Age; Catastrophic Rage; Minor Psychological Instability; Catastrophic Irrational Attraction to entering Killing Combat against criminals
- **Equipment:**
  BODY ARMOR [*BODY: 8*]
  Scythes (x2) [BODY: 4, AV: 6, EV: 6, Ammo: 10, Claws: 12]
- **Alter Ego:** Judson Caspian
- **Motivation:** Psychopath
- **Occupation:** Vigilante
- **Wealth:** 9
- **Height:** 6'4"
- **Weight:** 225 lbs.
- **Hair:** White
- **Eyes:** Black

Much like Bruce Wayne, Judson Caspian experienced the loss of a loved-one at the hands of a criminal. A burglar shot and killed his wife, Mary Rachel Caspian, and wounded Judson when he was escaping. A distraught and angered Judson Caspian vowed to avenge his wife's senseless murder. Approximately 30 years before the appearance of the Batman, Caspian took the costumed identity of the Reaper, and set out on his quest.

Like the Batman, the Reaper patrolled Gotham City at night, but unlike the Caped Crusader, he did so mercilessly, stalking and killing all criminals in his path. Although the Reaper's actions were illegal, they caused a definite decline in Gotham's crime rate, but once the Reaper emigrated to Europe, police corruption and his absence once again brought Gotham's criminals out in full force.

Judson Caspian recently returned to Gotham City. After walking the streets one night and seeing how dangerous they had once again become, Caspian went home and removed his vigilante costume from its hiding place. He set out to make Gotham City a "safe place," and immediately confronted and killed a group of muggers. Commissioner Gordon made the Batman aware of the Reaper's return, and the Dark-night Detective soon came face to face with the murderous vigilante. Unfortunately, the Batman was nearly killed by the Reaper's gunfire and decided to resort to the Reaper's tactics. *(Detective #575)*

At the same time Bruce Wayne was practicing his marksmanship, he was dating and falling in love with Rachel Caspian, the Reaper's daughter. Rachel planned to enter the convent but was confused by Bruce's attentions. It wasn't until after the Batman's final confrontation with her father that Rachel made her decision. For the Reaper learned the secret identity of his rival and decided that the Batman/Bruce Wayne would be a worthy successor. The Reaper let himself fall to his death, and Rachel Caspian went through with her plan to join the convent in order to make amends for her father's evil ways. *(Detective #578)*

The Reaper was nearly the Batman's equal in every way. He had no above-human abilities, but was a superb athlete, acrobat and combatant. His costume consisted of a cloak covering red, leather armor, two razor-sharp scythes worn over his hands, and a skull-like mask to conceal his identity. His scythes contained guns which could be taken out and used separately, if necessary.

The Reaper did not have any faith in the law. He sought justice like the Batman does, but his view of justice was death for wrong-doings. Everything he did, he claimed he did out of love for his daughter and his deceased wife. If not for this warped concept, Judson Caspian would have been a normal man.

TALIA

DEX:	8	STR:	4	BODY:	5
INT:	6	WILL:	7	MIND:	7
INFL:	8	AURA:	8	SPIRIT:	8
INITIATIVE:	26	HERO POINTS:			75

- **Skills:** *'linked*
  Artist (Actor): 6, Martial Artist: 8*, Medicine: 9, Thief: 6, Vehicles: 6, Weaponry: 8*



- **Advantages:** Connections: Batman (High), Brotherhood of the Demon (High), Terrorists/Mercenaries (High); Iron Nerves; Lightning Reflexes; Rich Family (Ra's al Ghul); Scholar (medicine)
- **Drawbacks:** Serious Irrational Attractions to the Batman and to following her father's wishes
- **Equipment:**

  Cross Bow [BODY: 4, EV: 5, R#: 2] Misc. Drawback: One phase (0 APs) must be spent reloading the Bow each time after it is fired.
- **Alter Ego:** None
- **Motivation:** Thrill Seeker
- **Occupation:** N/A
- **Wealth:** 10
- **Height:** 5'8"
- ***Weight:*** *120 lbs.*
- **Hair:** Brown
- **Eyes:** Brown

The daughter of Ra's al Ghul first appeared as a hostage to a former partner of Ra's al Ghul. Dr. Darrk had kidnapped her from the University of Cairo where she was studying medicine. The Batman rescued her from Dr. Darrk, and she rewarded him by killing Darrk before Darrk could slay the Batman. The villain did not heed her warning to move away from the Batman, saying, "I doubt [you'll shoot] my dear! You're far too sweet . . ." He was the last criminal to make that error in judgment. *(Detective #411, Saga of Ra's al Ghul #1)*

Talia knows the Batman's secret identity, although how she learned it is not quite clear. While tending wounds he had suffered in an encounter with Darrk's henchmen, *Talia removed the Batman's cowl and* saw Bruce Wayne's face. She admitted that he looked familiar, but the Batman quickly replaced his mask, claiming, "I feel . . . undressed without it!" *(Detective #411, Saga of Ra's al Ghul #1)* Chances are excellent that she did recognize him but, being every bit her father's daughter, concealed that information for later use.

Since that time, Talia has encountered the Batman on numerous occasions. Her father kidnapped Robin in order to test the Batman and once again bring him in contact with Talia. Later, the two met when Talia believed that her father had been killed by one of his technicians. She planned to kill the traitor, but the Batman stopped her in time.

There is no doubt that Talia loves the Batman. Each time the two have met, she has thrown herself at him, demanding a kiss. In her single appearance since the reworking of the Batman's origin, they still have their previous history behind them, but the Batman recoiled when she called him, "Beloved." Still, he saved her life after she had been poisoned by the Penguin. Talia certainly has an appeal for the Batman—both physical and intellectual—and because she knows and accepts his secret identity, she is able to share more of his life.

Although Talia's first appearance suggests she is an innocent young woman, caught between her father and a foe, her later appearances quickly dispel this impression. She is shown over and over again to be competent in combat and tricky. She cannot bring herself to fight against the Batman because she loves him. At the same time she is willing to incapacitate him to let her father escape, or to prevent her father from killing the Batman.

Talia vacillates between being an independent agent out for herself and a minion of her father. In one encounter, she ran afoul of the Penguin as she was trying to steal the same treasure he had his sights set on. *(Batman #257)* She claimed her aim was to get the money needed to spring her father from jail and rebuild his empire, but this did not stop her from helping the Batman and Robin foil the Penguin's plot. After that, she helped the Batman oppose her father in most of their other meetings, although she does *give the impression that she shields* her father from his arch-nemesis, and vice versa.

Batman Classic Bits



Welcome to the first of our "Classic Bits" series. From now on, every one of our sourcebooks will feature some Classic Bits to better show how to incorporate into the **DC HEROES Role-Playing Game** *some of the vintage scenes that occur over and over again in the pages of the DC Comics. Since the Batman has been around for such a long time, he has accumulated a lot of "Classic Bits." Here are the best of them.*

Criminals are a **Cowardly** and **Superstitious** Lot

You've seen this one millions of times. The scene is a dark street corner in Gotham City. A gang of muggers has just moved in on an innocent passerby, when a huge bat sillhouette suddenly dances over the pavement. The criminals are nearly frightened to death as the Batman descends upon the evil-doers from an upper story of a nearby office building. Or, how about this one: a big city crime boss and his cronies are busy dividing up the loot from their latest escapades when the Caped Crusader suddenly comes smashing in through a convenient window, casting his horrifying shadow upon them from above.

These are obviously Intimidation attempts as per the **DC HEROES** Second Edition *Rules Manual*, but the Batman's dramatic flare and striking costume give him a unique edge. In game terms, the Batman receives a -1 Column Shift Bonus to the Opposing Value of any Intimidation attempt he makes, as long as the attempt meets all the following criteria: 1) the Batman is in costume, 2) it is dark, and 3) the Batman takes his enemies by surprise. Any and all targets of such an Intimidation effort are allowed an opportunity to spend 5 Hero Points to nullify the Batman's Column Shift Bonus.

Tell Me **the** Truth, **Bruce.** Are **You** the **Batman?**

In order to play the role of a top socialite to the hilt, Bruce Wayne must keep up relations with a wide variety of women in order to ensure that his name keeps getting into all of the right society columns. Occasionally, one of Bruce's escorts recognizes him as the Batman by comparing voices, eyes, or other facial features.

In game terms, Bruce must go out on some sort of date each and every week, or he loses 5 Hero Points. During each of these dates, make a Perception Check for Bruce's escort against an OV/RV of 12/12. If the escort earns 1 or more RAPs, she somehow connects Bruce Wayne with the Batman, and the Gamemaster should work with the Batman Player to begin an immediate Secret Identity Subplot.

Closely related is the Classic Bit in which Bruce Wayne agonizes over whether or not he should retire from Caped Crusading in order to marry the latest love of his life. The Batman Player receives *double* the standard subplot Hero Point award for any Romantic Subplot during which he temporarily resigns as the Batman, only to return to crimefighting later in the adventure due to an unfortunate set of circumstances. The Batman can only conduct one such Subplot per game year.

Petty Thief **Craps** Out

How many times have you seen this one: a scared kid pulling off his first crime (usually something like stealing a hubcap) looks over his shoulder to find the Batman standing over him. Frightened to death by the incident, the kid runs away and swears off crime forever.

Any first time petty criminal that is Intimidated by the Batman with RAPs equalling or exceeding three times his SPIRIT is so scared that he instantly goes straight for life. If the Batman then tries to bring in one of these rapidly reformed criminals, however, he automatically loses 10 Hero Points for wasting the court's time and failing to provide the kid with a second chance.

Target: Bruce **Wayne**

One of the Batman's favorite ploys is to use Bruce Wayne and his wealth as a trap to ensnare criminals. Suppose, for example, that the Penguin was on the loose in Gotham City. As Bruce Wayne, the Batman is then likely to purchase some sort of expensive bird statue or artifact which he would then dispose of during a highly publicized charity auction, hoping to lure the Penguin out of hiding.

The **DC HEROES** rules are already set up to handle these sorts of situations. In order to purchase the statue, Bruce must make a Wealth roll. Getting the media to publicize the charity auction requires a Connection with the press or a successful Persuasion roll (upon that paper's society editor). And after word of the auction is out, the Penguin must roll against his Irrational Attraction to birds and bird motif crimes in order to determine whether or not he will attempt to steal the statue. Unless other circumstances warrant it, the Gamemaster should award the Batman the extra Standard Award for protecting the innocent whenever he adopts this tactic, since setting himself up ensures that no innocent bystanders will be victimized.

Robin Learns **a** Lesson

Frequently, the Batman would single out an easy case and let Robin handle it on his own, buying the Boy Wonder some invaluable experience. The Batman automatically receives 5 Hero Points for any such adventures that Robin successfully completes, and Robin receives an extra Standard Award for completing each solo case. If Robin fails to complete the case or takes any Killing Damage during such an adventure, however, the Batman automatically loses one half of all his accumulated Hero Points.

In fact, each and every RAP of Killing Damage that Robin sustains during *any* adventure costs the Batman 10 Hero Points. If the Batman ever prohibits Robin from participating in a case that the Caped Crusader feels is too dangerous, but Robin goes ahead and joins in against his mentor's will, the Boy Wonder receives an extra Standard Award for the adventure, as long as he sustains no Killing Damage throughout the case and he and the Batman defeat the villain(s).

That Bruce **Wayne,** What **a** Nice **Guy!**

Bruce Wayne also frequently calls upon his vast wealth to help reform the villains encountered by the Batman, and to assist the down-trodden that are victimized by their activities. Wayne has been footing the bill for the Joker's psychiatric care for years, for example, and he frequently attempts to reform the Clown Prince of Crime's thugs by securing them jobs with one of his many holding companies after the thugs are released from jail.

In game terms, treat any such actions as normal charitable contributions (see the *Rules Manual*, p. 44).

Escape Through **Crime** Alley

And finally, even though the general public is unaware of the Batman's special weakness in Crime Alley, every so often a thug will blunder upon it, forcing the Batman to give chase across the scene of his parent's death. The Gamemaster should throw this one at the Batman Player every once in a while, in order to give the Batman a chance to overcome his Traumatic Flashbacks Drawback and look heroic.

Batman Genres

This section is dedicated to the different Genres that have been featured over the course of the Batman's history. It will allow play in whatever style of Batman storytelling your Players prefer. (For more information on Genres, see *Appendix B* of the *Rules Manual* found in the second edition of the **DC Heroes Role-Playing Game**.) Over the fifty-year span of his career, the Batman has undergone many changes. The progression has been roughly as follows:

Genre: 1930's pre-Robin era
Killing Combat: Yes
Hero Points: 1 Column†
Pushing: 4 APs
Recovery: 24 hours
Other: C, D, E

When the Batman was originally created by Bob Kane, he was a grim vigilante who took the law into his own hands. The Batman acted as judge, jury and sometimes even executioner. In some adventures, he carried a gun that he used to dispatch his enemies. *(Detective #33)* Later, stories changed this facet of the Batman character, going so far as to give the Caped Crusader a pathological prohibition against the use of firearms. *(Detective #65)*

Genre: 1940's—1960's "fun" Batman era
Killing Combat: No
Hero Points: Unlimited
Pushing: Unlimited
Recovery: 12 hours
Other: None

By the time the Batman's boy partner Robin made his first appearance *(Detective #38)*, the Batman comics took on a much lighter tone. The next few decades featured wacky villains (such as Dr. Double X, the Maestro, and Doctor No Face, just to name a few), improbable story lines (the Jungle Batman, the Batman of the Future, the baby Batman, and so on), an array of Bat-buddies (like Batwoman, Bat-Girl, Bat-Mite, and our favorite, Ace the Bat-Hound), and inevitable climactic battles atop huge, fully functional facsimiles of home appliances. This fun genre was so popular that it lasted over three decades.

Genre: 1970's Darknight Detective era
Killing Combat: No
Hero Points: 1/2*
Pushing: 4 APs
Recovery: 24 hours
Other: C, D

In the late sixties and early seventies, much of the dead weight that had accumulated around the Batman mythos was shed. Writers, artists, and editors collaborated on a "new look" for the Batman that would remake him into the dark creature of the night his creators had originally envisioned. *(Detective #327)* New levels of psychological complexity were added, as the darker side of the Batman was explored. Robin grew up a bit, and became known as the Teen Wonder, thus allowing the series to reflect the clash of generations that was actually taking place during the sixties. Robin eventually went off to college, joined the Teen Titans and left the Batman as a solitary crimefighter for the first time since the thirties. *(Batman #217)*

In the seventies, the Batman functioned as a solo operative in cases that, while they often featured the Batman's traditional costumed foes, were more firmly based in real world perspectives. For instance, instead of being just another zany crook, the Joker was portrayed as a chilling psychopathic killer. *(Batman #251)* Issues such as drug abuse, homelessness, and street violence began to be addressed in the comics' pages.

Genre: 1980's "serious tone" Batman era
Killing Combat: Yes
Hero Points: 2 Columns*†
Pushing: 2 APs
Recovery: 36 hours
Other: B, C, D

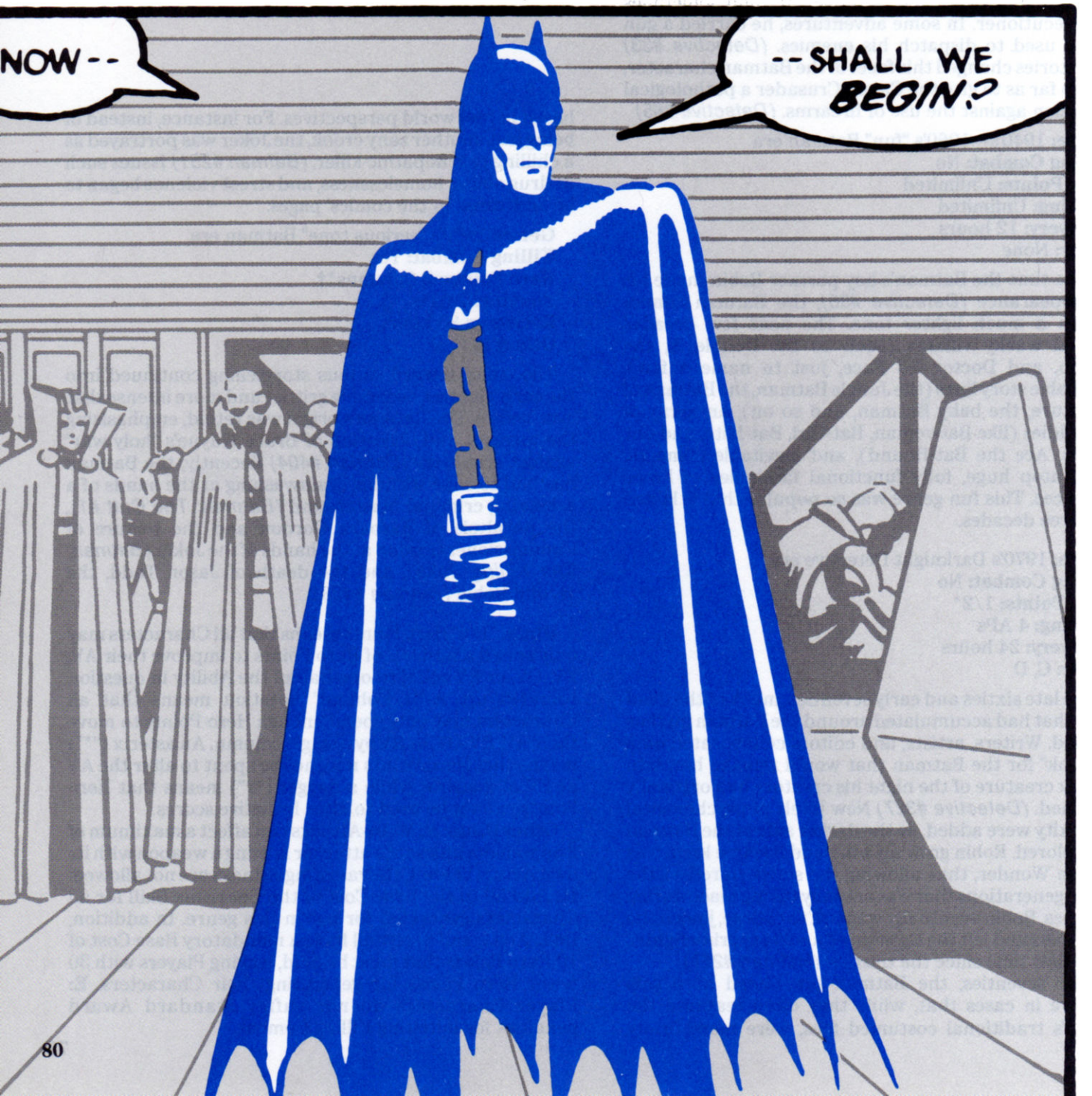
The trend toward serious storytelling continued into the early eighties, becoming grittier and more intense that ever before. The Batman's origin was retold, emphasizing the torment and obsession of Bruce Wayne's "holy war" against criminals. *(Batman #404)* Recently, the Batman has had to cope with his brainwashing at the hands of a scheming criminal mastermind *(Batman: The Cult #1)*, the paralysis of Barbara Gordon and the torture of Commissioner Gordon at the hands of the Joker *(Batman: The Killing Joke)*, and the death of Jason Todd, the second Robin *(Batman #428)*.

Hints: "1/2" Hero Points means that all Characters may only spend a number of Hero Points to improve their AV, EV, OV, or RV equal to one-half of the Ability in question rounded up. A "1 Column" notation means that all Characters may only spend enough Hero Points to move their AV, EV, OV, or RV by a single column. An asterix ("*") means that Hero Points may not be spent to alter the AV or EV of gadgets; while a dagger ("†") means that Hero Points cannot be used to alter Initiative scores.

Other Hints: B: Multi-Attacks can affect a maximum of 2 opponents unless the attacker is using a weapon with its own Acting Value. **C:** Devastating Attacks are not allowed. **D:** Add 50 to the Base Cost of the Charisma Skill for all Characters generated for use in this genre. In addition, INFL, AURA, and SPIRIT all have a mandatory Base Cost of 10 Hero Points that must be paid, leaving Players with 30 fewer Hero Points for generating their Characters. **E:** Player Characters do not suffer Standard Award penalties for initiating Killing Combat.

DOUBLE JEOPARDY

A **One-On-One** Adventure
featuring the **Batman**



Gamemaster's Introduction

The arch-villain Two-Face is on the loose again and is about to put into motion his most devious plan ever. Tomorrow, the President of the United States and the General Secretary of the Soviet Union will be together in Gotham City for a summit meeting. Later in the evening, the two heads of state will be making a public appearance at Gotham's famous Manchester Viaduct racetrack, where a Russian-bred horse will be racing for the first time in U.S. horse racing history. Two-Face plans to create a distraction at the track by convincing the authorities that an attempt is going to be made against the two heads of state. In the confusion, Two-Face's men will make off with the Russian horse, holding him for a double ransom of 2,000,000 dollars and 2,000,000 rubles.

Realizing that he is sure to come into conflict with his old nemesis the Batman, Two-Face has concocted the following scheme of deception and misdirection. His men will perform two simultaneous robberies, with orders to leave behind clues that will implicate Dumfree and Deever Tweed, a pair of identical twin cousins formerly known as the criminals Tweedledee and Tweedledum. The Tweeds are now reformed, and have gone into business as the managers of a rock and roll duo known as "Mr. Atom and the Warhead." Mr. Atom and the Warhead are in fact robots that the Tweeds bought at a government auction and reprogrammed to perform heavy metal "robot rock."

In this adventure, the Batman must try to uncover the truth behind Two-Face's attempts to discredit the innocent Tweeds in time to prevent the abduction of the prize race horse, or rescue the animal from the villain's clutches. The adventure begins as the Batman sights a robbery in progress during his regular nightly patrol of Gotham City.

Player Characters

This scenario is intended as a One-On-One adventure for the Batman. However, if the GM wishes to have it take place before the demise of Robin the Boy Wonder, he can do so simply by increasing the number of henchmen available to support Two-Face in the later encounters. It is not suggested that the adventure be played by more than two Players.

THE BATMAN

DEX:	10	STR:	5	BODY:	6
INT:	12	WILL:	12	MIND:	12
INFL:	10	AURA:	8	SPIRIT:	10
INITIATIVE:	36	HERO POINTS:			150

- **Skills:** **linked*
  Acrobatics: 10*, Artist (Actor): 8, Charisma: 12, Detective: 12*, Gadgetry: 12*, Martial Artist: 10*, Military Science: 5, Scientist: 12*, Thief: 10*, Vehicles: 10*, Weaponry: 10*
- **Advantages:**
  Area Knowledge (Gotham City); Connections: Arkham Asylum (High), Gotham City Prison (High), Gotham City Police Department (High), Gotham University (High), Justice League International (High), Superman (High), Street (High); Connoisseur; Genius; Intensive Training; Iron Nerves; Leadership; Lightning Reflexes; Sharp Eye
- **Drawbacks:**
  Catastrophic Irrational Attraction to Justice; Secret Identity; Traumatic Flashback (Crime Alley)
- **Equipment:** (see *Equipment*)
  Batarang w/Rope
  Bat-call
  Bat-Rebreather
  Bat-Torch
  Infrared Flashlight & Bat-Goggles
  Micro-Cassette Bat-Recorder
  Miniature Bat-Camera
  Plastic Bat-Explosives (x6)
  Razorwings (x8)
  10 AP ACD Omni-Gadgets (x3)
- **Alter Ego:** Bruce Wayne
- **Motivation:** Seeking Justice
- **Occupation:** Billionaire Playboy
- **Wealth:** 20

Hostile Non-Player Characters

TWO-FACE

DEX:	5	STR:	4	BODY:	4
INT:	6	WILL:	6	MIND:	4
INFL:	7	AURA:	4	SPIRIT:	7
INITIATIVE:	18	HERO POINTS:			70

- **Skills:**
  Charisma: 5, Martial Artist: 6, Thief: 7, Vehicles: 6, Weaponry: 7
- **Advantages:**
  Connections: Underworld (High); Leadership; Scholar (law)
- **Drawbacks:**
  Catastrophic Irrational Attraction to making all decisions by flipping Coin; Serious Psychological Instability
- **Equipment:**
  Coin [BODY: 1] Two-Face's Coin is a two-headed silver dollar. One of its faces is scratched and scarred, the other side is pristine. Two-Face makes all his decisions by flipping this Coin, with the scarred side indicating evil, and the clean side indicating good.
  .22 Pistol [BODY: 3, AV: 6, EV: 6, Ammo: 6, R#; 2]
  DIRIGIBLE [STR: 7, BODY: 7, Flight: 8, Heat Vision: 8, R#: 2] Two-Face's gang has stolen this dirigible and armed it with an industrial laser, also stolen. The dirigible seats fifteen passengers, including the pilot and navigator. Two-Face selected this vehicle because it is inflated with helium, which has an Atomic Number of 2.
- **Alter Ego:** Harvey Dent
- **Motivation:** Psychopath
- **Occupation:** Former D.A./Criminal
- **Wealth:** 6
- **Background:** see p. 60
- **Role-Playing:**

Two-Face, ironically enough, has two obsessions. The first is his overwhelming preoccupation with the number two, and the other is a pathological habit of making every decision by flipping his two-headed coin. Various elements of this adventure's storyline are designed to reflect the villain's first characteristic: two crimes are committed simultaneously, the victims whom Two-Face has chosen to distract the Batman are identical to one another, his henchmen consist mostly of twins, etc.

In order to simulate Two-Face's habitual coin-tossing, it is recommended that the Gamemaster locate a coin and keep it handy during game play. A silver dollar would be ideal, but a quarter or dime will certainly do just as well. Consider "heads" to be the pristine side of the coin, and "tails" to be the scarred side. When role-playing Two-Face, the GM should toss this coin whenever the criminal must make a life-or-death type decision, and abide by its results. Specific situations where this is recommended are noted in the text.

For instance, if the Batman corners Two-Face in his hideout while the villain has his .22 pistol drawn, the GM decides that Two-Face should flip to see if he blasts away at the Batman or if he gives himself up. The GM tosses the coin, and if "heads" comes up, Two-Face will give in to the Caped Crusader; if "tails" appears, Two-Face fires his gun. Tossing the Coin never counts as one of Two-Face's Actions in a phase. It is up to the GM to determine when the coin should be flipped, if at all, and the coin should never be allowed to overrule major plot events.

Two-Face's Henchmen

CHARLEY & EDDIE STARK

DEX:	3	STR:	2	BODY:	3
INT:	3	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	8	HERO POINTS:			10

- **Skills:**
  Vehicles: 3, Weaponry: 4
- **Advantages:**
  Connections: Two-Face (High), Underworld (Low); Scholar (knives)
- **Equipment:**
  Knives [BODY: 3, EV: 4]
- **Motivation:** Mercenaries
- **Occupation:** "Muscles-for-hire"
- **Wealth:** 4
- **Background:**

Charley and Eddie Stark are a pair of underworld mercenaries who specialize in knives. According to their reputation, a knife in either of the pair's hands is deadlier than a machine gun. They are so confident in their abilities that they disdain the use of any other kind of weapons. They were recruited for Two-Face's gang because of their skills, and of course, because they are identical twins.

- **Role-Playing:**

The Stark brothers' favorite move is to approach their enemies from two sides. Just before moving in for the kill, the brothers exchange knives by throwing them around their opponent to each other, and then attacking in one fluid motion. In game terms, the Starks should always declare a Team Attack in all combat situations.

CALVIN & CLIFFORD CLATE

DEX:	3	STR:	2	BODY:	3
INT:	3	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	8	HERO POINTS:			10

- **Skills:**
  Vehicles: 3, Weaponry: 3
- **Advantages:**
  Connections: Two-Face (High), Street (Low)
- **Equipment:**
  Saturday Night Special [BODY: 3, EV: 4, Ammo: 6, R#: 2]
  Switchblade [BODY: 3, EV: 3]
- **Alter Ego:** "C.C." & "Cliff"
- **Motivation:** Thrill Seekers
- **Occupation:** Street Gang members
- **Wealth:** 2
- **Background:**

C.C. and Cliff Clate spent most of their young lives as members of one of Gotham City's most notorious street gangs, the Rebels. They were hauled into jail one day on a minor offense, when they happened to cross paths with Two-Face, who had been arrested by the Batman that same day. When Two-Face began assembling his latest gang, he remembered the youthful twins and recruited them as muscle. The twin punks now wear clothes that are divided down the center into two separate patterns, which they regard as their new gang colors.

- **Role-Playing:**

C.C. and Cliff are typical members of big city street gangs. They refer to other members of their gang as "bloods," and all others as "homeboys," or "homes." They are always looking for a fight, and will assault anyone smaller than themselves for the most ludicrous of reasons. Under Two-Face's leadership, they feel that they have hit the big time and will soon be strong enough to start wiping out rival gangs.

BASIL & ROCKY GRIMES

DEX:	4	STR:	3	BODY:	3
INT:	3	WILL:	3	MIND:	2
INFL:	3	AURA:	3	SPIRIT:	2
INITIATIVE:	12	HERO POINTS:			15

- **Skills:**
  Martial Artist: 5, Weaponry (Melee): 5
- **Advantages:**
  Connections: White Dragon Karate School (Low), Two-Face (High), Underworld (Low), Street (Low); Lightning Reflexes
- **Drawbacks:**
  Minor Irrational Attraction: Kung fu movie memorabilia
- **Equipment:**
  Nunchuks [BODY: 2, EV: 5, R#: 2]
- **Motivation:** Mercenaries
- **Occupation:** Chop Socky Guys
- **Wealth:** 3
- **Background:**

The only thing that the Grimes brothers ever had in common besides their looks was their love for dubbed Oriental kung fu movies. They turned to petty crime to pay their way into karate school, and soon discovered that the martial arts techniques they were learning were a big help in their criminal endeavors. As their prowess increased, they came to the attention of a local syndicate boss, who referred them to Two-Face when word came down that the villain was recruiting twins for a new gang.

- **Role-Playing:**

The Grimes put on airs of being wise and powerful karate masters, but in fact, they have no knowledge of the true mental and spiritual discipline that goes along with the martial arts. They wear absurd black "ninja" outfits that look like they come straight out of a bad karate movie, and speak with phony Oriental accents, even though neither of them have ever been outside of Gotham City in their lives.

JOHN & JOE DOLAN

DEX:	2	STR:	3	BODY:	2
INT:	3	WILL:	3	MIND:	3
INFL:	2	AURA:	2	SPIRIT:	3
INITIATIVE:	7	HERO POINTS:			5

- **Skills:**
  Vehicles (Air): 5, Weaponry: 3
- **Advantages:**
  Connections: Two-Face (High), Dolan Aircraft (High), Underworld (Low); Scholar (balloons, dirigibles)
- **Equipment:**
  .38 Pistol [BODY: 4, EV: 6, Ammo: 6, R#: 3]
- **Motivation:** Mercenaries
- **Occupation:** Dirigible Pilots
- **Wealth:** 6
- **Background:**

The Dolans are the owners and operators of Dolan Aircraft, a small company that charters lighter-than-air craft for tourists, small businesses and advertising agencies. Since a

tragic crash that killed several passengers, the Dolans have been unable to find any customers, and the company is on the verge of collapse. In desperation, they agreed to help Two-Face in his kidnapping attempt by piloting the dirigible during the getaway.

- **Role-Playing:**
  The Dolans like to put on a show of being merely victims of circumstance, but they are really very slimy operators. They managed to cover up their own negligence that led to the crash that they blame for their problems, and did not hesitate to turn to crime when offered the chance.

BRANE TAYLOR & ELTON CRAIG

DEX:	3	STR:	2	BODY:	2
INT:	3	WILL:	3	MIND:	3
INFL:	3	AURA:	2	SPIRIT:	2
INITIATIVE:	9	HERO POINTS:			10

- **Skills:**
  Artist (Actor): 5, Weaponry: 2
- **Advantages:**
  Connection: Two-Face (High)
- **Motivation:** Thrill Seekers
- **Occupation:** Criminal Actors
- **Wealth:** 1
- **Background:**
  Brane Taylor and Elton Craig are typical actors: that is, they can't get any legitimate work. They are the only members of Two-Face's regular gang who are not twins, but Two-Face is letting this one slide, as the pair will be disguised as Tweedledee and Tweedledum for the duration of the adventure.
- **Role-Playing:**
  Taylor and Craig have made an extensive study of Tweedledee and Tweedledum, and their "method acting" is so complete that they will act just like the Tweeds (see following) up until the very moment that their disguises are removed. They will treat anyone who does not appreciate their performance as an "uneducated philistine."

"SHORTY" JACKSON

DEX:	4	STR:	2	BODY:	2
INT:	3	WILL:	3	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	9	HERO POINTS:			10

- **Skills:**
  Animal Handling: 3
- **Advantages:**
  Connections: Two-Face (High), Manchester Viaduct (Low), Street (Low); Scholar (horse racing)
- **Motivation:** Mercenary
- **Occupation:** Jockey
- **Wealth:** 2
- **Background:**
  Xavier "Shorty" Jackson was an up-and-coming professional jockey, who made the mistake of betting on races in which he was competing. He managed to get away with it for a while, but was found out and banned from professional riding. He was recruited by Two-Face and given plastic surgery to resemble Igor Denisovich Mojovsky, the jockey scheduled to be riding Nomyar Dva, the Russian horse. Before the race begins, Jackson will knock out Mojovsky and take his place.
- **Role-Playing:**
  Jackson is extremely jaded towards the horse racing community, and is gladly assisting Two-Face in his schemes. After he has delivered Nomyar Dva to the arch-criminal, he plans to collect his money and disappear.

Neutral Non-Player Characters

TWEEDLEDEE

DEX:	2	STR:	2	BODY:	2
INT:	5	WILL:	5	MIND:	4
INFL:	4	AURA:	4	SPIRIT:	3
INITIATIVE:	11	HERO POINTS:			25

- **Skills:**
  Artist (Actor): 5, Charisma: 5, Thief: 4, Weaponry: 4
- **Limitations:**
  The Tweeds can only use their Actor Subskills to convince people that they are one person.
- **Advantages:**
  Connections: Music Industry (Low), Underworld (Low)
- **Drawbacks:**
  Minor Physical Restriction: Obesity
- **Equipment:**
  MR. ATOM (see following)
- **Alter Ego:** Deever Tweed
- **Motivation:** Thrill of Adventure
- **Occupation:** Rock Band Manager
- **Wealth:** 5

TWEEDLEDUM

DEX:	2	STR:	2	BODY:	2
INT:	5	WILL:	5	MIND:	4
INFL:	4	AURA:	4	SPIRIT:	3
INITIATIVE:	11	HERO POINTS:			25

- **Skills:**
  Artist (Actor): 5, Charisma: 5, Thief: 4, Weaponry: 4
- **Limitations:**
  The Tweeds can only use their Actor Subskills to convince people that they are one person.
- **Advantages:**
  Connections: Music Industry (Low), Underworld (Low)
- **Drawbacks:**
  Minor Physical Restriction: Obesity
- **Equipment:**
  THE WARHEAD (see following)
- **Alter Ego:** Dumfree Tweed
- **Motivation:** Thrill of Adventure
- **Occupation:** Rock Band Manager
- **Wealth:** 5
- **Background:**
  Dumfree and Deever Tweed used to be known as Tweedledee and Tweedledum, a pair of confidence tricksters who used their amazingly similar looks to pull off a number of criminal operations. On one occasion, the pair managed to get themselves elected mayor of a small town, under the pretense that they were only one person. Fortunately, their deception was uncovered by the Batman and Robin, and the Rotund Rascals were sent to prison.

  The Tweeds served their time and were paroled for good behavior. Having learned their lesson, the identical cousins decided that they would go straight and find a legitimate means of getting rich quick. At a government auction, they managed to purchase a pair of surplus robots that had been recovered from some unknown villain's headquarters by some unknown hero. The Tweeds managed to repair the mechanical men and reprogrammed them to play awesome, mind bending, heavy metal "robot rock."

  Naming their android proteges "Mr. Atom and the Warhead," Tweedledee and Tweedledum managed to secure a record deal and started a nationwide music craze. They recently arrived in Gotham City for a series of performances at the Gemini Club, a very posh nightclub in the Neville neighborhood. They do not suspect that they will be framed for a series of crimes by Two-Face.
- **Role-Playing:**
  Even though they have given up their former lives of crime, the Tweeds still enjoy fooling people into believing that there is only one of them. This has been more difficult since their interview together on Rock TV, a nationwide music video channel, but they still try and pull off the scam once in a while, all in good fun.

The Tweeds live up to their roly-poly appearance by acting in a jolly, extroverted manner at all times. They laugh, they joke, they engage in bits of slapstick humor, and generally live it up. They do tend to get in friendly arguments with one another, however, most frequently over whose turn it is to give the rocking robots a tune up. These quarrels can get pretty noisy and physical, but they never do each other any real damage.

The Tweeds will panic when confronted by the Batman, since they remember the thrashing they got back from him in their criminal days. If the Caped Crusader makes any even remotely hostile move towards the Corpulent Duo, they will make a hasty retreat.

MR. ATOM

DEX:	5	STR:	9	BODY:	10
INT:	4	WILL:	5	MIND:	4
INFL:	3	AURA:	2	SPIRIT:	3
INITIATIVE:	12	HERO POINTS:			20

- **Reliability #:** 7
- **Powers:**
  Energy Blast: 8, Flight: 10
- **Skills:**
  Artist (Musician): 6
- **Advantages:**
  Connections: Tweedledee & Tweedledum (High), Music Industry (Low); Miscellaneous: Mr. Atom is immune to all forms of Character Interaction and Powers that affect emotions.
- **Drawbacks:**
  Innocent; Miscellaneous: Mr. Atom can be reprogrammed by anyone who receives 3 or more RAPs on a Gadgetry attempt against an OV/RV of 3/3. Mr. Atom must be rendered immobile to make this attempt.
- **Equipment:**
  Electric Guitar [BODY: 2, R#: 2]
- **Motivation:** Programmed
- **Occupation:** Rock Singer
- **Wealth:** N/A

THE WARHEAD

DEX:	5	STR:	9	BODY:	10
INT:	4	WILL:	5	MIND:	4
INFL:	3	AURA:	2	SPIRIT:	3
INITIATIVE:	12	HERO POINTS:			20

- **Reliability #:** 7
- **Powers:**
  Energy Blast: 8, Flight: 10
- **Skills:**
  Artist (Musician): 6
- **Advantages:**
  Connections: Tweedledee & Tweedledum (High), Music Industry (Low); Miscellaneous: the Warhead is immune to all forms of Character Interaction and Powers that affect emotions.
- **Drawbacks:**
  Innocent; Miscellaneous: The Warhead can be reprogrammed by anyone who receives 3 or more RAPs on a Gadgetry attempt against an OV/RV of 3/3. The Warhead must be rendered immobile to make this attempt.
- **Equipment:**
  Electric Bass [BODY: 2, R#: 2]
- **Motivation:** Programmed
- **Occupation:** Rock Singer
- **Wealth:** N/A
- **Background:**
  There once was a mad scientist who built a pair of robots in order to take over the world. He was defeated by a hero, and the robots were impounded by agents of the U.S. Government. Sometime later, those robots were purchased at an auction by Deever and Dumfree Tweed, who programmed them to play phenomenal, mind wrenching, heavy metal "robot rock." The Tweeds guided the pair of robots, now known as Mr. Atom and the Warhead, on a meteoric rise to the top of the music charts. They were recently brought to Gotham City to give a series of performances in support of their latest album, "This-Unit-Was-Born-To-Rock."
- **Role-Playing:**
  Mr. Atom and the Warhead's personalities vary according to their programming. They are utterly without emotion, speak in monotone and refer to themselves as "this unit." For instance, "This unit re-quires a fresh string for this unit's gui-tar" would be a typical example of their dialogue. Under the Tweeds' guidance, Mr. Atom and the Warhead think of little else besides data, motor oil, and rock and roll. When in public, the rocking robots will frequently be surrounded by a flock of groupies.

Friendly Non-Player Characters

COMMISSIONER GORDON

DEX:	3	STR:	3	BODY:	3
INT:	5	WILL:	4	MIND:	4
INFL:	4	AURA:	3	SPIRIT:	4
INITIATIVE:	11	HERO POINTS:			15

- **Skills:**
  Detective: 5, Martial Artist: 4, Vehicles: 2, Weaponry (Firearms): 4
- **Advantages:**
  Area Knowledge (Gotham City); Connections: Batman (Low), Gotham City Police Department (High), Mayor's Office (High); Leadership
- **Equipment:**
  .38 Automatic [BODY: 4, EV: 4, Ammo: 7, R#: 3]
- **Alter Ego:** James W. Gordon
- **Motivation:** Seeking Justice
- **Occupation:** Police Commisssioner
- **Wealth:** 5

SERGEANT HARVEY HAINER

DEX:	2	STR:	2	BODY:	2
INT:	3	WILL:	3	MIND:	3
INFL:	3	AURA:	2	SPIRIT:	2
INITIATIVE:	6	HERO POINTS:			10

- **Skills:**
  Detective: 2, Martial Artist: 3, Military Science: 3, Vehicles: 3, Weaponry (Firearms): 3
- **Advantages:**
  Connections: Gotham City Police Department (High)
- **Drawbacks:**
  Age; Minor Physical Restriction: Poor eyesight
- **Equipment:**
  BAT-SIGNAL (see p. 23)
  .38 Pistol [BODY: 4, EV: 6, Ammo: 6, R#: 3]
  Nightstick [BODY: 2, EV: 3, R#: 5]
- **Motivation:** Seeking Justice
- **Occupation:** Police Officer
- **Wealth:** 4
- **Background:**
  Harvey Hainer is a veteran member of the Gotham City Police Department with an outstanding record of service to the city. Due to a bullet wound he received in the line of duty earlier in his career, Hainer's eyesight has become steadily worse over the years. Rather than forcing Hainer into an early retirement, Commissioner Gordon assigned Hainer the relatively undemanding duty of watching over the Bat-signal on the roof of police headquarters.
- **Role-Playing:**
  Sergeant Hainer considers his duty as "guardian of the Bat-signal" a sacred trust. He reports to police headquarters every day just before nightfall, and remains at his post until dawn. Having listened in on many conversations between Commissioner Gordon and the Batman, Hainer considers himself a privileged member of the Caped Crusader's inner circle, even though the Batman usually doesn't pay him much attention.

Encounters

Encounter One: On Patrol

Setup

The adventure begins as the Batman spots a robbery in progress while he is on his nightly patrol of Gotham City. If Interrogated, the thugs may give the Caped Crusader some useful information. As he prepares to continue on his way, the Bat-signal flashes on the clouds above, summoning the Batman to police headquarters.

Player's Information

It's been a busy week, and you're relaxing by going out on a routine patrol of Gotham's trouble spots. After all the inconvenience you had bringing in the Penguin and the Riddler the past few nights, you're almost looking forward to simply cutting back on Gotham's street crime statistics a bit. After all, it pays to remind the scum that there is no crime too small for your attention. Helps to keep them in line. You've already interrupted two muggings tonight, foiled three burglaries, and—wait a second. Make that four burglaries. You hear an alarm sounding just three blocks away.

GM's Information

When the Batman arrives on the scene, he will find a small electronics store with a shattered window. A shrilling alarm fills the air, obviously coming from the damaged window. There are four street punks present, one standing guard outside holding a baseball bat, while the other three hastily rummage around inside the store for televisions and VCRs. They are members of C.C. and Cliff Clate's old gang, the Rebels. Each of the thugs is wearing gang colors and has the following statistics:

THE REBELS

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	6	HERO POINTS:			5

- **Skills:**
  Weaponry (Melee): 3
- **Equipment:**
  Bat [BODY: 2, EV: 3]
- **Alter Ego:**
- **Motivation:** Thrill Seekers
- **Occupation:** Gang Members
- **Wealth:** 2

The Batman can probably take care of these bozos by Intimidating them, but the Player may decide he needs the exercise and take them out physically. Once the thugs are subdued, he may also decide to Interrogate them, and can receive the following information on an Interaction Check:

RAPs	**Information Gained**
N	*"Aw man, homes, we's was just passin' by on our way to play ball when we hears this alarm and sees these dudes running away. We figured we ought to check to see if they stole anythin', y'know?"*
1	*"Hey homes, this is a bum rap: you're persecutin' us because we's un'er-priv'leged. So we decides to bust into a place 'cause all the cops is gearin' up for them bigwigs going to visit Manchester tomorrow night, so what? We does what we gots ta to survive, homes."*
2+	*"Give us a break, homes. C.C. and Cliff split, the fuzz is all over Manchester cleanin' up them streets before the Prez and that Russkie dude get there tomorrow night, so we just decided to have a little fun, y'know homes? After all, we never hurt nobody like them Tokes do! Shoot!"*

The Batman Player may decide to lecture the thugs about crime, gangs, or good citizenship. If he does, the gang will listen inattentively and make derisive comments among themselves. The GM should allow the Player to make up the Batman's speech, spontaneously responding with the gang's comments. After a few minutes, the GM should interrupt the Player in the middle of a speech and tell him that the Bat-signal has suddenly appeared on a cloud above.

The Player may opt to arrest the thugs without lecturing them. In this case, the Bat-signal will light up overhead as the Batman puts on the cuffs.

It is up to the Player to decide whether to take the thugs into custody or to let them go on their own recognizance. In any case, a police squad car will respond to the alarm several minutes after the Batman's arrival on the scene to take control of the situation.

When the Batman decides to go to police headquarters, play proceeds with **Encounter Two.**

Troubleshooting

The Batman may try to grill the Rebels for more information about what's going on in Manchester, about C.C. and Cliff, or about the Tokes. The gang will not be cooperative. All they will tell the Caped Crusader is that C.C. and Cliff were two of their "bloods" who recently quit the gang, and that the Tokes are one of their street gang rivals. All they know about Manchester is that the President of the U.S. and a Soviet official are going to be there tomorrow night, so the police are cracking down on crime in the area. If the Batman does not go to police headquarters, perhaps to go after the Tokes, he will receive an urgent radio message from Alfred informing him that Commissioner Gordon is most anxious to speak to him.

Encounter Two: Up On the Roof

Setup

After dealing with the Rebels, the Batman arrives at police headquarters in response to the Bat-signal. Commissioner Gordon and Sergeant Hainer have an unusual pair of crimes to report.

Player's Information

Police headquarters is not far away, so you are able to get there in just a few minutes. As you approach from the east, you see Gordon standing on the roof, facing towards the west. He always seems to be facing away from you when you arrive or leave; no wonder he's always startled by your comings and goings. As you silently land on the roof, Sergeant Hainer notices you and gives you a sly wink.

"Commissioner!" he announces, clearing his throat.

"What is it, Sergeant," grumbles the commissioner, turning around. He notices you and does a double take. Recovering quickly, he glowers at Hainer and hands you a manila folder.

"Got a couple of strange ones. Right up your alley."

GM's Information

This encounter is purely explanatory. The file Commissioner Gordon hands the Batman contains two police reports.

The first report gives the details of a robbery at the Glendale Institute of Technology, located in the neighborhood of the same name. Five men broke in with a crane and a truck and made off with a prototype for an industrial laser. The perpetrators are described as a roly-poly man in a garish suit (who appeared to be in charge), a street punk wearing a bizarre 50-50 outfit, an athletic man in a black ninja costume, a slender man wielding a pair of razor-sharp knives, and a man whose features were obscured by a 1920's style aviator's hat and goggles. The guards at the university were woefully underequipped to stop the criminals, who obviously knew exactly what they wanted and where it was located. By the time the police arrived, the gang had made a clean getaway.

The second report contains an account of the hijacking of a miniature dirigible from a hangar at Gotham International Airport. A witness claims that the hijackers entered the hangar and simply helped themselves to the dirigible that was stored there. The criminals are described as a roly-poly man in a garish suit (who seemed to be giving orders to the others), a street punk wearing a strange two-colored shirt and bandana, a largish man in a black ninja costume, a smaller man carrying a pair of razor-sharp knives, and a man whose face was obscured by an World War I style aviator's hat and goggles. They flew away in the dirigible before airport security could be summoned to stop them, and they flew low enough to escape detection by the radar in the control tower. The dirigible itself was privately owned, and was equipped to be able to carry fifteen people.

It should be obvious to the Player that the description of the criminals in the two cases are identical. At this point, the GM should allow the Player to make a Perception Check against an OV/RV of 5/5. If 7 or more RAPs are received, the Batman will notice that the reported times of the robberies are exactly the same: roughly 10:50 PM earlier tonight. It is now just after 11:30.

Gordon will inform the Batman that the description of the apparent ringleaders matches, in each case, the description of Dumfree and/or Deever Tweed, whom the Batman may recall as Tweedledee and Tweedledum. Gordon can also give an account of the Tweeds' parole, but is unaware of their activities since they left Gotham State Prison. Sergeant Hainer will mention that he thinks he saw his grandson watching someone who looked like the Tweeds being interviewed on Rock TV, the music channel, but he is not sure because he was not paying much attention at the time, and it was a couple of months ago.

Gordon will ask the Batman to take charge of this case, as his department is swamped with work in preparation for the visit of the President of the U.S. and the General Secretary of the U.S.S.R. the following day. If the Batman Player asks for details, Gordon will give him the particulars of the executives' agenda, including their planned appearance at the Manchester Viaduct racetrack.

Armed with the information about the two thefts, the Batman will most likely go to visit the scene of the laser heist, the hangar at Gotham International Airport or the Batcave to consult the Batcomputer. In each of these cases, play proceeds to **Encounters Three**, **Four** or **Five,** respectively. If the Player opts to do something else, see *Troubleshooting.*

Troubleshooting

In case the Player wants to investigate the street gangs, the GM should invent a few street crime-type encounters, using the street gang member statistics found in **Encounter One**. However, he should also selectively reduce the amount of clues that may be found during subsequent investigations (**Encounters Three, Four,** and/or **Five**), as the trail will be growing cold.

Encounter Three: One of Our Lasers Is Missing!

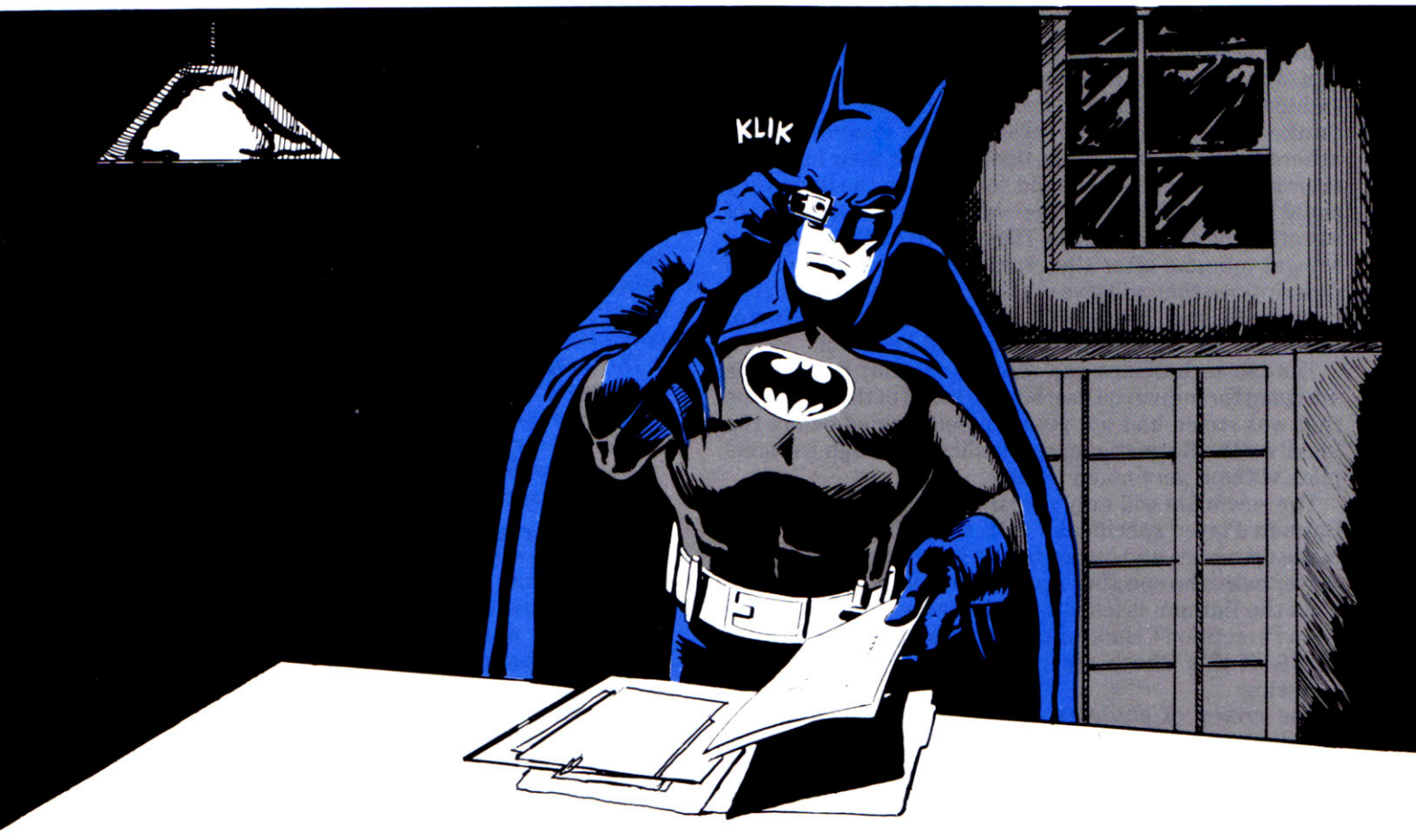
Setup

Acting on the information given to him by Commissioner Gordon in **Encounter Two**, the Batman goes to the Glendale Institute of Technology, one of the finest technical schools in the country. An experimental laser has been stolen.

Player's Information

The Glendale Institute of Technology is one of the most highly acclaimed institutions of technological education in the country. Its graduates are grabbed up by the likes of S.T.A.R. Labs and Lexcorp almost instantly upon graduation. But now they have a problem.

When you arrive at the Institute, you are met by Officer Robert Wood of the Gotham PD, who escorts you to one of the research buildings that are scattered about the campus. A crowd of students has gathered outside, but is being held back by the yellow tape of a police line. They are craning their necks in an effort to get a better view. An enthusiastic cheer goes up at your arrival. Officer Wood



takes you to the rear of the building, where the perpetrators forced their way into the building. This is obviously the scene of the crime.

You can tell at a glance that the metal service door to the laboratory in question was forced in by a piece of heavy machinery. It is bent almost completely out of shape, and its hinges are barely hanging on to the frame. A construction crane stands just outside the wrecked entrance, which Wood informs you the gang used to lift the laser into their truck. Inside the lab, there is a confused mess of broken machinery scattered about the room. The walls are lined with computer banks and analysis equipment. In the center of the lab lies a twenty-square-foot two-inch-thick steel plate, which has a circular hole burned through its center. A few police officers are picking through the ruins, while several others quietly interview four individuals wearing white lab coats.

GM's Information

The theft of the laser was carefully planned by Two-Face and executed by one-half of his gang. The criminals entered the Institute campus in a trailer truck by presenting false identification to the guard at the gate. Next, they commandeered the crane and used it to break into the lab and lift the laser out of the lab and into the truck. Once the laser was secure, they made a hasty retreat to Two-Face's hideout. Two-Face plans to mount the laser on the stolen dirigible (see **Encounter Four**) in order to use it in his diversionary action at the racetrack.

If the Batman receives up to 6 RAPs on a Detective Action Check against an OV/RV of 8/8 at the Institute, he will be able to reconstruct the events at the lab. If he receives 7 or more RAPs, he will also uncover a business card under the driver's seat in the cab of the crane. The card was planted in the cab to direct suspicion to the Tweeds and reads as follows:

Wonder Management Co.
"If you get a good gig, it's a Wonder!"

Deever Tweed, co-President (123) 555-6789

If the Batman Player receives 10 or more RAPs on his Detective Action Check, he will discover a small smudge of flesh-colored makeup on one of the control knobs in the cab of the crane. This smudge was carelessly left by Brane Taylor, who directed the operation while disguised as one of the Tweeds. If the Player is clever, he may deduce that one of the perpetrators of the crime was not what he seemed to be.

If the Batman Interrogates the individuals wearing lab coats, he will learn that they are, in fact, scientists who were working in the lab when the crime occurred. They will tell the Caped Crusader anything he wants to know;

no rolls are necessary. The researchers will give the following account of the crime: they were working late this evening, testing the limits of the laser, when the door suddenly smashed into the room. The crane rumbled in, flanked by several men brandishing weapons, who ordered them to drop to the floor and put their hands on their heads. The scientists did so. While on the floor, they could hear the gang using the crane to rip the laser out of its setting and out of the lab. They stayed on the floor until several minutes after the criminals had departed. The descriptions they will give of the criminals will match the ones the Batman got from Gordon. They place the time of the crime at roughly ten minutes until 11:00 PM.

The lab technicians can also reveal that the laser is designed for industrial use, but the limits of the prototype that was stolen had not yet been determined before the heist. As the Batman can see, it sliced through the steel plate without very much trouble.

The scientists will only reveal their information if the Batman Player specifically asks them. The GM should make up names and backgrounds for the scientists if the Player asks; the specifics are unimportant.

As the Batman is leaving the Institute, the GM should roll a Perception Check for the Player against an OV/RV of 16/16. If this Check receives positive RAPs, read the following:

The crowd of students around the Laser Research building has gotten larger as word of your presence has spread to the nearby dormitories and other student residences. They are shouting your name and yelling encouragement. One young man in particular wears his hair in a strange cone-shaped hairdo and is sporting a black T-Shirt depicting two robots playing guitars. The shirt's lettering reads "This-Unit-Was-Born-To-Rock." He gives you a thumbs-up sign as he notices you looking at him.

If the Batman talks to this student, the youth will ask the Caped Crusader for his autograph and generally shower him with idolatrous worship. The fan will tell the crimefighter that his shirt depicts Mr. Atom and the Warhead, a cool new rock duo that plays *"totally keen heavy metal robot rock."* He saw the duo perform last night at the Gemini Club in Neville.

From here, the Batman can either go to Gotham International Airport (**Encounter Four**), the Batcave (**Encounter Five**), or if he feels like playing a hunch, the Gemini Club (**Encounter Six**).

Troubleshooting

If the Batman never makes it to this encounter, the clues that are available here should be made available to him by using his High level Connection with the Gotham City Police Department the following day. However, the Player should receive a reduced Standard Award for the adventure (see **Endgame**).

Encounter Four: It's Not a **Balloon,** It's a **Dirigible!**

Setup

Acting on the information given to him by Commissioner Gordon in **Encounter Two**, the Batman goes to Gotham International Airport to investigate the hijacking of a dirigible.

Player's Information

As usual, Gordon's information is right on the money. There is a cordon surrounding Hangar 18 at Gotham International Airport. Among the vehicles around the building is a weather-beaten automobile; definitely not police issue. There is a swarm of blue-clad policemen going into, out of, and around the building. Officer Ken Shiro of the Gotham PD greets and escorts you through the police line to the scene of the crime.

The hangar appears enormous inside, mostly because it is empty. Police pathology experts are combing every surface for clues. There is a small, glass-enclosed office in the far left corner, and you see that a pair of officers are in the office, interviewing an obviously distressed man wearing oilstained coveralls.

GM's Information

If the Batman uses his Detective Skill to find clues in the hangar, all he will be able to discover is that the lock on the hangar door was forced open, and the dirigible tethers were cut. Examining the automobile parked outside may prove more fruitful. If he gains up to 6 positive RAPs against an OV/RV of 8/8 using his Detective Skill as the AV/EV, the Batman Player will learn that the car is a 1982 model Hokuto four-door sedan. With 7 or more RAPs, he will also take note of the car's licence plate number: EFCA 2. He will also notice several stalks of hay wedged into the crack in the back seat. If the Action Check yields 9 or more RAPs, the Batman will uncover a flyer in the trunk that is advertising a series of performances by Mr. Atom and the Warhead, "the totally def robots of rock-and-roll," taking place at the Gemini Club. Small type at the bottom of the flyer indicates that the "This-Unit-Was-Born-To-Rock" tour is sponsored by the Wonder Management Company. If the Batman Player wishes to talk to the man in the office, the GM should read the following:

As you enter the small office, you have only a moment to take in the meager furnishings (desk, chair, filing cabinet, water cooler, small television) before the man dressed in coveralls throws himself at your feet and begins pleading with you in Spanish.

"Oh Senor Bat-hombre! Tenga que ayudame!" he wails. "Senor Gemelo me matara cuando el discubre que su dirigible fue robado! Ayudame, por favor!" ("Oh Mr. Batman! You must help me! Mr. Gemelo will kill me when he finds out that his dirigible was stolen! Help me, please!")

Unless the Batman does something to calm him down, the man will remain hysterical and continue to plead with him in Spanish. This requires a Persuasion attempt against an OV/RV of 2/2. However, the Interaction Check receives a +2 Column Shift penalty to the right, due to the subject's extreme distress and the language barrier. Any positive RAPs will indicate success. Once he is calmed down, the following information can be obtained in broken English:

The man's name is Jesus DelRio, and he works for a Mr. Gemelo as a night watchman and mechanic. He was watching the *Donavan!* television show just for a few minutes; it was a fascinating program about communist infiltration of the nation's PTA's. He looked up during a commercial at about a quarter 'til 11, and noticed that the

door to the hangar was open. He saw five men cutting the dirigible loose and preparing it for takeoff. It was inflated in anticipation of a trip Mr. Gemelo and some of his business associates had planned on taking tomorrow morning. Jesus ran out of the office to try and stop them, but they were already out of the hangar and making their getaway. He immediately ran back to the office and called airport security, who in turn called the police.

The half of Two-Face's gang who were not participating in the laser heist stole the dirigible and left the flyer in the car as a clue to lead the Batman to the Tweeds. The hay in the car comes from the Manchester Viaduct racetrack, where the President and the General Secretary will be making a public appearance tomorrow night, and where Two-Face plans to kidnap the Russian race horse. The hay got in the car while the gang was scoping out the track the previous day.

Depending on how much information the Batman Player has already deduced, play may proceed with **Encounters Three, Five** or **Six**, with the Batman going to the Glendale Institute of Technology, the Batcave or the Gemini Club, respectively.

Troubleshooting

If the Batman never makes it to this encounter, the clues here should be made available to him by using his High level Connection with the Gotham City Police Department the following day. However, the Player should receive a reduced Standard Award for the adventure (see **Endgame**).

Encounter Five: In the Batcave

Setup

This encounter should be used any time the Batman returns to the Batcave in order to consult the Batcomputer for information about any clues he may have come across, or any suspicions he may have. This entire encounter consists of expository material.

GM's Information

The information in this encounter can be located in the Batcave using the Batcomputer, or by accessing the Batcomputer via the microwave linkup in the Batmobile. Once the Batman Player decides which files he wants to look up in the Batcomputer, the GM should read the paragraph under the appropriate heading that follows. If the Player wishes to look up a person, location, or subject that is not listed, the GM should either make something up, or inform the Player that there is no information available.

PERSONS

Deever & Dumfree Tweed
See Tweedledee and Tweedledum.

Harvey Dent
See Two-Face.

Henry Harris
Gotham businessman. Owner of Rosendale's department store, Gemini Club, Hank's Happy Time Restaurant, others.
No criminal record.
No outstanding warrants.
No further information available.

Jesus DelRio
No information available.

Mr. Atom and the Warhead
Musical group specializing in heavy metal "robot rock." Managed by Wonder Management Company.
No criminal record.
No outstanding warrants.
No further information available.

Pablo Gemelo
Gotham City businessman. C.E.O. of Gemelo Imports.
No criminal record.
No outstanding warrants; F.B.I. files imply Gemelo may be employing illegal immigrants.
No further information available.

Rebels, The
Gotham City street gang. Operates in Lyntown area.
Number of members: 6.
No further information available.

Tokes, The
Gotham City street gang. Operates in Little Stockton area.
Number of members: 8.
No further information available.

Tweedledee & Tweedledum
Aliases of Deever and Dumfree Tweed. A pair of cousins remarkably similar in appearance. Frequently mistaken one for the other.
Number of known arrests: 2. Paroled from Gotham State Prison after three years of term served: Good behavior.
Purchased two units at government auction six months after release.
No outstanding warrants.
Current whereabouts: Unknown.

Two-Face
Alias used by Harvey Dent, former Gotham District Attorney.
Alias derived from physical appearance. Right side of face is handsome and whole. Left side of face is scarred and twisted.
Scarring occurred in Gotham Municipal Court Building when Dent was struck by acid hurled by organized crime figure "Boss" Moroni.
Disfigurement caused Dent to become mentally unbalanced and to fixate upon the number "2." Embarked on a career of crime, schemes always revolving around this number.
Captured and sentenced to imprisonment in Arkham Asylum. Has escaped many times.
Was most recently released from Arkham by the Batman, who needed Dent's assistance in tracking one of Dent's former conspirators. Dent escaped from the Batman's custody.
Last seen in Republic of Santa Crista.
Number of arrests: 22.
Seven outstanding warrants.

LOCATIONS

Gemini Club
Popular dance club in Neville. Known for attracting up-and-coming rock music performers.
Owned by Henry Harris.

Glendale Institute of Technology
Institution of higher learning located in Glendale area. Established 1963.
Rapidly becoming leading school for graduate education in diverse scientific fields.
A list of currently ongoing projects follows, including specifications of ongoing laser research. The file containing the data on the laser also contains its design specifications. See **The Laser**.

The Manchester Viaduct
Gotham City racetrack located in Manchester district. Site of various organized crime operations over the years. Illegal activities on premises include book-making, odds fixing, and horse doping.
Raided by Gotham police four months ago. Currently believed to be crime free.
Viaduct is considered no-man's land by 92% of Gotham street gangs. Gang violence slowly being curbed by stronger police presence.
***Current Activities:** Viaduct is site of Gotham Derby, running tomorrow evening. Media interest focussed on public appearance by U.S. president and Soviet General Secretary at Derby. Inclusion of Nomyar Dva, three-year old Russian stallion: first Russian-bred horse to run in major American race.*

Wonder Management Company
Cooperative owned and operated by Deever and Dumfree Tweed. See **Tweedledee and Tweedledum**.
Management for professional entertainers.
Number of clients: 0.
***Current Activities:** Promotion of Mr. Atom and the Warhead, musical performers. Tour dates as follows:*

The file goes on to list the dates and locations of Mr. Atom and the Warhead's performances. The Batman will note that for the past two days, Mr. Atom and the Warhead have been performing at the Gemini Club in Gotham City. They are scheduled for two more performances: tonight and tomorrow evening.

CLUES

The Batman Player may also wish to use equipment in the Batcave to help him interpret some of the clues he has found during his investigations. The conclusions which can be reached from examining each clue are listed following, along with the OV/RV of the Action Check needed to reveal the information.

The Makeup Smudge (OV/RV vs. Detective = 7/7)
The smudge is an adhesive type of pancake makeup. It is frequently used to alter the features of actors, making them appear to be someone else. The freshness of the smudge indicates that it was wiped on the knob of the crane during the robbery. One of the criminals at the scene of the crime was not who he appeared to be.

The License Plate (OV/RV vs. Gadgetry equals 10/10)
There is no record of the license number: EFCA 2 in the state registration files, indicating that the plate is a forgery. Rearranging the characters on the plate produces the combination "2 FACE."

The Hay (OV/RV vs. Detective equals 5/5)
The computer lists several possible sources for the origin point of the hay stalk. It lists the most likely location as the Manchester Viaduct racetrack, due to the analysis of adherents. Other possible sources include Equine Taxi stables, Dayton Forest Preserve, Gotham Zoo, and so on.

The Laser (OV/RV vs. Detective equals 5/5)
This Prototype model X-2 was developed as a joint venture between G.I.T. and S.T.A.R. Labs. It was designed for industrial use, and is capable of cutting through bulletproof glass, wood, iron, steel, and a variety of other materials. Full capabilities have not yet been determined, and the Prototype was not outfitted with full functions of final design.

The Dirigible (OV/RV vs. Detective equals 5/5)
This lighter-than-air craft is owned and operated by Pablo Gemelo, owner of Gemelo Imports. It is helium-filled, highly maneuverable and capable of speeds up to 240 MPH in favorable conditions. It has a passenger capacity of 15, including pilot and navigator.

Depending on what clues he has deciphered and which locations he has visited, the Batman may now either go to the Gemini Club to confront the Tweeds (**Encounter Six**), the Manchester Viaduct if he suspects a move against the visiting heads of state (**Encounter Seven**), or one of the two crime scenes, if he has not already visited them (**Encounters Three** and **Four**).

Troubleshooting

The Batcave is not omniscient, and the GM should not treat it as so. The Batman Player should only be given the information the GM feels is needed to continue the story. The Batcave is an option available to the GM at any time that he feels the Batman Player needs a nudge in the right direction. If the GM has to tell the Player outright what to do in certain situations, the Standard Award at the end of the adventure should be reduced.

It is possible that after confronting the Tweeds in **Encounter Six**, the Batman Player will still not have any idea that Two-Face is involved. If this happens, the Batcomputer can be programmed to search for patterns among the clues found. The result would be as follows. If the GM needs to use this device to move the story along, the Player should definitely not receive the Critical Point for uncovering Two-Face's plot.

Patterns (OV/RV vs. Detective equals 15/15)
Searching data.
(Pause)
Available evidence indicates M.O. of Harvey Dent, a.k.a. Two-Face.
Most likely target of next crime is Manchester Viaduct, during appearance of American President and Soviet General Secretary.

Encounter Six: The Gemini Club

Setup

This encounter takes place when the Batman goes to the Gemini Club to confront Tweedledee and Tweedledum. The Batman Player has several options regarding how he approaches the club. He may decide to visit the club during the day, or wait until nightfall. It is even possible that he will choose to visit the club as Bruce Wayne, or perhaps even in disguise. In any case, the Tweeds will not be present at the club until 7:00 PM when they arrive to begin setting up for Mr. Atom and the Warhead's show that evening.

Player's Information

The Gemini Club is located in Neville, one of the flashiest neighborhoods in Gotham. A glitzy movie theater during the roaring 1920's, it was recently restored and converted into a high-class night club. Many popular music groups have gotten their beginnings here, and it is well known for attracting up-and-coming acts. A poster in the marquee advertises the duo playing tonight:

MR. ATOM AND THE WARHEAD
"The Robots of Rock"

GM's Information

Inside, the Gemini Club is an elaborate re-creation of a posh 1920's movie theater. Where there used to be rows of seats facing a screen, there are now assorted tables and a large stage. A balcony, still fitted with its original seats, newly re-upholstered, projects over the main floor, providing extra space for audience members. Several bars are located on the main floor, and one has been installed at the rear of the balcony.

If the Batman goes to the nightclub during the day, he will only find a security officer and janitor on duty. These individuals will not be able to provide any information about the Tweeds, Mr. Atom, or the Warhead. In this case, the Batman may decide to wait for the Tweeds and confront them when they arrive. If so, the GM may show the Player the map of the nightclub (see p. 92-3) and allow him to choose a waiting (or hiding) place.

Depending on when the Batman goes to the Club, he will interrupt the following agenda.

Agenda

The Tweeds will show up with the robots and several roadies at 7:00 PM and begin setting up equipment on the stage for the concert later. The sound checks and other preparations will take roughly fifteen minutes, since most of the equipment is still set up from the previous evening. Tweedledee and Mr. Atom will then retire to Dressing Room #1, while Tweedledum takes the Warhead to Dressing Room #3. They will spend the next half an hour fine tuning the robots' programming for the concert. At 8:00, the doors of the night club will be opened, and audience members will begin entering. The concert is scheduled for 9:00 PM, but will not get under way until almost 10:00 PM. Once the concert starts, the robot pair will belt out their hard-rocking hits like "This Unit Needs Love," "Does Not Compute," "Circuit Overload," and others. The concert will last two and one-half hours, after which the Tweeds and the robots will leave for their hotel.

Investigation Takes Time

No matter what avenues of investigation the Batman pursues, whether he visits the Institute, the airport, and/or the Batcave, it will take him all night to put the clues together. The earliest the Caped Crusader should be allowed to travel to the Gemini Club and/or to the Manchester Viaduct is the following morning.

When the Batman reveals himself to the Tweeds, the GM should automatically roll an Intimidation attempt against the Corpulent Duo (Multi-Attack Penalties do apply). If this Interaction Check receives 1 to 3 RAPs, the Tweeds will order the robots to delay the Batman while they flee. The robots must make a Reliability Check before they comply. If this Check fails, the robots will short out and become immobile and repeat the phrase *"This Unit is dam-aged!"* until they are Repaired.

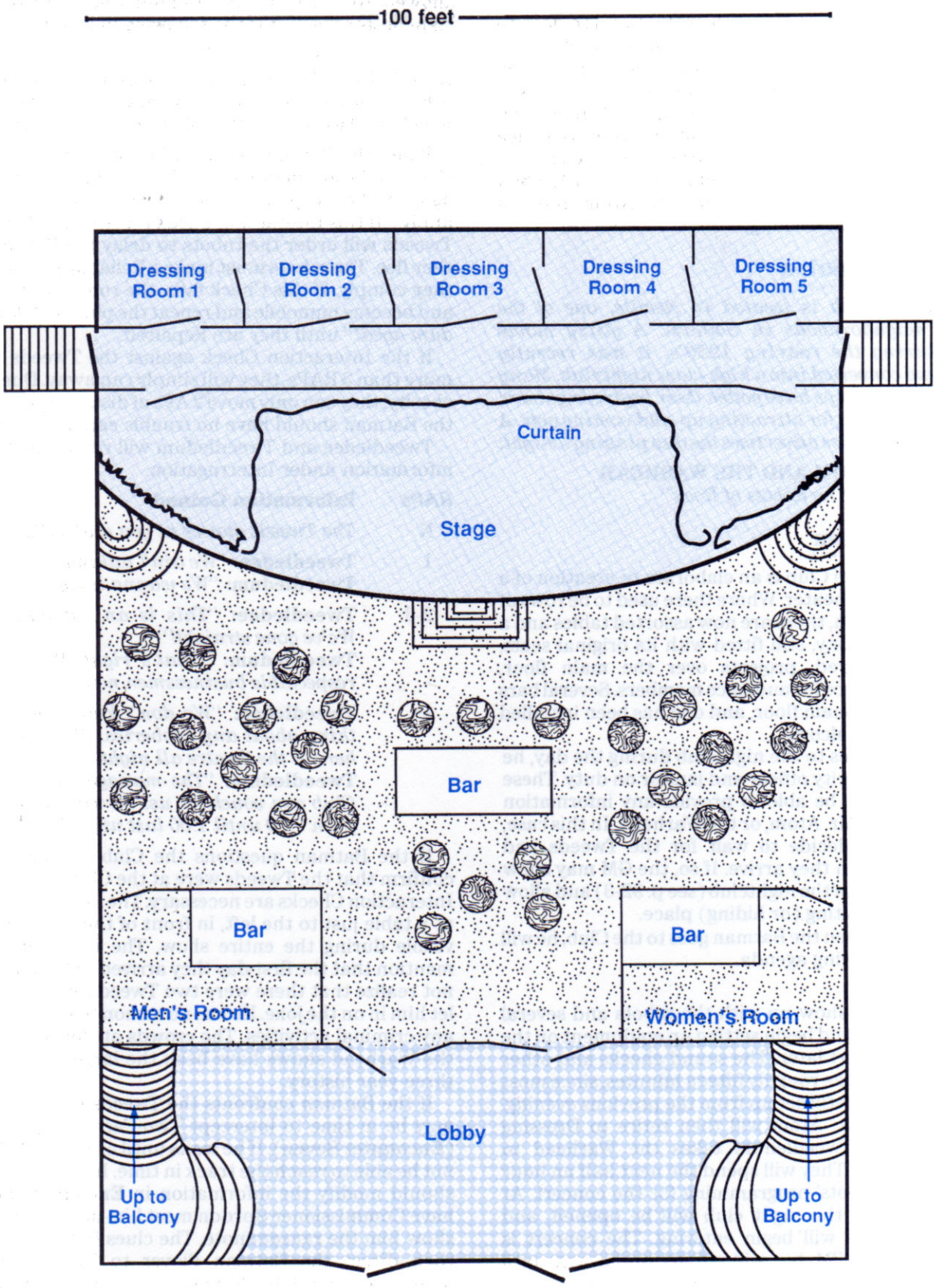
If the Interaction Check against the Tweeds receives more than 3 RAPs, they will simply run away. Due to their obesity, they can only move 2 APs of distance per phase, so the Batman should have no trouble catching them.

Tweedledee and Tweedledum will reveal the following information under Interrogation.

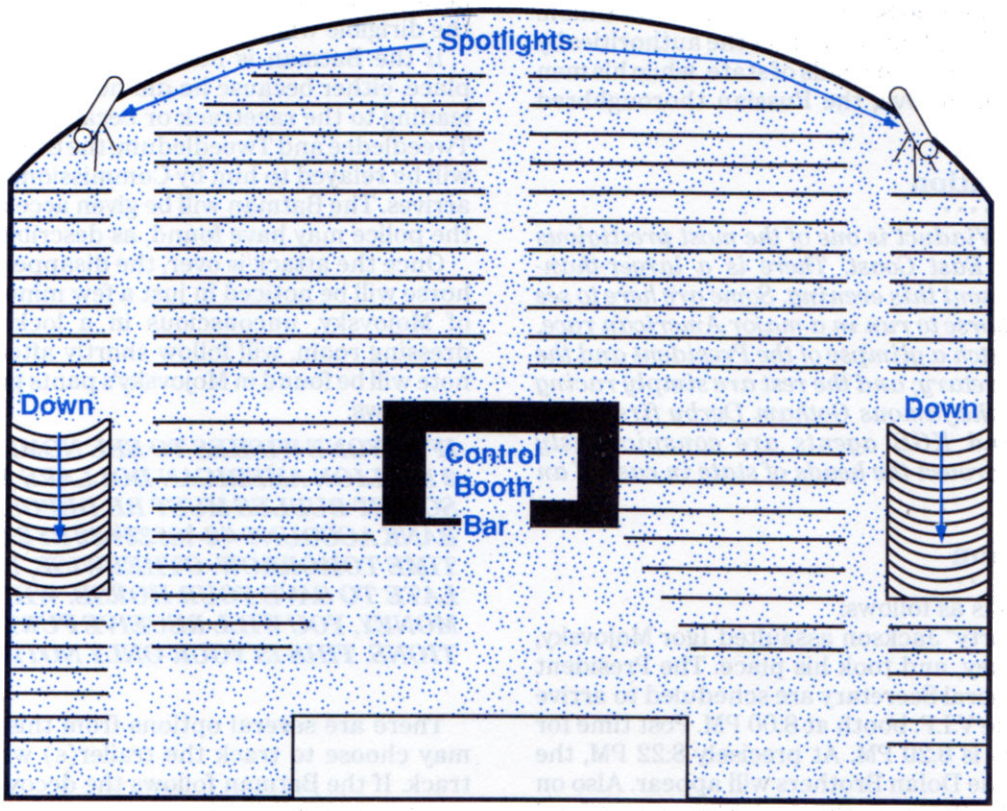
RAPs	**Information Gained**
N	*The Tweeds glower at you and sulk.*
1	**Tweedledee:** *"We ain't talking."* **Tweedledum:** *"We wanna lawyer."*
2-3	**Tweedledee:** *"This is an outrage! We've gone straight!"* **Tweedledum:** *"That's right! We're respectable businessmen now!"*
4+	**Tweedledee:** *"We don't know anything about any robberies. We were here at the theatre all night."* **Tweedledum:** *"The manager of the Club can vouch for us. We were here from 7:00 until 1:00 last night."*

If the Batman questions the Club manager, he will confirm that the Tweeds were at the Club all evening. No Interaction Checks are necessary. The Rotund Rascals sat at a table just to the left, in front of the stage, and were visible during the entire show. The manager will also mention that the first day they arrived in Gotham, he did not realize that there were two Tweeds, but they quickly let him in on the joke. He has no reason to suspect them of any criminal activities. The crowds at the Mr. Atom and the Warhead shows have been the largest in the Club's three-year history.

If the Batman confronts the Tweeds early enough, he may be in time to intercept Two-Face at the racetrack (**Encounter Seven**). If he waits until after 8:00 PM, he will not be able to reach the track in time. In this case, the GM should modify the information in **Encounter Seven** to have Commissioner Gordon meet him at the Viaduct and show him the ransom note. The clues in the note should then direct the Batman Player to Two-Face's headquarters at the Doblado Shipping Company (**Encounter Eight**).


100 feet
Dressing Room 1
Dressing Room 2
Dressing Room 3
Dressing Room 4
Dressing Room 5
Curtain
Stage
Bar
Bar
Bar
Men's Room
Women's Room
Lobby
Up to Balcony
Up to Balcony

ENCOUNTER SIX: THE GEMINI CLUB



Troubleshooting

If, by some strange occurrence, Tweedledee and Tweedledum manage to escape, they will retreat to their hotel, the Gotham Towers. The Batman will be able to trace them there either by asking the manager of the club, or by achieving successful RAPs on a Military Science (Tracking) Check against an OV/RV of 5/5. At the hotel, the Tweeds will provide the same information listed previously.

It is possible that the Batman Player may not be convinced of the Tweeds' innocence at the end of this encounter, and will attempt to arrest them and take them to jail. If this happens, the Batman will be met at police headquarters by Commissioner Gordon, who will inform him of Two-Face's attack on the racetrack (see **Encounter Seven** for details), and will give him the ransom note. The clues found in the note will undoubtedly direct the Caped Crusader to Two-Face's hideout, in which case play proceeds with **Encounter Eight**.

Encounter Seven: And They're Off!

Setup

This encounter is used if the Batman Player unravels Two-Face's plan to attack the Manchester Viaduct. It is likely that the Player will be convinced that the villain plans to kidnap or assassinate the President of the United States and/or the General Secretary of the Soviet Union. In actuality, Two-Face plans to distract the authorities by feigning an attack on the two heads of state, while his men make off with Nomyar Dva, the Russian thoroughbred running in the race.

Player's Information

The Manchester Viaduct is one of the most prestigious racetracks on the East Coast. There is a larger-than-average crowd present this evening. Some are here to see the first Russian horse to run in a major American race, some are here to catch a glimpse of the President and the Soviet General Secretary; and the rest are simply racing fans, eager to see the famous Gotham Derby firsthand. Secret Service and KGB agents are conspicuously present, ready to protect the heads of state in case of an emergency.

GM's Information

Two-Face's plan is as follows:

At 6:00 PM, "Shorty" Jackson assaulted Igor Mojovsky, Nomyar Dva's jockey, and took his place. The President and the Soviet General Secretary are scheduled to arrive at their seats in the V.I.P. booth at 8:00 PM. Post time for the Gotham Derby is 8:20 PM. At precisely 8:22 PM, the dirigible flown by the Dolan Brothers will appear. Also on board the dirigible, Brane Taylor and Elton Craig (still disguised as Tweedledee and Tweedledum) will fire the laser at the bulletproof glass of the V.I.P. booth. During the chaos of the attack, Jackson will ride Nomyar Dva out a side entrance, where there will be two trailers present, one shining and new (driven by the Starks), the other dilapidated and beat up (driven by the Clates). The GM should flip his coin to decide which trailer is actually used for the getaway; the other will be used as a distraction. Once the trailers are away, the dirigible will withdraw and fly away.

If the Batman is present when the attack takes place, the GM should make a Perception Check against an OV/RV of 10/10. Depending on the RAPs received, the Player should be given the following information:

RAPs	**Information Gained**
N	The Batman's attention is directed wholly at the attack on the two heads of state.
1-5	*In the chaos, you notice that the horses in the race have broken and are running for cover in several different directions.*
6-9	*The jockeys are directing their horses away from the scene of the battle. Some of them even seem to be leaving the racetrack altogether.*
10+	*You notice that several of the horses who were racing are leaving the field, including Nomyar Dva, the Russian thoroughbred.*

It will take fifteen phases for Jackson to get Nomyar Dva out of the track and into the trailer. During those phases, the men in the dirigible will continue to attack the V.I.P. booth, exchanging fire with the Secret Service and KGB agents present, as though the heads of state were actually their target. Once the fifteen phases have passed, the dirigible will retreat.

If the Batman is not present when the attack takes place, either because he did not piece together the clues leading to the racetrack or because he was investigating Tweedledee and Tweedledum, the events described above will be relayed to him by Commissioner Gordon when he arrives. The Batman will be given access to any clues that the police may have found, as described following.

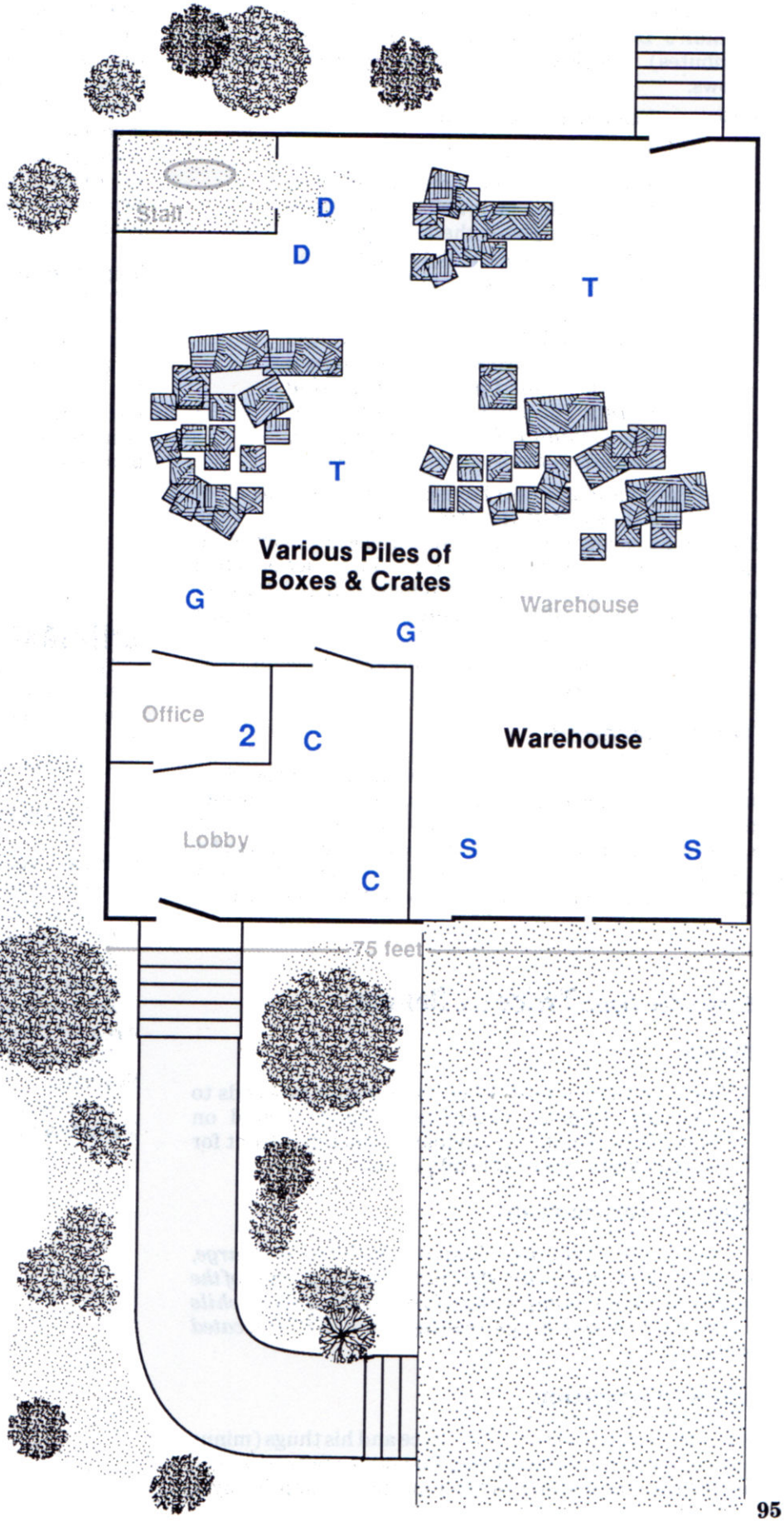
Once the attack is over, the disappearance of the prize horse will be noticed in just a few minutes. The discovery of Mojovsky, unconscious in a locker in the jockey's dressing room, will follow shortly afterwards. A ransom note will be found in Mojovsky's pants pocket, which reads as follows:

IF ANYONE WISHES TO SEE NOMYAR DVA AGAIN, 2 MILLION AMERICAN DOLLARS AND 2 MILLION SOVIET RUBLES MUST BE DEPOSITED IN SWISS BANK ACCOUNT #2-481224-22 BY 2:00 PM EASTERN TIME TOMORROW. OTHERWISE, IT WILL BE TOO LATE TO SAVE YOUR HORSE. WHEN I HAVE THE MONEY, YOU WILL RECEIVE FURTHER INSTRUCTIONS. THIS IS YOUR ONLY NOTICE.

TWO-FACE

There are several options from this point. The Player may choose to track the trailer(s) which left the racetrack. If the Batman follows the decoy trailer, the Player must receive positive RAPs on a Military Science (Tracking) Check against an OV/RV of 6/6 to successfully locate it. He will find the trailer abandoned on the outskirts of the Dayton Forest Preserve in Irving Grove. If the Batman follows the getaway trailer, the Player must make a Military Science (Tracking) Check against an OV/RV of 8/8. If he receives positive RAPs, the Batman

Encounter Eight: Doblado Shipping Co.



2	Two-Face
C	The Clates
D	The Dolans
G	The Grimeses
S	The Starks
T	The Tweed Impersonators (Taylor & Craig)
⬭	The Horse

will successfully track the trailer to the Doblado Shipping Company on Gotham's Waterfront, where play should proceed with **Encounter Eight.**

Another approach the Caped Crusader may attempt is to analyze the ransom note. The OV/RV against the Batman's Detective Skill is 6/4 (Two-Face's Mental Attributes). The RAPs received will provide clues as follows:

RAPs	**Information Gained**
N	No information is gained.
1-3	There seems to be something written on the page in invisible ink. If the Batman analyzes the message again with the help of the Batcomputer, he will be able to make out the writing.
4+	Written on the back of the note in invisible ink is the following message: *"Batman: the good side of my nature demands that I give you a fighting chance. You will find Nomyar Dva at the Doblado Shipping Company, located on the Waterfront. H. Dent."*

The Batman might also have captured some or all of Two-Face's thugs while the attack was occurring. If the Batman gains any RAPs on an Interrogation attempt on any of the thugs, they will reveal that Two-Face is hiding out at the Doblado Shipping Company. If the Batman does not discover that the horse is being kidnapped during the attack, none of the thugs will be captured.

When the Batman goes to Two-Face's hideout, play proceeds with **Encounter Eight.**

Troubleshooting

If the Batman is unable to penetrate any of the clues leading to Two-Face's hideout, it may force the authorities to pay the ransom. Optionally, the GM may have a call come in on the police band identifying the getaway trailer and indicating its location as the Doblado Shipping Company. Play can then proceed with **Encounter Eight.**

Encounter Eight: Twice the Danger

Setup

This encounter is used when the Batman proceeds to the Doblado Shipping Company building, located on Gotham's Waterfront. The company is merely a front for Two-Face's latest criminal headquarters.

Player's Information

*The Doblado Shipping Company building is a large, prefabricated aluminum structure. A large portion of the building's face is occupied by a large loading dock, while a smaller door with a sign reading "**OFFICE**" is located to the left.*

GM's Information

When the Batman arrives, Two-Face and his thugs (minus any who were captured during **Encounter Seven**) will be in the locations marked on the appropriate map. Nomyar Dva, the Russian race horse, will be held in a makeshift stall in the back of the warehouse. If the Batman enters using the Thief (Stealth) Subskill, each of the criminals should be allowed a Perception Check to determine whether or not they are surprised. Each of the pairs of thugs will attack the Caped Crusader using techniques that are suited to their personalities (see **Non-Player Characters**). The GM should flip his coin to determine whether Two-Face joins the battle or waits to see if his men can defeat the Caped Crusader. If the Batman manages to confront Two-Face one on one, the GM should flip to see if Two-Face gives in or engages the Batman in personal combat. Once the Batman takes Two-Face and his men into custody, the adventure is over.

Troubleshooting

If the Batman is defeated by Two-Face and/or his thugs, he will awaken an hour later, and the criminals will be gone. The GM should then determine the effects of the Batman's failure: the ransom may have to be paid, Two-Face may have left clues to his next location, or Commissioner Gordon and his men may capture the gang unaided.

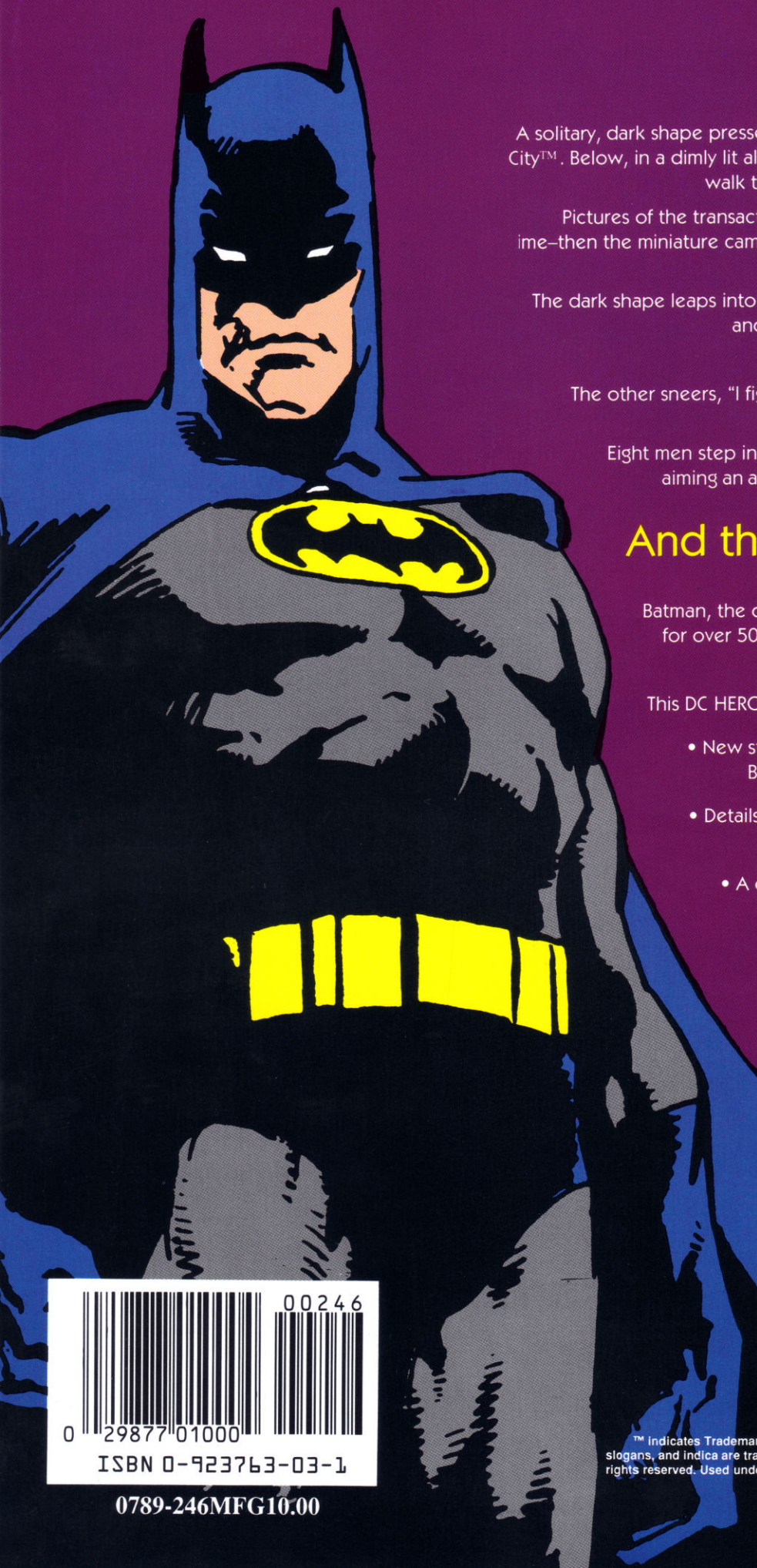
ENDGAME

There are several Critical Points which affect the Standard Award for this adventure. If the Batman Player does not perform them without help from the GM, he should not receive the Hero Point awards for those Critical Points. The Standard Award is as follows:

Level of Opposition:
Equal 20
Critical Points:
Uncovering Racetrack Plot
Seldom Fails 2
Discovering Two-Face's Involvement
Seldom Fails 2
Locating Two-Face's Hideout
Seldom Fails 2
Area Of Consequence:
International 7
Severity:
Temporary Nonfatal 5
Total Standard Award: **38**

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A solitary, dark shape presses into the shadows of a building in Gotham City™. Below, in a dimly lit alley, a signal is passed. Two men in dark suits walk toward each other and exchange briefcases.

Pictures of the transaction are taken–hard evidence is needed this ime–then the miniature camera disappears into a capsule-like container of the steel and leather utility belt.

The dark shape leaps into the air, a blur of black against the night sky, and lands in the alley next to the businessmen.

"The Batman™ ," one gasps.

The other sneers, "I figured you'd show up, hero, so I have a little surprise for you."

Eight men step into the dim circle of light. They close in, each aiming an automatic pistol at the Darknight Detective.™

And the Batman smiles . . .

Batman, the dark detective of justice, has thrilled readers for over 50 years. Now, the legend comes to life in the updated Batman Sourcebook.

This DC HEROES Role-Playing Game supplement includes:

- New statistics and background information for the Batman's few friends and numerous enemies.
- Details on the Caped Crusader™'s equipment and vehicles used in his war against crime
- A one-on-one adventure featuring the Batman and one of his most dangerous opponents.
- Complete maps of Gotham City, Wayne Manor™, the Batcave™ and the Wayne Foundation Building™.
- And much, much more!

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