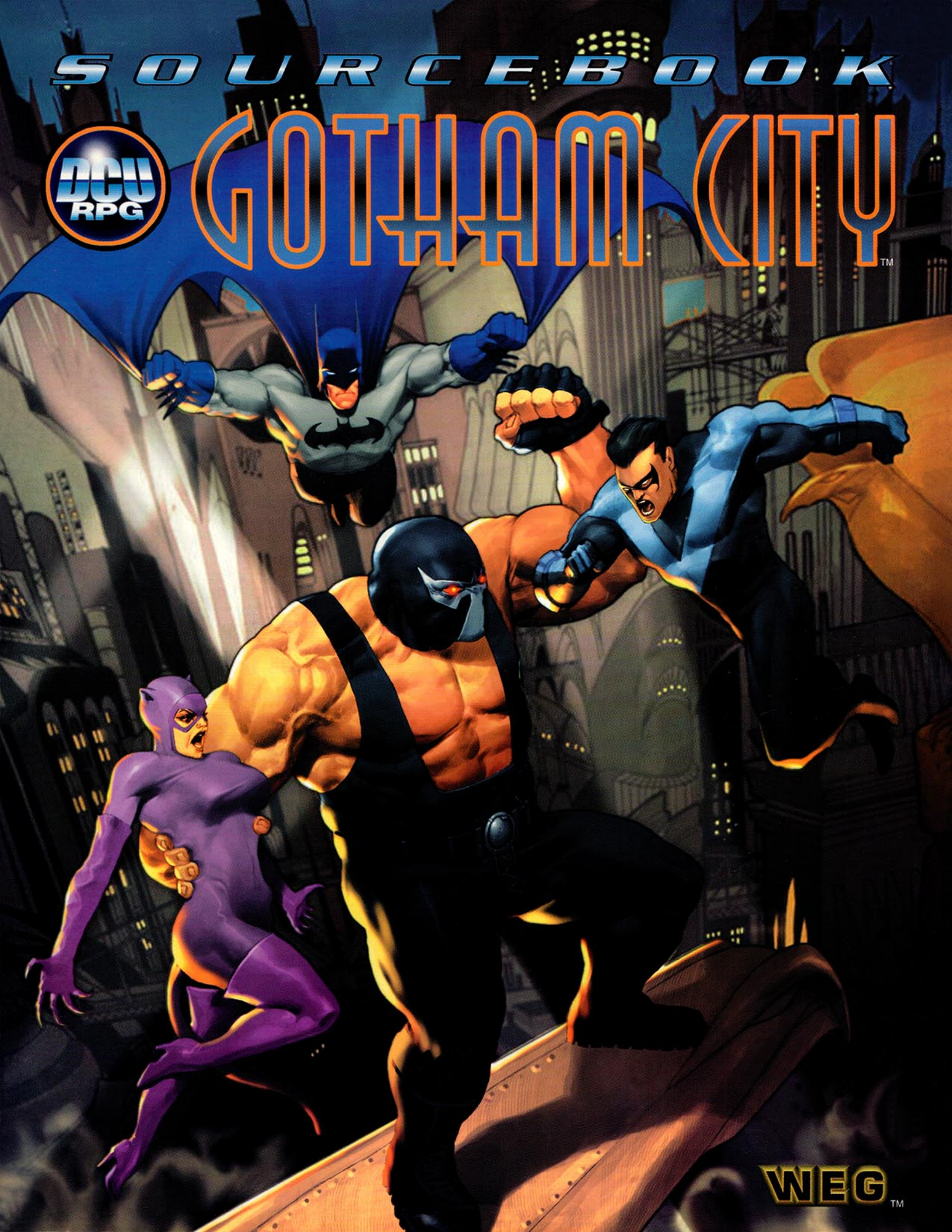


SOURCEBOOK



GOTHAM CITY™



WEG™



GOTHAM CITY

SOURCEBOOK

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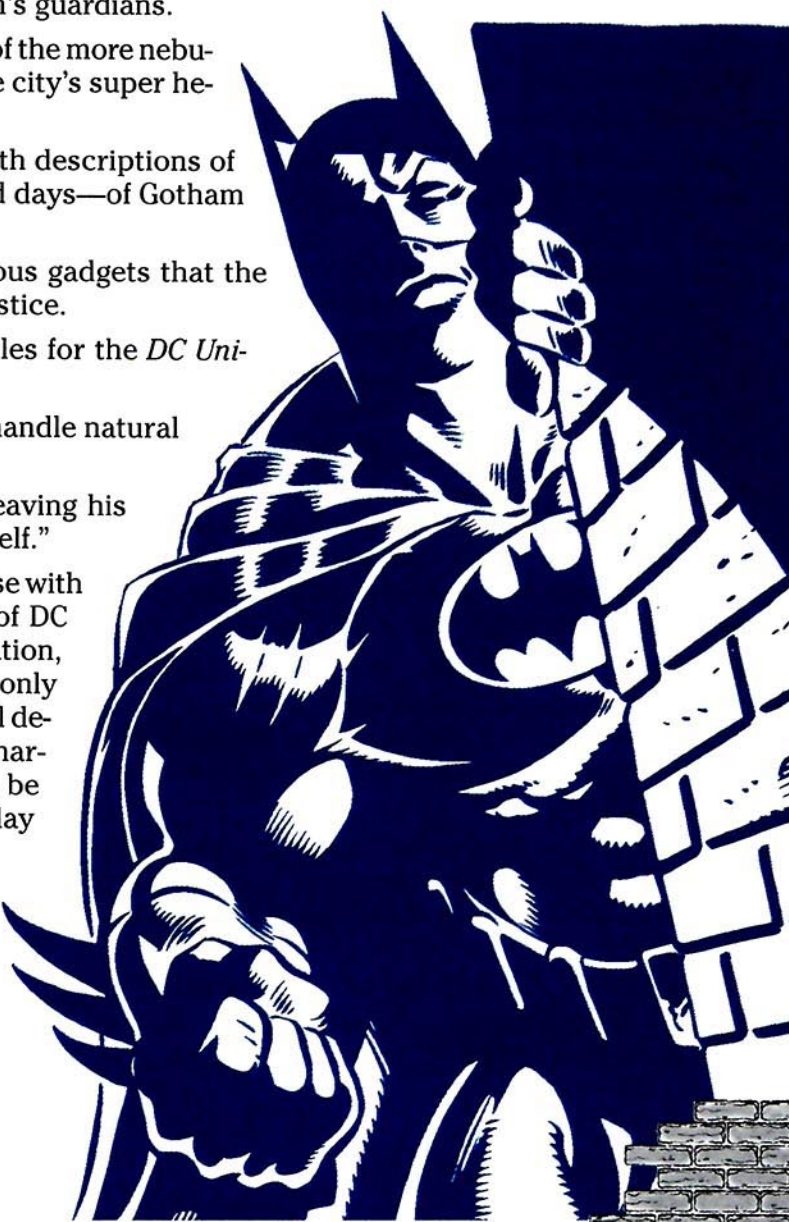
INTRODUCTION

This supplement to the *DC Universe Roleplaying Game* explores the dark streets and back alleys of mysterious Gotham City. Herein, you will learn about the Dark Knight, his allies and enemies, the tools he uses in his crusade, and new information for Narrators and players of the *DC Universe Roleplaying Game*.

Inside the *Gotham City Sourcebook*, you will find:

- Chapter 1 takes a look at the major businesses and groups operating in Gotham City—both legal and illegal.
- In Chapter 2, catch a glimpse into the lives of the shadowy sentinels of Gotham City and beyond.
- Chapter 3 describes the allies of Gotham's guardians.
- Chapter 4 contains descriptions of some of the more nebulous parties who have crossed paths with the city's super heroes.
- Chapter 5 analyzes the nature of evil, with descriptions of the many villains that plague the nights—and days—of Gotham City and its sister city, Blüdhaven.
- Chapter 6 examines the various wondrous gadgets that the Dark Knight and his allies use to battle for justice.
- Chapter 7 includes new and optional rules for the *DC Universe Roleplaying Game*.
- Chapter 8 discusses how to create and handle natural disasters in your campaign.
- The Scarecrow returns in Chapter 9, weaving his spell in an adventure fittingly called "Fear Itself."

Although this supplement is intended for use with the *DC Universe Roleplaying Game*, all fans of DC Comics can find plenty of interesting information, even if they aren't familiar with the game. Not only do the character descriptions include physical details and background information on each character, but you'll also find statistics which can be used to compare various characters or to play an adventure. To help those inexperienced with the game, this introduction offers a glossary of terms that are in the write-ups of most characters.



GLOSSARY

Page numbers in each entry refer to locations where you can find more information about the topic in the DC Universe Roleplaying Game rulebook, unless otherwise specified.

Advantages/Disadvantages: These are benefits and quirks the character has acquired. Advantages have a negative sign in front of their value, while Disadvantages have a positive sign. (See pp. 21–27 of the rulebook, pp. 21–26 of the *Narrator's Screen's* book, pp. 122–123 and 128–130 of the *JLA Sourcebook*, and p. 126 in this book for explanations of Advantages and Disadvantages.)

AV: Armor Value; the value of how much protection an item provides (p. 110).

BDV: Base Damage Value; the value in dice of how much damage an item inflicts before any other factors are taken into consideration (pp. 109–110). *See also Unarmed Base Damage Value.*

Body Points: This value represents the amount of physical and mental damage a character can take before falling unconscious (p. 38).

Character Points: This value describes experience and the ability to reach goals. Values for some characters may seem low, because Character Points are spent for improving skills, powers, and actions (pp. 38, 102–103).

Hero Points: This value conveys the exceptional potential it takes to be a super hero. The more Hero Points the character has, the more heroic he or she is. Hero Points are also useful for improving actions (pp. 38, 103).

Natural Abilities: A section included for those who aren't human, natural abilities refer to characteristics that are innate to the character's species. These could be descriptions of what the ability can do or they could be represented by powers.

PDV: Passive Defense Value; a value that measures the character's innate ability to avoid harm (pp. 36–38, 107–108).

P/I bonus: *Physique/lifting* bonus; this value represents the amount of additional damage a character can inflict because of his or her strength (pp. 38, 110).

Powers: These are extra abilities that a member of the character's species wouldn't normally have. (See pp. 56–90 in the rulebook and pp. 103–122 in the *JLA Sourcebook* for explanations of most powers.)

Reflexes, Coordination, Physique, Knowledge, Perception, Presence: These are attributes which represent the character's natural physical and mental abilities (pp. 27–28).

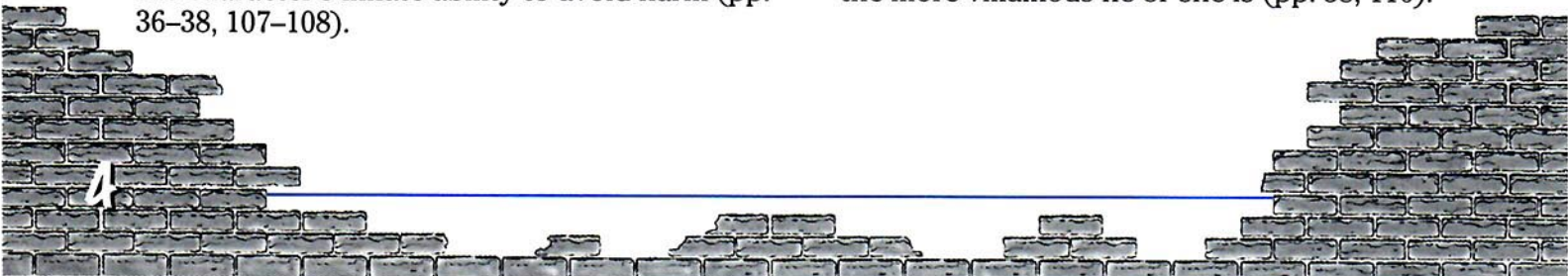
A list of skills in which the character has experience or training follows each attribute. Abilities in parentheses are specializations of the skill they follow. The value next to the specialization is added to the skill's value when figuring out how good a character is at that skill specialization (pp. 42–54).

Speed: The rate the character can move (in feet per round) (pp. 36, 106).

Tech Level: The maximum level of technology this character can use (pp. 36, 233).

Unarmed BDV: Unarmed Base Damage Value; the value in dice of how much unarmed damage the character can inflict. If there are two values, the first refers to how much damage the character can inflict when using the *brawling* skill; the second refers to how much damage the character can do when using the *martial arts* skill (pp. 38, 110). *See also Base Damage Value.*

Villain Points: This value represents how evil a character is. The more Villain Points the character has, the more villainous he or she is (pp. 38, 110).

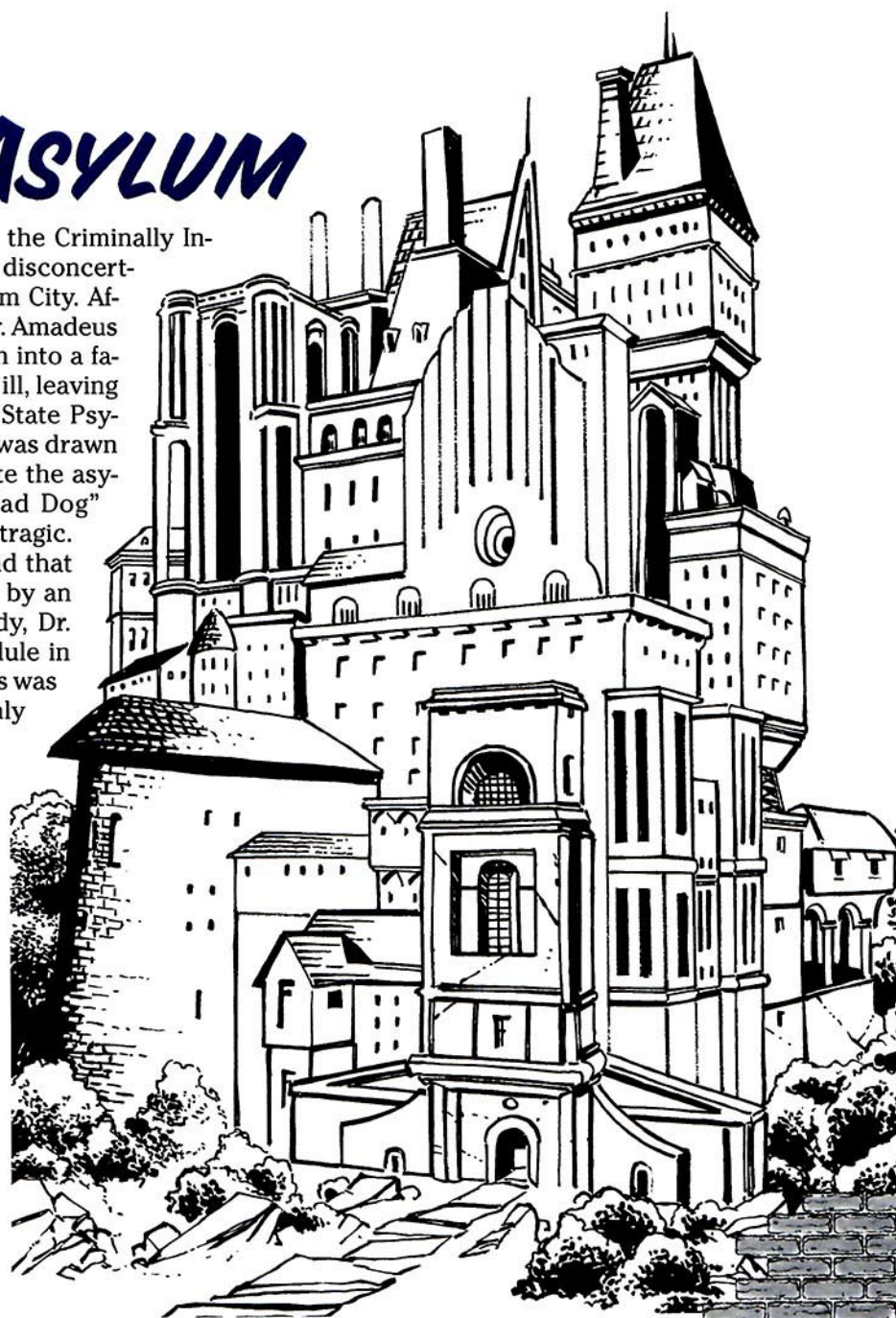


LOCATIONS & ORGANIZATIONS

ARKHAM ASYLUM

The Elizabeth Arkham Asylum for the Criminally Insane has one of the most unusual and disconcerting histories of any building in Gotham City. After the suicide of his mother in 1920, Dr. Amadeus Arkham converted the family mansion into a facility for the treatment of the mentally ill, leaving a promising practice at Metropolis's State Psychiatric Hospital to do so. Dr. Arkham was drawn back to Gotham and inspired to create the asylum by the crimes of one man: "Mad Dog" Hawkins. This decision soon turned tragic. One evening, he returned home to find that his wife and daughter had been slain by an escaped Hawkins. Despite the tragedy, Dr. Arkham opened the asylum on schedule in November 1921. One of his first patients was the recaptured Hawkins. Though highly praised for his apparent compassion for his family's killer, on the six-month anniversary of the murder of his wife and child, Dr. Arkham strapped Hawkins to the electroshock couch and electrocuted him. The incident was ruled an accident.

The oppressive and grim atmosphere lingering in the halls of Arkham Asylum was destined to prevail for decades. Dr. Arkham's behavior became increasingly erratic as he began to unlock a memory that he had suppressed years ago—that his mother had not taken her own life but rather that he had murdered her. This realization completely unhinged the already fragile Amadeus. He was committed to a small cell





in the institution that bore his family's name and died there in 1963.

Over the years, Arkham Asylum's patient list has included the most depraved and deranged of Gotham's most dangerous villains—notably the Joker, Two-Face, the Mad Hatter, Clayface III, Maxie Zeus, Killer Croc, Poison Ivy, and the Scarecrow. Regrettably, none of them have been cured of their various psychoses during their time in Arkham, and their recurring escapes have turned the asylum into one of the most notorious prisons in the nation.

The most recent director of Arkham Asylum was Dr. Jeremiah Arkham, Amadeus' nephew. However, despite all his best efforts, including the building of a new state-of-the-art asylum, Jeremiah's tenure has proven less than stellar. It included massive escapes during both Bane's siege on Arkham—which destroyed the new asylum, forcing the doctor and his patients to take up residence in the remodeled Mercy Mansion—and the recent earthquake. Currently, Arkham Asylum's future, and what part Dr. Jeremiah Arkham will play in it, remains uncertain as the mayor and the city council debate the institution's value in light of its checkered history.

GOTHAM CITY POLICE DEPARTMENT

Once, Gotham's police force was perhaps the most corrupt and brutal in the nation. At the center of it all was Commissioner Gillian B. Loeb, a man who cared for little more than his own comfort and political position. Then, Lieutenant James Gordon came to town.

While he arrived under a cloud of suspicion, Gordon soon proved that he was not going to be part of Commissioner Loeb's program. At the cost of his marriage—and very nearly his own life and that of his son—Gordon eventually made progress in disclosing the graft and corruption at the heart of the department. His first true ally in his crusade was a man he had originally been assigned to arrest: the Batman. It was with the Dark Knight's aid that Gordon was able to publicly expose Loeb and his cronies and force them to resign. As a reward, Gordon was promoted to captain, a position that allowed him to build an alliance with not only the Batman but also rising District Attorney Harvey Dent, prior to the accident that turned Dent into the twisted criminal Two-Face.

Eventually, Gordon was appointed commissioner and has led the department ever since. Not only has his administration led to a complete turnabout in the department's reputation, but he has also led to the forging of one of the finest and most honest police forces in the country, as well as a dramatic drop in Gotham's astronomical

crime rate. However, several of Gordon's peers outside of Gotham feel that his reputation is undeserved because of his "reliance" on costumed vigilantes, like the Batman—a fact that the Dark Knight, if he was willing to acknowledge that he was more than an urban legend, would be quick to dispute.

The last year has been a difficult one for the G.C.P.D., as Gotham was declared a "No Man's Land" in the wake of a debilitating plague and a catastrophic earthquake. Given the option to leave Gotham before it was cut off from the rest of the United States, Gordon chose to remain behind, as did a handful of his officers, so that some law would still exist in the wasteland Gotham had become. Now, with the sanctions lifted and Gotham being rebuilt, Commissioner James Gordon has been put back in charge of a rechartered G.C.P.D. He is beginning the long and difficult task of rebuilding the force, while keeping this new Gotham from sinking back into its former corrupt and crime-ridden state.

LEXCORP

LexCorp is one of the world's largest and most diversified multinational corporations. From its 200-story twin tower headquarters in Metropolis, LexCorp's founder, chairman, CEO, and majority stockholder Lex Luthor controls what can only be equated to a modern-day empire. Despite his shady background, Luthor remains one of the world's preeminent industrialists, the primary employer of a majority of Metropolis's workforce, and sole owner of practically all of the city's most valuable real estate. It is a position that has only been strengthened by the recent conversion of the city by Brainiac 13, a development that has left Metropolis almost literally in Luthor's control.

Prior to the Brainiac 13 threat, in an effort to expand his power base, Luthor became a vocal proponent of the restoration of Gotham City toward the end of the "No Man's Land" crisis. In fact, the reconstruction of Gotham would probably not have happened had Luthor not exerted his influence on the president in the city's behalf. As the government sanctions were lifted, LexCorp provided a significant portion of the raw materials needed to rebuild the key structures and restore order to Gotham.

However, Luthor's motives were far from selfless. He had secretly been buying up large portions of real estate through various dummy corporations—preparing the way for him to own Gotham in the same way he owned Metropolis. But Lucius Fox and the Batman grew wise to Luthor's scheme and secretly exposed his plans, in essence blackmailing Luthor into pulling out.

While LexCorp is no longer a visible force within Gotham, the city does still owe Luthor a significant debt for initiating the process that led to its reclamation—a taint that will always stain Gotham's rebirth in the eyes of its resident protector, the Batman.

ORDER OF ST. DUMAS

The Brotherhood of the Order of St. Dumas is an offshoot of the Knights Templar. They splintered off after a falling out during the Crusades. The offshoot group followed the lead of a self-proclaimed saint named Dumas. Though the origins are shrouded by the mists of time, it is believed that the Order of St. Dumas discovered the lost treasures of King Solomon, pillaging and looting its wealth. In order to keep this fortune a secret from the

ity, until the order perfected a genetically engineered way to control selected indoctrination and breeding of future Azraels, centuries before modern science delved into DNA analysis.

With this technique, the next generation Azrael was removed from the womb of the mother while he was still a fetus. Next, he was placed in a vessel containing special simian body fluids in which the unborn child was subjected to a series of electrical shocks and conditioned to instill the aggressive tendencies known as the "wrath." During childhood, future Azraels were indoctrinated with the "System," a series of hypnotic commands and intense physical training designed to turn them into the deadliest of assassins when they wore the mantle of Azrael.

In the latter half of the twentieth century, a great upheaval came about within the Order of St. Dumas. A treasurer named LeHah looted funds in order to build an arms business for himself. Jean Paul Valley's father, the Azrael at that time, was sent by the dwarfling known as Nomoz to punish LeHah, but he failed and lost his life. Just before dying, he found his son's home nearby and bequeathed the title of Azrael to Jean Paul.

After coming to terms with his inheritance of the title of Azrael and avenging the death of his father, Jean Paul refused to serve the Order of St. Dumas and the sect's leader, Brother Rollo. The refusal generated chaos within the se-

cret society. Brother Rollo sentenced Azrael and his friends to death, ordering the dwarflings—genetic creations of the order—to seek them out. Knowing that the only way to save himself and his friends was to take down the order, Azrael journeyed to Switzerland with Sister Lilhy, Nomoz, and Brian Bryan and destroyed their sanctuary, the Ice Cathedral, apparently killing Brother Rollo in the process.

Months later, Azrael has learned that Lilhy plans on rebuilding the Order of St. Dumas and control it herself. It appears that the era of change for the order has not ended yet.



Templars, who take vows of poverty, the newly formed order traveled to Switzerland. There they stashed their ill-gotten goods in secret repositories, which they used to strengthen their organization. The order used their fortune for what they thought were good causes and the protection of their own members—unless any members violated their trust. Then, Azrael, the Angel of Death, was sent to punish them.

This avenging angel was created by the Order of St. Dumas to deal out retribution to violators of the order's trust and its enemies. For several generations, the duties belonging to Azrael were passed down from father to son as a sacred responsibility.

ORGANIZED CRIME

BURNLEY TOWN MASSIVE (BTM)

LED BY: Able Crown

BASE OF OPERATIONS: Burnley

This is the least structured of the crime organizations in Gotham City. The BTM is composed of countless street gangs who take their orders through a hierarchy commanded by Able Crown.

Crown has lashed out at the Escabedo Cartel in response to the loss of his most prized possession, the youth center in Burnley, which was destroyed in a massive explosion. In reality, Escabedo, a Colombian drug lord, ordered no such attack. The Burnley Town Massive recently made an alliance with Ekin Tzu's Lucky Hand Triad to strengthen its power base.

THE ESCABEDO CARTEL

FORMERLY LED BY: Emanuel Escabedo

BASE OF OPERATIONS: Coventry

The Escabedo Cartel does not like to get their hands dirty in street-level business. Instead, this organization supplies wholesale narcotics to the Burnley Town Massive.

Emanuel Escabedo was recently framed for destroying a beloved youth center in Burnley. This act greatly angered Able Crown, the leader of the BTM.

An agent of Rā's al Ghūl, Whisper A'Daire, is involved in a deep plot to pull the strings of the crime lords of Gotham. She recently had Escabedo captured in order to turn him over to Able Crown as a gift, in exchange for Crown's promise to heed her counsel in the future. Accepting the offer, Crown executed Escabedo.

Currently, the cartel is in chaos as it tries to find a new leader.

THE LUCKY HAND TRIAD

LED BY: Ekin Tzu (Dai Lo or "Little Brother")

BASE OF OPERATIONS: Chinatown

At the present, the Lucky Hand Triad is confined to Chinatown as reconstruction of Gotham begins after the "No Man's Land" has ended. Ekin Tzu, however, is working on expanding his organization's influence to include all of Gotham. Tzu was a faithfully married man and is a devout follower of the *I Ching*, which he relies on to make business and everyday decisions.

Ekin Tzu ordered an attack on Vasily Kosov in response to the murder of Ekin's wife, Mei Ling. Unknown to Ekin Tzu, the former KGB agent never put a hit on Mei Ling. Ekin Tzu has pledged himself and everything he has to Whisper A'Daire for allowing him to have his revenge against the Russian.

THE MAFIA

LED BY: Pasquale "Junior" Galante

BASE OF OPERATIONS: throughout Gotham City

When Prohibition was enacted in 1920, the Mafia seized control of Gotham City as the Five Families emerged. Sicilian-born Giuseppe Bertinelli wanted to rule them all. In 1930, he recruited the Berretti and Galante families to his side, but a mob war erupted against the Cassamento and the Inzerillo families over bootleg liquor. In the war, three of Giuseppe's sons were killed, but he was a man of valor. He understood *omertà* (the Mafia code of silence and honor). At the conclusion of the war, the Inzerillos sold out the Cassamentos. The Five Families were united later that year, with Giuseppe Bertinelli as *Capo di Tutti Capi* (Boss of Bosses).

Don Bertinelli died in 1949 and Alfredo, his only surviving son, became the new don. Alfredo maintained the status quo until the mid-1950s, when the Panessa family arrived from Sicily as a direct emissary of the Mandragora organization. With them, the Panessas brought in heroin, which Bertinelli did not want to have any part of. Tomaso Panessa argued to be let in as the Sixth Family, but Alfredo refused him, saying that the Five Families were enough. For 10 years the Panessas feuded with the Bertinellis in an attempt to gain a place in the Gotham underworld.

In the early 1970s, Tomaso Panessa's little sister, Maria, married the Mafia heir Franco Bertinelli. The Panessas believed that finally they would be allowed in—but that was not to be. Franco ascended to power and snubbed his brother-in-law, claiming there just wasn't room for another family.

A short time later, an unknown assailant burst into the home of Franco Bertinelli, killing him, his wife, and their son, Pino, leaving only one witness alive—Franco's eight-year-old daughter, Helena.

The killing of Franco Bertinelli sent the Gotham mob into an uproar. Carmine "the Roman" Falcone became the next true crime lord until Harvey Dent, now known as Two-Face, sent him to his grave by placing two bullets in his head. Over the next decade, the families wrestled for control of the Mafia, but they were overshadowed by the increased presence of the costumed "freaks" in Gotham City.

In the aftermath of the cataclysmic earthquake and government abandonment of the city, the "old school" of Gotham's Mafia has gained supremacy once again.

The Five Families now consist of the same list as before, minus the Bertinellis. The Panessas have finally assumed the spot for the fifth membership. The Mafia of Gotham has been, and is still, involved in just about every major criminal activity in the book. Currently, Pasquale "Junior" Galante is head of the cartel. He oversees the continued reign of the Five Families into the twenty-first century.



THE ODESSA MOB

FORMERLY LED BY: Vasily Kosov

BASE OF OPERATIONS: Midtown

The Odessa Mob of Gotham City is a branch of the Russian Mafia that has extended its reach into America after taking advantage of the fast-moving trend of privatization in the wake of the collapse of communism in the former Soviet Union. Now the Odessa Mob is looking for more ways to increase income and power. They will destroy anyone who gets in their way. The Odessa Mob is Gotham City's most brutal gang by far, led by a former KGB agent named Vasily Kosov.

Serving Rā's al Ghūl, Whisper A'Daire is involved in the behind-the-scenes manipulation of Gotham's crime lords. She recently had Kosov captured and turned over to Ekin Tzu as a gift in exchange for his promise to heed her counsel in the future. Agreeing to the boon, Tzu executed Kosov. The Odessa Mob is currently leaderless and disorganized.

WAYNE ENTERPRISES

The primary inheritance Bruce Wayne received from his parents, Wayne Enterprises is composed of various holdings, in such areas as pharmaceuticals, aeronautics, and real estate. Though the family name is on the door and Bruce keeps an office in the Wayne Building, the day-to-day operations of Wayne Enterprises are handled by president and CEO Lucius Fox, which helps Bruce promote his billionaire playboy facade and leaves him free to secretly operate as the Batman.

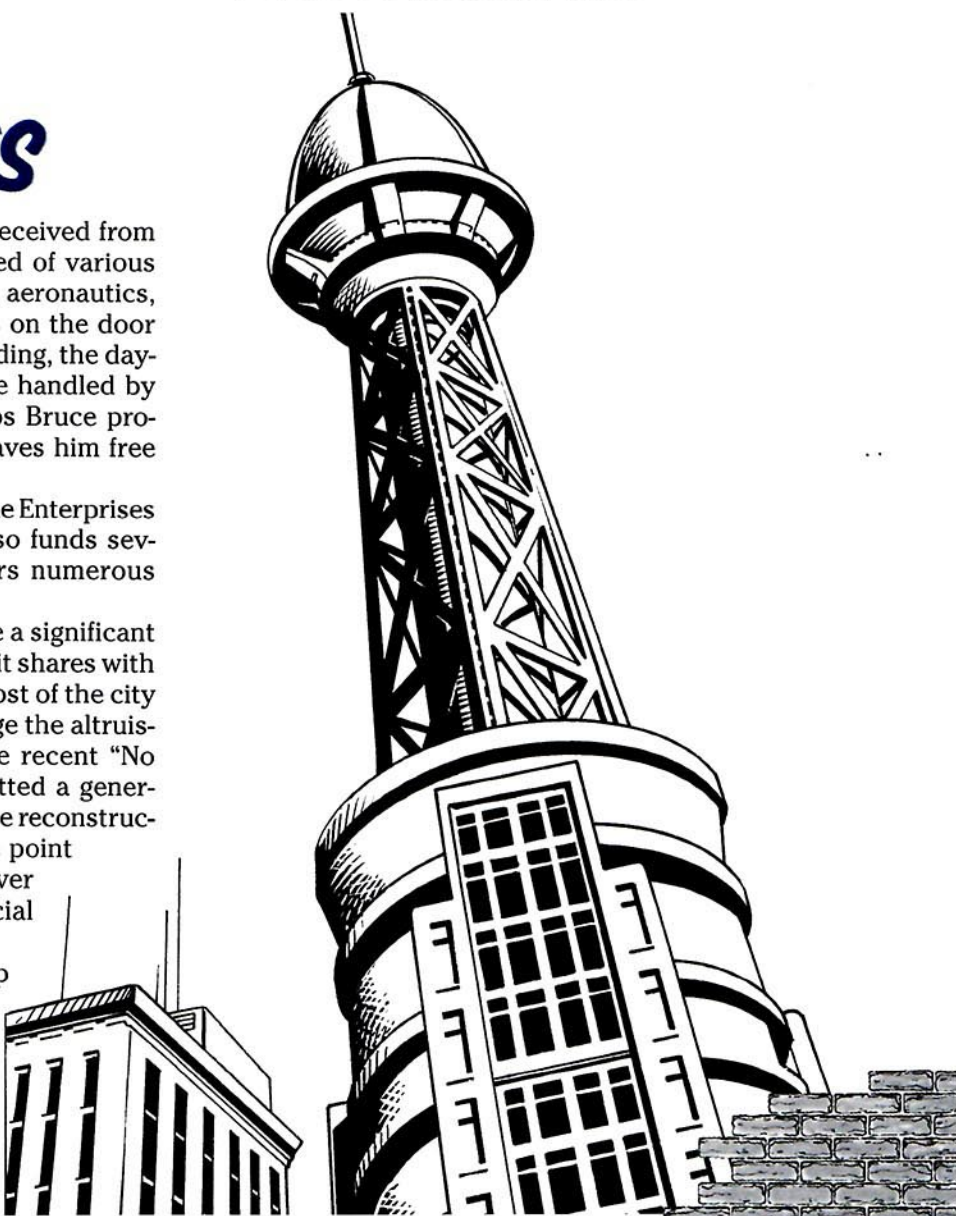
Beyond the businesses that provide Wayne Enterprises with its operating capital, the company also funds several charitable organizations and sponsors numerous scholarships and scientific grants.

Wayne Enterprises employees constitute a significant portion of Gotham City's workforce—a trait it shares with its largest rival, LexCorp, which employs most of the city of Metropolis. But LexCorp can not challenge the altruistic heart of Wayne Enterprises. During the recent "No Man's Land" crisis, Wayne and Fox committed a generous portion of the company's resources to the reconstruction of the decimated Gotham City—to the point that Wayne Enterprises is still trying to recover from the significant drain on both its financial and material assets.

Though Bruce takes great pains to keep his lives as the chairman of Wayne Enterprises and as the Dark Knight separate, the company has often served as the source of several vital pieces of the Batman's arsenal. The engine that powers the Batmobile, the Cray supercomputers and pro-

totype hydrogen-powered generator in the Batcave, and even the night vision lenses in Batman's cowl were all taken from Wayne Enterprises' inventory or intercepted in transit to other divisions. Lucius Fox has noticed these "appropriations" from time to time, but Bruce has been able to distract his CEO from investigating any further.

For a brief time, after his falling out with Dick Grayson, Bruce moved his household from Wayne Manor to the original Wayne Foundation building. A second Batcave was constructed in a hidden subbasement, and a secret elevator between it and Bruce's penthouse on the building's roof was installed. After Bruce returned to Wayne Manor, the second Batcave served as the original base for the Outsiders, a young super-hero team the Batman once led. It was demolished when the Wayne Foundation tower was remodeled into the Wayne Building several years ago. However, the basic design of the Wayne Foundation tower's Batcave was later used for the "satellite" Batcaves the Dark Knight constructed in preparation for the "No Man's Land" crisis.





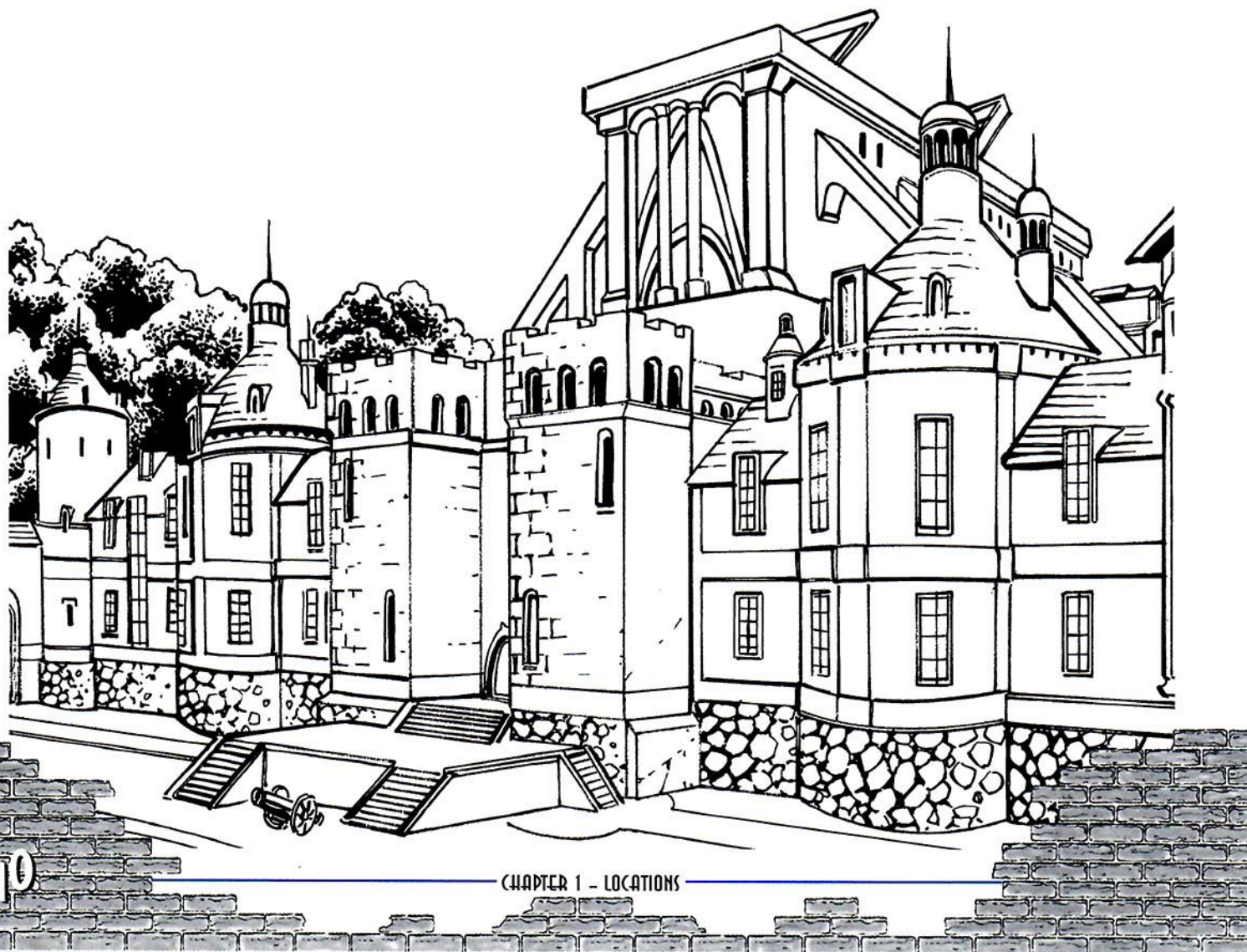
WAYNE MANOR

Stately Wayne Manor was originally built by railroad magnate Jerome K. van Derm in 1855. Van Derm committed suicide when his company went bankrupt and never lived within the manor's walls. The house instead became the homestead for the Wayne family, after Bruce Wayne's great great grandfather, Solomon Zebadiah Wayne, and his brother Joshua Thomas Wayne purchased it in 1858. As a prominent member of the "Underground Railroad," which freed countless slaves during the Civil War, Solomon Wayne bought the house more for the network of caves beneath it than for the manor itself. Joshua died in 1860 saving five escaping slaves from a party of bounty hunters, while Solomon went on to build the Wayne dynasty, making the clan one of Gotham's most notable patron families.

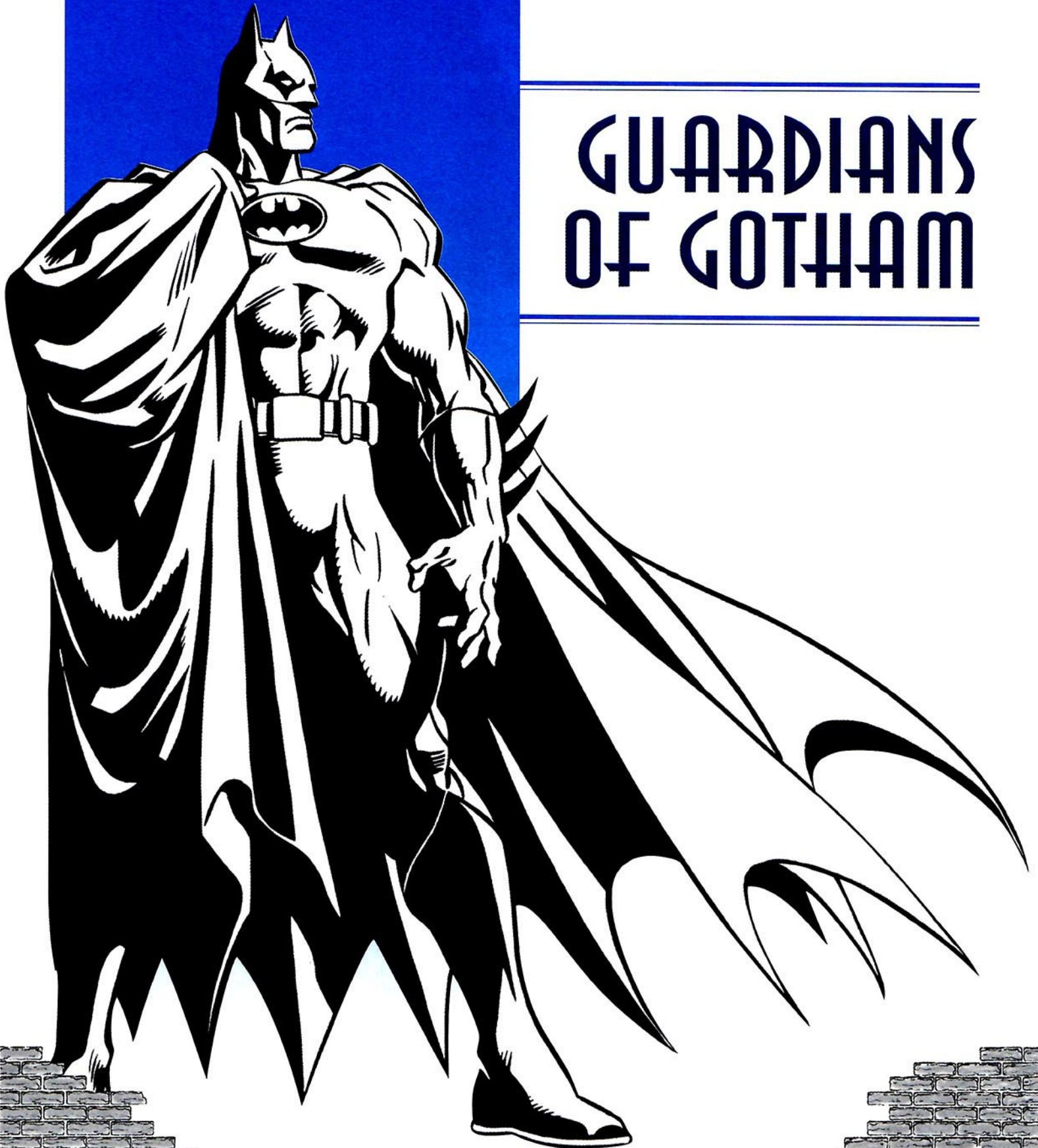
Over the years, the caves used by Solomon and Joshua beneath Wayne Manor were abandoned and forgotten. As a child, Bruce Wayne rediscovered the caverns. As an adult, he transformed them into the Dark Knight's base of operations—the Batcave. There is only one entrance into the Batcave from Wayne Manor itself, and that is in

Bruce's study, where a staircase is hidden behind a grandfather clock. To access the passageway, the hands on the clock must be set to 8:25—the time of Bruce's parents' death—a fact known only to Bruce and his most trusted associates.

Like the rest of Gotham, Wayne Manor was decimated in the recent earthquake. Most of the house sank into the caves beneath it, and the geography within the caverns themselves was radically altered. As a result, Bruce has been forced to rebuild not only his ancestral home, but the Batcave as well. While he was quick to outfit the redesigned Batcave with state-of-the-art equipment and create a more customized layout within it, Bruce was initially reluctant to change even a single stone of the manor house itself. Feeling that he was clinging too much to his past, he eventually reconsidered and has completely remodeled the house. Wayne Manor is now one of the few buildings in the area that still reflects the gothic architecture that was prevalent within Gotham's city limits prior to the earthquake.



GUARDIANS OF GOTHAM





BATMAN

REAL NAME: Bruce Wayne

ALIASES: "Matches" Malone

OCCUPATION: Vigilante, industrialist, philanthropist

BASE OF OPERATIONS: Gotham City

HEIGHT: 6'2"

WEIGHT: 210 pounds

EYES: Blue

HAIR: Black

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 4D: Acrobatics 10D (rope swinging +1D), athletics 10D, boating 6D (speedboats +2D), brawling 10D, climbing 8D, dodge 11D, driving 8D (Batmobile +3D), escape artist 15D, martial arts 13D (arm pin +3D,

spin attack +3D, all other maneuvers +2D each), *melee weapons* 6D (billy club, swords +2D each), *piloting* 6D (Batplane +3D), *riding* 6D, *sneak* 13D

Coordination 4D: Catch 8D, lockpicking 12D, marksmanship 6D (grappling hook launcher +9D), *missile weapons* 6D (bow and arrow +2D), *sleight of hand* 6D (palming +2D), *thievery* 9D, *thrown weapons* 10D (Batarang +5D)

Physique 5D (4D): Leap 8D, lifting 6D, resistance 8D, running 8D, swimming 8D

Knowledge 5D: Arcane lore 6D, computer ops 6D, criminology 15D,

demolitions 6D, *forgery* 6D (forgery identification +2D), *languages* 8D, *medicine* 7D (first aid +1D), *navigation* 6D, *research* 8D, *scholar* 8D, *science* 8D, *security* 11D (JLA Watchtower +2D)

Perception 5D: Artist (criminal sketching) 6D, *engineering* 6D, *hide* 12D, *invent* 6D, *repair* 6D, *search* 10D, *shadowing* 12D, *streetwise* 11D (Gotham City +4D), *surveillance* 10D, *survival* 8D (urban survival +2D), *tracking* 10D

Presence 3D: Animal handling 5D (guard animals +3D), bluff 8D, charm 8D,

command 8D, *disguise* 10D ("Matches" Malone identity +2D, Bruce Wayne identity +5D), *interrogation* 14D, *intimidation* 15D, *persuasion* 8D, *willpower* 16D

ADVANTAGES/DISADVANTAGES: Acting Ability -3D, Acute Sense of Direction -2D, Ally (Bat-family) -12D, Ally (JLA) -19D, Attractive Appearance -2D, Contact (Commissioner Gordon) -2D, Contact (Oracle) -5D, Contact (Lucius Fox) -4D, Courage -2D, Fast Reactions -4D, Gifted in Learning -4D, Hardiness -4D, Intimidating Grin -2D, Leadership Ability -2D, Obscure Knowledge -2D, Observant -2D, Photographic Memory -4D, Preparedness -4D, Speed Draw (Batarang) -2D, Wealth -10D; Dark Secret (effect parents' death had on him) +2D, Dependent (Alfred Pennyworth) +1D, Enemy (the Joker) +3D, Enemy (rogues gallery) +5D, Fanatic (quest for justice) +3D, Hides Emotions +1D, Physical Limitation (back injury; -1D to *Physique*) +3D, Secret Identity +3D.

SPEED: 30

PDV: 6

UNARMED BDV: 5D/1D

P/L BONUS: +3

HERO POINTS: 28

VILLAIN POINTS: 1

CHARACTER POINTS: 225

BODY POINTS: 44

EQUIPMENT: See Chapter 6.

BACKGROUND: Batman was born on a dark corner in Gotham's Park Row district, later dubbed Crime Alley. One fateful evening, the Wayne family was set upon by a petty thief who killed Thomas and Martha Wayne in front of their son, Bruce, before escaping into the night. Young Bruce was taken in by Dr. Leslie Thompkins, who looked after him until he could be returned to the care of the Wayne's va-

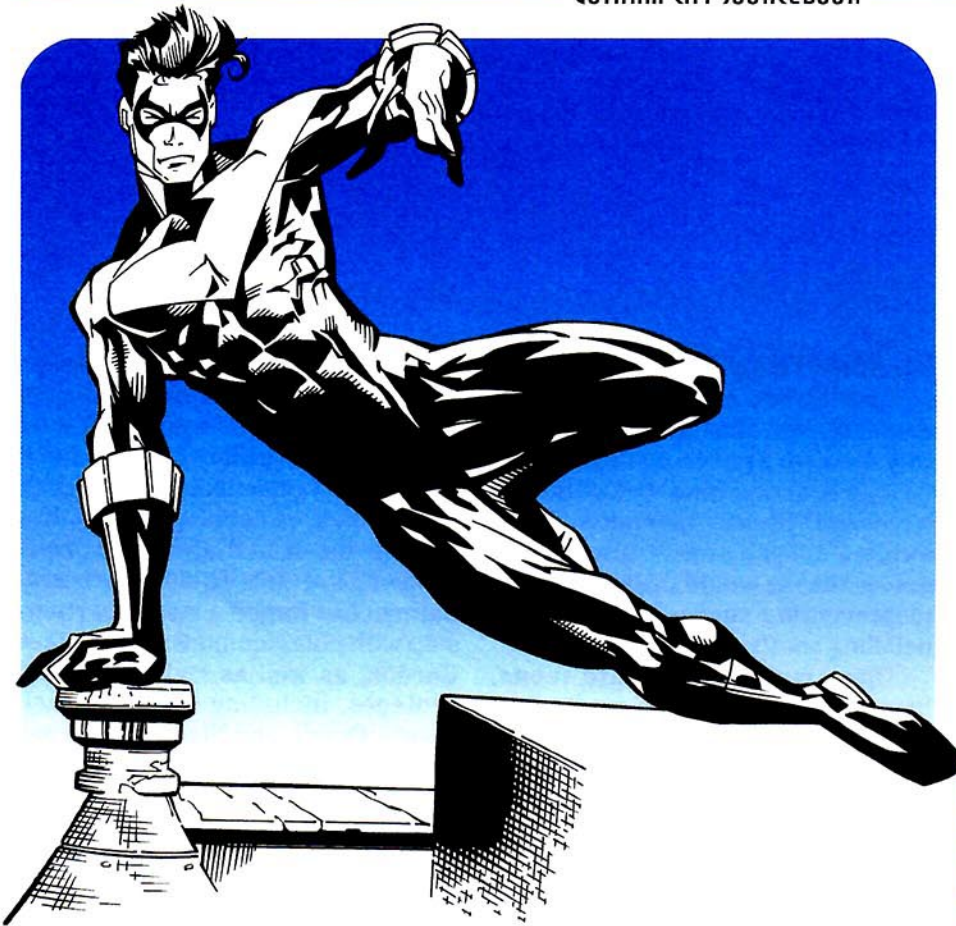
let, Alfred Pennyworth. The tragedy matured Bruce quickly, and he fully emancipated himself from Gotham City's social service system with a well-placed "donation" before he was a teenager. Shortly thereafter, Bruce swore a solemn vow at his parents' graves that he would dedicate his life to preventing such a tragedy from befalling another hapless innocent.

Upon reaching his late teens, Bruce began his "career studies" by auditing numerous collegiate classes in European universities and polytechnics. He then moved on to martial arts training in the Far East and back to the United States for instruction in deduction, manhunting, police forensic procedures, and the stage magician's techniques of escape and sleight of hand. Unbeknownst to them, the Golden Age mystery-men Zatara and Wildcat were among those who helped forge the crime fighter Bruce was striving to become.

After Bruce's return to Gotham some years later, he realized that he had all the physical tools he needed for his crusade but lacked a psychological edge—the ability to defeat his foes before the fight had even begun. The solution presented itself rather dramatically when a bat broke in through Bruce's study window one dark night. Recognizing that criminals were a superstitious and cowardly lot, Bruce decided to create a new persona, one designed to strike fear into the hearts of his prey—the Batman. He built a state-of-the-art headquarters in a cavern he had discovered as a boy beneath Wayne Manor. He armed himself with a custom-designed array of uniforms, weapons, vehicles, and detection gear. With these resources, the Batman launched an all-consuming crusade against Gotham's pervasive criminal element.

RECENTLY: Since his first public appearance 12 years ago, Batman has waged a never-ending war against an ever growing rogues gallery of villains who range from homicidal maniacs, such as the Joker, to cunning thieves, like the Catwoman, to the meglomaniacal genius Rā's al Ghūl. To aid in his quest, Batman has forged a strong partnership with police commissioner James Gordon, as well as trained several protégés, including Robin, Azrael, Batgirl, Oracle, and Nightwing. He has recovered from being crippled and wheelchair-bound due to an injury suffered in a battle with the Venom-powered strongman Bane. He has also stood by his city during a deadly plague, a second outbreak of that same plague, and a devastating earthquake.

Now, in the wake of the yearlong "No Man's Land" isolation by the government, Gotham City has been rebuilt. Gone are the gargoyles and gothic architecture, replaced with modern skyscrapers and a new lease on life. While still dismissed as an urban myth by the populace at large, Batman stands ready as the city's first and last line of defense against those who would drag this reborn Gotham back into the lawlessness of its recent past.



NIGHTWING

REAL NAME: Richard (Dick) Grayson
FORMER ALIASES: Robin (1)
OCCUPATION: Vigilante, police officer
BASE OF OPERATIONS: Blüdhaven
HEIGHT: 5'10" **WEIGHT:** 175 pounds
EYES: Blue **HAIR:** Black
RACE: Human **TECH LEVEL:** Modern (1)

Reflexes 5D: Acrobatics 16D, athletics 8D, boating 6D (speedboats, submarines +1D each), brawling 8D, climbing 9D, dodge 15D, driving 7D (Nightbird +1D), escape artist 10D, martial arts 12D (all maneuvers +2D each), melee weapons 6D (escrima sticks +2D), piloting 6D (T-Jet +1D), riding 6D, sneak 10D

Coordination 5D: Catch 6D, lockpicking 8D, marksmanship 6D (grappling hook launcher +8D), missile weapons 6D, sleight of hand 6D, thievery 8D, thrown weapons 9D (escrima sticks, Wingdings +1D each)

Physique 4D: Leap 10D, lifting 5D, resistance 6D, running 6D, swimming 6D

Knowledge 3D: Arcane lore 4D, computer ops 6D, criminology 12D, demolitions 4D (explosive ordinance disposal +2D), forgery 4D (forgery identification +2D), languages 6D, medicine 5D (first aid +1D), navigation 6D, research 8D, scholar 6D, science 6D, security 9D

Perception 4D: Artist (criminal sketching) 5D, engineering 5D, hide 10D, invent 6D, repair 5D, search 8D, shadowing 10D, streetwise 9D (Blüdhaven +2D, Gotham City +1D), surveillance 8D, survival 6D (urban +1D), tracking 7D

Presence 4D: Animal handling 4D (guard animals +1D, police dogs +1D), bluff 6D, charm 6D, command 6D (Titans +2D), disguise 7D, interrogation 8D, intimidation 8D, persuasion 7D, willpower 9D

ADVANTAGES/DISADVANTAGES: Acute Balance -2D, Ally (Bat-family) -12D, Ally

(the Titans) -19D, Attractive Appearance -2D, Charismatic -3D, Contact (Hogan & Mutt) -2D, Contact (Commissioner Gordon) -1D, Leadership Ability -2D, Observant -2D, Patron (Batman/Bruce Wayne) -4D, Wealth -6D; Dependent (Bridget Clancy) +1D, Employed +4D, Enemy (Blockbuster) +3D, Enemy (Torque, Shrike) +2D, Enemy (rogues gallery) +5D, Secret Identity +3D.

SPEED: 30

UNARMED BDV: 4D/1D

HERO POINTS: 20

CHARACTER POINTS: 149

BODY POINTS: 38

PDV: 8

P/L BONUS: +2

VILLAIN POINTS: 0

EQUIPMENT: See Chapter 6.

BACKGROUND: The only child of the Flying Graysons, the star aerialists of Haly's Circus, Dick Grayson was trained in the family business and participated with them in the center ring by the time he was 12 years old. He had only just joined the act when his parents were killed by Gotham City mobster Tony Zucco, who was seeking to extort payment from the circus in his protection racket. Shortly after the tragedy, a distant Bruce Wayne rescued Dick from an uncaring juvenile services system. Frustrated by the lack of attention from his new guardian and the mystery still surrounding his parents' death, Dick snuck out of Wayne Manor one evening to solve the crime on his own—only to stumble into Batman, who was also investigating the murder. Seeing a reflection of himself in Dick, Batman not only revealed his identity as Bruce Wayne to the boy, but also decided to train him to be his protégé. A talented and eager pupil, Dick made his debut as Robin the Boy Wonder

a few short months later when he aided Batman in finally solving the murder of the Flying Graysons.

The Dynamic Duo's partnership was, however, destined to be a difficult one, as the pair suffered a harsh falling out shortly after Robin suffered a near fatal gunshot wound at the hands of the Joker. Dick rediscovered his self-worth among the Teen Titans, a group of fellow sidekicks who looked to him as their natural leader. Batman, however, was less than pleased. He informed Dick that if he no longer wanted to be his partner, then Dick would have to retire as Robin. Dick then turned to Superman for inspiration, who told him of the legendary Kryptonian hero Nightwing—a name that the young man has taken to heart and made his own.

RECENTLY: After a long period of estrangement, Dick returned to the Batcave, and the two former partners were able to set aside their differences. The reconciliation led to Dick's temporarily taking over as Batman during Bruce's hiatus following his battle for the mantle with Jean Paul Valley. Shortly after Bruce's return, Batman entrusted Nightwing with a mission in the nearby city of Blüdhaven. There, Nightwing discovered a deeply entrenched criminal underworld led by Roland Desmond, better known as Blockbuster. In light of this, Dick has decided to make Blüdhaven his new base of operations. He has even graduated from the city's police academy, hoping to join the Blüdhaven police department and root out the corruption already in the system.



ORACLE

REAL NAME: Barbara (Babs) Gordon
ALIASES: Rolling Thunder (online avatar)

FORMER ALIASES: Batgirl (1), Amy Beddoes (used while working with the Suicide Squad)

OCCUPATION: Information broker

BASE OF OPERATIONS: Gotham City

HEIGHT: 5'11"

WEIGHT: 126 pounds

EYES: Blue

HAIR: Red

RACE: Human

TECH LEVEL: Postmodern (2)

Reflexes 3D: Dodge 4D, driving 5D, martial arts 9D (arm pin, backhand, disarm, elbow +1D each), melee weapons 5D (escrima sticks +2D)

Coordination 3D: Lockpicking 5D, marksmanship 4D (pistol +1D), thievery 4D, thrown weapons 4D (Batarang, escrima sticks +1D each)

Physique 2D: Lifting 4D, swimming 4D

Knowledge 4D: Computer ops 15D (hacking +5D), criminology 10D, languages 5D (Arabic, French, German, Spanish +2D each), medicine 5D (first aid +2D), research 9D

(Internet +7D), scholar 6D (political science, computer science, librarian systems +2D each), security 10D (clocktower +5D, JLA Watchtower +3D)

Perception 3D: Engineering (computers) 14D, invent 4D (computer programs +10D), repair 4D (computers +5D), streetwise 8D (Blüdhaven +1D, Gotham City +2D), surveillance 9D, tracking 4D (electronic +10D)

Presence 3D: Bluff 5D, charm 7D, intimidation 6D, persuasion 6D, willpower 8D

ADVANTAGES/DISADVANTAGES: Ally (Bat-family) -12D, Contact (Black Canary) -4D, Contact (Commissioner Gordon) -3D, Contact (JLA) -5D, Contact (U.S. Government) -3D, Courage -2D, Photographic Memory -4D, Wealth -6D; Dependent (Batgirl [3]) +1D, Physically Limited (paralyzed from the waist down) +5D, Secret Identity +3D, Sworn Enemy (Blockbuster, Joker) +2D each.

SPEED: 10 (in wheelchair)

PDV: 2

UNARMED BDV: 1D

P/L BONUS: +2

HERO POINTS: 18

VILLAIN POINTS: 0

CHARACTER POINTS: 144

BODY POINTS: 24

EQUIPMENT: Oracle possesses one of the most advanced computer facilities on the planet with several Cray computers using Waynetech Technology. With these resources, Oracle can tap into almost any other computer or

communications network in the world.

She also has collapsible-style escrima fighting sticks (BDV 4D) and a wheelchair.

BACKGROUND: Barbara Gordon was born the daughter of Roger and Thelma Gordon, but the young girl's life was suddenly changed because of a car accident that killed her parents while her father was driving drunk. The custody of orphaned Barbara fell to her uncle, Lt. James Gordon of the Gotham City Police Department.

Barbara adjusted to her new life and was legally adopted by her uncle, who was married with a son of his own. Barbara's world opened up as she took a great interest in her father's activities as Gotham's new police commissioner. While snooping in his office one night, she hid out of sight in the shadows where she eavesdropped on a secretive conversation between the commissioner and Batman. She learned that the Dark Knight Detective was helping her father fight crime in Gotham City. As the commissioner left the room, Batman revealed that he knew she was eavesdropping and warned her to stay out of trouble.

It was then that Barbara decided she wanted to become the Dark Knight's partner. She began her training in earnest in the martial arts, athletics, and several other areas of study. Gifted with a photographic memory, Barbara had to deflect attention so as not to garner notice in her self-training. Upon entering Gotham State University, she began her studies in library science and information systems while working at the public library.

For the policeman's masquerade ball, Barbara decided to surprise her father by dressing up in a costume with a bat motif. One her way there, she accidentally stumbled

upon an attempted kidnapping of billionaire Bruce Wayne by the villain known as Killer Moth. Batgirl made her debut that night, defeating Killer Moth.

Despite the Batman's initial disapproval, Barbara launched herself into a crime-fighting career as Batgirl. She teamed up with the Dynamic Duo on several cases over the next few years. She quickly gained their trust and, after proving herself, she was one of the few rewarded with the knowledge of who Batman and Robin were underneath the masks.

Some months after Barbara went into semiretirement, her life was changed forever when she answered a knock at her father's door. The Joker burst in and shot Barbara through the abdomen, severing her spine. This tragic incident paralyzed her from the waist down and left her confined to a wheelchair for the rest of her life.

In the months following, Barbara hid herself from the rest of the world, coming out only for therapy sessions. Locking herself upstairs in her clocktower apartment, she began using her research and library skills in conjunction with the Internet to refine her talents. This opened up a whole other world for the crime fighter, where she could be an anonymous entity surfing through online communities and networks.

With a grant from the Wayne Foundation, she outfitted her apartment with the latest in state-of-the-art computers. She began putting her technological and detective skills to work. Barbara started using her skills to help her father on one of his cases with a computer-related crime. Barbara launched herself into this new career but still felt helpless and vulnerable sitting in a wheelchair. The legendary martial arts master Richard Dragon helped her overcome this by training her in *escrima*, a Filipino stick-fighting marital art, while coach-

ing her into a renewed spirit of confidence.

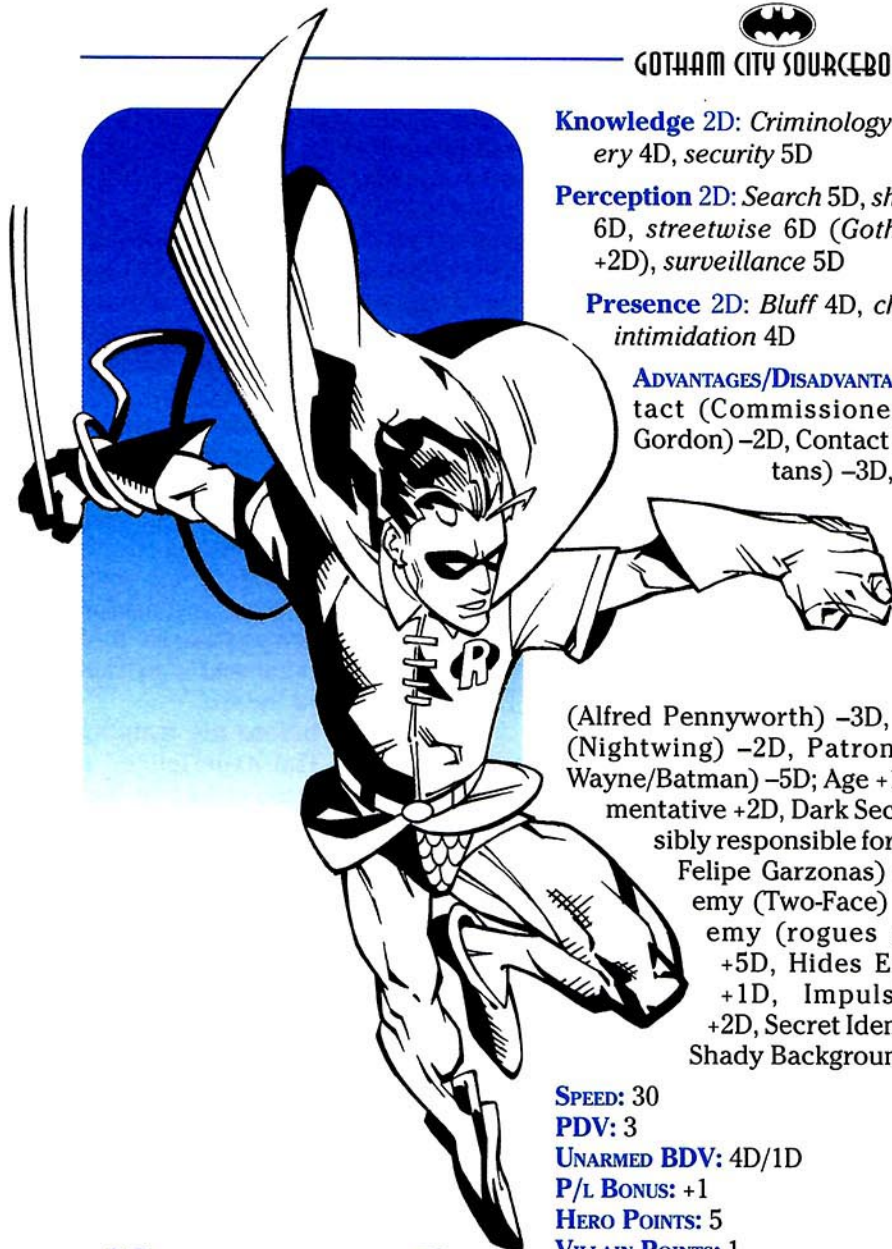
A dream led Barbara to adopting the identity of Oracle, and she became a heroine once more. At first, Oracle helped Amanda Waller and the Suicide Squad. Later, she emerged as a premier investigator and broker of information. Oracle expanded her scope and began helping her former partners Batman and Nightwing again with her invaluable assistance in cases.

RECENTLY: Oracle pushes herself to her limits. She is stronger than she knows, and this is probably her greatest weakness. Barbara is hypersensitive about her disability. She often finds that she overcompensates in her life. Her determination to remain self-reliant has made her less than willing to ask for support, though she has surrendered herself to rely on personal "agents" to do her footwork.

In the aftermath of her crippling injury, Oracle has mastered patience through her ability to focus on work. She spends hours behind a computer terminal sifting through data, becoming a cyberlegend, using high-tech stealth and information retrieval to fight in the war against crime and injustice.

Oracle has been assisting in the training of the new Batgirl with the help of Batman. Recently, she came face to face with the Joker, the man who crippled her. With the aid of Black Canary and Power Girl, she prevented a nuclear attack on New York City that he had coordinated.

She has also caught the attention of Blockbuster, the resident kingpin of Blüdhaven. He is enraged that she has raided his accounts and is looking for payback.



ROBIN 2

REAL NAME: Jason Todd
OCCUPATION: Student, adventurer
BASE OF OPERATIONS: Gotham City
HEIGHT: 5'2"
WEIGHT: 105 pounds
EYES: Blue
HAIR: Black
RACE: Human
TECH LEVEL: Modern (1)

Reflexes 3D: Acrobatics 4D, brawling 6D, climbing 4D, dodge 5D, martial arts 4D, sneak 6D

Coordination 3D: Lockpicking 6D, sleight of hand 6D, thievery 6D, thrown weapons 4D (Batarang +1D)

Physique 3D

Knowledge 2D: Criminology 3D, forgery 4D, security 5D

Perception 2D: Search 5D, shadowing 6D, streetwise 6D (Gotham City +2D), surveillance 5D

Presence 2D: Bluff 4D, charm 4D, intimidation 4D

ADVANTAGES/DISADVANTAGES: Contact (Commissioner James Gordon) -2D, Contact (Teen Titans) -3D, Contact

(Alfred Pennyworth) -3D, Contact (Nightwing) -2D, Patron (Bruce Wayne/Batman) -5D; Age +1D, Argumentative +2D, Dark Secret (possibly responsible for death of Felipe Garzonas) +2D, Enemy (Two-Face) +3D, Enemy (rogues gallery) +5D, Hides Emotions +1D, Impulsiveness +2D, Secret Identity +3D, Shady Background +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 4D/1D

P/L BONUS: +1

HERO POINTS: 5

VILLAIN POINTS: 1

CHARACTER POINTS: 36

BODY POINTS: 34

EQUIPMENT: Lightweight armored jerkin (AV 18 against bullets and projectiles); folding Batarang, de-cel jumplines and grapnels, rebreather, gas capsules, and smoke pellets hidden in utility belt (see Chapter 6 for details).

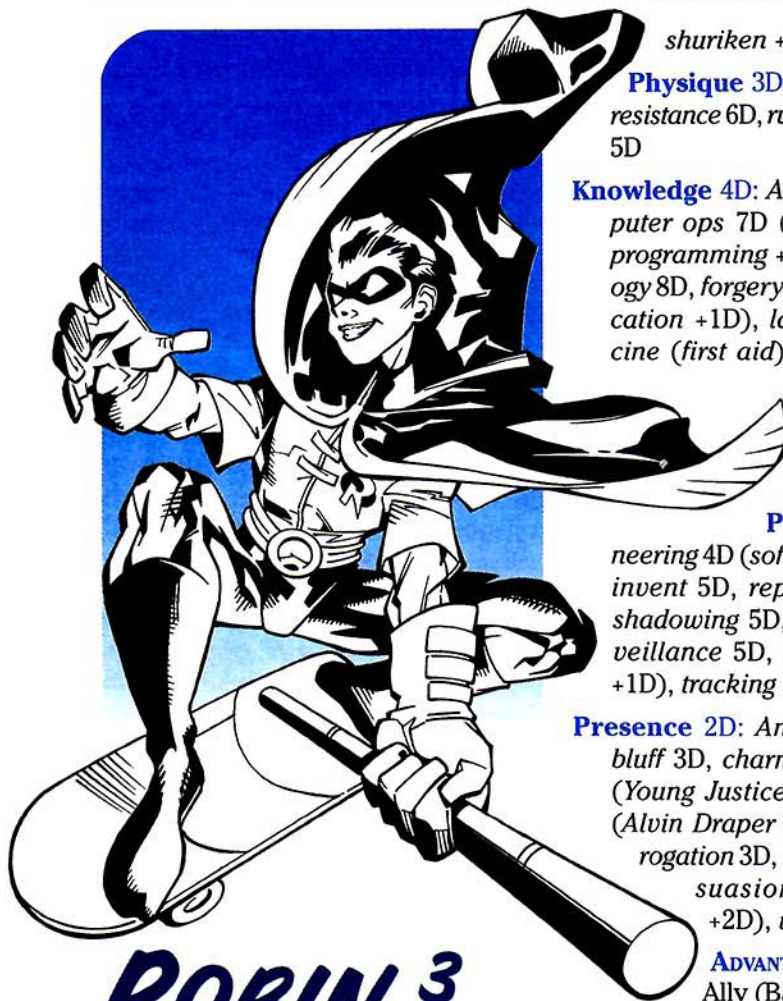
BACKGROUND: After Dick Grayson and Batman had their abrupt falling out, Batman swore he would never take on another partner. However, six years ago, when he came to Crime Alley for his annual vigil in remembrance of his parents' death, Batman returned to the Batmobile to find that its tires had been stolen. Batman tracked down the thief and was surprised to find that it was a young orphan boy named Jason Todd. Seeing no reason to pros-

ecute him, Batman decided to take Jason to Ma Gunn's School for Boys, a local runaway shelter. But he quickly discovered that Fay "Ma" Gunn was actually running a crime academy. Batman closed its doors with Jason's help. Admiring Jason's courage and realizing the void that had come into his life after Dick left, Batman decided to rescind his vow. He adopted Jason as the new Robin.

While Jason soon proved to be one of Batman's most enthusiastic seconds, he was also the most troubled. Brash and impulsive, Jason's former life on the streets had left him with an ambiguous sense of right and wrong. This often placed Jason in opposition to the values his mentor was trying to teach him. The most dramatic of these moral clashes happened when Jason tracked down Felipe Garzonasa, a foreign national who had raped a young woman and later drove her to suicide. Moments after Jason arrived, Garzonasa plunged to his death from his apartment balcony. While the truth is still unknown, there is a distinct possibility that Jason pushed Felipe off the balcony, thereby breaking Batman's strict code against ever taking a life.

Several months after becoming Robin, Jason discovered that his father had been killed by Two-Face, the elder Todd's employer. This knowledge led to a curiosity about his mother's fate. Using the extensive resources of the Batcave, Jason was able to track his mother to Ethiopia. But shortly after their reunion, he was surprised by and savagely beaten almost to death by Batman's arch-foe the Joker, who had been blackmailing Jason's mother. The Joker then left Jason and his mother bound inside a warehouse filled with explosives. Though Jason tried to disable the bomb, mother and son perished together in the blast.

Finding Jason's body, Batman was overcome with grief and thoughts of vengeance. He was eventually able to get past this with the aid of Superman, Nightwing, and the newest Robin, Tim Drake.



ROBIN 3

REAL NAME: Timothy (Tim) Drake

ALIASES: Alvin Draper

OCCUPATION: High school student

BASE OF OPERATIONS: Brentwood Academy, Bristol

HEIGHT: 5'1" **WEIGHT:** 115 pounds

EYES: Blue **HAIR:** Black

RACE: Human **TECH LEVEL:** Modern (1)

Reflexes 2D: *Acrobatics 7D, athletics 6D (Redboard +1D), boating 4D, brawling 5D, climbing 5D, dodge 7D, driving 4D (Redbird, +1D), escape artist 6D, martial arts 8D (all maneuvers +1D each), melee weapons 6D (Bo staff +2D), piloting 4D (Super-Cycle +1D), riding 4D (horses +1D), sneak 6D*

Coordination 2D: *Catch 5D, lockpicking 5D, marksmanship 4D (grappling hook launcher +6D), missile weapons 4D (slingshot +1D), sleight of hand 3D (palming +2D), thievery 5D, thrown weapons 5D (insignia*

shuriken +2D, Batarang +1D)

Physique 3D: *Leap 4D, lifting 4D, resistance 6D, running 5D, swimming 5D*

Knowledge 4D: *Arcane lore 5D, computer ops 7D (hacking, computer programming +2D each), criminology 8D, forgery 5D (forgery identification +1D), languages 5D, medicine (first aid) 5D, navigation 5D (satellite +1D), re-search 6D, scholar 5D, science 5D, security 6D*

Perception 3D: *Engineering 4D (software +2D), hide 6D, invent 5D, repair 4D, search 5D, shadowing 5D, streetwise 4D, surveillance 5D, survival 4D (urban +1D), tracking 5D*

Presence 2D: *Animal handling 5D, bluff 3D, charm 3D, command 3D (Young Justice +1D), disguise 3D (Alvin Draper identity +1D), interrogation 3D, intimidation 4D, persuasion 4D (Super-Cycle +2D), willpower 7D*

ADVANTAGES/DISADVANTAGES:

Ally (Bat-squad) -12D, Ally (Young Justice) -13D, Attractive Appearance -2D, Charismatic -3D,

Gifted in Learning -4D, Leadership Ability -2D, Mechanical Aptitude -2D, Observant -2D, Patron (Batman/Bruce Wayne) -4D, Preparedness -4D, Wealth -6D; Age +1D, Dependent (Jack Drake, Mrs. McIlvaine, Dana Winters, Alfred Pennyworth) +1D each, Employed (student) +4D, Enemy (Two-Face, the Joker, the General) +2D each, Enemy (rogues gallery) +5D, Secret Identity +3D.

SPEED: 30

PDV: 4

UNARMED BDV: 3D/1D

P/L BONUS: +2

HERO POINTS: 4

VILLAIN POINTS: 0

CHARACTER POINTS: 30

BODY POINTS: 35

EQUIPMENT: See Chapter 6.

BACKGROUND: As a child, Timothy Drake was one of the witnesses to the death of John and Mary Grayson at Haly's Circus. Later, when Robin appeared on the scene, Tim saw through the colorful costume and recognized Dick Grayson by identifying the signature quadruple somersault Tim had seen Dick perform that fateful night. Tim was further able to extrapolate that

Bruce Wayne was Batman, since he had taken Dick in following his parents' murder. Tim followed both crime fighters' careers zealously and was among the first to notice a difference in Batman's behavior following the disappearance of the second Robin. Realizing that Batman needed Robin as a mitigating force to curb his more violent tendencies, Tim contacted Dick Grayson, now Nightwing, and tried to reunite the original Dynamic Duo. However, in the end, it was Tim who donned the Robin costume and stepped in to save both Nightwing and Batman from a trap set by Two-Face. After some convincing by both Alfred Pennyworth and Nightwing, Batman consented to train Tim to be the third Robin.

Regrettably, before his training was complete, Tim experienced a tragedy similar to the ones that had shaped both Batman and Nightwing's lives. The Obeah Man, leader of a voodoo cult, abducted Tim's parents and, despite Batman's intervention, Tim's mother was killed.

Tim eventually braved his trial-by-fire when he rescued Batman from the clutches of the Scarecrow. But, feeling that his skills were still lacking, he traveled to Europe to further hone his talents from a number of teachers—including the deadly Lady Shiva—before returning to Gotham City to take his place at Batman's side as Robin.

RECENTLY: Because of a number of unexplainable absences—each a direct result of his activities as Robin—Tim's father placed him in an exclusive boarding school, called the Brentwood Academy, in the nearby suburb of Bristol. Tim was at first worried what this would mean to his partnership with Batman, but the Dark Knight has assured him that nothing would change. He has also sent Alfred to Brentwood to spend the remainder of the school year with Tim. However, the strict atmosphere of Brentwood has so far made it extremely difficult for Tim to slip away unnoticed. It has forced him to become especially resourceful in his comings and goings from the campus.



THE HUNTRESS

REAL NAME: Helena Bertinelli
FORMER ALIASES: Batgirl (2)
OCCUPATION: Vigilante, schoolteacher
HEIGHT: 5'11"
WEIGHT: 148 pounds
EYES: Brown
HAIR: Black
RACE: Human
TECH LEVEL: Modern (1)

Reflexes 4D: *Acrobatics 9D, climbing 5D, dodge 9D, driving 5D, escape artist 6D, martial arts 8D (all maneuvers at +1D each), sneak 10D*

Coordination 4D: *Lock-picking 7D, marksmanship 5D (grappling hook*

launcher +4D), missile weapons 8D (crossbow +2D), thievery 7D, thrown weapons 6D (throwing knives +1D)

Physique 3D: *Leap 6D*

Knowledge 3D: *Computer ops 4D, criminology 7D, medicine (first aid) 4D, research 5D, scholar 6D, science 4D, security 5D*

Perception 3D: *Hide 8D, search 6D, streetwise 8D (Gotham City +2D), shadowing 8D, surveillance 6D, tracking 6D*

Presence 3D: *Bluff 6D, charm 6D, interrogation 7D, intimidation 8D, persuasion 6D, willpower 8D*

ADVANTAGES/DISADVANTAGES: Attractive Appearance -2D, Contact (Batman) -4D, Contact (Nightwing) -3D, Observant -2D, Wealth -4D; Dark Secret (family's murder) +1D, Enemy (Gotham City crime

families) +5D, Fanatic +3D, Impulsiveness +1D, Secret Identity +3D.

SPEED: 30

PDV: 5

UNARMED BDV: 1D

P/L BONUS: 1

HERO POINTS: 12

VILLAIN POINTS: 0

CHARACTER POINTS: 104

BODY POINTS: 28

EQUIPMENT: Hand-held crossbow and bolts (BDV 3D, range: 30/75/130), throwing knives (BDV 2D, range (x 12 feet): PHYS-1/PHYS/0), wrist-launcher (BDV 2D, range: 30/90/165), can also be used as grappling hooks and line, costume (AV 10 to chest only).

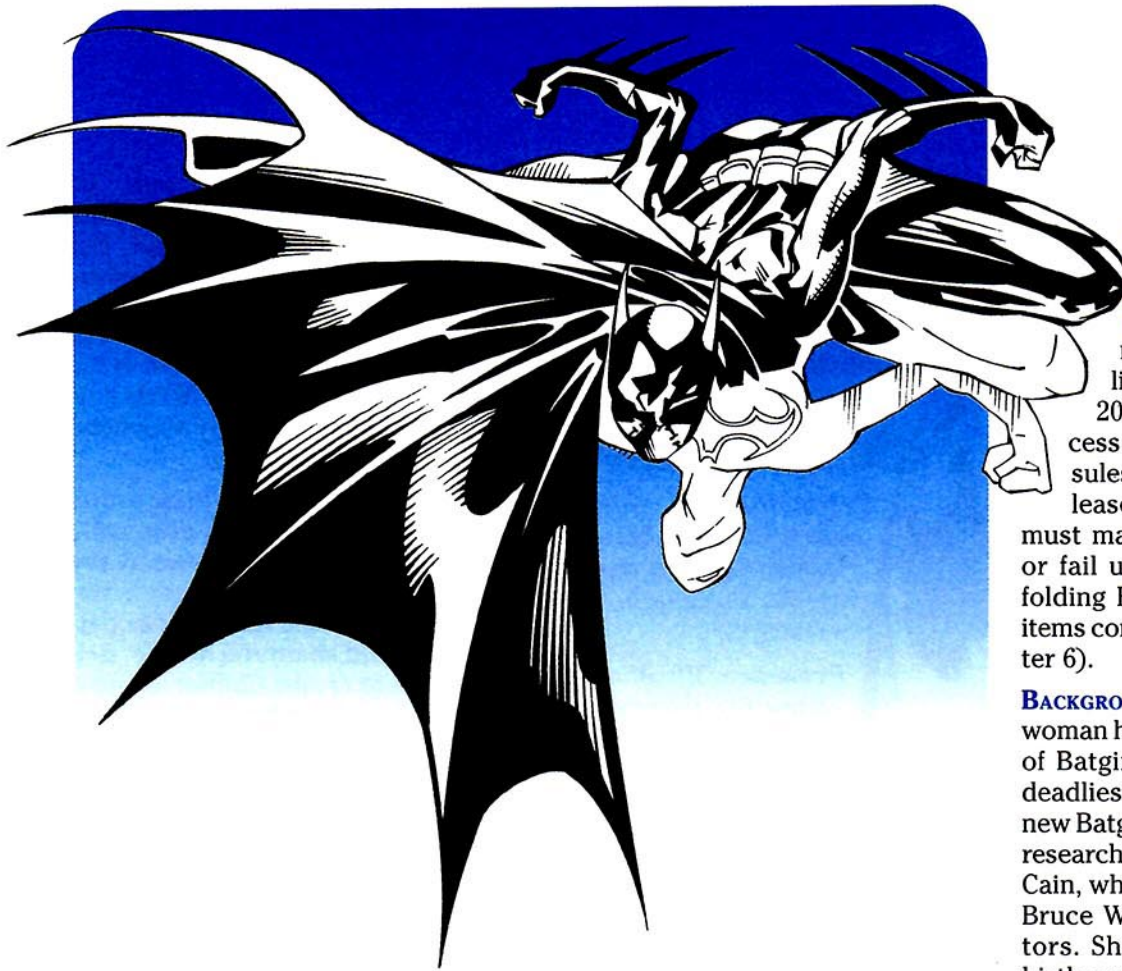
BACKGROUND: The oldest child of Franco Bertinelli and Maria Panessa-Bertinelli, Helena was seen as the consummation of the union between two of Gotham's most powerful rival crime families. However, when her

father became "Boss of Bosses," he perpetuated a long-standing feud between the Bertinellis and the Panessas by snubbing the Panessas' patriarch, Tomaso. In retaliation, Helena's entire family, save for her, was assassinated while they sat at the dinner table one evening. To this day, Helena doesn't know why she alone was spared.

Sent to Sicily to live with relatives after the tragedy, Helena eventually returned to Gotham. Haunted by the desire to gain revenge upon the Gotham Mafia dons who had her parents slain and shattered her life, Helena chose to create another identity, one that would instill respect and fear into those she stalked—the Huntress.

As time passed, Helena's anger and rage began to increasingly drive her to use methods not unlike those of the criminals she preyed upon. Eventually, her activities brought her to the attention of Batman and his seconds Robin and Nightwing. Almost immediately, Batman distrusted the femme fatale and made it quite clear he did not approve of her potentially deadly tactics. Not one to be frightened off, the Huntress chose to remain in Gotham. She became a member of the current JLA under the recommendation of Batman and even masqueraded as a new Batgirl during the early days of Gotham City's "No Man's Land" in an effort to win the Dark Knight's favor.

RECENTLY: Fired from her brief tenure in the current JLA by Batman, Huntress returned to "No Man's Land" Gotham determined to prove herself to the Dark Knight—which was precisely the reaction he was hoping for. In an attempt to prove her heroism, Huntress took three bullets trying to prevent the Joker from killing a number of kidnapped babies. While Batman was appreciative at the time, he still expects her to once more cross the line now that her injuries have healed.



BATGIRL³

REAL NAME: unknown, possibly Cassandra Cain

OCCUPATION: Vigilante

BASE OF OPERATIONS: Gotham City

HEIGHT: 5'5"

WEIGHT: 110 pounds

EYES: Brown

HAIR: Black

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 4D: *Acrobatics 7D, brawling 9D, dodge 8D, escape artist 7D, martial arts 11D, melee weapons 5D, sneak 7D*

Coordination 4D: *Catch 5D, marksmanship (grappling hook launcher) 7D, thievery 6D, thrown weapons 7D*

Physique 2D: *Leap 6D, lifting 4D, running 4D, swimming 4D*

Knowledge 2D: *Criminology 3D, languages*

(body language) 4D, medicine (anatomy) 6D, scholar (assassination techniques) 6D, security 4D

Perception 3D: *Hide 7D, search 5D, shadowing 7D, streetwise 4D, surveillance 6D, tracking 4D*

Presence 2D: *Intimidation 6D, willpower 7D*

ADVANTAGES/DISADVANTAGES: Acute Balance -2D, Ally (Oracle) -9D, Courage -2D, Fast Reactions -4D, Gifted in Learning -4D, Hardiness -4D, Observant -2D, Patron (Batman/Bruce Wayne) -4D, Special Equipment -5D; Age +1D, Dark Secret (been an assassin) +3D, Impulsiveness +1D, Physically Limited (incapacity to speak) +4D, Secret Identity +3D.

SPEED: 30

PDV: 4

UNARMED BDV: 5D/1D

P/L BONUS: +2

HERO POINTS: 2

VILLAIN POINTS: 2

CHARACTER POINTS: 32

BODY POINTS: 30

EQUIPMENT: Costume, de-cel monofilament cord jump-lines and grapnels (max range 200 feet of cable; adds +1 success to any *climbing* roll), gas capsules (break upon contact and release a knockout gas; the target must make a Difficult *willpower* roll or fall unconscious for six hours), folding Batarang and various other items concealed utility belt (see Chapter 6).

BACKGROUND: Again, another young woman has draped herself in the garb of Batgirl. This fighting fury is the deadliest of Batman's partners. The new Batgirl was once the protégé and research project of an assassin named Cain, who had, long ago, been one of Bruce Wayne's martial arts instructors. She was acquired by Cain at birth and raised in isolation, where she was trained to become one of the world's deadliest assassins. Cain planned for her to become his assistant and eventual successor. She would have the gift of all of his martial arts knowledge. In an experiment of this training, Cain prevented the language center of her brain from learning human speech. He believed that it would instead adapt to other nonverbal stimuli and a higher order of physical recognizance. The experiment worked better than expected, and she became a deadly fighter.

Having spent the first nine years of her life training in Cain's deadly art, the mute apprentice was assigned the task of performing her first assassination. She was to use only her bare hands in the cold-blooded kill. Murdering as ordered, she was repulsed by her deadly success. The young girl fled from her master. She spent the next eight years wandering in the back streets of the world. The journey of this un-



named teenager finally ended with her becoming trapped in the crumbling streets of Gotham City during "No Man's Land." There, she was discovered by Oracle, the former Batgirl. Recognizing her unique abilities, Oracle recruited the girl to be her eyes and ears during Gotham's isolation.

Because of Batman's absence from Gotham City during "No Man's Land," the Huntress for a brief period became without permission the second Batgirl. She understood the magnificent power to strike fear into the hearts of criminals in this role that she could not quite achieve as the Huntress. But she took her role too far. Batman stripped the Huntress of her new title and decided to bestow the mantle of Batgirl to a new heir.

When the time came for Batman to add strength to his ranks, Oracle vouched for the silent girl who assisted her. This silent, deadly former assassin was anointed the new Batgirl as Helena Bertinelli returned to her role as the Huntress.

RECENTLY: The brash new Batgirl has been placed under the tutelage of her predecessor, Barbara Gordon. Although she can tell when an opponent is about to throw a punch even before they consciously realize it and make pre-emptive defensive strike, the 17-year-old has been undergoing rigorous training in which she is learning how to talk, write, and come to grips with her past.

She is adapting to her fascinating new lease on life with the aid of Batman and Oracle while challenging herself to learn how to conduct normal relationships. Batman is being stringent on her training. He has only recently discovered, while viewing a found video, that she committed a murder in her youth.



AZRAEL

REAL NAME: Jean Paul Valley

FORMER ALIASES: Batman (2)

OCCUPATION: Crime fighter

BASE OF OPERATIONS: Gotham City

HEIGHT: 6'2"

WEIGHT: 210 pounds

EYES: Blue

HAIR: Blond

RACE: Human (genetically altered)

TECH LEVEL: Modern (1)

Reflexes 4D: Acrobatics 8D, brawling 8D, climbing 6D, dodge 8D, escape artist 8D, martial arts 10D (all maneuvers +1D each), melee weapons 6D (sword +2D), piloting 5D, sneak 6D

Coordination 3D: Marksmanship 4D (grappling hook launcher +7D), thievery 5D, thrown weapons 5D

Physique 4D: Leap 6D, lifting 6D, resistance 6D, running 6D, swimming 6D

Knowledge 2D: Arcane lore (Order of St. Dumas) 6D, computer ops 4D, criminology 4D, languages 5D, medicine (first aid) 4D, research 6D, scholar 5D, science 5D, security 6D

Perception 3D: Engineering 5D, hide 6D, invent 5D, repair 4D, search 6D, shadowing 6D, streetwise 5D, surveillance 6D, survival 4D (urban survival +1D), tracking 5D

Presence 1D: Bluff

4D, charm 4D, interrogation 4D, intimidation 6D, persuasion 4D, willpower 7D

ADVANTAGES/DISADVANTAGES: Allies (Alfred Pennyworth, Brian Bryan, Dr. Leslie Thompkins) -2D each, Contact (Oracle) -4D, Gifted in Learning -4D, Patron (Batman/Bruce Wayne) -4D, Special Equipment -5D; Dark Secret (once committed murder) +3D, Enemy (Order of St. Dumas) +5D, Enemy (Nicholas Scratch) +2D, Hides Emotions +1D, Secret Identity +3D.

SPEED: 30

PDV: 4

UNARMED BDV: 4D/1D

P/L BONUS: +3

HERO POINTS: 12

VILLAIN POINTS: 3

CHARACTER POINTS: 116

BODY POINTS: 40

EQUIPMENT: Costume (AV 20 against projectiles, AV 12 against heat and fire).

BACKGROUND: Jean Paul Valley inherited the role of Azrael from his father, the latest of 20 generations in their family to do so.

Jean Paul's training began before he was born. The Grey Abbot and the other scientists of the centuries-old Order of St. Dumas began conditioning Jean Paul with electric shocks and alterations to his brain and blood chemistry while he was still a fetus. This process would eventually give him greater strength and agility later in life.

After his birth, Jean Paul was subjected to The System, which consisted of intense physical training and hypnotic suggestions designed to make him an obedient servant. The System prepared him for his role as Azrael and indoctrinated him into religious servitude in the Order of St. Dumas.

While Jean Paul was a graduate student at Gotham State University studying computer science, a life-changing event occurred. His

mortally wounded father, dressed in the bloody armor and cloak of Azrael, to pass on the role came to his son's door. His father directed him to open a package he had left earlier with Jean Paul, in which all would be explained.

Jean Paul opened the package that contained \$40,000, a phone number to call, and instructions to fly to a small airfield in Switzerland.

Once there, Jean Paul met his new instructor, a dwarfling named Nomoz. Putting on a costume as instructed and speaking the name Azrael unleashed a post-hypnotic suggestion. It triggered an extraordinary reaction that greatly heightened Jean Paul's abilities.

Jean Paul learned from Nomoz his true history and realized that The System controlled him when he donned the mask of Azrael. He carried on the role of Azrael until a few months after his twenty-first birthday, when he saved the life of Batman.

On Jean Paul's return to Gotham, Bruce Wayne gave him a job and began to help wean him from the Order's conditioning. When Batman was crippled at the hands of the venom-enhanced villain called Bane, he chose Jean Paul to be his successor.

Shortly after donning the mantle of the Bat, the repressed urges of his conditioning surfaced. Jean Paul became unstable as The System released the rage and anger he had inside.

A breaking point came when Jean Paul killed a man. Bruce was forced to return to Gotham to defeat Jean Paul and reclaim the mantle of the Bat for himself.

Jean Paul left Gotham to embark on a journey to explore who he was as Azrael. Along his way, a former psychiatrist and alcoholic named Brian Bryan and the renegade Sister Lilhy from the Order of St. Dumas joined him on his quest. Making enemies with Brother Rollo, the leader of the Order at that time, Azrael refused to

be dictated to by the Order and took the battle to their sanctuary headquarters in the Ice Castle.

With his friends' help, Azrael destroyed the Ice Castle and evidently the Order as well. Battling his inner struggles with the help of his close allies, Jean Paul has sought his own purpose as a knight, so that his fate is held in his own hands.

RECENTLY: After several compassionate acts of redemption and courageous feats accomplished by Azrael, Batman realized that his one-time protégé had at last overcome his mistrust. The Dark Knight asked him to again become a trusted aide in his war on crime. Azrael's services were particularly valuable during the months following the earthquake that decimated Gotham City.

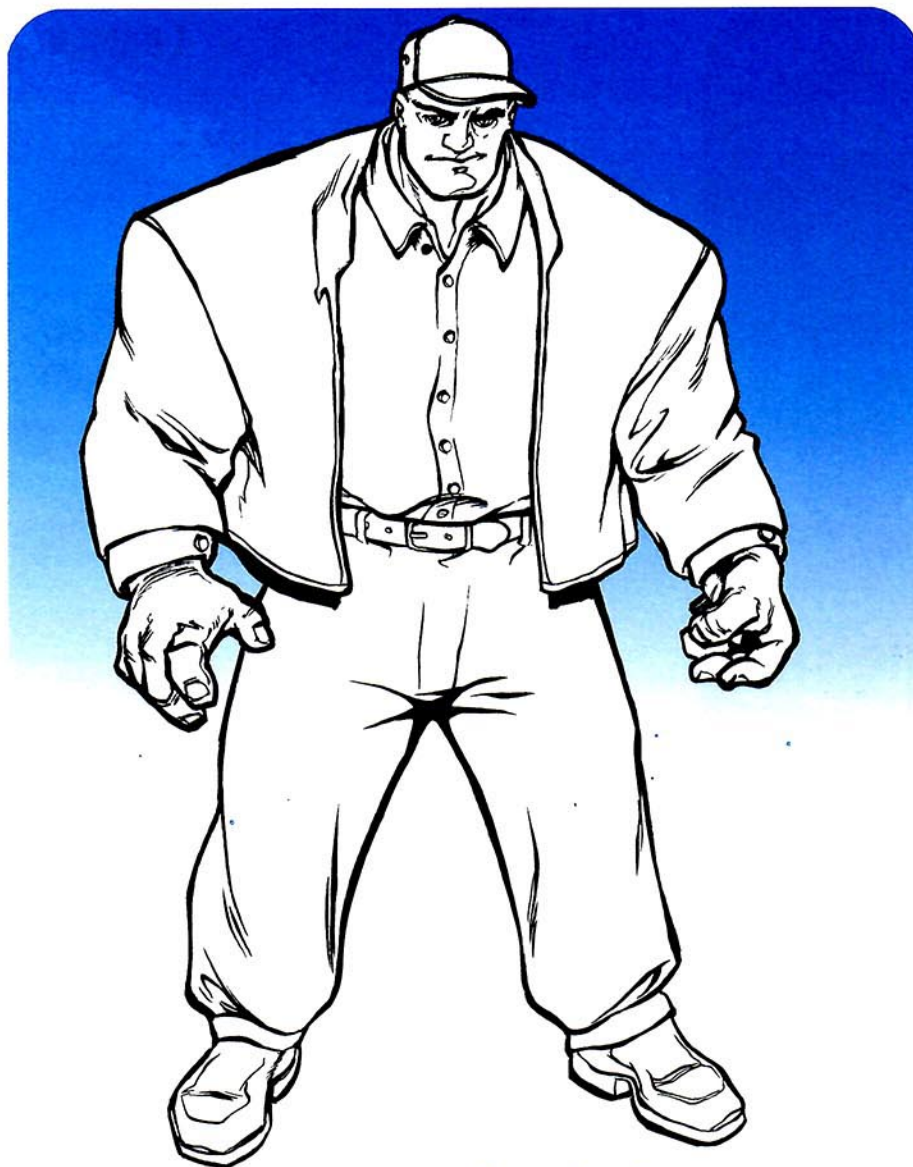
In the aftermath of Gotham City's forced isolation known as "No Man's Land," Jean Paul was reunited with his friend Brian Bryan. Together with the help of Dr. Leslie Thompkins and benefactor Bruce Wayne, Jean Paul and Brian have launched a free clinic at an old abandoned church in Gotham City.

Problems have arisen lately with the resurfacing of Nicholas Scratch, who came to the clinic as a patient of Brian. Scratch deceived those around him into thinking that he was trying to reform. He drugged Jean Paul and attempted to trick everyone into believing that Azrael had murdered a two-bit thug in a rage of vengeance. Azrael was now placed at odds with the Huntress, Batman, Brian, and Leslie. Luckily, the shy Harold, Batman's resident handyman, was witness to Scratch's treachery, and he exonerated Azrael.

After a discussion with Dr. Thompkins, Jean Paul burned his Azrael costume. He is attempting to move on with his life and place the avenging angel behind him.



FRIENDS & FAMILY



AMYGDALA

REAL NAME: Aaron Helzinger
OCCUPATION: Former criminal
BASE OF OPERATIONS: Blüdhaven
HEIGHT: 8'10"
WEIGHT: 1500 pounds
EYES: Red
HAIR: Blue
RACE: Human
TECH LEVEL: Modern (1)

Reflexes 3D: *Brawling 7D, dodge 4D*
Coordination 2D: *Thrown weapons 4D*

Physique 5D (7D): *Lifting 7D (9D), resistance 6D (8D)*

Knowledge 1D

Perception 1D: *Streetwise 3D*

Presence 3D: *Intimidation 6D, willpower 5D*

ADVANTAGES/DISADVANTAGES: Contact (Dick Grayson) -2D, Hardiness -4D; Medical Problem (must take medication to remain docile) +6D, Shady Background +2D.

SPEED: 30

PDV: 2

UNARMED BDV: 4D

P/L BONUS: +4

HERO POINTS: 1

VILLAIN POINTS: 2

CHARACTER POINTS: 21

BODY POINTS: 67

NATURAL ABILITIES: Enhanced strength (+2D to *Physique*).

BACKGROUND: Dick Grayson's neighbors at 1013 Parkthorne Avenue are a motley crew of good-hearted residents who have made Blüdhaven their home. The interesting tenants of this building, who have united together during good times and bad, are taken care of by their beloved landlady, Bridget Clancy.

The largest of the tenants in the building lives on the bottom floor because of his size. A former inmate of Arkham Asylum, Aaron Helzinger underwent a surgical procedure years ago in which the almond-shaped mass of nerves in his brain that control rage was removed in an attempt to make him docile. The operation failed. It turned him into a creature of perennial rage, later nicknamed Amygdala.

This hulking behemoth was manipulated by a dangerous assortment of convicts and was incarcerated as an inmate of Arkham Asylum. There, he crossed paths and came to blows with Batman on a couple of occasions.

RECENTLY: This giant man-child has apparently been cured with the aid of medication and treatment. He must take his medicine on a regular basis or once again face his rage. However, the doctors have assisted in alleviating this problem by placing a subdermal dispenser in his arm that safely administers the drug. This dispenser needs to be replaced every few months.

Attempting to gain a new lease on life, Aaron has moved to Blüdhaven and taken up residence at 1013 Parkthorne Avenue. He has become a friend to many of the other tenants in the building.



BLACK CANARY

REAL NAME: Dinah Laurel Lance

OCCUPATION: Crime fighter

BASE OF OPERATIONS: Mobile (recently took up residence in Gotham City)

HEIGHT: 5'4"

WEIGHT: 115 pounds

EYES: Blue

HAIR: Black (dyed blonde)

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 4D: *Acrobatics* 7D, *brawling* 6D, *climb-*

ing 5D, *dodge* 7D, *driving* 5D (*motorcycles* +2D), *martial arts* 10D (all maneuvers +2D each), *melee weapons* 5D, *riding* 5D, *sneak* 6D

Coordination 4D: *Catch* 5D, *lockpicking* 5D, *sleight of hand* 5D

Physique 3D: *Lifting* 4D, *resistance* 5D, *running* 5D, *swimming* 5D

Knowledge 2D: *Criminology* 5D, *medicine* 3D (*first aid* +1D), *navigation* 4D (*satellite* +1D), *security* 5D

Perception 3D: *Artist* (*singing*, *floral arrangement*) 5D each, *hide* 5D, *invent* 5D, *know-how* (*gardening*) 4D, *search* 6D, *shadowing* 6D, *streetwise* 4D, *surveillance* 5D, *survival* 4D (*urban survival* +1D), *tracking* 4D

Presence 3D: *Bluff* 5D, *charm* 8D, *command* 4D, *disguise* 4D, *interrogation* 4D, *intimidation* 4D, *persuasion* 6D, *willpower* 8D

ADVANTAGES/DISADVANTAGES: *Acting Ability* -3D, *Ally* (*Oracle*) -11D, *Ally* (*JLA*, *JSA*) -19D each, *Attractive Appearance* -3D, *Charismatic* -3D, *Courage* -2D, *Observant* -2D; *Dark Secret* (*brutally tortured*) +1D, *Hides Emotions* +1D, *Secret Identity* +3D.

SPEED: 30

PDV: 4

UNARMED BDV: 4D/1D

P/L BONUS: +2

HERO POINTS: 24

VILLAIN POINTS: 0

CHARACTER POINTS: 187

BODY POINTS: 30

EQUIPMENT: Costume (Armor Value 10 against projectiles, 8 against heat and fire), global-positioning satellite radio link earpiece (in earring) and throat microphone (in necklace), nightvision goggles (immune to darkness penalties), decel monofilament cord jumplines and grapnels (max range 200 feet of cable, adds +1 success to any *climbing* roll), sonic "Canary Cry" grenades (BDV 7D and immobilizes anyone within 10 feet who can hear the cry and fails a *Physique* or *willpower* roll [they are rendered deaf and writhing in pain] for two minutes), earplugs (protects against sonic attacks).

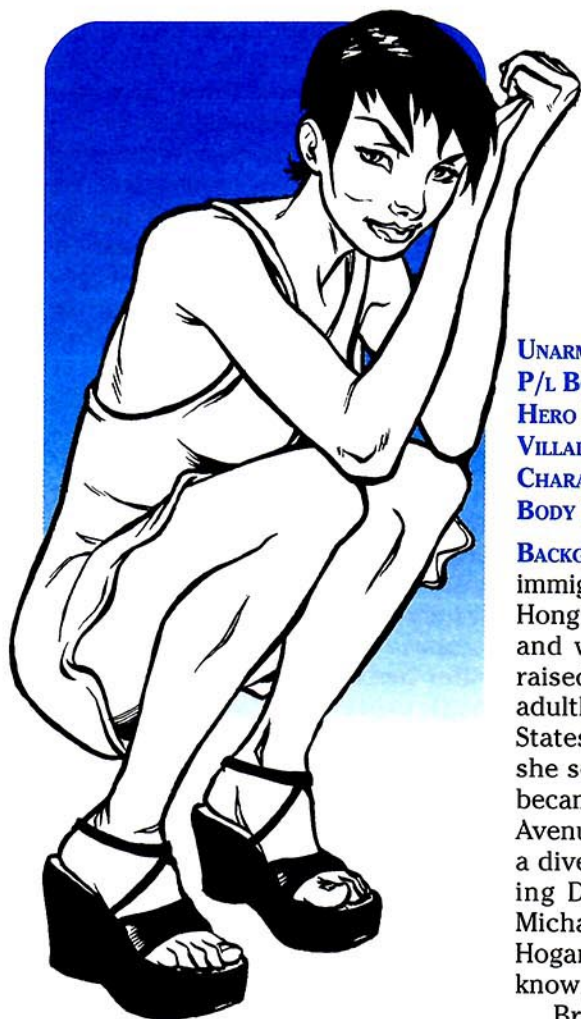
BACKGROUND: Dinah Laurel Lance is the daughter of the original Black Canary, Diana Lance. Young Dinah was awestruck by her mother's adventures with the Justice Society of America and followed in her footsteps to become the new Black Canary for the modern era. She is a world-class detective and martial artist who began her career by becoming one of the founding members of the Justice League of America.

For years, she was romantically involved with her partner, Oliver Queen, the original Green Arrow, and lived with him in Seattle. While investigating Seattle's illegal crack trade, she was captured and tortured by a brutal drug dealer, resulting in the trauma that took away her ability to produce her metahuman sonic cry. After her rescue, she began a long battle to overcome many obstacles to regain her confidence and to fight the good fight again. As problems grew, Dinah and Ollie had a falling out that ended their longtime romance.

While coping, Dinah was contacted by the mysterious Oracle, who now enlists Black Canary as her primary agent to take on daring and heroic assignments across the globe.

RECENTLY: Black Canary has joined the newly reformed Justice Society of America. Her ties to the team go back to her childhood. Her more-than-decades-long experience as a crime fighter, along with being a founding member of the JLA, has been a valuable asset to this multigeneration team.

In the aftermath of "No Man's Land," Dinah has moved back into her rebuilt apartment in Gotham. Black Canary is a savvy, street-smart heroine who can size up most situations thrown her way in whatever environment she finds herself in. The athletic and lithe beauty uses stealth skills along with her charm to accomplish her missions. She has a strong sense of independence, self-reliance, and a will to prove herself while acknowledging that she can use the technical support and direction of her partner, Oracle, to help her through obstacles.



BRIDGET CLANCY

Reflexes 2D

Coordination 2D: *Lockpicking* 3D

Physique 2D

Knowledge 3D: *Medicine* 4D (*first aid* +1D), *research* 4D, *scholar* 5D (*landlord* +1D), *science* 5D

Perception 3D: *Repair* 5D, *streetwise* 4D

Presence 3D: *Bluff* 4D, *charm* 5D, *persuasion* 4D, *willpower* 4D

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Contact (Dick Grayson) -2D, Mechanical Aptitude -2D; Employed (landlady, student) +4D each.

SPEED: 30

PDV: 1

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 0

CHARACTER POINTS: 4

BODY POINTS: 22

BACKGROUND: Bridget Clancy is an Irish immigrant of Chinese descent. She left Hong Kong when she was an infant and was adopted by a family who raised her in Ireland. As she entered adulthood, she moved to the United States to attend college. Afterward, she settled in Blüdhaven. There she became a landlady at 1013 Parkthorne Avenue, which has become home to a diverse group of residents, including Dick Grayson, Jonathan Law, Michael "Mutt" Hogan, Hank "Hero" Hogan, and a former Arkham inmate known as Amygdala.

Bridget, who prefers to be called Clancy, is well loved by all of her tenants. With an Irish lilt, this Chinese beauty makes grungy overalls look appealing. Clancy is a genuinely warm-hearted, no-nonsense gal who can tackle just about any construction job. Nonetheless, she has the yearning to be a doctor in order to help people. She has a tough exterior behind which she hides her emotions.

Unknown to Clancy and the others, Dick Grayson has become her guardian angel of sorts. He has even gone so far as to secretly provide the funds needed to keep the building from being taken over and the tenants evicted.

Clancy took an immediate liking to the handsome Grayson when he moved in, even though he has more than once had to cut short a date with her due to his costumed life as Nightwing. Dick has tried to make it up to her, but he doesn't quite realize the extent of the crush she has on him.

RECENTLY: Clancy had a dream come true when a scholarship from Wayne Industries allowed her to enroll in medical school. Meanwhile, she has pressed for a more intimate relationship with Dick. She realizes, however, that he is seriously involved with someone else.

Clancy, in her spirited way, hides from Dick the intensity of her feelings by playing off how serious she really is. While she continues to pretend she and Dick are just good buddies, she has actually fallen deeply in love with him.

THE MYSTERIOUS DR. FLEDERMAUS

Also at 1013 Parkthorne Avenue, the apartment next to Dick Grayson, apartment 3B, is rented out to a Dr. Fledermaus. Unknown to Clancy and the other tenants of the building, the traveling doctor who is constantly away is really a figment of Dick's imagination. The apartment is actually a partial headquarters for Nightwing, where he stows some of his equipment.

Apartment 3B can be accessed via a bolthole (a rapid wall-breach exit), quick-release window guards, and a concealed entry to the upper floor for rooftop access. Within the apartment is a sick bed with various medical equipment, extra costumes for Nightwing, a storehouse of his weapons and gadgets, and some of his files on the numerous underworld elements in Blüdhaven.



DRAKE FAMILY

Jack Drake is the head of a large, multinational company whose assets rival those of Wayne Enterprises. He and his first wife, Janet, were the victims of the Obeah Man, an insane voodoo priest. As Jack's son, Tim, had already begun his training as Robin under Batman, the Dark Knight took a direct interest in the Drakes' kidnapping and went to the Caribbean to free them. However, Batman was too late to save Janet, and Jack was left paralyzed for some time after his rescue.

Jack has only recently regained full mobility, thanks to the help of his physical therapist, Dana Winters, who has become his lover. He

shares the responsibility of raising young Tim with the family housekeeper, Mrs. McIlvane, who has been with the Drakes since his convalescence. With the loss of his wife still a fresh memory, Jack has become highly protective of Tim—particularly in light of his son's still unexplained flight to Europe and return to "No Man's Land" Gotham.

JACK DRAKE

Reflexes 2D: Boating 3D, riding 3D

Coordination 2D

Physique 2D (1D): Lifting 2D

Knowledge 3D: Computer ops 4D, scholar 4D (corporate finance +2D)

Perception 2D

Presence 1D: Charm 4D, command 2D (Tim Drake +3D), willpower 5D

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Wealth -8D; Dependent (Tim Drake, Dana Winters, Mrs. McIlvane) +1D each, Employed +4D, Physically Limited (formerly paralyzed; -1D to *Physique*) +3D.

SPEED: 30

PDV: 1

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 0

CHARACTER POINTS: 10

BODY POINTS: 22

DANA WINTERS

Reflexes 2D: Dodge 3D

Coordination 2D

Physique 2D: Lifting 3D, running 3D, swimming 3D

Knowledge 2D: Medicine 3D (physical therapy +2D), scholar 3D

Perception 2D

Presence 2D: Charm 3D, intimidation 3D, willpower 3D

ADVANTAGES/DISADVANTAGES: Attractive Appearance -2D.

SPEED: 30

PDV: 2

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 0

CHARACTER POINTS: 6

BODY POINTS: 25

MRS. MCILVANE

Reflexes 2D

Coordination 2D

Physique 2D

Perception 2D: Know-how (cooking, cleaning) 5D each

Presence 2D: Charm 3D, persuasion 3D, willpower 3D

ADVANTAGES/DISADVANTAGES: Age: Old (60-80) +9D, Employed +4D.

SPEED: 30

PDV: 1

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 0

CHARACTER POINTS: 4

BODY POINTS: 22



FRIENDS OF AZRAEL

In Jean Paul Valley's quest to come to terms with his past and future as Azrael, three individuals whom he crossed paths with and who assisted him in his journey stand out above all others. Much like his, none of their lives can be defined in clear-cut terms.

Brian Bryan used to be a psychiatrist until his life fell apart when three of his patients all committed suicide within a short time span. Guilty over their deaths, he abandoned his practice, turned to the bottle for comfort, and began living on the streets.

In a chance en-

counter when someone was trying to steal Jean Paul's shoes, Brian met Azrael and his life changed for the better. The two have been close friends ever since. Jean Paul has taken the doctor with him for company and support on his quests. Brian has been trying to help Jean Paul with his psychological disorders caused by The System, to control and come to terms with the divided sides of his persona. After a brief dip in a Lazarus Pit during one quest, Brian has been weaned off the bottle. Recently returning to Gotham City, Brian has taken up Jean Paul's offer to help out at the free

clinic they've put together with friends at an old abandoned church.

Nomoz appears to be the last existing dwarfling, a race of servants who gave their allegiance to the Order of St. Dumas. His position within the order was to train those who would become Azrael. Nomoz mentored Jean Paul when the youth donned the garbs of the Avenging Angel after his father died. The strong-spirited Nomoz unlocked The System that was encoded within Jean Paul and unleashed Azrael by coaching him. After a skirmish with Batman, Nomoz returned to the order a failure and was blamed for the loss of Azrael. He was later assigned to shadow Jean Paul, but he had a change of allegiances after secretly overhearing Brother Rollo's plans to execute both of them.

Nomoz returned once again, but this time to help his student battle Rollo and the Order of St. Dumas. In a covert attack, they breached the heart of the Ice Cathedral, the order's headquarters, through a hidden entrance. Their efforts lead to the secret society's apparent destruction. Nomoz's current whereabouts are unknown, but from time to time he returns to assist his former pupil out of scrapes.

Sister Lilhy was a member in high standing in the Order of St. Dumas. However, she was at odds with the leader of the sect, Brother Rollo. Upon meeting Azrael, she removed her hood and tried to persuade him to aid her in an assassination of the spiritual leader of the secret society, and in doing so became an outcast from the Order.

She assisted Jean Paul in his quest of discovery and aided Nomoz, Brian, and Azrael in the destruction of the Ice Cathedral headquarters of the Order of St. Dumas. Since the destruction of the order, Sister Lilhy has attempted to acclimate to the modern world. Any innocence she had before leaving the

order has quickly shattered as she has turned into quite a seductress. After a recent involvement with a man named Luc in Mexico City, her personality has started to warp further. Now a manipulating temptress, she has made her own bid for power by attempting to rebuild the Order of St. Dumas with herself at its head.

BRIAN BRYAN

Reflexes 2D: *Brawling* 3D, *climbing* 3D, *dodge* 3D, *driving* 3D, *sneak* 3D

Coordination 2D

Physique 2D: *Lifting* 3D, *resistance* 3D

Knowledge 3D: *Medicine* 5D (*psychiatry* +3D), *research* 4D, *scholar* 5D, *science* 4D

Perception 2D: *Search* 3D, *streetwise* 3D

Presence 2D: *Persuasion* 5D, *willpower* 4D

ADVANTAGES/DISADVANTAGES: *Contact* (Jean Paul Valley) -3D, *Observant* -2D; *Low Self-Esteem* +2D, *Phobia* (fear of swimming) +4D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 1

VILLAIN POINTS: 0

CHARACTER POINTS: 11

BODY POINTS: 25

NOMOZ

Reflexes 3D: *Brawling* 4D, *climbing* 5D, *dodge* 4D, *melee weapons* 6D, *sneak* 4D

Coordination 3D: *Missile weapons* 5D, *thrown weapons* 4D

Physique 4D: *Resistance* 5D

Knowledge 4D: *Arcane lore* 6D (*Order of St. Dumas* +4D), *scholar* 6D

Perception 3D: *Surveillance* 6D, *survival* 5D, *tracking* 4D

Presence 2D: *Command* 5D (*Azrael* +2D), *inter-*

rogation 4D, *intimidation* 6D, *persuasion* 4D, *willpower* 6D

ADVANTAGES/DISADVANTAGES: *Ally* (*Azrael*) -3D, *Intimidating Grin* -2D, *Preparedness* -4D; *Dark Secret* (still devoted to the precepts of the Order of St. Dumas) +1D, *Unattractive Appearance* +2D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +2

HERO POINTS: 1

VILLAIN POINTS: 2

CHARACTER POINTS: 24

BODY POINTS: 42

SISTER LILHY

Reflexes 2D: *Brawling* 3D, *climbing* 4D, *dodge* 3D, *driving* 2D, *sneak* 4D

Coordination 2D: *Thievery* 3D

Physique 3D

Knowledge 3D: *Arcane lore* 5D (*Order of St. Dumas* +10D), *languages* 5D, *medicine (first aid)* 4D, *research* 4D,



LUCIUS FOX

Reflexes 2D

Coordination 2D

Physique 2D

Knowledge 3D: *Research* 4D, *scholar* (business, personal finance) 5D each, *security* (Wayne Enterprises) 4D

Perception 2D

Presence 3D: *Bluff* 4D, *charm* 4D, *command* 4D, *persuasion* 4D, *willpower* 4D



ADVANTAGES/DISADVANTAGES: Charismatic -3D, Contact (Bruce Wayne) -6D, Leadership Ability -2D, Observant -2D, Wealth -4D; Dependent (wife) +1D, Dependent (children) +4D.

SPEED: 30

PDV: 1

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 0

CHARACTER POINTS: 14

BODY POINTS: 24

BACKGROUND: Lucius Fox could be one of the most envied men in Gotham City. As Bruce Wayne's right-hand man, he runs Wayne Enterprises and guides its day-to-day operations while Wayne is off being the philandering, foppish playboy billionaire.

While Lucius knows that Bruce isn't the fool he appears to be, he doesn't know the truth—that Bruce is Batman. Without fully realizing it, Lucius is one of Bruce's most trusted advisors and has free rein to handle the company's daily affairs without having to constantly seek Bruce's approval.

RECENTLY: Lucius demonstrated his mettle after the devastating quakes that led to "No Man's Land." He stood up to the business might of LexCorp during an attempt by Luthor to buy up large pieces of Gotham and rebuild it to suit his own power-hungry purposes.

Lucius is a gifted corporate leader, and that gift has put him at odds with many rivals. In fact, he became a target for the assassin Cypher—who wanted access to a top-secret government project that Wayne Tech was working on—and would have been killed if not for Batman's intervention.

COM. JAMES W. GORDON

OCCUPATION: Gotham City police commissioner

BASE OF OPERATIONS: Gotham City

HEIGHT: 5'9"

WEIGHT: 168 pounds

EYES: Blue

HAIR: Formerly brown, now white

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 2D: Brawling 5D, dodge 4D, driving 3D, sneak 3D

Coordination 3D: Marksmanship 4D (pistols +1D)

Physique 2D: Resistance 3D

Knowledge 3D: Criminology 8D, demolitions (Explosive Ordinance Disposal) 4D, medicine (first aid) 5D, scholar 4D (police procedures +4D), science 4D (forensics +1D), security 3D

Perception 2D: Hide 3D, search 3D, shadowing 3D, streetwise 5D (Gotham City +2D), surveillance 5D, survival (urban) 4D

Presence 2D: Command 7D, interrogation 7D, intimidation 6D, persuasion 4D, willpower 6D

ADVANTAGES/DISADVANTAGES: Contact (Batman) -6D, Courage -2D, Leadership Ability -2D, Observant -2D; Dependent (Barbara Gordon, ex-wife; Barbara Gordon, daughter; James Gordon Jr., son) +1D each, Enemy (Gotham rogues) +6D, Enemy (Gotham crime families) +5D, Sworn Enemy (the Joker) +3D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 6

VILLAIN POINTS: 1

CHARACTER POINTS: 56

BODY POINTS: 26

EQUIPMENT: .38 police service revolver (BDV 5Dx2).

BACKGROUND: James Gordon transferred to the G.C.P.D. from Chicago some 12 years ago, seeking to start his life anew. Gordon quickly established a reputation for honesty and integrity in an otherwise corrupt department but at the cost of his marriage to his first wife, Barbara, who eventually left, taking their son, James Jr., with her.

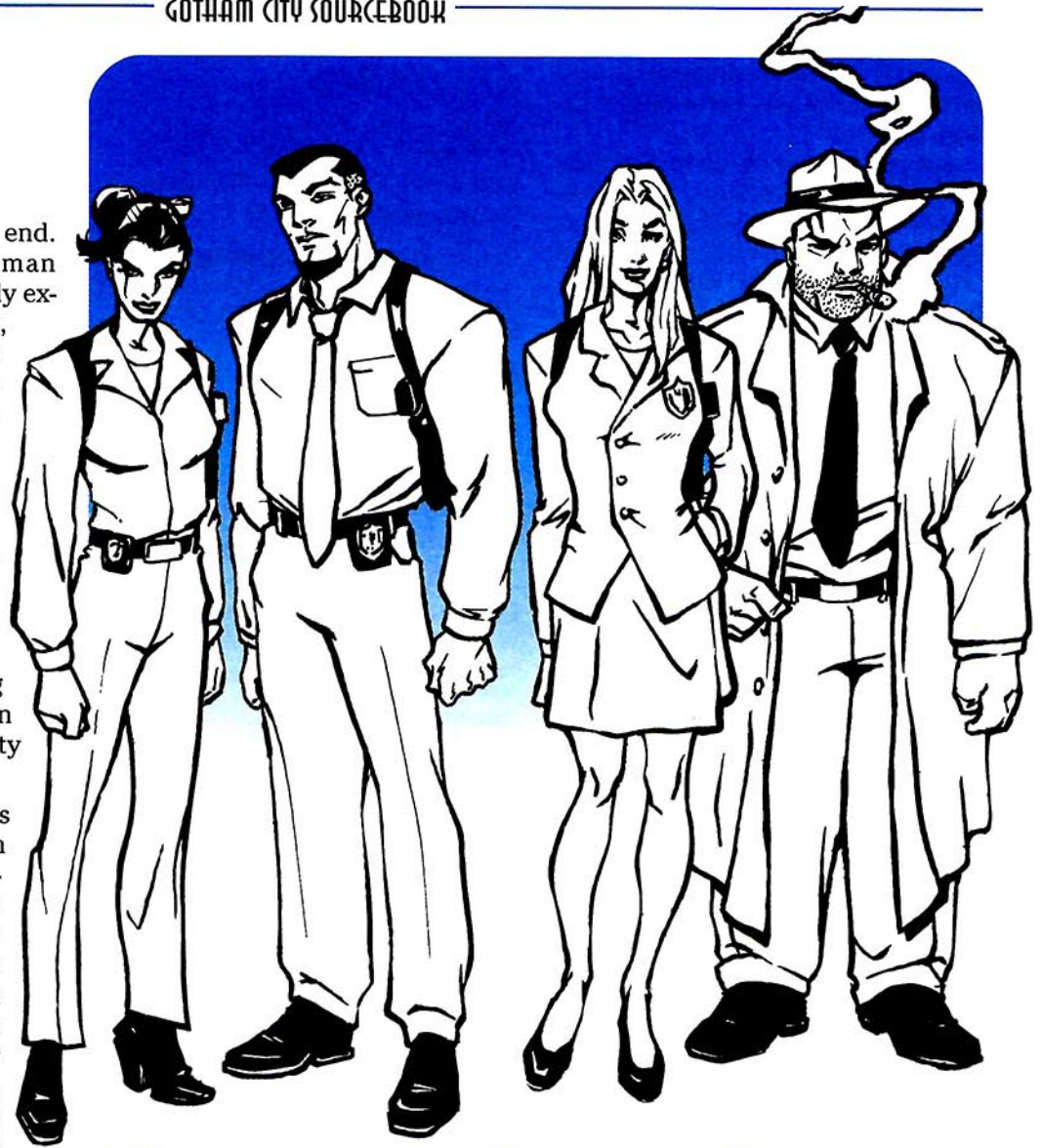
When assigned to the task force charged with capturing the Batman, Gordon soon saw that the Caped Crusader



was a necessary means to an end. Over time Gordon and Batman formed an alliance. After publicly exposing his corrupt superiors, Gordon was promoted to captain and, ultimately, to commissioner. Since then, despite various challenges to his career, both political and personal, he has remained one of the most respected officials in Gotham City by being a by-the-book cop—an ethic he expects and demands from all those under his command. As a result, he has built one of the most upstanding and moral police departments in the country—no mean feat in a city like Gotham.

RECENTLY: The yearlong “No Man’s Land” has taken a heavy toll on Gotham’s “top cop.” The long-standing alliance between Batman and Gordon was tested to the breaking point, as Gordon initially shunned the Dark Knight’s help because he felt Batman had abandoned the city during the crisis’s early days. They have since been able to patch up their differences, but it took the Batman almost revealing his true identity to Gordon to do so.

The harsh environment within “No Man’s Land” also led to other, more unlikely alliances, as Gordon entered into a mutual protection pact with Two-Face—a deal that Gordon later broke, almost at the cost of his life. The most tragic blow, however, was the Joker’s vicious murder of his second wife, Sarah. Though tempted to gun the Joker down in cold blood, Gordon’s principles prevailed, and the Joker was placed in custody instead. Now, Jim Gordon once again heads a rechartered G.C.P.D. with the same courage and tenacity that made him “the second toughest man in Gotham.”



GOTHAM CITY POLICE DEPARTMENT

Since the arrival of James Gordon and his subsequent restructuring of the G.C.P.D., a number of officers have distinguished themselves in the line of duty. The following are but a few of those courageous men and women.

Sarah Essen met Jim Gordon when he was a lieutenant and both were assigned to the Batman special task force. The attraction between the two was quick and mutual, and led to a passionate affair. However, Sarah could tell that Jim would not leave his wife, despite their growing bond, so she transferred to New York City. Some time after Gordon did separate

from his wife and received an appointment to commissioner, Sarah returned to Gotham. The two renewed their romance and eventually married. Theirs was not an easy marriage, however. Perhaps the greatest trial for them was when incumbent mayor Armand Krol dismissed Jim, and Sarah was temporarily promoted to commissioner in his place. However, their genuine love and affection prevailed. In the last days of the “No Man’s Land” crisis, the Joker hatched a sinister plot to kill a number of infants and



small children. Sarah was able to save all of the babies, but at the cost of her own life.

Once a major rival to Commissioner James Gordon, and even briefly dismissed for being a "disgrace to the badge," Harvey Bullock is now one of Gordon's most trusted officers. In recognition of his exemplary performance during the "No Man's Land" crisis, Harvey has been promoted to lieutenant and now heads the G.C.P.D.'s Major Crimes Unit—a position held until recently by Sarah Essen-Gordon. While Harvey dislikes being in charge and filling the shoes of Gordon's late wife, he has adapted to the role. In spite of his blunt and abrasive demeanor, he has earned the respect of the officers under his command. Bullock had also, in the past, served as a field commander, known as a "bishop," for the covert task force Checkmate.

A relatively recent addition to the G.C.P.D., Mackenzie Bock rapidly won recognition as one of the G.C.P.D.'s finest officers. Nicknamed "Hardback" because of his insatiable appetite for books of all kinds, Bock has recently been promoted to captain and given command of the department's Organized Crime bureau, whose ongoing assignment is to take down the crime families working within Gotham. A quiet and soft-spoken individual, Bock is meticulous. There is little about Gotham City and those who prey upon it that he doesn't know.

A Gotham City native, Renee Montoya started her career like any other cop—walking a beat. Her dedication to duty quickly earned the respect of Commissioner Gordon as she steadily worked her way through the ranks, including a stint as Harvey Bullock's partner. Her family was nearly a casualty of the "No Man's Land" crisis when they were held hostage by Two-Face. But, with the help of Gordon and the Batman, she was able to free them from Two-Face's clutches. Since Montoya owes her recent promotion to the late Sarah Essen-Gordon, she continues to strive to be one of Gotham's top officers in the late cop's honor.

LT. SARAH ESSEN-GORDON

Reflexes 2D: *Brawling* 3D, *dodge* 3D, *driving* 3D, *sneak* 3D

Coordination 3D: *Marksmanship* 4D (*pistols* +1D)

Physique 2D: *Running* 3D

Knowledge 3D: *Criminology* 5D, *medicine (first aid)* 4D, *scholar (police procedures)* 5D, *security* 5D

Perception 3D: *Hide* 4D, *search* 5D, *shadowing* 5D, *streetwise* 4D (*Gotham City* +1D), *surveillance* 5D, *survival (urban)* 4D

Presence 2D: *Charm* 3D, *command* 5D, *interrogation* 4D, *intimidation* 4D, *persuasion* 5D, *willpower* 5D

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Courage -2D, Leadership Ability -2D; Enemy (Gotham rogues) +6D, Enemy (Gotham crime families) +5D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 5

VILLAIN POINTS: 0

CHARACTER POINTS: 38

BODY POINTS: 24

EQUIPMENT: Glock .40 Model 23 (BDV 4Dx3).

LT. HARVEY BULLOCK

Reflexes 2D: *Brawling* 6D, *dodge* 4D, *driving* 4D

Coordination 2D: *Marksmanship* 3D (*pistols, shotguns* +1D each)

Physique 2D: *Lifting* 3D, *resistance* 3D

Knowledge 2D: *Criminology* 4D, *demolitions (Explosive Ordinance Disposal)* 3D, *scholar* 3D (*police procedures, covert operations* +1D each, *vintage movies* +2D), *security* 3D

Perception 2D: *Hide* 3D, *search* 5D, *shadowing* 3D, *streetwise* 4D (*Gotham City* +1D), *surveillance* 3D, *survival (urban)* 4D, *tracking* 3D

Presence 2D: *Bluff* 3D, *interrogation* 6D, *intimidation* 6D, *willpower* 5D

ADVANTAGES/DISADVANTAGES: Courage -2D, Hardiness -4D, Leadership Ability -2D, Obscure Knowledge -2D; Argumentative +1D, Enemy (Gotham rogues) +6D, Hides Emotions +1D.

SPEED: 30

PDV: 2

UNARMED BDV: 4D

P/L BONUS: +1

HERO POINTS: 3

VILLAIN POINTS: 0

CHARACTER POINTS: 24

BODY POINTS: 30

EQUIPMENT: Smith & Wesson .45 automatic (BDV 5Dx3).

CAPT. MACKENZIE "HARDBACK" BOCK

Reflexes 3D: *Boating* 4D, *brawling* 6D, *dodge* 5D

Coordination 3D: *Marksmanship* 4D (*pistols* +1D)

Physique 3D: *Lifting* 4D, *running* 4D

Knowledge 4D: *Computer ops* 5D, *criminology* 6D, *medicine (first aid)* 5D, *research* 6D, *scholar* 6D (*mob operations* +1D)

Perception 3D: *Hide* 4D, *search* 5D, *shadowing* 3D, *streetwise* 4D (*Gotham City* +2D), *surveillance* 4D, *survival (urban)* 5D, *tracking* 4D

Presence 2D: *Bluff* 4D, *charm* 4D, *command* 3D, *interrogation* 3D, *intimidation* 5D, *willpower* 6D

ADVANTAGES/DISADVANTAGES: Courage -2D, Gifted in Learning -4D, Hardiness -4D, Leadership Ability -2D, Observant -2D, Preparedness -4D; Enemy (Gotham crime families) +5D.

SPEED: 30

PDV: 3

UNARMED BDV: 4D

P/L BONUS: +2

HERO POINTS: 4

VILLAIN POINTS: 0

CHARACTER POINTS: 28

BODY POINTS: 32

EQUIPMENT: Glock .40 Model 23 (BDV 4Dx3).



DET. RENEE MONTROYA

Reflexes 2D: *Brawling* 4D, *dodge* 4D, *driving* 3D, *sneak* 3D

Coordination 2D: *Lockpicking* 3D, *marksmanship* 4D (*pistols* +1D)

Physique 2D: *Resistance* 3D, *running* 3D, *swimming* 3D

Knowledge 2D: *Computer ops* 3D, *criminology* 5D, *medicine (first aid)* 3D, *scholar* 3D (*police procedures* +1D), *security* 3D

Perception 2D: *Hide* 3D, *search* 4D, *shadowing* 3D, *streetwise* 3D (*Gotham City* +1D), *surveillance* 3D, *survival (urban)* 3D, *tracking* 3D

Presence 2D: *Interrogation* 3D, *intimidation* 4D, *persuasion* 3D, *willpower* 4D

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Courage -2D, Observant -2D; Dependent (Parents, brother) +1D each.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

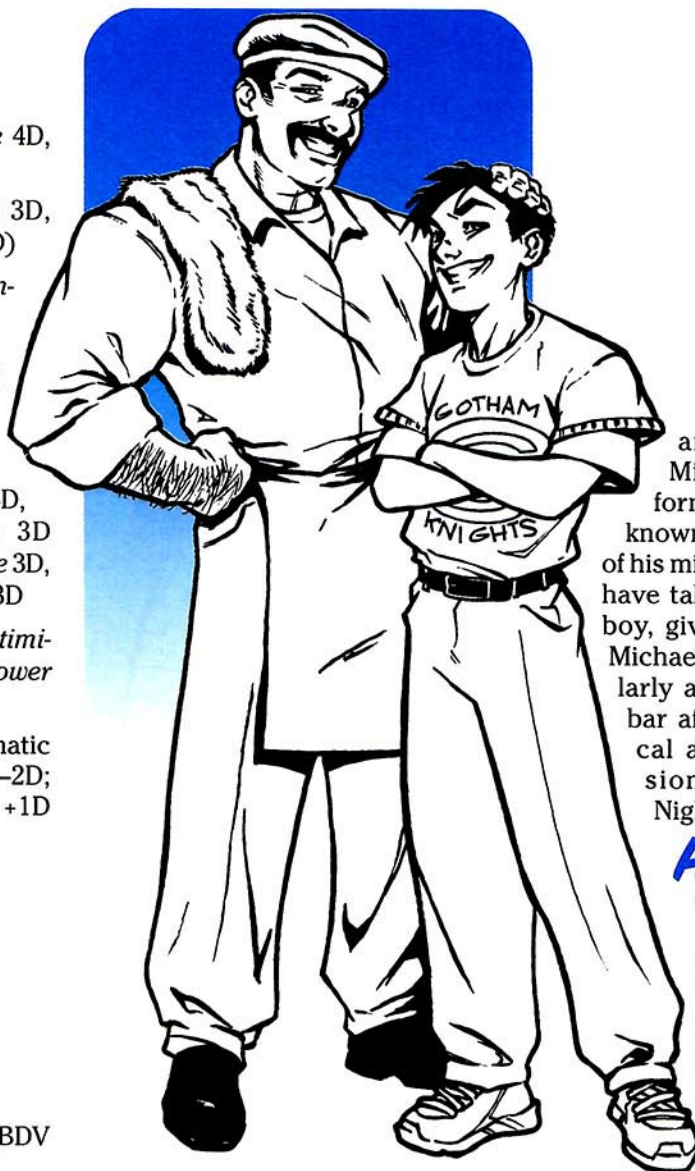
HERO POINTS: 3

VILLAIN POINTS: 0

CHARACTER POINTS: 24

BODY POINTS: 24

EQUIPMENT: Glock .40 Model 23 (BDV 4Dx3).



and his wife adopted Michael. Their son was a former street urchin who was known only as "Mutt" because of his mixed ancestry. The Hogans have taken excellent care of the boy, giving him a loving home. Michael now goes to school regularly and works in his father's bar afterward. The young rascal also serves as an occasional informant for Nightwing.

HANK "HERO" HOGAN

OCCUPATION: Bartender

BASE OF OPERATIONS:

Blüdhaven

HEIGHT: 5'9"

WEIGHT: 185 pounds

EYES: Brown

HAIR: Black

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 2D: *Brawling* 3D, *dodge* 3D, *driving* 3D

Coordination 2D: *Marksmanship* 4D

Physique 2D

Knowledge 2D: *Criminology* 4D, *scholar* 3D (*business* +1D, *Blüdhaven* +1D), *security* 3D

Perception 2D: *Streetwise* 3D (*Blüdhaven* +2D), *surveillance* 3D

Presence 2D: *Interrogation* 3D, *intimidation* 4D, *willpower* 3D

ADVANTAGES/DISADVANTAGES:

Charismatic -3D, Contact (Dick Grayson)

-3D, Contact (Blüdhaven)

HOGAN & MUTT

Hank "Hero" Hogan lives in this apartment with his wife, Floretta, and their adopted son, Michael. Hank is the proprietor of a cop bar named Hogan's Alley. What you see is what you get with Hogan. He is a former Blüdhaven cop who was too honest for the force and left when he could no longer stand the corruption. Hank employed Dick Grayson as one of his hired hands to tend bar at Hogan's Alley before Dick went to the police academy.

With the aid of Nightwing, Hank

haven police department) -2D, Courage -2D; Dependents (Floretta, Michael) +1D each.

SPEED: 30
PDV: 2
UNARMED BDV: 3D
P/L BONUS: +1
HERO POINTS: 1
VILLAIN POINTS: 0
CHARACTER POINTS: 8
BODY POINTS: 27

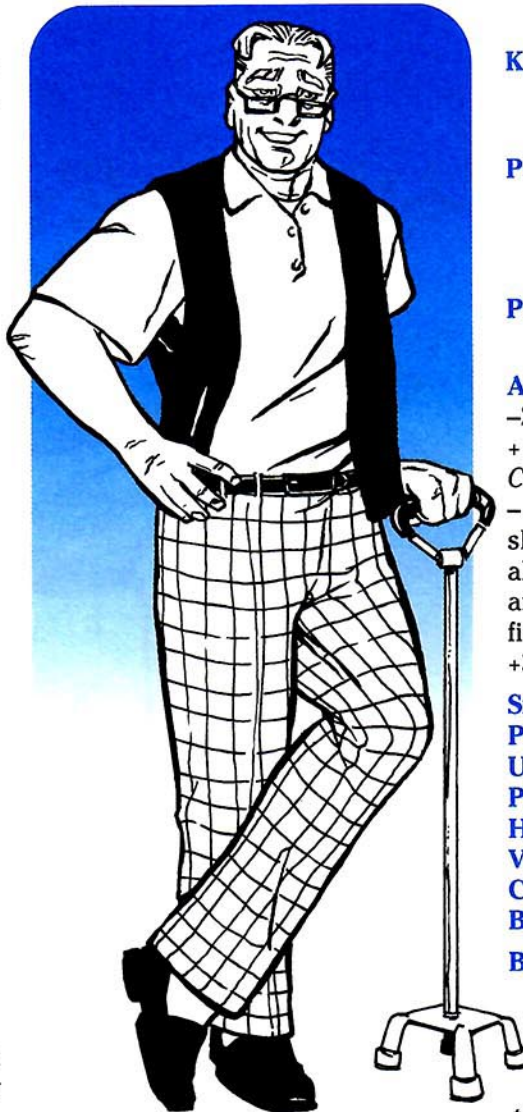
MICHAEL "MUTT" HOGAN

OCCUPATION: Student
BASE OF OPERATIONS: Blüdhaven
HEIGHT: 5'1"
WEIGHT: 115 pounds
EYES: Brown
HAIR: Black
RACE: Human
TECH LEVEL: Modern (1)

Reflexes 2D: Sneak 3D
Coordination 2D: Thievery 3D
Physique 2D: Running 3D
Knowledge 2D
Perception 3D: Streetwise 4D
Presence 2D: Charm 3D

ADVANTAGES/DISADVANTAGES: Contact (Dick Grayson) -3D; Age +1D, Low Self-Esteem +2D.

SPEED: 30
PDV: 1
UNARMED BDV: 1D
P/L BONUS: +1
HERO POINTS: 0
VILLAIN POINTS: 0
Character Points: 4
BODY POINTS: 16



JOHN LAW

FORMER ALIASES: The Tarantula
OCCUPATION: Novelist
BASE OF OPERATIONS: Blüdhaven
HEIGHT: 5'10"
WEIGHT: 210 pounds
EYES: Blue
HAIR: White
RACE: Human
TECH LEVEL: Modern (1)

Reflexes 3D (2D): Brawling 3D, dodge 3D
Coordination 3D (2D): Marksman-ship 3D
Physique 3D (2D)

Knowledge 2D: Criminology 5D, research 9D, scholar 8D (mystery men +2D), security 5D

Perception 3D: Artist (writer) 9D, hide 8D, search 7D, shadowing 9D, streetwise 5D (Blüdhaven +2D), surveillance 9D

Presence 2D: Bluff 6D, intimidation 7D, persuasion 7D, willpower 7D

ADVANTAGES/DISADVANTAGES: Courage -2D, Observant -2D; Age: Old (80+) +18D, Physically Limited (*Reflexes*, *Coordination*, and *Physique* are all -1D; his mobility and most related skills have dropped due to inactivity; all skills requiring physical exertion are automatically at Very Heroic difficulty or higher) +7D, Secret Identity +3D.

SPEED: 30 (25)
PDV: 2
UNARMED BDV: 3D
P/L BONUS: +1
HERO POINTS: 18
VILLAIN POINTS: 0
CHARACTER POINTS: 142
BODY POINTS: 37

BACKGROUND: A rising young author during the Golden Age of Heroes, John Law threw himself into his research for his next book—a history of “mystery men” titled *Altered Egos*—by becoming a “mystery man” himself. Arming himself with a “web gun” and a costume with adhesive surfaces on the boots that enabled him to climb walls, Law became the Tarantula. He was a frequent ally of the Justice Society of America and a member of the All-Star Squadron.

RECENTLY: John retired his Tarantula identity shortly after the publication of *Altered Egos* in the 1960s. Regrettably, the book’s popularity was short-lived, and John faded into pulp fiction obscurity. A resident of Blüdhaven for a number of years, John has become quite the stubborn, old curmudgeon. He still writes pulp novels on an old battered typewriter, and he casts a critical eye on Blüdhaven’s new guardian, Nightwing, who has yet to live up to Law’s lofty standards of heroism.



MANHUNTER

REAL NAME: Paul Kirk

OCCUPATION: Big game hunter, adventurer

BASE OF OPERATIONS: Empire City, later mobile

HEIGHT: 5'11"

WEIGHT: 191 pounds

EYES: Blue

HAIR: Brown

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 3D: Acrobatics 7D, brawling 6D, dodge 8D, martial arts 11D, melee weapons 9D (bundi dagger +2D), sneak 8D

Coordination 3D: Marksmanship 10D (pistols, hunting rifles +2D each), missile weapons 6D, thrown weapons 9D (shuriken +2D)

Physique 4D: Resistance

7D, running 6D, swimming 6D

Knowledge 3D: Medicine 4D (first aid +1D), research 8D, scholar 4D (big game hunting +5D), security 8D

Perception 3D: Hide 7D, search 8D, shadowing 8D, streetwise 8D, surveillance 8D, survival 8D, tracking 11D

Presence 3D: Animal handling 5D, disguise 5D, intimidation 7D, willpower 8D

ADVANTAGES/DISADVANTAGES: Ally (Christine St. Clair) -11D, Ally (Asano Nitobe) -7D, Contact (Kolu Mbeya) -2D, Courage -2D, Hardiness -4D, Speed Draw -1D; Dark Secret (former allegiance to the Council) +1D, Enemy (the Council) +5D, Fugitive +1D, Secret Identity +3D, Sworn Enemy (the Council) +5D, Targeted for Assassination +2D.

SPEED: 30

PDV: 4

UNARMED BDV: 4D/1D

P/L BONUS: +2

HERO POINTS: 18

VILLAIN POINTS: 0

CHARACTER POINTS: 134

BODY POINTS: 42

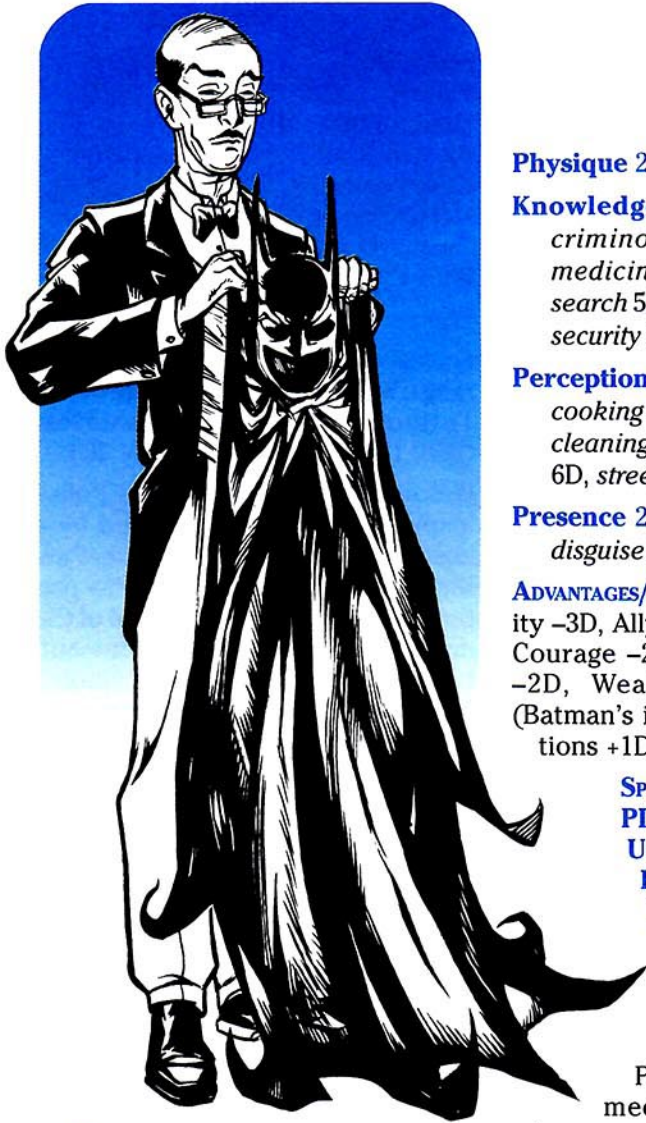
POWERS: Immunity 9D, Healing 9D.

EQUIPMENT: 1916 Mauser (BDV 5Dx2, range: 30/75/150, ammo: 8, rate of fire: 1), throwing knife (BDV 2D), shuriken (BDV 1D), bundi dagger (BDV 3D).

BACKGROUND: When his friend Police Inspector Donovan was killed by a costumed thug, big game hunter Paul Kirk donned a costume himself—patterned after tales he had heard of the mysterious Manhunter cult—and brought the killer to justice. Finding a new challenge in hunting criminals, Kirk continued his crusade as Manhunter and even joined the war-time All-Star Squadron.

Kirk eventually gave up his Manhunter identity and returned to Africa in 1946 to hunt big game. Left virtually dead by a bull elephant's charge, Kirk was found by the Council, a secret organization that seemingly sought to save humanity from itself. Kirk was genetically altered by the Council to be their ultimate warrior, not knowing that they were also cloning him to create an army of superior humans. When Kirk refused to murder a man on the Council's behalf, they tried to have him killed. Realizing the Council's true motives, Kirk turned on the group and began systematically destroying their organization under the guise of Manhunter.

Kirk's vendetta against the Council eventually brought him into contact with Batman. After an initial misunderstanding, Manhunter won Batman over to his cause. During the final assault on the Council, Manhunter stayed behind to sabotage the Council's doomsday weapon. He was killed in the blast that destroyed the Council's headquarters.



ALFRED PENNYWORTH

OCCUPATION: Gentleman's gentleman

BASE OF OPERATIONS: Gotham City

HEIGHT: 6'

WEIGHT: 160 pounds

EYES: Blue

HAIR: Black

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 2D: Boating 3D, brawling 3D (disarm, flip, haymaker, uppercut +1D each), dodge 3D, driving 4D, melee weapons 3D, piloting 3D, riding 4D

Coordination 2D: Marksmanship 3D

Physique 2D

Knowledge 3D: Computer ops 5D, criminology 4D, languages 5D, medicine 5D (first aid +2D), research 5D, scholar 5D (acting +3D), security 5D (Wayne Manor +2D)

Perception 3D: Artist 5D (acting +3D, cooking +1D), know-how (cooking, cleaning, sewing) 8D each, repair 6D, streetwise 4D, survival 5D

Presence 2D: Bluff 4D, command 5D, disguise 8D, willpower 6D

ADVANTAGES/DISADVANTAGES: Acting Ability -3D, Ally (Batman & allies) -12D, Courage -2D, Mechanical Aptitude -2D, Wealth -4D; Dark Secret (Batman's identity) +3D, Hides Emotions +1D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 5

VILLAIN POINTS: 0

CHARACTER POINTS: 2

BODY POINTS: 26

BACKGROUND:

Alfred Pennyworth was a former medic in the British Army who went on to become an accomplished actor. While in the theatre, Alfred received a phone call informing him his father had passed away. He was requested to fill his father's position as manservant to

Dr. Thomas Wayne and his family across the Atlantic in Gotham City. The Pennyworth family had served the Wayne family for generations, and Alfred accepted the challenge—he had recently ended the relationship with his fiancée and saw no reason to stay. He immediately threw himself into his new job and built a strong rapport with the Wayne's son Bruce, forging a friendship that lasts to this day.

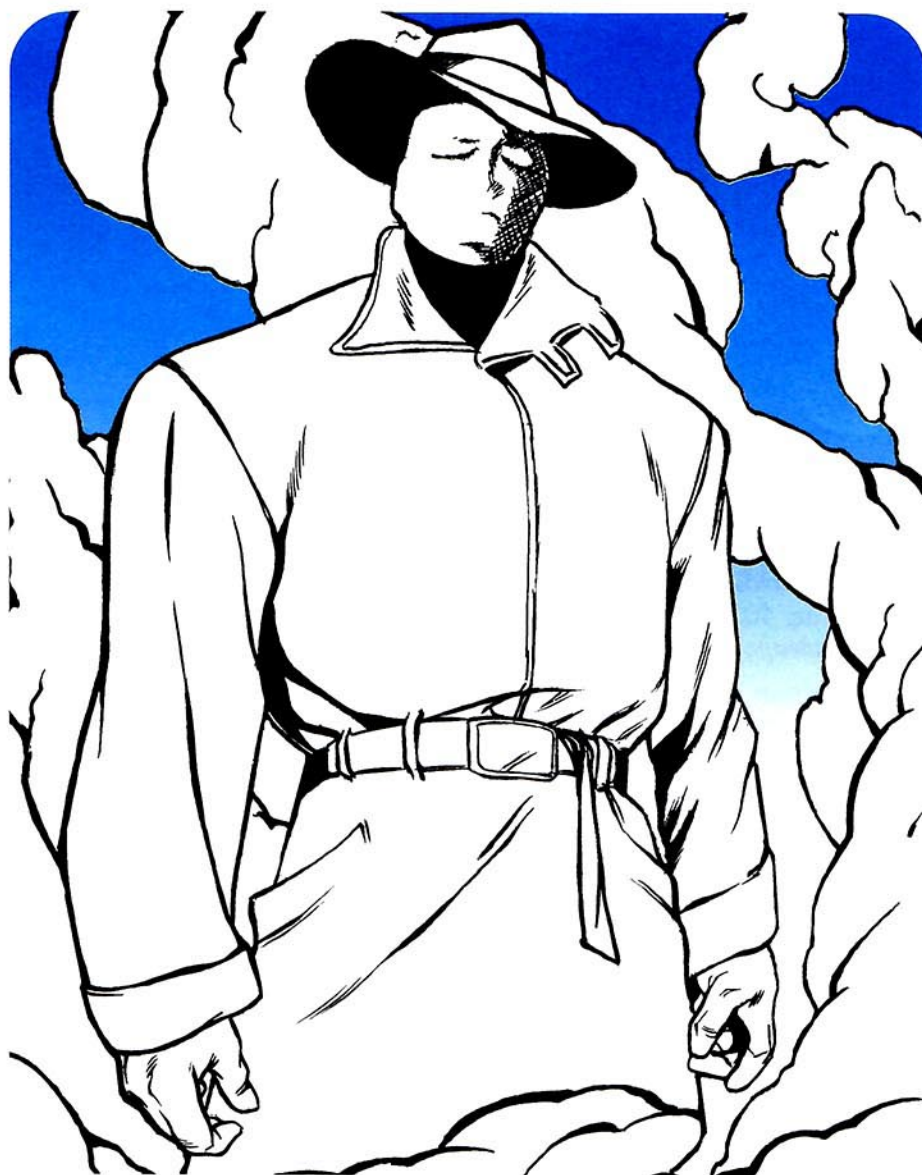
After the Waynes' tragic murder, Alfred was responsible, along with family friend Dr. Leslie Thompkins, for raising young Master Bruce. As the boy grew older, Alfred saw Bruce

through his young life and early training. He remained behind at Wayne Manor when his master went abroad to prepare himself for the crusade that would lead him into becoming the Batman.

Through the years, Alfred Pennyworth has provided essential aid ever since the fateful night when Bruce Wayne adopted the fearsome image of a bat in his war against crime. Alfred has provided Batman and the various young men who have donned the costume of Robin with everything from medical treatment, a glass of lemonade, a word or two of sound advice, and countless assistance behind the front lines when needed. Alfred continues to also be a buffer at times when needed between Batman and his various partners, such as Robin and Nightwing.

RECENTLY: Alfred has recently overseen the reconstruction of Wayne Manor in the aftermath of "No Man's Land." While Alfred continues his role as Batman's faithful manservant, Bruce Wayne has also asked him to be the personal valet for Tim Drake at Bristol Academy for the remainder of the semester as Robin adjusts to his new base of operations.

Alfred Pennyworth is the proper gentleman's gentleman. He handles multiple tasks without a show of strain, and he remains completely unflappable for whatever challenges he is confronted with in his extraordinary association as caretaker to Bruce Wayne. Alfred often uses his high-brow acidic wit and sarcastic nature as he looks over the well-being of Batman and his partners in a mother-hen-like fashion. Entrusted with the deepest of secrets, Alfred offers himself to the Dark Knight as a tool in his crusade against crime while being a rock of stability in Bruce Wayne's life.



(8D), *interrogation* 8D (10D), *intimidation* 7D (10D), *persuasion* 7D (10D), *willpower* 10D

ADVANTAGES/DISADVANTAGES: Acting Ability -3D, Ally (Aristotle Rodor) -7D, Charismatic -3D, Contact (Izzy O'Toole) -2D, Fast Reactions -4D, Hardiness -4D, Observant -2D, Special Equipment (pseudoderm mask) -5D; Dependent (Myra Connelly) +1D, Enemy (Lady Shiva) +3D, Enemy (Junior Musto, Mikado) +2D each, Hides Emotions +1D, Poor +3D, Secret Identity +3D.

SPEED: 30

PDV: 5

UNARMED BDV: 5D/1D

P/L BONUS: +3

HERO POINTS: 19

VILLAIN POINTS: 1

CHARACTER POINTS: 156

BODY POINTS: 43

EQUIPMENT: Pseudoderm mask & bonding gas (enhancement modifiers: *disguise* +4, *interrogation* +2, *intimidation* +3, *persuasion* +3D; mask eliminates facial features, while gas changes color of hair to brown and clothes to dark navy blue).

BACKGROUND: A man with an insatiable curiosity, Vic Sage (also known as Charles Victor Szasz) made a name for himself as an investigative reporter for Hub City's KBEL-TV. Soon realizing that the facts and the truth did not always work intimately, Sage formed a partnership with Dr. Aristotle Rodor. Dr. Rodor provided Sage with a mask created from a substance called "pseudoderm," which transformed Vic into the faceless enigma and crusader for truth known as the Question.

After a near fatal meeting with Lady Shiva, Sage studied for a while under martial arts master Richard Dragon. He honed his natural fighting skills, making the Question a more than formidable opponent for the criminals he stalked.

RECENTLY: No longer feeling needed in Hub City, the Question has left to find a new path. He has recently been sighted in Gotham City, but he has yet to reveal his purpose for coming there.

THE QUESTION

REAL NAME: Charles Victor Szasz

ALIASES: Vic Sage

OCCUPATION: Former television reporter, vigilante

BASE OF OPERATIONS: Formerly Hub City, now mobile

HEIGHT: 6'2"

WEIGHT: 185 pounds

EYES: Blue

HAIR: Reddish Blonde

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 4D: *Acrobatics* 7D, *brawling* 9D, *dodge* 10D, *driving* 6D, *martial arts* 13D, *me-*

lee weapons 5D, *sneak* 11D

Coordination 4D: *Lockpicking* 7D, *thievery* 7D

Physique 4D: *Leap* 6D, *lifting* 6D, *resistance* 6D, *running* 8D, *swimming* 6D

Knowledge 4D: *Computer ops* 6D, *criminology* 7D, *research* 8D, *scholar* 7D, *security* 8D

Perception 5D: *Artist (TV journalism)* 7D, *hide* 10D, *search* 9D, *shadowing* 10D, *streetwise* 8D (Hub City +3D), *surveillance* 10D

Presence 3D: *Bluff* 9D, *disguise* 4D



SPOILER

REAL NAME: Stephanie Brown
OCCUPATION: High school student
BASE OF OPERATIONS: Gotham City
HEIGHT: 5'5"
WEIGHT: 110 pounds
EYES: Blue
HAIR: Blonde
RACE: Human
Tech Level: Modern (1)

Reflexes 3D: Acrobatics 5D, brawling 4D, climbing 4D, dodge 5D, driving 4D (mo-

torcycle +1D), martial arts 5D, melee weapons 4D, sneak 4D

Coordination 3D: Lockpicking 4D, thieving 4D, thrown weapons 4D

Physique 3D: Leap 4D, running 4D, swimming 4D

Knowledge 3D: Criminology 4D, security 4D

Perception 3D: Hide 4D, search 4D, shadowing 4D, streetwise 4D, surveillance 4D, survival 4D (urban +1D), tracking 4D

Presence 3D: Charm 4D, intimidate 4D, willpower 4D

ADVANTAGES/DISADVANTAGES: Acute Balance -2D, Attractive Appearance -2D, Charismatic -3D, Contact (Robin) -3D, Courage -2D; Age +1D, Dark Secret (her father is Cluemaster) +1D, Dependent (mother) +1D, Obsessive Tendencies +2D, Secret Identity +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D/1D

P/L BONUS: +1

HERO POINTS: 3

VILLAIN POINTS: 0

CHARACTER POINTS: 12

BODY POINTS: 24

EQUIPMENT: Costume; folding Batarang, De-cel jumplines and grapnels, gas capsules, and smoke pellets hidden in utility belt.

BACKGROUND: With the criminal the Cluemaster as her father, it would seem more likely that Stephanie Brown would grow up to fight Batman rather than aid him. But when her father began a new crime spree in

Gotham, Stephanie donned a costume and mask and dropped hints to Batman, Robin, and the police so that they would be able to find him and capture him. Her tips led to a confrontation with Cluemaster, during which she had the opportunity to let him fall to his death. She decided to let her father live and be turned over to the authorities.

Stephanie again donned the costume to help Robin track down and capture Cluemaster and his accomplices after a prison break. On that occasion, Spoiler prevented Robin and an unconscious Cluemaster from suffocating beneath tons of concrete and earned the right to work with Robin from time to time.

RECENTLY: Their partnership developed into something more when Stephanie found she had romantic feelings for Robin—feelings that he shared for her. The relationship got off to a rocky start when she announced that she was pregnant from a former boyfriend, but Robin (in disguise as Alvin Draper) assisted her through childbirth classes and was even with her when she gave birth. She has since given the child up for adoption and begun to don the cape and mask again.

Spoiler is a gifted fighter and a natural acrobat, and she has become a stalwart ally to Robin. Still, her presence in Gotham as a vigilante goes unappreciated and unsanctioned by Batman. That disapproval can drive her to make brash and careless decisions in order to prove herself.



LESLIE THOMPKINS

OCCUPATION: Physician
BASE OF OPERATIONS: Gotham City
HEIGHT: 5'7"
WEIGHT: 130 pounds
EYES: Blue
HAIR: Gray
RACE: Human
Tech Level: Modern (1)

Reflexes 2D

Coordination 2D

Physique 2D

Knowledge 2D: *Medicine* 6D (first aid +2D), *research* 4D, *scholar* 5D, *science* 3D (medical sciences +3D)

Perception 2D: *Streetwise* (Gotham City) 3D, *survival* (urban) 3D

Presence 2D: *Bluff* 3D, *charm* 3D, *command* 4D, *persuasion* 3D, *willpower* 4D

ADVANTAGES/DISADVANTAGES: Ally (Batman) -9D, *Courage* -2D, *Observant* -2D, *Patron* (Bruce Wayne) -4D; Age: Old (60-80) +9D, *Dependent* (her patients) +1D each.

SPEED: 30

PDV: 1

UNARMED BODY: 1D

P/L BONUS: +1

HERO POINTS: 6

VILLAIN POINTS: 0

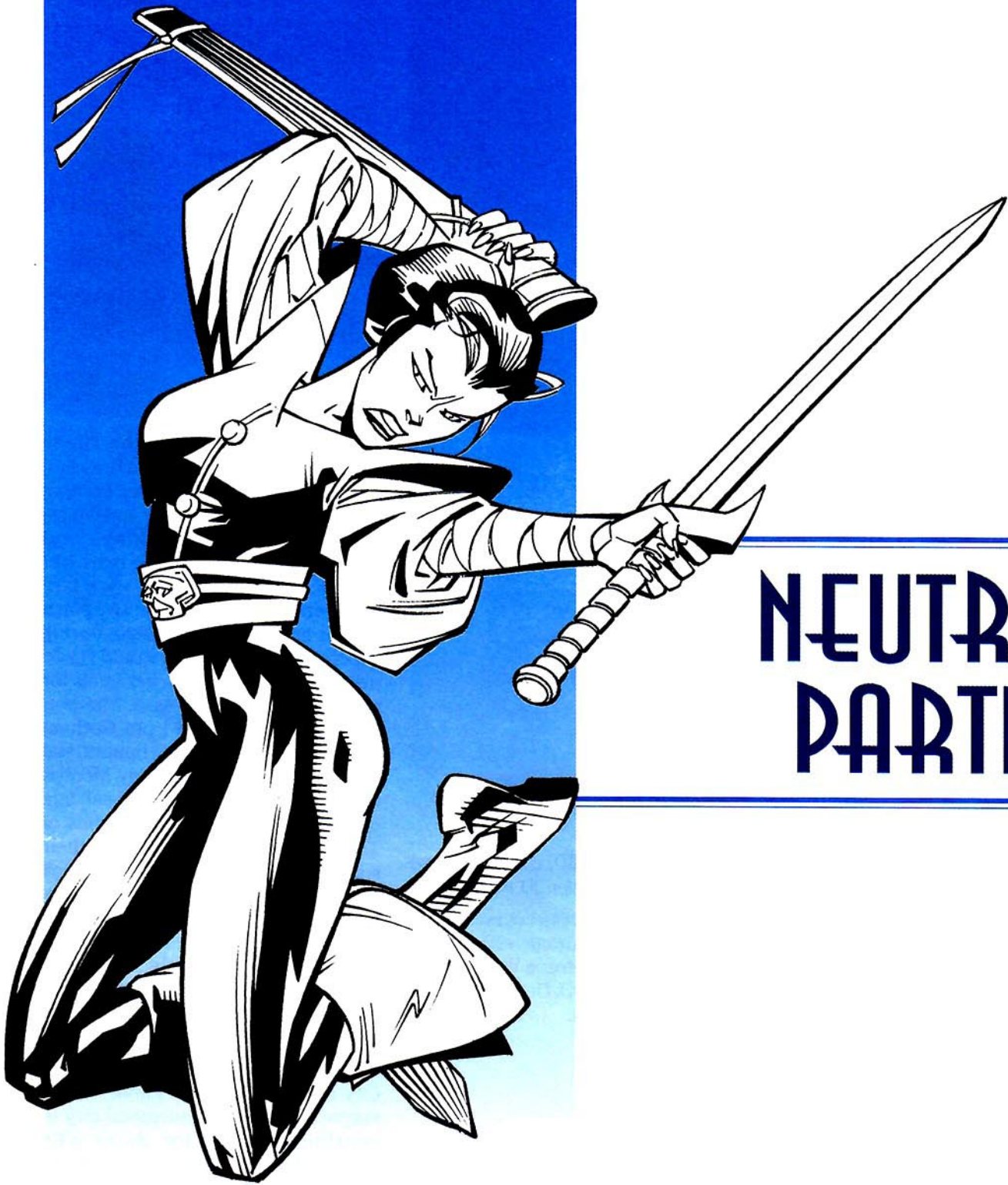
CHARACTER POINTS: 52

BODY POINTS: 18

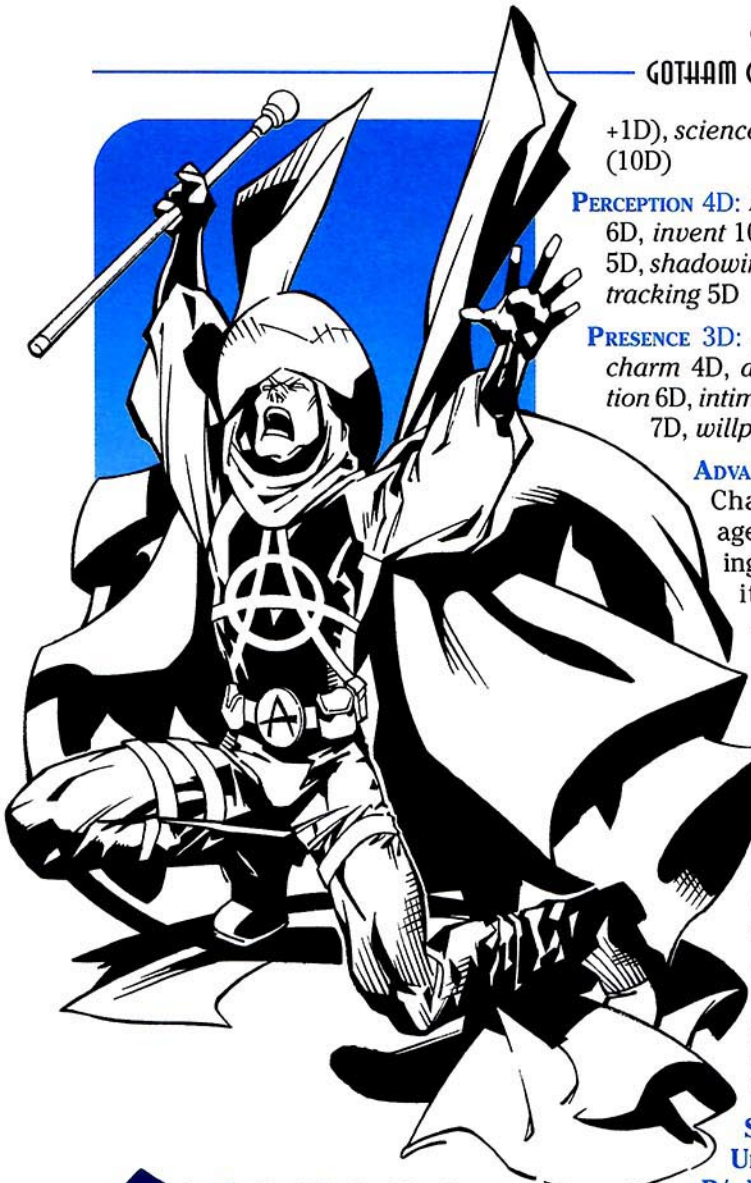
BACKGROUND: Born to rich parents, Leslie Thompkins knew at a young age that she didn't want to squander

wealth. She wanted to use her life to care for those less fortunate than her. While in high school, Leslie became an avid reader of Tolstoy and literature on Gandhi's teachings and clashed with her parents over her charitable plans. They struck a bargain—she would postpone any plans for her life until after college, during which time her parents would try to persuade her to give up her goals for a more settled life of ease. She persisted and graduated from Gotham State Medical School with honors, still determined to help the needy. Months later, returning from a house call late one night, she found the bodies of Thomas and Martha Wayne and their son, Bruce, beside them. Leslie took care of Bruce until he was able to return home to the care of his guardian and butler, Alfred Pennyworth. Even though Leslie has little regard for Bruce's alter ego, she remains one of his most trusted allies.

RECENTLY: While many professional-level workers abandoned Gotham City during "No Man's Land," Leslie stayed inside the condemned city to continue to care for those who needed her help. Loyal and charitable, Leslie Thompkins is motivated by genuine concern for the people who need her.



NEUTRAL PARTIES



ANARKY (LONNIE MACHIN)

REFLEXES 3D: *Acrobatics 9D, climbing 6D, dodge 9D, escape artist 8D, martial arts 8D, melee weapons 5D (staff +2D), sneak 6D*

COORDINATION 3D: *lockpicking 6D, marksmanship 4D (grappling hook launcher +2D), thievery 5D, thrown weapons 5D (Anarky shurikens +1D)*

PHYSIQUE 2D: *Leap 5D, lifting 5D, resistance 6D, running 5D, swimming 5D*

KNOWLEDGE 5D (9D): *Arcane lore 6D (10D), computer ops 6D (10D), criminology 6D (10D), research 8D (12D), scholar 6D (10D) (super heroes*

+1D), science 7D (11D), security 6D (10D)

PERCEPTION 4D: *Engineering 10D, hide 6D, invent 10D, repair 10D, search 5D, shadowing 5D, surveillance 5D, tracking 5D*

PRESENCE 3D: *Animal handling 4D, charm 4D, disguise 6D, interrogation 6D, intimidation 6D, persuasion 7D, willpower 7D*

ADVANTAGES/DISADVANTAGES:

Charismatic -3D, Courage -2D, Gifted in Learning -4D, Leadership Ability -2D, Mechanical Aptitude -2D, Observant -2D, Photographic Memory -4D, Technologically Advanced -10D, Wealth -8D; Age +1D, Dark Secret +1D (Joker is his father), Delusions of Grandeur +3D, Fanatic +3D, Fugitive +3D, Secret Identity +3D, Shady Background +2D, Sworn Enemy (the elitist government) +6D.

SPEED: 30 **PDV:** 5

UNARMED BDV: 1D

P/L BONUS: +2

HERO POINTS: 2 **VILLAIN POINTS:** 7

CHARACTER POINTS: 70 **BODY POINTS:** 36

POWERS: Superattributes: Knowledge 4D.

EQUIPMENT: Anarky flare (shoots a flare in the shape of the anarchy symbol 500 feet in the air that lasts for 5 minutes), Anarky shurikens (BDV 1D; max range: *Physique/lifting* roll x 5 yards), Anarky gas bomb (anyone within 5 feet must make a Difficult *Physique* or *willpower* roll or fall unconscious for 2 hours), Anarky costume (AV 20 against projectiles; mask contains infrared lenses [negates darkness penalties]), staff (BDV 4D; electric shock [BDV 6Dx5]; grappling hook and cable [150 feet of cable; +2 to any *climbing* roll]), teleporter (contains a crystal alloy that can super inflate gravitons; allows for near instant travel anywhere in a six-dimensional universe for Anarky and anything he chooses

within a 10-foot radius).

BACKGROUND: At the age of 12, Lonnie Machin dedicated himself ridding the world of the bourgeois elitists and politicians who made life unfair for the average person. Taking the name Anarky, he fought against injustice in Gotham City until he was stopped by the Batman.

Later, by using a virtual reality device of his own design, he fused the two hemispheres of his brain together, enabling him to comprehend and process information better than nearly any other human being. Undergoing a strict regiment of mental and physical conditioning, he prepared himself to be better able to protect the rights of the downtrodden.

With Max, the artificial intelligence he created, he has given the Batman and Robin no end of trouble with his politically based crimes, which he sees as justice for the downtrodden. He has even bested Darkseid in a battle of cunning. However, Anarky has recently opted to work on "the side of the angels."

RECENTLY: Most recently, Lonnie discovered some disturbing news about his heritage. After his parents were missing and presumed dead in the Gotham earthquake, he found out that they were not in fact his natural mother and father. His birth mother was a showgirl named Greta Mitchell who had a fling with a costumed villain, Lonnie's father, the Joker. This information only strengthened Lonnie's resolve to fight against the ruling elite as Anarky.

Although he is still wanted by the police, Anarky has risked his life on several occasions to help the JLA, Green Lantern, and Robin. He has stopped an interstellar aberration that threatened the entire universe. He even whisked the teenaged JLA (who had been made younger by Klarion the Witch Boy) to safety while they were being sought by the authorities who mistakenly believed them to be Young Justice.

His motivations remain his own, yet he is still dedicated to confronting the system that abuses the everyman.



CATWOMAN

REAL NAME: Selina Kyle
OCCUPATION: Professional thief
BASE OF OPERATIONS: Gotham City
HEIGHT: 5'7"
WEIGHT: 125 pounds
EYES: Green
HAIR: Black
RACE: Human
TECH LEVEL: Modern (1)

Reflexes 4D: Acrobatics 8D (falling +5D), brawling 6D, climbing 10D, dodge 8D, driving 5D, escape artist 13D, martial arts 6D, melee weapons 7D (bullwhip +3D, claws +2D), sneak 10D

Coordination 4D: Lockpicking 13D, marksmanship 5D, sleight of hand (palming) 6D, thievery 13D, thrown weapons 7D

(bullwhip +3D)

Physique 3D: Leap 7D, running 5D, swimming 5D

Knowledge 3D: Computer ops 5D, demolitions 4D, forgery 5D, research 5D, scholar 5D (appraising +3D), security 12D

Perception 4D: Hide 10D, repair 5D, search 8D, security 12D, shadowing 8D, streetwise 9D, surveillance 8D, tracking 6D

Presence 4D: Animal handling (cats) 9D, bluff 6D, charm 9D, command 6D, disguise 6D, interrogation 8D, intimidation 6D, persuasion 8D, willpower 9D

ADVANTAGES/DISADVANTAGES: Acute Balance -2D, Acute Senses (vision) -3D, Attractive Appearance -2D, Animal Friendship -2D, Charismatic -3D, Courage -2D, Fast Reactions -4D, Speed Draw (whip) -1D, Wealth -4D; Dark Secret (her past) +1D, Dependent (her cats) +2D, Enemy (Batman & allies) +4D, Fugitive +2D, Kleptomaniac Tendencies +2D, Secret Identity +3D, Shady Background +2D.

SPEED: 30

PDV: 4

UNARMED BDV: 4D/1D

P/L BONUS: +1

HERO POINTS: 2

VILLAIN POINTS: 22

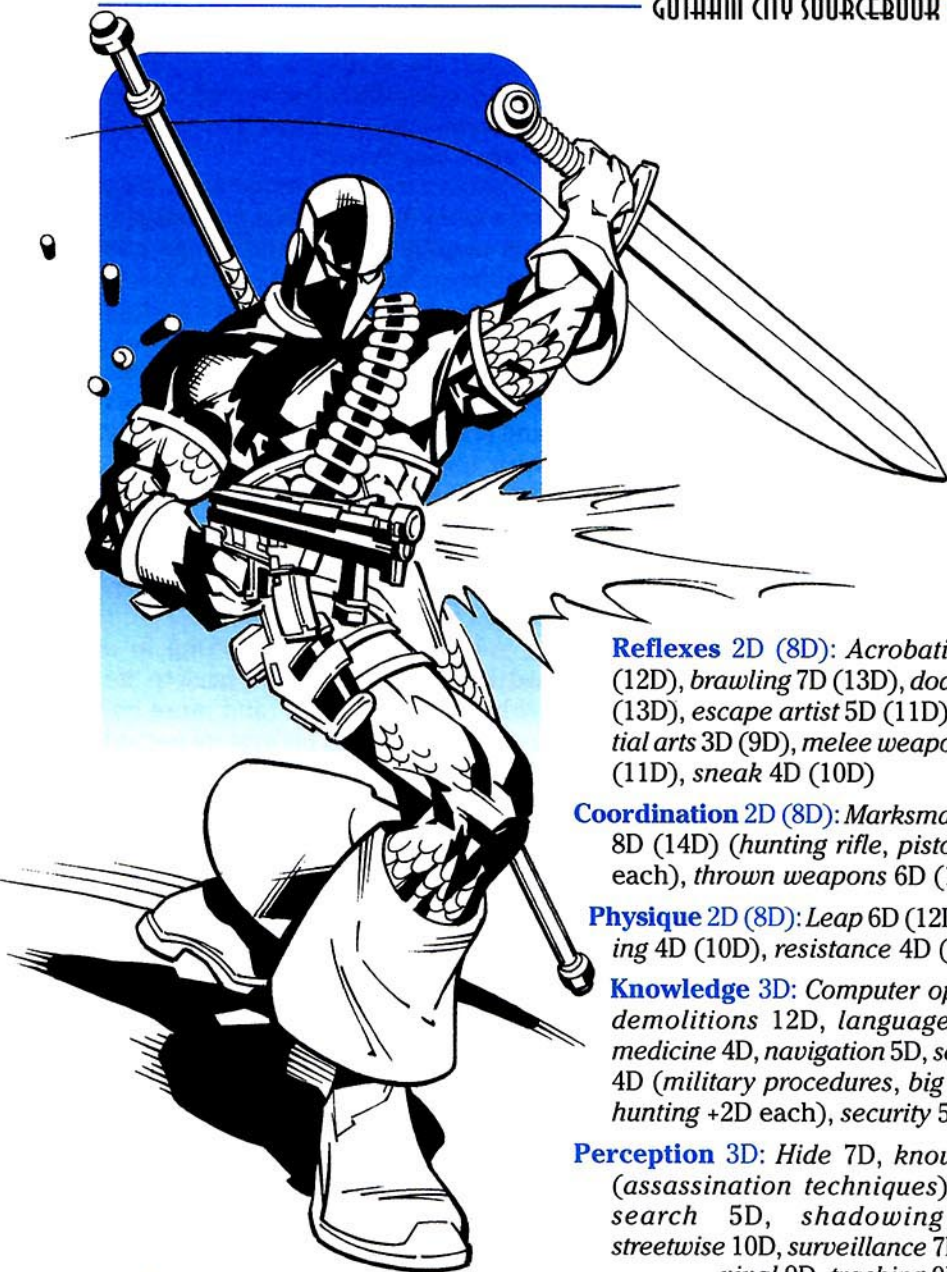
CHARACTER POINTS: 189

BODY POINTS: 34

EQUIPMENT: Retractable claws (hands and feet; BDV 3D), bullwhip (BDV 5D; extends from 14 inches to 12 feet).

BACKGROUND: Orphaned at an early age, Selina Kyle escaped from a state home to the mean streets of Gotham, surviving through thievery and a natural skill in the martial arts. Soon becoming the most successful cat burglar the city had ever known, the Catwoman has evaded capture time and time again—eluding even the Dark Knight. Though motivated by an insatiable greed and the desire to want for nothing, Catwoman has sometimes found herself on the side of the angels—and baffled as to how she got there. During one such slip, she rekindled a playful relationship with her old boxing coach Ted Grant (also known as Wildcat)—a dalliance she continues to this day.

RECENTLY: Escaping to New York after the cataclysmic earthquake in Gotham, Catwoman spent some months on an elaborate plan to “steal New York City.” While she ultimately failed, she did realize that her recent fits of altruism had caused her to stray from her true self. She has now returned to Gotham and rededicated herself to being a plague upon the rich and a thorn in the Batman’s side.



DEATHSTROKE THE TERMINATOR

REAL NAME: Slade Wilson
OCCUPATION: Mercenary
BASE OF OPERATIONS: Mobile
HEIGHT: 6'4"

WEIGHT: 225 pounds

EYES: Blue

HAIR: White

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 2D (8D): *Acrobatics* 6D (12D), *brawling* 7D (13D), *dodge* 7D (13D), *escape artist* 5D (11D), *martial arts* 3D (9D), *melee weapons* 5D (11D), *sneak* 4D (10D)

Coordination 2D (8D): *Marksmanship* 8D (14D) (*hunting rifle, pistol* +1D each), *thrown weapons* 6D (12D)

Physique 2D (8D): *Leap* 6D (12D), *lift* 4D (10D), *resistance* 4D (10D)

Knowledge 3D: *Computer ops* 5D, *demolitions* 12D, *languages* 4D, *medicine* 4D, *navigation* 5D, *scholar* 4D (*military procedures, big game hunting* +2D each), *security* 5D

Perception 3D: *Hide* 7D, *know-how (assassination techniques)* 12D, *search* 5D, *shadowing* 7D, *streetwise* 10D, *surveillance* 7D, *survival* 9D, *tracking* 9D

Presence 3D: *Bluff* 5D, *command* 5D, *interrogation* 7D, *intimidation* 10D, *persuasion* 7D, *willpower* 8D

ADVANTAGES/DISADVANTAGES: *Acute Balance* -2D, *Courage* -2D, *Double-jointed* -2D, *Fast Reactions* -4D, *Hardiness* -4D, *Preparedness* -4D,

Self-Healing -4D, *Speed Draw* -1D, *Wealth* -4D; *Dark Secret* (responsible for the death of his sons) +1D, *Enemy* (Batman, Nightwing) +2D each, *Enemy* (various international rivals and police agencies) +4D, *Fugitive* +1D, *Hides Emotions* +1D, *Physically Limited* (blind in one eye) +3D, *Secret Identity* +3D.

SPEED: 30

PDV: 4 (7)

UNARMED BDV: 4D (6D)/1D

P/L BONUS: +2 (+5)

HERO POINTS: 4

VILLAIN POINTS: 20

CHARACTER POINTS: 185

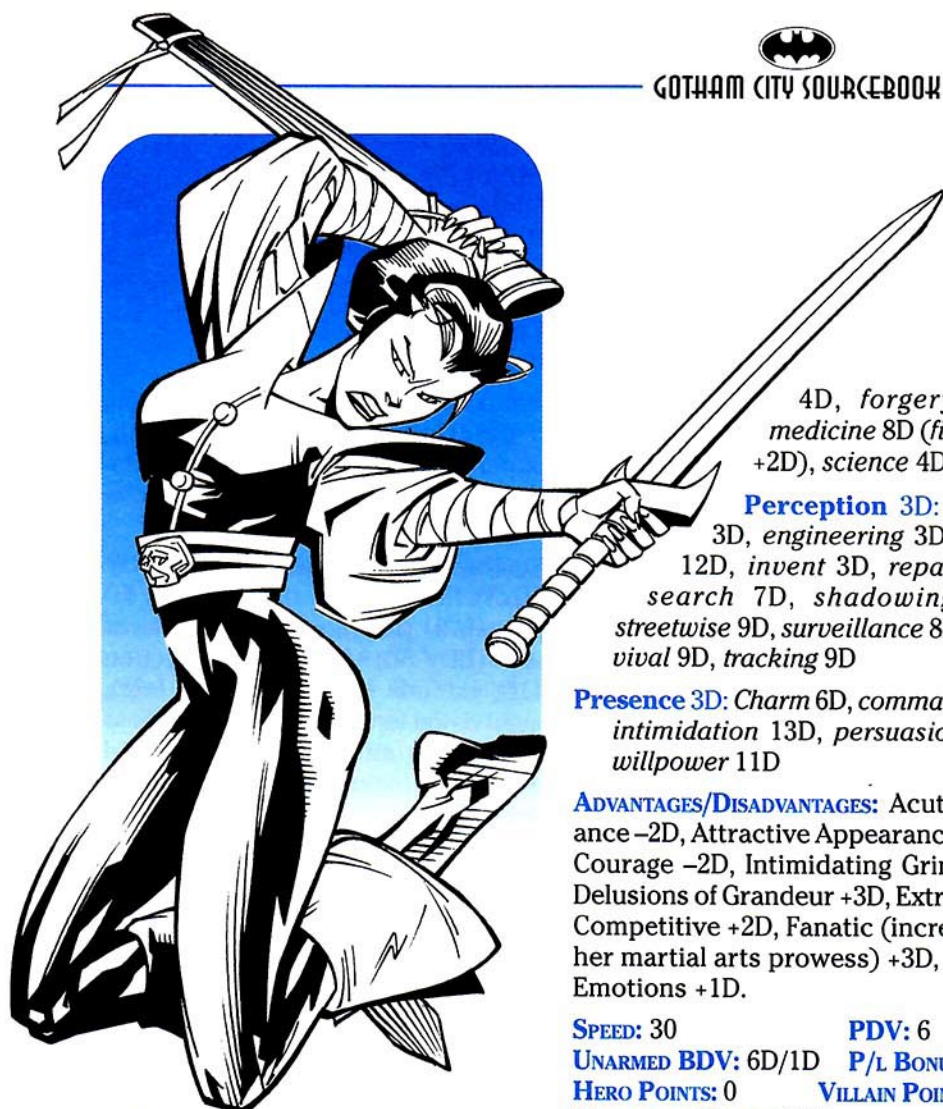
BODY POINTS: 61

POWERS: Superattributes: *Reflexes*, *Coordination*, *Physique* 6D each, *Supersenses* 4D, *Healing* 8D (limitation: *Self-Only*), *Longevity* 2D (limitation: *Linked to Healing*).

EQUIPMENT: .44 Magnum sidearm (BDV 5Dx3), titanium broadsword (BDV 5D [edge]/2D [flat]), collapsible power staff (BDV 3D; *Microwave Projection* 11D; extends from 1 foot to 6 feet), nightvision lens (immune to darkness penalties), surveillance gear, and other equipment and weaponry as needed.

BACKGROUND: Slade Wilson, a highly decorated military officer with specialized training in guerrilla warfare, was chosen for an experiment testing new ways to resist truth serums. Slade's biochemistry was altered by the drug, enhancing his strength and reflexes to several times beyond human norms. Now the ultimate fighting machine, Slade left the military to go freelance, assuming the guise of Deathstroke the Terminator. A mercenary by trade, he is guided by a moral compass that only he truly understands. He is perfectly capable of fighting on the side of the law one day, then turning against them the next. With his grounding in military tactics, years spent fighting other peoples' wars, and his ability to tap his body's full potential, Deathstroke is one of the deadliest men on the planet.

RECENTLY: Following time spent as a government operative and on a hunting sabbatical in Africa, Deathstroke has returned to the mercenary life and has faced off against the Batman and Nightwing on multiple occasions. His latest mission was at the side of the Titans against the revived H.I.V.E. syndicate led by his former wife, Adeline Kane, who was killed in the battle.



LADY SHIVA

REAL NAME: Sandra Woosan

ALIASES: Paper Monkey

OCCUPATION: Mercenary, martial artist

BASE OF OPERATIONS: Mobile

HEIGHT: 5'8" **WEIGHT:** 115 pounds

EYES: Blue **HAIR:** Black

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 5D: Acrobatics 8D (flipping +3D), brawling 12D, climbing 6D, dodge 11D, escape artist 14D, martial arts 16D (all maneuvers +4D each), melee weapons 12D, sneak 8D

Coordination 5D: Catch 10D, missile weapons 10D, thrown weapons 10D

Physique 4D: Lifting 6D, resistance 8D

Knowledge 3D: Arcane lore 4D, computer ops

4D, forgery 4D, medicine 8D (first aid +2D), science 4D

Perception 3D: Artist 3D, engineering 3D, hide 12D, invent 3D, repair 3D, search 7D, shadowing 7D, streetwise 9D, surveillance 8D, survival 9D, tracking 9D

Presence 3D: Charm 6D, command 7D, intimidation 13D, persuasion 7D, willpower 11D

ADVANTAGES/DISADVANTAGES: Acute Balance -2D, Attractive Appearance -2D, Courage -2D, Intimidating Grin -2D; Delusions of Grandeur +3D, Extremely Competitive +2D, Fanatic (increasing her martial arts prowess) +3D, Hides Emotions +1D.

SPEED: 30

PDV: 6

UNARMED BDV: 6D/1D

P/L BONUS: +3

HERO POINTS: 0

VILLAIN POINTS: 30

CHARACTER POINTS: 240

BODY POINTS: 48

EQUIPMENT: Various martial arts equipment.

BACKGROUND: Years ago, Sandra Woosan was tricked by a criminal industrialist named Guano Craval into believing that the martial arts master Richard Dragon had murdered her sister, Carolyn. Sandra began her long study of martial arts in order to avenge her sister's death and kill Dragon. When she finally confronted the kung fu master, however, she was startled to learn that he was not the killer she believed him to be. Craval had lied, manipulating her into attacking Dragon.

Looking for a new purpose in life, Woosan teamed up with Dragon and his partner, Ben Turner, and they traveled the globe together. During this time, she became known as Lady Shiva.

The three friends soon went their separate ways to further their training. Woosan chose a deadly path as she dedicated herself to perfecting

her art. She studied as a disciple for a time under the Sensei (of the League of Assassins), who had also trained Dragon and Turner.

Shiva's training gained her a dark side when her ambition to compete and acquire further knowledge and reputation in the martial arts world became her ultimate goal. Killing ceased to be a moral or ethical obstacle on her way to victory. She has sought combatants of all disciplines and levels of competence, especially with those of great reputation, to fight. She has sparred with the Batman, the Question, Black Canary, Robin, Katana, and others in her unbalanced quest of superiority in personal combat.

After seemingly perishing in a battle, Shiva was brought back to life with the aid of Robin (and more importantly, a drug in his system named Aramilla, which greatly enhanced his metabolism and which he passed to her when he gave her mouth-to-mouth resuscitation). Hearing Shiva's battle cry, Robin left her to battle King Snake as he dragged the girl Dava to safety. Even though she left him, Shiva still felt she owed a life debt to Robin, one that she would soon repay.

RECENTLY: Lady Shiva sealed her legendary status within the martial arts underworld after revealing she was the Paper Monkey, the highest-ranking member, beneath their Sensei, of the Brotherhood of the Monkey Fist (a monastic order dedicated to perfection in various forms of combat).

The Brotherhood had placed a bounty on the head of Green Arrow (Connor Hawke) for the defeats they had suffered at his hands. Shiva tracked down and fought Green Arrow to a standstill. Yet, after gaining the upper hand, she spared his life from the dreaded leopard blow, at Robin's insistence.

To save Green Arrow's life, Robin had traded the life she owed him for that of his friend. Fading into the shadows, Shiva warned Robin that this would not be the last he would see of her. The next time they met, she would owe him nothing. She remains hidden to the world—for now.



MAN-BAT

REAL NAME: Kirk Langstrom
OCCUPATION: Former zoologist
BASE OF OPERATIONS: Gotham City
HEIGHT: 6'1"
WEIGHT: 201 pounds
EYES: Red
HAIR: Brown
RACE: Bat/human hybrid
TECH LEVEL: Primitive (0)

Reflexes 4D: Brawling 5D, climbing 6D, dodge 8D, climbing 6D, piloting (self) 10D, sneak 6D

Coordination 3D: Catch 4D, thrown weapons 4D

Physique 5D: Flying 8D, lifting 9D

Knowledge 1D

Perception 3D: Hide 4D, search 4D, shadowing 4D, surveillance 4D, tracking 5D

Presence 2D: Intimidation 4D, will-power 5D

ADVANTAGES/DISADVANTAGES: Acute Balance -2D, Acute Sense of Direction -2D, Acute Senses (hearing, smell) -2D each; Dependent (wife) +1D, Dependent (children) +5D, Shady Background +2D, Targeted for Assassination +1D, Technologically Challenged

+5D, Unattractive Appearance +2D.

SPEED: 30/45 while flying

PDV: 4

UNARMED BDV: 3D

P/L BONUS: +4

HERO POINTS: 1

VILLAIN POINTS: 9

CHARACTER POINTS: 80

BODY POINTS: 66

NATURAL ABILITIES: Wings (allow him to fly), claws (BDV 3D), ears (allow him to navigate in darkness by means of echolocation [negates darkness penalties], but makes him susceptible to sonics [all damage from sonic sources is increased by one-half]).

BACKGROUND: Dr. Kirk Langstrom was one of the top scientists in the field of animal biology, especially in regard to chiroptera (bats). While developing a serum that would give humans a bat's echolocation ability, he tested it on himself and discovered a dangerous side effect—the serum transformed him into a human-sized bat/human hybrid.

He was eventually captured by the Batman and restored to humanity. His psyche, however, was still fragile. He later tried the serum again, even kidnapping his fiancée, Francine, and transforming her into a human bat as well. Once more, the Batman was able to capture them and restore them.

Langstrom refined the serum to allow him to retain his human intelligence while in bat form. He even worked for a short time as a detective and crime fighter. During this period, he and Francine married and had a daughter, Rebecca. However, the psychological instability returned, and Langstrom again became a dangerous beast.

RECENTLY: Langstrom is currently living with his family (who have all been transformed into bat/human hybrids)—Francine, Rebecca, and Aaron. He was last seen living in the belltower of the Brentwood Academy, the school attended by Tim Drake. Despite his feral instincts, Man-bat remains fiercely protective of his family. His attacks come more out of animal hunting instincts rather than forethought or planning.



CHIEF REDHORN

REAL NAME: Francis Alexander Redhorn

OCCUPATION: Blüdhaven chief of police

BASE OF OPERATIONS: Blüdhaven

HEIGHT: 5'11"

WEIGHT: 230 pounds

EYES: Blue

HAIR: Reddish brown

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 2D: Boating 3D, brawling 3D, dodge 4D, driving 3D

Coordination 2D: Marksmanship 4D

Physique 2D

Knowledge 2D: Criminology 4D, scholar 3D (Blüdhaven +1D), security 3D

Perception 2D: Shadow-

ing 3D, streetwise 4D (Blüdhaven +2D), surveillance 3D

Presence 2D: Interrogation 3D, intimidation 4D, willpower 3D

ADVANTAGES/DISADVANTAGES: Contact (Blüdhaven underworld, Blüdhaven police department) -3D, Leadership Ability -2D, Owed Favor (people he has information on) -3D; Dark Secret (being bribed) +3D, Enemy (Nightwing, Blockbuster) +2D each, Sworn Enemy (Nightwing) +2D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 1

CHARACTER POINTS: 8

BODY POINTS: 27

EQUIPMENT: Glock .40 Model 23 (BDV 4Dx3).

BACKGROUND: Chief Redhorn worked his way through the ranks of the Blüdhaven police department. With the help of both mob and police union connections, he made on his way up the chain of command. He was an indifferent cop who was more interested in promotion and graft than in doing his job.

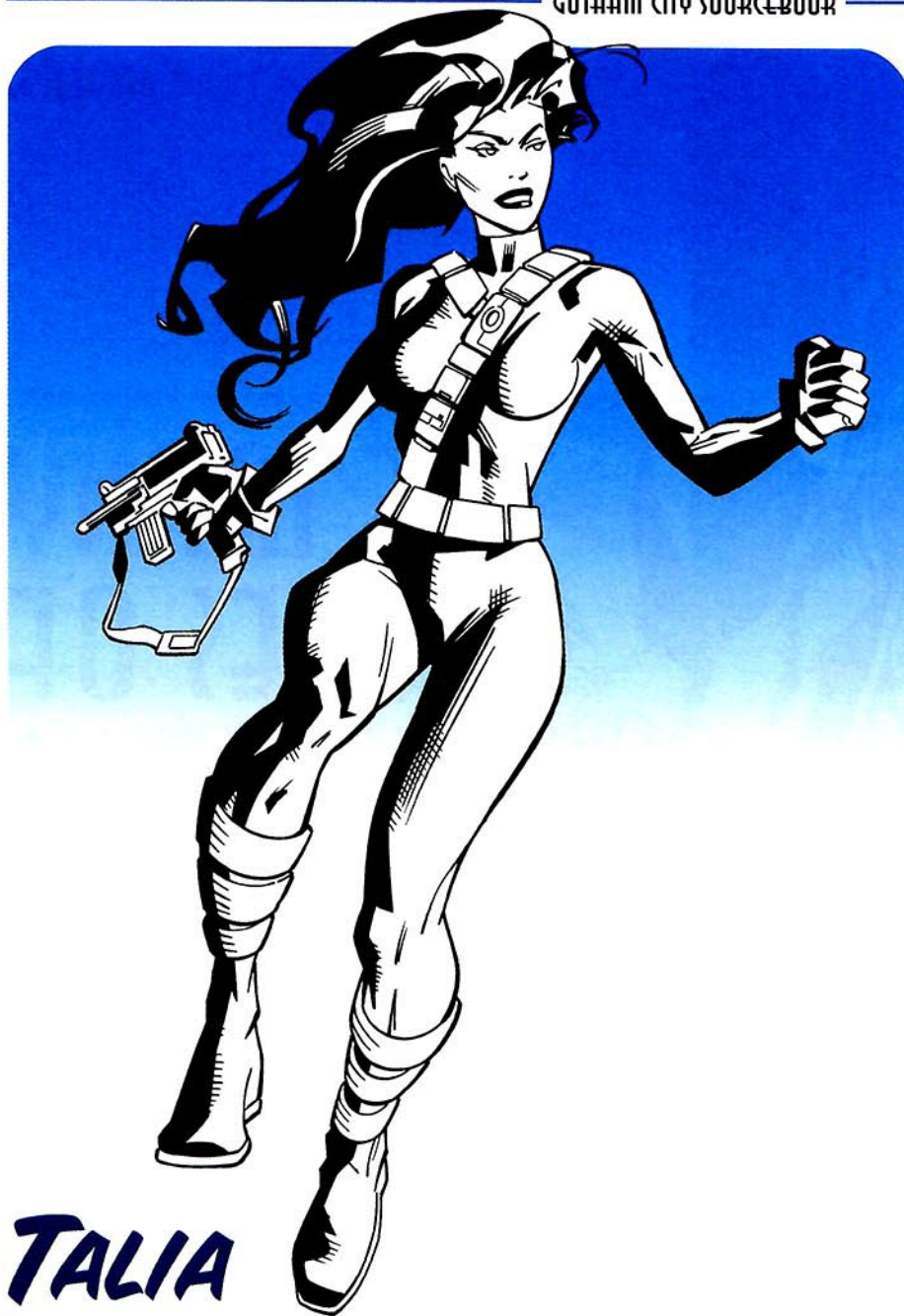
Redhorn never married—there was no time for that between police work and dodging federal investigations. He worked homicide before being designated as acting chief when Police Commissioner Holcomb was crippled in an explosion. The chair of the police commissioner remains vacant because no one trusts Redhorn enough to give him that much power.

Chief Redhorn has been on the take for years. Up until a short time ago, he performed the wishes of Blüdhaven's only real authority, Roland Desmond, the crime lord known as Blockbuster.

Redhorn's true goal is to be the sole power in Blüdhaven—its ultimate lawman and crime lord. Recently, the chief has found himself caught in the middle of a power struggle between his boss, Blockbuster, and the costumed vigilante Nightwing. Secretly, Redhorn has been clawing for control behind Roland Desmond's back. He has attempted to manipulate the young hooligan Nite-Wing and the most recent addition to Blüdhaven's finest, Inspector Mac Arnot, into becoming his pawns.

RECENTLY: Chief Redhorn's current whereabouts are unknown—he skipped town after Nite-Wing botched plans between him and Blockbuster. He wants to be in power and control and is patient in biding his time.

He manipulates others like chess pieces as he feigns humbleness, yet he is a forceful and domineering individual. The chief of police is crafty, cunning, and persistent. Even so, he lacks the real power at this moment to take over Blüdhaven, with the likes of Blockbuster, Torque, and Nightwing in his way.



TALIA

OCCUPATION: Adventurer, international terrorist

BASE OF OPERATIONS: Mobile

HEIGHT: 5'8"

WEIGHT: 120 pounds

EYES: Brown

HAIR: Brown

RACE: Human

TECH LEVEL: Post Modern (2)

Reflexes 4D: Acrobatics 7D, brawling 5D, dodge 8D, escape artist 5D, martial arts 8D, melee weapons 6D (swords +3D), riding 7D, sneak 9D

Coordination 3D: Lock-picking 5D, marksman-ship 7D (pistols +2D),

missile weapons 6D (bow & arrow +1D), thievery 6D, thrown weapons 5D

Physique 3D: Resistance 6D, running 7D, swimming 7D

Knowledge 3D: Arcane lore 9D, computer ops 7D, demolitions 6D, languages 8D, medicine 8D, research 8D, scholar 8D, security 9D

Perception 4D: Hide 8D, know-how (international terrorism) 10D, search 8D, shadowing 8D, streetwise 8D, surveillance 8D, survival 5D (desert, arctic +1D each), tracking 8D

Presence 3D: Animal handling 6D,

bluff 6D, charm 11D, command 8D, disguise 6D, persuasion 9D, will-power 10D

ADVANTAGES/DISADVANTAGES: Acute Balance -2D, Attractive Appearance -2D, Charismatic -3D, Courage -2D, Gifted in Learning -4D, Leadership Ability -2D, Obscure Knowledge -2D, Observant -2D, Patron (Rā's al Ghūl) -5D, Preparedness -4D, Speed Draw (pistol) -1D, Technologically Advanced -10D, Wealth -8D; Dark Secret (in love with Batman) +1D, Enemy (Batsquad) +4D, Fanatic +3D.

SPEED: 30

PDV: 4

UNARMED BDV: 3D/1D

P/L BONUS: +1

HERO POINTS: 3

VILLAIN POINTS: 18

CHARACTER POINTS: 182

BODY POINTS: 33

POWERS: Longevity 1D.

EQUIPMENT: Pistol (BDV 5Dx3).

BACKGROUND: The daughter of one of Batman's sworn enemies, Rā's al Ghūl, Talia first met the Batman when he rescued her from one of her father's former lieutenants. Intrigued by the possibility of coupling his daughter with the World's Greatest Detective, Rā's engineered a kidnapping scenario to test the Batman's worthiness. What Rā's had not counted on was Batman's refusal of his offer—or that his daughter would fall deeply in love with his adversary. Since then, Talia has crossed paths with the Batman on numerous occasions. Each time she has been forced to choose between her loyalty to her father and her passion for her beloved—a choice which seems to differ upon each meeting.

RECENTLY: Talia was last seen at Rā's side when he unleashed the Clench upon Gotham City. As Rā's al Ghūl has again resurfaced to engage the Dark Knight in battle, it can be assumed that Talia is not far behind.



THE MANY FACES OF EVIL





BANE

REAL NAME: Unknown
OCCUPATION: Mercenary
BASE OF OPERATIONS: Mobile
HEIGHT: 6'8" **WEIGHT:** 350 pounds
EYES: Brown **HAIR:** Black
RACE: Human
TECH LEVEL: Modern (1)

Reflexes 4D: *Acrobatics 7D, boating 7D, brawling 12D (arm pin, back hand, bear hug, choke, clothesline, haymaker, headbutt, lunge, slam, throw +1D each), climbing 7D, dodge 10D, driving 6D, melee weapons 10D, piloting 6D, riding 5D, sneak 7D*

Coordination 4D: *Catch 6D, lockpicking 12D, marksmanship 10D, missile weapons 10D, thievery 9D, thrown weapons 10D*

Physique 5D: *Leap 8D, lifting 10D, resistance*

7D, running 7D, swimming 7D

Knowledge 4D: *Computer ops 6D, criminology 6D (criminal natures +4D), demolitions 8D, medicine 5D, navigation 6D, research 5D, scholar 5D (strategy +4D), security 11D*

Perception 5D: *Hide 8D, repair 6D, search 8D, shadowing 9D, streetwise 6D (Gotham City +3D), surveillance 9D, survival 9D, tracking 9D*

Presence 3D: *Interrogation 9D, intimidation 12D, willpower 12D*

ADVANTAGES/DISADVANTAGES:

Acute Balance -2D, Acute Sense of Direction -2D, Courage -2D, Hardiness -4D, Leadership Ability -2D, Observant -2D; Dark Secret (grew up in prison) +1D, Delusions of Grandeur +3D, Enemy (Batman, Rā's al Ghūl) +3D each, Extremely Competitive +2D, Fugitive +3D.

SPEED: 30

PDV: 5

UNARMED BDV: 6D

P/L BONUS: +5

HERO POINTS: 0

VILLAIN POINTS: 27

CHARACTER POINTS: 224

BODY POINTS: 50

BACKGROUND: The condemned child who would become Bane was guilty of only one thing when he was sentenced to an early life in prison at the infamous Peña Dura in Santa Prisca—he was guilty of being born. Bane was ordered by the court to finish serving the life sentence of his mysterious father, whose identity remains unknown to him to this day.

As a young prisoner caged in the "cavidad obscuro" (a tiny cell under the water level), the unnamed child concentrated on meditation techniques that would help him survive. Spending his time expanding his mind behind the stone walls of the prison that entrapped him, the young man grew into adulthood and refused to die. The prisoner was released into the general prison populace, where

he became a symbol of rebellion instead of a victim. While he studied from books smuggled into the penitentiary (learning from history's greatest battles, philosophers, strategists, and others in many languages), he fought and killed in the gladiator-like environment of the prison in order to survive.

After nearly four decades of imprisonment, Bane was subjected to a secret military experiment utilizing the drug Venom, which greatly enhanced his strength. With his enhanced strength, he escaped with three other inmates. Making his way to Gotham City, Bane sought to prove himself to the world by destroying what he heard was the greatest specimen of humankind...the Batman.

The first part of his plan involved destroying Arkham Asylum and allowing the criminals to escape. Monitoring the Batman's progress in catching the criminals, Bane tracked the weakened Dark Knight to his lair, where he defeated and broke the back of Batman.

Bane then took over Gotham's underworld until the temporary Batman, Jean Paul Valley, brought him to justice. While he was imprisoned once again, Bane gained the strength and force of will needed to overcome his addiction to Venom, leaving him sharper and more focused.

RECENTLY: During the earthquake that rocked Gotham, Bane escaped the confinement Azrael had placed him in. He briefly aligned himself with Lex Luthor during the events of the "No Man's Land" crisis. Bane was hired by Luthor to destroy Gotham City's Hall of Records, which paved the way for Luthor's move into Gotham.

Shortly thereafter, Bane returned to Santa Prisca, the country of his birth. In payment for his skills, Luthor made the necessary arrangements for him to take control of his native land.

Though Bane's appearance gives the impression that he is a big dumb brute, he is anything but. Bane is a master strategist with a disciplined intelligence and rock-hard will. While Bane will align himself with others and give the appearance that he serves them, it is only an illusion—Bane serves only himself.



ADVANTAGES/DISADVANTAGES: Courage -2D, Intimidating Grin -2D, Wealth -4D; Enemy (Azrael, Nomoz) +1D each, Enemy (Batman) +3D, Fanatic (Servant of the Lord Demon Biis) +3D, Physically Limited (blind in one eye) +3D, Psychological Disorder (psychotic) +3D, Sworn Enemy (Azrael) +1D, Target for Assassination (by Order of St. Dumas) +3D.

SPEED: 30

PDV: 3

UNARMED BDV: 4D

P/L BONUS: +2

HERO POINTS: 0

VILLAIN POINTS: 7

CHARACTER POINTS: 52

BODY POINTS: 37

EQUIPMENT: Although LeHah is an international rare arms and munitions dealer and has access to a variety of exotic weapons, including high-powered assault rifles, rocket launchers, and the like, he typically relies on seemingly simple weapons like hunting knives and automatic pistols.

As Biis, LeHah wears a horned helmet (AV 22 against most attacks) and armor (AV 20 against projectiles, 12 against heat and fire). He also carries a massive rifle (BDV 6Dx5).

BACKGROUND: The Order of St. Dumas gained great wealth in ill-gotten quests over the past six centuries to be used for purposes they deemed important and to protect their own. Carleton LeHah was a high-ranking member of the society who looted its Swiss bank accounts and used the money to traffic in illegal arms and exotic ammunition.

Learning of this treachery, Nomoz unleashed the former Azrael, the father of current Azrael (Jean Paul Valley), to punish the betrayer who had lost faith. However, knowing that the order would send this weapon, LeHah was prepared.

When Azrael entered LeHah's penthouse in Gotham with a flaming sword in hand, the traitor shot him

with teflon-coated bullets—but not before Azrael had taken LeHah's right eye in the fight.

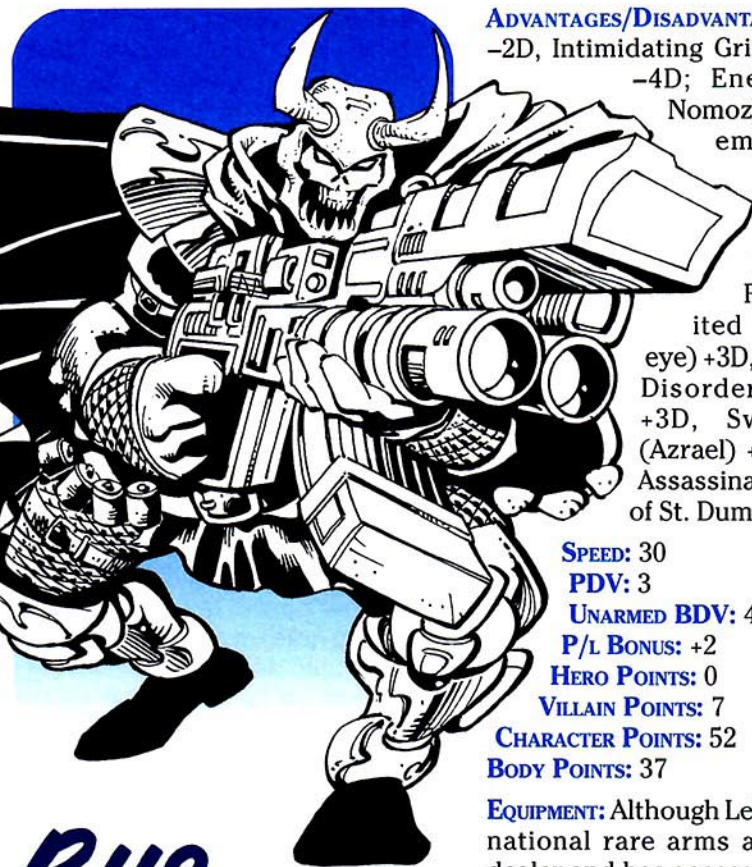
In the days to follow, LeHah followed the new Azrael to a safe house in Europe, where he tested one of his new missile launchers. The results destroyed the safe house and caused an avalanche, which LeHah attempted to flee in a helicopter. With terror in his heart as the helicopter was plummeting into the white abyss around it, LeHah uttered a single word: Biis.

Walking from the wreckage physically unscathed, LeHah began talking out loud to an unseen presence. He saw a sign on the side of the mountain that appeared to him as the Demon Lord Biis. Feeling he had misplaced his faith in the Order of St. Dumas, LeHah pledged his service to the demon lord.

Painting his face in the appearance of a skull and donning the devilish armor of the Demon Lord Biis, the outcast LeHah continued his mission to eliminate the near dozen remaining members of the Order of St. Dumas who were scattered across Europe and America. This mission alerted Batman and Azrael to his presence, which led to a fiery conclusion in which LeHah was engulfed in an oil refinery fire.

Surprisingly, LeHah survived the ordeal, managing to crawl into a pipeline as an explosion drove a flying piece of metal into his head. He spent months in a coma before doctors were able to remove the fragment. Upon recovery, LeHah resumed his guise as Biis and crossed paths with Azrael again in his plans to destroy the hero.

RECENTLY: Biis has remained a dark shadow haunting Azrael's trail. While LeHah hasn't raised his horned head since being found by members of the Order of St. Dumas (who wanted him to help them find Azrael during the outbreak of the Clench virus on Gotham) he remains a lingering threat at large.



BIIS

(CARLETON LEHAH)

Reflexes 2D: Boating 3D, brawling 6D, climbing 3D, dodge 5D, driving 4D, melee weapons 6D, piloting 4D, riding 3D, sneak 4D

Coordination 2D: Lockpicking 3D, marksmanship 6D (pistol +2D), missile weapons 5D, thievery 3D, thrown weapons 6D

Physique 4D: Lifting 5D, resistance 5D

Knowledge 3D: Arcane lore 4D (Order of St. Dumas +6D, Rituals of Lord Biis +4D), computer ops 4D, criminology 4D, demolitions 6D, languages 4D, medicine (first aid) 4D, research 4D, scholar 4D (business +2D), security 5D

Perception 3D: Hide 4D, repair 4D, search 4D, shadowing 4D, streetwise 5D, surveillance 4D, survival 5D

Presence 3D: Bluff 4D, command 4D, interrogation 7D, intimidation 5D, persuasion 5D, willpower 5D



BLACK MASK

REAL NAME: Roman Sionis
OCCUPATION: Crime lord
BASE OF OPERATIONS: Gotham City
HEIGHT: 6'1"
WEIGHT: 195 pounds
EYES: Brown
HAIR: Brown
RACE: Human
TECH LEVEL: Modern (1)

Reflexes 2D: *Brawling 6D, dodge 4D, driving 3D, melee weapons 5D, sneak 3D*

Coordination 2D: *Marksmanship 5D, thievery 4D*

Physique 2D: *Leap 3D, lifting 4D, resistance 3D*

Knowledge 3D: *Criminology (criminal natures) 4D, scholar 4D (business +1D,*

Gotham crime families +2D)

Perception 2D: *Search 3D, streetwise 5D (Gotham City +3D), surveillance 3D*

Presence 2D: *Command 7D, interrogation 6D, intimidation 8D, willpower 7D*

ADVANTAGES/DISADVANTAGES: Contact (Gotham underworld) -3D, Courage -2D, Follower (False Face Society) -13D, Leadership Ability -2D, Observant -2D, Wealth -6D; Enemy (Batman) +3D, Extremely Competitive +2D, Fugitive +2D, Obsessive Tendencies +2D, Physically Limited (mask permanently affixed to his face) +1D, Unattractive Appearance +2D.

SPEED: 30

PDV: 2

UNARMED BDV: 4D

P/L BONUS: +2

HERO POINTS: 0

VILLAIN POINTS: 4

CHARACTER POINTS: 12

BODY POINTS: 30

EQUIPMENT: Two .44 Magnum pistols (BDV 5Dx3).

BACKGROUND: Roman Sionis was born the wealthy heir to the powerful Janus Cosmetics corporation. Young Roman's obsession with masks caused him to market a line of cosmetics designed to hide rather than enhance the face, and the company's fortunes fell. Their final desperate attempt to remain afloat was a new waterproof cosmetic, which proved highly toxic. The company avoided bankruptcy only by being acquired by Wayne Enterprises.

Sionis blamed Wayne for his own failure and swore revenge. Carving a mask from his father's ebony coffin, Roman became the criminal "Black Mask" and set out to murder the newly appointed Janus board of directors. In order to sever all ties with his former life, Sionis set fire to his family estate. Those same flames burned the mask permanently into his face.

RECENTLY: Black Mask had gained almost total control over the Gotham underworld when "No Man's Land" occurred. For a short time, he ruled a large section of the island. He preached of the true faces hidden within everyone; his followers all bearing hideous scars on their face. Huntress (as Batgirl) defeated Black Mask and handed him over to Batman, who placed the criminal in Blackgate Prison, where he is currently being held.

Black Mask is a true fanatic, believing that everyone has a hidden inner face that can be brought to the fore. He is ruthless, powerful, obsessive, and unforgiving. Black Mask also loathes his former identity and avoids any mention of the name Roman Sionis.



(Blüdhaven +6D), survival 4D

Presence 3D: Command 8D, intimidation 10D, willpower 7D

ADVANTAGES/DISADVANTAGES:

Contact (Blüdhaven underworld) -3D, Courage -2D, Leadership Ability -2D, Wealth -6D; Dependent (mother) +2D, Enemy (Chief Redhorn, Dudley Soames) +1D each, Enemy (Batman, Nightwing, Oracle) +3D each, Medical Problem (heart defect) +6D, Shady Background +2D, Sworn Enemy (Batman, Nightwing, Oracle) +3D each, Unattractive Appearance +2D.

SPEED: 30

PDV: 4

UNARMED BDV: 5D

P/L BONUS: +5

HERO POINTS: 0

VILLAIN POINTS: 24

CHARACTER POINTS: 180

BODY POINTS: 82

POWERS: Superattributes: Reflexes 2D, Superattributes: Physique, Knowledge 6D each.

BACKGROUND: During an invasion of Earth by an alien alliance, the Dominators detonated a gene bomb that awakened the latent

metagene in a large numbers of humans, including Roland Desmond.

Falling ill to a debilitating malady, Desmond was hospitalized and treated with an experimental steroid. Like his brother, Mark, who was the first Blockbuster, the effects of the treatment made Desmond into a mindless, muscle-bound behemoth. He later escaped during a transfer to another facility but was apprehended by Will Payton, the Starman, and Batman.

Desmond was imprisoned at Belle Reve Prison, from which he later escaped with the help of the demon lord Neron. Striking a bargain with the demon, in exchange for his soul, Blockbuster's intellect was elevated to a level that would match his physical size. Becoming a master strategist,

Blockbuster desired to conquer Gotham City first, but he decided to test himself with Blüdhaven, to the south.

Blockbuster established a criminal empire by slowly taking the city over from then boss Angel Marin. Despite setting himself up and gaining a hold on organized crime in Blüdhaven, his power base nevertheless weakened with the arrival of Nightwing as the city's new protector.

RECENTLY: Desmond's transformation into the oversized Blockbuster triggered an incipient albinism and other latent infirmities that have taken a toll on his defective heart. Medication has done all that it can. Now, the crime lord needs a new heart to keep him alive. After capturing the Gorilla City native Grimm, Blockbuster hopes to steal a compatible ape heart from a simian from Gorilla City that will save his life.

Blockbuster has lost millions recently in online hit-and-run tactics by Oracle, who has diverted stolen funds from his accounts. Enraged at her attacks on his criminal empire, Blockbuster plans on permanently eliminating this thorn in his side.

On top of this, Chief Redhorn provided Nite-Wing all the necessary paperwork to take down Blockbuster. The wannabe hero relayed the information to Nightwing, who then passed it on to Oracle.

Though the odds appear to be against him, Blockbuster is a deadly foe who possesses a diabolically enhanced mind and a body to match. Blockbuster commands respect and loyalty through fear. Many times, he has twisted the heads of those who have disappointed him, snapping their necks to instill fear in others. Only one of his victims, Dudley Soames, has survived, and he may prove to be an additional obstacle in the future.

BLOCKBUSTER

REAL NAME: Roland Desmond

OCCUPATION: Criminal Mastermind

BASE OF OPERATIONS: Blüdhaven

HEIGHT: 8'0" **WEIGHT:** 825 pounds

EYES: Brown **HAIR:** Brown

RACE: Human **TECH LEVEL:** Modern (1)

Reflexes 5D (7D): *Brawling* 7D (9D) (backhand, bear hug, choke +2D each; clothesline, haymaker, headbutt, knockout, pin, slam, throw, uppercut +1D each), *dodge* 6D (8D), *melee weapons* 6D (8D)

Coordination 3D: *Thrown weapons* 6D

Physique 4D (10D): *Leap* 7D (13D)

Knowledge 1D (7D): *Scholar* 2D (8D) (strategy +1D, Blüdhaven criminal underworld +2D)

Perception 3D:

Streetwise 6D



BRUTALE

REAL NAME: Guillermo Barrera
OCCUPATION: Mercenary
BASE OF OPERATIONS: Mobile (formerly Hasaragua)
HEIGHT: 5'4"
WEIGHT: 145 pounds
EYES: Almond
HAIR: Black
RACE: Human
TECH LEVEL: Modern (1)

Reflexes 3D: Acrobatics 4D, brawling 5D, climbing 5D, dodge 4D, driving 4D, melee weapons 6D (knives & other bladed weapons +4D), sneak 4D

Coordination 3D: Thrown weapons 6D (small bladed weapons [such as throwing knives, shuriken, darts] +4D)

Physique 3D: Leap 4D, lifting 4D, resistance 5D, running 4D, swimming 4D

Knowledge 2D: Languages (English) 3D (Spanish is his native language), medicine (first aid) 4D, security 4D

Perception 2D: Hide 3D, search 3D, shadowing 4D, streetwise 4D, surveillance 5D, survival 4D, tracking 5D

Presence 3D: Bluff 4D, interrogation 6D (torture +2D), intimidation 6D, persuasion 3D, willpower 6D

ADVANTAGES/DISADVANTAGES: Contact (Blockbuster) -3D, Intimidating Grin -2D, Speed Draw (knives) -1D; Enemy (Nightwing) +3D, Fugitive (Hasaragua) +2D, Psychological Disorder (masochist) +2D.

SPEED: 30

UNARMED BDV: 3D

HERO POINTS: 0

CHARACTER POINTS: 15

PDV: 2

P/L BONUS: +2

VILLAIN POINTS: 4

BODY POINTS: 33

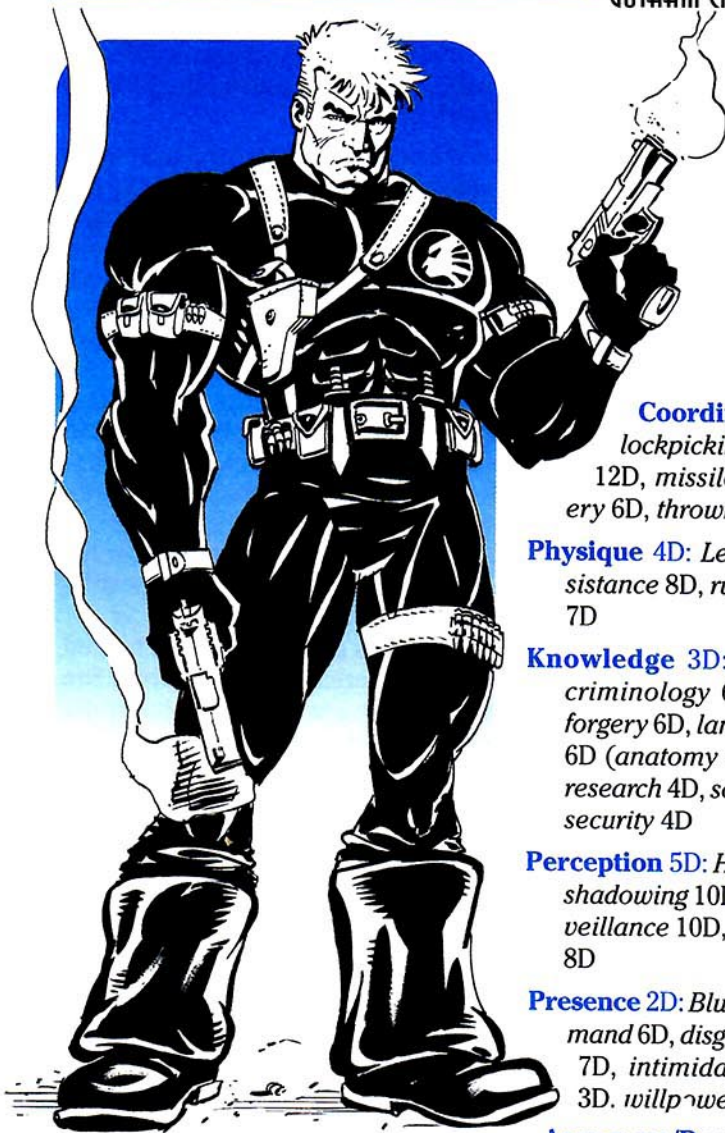
EQUIPMENT: Costume, daggers (BDV 2D each), shivs and shurikens (BDV 1D each).

BACKGROUND: In the Central American country of Hasaragua, Guillermo Barrera served on the secret police as interrogator for a Cuban-backed Marxist regime. Using the most vicious of torture techniques in his interrogations, Barrera gained notorious recognition for his unusual use of surgical implements and blades against his victims. He is an expert in a variety of bladed weapons, including surgical scalpels, homemade shivs, hunting knives, throwing dirks, daggers, and even machetes, but his favorite weapons are his double-edged throwing knives.

When his government fell, he fled Central America rather than face the judgment and execution he justly deserved for his atrocious acts of brutality.

As a freelance mercenary, Guillermo Barrera donned a gray, full bodysuit, covered with sheathes for holding his blades. Two scalpels adorn his mask, which is shaped like a hideous death's head to strike fear into his victims. He began using the name "Brutale," which only scratches the surface of his true viciousness. Selling himself as a knife-wielding expert to the highest bidders, he gained further notoriety when he worked for hire in the employment of Blüdhaven crime boss Roland Desmond, the towering figure known as Blockbuster. For a brief time while under his employ, the knife-wielding Brutale worked alongside the assassin Stallion in an unsuccessful attempt to eliminate Nightwing. Failing to claim his reward, Brutale fled once again to escape incarceration and deportation to Hasaragua.

RECENTLY: Brutale remains largely in hiding, sharpening his blades in anticipation of another stab at completing his contract on Nightwing. He has recently resurfaced, working for Roland Desmond.



CAIN

REAL NAME: Unknown, possibly David Cain

OCCUPATION: Assassin

BASE OF OPERATIONS: Mobile

HEIGHT: 6'2"

WEIGHT: 245 pounds

EYES: Blue

HAIR: Gray

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 4D: Acrobatics 9D, boating 5D, brawling 12D (all maneuvers +2D each), climbing 8D, dodge 10D, driving 5D, escape artist 11D, martial arts 10D (all maneuvers +2D each), melee weapons 8D, sneak 10D

Coordination 5D: Catch 6D, lockpicking 7D, marksmanship 12D, missile weapons 8D, thievery 6D, thrown weapons 9D

Physique 4D: Leap 6D, lifting 5D, resistance 8D, running 7D, swimming 7D

Knowledge 3D: Computer ops 4D, criminology 6D, demolitions 6D, forgery 6D, languages 5D, medicine 6D (anatomy +2D), navigation 6D, research 4D, scholar 4D, science 4D, security 4D

Perception 5D: Hide 10D, search 10D, shadowing 10D, streetwise 10D, surveillance 10D, survival 8D, tracking 8D

Presence 2D: Bluff 3D, charm 5D, command 6D, disguise 3D, interrogation 7D, intimidation 8D, persuasion 3D, willpower 11D

ADVANTAGES/DISADVANTAGES: Acute Balance -2D, Acute Sense of Direction -2D, Courage -2D, Fast Reactions -4D, Hardiness -4D, Observant -2D, Preparedness -4D, Speed Draw (pistols) -1D; Enemy (Batman, Batgirl) +3D each, Fugitive +3D, Hides Emotions +1D, Obsessive Tendencies +2D, Shady Background +2D.

SPEED: 30

PDV: 5

UNARMED BDV: 6D/1D

P/L BONUS: +2

HERO POINTS: 0

VILLAIN POINTS: 20

CHARACTER POINTS: 180

BODY POINTS: 40

EQUIPMENT: Cain has access to any military or combat equipment that can be obtained on the open or black markets. He normally carries at least one .44 magnum pistol (BDV 5Dx3) and one knife (BDV 2D).

BACKGROUND: Cain is a master assassin, one of the greatest combatants in the world, proficient in every fighting style and weapon known to man. Cain is a quiet man, focused and professional. He is a contract killer, and once he takes an assignment, he will not leave until it is completed. He does not kill out of emotion; it's simply a job. However, he is fascinated by violence—and by death. For Cain, killing is an art form, one to be perfected and admired for its beauty and efficiency.

Years ago, a young man named Bruce Wayne studied martial arts under Cain—study that ended when Wayne discovered Cain's true occupation. More recently, Cain took an Asian girl under his wing, training her from infancy to use combat as her only language. When the girl discovered that she was meant to be an assassin, she fled in horror, hiding from Cain, until she wound up in Gotham City during "No Man's Land."

RECENTLY: Cain was hired by Two-Face to kill James Gordon during "No Man's Land." In Gotham, he crossed paths with Batman and the new Batgirl—the very girl Cain raised and trained. When she chose Batman over him, Cain left. He has since turned to drink, trying to assuage the loss of his life's work. He has no attachments other than to his honor, his craft, and the girl he once raised.



CAP'N FEAR

REAL NAME: Unknown
OCCUPATION: Pirate
BASE OF OPERATIONS: Mobile
HEIGHT: 6'0"
WEIGHT: 185 pounds
EYES: Blue
HAIR: Black
RACE: Human
TECH LEVEL: Modern (1)

Reflexes 3D: Acrobatics 4D, boating 10D, brawling 7D, climbing 8D, dodge 6D, driving 5D, melee weapons 4D (swords & daggers +3D)

Coordination 3D: Catch 5D, marksmanship 4D,

missile weapons 4D, thievery 5D

Physique 2D: Lifting 4D, swimming 7D

Knowledge 3D: Languages 4D, navigation 6D

Perception 3D: Hide 5D, repair 4D (ships +2D), search 4D, survival 4D (ocean +3D)

Presence 3D: Bluff 5D, command 7D, interrogation 6D, intimidation 7D, willpower 4D

ADVANTAGES/DISADVANTAGES: Acting Ability -2D, Acute Balance -2D, Acute Sense of Direction -2D, Courage -2D, Followers (crew) -10D, Leadership

Ability -2D; Delusions of Grandeur +2D, Enemy (Batman) +3D, Fugitive +2D, Secret Identity +3D.

SPEED: 30

PDV: 3

UNARMED BDV: 4D

P/L BONUS: +2

HERO POINTS: 0

VILLAIN POINTS: 16

CHARACTER POINTS: 120

BODY POINTS: 32

EQUIPMENT: Cutlass (BDV 4D [edge]/2D [flat]), specially designed speedboat.

BACKGROUND: Cap'n Fear is a mysterious figure who has appeared in Gotham's harbor from time to time, raiding ships and holding passengers hostage in time-honored pirate fashion. He dresses as a traditional pirate and wears a skull mask with an eyepatch, mimicking the speech patterns of the buccaneers out of old movies.

Cap'n Fear truly sees himself as a pirate of old. He swaggers, curses, spits, postures, waves his cutlass about, and generally plays the role to the hilt. He's also brave to the point of foolishness and loves to menace people. For him, watching the terror in people's eyes is almost as good as money—almost.

RECENTLY: Cap'n Fear was last seen in Gotham Harbor, after having been thrown off a boat by Batman. His current whereabouts are unknown.

**SPEED:** 30**PDV:** 4**UNARMED BDV:** 4D/1D**P/L BONUS:** +2**HERO POINTS:** 0**VILLAIN POINTS:** 20**CHARACTER POINTS:** 152**BODY POINTS:** 35

EQUIPMENT: Cat-Man's costume may or may not be mystical in nature, bestowing upon its wearer nine lives. What is known is that Cat-Man has survived several apparent fatalities—whether or not it is the result of the costume is unknown. Cat-Man also possesses almost as vast an array of equipment as the Batman, including Catarangs, Catlines (with claws), a Cat-car, and a Catamaran. (The Narrator should use the equipment listed for Batman in Chapter 6 and alter it for a cat-styled character.)

BACKGROUND: Cat-Man used to be a big game trapper, specializing in large cats. He became bored with adventuring, so after a brief retirement, he turned to crime to rebuild his fortune and test his wits against the Batman. He crafted a cat costume from cloth he had acquired in Africa. Legend had it the cloth was magical and protected the wearer from harm, as well as granting him the nine lives of a cat. Because of this, Blake takes risks that no ordinary human would.

Cat-Man is an adrenaline addict—he lives for the thrill of the chase, for the excitement, and for the danger. His favorite activity is pitting his wits against the Batman, whom he sees as a physically and intellectually worthy opponent. Cat-Man loves to take risks, especially since he believes his magical costume will protect him.

RECENTLY: After several encounters with the Batman, Cat-Man was interred in Arkham and was still there when “No Man’s Land” occurred. Released with the rest of the inmates, he has not been seen since. He is assumed to have fled Gotham City entirely.

CAT-MAN

REAL NAME: Thomas Blake**OCCUPATION:** Former big game trapper, now professional criminal**BASE OF OPERATIONS:** Gotham City**HEIGHT:** 6'0"**WEIGHT:** 179 pounds**EYES:** Green**HAIR:** Brown**RACE:** Human**TECH LEVEL:** Modern (1)

Reflexes 4D: Acrobatics 8D (falling +2D), athletics 6D, brawling 7D, climbing 6D, dodge 8D, driving 5D, martial arts 6D, sneak 7D

Coordination 3D: Lockpicking 4D, marksmanship 6D, thievery 5D, thrown weapons 6D

Physique 3D: Leap 6D,

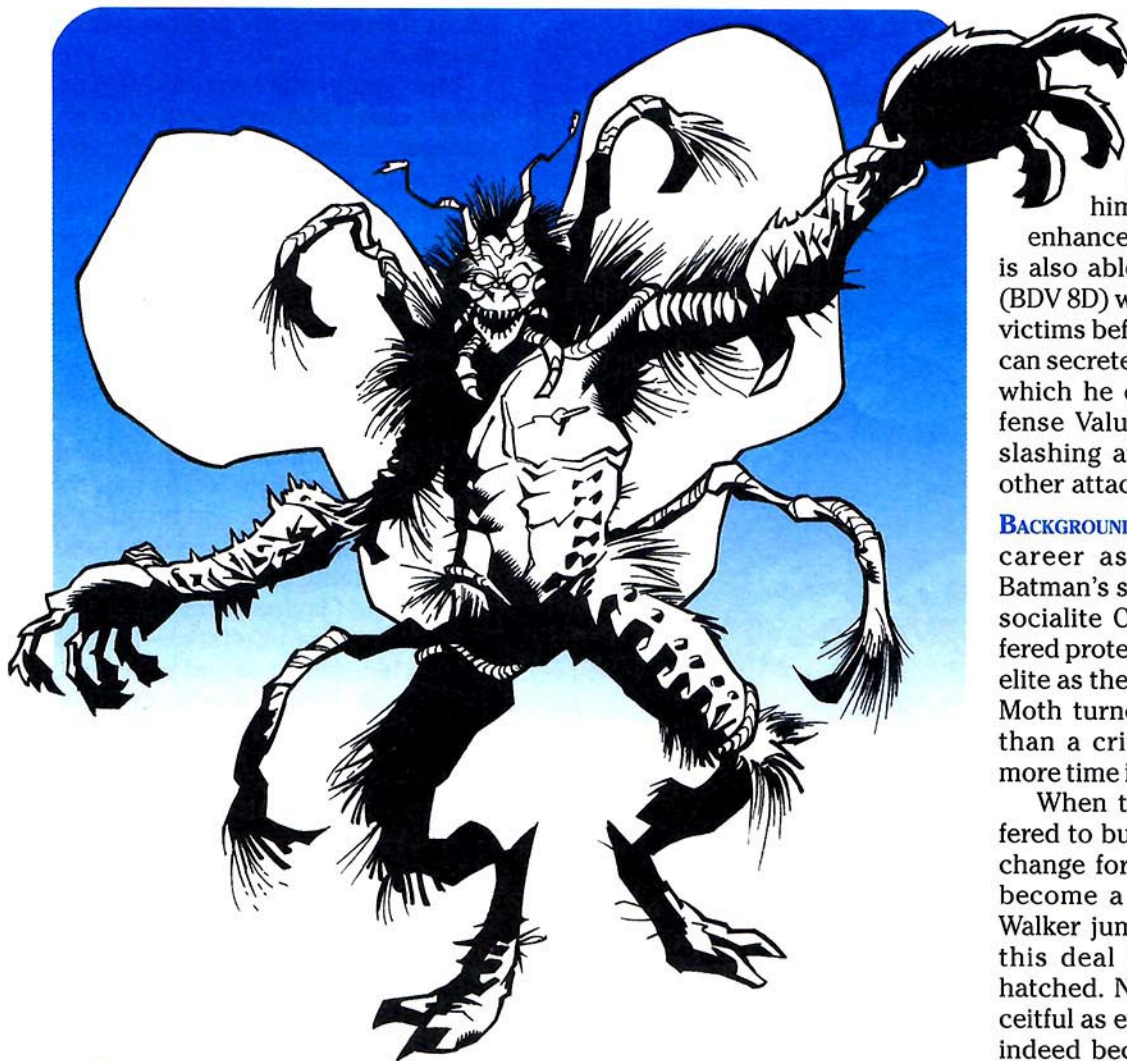
lifting 4D, resistance 4D, running 4D, swimming 4D

Knowledge 3D: Languages 4D, medicine 4D, navigation 4D, scholar (trapping) 9D, security 4D

Perception 4D: Hide 7D, search 6D, shadowing 7D, survival 5D (jungle +3D), tracking 7D

Presence 3D: Charm 5D, command 4D, interrogation 4D, intimidation 6D, willpower 7D

ADVANTAGES/DISADVANTAGES: Acute Balance -2D, Acute Sense of Direction -2D, Charismatic -3D, Courage -2D, Fast Reactions -4D, Observant -2D, Wealth -2D; Enemy (Batman) +3D, Extremely Competitive +2D, Impulsiveness +2D, Secret Identity +3D.



CHARAXES

REAL NAME: Drury Walker
FORMER ALIASES: Killer Moth
OCCUPATION: Criminal
BASE OF OPERATIONS: Gotham City
HEIGHT: 6'9"
WEIGHT: 202 pounds
EYES: Red
HAIR: None
RACE: Human/insect hybrid
TECH LEVEL: Modern (1)

Reflexes 3D: Brawling 4D, climbing 13D, dodge 5D

Coordination 3D

Physique 4D (6D): Flying 5D (7D)

Knowledge 1D

Perception 2D: Hide 4D, surveillance 3D, survival 3D, tracking 3D

Presence 1D: Intimidation 4D, willpower 3D

ADVANTAGES/DISADVANTAGES: Acute Balance -2D, Acute Sense of Direction -2D, Acute Senses (smell, hearing) -2D each; Enemy (Batman, Robin) +3D each, Fugitive +3D, Impulsiveness +3D, Shady Background +2D, Unattractive Appearance +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +3

HERO POINTS: 0

VILLAIN POINTS: 12

CHARACTER POINTS: 60

BODY POINTS: 51

NATURAL ABILITIES: Charaxes is the equivalent of a human-sized moth

with 12-foot wings that allow him to fly, the ability to cling to most surfaces (Very Difficult *lifting* roll to pull him free), and an exoskeleton that gives him an Armor Value of 7 and enhances his *Physique* by +2D. He is also able to spit a corrosive fluid (BDV 8D) with which he dissolves his victims before he consumes them. He can secrete a weblike compound with which he can cocoon his prey (Defense Value of 5 against cutting or slashing attacks and 10 against all other attacks, 20 Body Points).

BACKGROUND: Drury Walker began his career as a small-time thorn in Batman's side. Posing as the wealthy socialite Cameron Van Cleer, he offered protection to Gotham's criminal elite as the Killer Moth. But the Killer Moth turned out to be more a joke than a criminal, and Walker spent more time inside prison than outside.

When the demon lord Neron offered to buy Killer Moth's soul in exchange for giving him the power to become a truly formidable villain, Walker jumped at the chance. From this deal Charaxes was born—or hatched. Neron proved to be as deceitful as ever in his dealings. Walker indeed became a frighteningly powerful adversary for Batman, but at the expense of his humanity. The demon lord had transformed him into his namesake, a giant humanoid insect. Charaxes is no longer led by human reason; his attacks are fueled more by madness and hunger than by the desire for money or power.

RECENTLY: Charaxes demonstrated his upgraded abilities by capturing and nearly killing the latest Robin, Tim Drake, leaving him cocooned and waiting to be consumed and digested to ease the villain's hunger.

After his capture, Charaxes was incarcerated. There he remains—feared by doctors and patients alike—while the doctors try to determine the cause of Walker's supernatural transformation.



CLAYFACES

In his career as the Dark Knight, the Batman has faced off against many individuals bearing the Clayface name. Although they have sometimes fought together as the Mudpack, they move often fight alone for their own purposes.

The original Clayface, Basil Karlo, was once a famous horror actor, but as he grew older, his popu-

larity waned. Out of fury, he turned to murder, killing those who mocked him. At first Karlo wore makeup to disguise himself, re-creating the grotesque Clayface character he had once played in a film. Later, Karlo injected himself with blood samples from the other Clayfaces, turning himself into a shape-changer he dubbed the Ultimate Clayface. Now completely insane, he delighted in the use of his newfound strength and power. He killed simply because he could. He still loved an audience, and took rel-

ish in terrorizing his victims before they died.

Matt Hagen was a brash, overconfident, cruel, and petty explorer-adventurer. He discovered a hidden pool of radioactive mud which he fell into, transforming his body into living mud and giving him the ability to change into any shape. The chemicals also affected his mind. He became the second Clayface and began a reign of terror, tangling repeatedly with the Batman before perishing in the universe-spanning Crisis.

Hagen could be passionately loyal to those he was close to. His powers gave him confidence, and he quickly learned that little could stop him from getting anything he wanted.

The third Clayface, Preston Payne, was born with a pituitary condition that left him deformed and friendless. As an adult, Payne, now a scientist, tried to remedy this by injecting himself with the blood of Matt Hagen, hoping for the ability to alter his own features. Instead, the injection left him even uglier than before, his face a hideous mound of clay, and made his touch lethal to all organic matter. He must now wear a containment suit at all times to keep from destroying everything around him. For a time, he believed himself married to a store mannequin, which may have been the happiest period of his life. He is driven to violence by rage at his situation, and horror at what he has become.

Sondra Fuller was born hideously disfigured, and she grew to hate her own appearance. Thus, when the criminal Kobra approached her, she agreed to let him change her into the newest Clayface. Now Sondra, also known as Lady Clay, can mold her body like the other Clayfaces but her powers go a bit further: she can actually mimic the abilities of whatever form she takes, including superpowers. She enjoys changing shapes, watching the surprise and terror on people's faces. She loves the fact that she now has abilities most people can only dream about.

RECENTLY: During "No Man's Land," Karlo took over Robin-



son Park and held Poison Ivy hostage until Batman defeated him. Preston and Fuller fell in love and had a son named Cassius, who inherited their Clayface abilities. All four are currently incarcerated.

CLAYFACE 1 (BASIL KARLO AS ULTIMATE CLAYFACE)

Reflexes 6D: *Brawling* 8D, *melee weapons* 7D

Coordination 4D: *Thrown weapons* 6D

Physique 8D

Knowledge 3D

Perception 3D

Presence 4D: *Bluff* 5D, *command* 5D, *interrogation* 5D, *intimidation* 6D, *willpower* 8D

ADVANTAGES/DISADVANTAGES: Acting Ability -2D, Allies (Mudpack) -11D, Courage -2D, Hardiness -4D; Delusions of Grandeur +3D, Enemy (Batman) +3D, Shady Background +2D, Sworn Enemy (Batman) +3D, Unattractive Appearance +5D.

SPEED: 30

PDV: 3

UNARMED BDV: 4D

P/L BONUS: +4

HERO POINTS: 0

VILLAIN POINTS: 20

CHARACTER POINTS: 126

BODY POINTS: 61

NATURAL ABILITIES: Doesn't need to eat or sleep, and exhibits the following powers: Elasticity 1D (limitation: Linked to Shapechanging), Shapechanging 1D, Natural Armor 5D (10D on his quartz covered portions), and piezoelectric powers (Electricity Manipulation (blast) 10D).

CLAYFACE 2 (MATT HAGEN)

Reflexes 3D: *Brawling* 4D, *dodge* 4D

Coordination 2D

Physique 3D: *Flying* 4D, *leap* 4D, *lifting* 4D, *running* 4D, *swimming* 4D

Knowledge 2D

Perception 2D: *know-how (Shapechanging)* 5D

Presence 2D: *Disguise* 6D, *intimidation* 4D, *willpower* 8D

ADVANTAGES/DISADVANTAGES: Thousand Faces -2D; Delusions of Grandeur +3D, Fugitive +3D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +2

HERO POINTS: 0

VILLAIN POINTS: 18

CHARACTER POINTS: 112

BODY POINTS: 33

POWERS: Elasticity 1D (limitation: Linked to Shapechanging), Shapechanging 10D, Natural Armor 3D. All powers have the limitation: Rechargeable -1D (every 48 hours when using actual rainbow protoplasm or every 5 hours when using synthetic protoplasm).

CLAYFACE 3 (PRESTON PAYNE)

Reflexes 2D (5D): *Brawling* 3D (6D), *dodge* 3D (6D), *driving* 3D (6D)

Coordination 3D

Physique 2D (6D)

Knowledge 5D: *Computer ops* 6D, *medicine* 6D, *research* 6D, *science* 7D

Perception 3D: *Engineering (genetic)* 6D, *hide* 5D, *know-how (powers)* 5D each

Presence 1D: *Disguise* 5D, *intimidation* 6D, *willpower* 5D

ADVANTAGES/DISADVANTAGES: Allies (Mudpack) -11D, Gifted in Learning -4D; Dark Secret (must disintegrate someone periodically to survive) +3D, Dependent (son Cassius) +2D, Enemy (Batman) +3D, Low Self-Esteem +2D, Medical Problem (must disintegrate others to survive) +6D, Psychological Disorder (insane) +2D, Shady Background +2D, Unattractive Appearance +2D.

SPEED: 30

PDV: 2 (3)

UNARMED BDV: 3D (4D)

P/L BONUS: +1 (+3)

HERO POINTS: 0

VILLAIN POINTS: 12

CHARACTER POINTS: 96

BODY POINTS: 29

NATURAL ABILITIES: Exhibits the following powers: Disintegration 12D (limitations: Limited Range [touch only], Side Effect [reduces target to protoplasm instead of totally disintegrating target it] -1D), Elasticity 1D (limitation: Linked to Shapechanging), Shapechanging 2D, Natural Armor 3D.

EQUIPMENT: Containment suit (AV 10; increases *Reflexes* by +3D and *Physique* by +4D; also contains Payne's Disintegration power).

CLAYFACE 4 (SONDRA FULLER AS LADY CLAY)

Reflexes 3D: *Acrobatics* 4D, *brawling* 6D, *climbing* 4D, *dodge* 6D, *piloting (self)* 4D

Coordination 2D: *Catch* 3D, *missile weapons* 4D

Physique 2D: *Flying* 4D, *leap* 3D

Knowledge 2D: *Security* 4D

Perception 2D: *Hide* 5D, *know-how (powers)* 8D each, *search* 3D, *shadowing* 5D, *surveillance* 3D

Presence 2D: *Disguise* 4D, *intimidation* 5D, *willpower* 4D

ADVANTAGES/DISADVANTAGES: Acting Ability -2D, Allies (Mudpack) -11D, Courage -2D, Observant -2D, Thousand Faces -2D; Dependent (son Cassius) +2D, Enemy (Batman) +3D, Narcissistic +3D, Shady Background +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 4D

P/L BONUS: +1

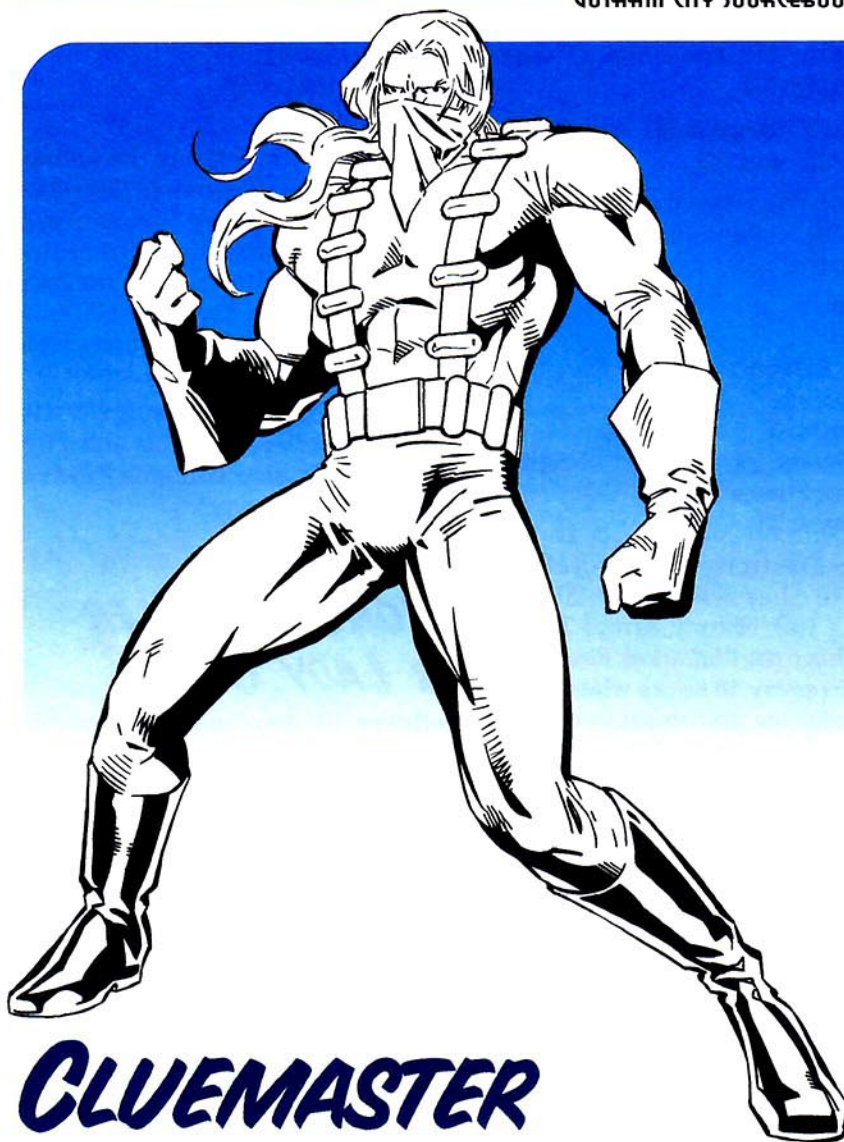
HERO POINTS: 0

VILLAIN POINTS: 12

CHARACTER POINTS: 96

BODY POINTS: 32

NATURAL ABILITIES: Doesn't need to eat or sleep, and exhibits the following powers: Elasticity 1D (limitation: Linked to Shapechanging), Mimicry 5D (limitation: Linked to Shapechanging), Shapechanging 10D, Natural Armor 3D.



CLUEMASTER

REAL NAME: Arthur Brown
OCCUPATION: Criminal
BASE OF OPERATIONS: Gotham City
HEIGHT: 5'11"
WEIGHT: 169 pounds
EYES: Blue
HAIR: Blond
RACE: Human
TECH LEVEL: Modern (1)

Reflexes 2D: Brawling 3D, dodge 3D, climbing 3D, driving 4D, sneak 4D

Coordination 3D: Catch 4D, lockpicking 5D, thieving 5D

Physique 2D: Leap 3D, lifting 4D, running 4D

Knowledge 3D: Criminology 5D

Perception 3D: Hide 4D, streetwise 5D

Presence 3D: Bluff 6D, intimidation 4D, persuasion 6D, willpower 4D

ADVANTAGES/DISADVANTAGES: Acting Ability -3D, Leadership Ability -2D, Cowardice +2D, Shady Background +2D, Fugitive +2D.

SPEED: 30 **PDV:** 2

UNARMED BDV: 3D

P/L BONUS: +2 **HERO POINTS:** 0

VILLAIN POINTS: 12

CHARACTER POINTS: 92

BODY POINTS: 28

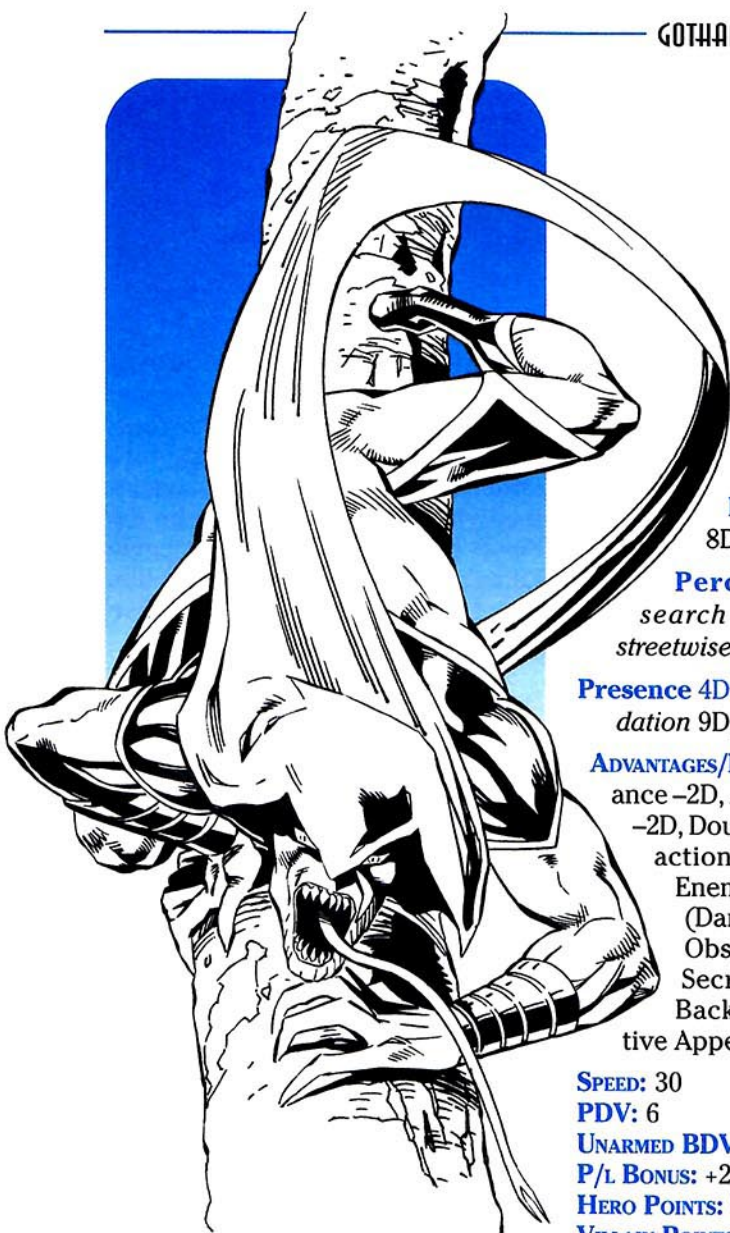
EQUIPMENT: Small handgun (BDV 5Dx2). Cluemaster also has an array of pellets attached to the front of his costume that can be removed. They contain a variety of compounds, including: incendiary flares (no damage; blast radius [in feet]: 2/4/8; anyone within radius must make a successful Heroic *Physique* or *willpower* roll or be blinded for 6 rounds; this is halved as per radius and normal damage rules for explosives), smoke

bombs (upon breaking, fill a 10-by-10-foot room with black smoke, blinding everyone in the area until the smoke dissipates), knock-out gas (upon breaking, fill a 10-by-10-foot room; anyone caught within this area must make a Difficult *Physique* or *willpower* roll or fall unconscious for two hours), high explosives (BDV 5Dx3; blast radius [in feet]: 2/4/8), and other versions. All pellets have a range of PHYS-1/PHYS/PHYS+1.

BACKGROUND: Arthur Brown was second-rate at everything he did, even when he decided to become a super villain. He assumed a modus operandi already taken by another, becoming the Cluemaster, a watered-down version of the Riddler, leaving clues to try to beat the police and vigilantes in a battle of wits. He was determined to prove himself to be more than just a small-time villain, yet his schemes almost always backfired. His insatiable drive to show off his evil prowess was the biggest hindrance to his becoming more than a minor irritant to the Batman and Robin.

While incarcerated, he was apparently cured, but once released, he began a new crime spree, but without the hints that kept getting him caught. This time, however, his daughter, Stephanie, who had grown up to despise her father for what he put her and her mother through, donned a costume. She called herself the Spoiler and kept a close eye on her father, learning of his plans. She dropped hints to alert the authorities (creating the impression that Cluemaster had resumed his old method of leaving clues) and helped Batman and Robin capture him.

RECENTLY: Cluemaster has since further proven his inadequacy as a father, and he has even had Stephanie kidnapped and attacked. After the earthquakes that decimated Gotham City, he again faced off against Spoiler and her temporary partner, Huntress, but Stephanie chose to let him go rather than face the harsh—and potentially deadly—version of justice doled out by the Huntress. The course of their relationship remains undecided.



Physique 5D: Leap 8D, lifting 6D, running 6D, swimming 6D

Knowledge 2D: Security 8D

Perception 2D: Hide 8D, search 4D, shadowing 6D, streetwise 4D, surveillance 6D

Presence 4D: Interrogation 5D, intimidation 9D, willpower 6D

ADVANTAGES/DISADVANTAGES: Acute Balance -2D, Acute Sense of Direction -2D, Double-Jointed -2D, Fast Reactions -4D, Observant -2D; Enemy (Batman) +3D, Enemy (Damage) +2D, Fugitive +3D, Obsessive Tendencies +2D, Secret Identity +3D, Shady Background +2D, Unattractive Appearance +5D.

SPEED: 30

PDV: 6

UNARMED BDV: 5D

P/L BONUS: +2 (+3)

HERO POINTS: 0

VILLAIN POINTS: 30

CHARACTER POINTS: 224

BODY POINTS: 35

NATURAL ABILITIES: Copperhead is able to fit himself into incredibly small places (*escape artist* roll with a difficulty based on the size of the location; for example, a large-sized chimney would be Difficult, a small-sized chimney would be Heroic, and so on); he also has fangs (BDV 4D [on a successful attack, victim is poisoned and takes 10 points of damage each round until he makes a successful *resistance* roll with a difficulty of 11, dies, or is treated]), claws (BDV 6D), and a prehensile tail (BDV 5D; on a successful attack, can wrap around target doing his *lifting* in damage each round until either Copperhead lets go or victim succeeds at an opposed *lifting* versus *lifting*).

BACKGROUND: Copperhead is cold-blooded and thinks of himself as a snake. He is ruthless and without compassion or sympathy, since he does not consider himself truly human.

Originally a mysterious thief with a sophisticated copperhead-styled costume, it was during his first stint in prison that he was initially approached by the Secret Society of Super Villains, who smuggled him a new and improved costume. Copperhead used this costume to escape, apparently by sliding between the bars of his cell.

Since that time, Copperhead has functioned as a freelance assassin, executing his targets with cold-blooded precision. He is obsessive; once he selects a target, he thinks of nothing else until the target is dead—this can be a weakness at times, because he tends to ignore anything he does not consider immediately relevant.

RECENTLY: Copperhead was recently transformed into a real human-snake hybrid when he made a pact with the demon lord Neron in exchange for more power. His current whereabouts are unknown, but he will surely slither out from the rock he is hiding under someday soon.

COPPERHEAD

REAL NAME: Unknown

OCCUPATION: Assassin

BASE OF OPERATIONS: Mobile

HEIGHT: 6'2"

WEIGHT: 190 pounds

EYES: Green

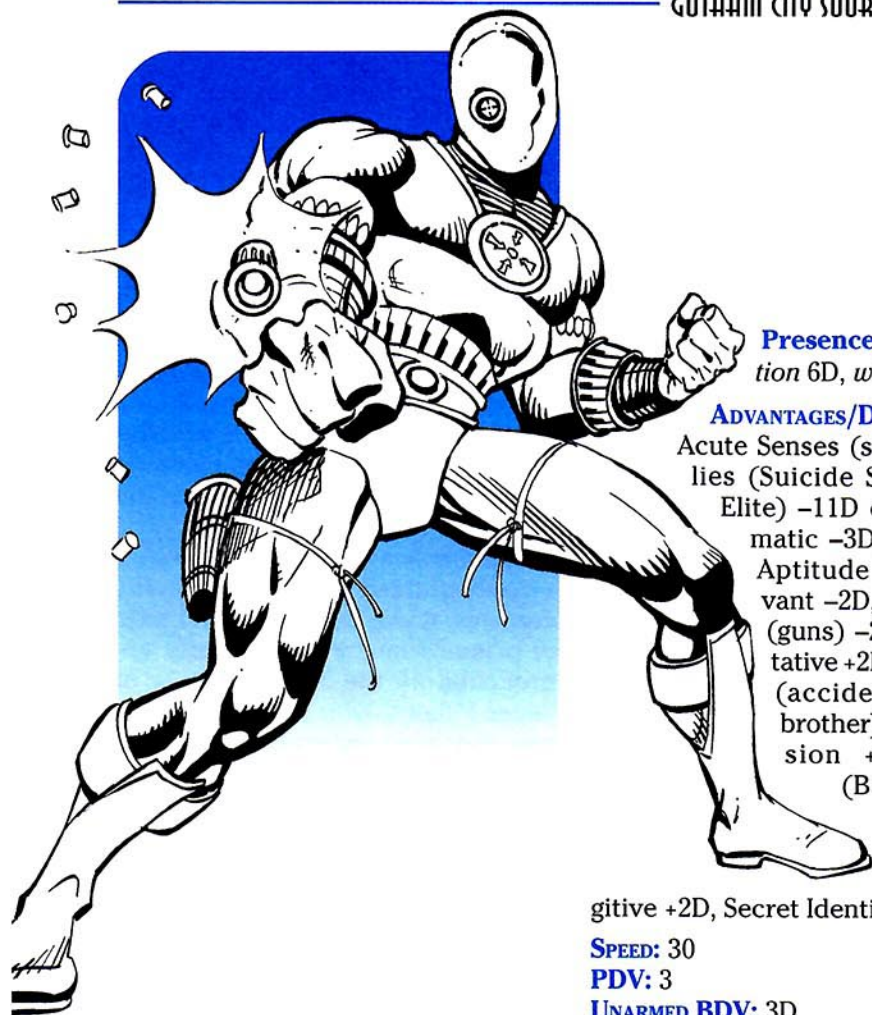
HAIR: None

RACE: Human/snake hybrid

TECH LEVEL: Modern (1)

Reflexes 8D: Brawling 10D, climbing 11D, dodge 12D, escape artist 12D, melee weapons (claws & fangs) 10D, sneak 12D

Coordination 8D: Thievery 9D



DEADSHOT

REAL NAME: Floyd Lawton
OCCUPATION: Mercenary
BASE OF OPERATIONS: Mobile
HEIGHT: 6'1"
WEIGHT: 193 pounds
EYES: Brown
HAIR: Brown
RACE: Human
TECH LEVEL: Modern (1)

Reflexes 2D: Acrobatics 5D, brawling 5D, climbing 5D, dodge 6D, sneak 4D

Coordination 3D: Marksmanship 12D (wrist magnums +2D), thievery 5D

Physique 2D: Leap 4D, running 3D

Knowledge 3D: Scholar 5D, Security 4D

Perception 2D: Engineering (gun design) 6D, hide 4D, invent 4D, repair (guns) 6D, search 5D, shadowing 8D, surveillance 9D

Presence 2D: Intimidation 6D, willpower 7D

ADVANTAGES/DISADVANTAGES:

Acute Senses (sight) -2D, Allies (Suicide Squad, Killer Elite) -11D each, Charismatic -3D, Mechanical Aptitude -2D, Observant -2D, Speed Draw (guns) -2D; Argumentative +2D, Dark Secret (accidentally killed brother) +1D, Depression +6D, Enemy (Batman) +3D, Extremely Competitive +2D, Fugitive +2D, Secret Identity +3D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 26

CHARACTER POINTS: 224

BODY POINTS: 40

EQUIPMENT: Wrist magnums (high-powered automatic weapons with interchangeable barrels that allow him to switch from a standard barrel [BDV 5Dx4] to a grappling hook-shooting barrel [gives a +1 bonus to climbing and acrobatic rolls, and can be connected to cabling he carries]; both barrels have silencers attached to them [negates any bonuses for any hearing-based Perception checks]).

Helmet contains an eyescope with a range finder, infrared lens (darkness penalties are reduced by 2; user can see only items giving off heat), starlight lens (negates darkness penalties), targeting system (+2 to marksmanship rolls), and telescopic lens (+2 to sight-based Perception checks).

BACKGROUND: Like Bruce Wayne, Floyd Lawton was the child of one of Gotham's wealthiest families. Their

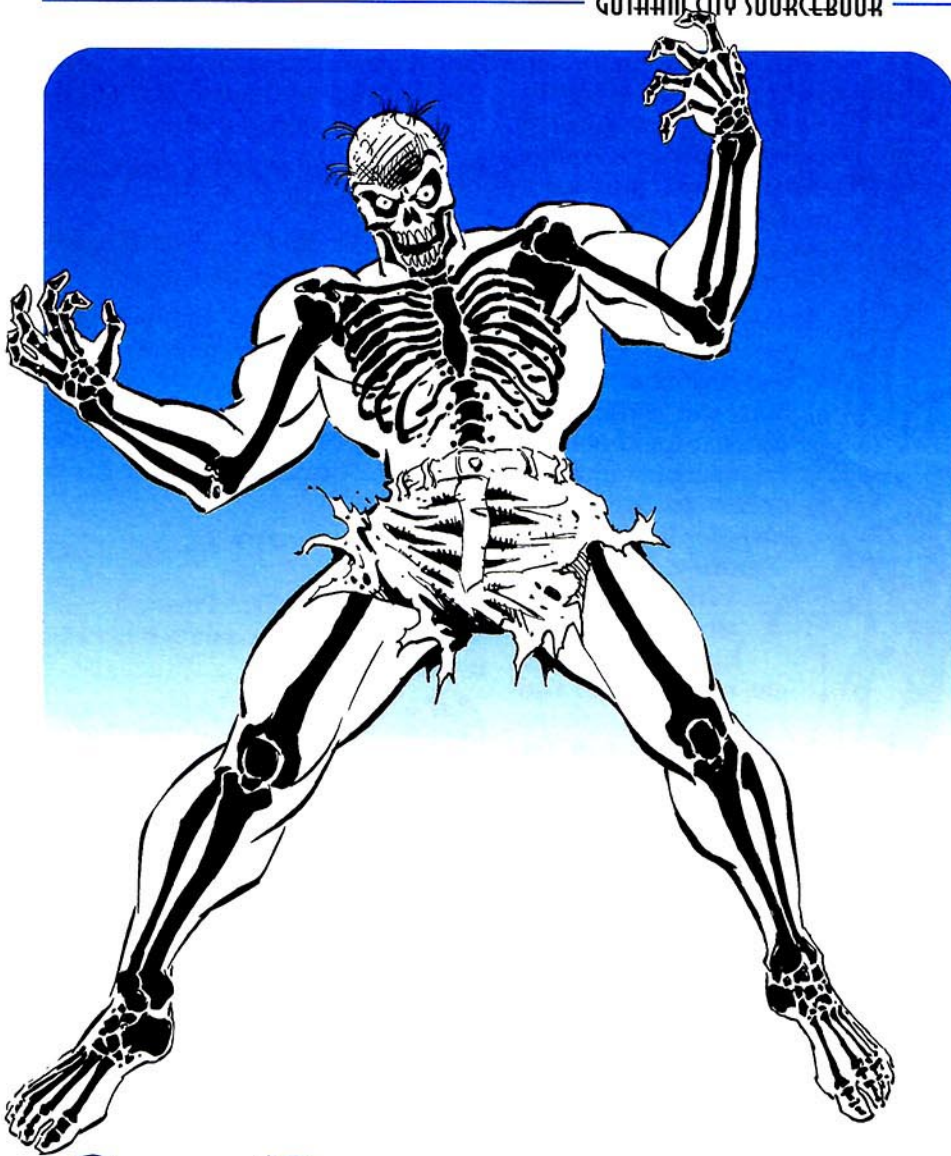
similarity ended there, however. Lawton's parents hated each other, and his mother tried to get Floyd and his older brother, Eddie, to kill their father. Eddie agreed and managed to paralyze their father, before he and Floyd fought. During the struggle, Eddie's gun went off and killed him. Floyd was devastated and subsequently developed a death wish.

An attempt at living the jet-set life in Gotham failed to make Floyd happy, and he decided to seek glory and adventure (and his possible death) as a costumed figure. A phenomenal marksman, he delighted in making challenging shots. He began his career as the crime fighter Deadshot, with the desire to defeat Batman and take over Gotham's underworld.

He was quickly apprehended by Batman and sent to prison. Upon his release, Floyd upgraded his equipment and resumed his criminal activities, this time as a professional hitman. A few years later, Deadshot was recruited into the covert government task force known as the Suicide Squad. There, his death wish waned as he found a place for himself.

RECENTLY: With the Suicide Squad temporarily disbanded and his son Eddie killed after being kidnapped by his mother, Floyd lost all evidence of compassion, becoming a cold-blooded assassin.

After the loss of both his brother and his son, his death wish has returned, which is evident in his disregard for personal safety. He takes risks most people would run from, and he subconsciously places himself in danger whenever possible. Although the Suicide Squad has recently reformed and Deadshot has once again become a member, this time his death wish seems to be unchanged.



DR. PHOSPHORUS

REAL NAME: Alex Sartorius

OCCUPATION: Criminal, former physician

BASE OF OPERATIONS: Mobile

HEIGHT: 5'11"

WEIGHT: 195 pounds

EYES: Red

HAIR: None

SKIN: Transparent

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 3D: *Brawling 4D, dodge 4D*

Coordination 3D

Physique 5D: *Resistance 8D*

Knowledge 3D: *Scholar (business) 4D*

Perception 2D: *Know-*

how (powers) 6D, streetwise 3D

Presence 2D: *Command 3D, intimidation 7D, willpower 8D*

ADVANTAGES/DISADVANTAGES: Intimidating Grin -2D; Enemy (Batman) +3D, Fugitive +3D, Physically Limited (anything he touches bursts into flame) +7D, Shady Background +2D, Unattractive Appearance +2D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1 (+2)

HERO POINTS: 0

VILLAIN POINTS: 25

CHARACTER POINTS: 224

BODY POINTS: 44

NATURAL ABILITIES: Composed com-

pletely of a unique form of organic phosphorous, he evidently doesn't need to eat, is immune to the effects of radiation (Invulnerability [radiation] 10D) and has enhanced strength. Upon contact with air, his body bursts into white-hot atomic flame (Microwave Projection 15D [limitation: Limited Range (touch)]) and emits poisonous fumes (anyone within 10 feet of Dr. Phosphorous must make a Heroic *resistance* roll or fall unconscious and take 7 points of damage each round they are exposed to them).

BACKGROUND: Dr. Alex Sartorius was a well-to-do doctor in Gotham City. Because of his wealth and prestige, he was invited to join the exclusive Tobacconist's Club run by Rupert Thorne. The club members helped one another, and their advice to Sartorius was to put his life savings into a new nuclear plant being built outside city limits. Unfortunately, the builders cut corners on the project, producing substandard work. On the same night that Sartorius went to inspect his investment, the nuclear core suffered a meltdown. Sartorius took refuge behind a pile of sandbags, but the explosion turned the sand into phosphorus. The force of the blast inundated his body with the radioactive particles. A short time later, he appeared as Dr. Phosphorus, a monster with glowing skin and a poisonous touch. He began hunting down those men who had caused his fate, including Thorne himself. When Batman intervened, Phosphorus struck a deal with Thorne: remove Batman or die. Phosphorus and Batman later fought, and Phosphorus fell into the ocean and disappeared. He has since reappeared several times, each time attempting to poison Gotham's population and each time being defeated by the Batman.

RECENTLY: Dr. Phosphorus is vindictive, cruel, arrogant, and delights in causing pain and suffering. In his mind, he is only sharing his torment with others. Phosphorus has recently resurfaced, and he sold his soul to the demon Neron in exchange for increased powers.



DOUBLE DARE

The two high-flying costumed partners in crime named Double Dare are in fact sisters—there is no arguing that when looking at the auburn-haired Aliko and Margot Marceau. The death-defying trapeze aerialists are performers from Cirque Sensationnel, one of the few remaining successful traveling circuses. The two youthful redheaded vixens (Aliko is 16 and Margot is 20) have a fire in them as bright as the color of their hair.

Despite their fame, the acrobatic Marceau sisters greedily opted to supplement their existing income by becoming costumed thieves. They use their acrobatic prowess to pilfer goods most criminals feel are out of their reach. The two work closely together as a unit and can anticipate each other's maneuvers and reactions with fine-tuned precision. Both use their acrobatic

skills to leap, jump, and swing from rooftop to rooftop with the grace of ballet dancers. As Double Dare, the two pursued a worldwide rampage of staged heists as the circus traveled from city to city.

RECENTLY: When the Cirque Sensationnel arrived in Blüdhaven, the Marceau sisters targeted Blockbuster's criminal operations in order to fill their purses with his dirty money. While the crime lord of Blüdhaven sent his henchmen to get revenge, the two sisters also caught the attention of their fellow trapeze aerialist—the costumed vigilante Nightwing.

Trailing Aliko from Double Dare's most recent heist, Nightwing engaged her in an acrobatic battle through (and above) the streets of Blüdhaven until Margot arrived and, catching him unawares, pushed him off the top of the building to a balcony below.

After facing off against both Nightwing and Blockbuster's henchmen, Stallion, Brutale, and the Electrocuter, in their circus trailer, Double Dare leapt to freedom, leaving Nightwing to fend for himself against the villainous trio. They haven't been seen in Blüdhaven since.

ALIKO MARCEAU

OCCUPATION: Circus aerialist, professional thief

BASE OF OPERATIONS: Mobile

HEIGHT: 5'4" **WEIGHT:** 110 pounds

EYES: Green **HAIR:** Red

RACE: Human **TECH LEVEL:** Modern (1)

Reflexes 4D: Acrobatics 12D, brawling 4D, climbing 7D, dodge 12D, martial arts 5D, sneak 4D

Coordination 4D: Catch 5D, thievery 6D, thrown weapons 5D

Physique 2D: Leap 8D, lifting 3D, running 4D

Knowledge 2D: Languages (English) 5D (French is their native language), security 4D

Perception 2D: Hide 4D, shadowing 4D, streetwise 3D

Presence 3D: Bluff 4D, charm 5D, persuasion 4D, willpower 5D

ADVANTAGES/DISADVANTAGES: Acute Balance -2D, Attractive Appearance -2D, Charismatic -3D, Fast Reactions -4D; Age +1D, Dependent (sister Margot) +1D, Enemy (Nightwing, Blockbuster) +3D each, Target for Assassination +3D.

SPEED: 30

PDV: 6

UNARMED BDV: 3D/1D

P/L BONUS: +1 **HERO POINTS:** 0

VILLAIN POINTS: 2 **CHARACTER POINTS:** 18

BODY POINTS: 26

MARGOT MARCEAU

OCCUPATION: Circus aerialist, professional thief

BASE OF OPERATIONS: Mobile

HEIGHT: 5'7" **WEIGHT:** 125 pounds

EYES: Green **HAIR:** Red

RACE: Human **TECH LEVEL:** Modern (1)

Reflexes 4D: Acrobatics 12D, brawling 5D, climbing 7D, dodge 12D, martial arts 4D, sneak 5D

Coordination 4D: Catch 5D, thievery 6D, thrown weapons 4D

Physique 2D: Leap 8D, lifting 4D, running 4D

Knowledge 2D: Languages (English; French is their native language) 5D, security 4D

Perception 2D: Hide 5D, shadowing 5D, streetwise 4D

Presence 3D: Bluff 4D, charm 5D, persuasion 4D, willpower 5D

ADVANTAGES/DISADVANTAGES: Acute Balance -2D, Attractive Appearance -2D, Charismatic -3D, Fast Reactions -4D; Dependent (sister Aliko) +1D, Enemy (Nightwing, Blockbuster) +3D each, Target for Assassination +3D.

SPEED: 30

PDV: 6

UNARMED BDV: 3D/1D

P/L BONUS: +2

HERO POINTS: 0

VILLAIN POINTS: 2

CHARACTER POINTS: 18

BODY POINTS: 28



ECHO

REAL NAME: Unknown

OCCUPATION: Covert agent, assassin

BASE OF OPERATIONS: Mobile

HEIGHT: 5'4"

WEIGHT: 110 pounds

EYES: Hazel

HAIR: Red

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 3D: Acrobatics 4D, climbing 4D, dodge 5D, martial arts 5D, melee weapons 4D, sneak 4D

Coordination 3D:

Lockpicking 4D, marksmanship 4D, thrown weapons 4D

Physique 2D: Leap 3D, running 3D, swimming 3D

Knowledge 2D: Computer ops 10D, languages (English) 5D (Russian is her native language), medicine 3D, navigation 3D, security 10D

Perception 3D: Hide 4D, know-how (powers) 5D each, search 4D, shadowing 4D, surveillance 9D, tracking 5D

Presence 2D: Charm 3D, persuasion 4D, willpower 8D

ADVANTAGES/DISADVANTAGES: Contact (Russian intelligence) -4D, Mechanical Aptitude (computers) -2D, Obser-

vant -2D; Enemy (Batman) +3D, Secret Identity +3D.

SPEED: 30

PDV: 3

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 8

CHARACTER POINTS: 64

BODY POINTS: 28

POWERS: Mechanical Manipulation (hear electronic transmissions) 20D (limitation: Duration Change [Permanent]), Telepathy 10D (limitations: Duration Change [Permanent], Limited Range [Touch]).

BACKGROUND: By age 10, the girl who would become known as Echo had been recruited by the Russian covert agency GRU (Glavnoye Razvedyvatelnoye Upravlenie) and was being trained as an assassin.

The young woman became part of the GRU's Turing Project—an attempt to create biomechanical interfaces between agents and computers and other technical devices. Echo was the only subject to survive the process. Since then her abilities have apparently increased dramatically—she is now able to “hear” nearly any electronic transmission in her vicinity, possibly including brain waves. The unfortunate side effect is that she cannot shut out the transmissions or lower their volume.

RECENTLY: Echo was last seen in Gotham during “No Man’s Land,” when she held Batman at bay while Two-Face increased his territory. An American agency had attempted to compile a file on her, but the agents involved were recently found dead and the file deleted. Echo’s current whereabouts are unknown.



THE ELECTROCUTIONER

REAL NAME: Unknown
OCCUPATION: Assassin
BASE OF OPERATIONS: Mobile
HEIGHT: 6'2" **WEIGHT:** 203 pounds
EYES: Unknown
HAIR: Unknown
RACE: Human
TECH LEVEL: Modern (1)

Reflexes 3D: *Brawling* 6D, *dodge* 5D, *sneak* 7D

Coordination 3D: *Marksmanship (electricity blasts)* 6D

Physique 3D: *Lifting* 4D, *running* 4D

Knowledge 2D

Perception 2D: *Hide* 5D, *know-how (powers)* 5D, *repair (suit)* 4D, *shadowing* 5D, *streetwise* 5D, *surveillance* 5D

Presence 2D: *Intimidation* 8D, *willpower* 6D

ADVANTAGES/DISADVANTAGES: Enemy (Batman, Robin, Nightwing) +3D each, Fanatic (punishing criminals) +3D, Impulsiveness +1D, Secret Identity +3D.

SPEED: 30

PDV: 3

UNARMED BDV: 4D

P/L BONUS: +2

HERO POINTS: 0

VILLAIN POINTS: 24

CHARACTER POINTS: 192

BODY POINTS: 35

EQUIPMENT: The Electrocuter's costume is lined with electrical circuitry, allowing him to control vast sums of electricity (Electricity Manipulation [projection and touch] 15D), and is insulated against electrical damage.

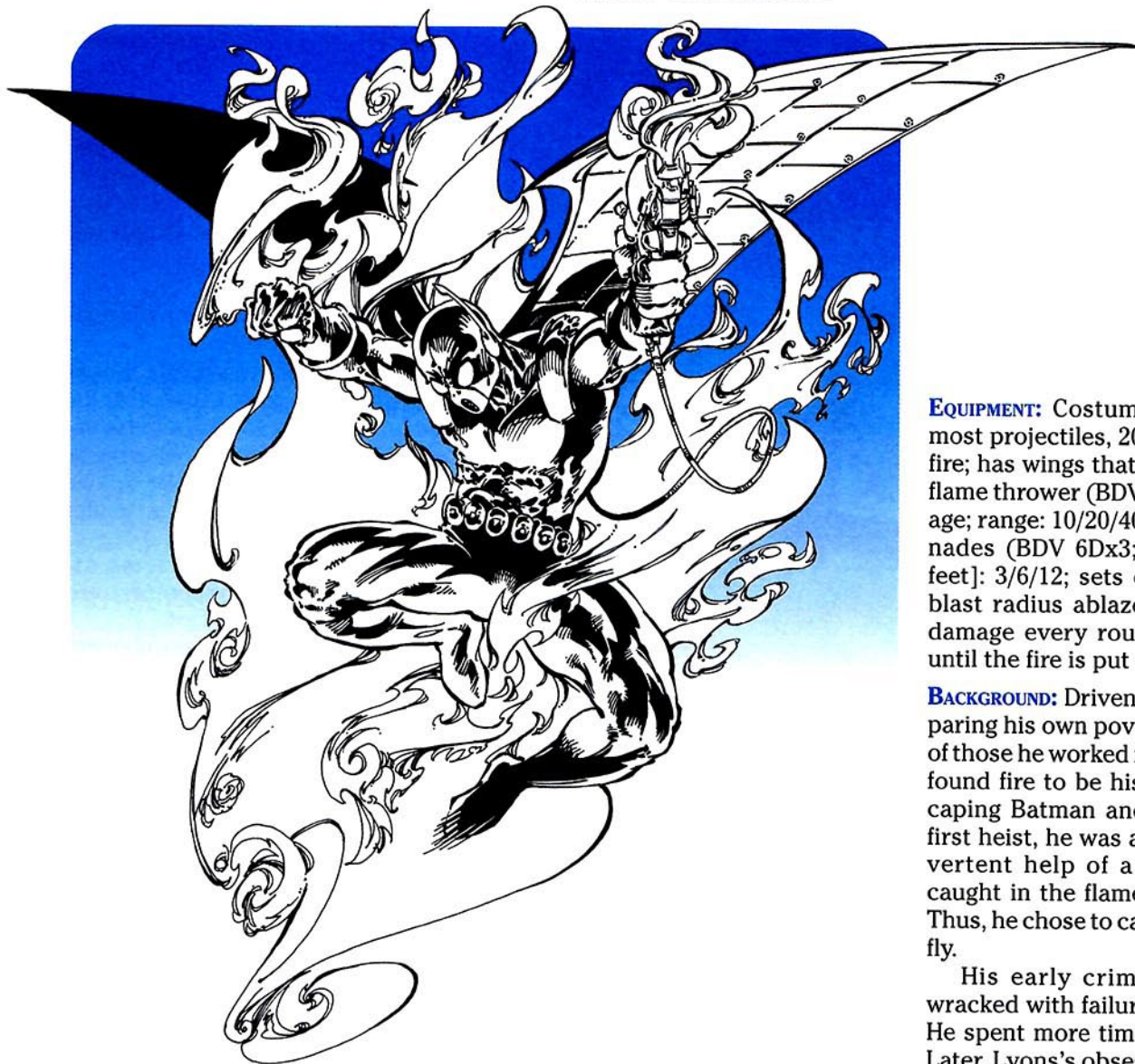
BACKGROUND:

The Electrocuter is a cold, vindictive, and arrogant man who considers himself not a villain but a vigilante—he hunts down and executes criminals who have escaped justice because of a legal technicality. Seeing himself as the true law, he considers his own judgment to be infallible, meting out justice when the regular law has failed. He is judge, jury, and executioner all in one. He does enjoy his work, believing what he does to be beyond reproach. He scorns those who possess the power to punish wrongdoers but refuses to use that power fully. The Electrocuter also angers easily and holds

grudges for a long time, nursing his wounded pride.

When he first appeared in Gotham, his murderous tactics brought him into conflict with the Batman. During their fight, the Electrocuter became the only man actually to succeed in killing Batman. However, Robin forced him to shock Batman's heart back to life. Afterward, the Electrocuter disappeared for more than a year, before resurfacing in New York City. There, he began clashing repeatedly with another crime fighter, the Vigilante.

RECENTLY: The Electrocuter has recently struck again, this time in Blüdhaven. Electrocuter now evidently is in the employ of Roland Desmond, the crime lord known as Blockbuster, who sent him along with Stallion and Brutale to hunt down the acrobatic duo Double Dare. The three henchmen ran afoul of Nightwing, however, and were stopped from completing their contract. Electrocuter was last seen flying off of a speeding flatbed semitrailer after a right hook by Nightwing.



FIREFLY

REAL NAME: Garfield Lyons
OCCUPATION: Arsonist
BASE OF OPERATIONS: Gotham City
HEIGHT: 5'11"
WEIGHT: 167 pounds
EYES: Blue
HAIR: White with black temples
RACE: Human
TECH LEVEL: Modern (1)

Reflexes 2D: *Brawling 4D, dodge 5D, piloting (self) 5D, sneak 3D*

Coordination 2D: *Marksmanship (flame thrower) 5D, thrown weapons 4D*

Physique 2D: *Flying 5D*

Knowledge 3D: *Scholar (fire) 9D, science 3D (fire +6D)*

Perception 3D: *Engineering 4D, invent 4D, repair 4D*

Presence 2D: *Command 3D, intimidation 5D, willpower 4D*

ADVANTAGES/DISADVANTAGES: *Enemy (Batman, Nightwing, Robin) +3D each, Fanatic (starting fires) +3D, Obsessive Tendencies +2D, Shady Background +2D, Unattractive Appearance +2D.*

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 14

CHARACTER POINTS: 112

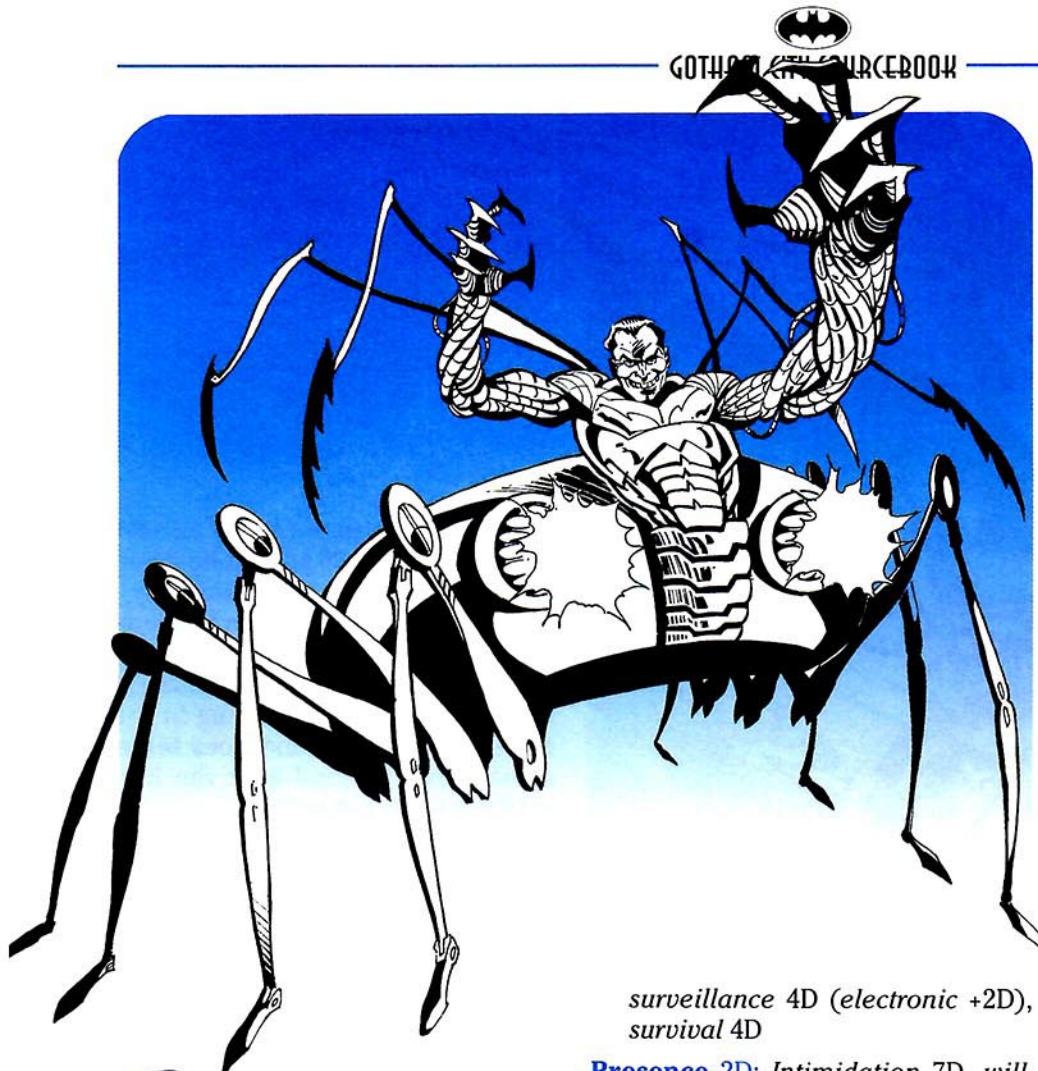
BODY POINTS: 29

EQUIPMENT: Costume (AV 20 against most projectiles, 20 against heat and fire; has wings that allow him to fly), flame thrower (BDV 5Dx3 in fire damage; range: 10/20/40), incendiary grenades (BDV 6Dx3; blast radius [in feet]: 3/6/12; sets everything in the blast radius ablaze and does 6D in damage every round after the first until the fire is put out).

BACKGROUND: Driven to crime by comparing his own poverty to the wealth of those he worked for, Garfield Lyons found fire to be his niche. While escaping Batman and Robin after his first heist, he was aided by the inadvertent help of a firefly that was caught in the flame of his cigarette. Thus, he chose to call himself the Firefly.

His early criminal career was wracked with failure and disrespect. He spent more time in jail than out. Later, Lyons's obsession with fire became more dangerous, and he became a professional arsonist with serious mental problems. A pyromaniac who lights fires simply out of the love of watching things burn, he also believes that he sees images in the flames he creates.

RECENTLY: Lyons was hired by Nicholas Scratch to create the biggest blaze in Gotham history. The unwitting Firefly lit the toxic remains of a chemical factory on fire, causing a tremendous conflagration that nearly consumed him as well—only his suit prevented him from perishing in the explosion. Now horribly scarred and burned over all of his body, Lyons was placed in Blackgate Prison and remains there to this day.



GEARHEAD

REAL NAME: Nathan Finch
OCCUPATION: Criminal
BASE OF OPERATIONS: Gotham City
HEIGHT: 5'10" **WEIGHT:** 160 pounds
EYES: Gray **HAIR:** Reddish Brown
RACE: Human/cyborg
TECH LEVEL: Advanced (2)

Reflexes 0D: Brawling 5D, climbing 4D, dodge 4D, driving 3D, melee weapons 3D, sneak 4D

Coordination 0D: Lockpicking 4D, marksmanship 5D, thievery 4D

Physique 1D: Resistance 4D

Knowledge 4D: Computer ops 8D, research 6D (computer systems, cybernetics +2D each), scholar (cybernetics) 7D, science 5D, security 4D

Perception 3D: Engineering 5D (cybernetics +2D), invent 5D (cybernetics +2D), repair 5D (cybernetics +2D), search 4D, shadowing 5D, streetwise 4D (Gotham City +2D),

surveillance 4D (electronic +2D), survival 4D

Presence 2D: Intimidation 7D, willpower 7D

ADVANTAGES/DISADVANTAGES: Courage -2D, Intimidating Grin -2D, Mechanical Aptitude -2D; Enemy (Batman) +3D each, Enemy (Gloria Osteen) +1D, Physically Limited (has no limbs) +7D, Sworn Enemy (Batman) +3D, Unattractive Appearance +2D.

SPEED: 0 (without cybernetic body)

PDV: 2 (4 in cybernetic body)

UNARMED BDV: 3D

P/L BONUS: 0 (+4 in cybernetic body)

HERO POINTS: 0 **VILLAIN POINTS:** 12

CHARACTER POINTS: 18 **BODY POINTS:** 25

EQUIPMENT:

Cybernetic Spider Body

Speed: 45 (30 while climbing)

Passive Defense Value: same as Gearhead's and adjusted by Enhancement Modifier

Base Damage Value: same as Gearhead's

Fire Arc: forward

Range: as per equipment

Ammunition: solar fuel cell with redundant backups that provides

power for an undetermined amount of time

Rate of Fire: 1

Enhancement Modifiers: *Reflexes* 3D (for initiative purposes only), *Coordination* +3D (does not increase existing skills), *acrobatics* +4D, *climbing* +4D, *dodge* +4D, *lifting* +9D, *security* +4D

Armor Value: 22

Body Points: 121

Additional Information: *Powers:* Clinging 10D.

Without his cybernetic body, Gearhead is incapable of using his *Reflexes* or *Coordination* skills and is immobile (he is a body without arms or legs). Gearhead's cybernetic spider body has the following special equipment:

Extending arms: The arms attached to Gearhead's upper torso are able to extend up to 15 feet.

Spider blades: Extending out of the back of Gearhead's upper torso are two sets of spider arms, one set ending in a curved, smooth blade (BDV 4D) and the other set ending in a curved, serrated blade (BDV 6D).

Wire webbing: He is able to emit long coils of wire from the back of his arachnid body in much the same way as a spider would emit webbing. If they are used to wrap up a target, the opponent must make a successful Super-Heroic *lifting* roll to break free. Gearhead apparently has several hundred feet of this wire webbing contained within his spider body. The webbing can be detached if desired.

Gatling cannons: In the front of his spider form on either side of his upper torso, Gearhead has two hidden gatling cannons (BDV 6Dx3) that lift up on his command.

BACKGROUND: During the early part of his masked career, the Batman rescued a young woman named Gloria Osteen on a winter night from a masked kidnapper named Nathan Finch. While running with Gloria over his shoulder across a frozen river, Nathan turned to take a shot at Batman. The abrupt movement cracked the ice and both Nathan and Gloria fell into the icy depths. Batman dove into the water to save them both but was able to pull only the scared girl out of the perilous waters. Batman dove back

into the frigid water but couldn't find Finch.

Unknown to all, Finch had survived his icy grave, dragging himself out of the water. Clinging to life and desperate to survive, he replaced his frostbitten flesh with a cybernetic body constructed of different interchangeable metallic parts that allow a multitude of mission oriented uses. He began calling himself Gearhead.

A decade later, Gloria Osteen became the head of General Robotics. She turned her headquarters into a state-of-the art fortress to protect her from the shadows of evil that lurked out in the world, like Finch. The recluse had spent the past five years working on a sensitive application called the Androcles Program, which was created to translate human nerve synapses to electronic ones.

Gearhead broke into General Robotics with the aid of his new cybernetics in an attempt to steal silicon wafers. Once there, he discovered the Androcles Program created by his former hostage. He realized that it could upgrade his already super-human cybernetic system to allow him to survive increased amounts of damage, up to even an 80-story fall off of a skyscraper.

Blackmailing Osteen in order to steal the program for his use, Gearhead was foiled by Batman and his former hostage. In the ensuing struggle, Gearhead's cybernetic parts were ground to bits, but his surviving cybernetic body was able to make its way back to his subterranean shelter to recover.

RECENTLY: Gearhead recently resurfaced in the employ of Nicholas Scratch in an attempt to create unrest in Gotham. Ambushing Nightwing and Robin, Gearhead took Nightwing hostage in an attempt to lure the Batman into a battle. However, he was double-crossed by Scratch and was trapped in a firefight by Scratch's men when the bridge he was on was destroyed. He was next seen without his cybernetic body being interrogated by Mr. Freeze, who flash-froze Gearhead and left him on ice. Lieutenant Bock's unit found the frozen victim and is hoping he can be revived.



THE GENERAL

(ULYSSES HADRIAN ARMSTRONG)

Reflexes 2D: *Acrobatics 3D, boating 3D, brawling 3D, climbing 4D, dodge 3D, melee weapons 3D, riding 3D, sneak 4D*

Coordination 2D: *Lockpicking 3D, missile weapons 3D, thievery 3D, thrown weapons 3D*

Physique 2D: *Leap 3D, resistance 4D, running 4D, swimming 4D*

Knowledge 3D: *Medicine (first aid) 5D, research 6D, scholar 5D (military history +4D), security 5D*

Perception 3D: *Hide 4D, streetwise 4D, surveillance 5D, survival 4D*

Presence 3D: *Bluff 4D, command 8D, interrogation 4D, persuasion 4D, willpower 4D*

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Leadership Ability -2D, Observant -2D, Wealth -2D; Age +1D, Argumentative +1D, Enemy (Batman) +3D, Enemy (Robin, Grand Rahfi Ali Ben Khadir) +2D each, Extremely Competitive +2D, Fanatic +3D, Sworn Enemy (Robin, Grand Rahfi Ali Ben Khadir) +2D each.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 9

CHARACTER POINTS: 64

BODY POINTS: 29

EQUIPMENT: The General arms himself with military weaponry according to the operation he is involved in and with what is at hand.

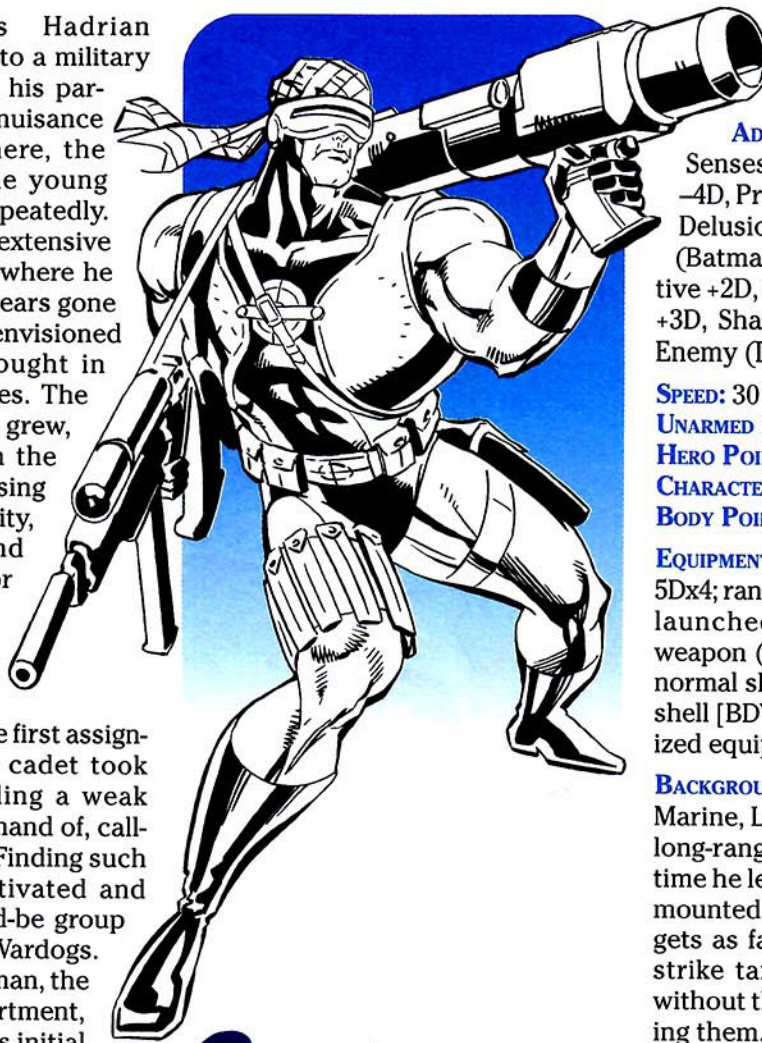


BACKGROUND: Ulysses Hadrian Armstrong was sent off to a military academy for boys after his parents regarded him as a nuisance in their lives. Once there, the other cadets hazed the young Ulysses, beating him repeatedly. His only real joy was the extensive library at the academy, where he read weird war tales of years gone by. In his mind, Ulysses envisioned that he himself had fought in many of these skirmishes. The cadet's self-confidence grew, while his patience with the bullies ceased. Finally losing complete touch with reality, he set the academy and dorms on fire and left for Gotham City.

The twisted little soldier entered Gotham City with confidence beyond his years. One of the first assignments that the former cadet took upon himself was finding a weak street gang to take command of, calling himself the General. Finding such a gang, Armstrong motivated and armed this ragtag would-be group of street punks into his Wardogs. The General took on Batman, the Gotham City Police Department, and the Black Mask as his initial set of conquests in a military-style assault. Ultimately, the General lost his first battles and was captured by Batman. He was sent off to prison after being tried as an adult for his crimes.

Since then, the General has escaped and returned several times, finding a new adversary with someone closer to his own age—the young hero Robin—who has proved to be difficult competition and captured him on several occasions.

Recently, the General found himself a prisoner of war in the country of Dhabar, performing menial tasks under guard. The only thing on the General's mind now is payback and plans for a great escape.



GUNHAWK (LIAM HAWKLEIGH)

Reflexes 3D: *Brawling 6D, climbing 5D, dodge 6D, melee weapons 4D, sneak 7D*

Coordination 3D: *Marksmanship 11D (sniper rifle +2D), thievery 4D, thrown weapons 5D*

Physique 3D: *Lifting 4D, running 4D*

Knowledge 2D: *Computer ops (computer targeting) 6D, demolition 4D, scholar 3D (military procedures +2D, assassination techniques +4D), security 5D*

Perception 3D: *Engineering (weaponry) 4D, hide 7D, invent (guns & gun sights) 4D, repair (guns & gun sights) 5D, know-how (assassination techniques) 7D, shadowing 5D, streetwise 4D, surveillance 5D (electronic +2D), survival 4D, tracking 4D*

Presence 2D: *Command 4D, intimidation 5D, willpower 4D*

ADVANTAGES/DISADVANTAGES: Acute Senses (sight) -2D, Fast Reactions -4D, Preparedness -4D, Wealth -4D; Delusions of Grandeur +3D, Enemy (Batman) +3D, Extremely Competitive +2D, Fugitive +1D, Secret Identity +3D, Shady Background +2D, Sworn Enemy (Deathstroke) +3D.

SPEED: 30

PDV: 3

UNARMED BDV: 4D

P/L BONUS: +2

HERO POINTS: 2

VILLAIN POINTS: 18

CHARACTER POINTS: 154

BODY POINTS: 34

EQUIPMENT: M40A1 sniper rifle (BDV 5Dx4; range: 300/1500/3000), shoulder-launched multipurpose assault weapon (SMAW) (range: 175/375/750; normal shell [BDV 5Dx10]; anti-armor shell [BDV 5Dx20]), and other specialized equipment.

BACKGROUND: A former United States Marine, Liam Hawkleigh was the best long-range sniper in the corps at the time he left the service. With a scope-mounted weapon, Liam could hit targets as far as a mile away. He could strike targets at half that distance without the scope, merely by eyeballing them.

Liam's 40/20 vision gives him a tremendous advantage on the battlefield or in any combat situation. A member of Marine Force Recon (the Marine version of the Green Berets), he was discharged under a cloud for unauthorized kills made during foreign operations. After his discharge, he sold his services as a high-priced mercenary in many Third World countries before getting the inspiration to go with what he knew best and make a good living at it. So he became an assassin for hire for organized crime in the United States.

RECENTLY: Since he was last bested by Robin, Gunhawk has left Gotham and has been accepting long-term mercenary and hitman jobs. He prides himself on his abilities. He enjoys the thrill of making the kill and demonstrating his superior marksmanship even more than the money he receives for his strikes.



THE JOKER

REAL NAME: Unknown
OCCUPATION: Psychopath
BASE OF OPERATIONS: Gotham City
HEIGHT: 6'5"
WEIGHT: 192 pounds
EYES: Green
HAIR: Green
SKIN: Chalk white
RACE: Human
TECH LEVEL: Modern (1)

Reflexes 3D: Boating 4D, brawling 4D, dodge 5D, driving 4D, melee weapons 4D, piloting 4D

Coordination 3D: Lockpicking 4D, marksmanship 4D, missile weapons 4D, thievery 5D, thrown weapons 4D

Physique 3D: Lifting 5D, resistance 4D (Joker venom +6D), running 4D

Knowledge 4D: Computer ops 5D, demolitions 5D, science 5D (chemistry +2D)

Perception 3D: Engineering 4D (chemical, Joker equipment +3D each), invent 4D, streetwise 5D, survival 4D

Presence 2D: Bluff 6D, charm 6D, com-

mand 8D, disguise 4D, interrogation 6D, intimidation 13D, willpower 10D

ADVANTAGES/DISADVANTAGES: Acting Ability -3D, Courage -2D, Follower (Harley Quinn) -11D, Intimidating Grin -2D, Mechanical Aptitude -2D; Argumentative +1D, Delusions of Grandeur +3D, Enemy (Batman & allies) +6D, Enemy (Commissioner Gordon) +2D, Extremely Competitive +2D, Fanatic (defeating Batman) +3D, Fugitive +3D, Impulsiveness +2D, Obsessive Tendencies +2D, Psychological Disorder (psychotic) +4D, Shady Background +2D, Sworn Enemy (Batman) +3D, Unattractive Appearance +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +2

HERO POINTS: 0

VILLAIN POINTS: 35

CHARACTER POINTS: 264

BODY POINTS: 32

EQUIPMENT: Joker venom (victim must make a Legendary resistance roll or die within three rounds with a Joker-like smile on his or her face—if an antidote is administered within three rounds, the victim takes 4Dx5 damage instead), other joke-related weapons and devices.

BACKGROUND: No one knows the Joker's real name or past—possibly not even the man himself. What is believed is that he was a failed comedian, forced into aiding a robbery. When it went awry, the comedian dove into a vat of chemicals to avoid pursuit. The chemicals turned him into the likeness of the Joker seen on playing cards, and the horror of his situation made him insane. From then on, this would-be comedian became the psychopathic killer and criminal known as the Joker.



the Clown Prince of Crime.

From early on, the Joker set his sights on Batman, seeing in the grim avenger a mind to match his own. His hatred for Batman has become a passion, one for which he creates elaborate schemes with no purpose other than capturing and destroying the Dark Knight.

The Joker is insanely brilliant, capable of devising phenomenally intricate plots with twists only a true genius—or a lunatic—could conceive. He delights in puzzles, riddles, tricks, gags, and other clownish pleasures, but his usually have lethal consequences. The Joker is fully capable of holding his own in physical conflict and insists on being nearby for his schemes. He is also an incurable showoff and likes to grandstand, both to his victims and to an audience. Indeed, the Joker can be charming, witty, and captivating—but beneath his entertaining facade lies a crazed killer who shoots his own henchmen for not laughing at his jokes.

RECENTLY: The Joker was incarcerated at Arkham Asylum when the devastating earthquake rocked Gotham. Released into the city before “No Man’s Land” occurred, he sought out the Dark Knight in his own special way and eventually crafted a plan to kidnap and murder all of the infants that had been born after the city was cut off from the rest of the country. Coming into conflict with Sarah Essen-Gordon on Christmas Eve during the culmination of his plan, he tossed her one of the infants he had kidnapped and then shot her as she saved the baby. Surrendering to the newly reinstated police force, he was shot in the knee by a distraught Commissioner Gordon and is once again incarcerated.

HARLEY QUINN

REAL NAME: Dr. Harleen Quinzel

OCCUPATION: Former psychiatrist, now moll

BASE OF OPERATIONS: Gotham City

HEIGHT: 5’7”

WEIGHT: 115 pounds

EYES: Blue

HAIR: Blond

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 2D (6D): *Acrobatics 5D (9D), brawling 5D (9D), dodge 6D (10D), sneak 3D (7D)*

Coordination 2D (6D): *Lockpicking 3D (7D), marksmanship 3D (7D), sleight of hand 3D (7D), thievery 3D (7D)*

Physique 2D (4D): *Leap 6D (8D), resistance (organic toxins) 5D (7D), running 3D (5D)*

Knowledge 2D: *Criminology (criminal profiling) 3D, medicine 3D, research 3D, science 3D (psychiatry +1D)*

Perception 2D: *Hide 3D, search 4D, shadowing 3D, surveillance 3D, survival 3D*

Presence 3D: *Bluff 3D, charm 4D, disguise 3D, interrogation 5D, intimidation 3D, persuasion 4D, willpower 6D*

ADVANTAGES/DISADVANTAGES: Acting Ability -3D, Acute Balance -2D, Attractive Appearance -2D, Charismatic -3D, Contact (Joker) -4D; Enemy (Batman & allies) +6D, Enemy (Catwoman) +2D, Fugitive +3D, Impulsiveness +2D, Low Self-Esteem +2D, Shady Background +2D.

SPEED: 30

PDV: 3 (5)

UNARMED BDV: 3D (6D)

P/L BONUS: +1 (+2)

HERO POINTS: 0

VILLAIN POINTS: 11

CHARACTER POINTS: 82

BODY POINTS: 39

POWERS: Superattributes: Reflexes, Coordination 4D each; Superattributes: Physique 2D.

EQUIPMENT: In her handbag, Harley normally carries makeup, deadly trick guns, and lethal gag toys.

BACKGROUND: Harleen Quinzel was a psychiatric intern researching the criminally insane. She was given permission to interview several of Arkham’s inmates, including the Joker. Then a very strange thing happened—Harleen fell in love with the Clown Prince of Crime. She aided him in escaping from Arkham, and when her complicity was discovered, she was placed in a cell of her own.

When Arkham’s inmates were released just prior to “No Man’s Land,” Joker found Harleen and she attached herself to him, renaming herself Harley Quinn and creating a costume of her own. Tired of her presence, the Joker eventually tossed her aside by tying her to a rocket—she ended up near Robinson Park, where she was taken in by Poison Ivy and given a concoction that increased her strength and agility. She later rejoined the Joker and became his aide, audience, and undesired girlfriend. She delights in bloodshed and murder, laughs hysterically at violence, and thinks her Mr. J is the most perfect of men. In short, she’s crazy. But Harley is clever and resourceful and knows how to put her feminine charms to good use as well, which makes her a dangerous opponent.

RECENTLY: Harley was last seen in the Cinque Foundation Rehabilitative Center. As part of her plan to escape, she impersonated a guard and crossed paths with Catwoman, slashing the thief’s throat, which allowed her to leave in the ambulance with the injured Selina.



KGBEAST

REAL NAME: Anotoli Knyazev

OCCUPATION: Assassin

BASE OF OPERATIONS: Mobile

HEIGHT: 6'3"

WEIGHT: 231 pounds

EYES: Brown

HAIR: Bald

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 4D: Acrobatics 10D, brawling 11D, climbing 7D, dodge 10D, martial arts 8D, melee weapons 8D (prosthetic weapons +2D), sneak 8D

Coordination 4D: Marksmanship 8D (prosthetic weapons +2D), missile weapons 8D, thrown weapons 8D

Physique 5D: Lifting

8D, resistance 6D, running 6D, swimming 6D

Knowledge 3D: Computer ops 4D, demolitions 4D, languages (English) 5D (Russian is his native language), scholar 4D, security 4D

Perception 4D: Hide 8D, search 5D, shadowing 8D, surveillance 8D, survival 9D, tracking 6D

Presence 2D: Bluff 3D, interrogation 6D, intimidation 10D, willpower 10D

ADVANTAGES/DISADVANTAGES: Courage -2D, Hardiness -4D; Enemy (Batman) +3D, Fanatic +3D, Physically Limited (one hand) +3D, Shady Background +2D, Sworn Enemy (Batman) +3D.

SPEED: 30

PDV: 5

UNARMED BDV: 5D/1D

P/L BONUS: +4

HERO POINTS: 0

VILLAIN POINTS: 25

CHARACTER POINTS: 196

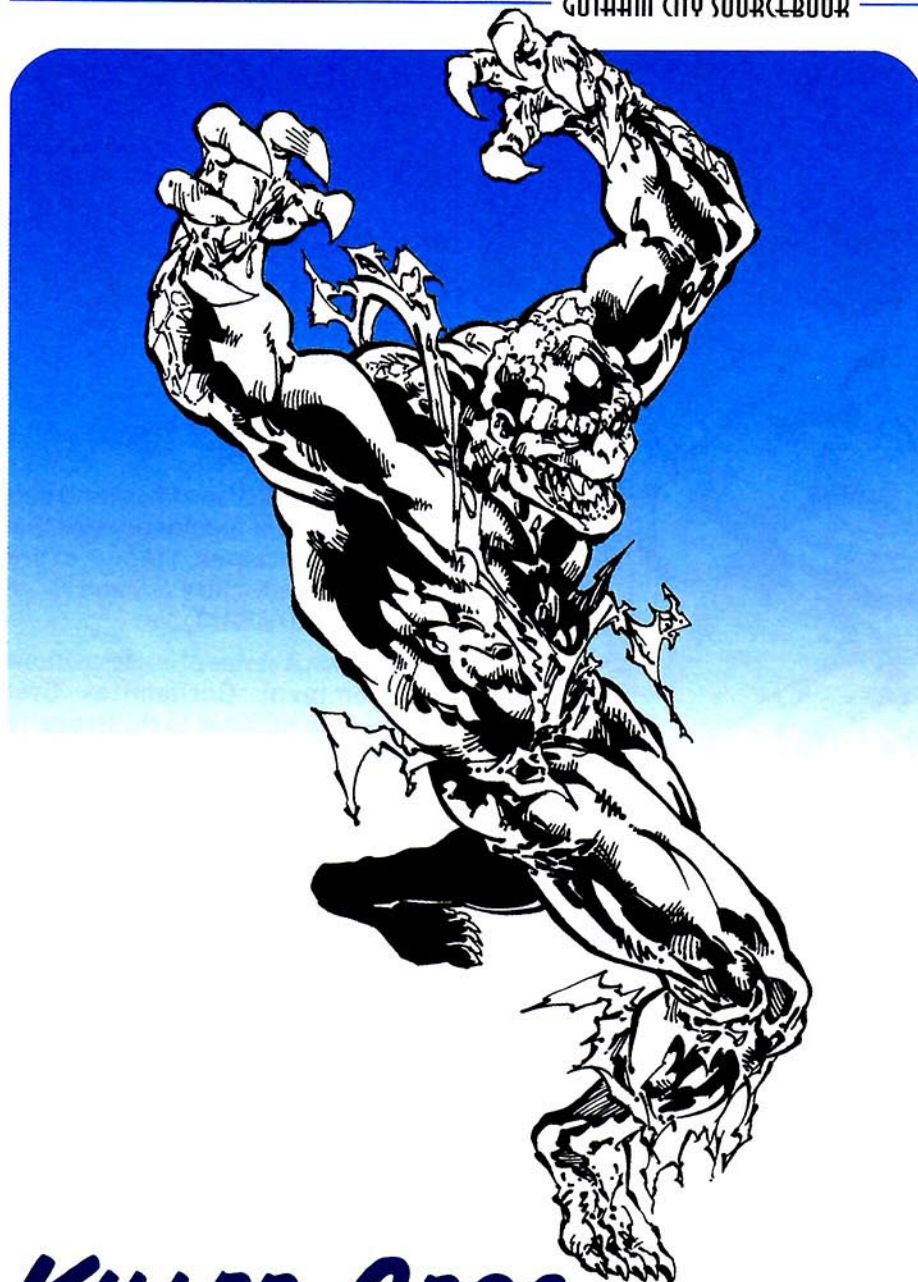
BODY POINTS: 44

EQUIPMENT: KGBeast has used several different prosthetic arms that have contained among other things, a blade (BDV 5D) and an assault rifle (BDV 6Dx3).

BACKGROUND: A series of assassinations of prominent Gothamites first brought the KGBeast to the Batman's attention. Knyazev's killing spree was to culminate with the murder of the president of the United States during a visit to Gotham City. His first encounter with the Dark Knight ended badly for Batman, with KGBeast besting Batman easily and escaping with a jump that the hero himself was unwilling to attempt—leaving Batman to think that he'd finally met his match.

When Batman did snare Knyazev in a loop of the Batrope, rather than wait to be arrested, the KGBeast chose to cut off his hand with an ax to escape. Eventually, Batman captured the KGBeast by locking him in an abandoned room in the sewers beneath Gotham. In time, the KGBeast escaped and later hatched a scheme to counterfeit the common European currency prior to its introduction, a scheme that was thwarted by Robin and Huntress.

RECENTLY: During "No Man's Land," the KGBeast served as an unofficial second in command to Lock-Up, whom Batman tolerated as the temporary warden of the decimated Blackgate Prison. Both Lock-Up and the KGBeast, however, were recaptured by Nightwing after the two criminals began using Blackgate as their personal torture facility.



KILLER CROC

REAL NAME: Waylon Jones

OCCUPATION: Former alligator wrestler, now professional criminal

BASE OF OPERATIONS: Gotham City

HEIGHT: 6'5"

WEIGHT: 268 pounds

EYES: Red

HAIR: None

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 3D: Brawling 9D (backhand, choke, clothesline, uppercut +1D each; pin, throw +2D each; bear hug, haymaker, slam +3D each), dodge 8D, melee weapons 4D

Coordination 3D: Thrown weapons 4D

Physique 4D (6D): Leap 5D (7D), swimming 5D (10D)

Knowledge 1D

Perception 3D: Search 4D, streetwise 4D, survival 5D (sewers +2D, swamps +3D), tracking 5D

Presence 3D: Animal handling 5D (reptiles +2D), command 5D, intimidation 9D, willpower 6D

ADVANTAGES/DISADVANTAGES: Acute Senses (smell, hearing) -2D each, Animal Friendship (reptiles) -2D, Fast Reactions -4D, Hardiness -4D, Intimi-

dating Grin -2D; Enemy (Batman & allies) +6D, Shady Background +2D, Unattractive Appearance +2D.

SPEED: 30

PDV: 4

UNARMED BDV: 5D

P/L BONUS: +3

HERO POINTS: 0

VILLAIN POINTS: 12

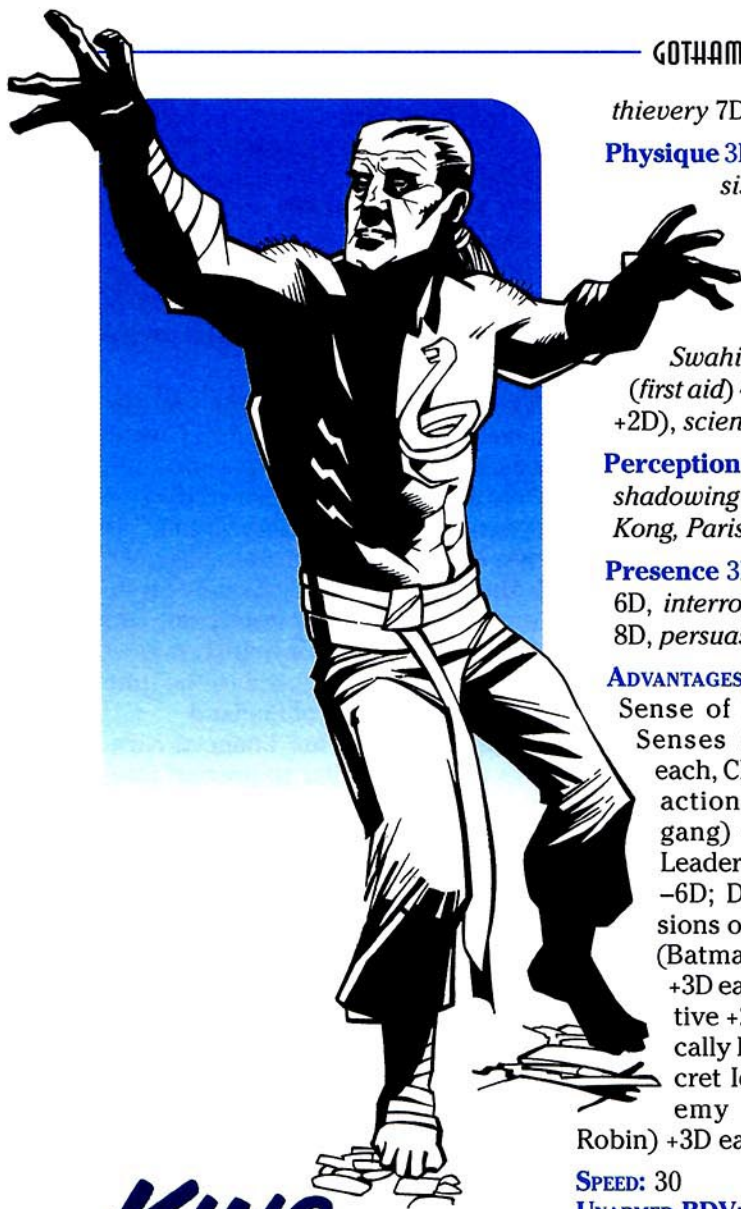
CHARACTER POINTS: 94

BODY POINTS: 48

POWERS: Natural Weapons: Claws 2D, Natural Weapons: Teeth 3D, Superattributes: Physique 2D, Natural Armor: Reptilian hide 3D.

BACKGROUND: Waylon Jones was born with a rare disease that hardened his skin and made it increasingly scaly as he grew older, so much so that he resembled a humanoid reptile when he became an adult. A product of a broken home and a natural bully, Jones was in and out of reform schools during his teenaged years. He graduated to prisons once he turned 18. After one of his paroles, Jones found work as a carnival alligator wrestler, where he earned the nickname "Killer Croc." He soon turned back to crime as a gangster with lofty ambitions. He murdered Gotham crime boss the Squid and tried to unify all of the city's gang under his control by claiming that he would kill the Batman with his bare hands. Croc eventually failed and was imprisoned at Arkham Asylum.

RECENTLY: After he spent some years spent either as a petty thief or hired muscle, the recent "No Man's Land" crisis gave Croc a chance to come out of the sewers, upgrade his image, and take the city by force. But he was stopped by Robin, and has been sentenced to the rebuilt Blackgate Prison.



KING SNAKE

REAL NAME: Sir Edmund Dorrance
OCCUPATION: Martial arts assassin
BASE OF OPERATIONS: Mobile
HEIGHT: 6'2"
WEIGHT: 220 pounds
EYES: White (blinded)
HAIR: Blond
RACE: Human
TECH LEVEL: Modern (1)

Reflexes 4D: *Acrobatics 8D, brawling 5D, climbing 5D, dodge 8D, martial arts 10D (blindfighting +4D, all other maneuvers +2D each), melee weapons 6D, sneak 6D*

Coordination 4D: *Catch 5D, lockpicking 6D,*

thievery 7D, thrown weapons 6D

Physique 3D: *Leap 6D, lifting 4D, resistance 4D, running 4D*

Knowledge 3D: *Languages 4D (Cantonese, Mandarin Chinese, French, Hindi, Malay, Swahili +2D each), medicine (first aid) 4D, scholar 4D (business +2D), science 4D, security 4D*

Perception 3D: *Hide 8D, search 5D, shadowing 6D, streetwise 6D (Hong Kong, Paris +2D each), survival 4D*

Presence 3D: *Charm 4D, command 6D, interrogation 8D, intimidation 8D, persuasion 5D, willpower 8D*

ADVANTAGES/DISADVANTAGES: Acute Sense of Direction -2D, Acute Senses (hearing, smell) -2D each, Charismatic -3D, Fast Reactions -4D, Followers (his gang) -11D, Hardiness -4D, Leadership Ability -2D, Wealth -6D; Dark Secret +3D, Delusions of Grandeur +3D, Enemy (Batman, Robin, Lady Shiva) +3D each, Extremely Competitive +2D, Fugitive +1D, Physically Limited (Blind) +6D, Secret Identity +3D, Sworn Enemy (Lady Shiva, Lynx, Robin) +3D each.

SPEED: 30

PDV: 4

UNARMED BDV: 3D/1D

P/L BONUS: +2

HERO POINTS: 0

VILLAIN POINTS: 22

CHARACTER POINTS: 167

BODY POINTS: 32

BACKGROUND: Sir Edmund Dorrance is a former captain in the British Royal Artillery. He was knighted for his brilliant military record and tremendous business success in Hong Kong. Of course, the public is unaware of his dark role as the legendary blind martial artist who calls himself the King Snake. The blond-haired crime lord with a serpent tattoo on his muscled chest is greatly feared by many. Though he is blind, the King Snake uses his other senses to fight his opponents. He is perceptive and can hear the faintest sounds and smell those scents that betray his opponents. If possible, King Snake will try to gain the upper hand by placing his

opponent in the dark where he has an advantage.

King Snake was a giant in the heroin trade that originated in Asia. Expanding his illicit businesses, Dorrance took his merchandise into new marketing arenas in Europe and eventually North America, using a gang called the Ghost Dragons. These were young people he had pulled up from the gutters of Kowloon and Macau as hired muscle. His plans came crashing around him when the vigilante known as Robin joined with Lady Shiva and an former DEA operative named Clyde Rawlins to stop him. King Snake fought Robin and was believed to be dead after he fell out a window of his 50-story building in France.

Surprisingly, Sir Edmund survived the fall, but he had to undergo intensive medical treatment—metal rods were placed in his back to help him function again. He came to Gotham City determined to restrengthen his empire. He quickly came to rule Chinatown's gangs with the Ghost Dragons, but still Robin haunted his dreams. His desire for the teenager's death was fueled by his skewed memory that Robin had pushed him off of the balcony in France. In fact, it was actually Lady Shiva who had pushed him.

One of his minions, Lynx, continued to serve King Snake as he recovered in America—but not for long. Lynx had gained power and the command of the Ghost Dragons while King Snake recovered, and they revolted, taking what remnants were left and departed from King Snake's service.

RECENTLY: King Snake was last seen in Krasny-Volna, where he was providing illegal arms to General Dvak Tvorakovich's army. The military leader met with a fiery fate when he double-crossed Sir Edmund. As for King Snake, he found himself in a confrontation with Robin, Armilla, and Lady Shiva. While Robin was getting Armilla out of danger, King Snake was left in the angry hands of Lady Shiva, whose battle cry could be heard for miles around. The King Snake's fate is known only to Lady Shiva.



LADY VIC

REAL NAME: Lady Elaine Marsh-Morton

ALIASES: Lady Victim

OCCUPATION: Assassin

BASE OF OPERATIONS: England

HEIGHT: 5'6"

WEIGHT: 120 pounds

EYES: Blue

HAIR: Platinum blonde

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 3D: Acrobatics 6D, brawling 6D, climbing 4D, dodge 6D, martial arts 8D, melee weapons 8D, riding 4D (horses +1D), sneak 6D

Coordination 3D: Catch 4D, lockpicking 4D, marksmanship 5D (pistols +1D), missile weapons 6D, thievery 4D, thrown weapons 8D

Physique 2D: Leap 4D, running 4D, swimming 4D

Knowledge 2D: Research 4D, scholar 4D (archaic weapons +2D)

Perception 3D: Hide 5D, search 4D, shadowing 5D, streetwise 4D, surveillance 4D, survival 4D, tracking 5D

Presence 2D: Bluff 4D, charm 5D, interrogation 4D, intimidation 4D, persuasion 4D, willpower 5D

ADVANTAGES/DISADVANTAGES: Attractive Appearance -2D, Contact (Blockbuster) -3D, Contact (Tartarus) -4D; Dark Secret (family's financial state) +1D, Dependent (Bivens) +1D, Enemy (Nightwing) +3D, Owes Favor (Blockbuster) +2D, Secret Identity +3D.

SPEED: 30

PDV: 3

UNARMED BDV: 4D/1D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 12

CHARACTER POINTS: 92

BODY POINTS: 27

EQUIPMENT: Bundhi daggers (BDV 4D [edge]/2D [flat]), Kris daggers (BDV 2D), kukhris (BDV 4D), thuggee strangling cloth (+3D to *brawling* attack with choke combat option), Webley-Fosberry .45.5 revolver (BDV 5Dx3), Zulu knoberry (BDV 4D), Zulu asegai spear (BDV 4D).

BACKGROUND: Many of her victims never asked what Lady Vic's name was short for until it was too late. Only then did she tell them that it was actually short for "Lady Victim," as they took their dying breath. Lady Vic is the epithet for Lady Elaine Marsh-Morton, an aristocrat from a long and distinguished line of British mercenaries that extends back to the time of Norman control of England.

Lady Vic uses her financial earnings as a hired killer to prevent foreclosure of her family estate. She is aided by her valet, a large man named Bivens, who follows his ladyship from job to job. Accepting a sizable contract from the mobster known as Angel Marin, Lady Vic was unable to receive her payment and thus came to Blüdhaven. Marin was nowhere to be found, so she tried to wring the money out of his lawyer, Maxwell Reed. This attracted the attention of Nightwing, who rescued the lawyer and his daughter but caused Lady Vic, who used implements a variety of exotic weapons in her excursions, to lose her cherished ancestral Bundi daggers.

After withdrawing from the battle and looking to recoup her losses, Lady Vic was approached by Dudley Soames on behalf of Blockbuster. She was placed on retainer as one of his hired killers and given the task of eliminating Nightwing. On another occasion, Lady Vic teamed up with Stallion to take down Nightwing and Batman, but they failed.

RECENTLY: Lady Vic continues to stand in the way of Nightwing and his allies. She recently joined a super-villain team called Tartarus, which coordinated together under the leadership of Vandal Savage to bring down the Titans.



LOCK-UP (LYLE BOLTON)

Reflexes 3D: *Brawling* 6D, *dodge* 5D, *driving* 4D, *melee weapons* 6D (*nightstick* +3D)

Coordination 2D: *Lockpicking* 10D, *marksmanship* 4D, *thrown weapons* 4D

Physique 3D: *Lifting* 6D, *resistance* 4D

Knowledge 2D: *Computer ops* 3D, *criminology* 4D, *demolitions* 5D, *scholar* 3D (*traps*) +4D, *science* 4D, *security* 10D

Perception 3D: *Engineering* 4D (*traps* +3D), *invent* 4D (*traps* +4D), *repair* 5D, *search* 5D, *streetwise* 5D, *surveillance* 5D, *tracking* 8D

Presence 3D: *Command* 5D (*prisoners* +3D), *interrogation* 8D, *intimidation* 7D (*prisoners* +3D), *willpower* 8D

ADVANTAGES/DISADVANTAGES: *Courage* -2D, *Hardiness* -4D, *Preparedness* -4D; *Delusions of Grandeur* +3D, *Enemy* (Batman & allies) +6D, *Fanatic* (punishing criminals) +3D, *Obsessive Tendencies* +2D, *Shady Background* +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 4D

P/L BONUS: +3

HERO POINTS: 0

VILLAIN POINTS: 18

CHARACTER POINTS: 144

BODY POINTS: 40

EQUIPMENT: Taser nightstick (BDV 3D; electric shock [BDV 6Dx4]), costume (AV 18 against projectiles).

BACKGROUND: A firm believer in making the punishment not just fit, but even exceed the crime, Lyle Bolton served as a harsh prison guard. His complete lack of mercy and compassion led those criminals under his charge to fear him unreasonably, which led to his dismissal.

After his methods got him fired, he donned a costume and chose to "help" Batman as Lock-Up by keeping Gotham's criminals under lock and key—for good. A strict and accomplished seek-and-capture specialist, he views incarceration not as a means to producing a better person through punishment, but as a more permanent (and cruel) method of keeping troublemakers and scum locked away from the rest of society. Batman and Robin eventually captured him, and he found himself, ironically, in a punishment that fit his crime: incarcerated with some of the very villains he had locked up.

RECENTLY: After the earthquake that destroyed Gotham City, Lock-Up and Batman formed an uneasy alliance, with Batman relying on Bolton to keep captured villains secure within what was left of Blackgate Prison. Lock-Up, however, had other plans, and formed a new power structure within the prison, consisting of KGBest, the Trigger Twins, and himself.

Together they ruled Blackgate with an iron fist. Inmates whom Lock-Up deemed unworthy were treated worse than rats. Batman entrusted Nightwing to take him and his helpers down and restore Blackgate to the authorities, which he did, but not before Lock-Up put him through a test that took him nearly past his limits as a crime fighter.



LYNX

REAL NAME: Ling
OCCUPATION: Criminal leader of the Ghost Dragons
BASE OF OPERATIONS: Gotham City
HEIGHT: 5'9"
WEIGHT: 140 pounds
EYES: Brown (left eye blinded)
HAIR: Black
RACE: Human
TECH LEVEL: Modern (1)

Reflexes 3D: *Acrobatics 7D, boating 4D, brawling 5D, climbing 5D, dodge 7D, driving 4D, martial arts 8D (all maneuvers +1D each), melee weapons 6D (bladed weapons +2D), sneak 6D*

Coordination 3D: *Catch 4D, lockpicking 5D, missile weapons 4D, sleight of hand 4D (pickpocketing +3D), thievery 6D, thrown weapons 5D*

Physique 3D: *Leap 4D, lifting 4D, resistance 6D, running 5D, swimming 5D*

Knowledge 2D: *Forgery 3D, Languages 3D (En-*

glish, French +2D each; Chinese is native language), medicine (first aid) 3D, security 4D

Perception 3D: *Hide 5D, search 5D, shadowing 5D, streetwise 6D (Gotham City +2D), surveillance 4D, survival 4D (urban +1D), tracking 4D*

Presence 2D: *Bluff 3D, charm 4D, command 4D (Ghost Dragons +5D), interrogation 4D, intimidation 5D, persuasion 4D, willpower 7D*

ADVANTAGES/DISADVANTAGES: Acute Balance -2D, Courage -2D, Followers (Ghost Dragons) -13D, Leadership Ability -2D; Enemy (King Snake, Robin) +3D each, Extremely Competitive +2D, Hides Emotions +1D, Physically Limited (blind in one eye) +3D, Shady Background +2D, Sworn Enemy (King Snake, Robin) +3D each.

SPEED: 30

PDV: 4

UNARMED BDV: 3D/1D

P/L BONUS: +2

HERO POINTS: 1

VILLAIN POINTS: 10

CHARACTER POINTS: 84

BODY POINTS: 32

EQUIPMENT: Katana (BDV 4D [edge]/2D [flat]).

BACKGROUND: When Ling was a little girl, her mother brought her out of Asia via a roundabout route to Marseilles on the southern coast of France. It was supposed to have been a new start for Ling and her mother, but her benefactors exploited them by placing them in a sweatshop sewing trendy sweatshirts for the American market. Her French masters were cruel, uncaring, and unrelenting. When her mother fell ill, little Ling strayed into the city and stole food to keep them alive. Her mother grew sicker and sicker until she died, leaving Ling a street urchin.

As years passed, Ling became an adept shoplifter, pickpocket, and burglar. An indiscriminate pickpocketing of the crime lord known as the Corsican nearly got her killed, until

Sir Edmund Dorrance stepped in. He came to her rescue and killed him. She immediately fell in with Sir Edmund, now known as King Snake. She changed her street name to Lynx and became one of his Ghost Dragons, a gang made up of mainly Bangkok street thugs, who were helping the crime lord expand his heroin empire into Europe.

When Tim Drake was undertaking his first studies abroad in France, he met Lynx, whom he tried to rescue from the gang of ruffians. Robin would soon find out that she was aligned with King Snake, whom the Boy Wonder was trying to take down with the help of Lady Shiva and former DEA operative Clyde Rawlins. When she failed to kill them as ordered, Lynx was punished by King Snake and had her left eye put out.

As her hatred for Robin and King Snake intensified, she rose through the ranks of the Ghost Dragons and soon became their lieutenant. Lynx later moved to Gotham City with a shipment of the King Snake's dirty money. While she continued to serve King Snake as he recovered in America from injuries suffered at the hands of Lady Shiva, she set up his headquarters in Gotham's Chinatown. Then Lynx gained the command of the Ghost Dragons, evicting King Snake from his own gang. Over time, she came into opposition with Batman and Robin on several occasions and continues to be a presence in Gotham's underworld.

RECENTLY: Lynx sided with Batman on a rare occasion during the events of "No Man's Land" to take on the inhumane Chinatown gang known as the "Fists of Heavenly Serendipity." The FHS were using slave labor culled from the population of trapped illegal immigrants. The gang used to harness electricity by having the shackled prisoners pedal on stationary bicycles. Though Batman and Lynx fought bravely, their opposition overcame them. Lynx recovered, but she struggled with her conscience after learning she inspired a little girl who died in a revolt that did overthrow the FHS.



THE MAD HATTER

REAL NAME: Jervis Tetch
OCCUPATION: Professional criminal
BASE OF OPERATIONS: Gotham City
MARITAL STATUS: Single
HEIGHT: 4'8" **WEIGHT:** 149 pounds
EYES: Blue **HAIR:** Red
RACE: Human
TECH LEVEL: Modern (1)

Reflexes 2D: Brawling 3D, dodge 4D, melee weapons 3D, sneak 3D

Coordination 2D: Marksmanship 3D, thievery 6D

Physique 2D

Knowledge 4D: Computer ops 8D, research 6D, scholar 6D (Alice's Adventures in Wonderland +2D), science 6D (biofeedback, microelectronics +4D each), security 6D

Perception 4D: Engineering (electronics) 7D, hide 6D, invent 9D, repair 6D

Presence 2D: Animal handling 3D, charm 4D, command 4D, willpower 4D

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Gifted in Learning -4D, Mechanical Aptitude -2D; Cowardice +2D, Enemy (Batman & allies) +6D, Obsessive Tendencies +2D, Psychological Disorder (believes he is the actual character from Alice's Adventures in Wonderland; has a fixation with hats) +3D each, Shady Background +2D.

SPEED: 30 **PDV:** 2
UNARMED BDV: 3D **P/L BONUS:** +1
HERO POINTS: 0 **VILLAIN POINTS:** 14
CHARACTER POINTS: 112
BODY POINTS: 26

EQUIPMENT: Mind control devices (typical device: DV 1; 10 Body Points; Mind Control 10D; generally hidden in a hatband or other piece of headwear).

BACKGROUND: The Mad Hatter is perhaps one of the Batman's most eccentric foes and is also utterly insane. His first foray into villainy was a single crime; after his capture by Batman and the first Robin, Tetch was sentenced to Arkham Asylum. Some time later, a second villain claiming to be Tetch took over the identity of the Mad Hatter and built his crimes around hats themselves—even once attempting to steal the Batman's cowl. Eventually, the real Jervis Tetch escaped from Arkham and blithely killed the false Hatter. He then embarked on a new series of crimes, during which he displayed an unrivaled aptitude for controlling the human mind. Of late, Jervis has started to share his imposter's fixation with hats, layering it in with his own other psychoses.

RECENTLY: After the Gotham earthquake, Jervis Tetch had two of his henchmen dig through the rubble of one of his former hideouts to unearth a underground vault that he claimed held the "Fabled Stash of Jervis Tetch!" Upon opening the vault, the henchmen were dismayed to find only a large collection of hats. Just as they were about to enter the vault, the villain Narcosis appeared and used his bliss gas on one of the Mad Hatter's henchmen.

The Hatter sensed a business opportunity and joined forces with Narcosis. Narcosis would have helped spreading his bliss gas throughout Gotham, and the Mad Hatter could add Narcosis's mask to his collection. Once he became fully aware of Narcosis's scheme, however, Tetch double-crossed him. He planned to set loose a small portion of the gas and then extort money out of Gotham to prevent him from releasing the rest. Both of their plans were foiled when the Batman arrived. After exposing Narcosis to his own bliss gas, the Dark Knight fought off the effects one of the Hatter's mind-controlling hats and captured Tetch.



MAGPIE

REAL NAME: Margaret Pye

OCCUPATION: Former museum curator, professional criminal

BASE OF OPERATIONS: Gotham City

HEIGHT: 5'7"

WEIGHT: 120 pounds

EYES: Blue

HAIR: Black (as Margaret, red)

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 2D: Brawling 3D, dodge 3D, sneak 4D

Coordination 2D: Lock-picking 3D, marksman-

ship 4D, thievery 3D, thrown weapons 4D

Physique 2D

Knowledge 2D: Demolitions 3D, research 4D, scholar 4D (museum antiquities +2D), security 3D (Gotham Museum of Antiquities +3D)

Perception 2D: Engineering 3D, hide 3D, invent 4D

Presence 2D: Command 4D, intimidation 4D, willpower 4D

ADVANTAGES/DISADVANTAGES: Obscure Knowledge -2D; Enemy (Batman, Robin, Superman) +3D each, Obsessive Tendencies (taking gems) +2D,

Psychological Disorder (feels all gems belong to her and punishes those who have them) +4D, Shady Background +2D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 11

CHARACTER POINTS: 84

BODY POINTS: 24

EQUIPMENT: Dart gun (shoots darts that explode on contact with a BDV of 6Dx3); poisonous acid gas pellet (break upon contact, filling a 5-by-5-foot area with gas doing 6D in damage each round it is breathed); exploding gems (BDV 4Dx3); gloves (contain spring-loaded needles coated with a paralyzing venom [BDV 1D; anyone struck by a needle must make a Heroic *resistance* roll or be paralyzed for one hour]).

BACKGROUND: When she was a little girl, Margaret Pye adored pretty things and loved to keep them all to herself. Ridiculed for this obsession and given the nickname "Magpie" by her peers, she eventually became the curator of the Gotham Museum of Antiquities in order to surround herself with the pretty things she loved. However, having the responsibility of caring for so many pretty things that she couldn't own caused her mind to snap, and the villainous Magpie was born.

Magpie stole jewels and replaced them with booby-trapped copies that killed or incapacitated the wearer. This was to punish them for claiming to own the things that in her mind clearly belonged to her. She has killed at least 10 people with her deadly gems, and she is not above killing anyone who gets in her way, even members of her own gang.

Her first series of murders was ended when she was apprehended by Superman and Batman. Her attorney, however, was crafty enough to get her released. Her second crime spree was stopped by Batman and Robin, and she was placed in police custody. Her current whereabouts are unknown.



4D, intimidation 6D,
willpower 6D

**ADVANTAGES/
DISADVANTAGES:**

Courage -2D,
Technologically Advanced
-10D; Enemy
(Batman & allies) +6D, Fanatic
(getting revenge for
the death of his wife) +3D,
Obsessive Tendencies +2D,
Shady Background +2D,
Sworn Enemy (Batman)
+3D.

SPEED: 30

PDV: 3

UNARMED BDV: 4D

P/L BONUS: +2 (+3 in
suit)

HERO POINTS: 0

VILLAIN POINTS: 20

CHARACTER POINTS: 154

BODY POINTS: 40

NATURAL ABILITIES: Im-
mune to all affects of
cold; temperatures
above 32° F cause him to
lose one Body Point a
round.

EQUIPMENT: Freeze ray (Ice
Manipulation [blast] 20D [can do
damage to target or encase it in ice,
which has a Defense Value of five for
every round it is shot by the gun, and
encased targets take damage from ex-
treme cold temperatures]).

Cryo-suit

Speed: same as wearer's

Passive Defense Value: same as
wearer's

Base Damage Value: same as wearer's

Ammunition: suit is fueled by high-
quality diamonds

Armor Value: 22/10 on helmet

Body Points: 140/60 on helmet

Additional Information: Powers:
Superattributes: Physique 3D.

Mr. Freeze's cryo-suit keeps his
body at subzero temperatures as long
as it is fueled by high-quality dia-
monds. If the suit loses two-thirds of
its Body Points or the helmet loses

one-half of its Body Points, the suit
begins to leak, raising its internal tem-
perature by 1° every minute.

BACKGROUND: Victor Fries wasn't al-
ways the cold-blooded killer known
as Mr. Freeze. While working for
Gothcorp on cryogenics research,
Victor Fries sought a way to cure his
wife, Nora, from a rare form of can-
cer. To slow down the illness, Fries
placed Nora in cryogenic stasis until
he could come up with a cure. Unfor-
tunately, the company frowned rather
heavily on Victor's sideline project
and shut it down. Fries protested and
barricaded himself in his laboratory.
But his standoff with the approach-
ing security guards ended with him
firing a bullet through coolant pipes,
exposing him to supercoolants. In-
stead of killing him, the exposure
changed his body chemistry so that
he can survive only in the lowest of
temperatures.

RECENTLY: In the aftermath of the
Gotham earthquake, Mr. Freeze made
an attempt to steal the diamonds he
needs to power his cryo-suit. As bad
timing would have it, he ran afoul of
the Batman and the Ultimate Clayface.
After a battle among all three, Freeze
was frozen in his own ice by Batman
and left for the authorities.

He next raised his bald head dur-
ing "No Man's Land," when he created
a vast ice castle for himself next to
the Gotham Power Plant. Freeze had
restarted the plant and was offering
electricity to all those who brought
fuel for his furnaces to him—fuel pil-
laged from the ruined streets of the
city. Freeze's latest attempt to destroy
Gotham was again stopped by
Batman, who left the villain adrift on
an icy remnant of his castle.

Freeze made another power play
during "No Man's Land," when he
froze Gearhead and Tommy Mangles.
They were trying to hoard a freshly
discovered food supply, but Mr.
Freeze was barely stopped by an in-
jured Robin, who had been also
searching the sewers for stockpiled
goods.

REAL NAME: Victor Fries

OCCUPATION: Criminal scientist

BASE OF OPERATIONS: Gotham City

HEIGHT: 6'

WEIGHT: 190 pounds

EYES: Blue

HAIR: Bald

RACE: Human

TECH LEVEL: Postmodern (2)

Reflexes 3D: Brawling 6D, dodge 5D

Coordination 3D: Marksmanship 4D
(freeze ray +3D)

Physique 4D

Knowledge 3D: Computer ops 6D,
medicine 5D (cryogenics +5D), re-
search 6D, scholar 5D, science 6D
(cryonics +8D)

Perception 3D: Engineering 5D
(cryonic devices +5D), invent 6D
(cryonic devices +4D), repair 6D,
surveillance 4D

Presence 1D: Command

MR. FREEZE



NITE-WING

REAL NAME: Tad Ryerstad

OCCUPATION: Crimefighter

BASE OF OPERATIONS: Blüdhaven

MARITAL STATUS: Single

HEIGHT: 5'7" **WEIGHT:** 120 pounds

EYES: Brown **HAIR:** Blond

RACE: Human **TECH LEVEL:** Modern (1)

Reflexes 2D: Acrobatics 3D, brawling 5D, climbing 3D, dodge 4D, driving 3D, melee weapons 5D, sneak 3D

Coordination 2D: Catch 3D, thievery 4D, thrown weapons 4D

Physique 3D: Leap 4D, lifting 4D, running 5D, swimming 4D

Knowledge 2D: Medicine (first aid) 3D, research 3D, security 3D

Perception 2D: Hide 4D, search 3D, shadowing 4D, streetwise 3D (Blüdhaven +2D), surveillance 4D, survival 3D (urban +1D), tracking 3D

Presence 3D: Bluff 4D, intimidation 5D, willpower 6D

ADVANTAGES/DISADVANTAGES: Hardiness -4D, Intimidating Grin -2D; Delusions of Grandeur +3D, Enemy (Blockbuster) +3D, Fanatic (punishing criminals) +3D, Low Self-Esteem +2D, Obsessive Tendencies +2D.

SPEED: 30

UNARMED BDV: 3D

HERO POINTS: 2

CHARACTER POINTS: 50

PDV: 2

P/L BONUS: +2

VILLAIN POINTS: 5

BODY POINTS: 35

EQUIPMENT: Baseball bat (BDV 3D), steel baton (BDV 3D).

BACKGROUND: Tad was discovered under a parked city bus on one snowy Christmas Eve, abandoned and cold. The orphan entered the Blüdhaven Child Services, where he was given the names "Tadpole" because of his small stature and "Ryerstad" from the name of a popular local beer. Nothing is known about his birth parents.

Tad was raised without love or care. He finally ran away at age 12. He took residence as a squatter in abandoned buildings. His sole education came from swiped paperbacks and comic books and furtive viewings of numerous movies. From this bizarre childhood came a sociopath who strives to be a hero.

Tad began his crusade by beating up and intimidating homeless people, street punks who were spraying graffiti, and other pushers and hustlers. Tad nearly killed a man he erroneously attacked because of a misjudgment based on the color of his skin.

Tad eventually met John Law, the mystery man once known as "the Tarantula" decades ago. Inspired by the Tarantula's adventures, Tad took it upon himself to become a costumed crime fighter. He searched hard to find just the right alias. Looking out his apartment window, he saw a grocery store with two flashing lights. One said, "Open All Nite" and the other "Hot Buffalo Wings." Using a baton made of a stainless steel rod he found in a junkyard, he dressed in a costume made of a hockey jersey with his name appliquéd on it and a pair of camouflage pants. And so, Tad Ryerstad became Nite-Wing.

On his first night out in his new identity, he was shot and nearly killed. Tad recovered and continues to patrol the streets as Nite-Wing, executing his brand of brutal street justice. Ever since that moment, a case of mistaken identity has been a frequent occurrence between him and the costumed hero Nightwing.

RECENTLY: The enigmatic Nite-Wing has recently begun training under Nightwing, who has seen him as a possible new partner. Nightwing is unaware of Tad's antisocial behavior at this time, not knowing that Nite-Wing is a powder keg getting ready to explode. Outwardly, Tad appears to be an honorable person. Underneath the mask, Nite-Wing is full of murderous rage that he is venting toward criminals. Unfortunately, Tad's perception of who is a criminal and who is not is broader than that of most crime fighters.



THE PENGUIN

REAL NAME: Oswald Cobblepot
OCCUPATION: Nightclub owner, racketeer

BASE OF OPERATIONS: Gotham City
HEIGHT: 5'2" **WEIGHT:** 175 pounds
EYES: Blue **HAIR:** Black
RACE: Human **TECH LEVEL:** Modern (1)

Reflexes 2D: *Brawling 3D, dodge 4D, melee weapons 3D (trick umbrellas +2D)*

Coordination 2D: *Marksmanship 4D, missile weapons 4D, thievery 5D*

Physique 2D

Knowledge 3D: *Forgery 4D, research 4D,*

scholar 4D (business +2D)

Perception 3D: *Streetwise 5D (Gotham City +4D), surveillance 4D*

Presence 3D: *Animal handling (birds of prey) 5D, bluff 5D, intimidation 4D, willpower 4D*

ADVANTAGES/DISADVANTAGES: Acting ability -3D, Contact ("business" contacts) -6D, Leadership Ability -2D, Observant -2D, Preparedness -4D, Wealth -4D; Cowardice +2D, Enemy (Batman & allies) +6D, Narcissistic +3D, Shady Background +2D.

SPEED: 30

UNARMED BDV: 3D

PDV: 2

P/L BONUS: +1

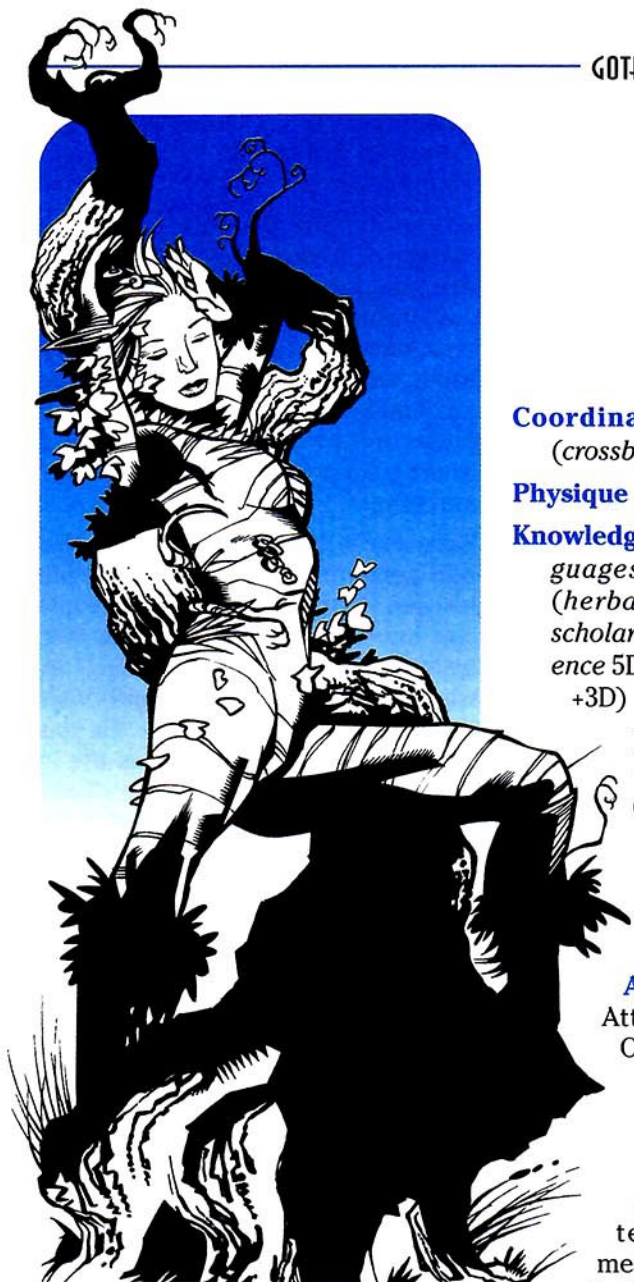
HERO POINTS: 0 **VILLAIN POINTS:** 22
CHARACTER POINTS: 176
BODY POINTS: 26

EQUIPMENT: The Penguin employs a variety of trick umbrellas, including machine gun umbrella (BDV 6Dx3), gas umbrella (releases a fast-acting knockout gas that fills a 10-by-10-foot room; anyone caught within this area must make a Difficult *Physique* or *willpower* roll or fall unconscious for 2 hours), sword umbrella (BDV 4D), and others.

BACKGROUND: Shunned as a child for his odd appearance, Oswald Cobblepot learned firsthand the cruelty people can have for one another. He also learned that the victory doesn't always go to the strongest; sometimes the most cunning one wins. He has applied this discovery to his life in many ways. Penguin began his villainous career as another opponent in the Batman's rogues gallery of themed villains. He built upon his name by often using birds of prey to carry out his schemes. He also acquired a large supply of trick umbrellas, ranging from those that expel gas to those that fire bullets.

After being in and out of prison throughout much of his career, Penguin opted to run his crimes from the sidelines. He now operates under the auspices of a legitimate nightclub business. He has become a skilled businessman and a crafty operator. Very little black market "trading" goes on in Gotham without his knowledge or involvement, though he prefers to keep his nose clean. Still, he can't help but gloat when he pulls one over on his caped and cowed opponents.

RECENTLY: During "No Man's Land," Penguin became an unofficial "partner" of Batman. The Dark Knight had realized he would need to depend on Penguin's black market "commerce" to keep Gotham going and to keep a steady supply of goods moving through the destroyed city. Now that the No Man's Land Declaration has been lifted, Penguin is back to his old game of pretending to be the straight-up entrepreneur while keeping his gloved hands in most of Gotham's seedy dealings.



POISON IVY

REAL NAME: Pamela Lillian Isley
OCCUPATION: Eco-terrorist, professional criminal
BASE OF OPERATIONS: Gotham City
HEIGHT: 5'6"
WEIGHT: 110 pounds
EYES: Green
HAIR: Chestnut
RACE: Human/plant hybrid
TECH LEVEL: Modern (1)

Reflexes 2D: *Acrobatics* 3D, *brawling* 3D, *dodge* 4D, *sneak* 4D

Coordination 2D: *Marksmanship* (crossbow) 4D, *thievery* 4D

Physique 2D: *Leap* 3D, *running* 4D

Knowledge 3D: *Computer ops* 4D, *languages (plants)* 6D, *medicine (herbalism)* 14D, *research* 5D, *scholar* 5D (*exotic plants* +9D), *science* 5D (*botany* +5D, *biochemistry* +3D)

Perception 3D: *Engineering (biological)* 10D, *invent (plant hybrid)* 10D

Presence 4D: *Charm* 7D, *command* 5D, *intimidation* 6D, *persuasion* 7D, *will-power* 7D

ADVANTAGES/DISADVANTAGES: Attractive Appearance -2D, Obscure Knowledge (plants) -2D; Dependents (her plants) +3D, Enemy (Batman & allies) +6D, Fanatic (believer in superiority of plants and will protect them through any means) +3D, Fugitive +1D, Psychological Disorder (believes plants are superior to humans) +3D, Shady Background +2D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 1

VILLAIN POINTS: 18

CHARACTER POINTS: 152

BODY POINTS: 24

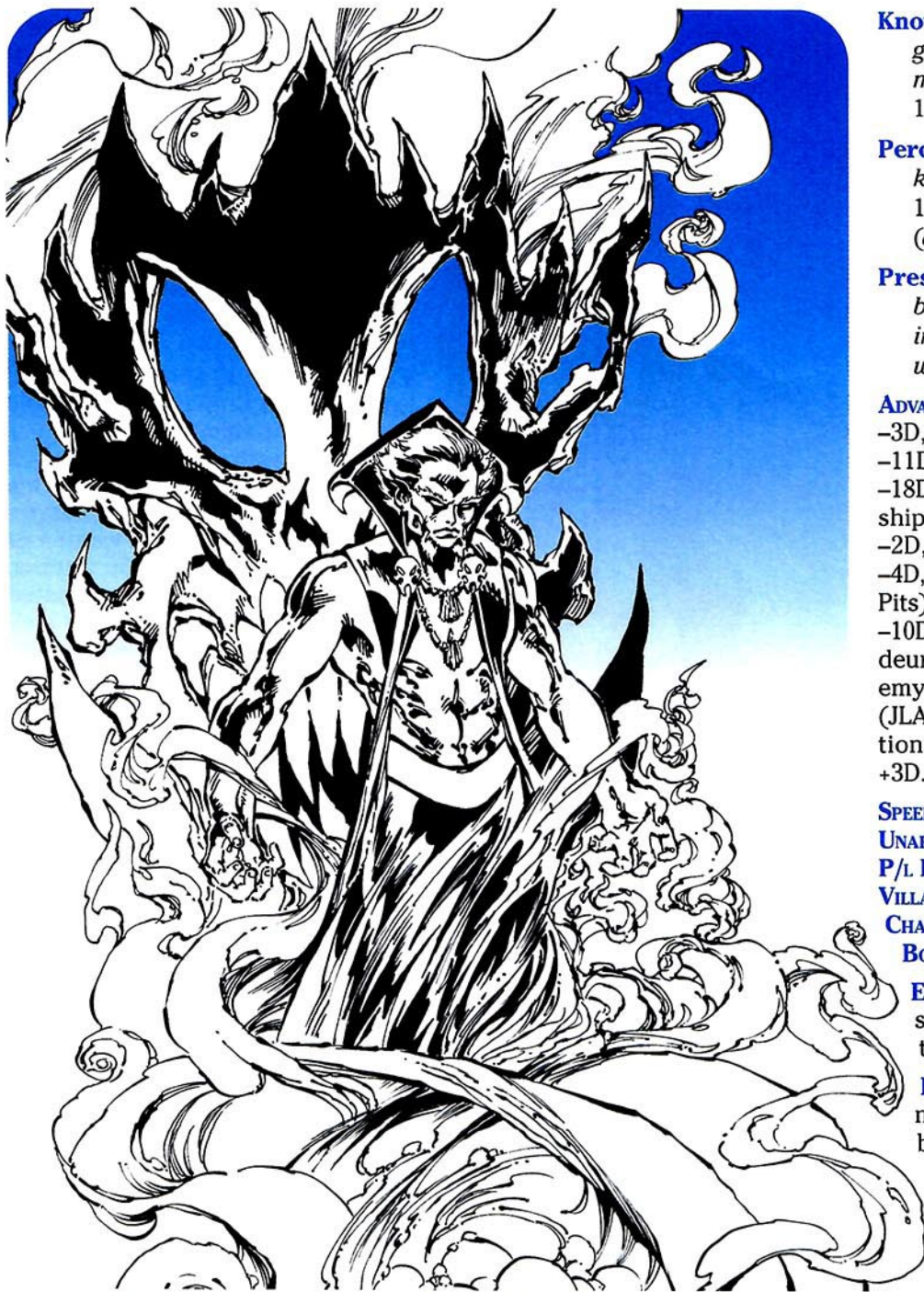
NATURAL ABILITIES: Poison Ivy's bloodstream has been replaced with organic toxins. Because of this she is immune to all organic toxins and excretes various toxins through her skin (10 points of damage to anyone she touches and 2 points of damage each round thereafter until the target perishes or receives an antidote). She also exudes pheromones making her

irresistible to men (+3 to all *charm*, *command*, and *persuasion* rolls directed at men).

POWERS: Speak with Plants 6D, Plant Manipulation 13D.

BACKGROUND: As a graduate student under Jason Woodrue (also known as the Floronic Man), Pamela Isley was manipulated into submitting herself as a test subject for an experiment in plant/animal hybridization. The treatment turned the once mousy Isley into a beautiful creature blessed with a natural musk that drives men wild; she is also "gifted" with blood racing with toxins under her biochemical control. In order to support the extravagant lifestyle she had always dreamed of, as well as her botanical cravings, she started a life of crime, which eventually led to multiple run-ins—as well as an obsession—with the Batman.

RECENTLY: Now more plant than animal, Poison Ivy presided over Robinson Park as a literal Mother Nature in the wake of the earthquake that left most of Gotham a wasteland. She sheltered herself and several orphaned children, sympathizing with the plight of these innocent "seedlings." Ivy was forced into an alliance with Batman when Clayface (Basil Karlo), who was immune to both her plant-based powers and pheromone-enhanced feminine wiles, invaded her domain. Batman was able to drive Clayface off, and Ivy agreed to provide fresh produce for the starved masses of the "No Man's Land." She has not been seen since the recent reconstruction of Gotham City, which may have driven her out of the paradise she had created.



RĀ'S AL GHŪL

ALIASES: The Demon's Head (English translation of his name)

OCCUPATION: International terrorist

BASE OF OPERATIONS: Mobile

HEIGHT: 6'5" **WEIGHT:** 215 pounds

EYES: Green

HAIR: Gray with white streaks

RACE: Human

TECH LEVEL: Postmodern
(2)

Reflexes 4D: Acrobatics 5D, climbing 5D, brawling 8D, dodge 8D, martial arts 11D, melee weapons 8D (swords +6D), riding 9D

Coordination 4D: Marksmanship 8D, missile weapons 8D, thrown weapons 8D

Physique 5D: Resistance 8D, running 7D, swimming 7D

Knowledge 5D: Arcane lore 14D, languages 10D (ancient tongues +4D), medicine 8D, research 12D, scholar 14D, science 8D (alchemy +4D)

Perception 4D: Artist 6D, invent 8D, know-how (international terrorism) 12D, streetwise 7D, survival 8D (desert, arctic +3D each), tracking 6D

Presence 5D: Animal handling 7D, bluff 6D, charm 10D, command 12D, intimidation 12D, persuasion 12D, willpower 14D

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Courage -2D, Followers (Ubu) -11D, Followers (various disciples) -18D, Gifted in Learning -4D, Leadership Ability -2D, Obscure Knowledge -2D, Observant -2D, Preparedness -4D, Special Equipment (the Lazarus Pits) -10D, Technologically Advanced -10D, Wealth -10D; Delusions of Grandeur +3D, Dependent (Talia) +1D, Enemy (Batman & allies) +6D, Enemy (JLA) +8D, Fanatic +3D, Hides Emotions +1D, Sworn Enemy (Batman) +3D.

SPEED: 30

PDV: 4

UNARMED BDV: 4D/1D

P/L BONUS: +2

HERO POINTS: 2

VILLAIN POINTS: 34

CHARACTER POINTS: 280

BODY POINTS: 44

EQUIPMENT: The Lazarus Pits (see sidebar), as well as almost anything else he desires.

BACKGROUND: Rā's al Ghūl's true name and much of his history have been lost over the countless centuries he has walked the earth.

The man known only as "The Demon's Head," as his name translates from Arabic, is perhaps the Batman's single most dangerous foe. Rā's is driven by a single purpose: the genocidal cleansing of Earth to make way for his vision of a new Eden. His crusade has consumed nearly every day of his supernaturally extended life, and the resources at his disposal are without measure.

His goal seemed destined to bring him into contact with the Dark Knight, whom Rā's calls simply "the Detective." Despite their constant rivalry, Rā's sees Batman as his most worthy

opponent and the only one deserving enough to someday wed his daughter, Talia, and inherit his global empire—that is, if Rā's doesn't kill him first.

RECENTLY: Rā's's last move in his ongoing campaign was to seek out the ancient Wheel of Plagues, a device that spawned the Ebola Gulf-A contagion that nearly decimated all life in Gotham City. Though Rā's al Ghūl and Talia apparently perished when his yacht exploded in Miller Harbor during Batman's hunt for a cure, the mob war instigated by Whisper A'Daire and Mr. Abbot in his name, and his recent clash with the JLA, prove otherwise.

LAZARUS PIT

Enhancement Modifiers: grants Hardiness -4D, Self-Healing -4D, and Superattributes: Physique +5D during berserker rages (see below).

Additional Information: *Powers:* Healing 30D (limitation: Side Effect [forces recipient into a temporary berserker rage once he emerges from the pit; the rage lasts for about 1 hour] -3D.)

The Lazarus Pits are perhaps Rā's al Ghūl's greatest discovery and his most valued asset, after his daughter. An alchemical pool of unknown acids, poisons, and other compounds found at the meeting point of two or more "ley lines" that can heal the sick and injured, the Lazarus Pits scattered across the globe have enabled Rā's to extend his life for centuries. They are, however, like any other natural resource and can become "tapped out." This much, however, is known: whoever uses the pit emerges from it in the grip of a mindless berserker rage, possessing superhuman strength, both of which pass within an hour.



RATCATCHER

REAL NAME: Otis Flannegan
OCCUPATION: Professional criminal
BASE OF OPERATIONS: Sewers below Gotham City
HEIGHT: 5'10" **WEIGHT:** 160 pounds
EYES: Blue **HAIR:** Blond
RACE: Human **TECH LEVEL:** Modern (1)

Reflexes 2D: *Brawling* 3D, *dodge* 3D, *sneak* 3D

Coordination 2D: *Marksmanship* 3D

Physique 2D

Knowledge 2D: *Languages (rats)* 5D, *scholar (rats)* 7D

Perception 2D: *Hide* 4D, *search* 4D, *streetwise (Gotham City)* 3D (*Gotham sewers* +5D), *surveillance* 3D, *survival* 3D (*sewers* +4D), *tracking* 3D

Presence 2D: *Animal handling* 4D (*rodents* +5D), *bluff* 3D, *intimidation* 4D, *willpower* 3D

ADVANTAGES/DISADVANTAGES: Animal Friendship (rats) -2D, Followers

(rats) -19D; Enemy (Batman & allies) +6D, Shady Background +2D, Sworn Enemy (Batman) +3D, Unattractive Appearance +2D.

SPEED: 30 **PDV:** 2
UNARMED BDV: 3D **P/L BONUS:** +1
HERO POINTS: 0 **VILLAIN POINTS:** 12
CHARACTER POINTS: 90
BODY POINTS: 27

EQUIPMENT: Small handgun (BDV 4Dx3), staff (BDV 2D), whistle to call rats, gas mask.

BACKGROUND: Otis Flannegan was a ratcatcher in Gotham City. He was convicted for killing a man in a bar room brawl with a knife and spent 10 years in prison. Two months after his release, he began exacting his revenge by kidnapping the warden of the prison, the judge, the star witness, and the police officer who arrested him. Flannegan, who now called himself the Ratcatcher and had an army of trained rats that followed his whistle and spoken commands, held them hostage in the dank sewers of Gotham City for nearly five years before the judge escaped, drawing the attention of the Batman. Following the Ratcatcher into the sewers, Batman was beset upon by his rats. Creating a fire that destroyed the pests, Batman was able to capture Flannegan, but not before he had shot and killed the witness who testified against him.

At a parole hearing, the Ratcatcher escaped with the help of his rats. The Ratcatcher returned to the sewers to lead a legion of rats to block the city's main aqueduct, flood it, and gain control for him. Defeated by Batman again, the Ratcatcher has returned on several occasions to battle the Dark Knight and his partners.

RECENTLY: The Ratcatcher escaped from Blackgate Prison during the earthquake that struck Gotham City. While many other inmates were apprehended, the Ratcatcher returned to the sewers below the city. Crossing paths in an unpleasant meeting with Mr. Freeze, the Ratcatcher was apprehended by Robin, who knocked a series of crates onto Otis, pinning him in a storehouse. Lieutenant Bock's unit picked up the Ratcatcher along with Mr. Freeze and returned the vermin to Blackgate Prison.



THE RAVENS

The Ravens are a group of female assassins and espionage operatives for hire formed by the international criminal and terrorist Cheshire. Their illicit services are available for hazardous espionage jobs, but they charge significant enough fees to compensate for the amazing risks that they undertake. To Cheshire, the Ravens are loyal but expendable hired hands. To qualify for inclusion on her team, the candidates must be skilled female operatives who have a total lack of regard for international law or human life.

The leader of the Ravens, Cheshire, is

one of the world's most notorious terrorists, known for detonating a nuclear bomb in the nation of Qurac that caused more than one million deaths. The child of a French father and a Vietnamese mother, Cheshire (whose real name is Jade) was separated from them when young. Jade spent several years under the tutelage of Weng Chan, a former member of the Blackhawks, before studying under, and eventually marrying, the famed African assassin Kruen Musenda. After Musenda's death, Cheshire became a mercenary, performing countless murders and assassinations, before falling in love with

Roy Harper, the Titan known as Arsenal. This love affair produced a daughter, Lian. Cheshire left her daughter in the care of Harper. She has fought the Titans on several occasions and is also a founding member of the criminal cartel known as Tartarus, which is led by Vandal Savage.

Pistolera is the most dependable of the Raven operatives, perhaps because she is the most stable. This gunbunny was once a spotter for the sniper known as Gunhawk. He taught her many of the tricks of the trade, but she herself is extraordinarily talented with long-range sniping rifles and handguns. Pistolera provides additional firepower in her expert knowledge of explosives.

Vicious is a former member of a Gotham City motorcycle gang called the Bandidos. She resigned under unknown circumstances and currently has a death warrant placed on her by the outlaw bikers. Vicious is also a suspect in over a dozen murder investigations around Gotham City and Blüdhaven. She has a history of mental problems, including psychotic rage and bipolar conditions stemming from drug abuse in her adolescence. Vicious offers a fearless homicidal talent with bladed weapons in covert stealth operations for the Ravens.

The mysterious Termina betrayed the Ravens on their first operation. She is a Transylvanian killer who was a victim of genetic experimentation at the hands of a secret crime organization designated as S.I.M.O.N. Their scientists infected her with a virulent retrovirus that she can transmit to other living beings with an instantly deadly touch. To prevent this, her body is hermetically sealed in a biohazard containment suit. Termina accepted payment and membership on the team under false pretenses in order to save her own life. She believed that the virus she suffers from could be killed in a neutron bath and botched the Ravens' first mission in a secret S.I.M.O.N. base to try to cure herself. Left behind by the other Ravens, Termina is believed to be dead. If she did survive, she has made herself an



enemy in Cheshire and the others.

RECENTLY: The Ravens undertook a mission from the would-be world conqueror Kobra. They were contracted to retrieve a downed submerged Soviet satellite from Lake Mackachitahoo. The wreck was emitting a tremendous concentration of unstable neutrinos, which plunged the Ravens into a time warp, landing them in prehistoric times. While Cheshire has apparently returned from the past to join Tartarus in the present, it remains to be seen if the other Ravens returned with her.

CHESHIRE (JADE)

Reflexes 4D: Acrobatics 9D, brawling 6D (fingernails +2D), climbing 5D, dodge 9D, driving 5D, martial arts 8D, melee weapons 5D, riding 5D, sneak 6D

Coordination 4D: Lockpicking 6D, marksmanship 7D, missile weapons 5D, thievery 4D, thrown weapons 6D

Physique 3D: Leap 6D, resistance 5D, running 5D, swimming 5D

Knowledge 2D: Computer ops 3D, demolitions 3D, languages 3D (Chinese, English, French, Vietnamese +2D each), scholar (exotic poisons) 6D, security 6D

Perception 2D: Hide 5D, search 5D, shadowing 5D, streetwise 5D, surveillance 4D, survival 5D, tracking 4D

Presence 3D: Bluff 5D, charm 7D, intimidation 5D, persuasion 6D, willpower 6D

ADVANTAGES/DISADVANTAGES: Ally (Ravens) -15D, Ally (Tartarus) -14D, Attractive Appearance -2D, Double-Jointed -2D, Leadership Ability -2D; Enemy (Black Canary, Oracle) +2D each, Enemy (Titans) +5D, Fugitive +1D, Owes Favor (Roy Harper) +5D, Shady Background +2D.

SPEED: 30

PDV: 5

UNARMED BDV: 4D/1D

P/L BONUS: +1

HERO POINTS: 1

VILLAIN POINTS: 24

CHARACTER POINTS: 193

BODY POINTS: 30

PISTOLERA

Reflexes 3D: Acrobatics 4D, brawling 4D, climbing 4D, dodge 5D, martial arts 4D, sneak 4D

Coordination 3D: Lockpicking 4D, marksmanship 6D (long-range sniper's rifle, handguns +2D each), thievery 4D, thrown weapons 4D

Physique 3D: Leap 4D, resistance 4D, swimming 4D

Knowledge 2D: Demolitions 7D, medicine (first aid) 3D, security 4D

Perception 3D: Hide 4D, search 4D, shadowing 4D, streetwise 4D

Presence 3D: Charm 5D, persuasion 4D, willpower 4D

ADVANTAGES/DISADVANTAGES: Ally (Ravens) -15D, Attractive Appearance -2D, Speed Draw (pistols) -1D; Enemy (Black Canary, Oracle) +2D each, Shady Background +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D/1D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 12

CHARACTER POINTS: 90

BODY POINTS: 28

TERMINA

Reflexes 2D: Brawling 3D, dodge 3D, sneak 3D

Coordination 2D: Thievery 3D

Physique 3D: Leap 5D, resistance 6D

Knowledge 2D: Languages 3D (English, Transylvanian +2D each), security 4D

Perception 2D: Hide 4D, search 4D, shadowing 4D, streetwise 3D, survival 3D

Presence 3D: Willpower 5D

ADVANTAGES/DISADVANTAGES: Enemy (Ravens) +4D, Enemy (Black Canary, Oracle) +2D each, Sworn Enemy (S.I.M.O.N.) +5D, Unattractive Appearance +2D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +2

HERO POINTS: 0

VILLAIN POINTS: 2

CHARACTER POINTS: 14

BODY POINTS: 24

NATURAL ABILITIES: Termina's body is infected with a virulent retrovirus to which she is apparently immune, but anyone else she comes into contact with is infected and dies instantly (make a Legendary resistance roll or die one round later).

VICIOUS

Reflexes 3D: Acrobatics 4D, brawling 4D, dodge 4D, driving 4D (motorcycle +2D), melee weapon 4D (bladed weapons +2D), sneak 4D

Coordination 3D: Catch 4D, lockpicking 4D, marksmanship 4D, thievery 6D, thrown weapons 5D (knives +2D)

Physique 2D: Leap 4D, resistance 4D, swimming 4D

Knowledge 2D

Perception 2D: Hide 5D, search 4D, shadowing 4D, streetwise 5D (Gotham City +1D), survival 3D

Presence 2D: Persuasion 3D, willpower 4D

ADVANTAGES/DISADVANTAGES: Ally (Ravens) -15D, Attractive Appearance -2D, Speed Draw (knives) -1D; Enemy (Bandidos) +4D, Enemy (Black Canary, Oracle) +2D each, Fugitive (Bandidos) +2D, Obsessive Tendencies +2D, Psychological Disorder (masochist) +2D, Shady Background +2D, Targeted for Assassination (Bandidos) +1D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 13

CHARACTER POINTS: 97

BODY POINTS: 26



THE REAPER

REAL NAME: Judson Caspian
OCCUPATION: Vigilante, businessman
BASE OF OPERATIONS: Gotham City
HEIGHT: 6'4"
WEIGHT: 225 pounds
EYES: Black
HAIR: White (balding)
RACE: Human
TECH LEVEL: Modern (1)

Reflexes 3D: Acrobatics 6D, brawling 8D, dodge 8D, melee weapons 4D (hand scythes +3D), sneak 7D

Coordination 3D: Marksmanship 4D (hand scythes +2D), thrown weapons 4D

Physique 3D: Leap 6D, lifting 4D, running 5D

Knowledge 3D: Criminology 4D, scholar 5D (international business +1D)

Perception 2D: Hide 7D, search 6D, shadowing 8D, streetwise 5D (Gotham City +2D), tracking 5D

Presence 2D: Command 4D, disguise 5D, interrogation 6D, intimidation 10D, willpower 8D

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Courage -2D, Fast Reactions -4D, Hardiness -4D, Speed Draw (hand scythes) -1D, Wealth -4D; Age +9D, Dark Secret (avenging wife's death) +2D, Dependent (Rachel, daughter) +1D, Enemy (Batman) +2D, Fanatic (punishing criminals) +3D, Hides Emotions +1D, Psychological Disor-

der (homicidal tendencies) +2D, Secret Identity +3D.

SPEED: 30

PDV: 4

UNARMED BDV: 4D

P/L BONUS: +2

HERO POINTS: 6

VILLAIN POINTS: 14

CHARACTER POINTS: 160

BODY POINTS: 36

EQUIPMENT: Hand scythes (BDV 5D; contain built-in handguns [BDV 4Dx3] that can be removed), studded leather body armor (AV 16 against most attacks; anyone attacking the Reaper with unprotected hands or feet takes 3D in damage from the studs), metal skull-facemask with infrared lenses (all darkness penalties are reduced by -2), black cloak.

BACKGROUND: Judson Caspian was a successful Gotham businessman until the day he, his wife, Mary Rachel, and their daughter, Rachel, interrupted a burglar looting their house. Judson leapt to stop the man, only to be shot down. He lay there, watching as the man then murdered his wife and fled. When he had healed, Judson vowed to rid the streets of such filth. He became the costumed vigilante the Reaper, killing criminals wherever he found them. Then, in the late 1950s, the Reaper vanished. For years there was no sign of him, until he became merely a myth.

In the second year of the Batman's career, the Reaper returned. Now he was worse than before—he announced that anyone protecting the guilty was therefore guilty as well, including the police. He and the Batman fought, and in the end, the Reaper fell to his death.

RECENTLY: For a brief time, Joe Chill's son Joseph wore the Reaper costume in an attempt to destroy Batman's sanity as revenge for his own father's death (Joe Chill was shot by the Reaper). Batman defeated Chill, with Robin's help, and the Reaper was finally laid to rest.



THE RIDDLER

REAL NAME: Eddie Nashton

ALIASES: Edward Nigma

OCCUPATION: Professional criminal

BASE OF OPERATIONS: Gotham City

HEIGHT: 6'1"

WEIGHT: 183 pounds

EYES: Blue

HAIR: Black

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 2D: Brawling 3D,
dodge 3D, driving 3D,

*melee weapons 3D (cane +1D),
sneak 4D*

Coordination 2D: Lockpicking 4D,
marksmanship 5D, thievery 5D

Physique 2D: Running 3D

Knowledge 4D: Computer ops 5D, re-
search 6D, scholar 8D (riddles +4D,
puzzles +2D), security 5D

Perception 2D: Hide 4D, search 4D,
streetwise 4D

Presence 2D: Bluff 4D, charm 3D, com-

*mand 4D, intimidation 4D, will-
power 4D*

ADVANTAGES/DISADVANTAGES: Obscure
Knowledge -2D; Enemy (Batman &
allies) +6D, Fugitive +2D, Obsessive
Tendencies +2D, Psychological Disorder
(must leave riddle-clues to his
crimes) +3D, Shady Background +2D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 18

CHARACTER POINTS: 140

BODY POINTS: 29

BACKGROUND: A cheat and thief even as
a schoolboy, Eddie Nashton's life of
crime really began when he broke into
his teacher's office to get the solution
to a puzzle and win a prize in a con-
test the next day. Carrying his love for
riddles and conundrums into his
adult life, Eddie started out as a car-
nival showman running a rigged
puzzle booth. He eventually started
seeking bigger payoffs and turned to
crime full time. He then changed his
name to Edward Nigma—E. Nigma—
and donned the question-mark-fes-
toon leotard of the Riddler—a
choice that soon put him at odds with
the Batman. As the Riddler continued
to clash with the Dark Knight, his
habit of leaving behind some kind of
puzzle-clue to his crimes in order to
show off his intelligence turned into
a psychotic compulsion. So, to com-
pensate, he's had to make his riddles
increasingly more challenging.

RECENTLY: Fleeing the devastated
Gotham City for greener pastures, the
Riddler teamed up with the Flash's
longtime foe Captain Boomerang in an
attempt to rob Keystone City. The
Scarlet Speedster and Robin eventu-
ally halted the pair's crime spree.



THE SCARECROW

REAL NAME: Jonathan Crane
OCCUPATION: Professional criminal, master of fear, former professor
BASE OF OPERATIONS: Gotham City
HEIGHT: 6'0" **WEIGHT:** 140 pounds
EYES: Blue **HAIR:** Brown
RACE: Human
TECH LEVEL: Modern (1)
Reflexes 2D: *Brawling 4D, dodge 4D*
Coordination 2D: *Marksmanship 3D, sleight of hand 3D, thievery 3D*
Physique 2D: *Running 3D*
Knowledge 4D: *Computer ops 5D, research 7D, scholar 7D (psychology +1D, biochemistry +1D, fear +3D), science 5D (chemistry +1D)*
Perception 3D: *Engineering 4D (fear chemicals +5D), hide 4D, invent 4D (fear chemicals +5D), search 6D, streetwise 4D (Gotham City +1D), surveillance 6D*

Presence 1D: *Bluff 4D, command 3D, intimidation 9D, persuasion 8D, willpower 7D*

ADVANTAGES/DISADVANTAGES: Courage -2D, Observant -2D; Enemy (Batman & allies) +6D, Fugitive +3D, Obsessive Tendencies +2D, Phobia (Batman) +3D, Phobia (women) +4D, Psychological Disorder (obsession with fear and its manifestations) +3D, Sworn Enemy (Batman, Catwoman) +3D each, Unattractive Appearance +2D.

SPEED: 30 **PDV:** 2

UNARMED BDV: 3D

PHYSIQUE/LIFTING BONUS: +1

HERO POINTS: 0 **VILLAIN POINTS:** 21

CHARACTER POINTS: 164

BODY POINTS: 23

EQUIPMENT: Scarecrow has developed a variety of fear gases, tailored for each of his subjects, which he typically keeps in small cylinders. Anyone inhaling the gas must make a Heroic

resistance roll or be affected. (The effects of the gas last 6Dx4 hours, with a minimum of 1 hour.) A *Physique* check may also be required for victims of poor health. Once succumbed, a victim can overcome the effects by either waiting for the gas to wear off or attempting a Super-Heroic *willpower* roll. If this roll fails, the victim can only wait out the fear.

BACKGROUND: As a youth, Jonathan Crane found himself picked on by his classmates—they called him “Scarecrow” because of his slight build and awkwardness. He was a favorite target for bullies. Crane vowed to overcome his own fears. He began studying the nature of fear itself and the nature of phobias. This led him to the areas of psychology and biochemistry, where Crane’s expertise won him a professorship at Gotham University.

Unfortunately, his refusal to follow standard teaching practices—or safety codes—ultimately led to his dismissal. Crane swore revenge and adopted the tattered clothing of his childhood namesake. In his first experiment, he used the fear gas he had created to scare several of the university’s regents to death. He forced them to confront their own worst fears before he was stopped by the Batman—a confrontation that put a fear into the Scarecrow which lasts to this day.

RECENTLY: Crane was locked away in Arkham Asylum when “No Man’s Land” occurred and was released with the rest of the inmates. During the isolation, he resurfaced in the Faith Sector, which was under the protection of the Huntress. Against her better judgment, the Scarecrow was allowed by Father Chris to stay there. Scarecrow repaid the kindness by using the people of the zone as another group of test subjects. He employed his guile to inspire fear in them until his evil meddling was stopped by the Huntress, who encouraged the other members of the sector to embrace him rather than fear him. The shock of these people not fearing him caused the Scarecrow to flee in terror himself.



SCARFACE & THE VENTRILOQUIST

REAL NAME: Arnold Wesker
OCCUPATION: Crime lord
BASE OF OPERATIONS: Gotham City
HEIGHT: 5'7"
WEIGHT: 142 pounds
EYES: (unrevealed)
HAIR: Gray
RACE: Human
TECH LEVEL: Modern (1)

Reflexes 2D

Coordination 3D: *Sleight of hand* 4D, *marksmanship* 4D

Physique 2D

Knowledge 3D: *Research* 4D, *scholar* 4D

(*strategy* +2D)

Perception 3D: *Artist (ventriloquism)* 10D, *streetwise* 4D (*Gotham City* +2D)

Presence 1D: *Command* 4D, *intimidation* 4D, *willpower* 4D

ADVANTAGES/DISADVANTAGES: *Acting Ability* -2D, *Contact (criminal elements)* -2D, *Courage (Scarface)* -2D, *Leadership Ability* -2D, *Ventriloquism* -1D; *Argumentative (Scarface)* +1D, *Cowardice (Ventriloquist)* +2D, *Enemy (Batman & allies)* +6D, *Low Self-Esteem (Ventriloquist)* +3D, *Obsessive Tendencies* +2D, *Psychological Disor-*

der (multiple personalities [*streetwise, command, intimidation, and willpower* skills and Advantages listed as Scarface are only available when the Ventriloquist is using a dummy, such as Scarface]) +3D, *Shady Background* +2D.

SPEED: 30

PDV: 1

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 20

CHARACTER POINTS: 154

BODY POINTS: 25

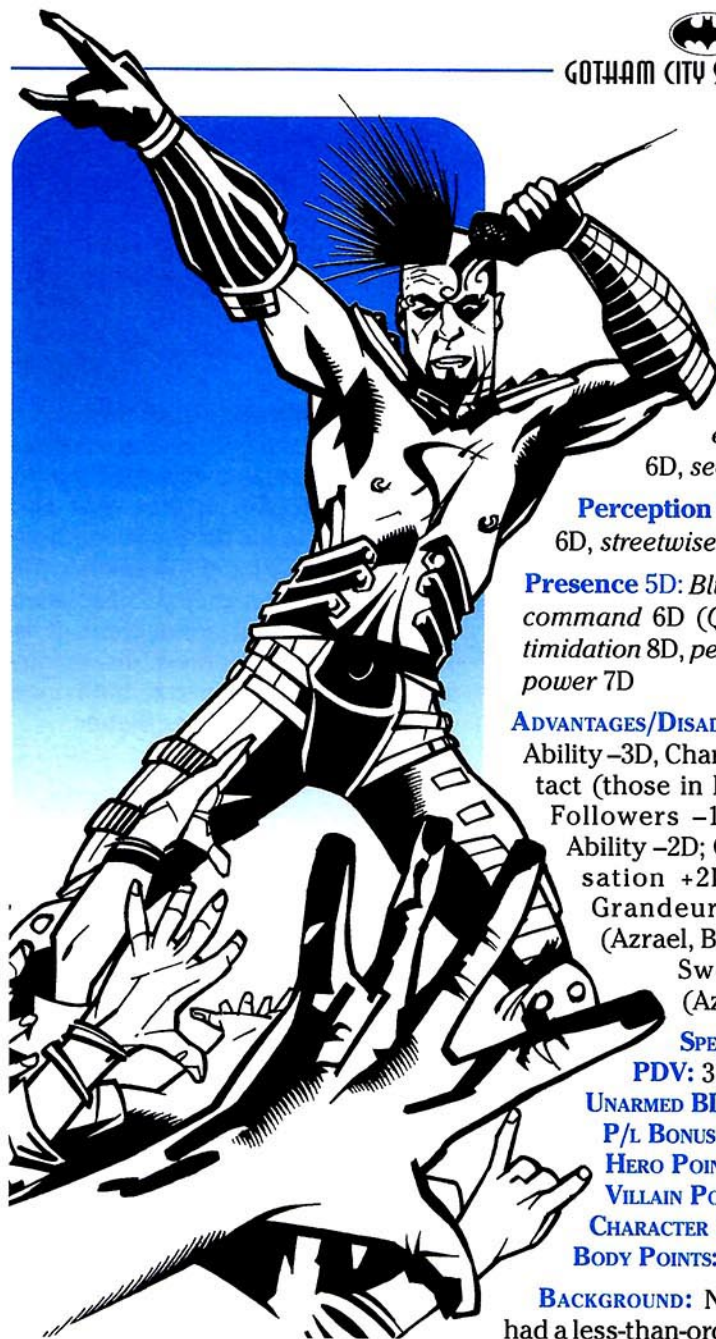
EQUIPMENT: Scarface (ventriloquist dummy), Scarface's tommy gun (BDV 6Dx3).

BACKGROUND: Arnold Wesker is mild-mannered to a fault, rarely speaking and desperate to not offend anyone. Yet, when his dummy Scarface is on his arm, he is a savage, loudmouthed, arrogant, and cruel crime boss insulting everyone around him—especially himself—and he will kill anyone who dares to disagree with him or get in his way. Scarface looks and talks like a typical Prohibition-era gangster, and underlings tend to speak to him rather than to Wesker.

Wesker later revealed that he has several other personalities besides Scarface. Once when he was searching for Scarface, the Ventriloquist had a criminal sock puppet named "Socko." Scarface and Socko hated each other, and eventually the two fought, causing the Ventriloquist to be shot.

RECENTLY: Shortly after the earthquake destroyed Gotham City, a person calling himself the Quakemaster claimed to be responsible for the earthquake. He held Gotham for ransom lest he cause another earthquake. The Quakemaster, however, turned out to be the Ventriloquist with a new dummy, and his extortion scheme was stopped by Robin.

Scarface and the Ventriloquist escaped from Arkham at the start of "No Man's Land." They briefly ruled a small area of the city before being defeated by Batman.



SCRATCH

REAL NAME: Nicholas Scratch
OCCUPATION: Musician
BASE OF OPERATIONS: Gotham City
HEIGHT: 5'11"
WEIGHT: 200 pounds
EYES: Green
HAIR: Black
RACE: Human
TECH LEVEL: Modern (1)

Reflexes 4D: *Brawling 6D, dodge 5D*

Coordination 4D

Physique 4D: *Leap 6D, resistance 6D, running 5D, swimming 5D*

Knowledge 4D:
Arcane lore 5D, research 6D, scholar 5D, science (astronomy) 6D, security 5D

Perception 4D: *Artist (singing) 6D, streetwise 5D*

Presence 5D: *Bluff 8D, charm 10D, command 6D (Quakists +2D), intimidation 8D, persuasion 10D, will-power 7D*

ADVANTAGES/DISADVANTAGES: Acting Ability -3D, Charismatic -3D, Contact (those in high places) -5D, Followers -14D, Leadership Ability -2D; Center of Conversation +2D, Delusions of Grandeur +3D, Enemy (Azrael, Batman) +3D each, Sworn Enemy (Azrael) +3D.

SPEED: 30

PDV: 3

UNARMED BDV: 4D

P/L BONUS: +2

HERO POINTS: 0

VILLAIN POINTS: 11

CHARACTER POINTS: 88

BODY POINTS: 40

BACKGROUND: Nicholas Scratch had a less-than-ordinary life. No one realized he was very intelligent in his childhood because he was awkward, overweight, and shy. Those who knew him considered the clumsy and cowardly young man a loser. He studied astronomy in order to spend endless hours isolated away from others.

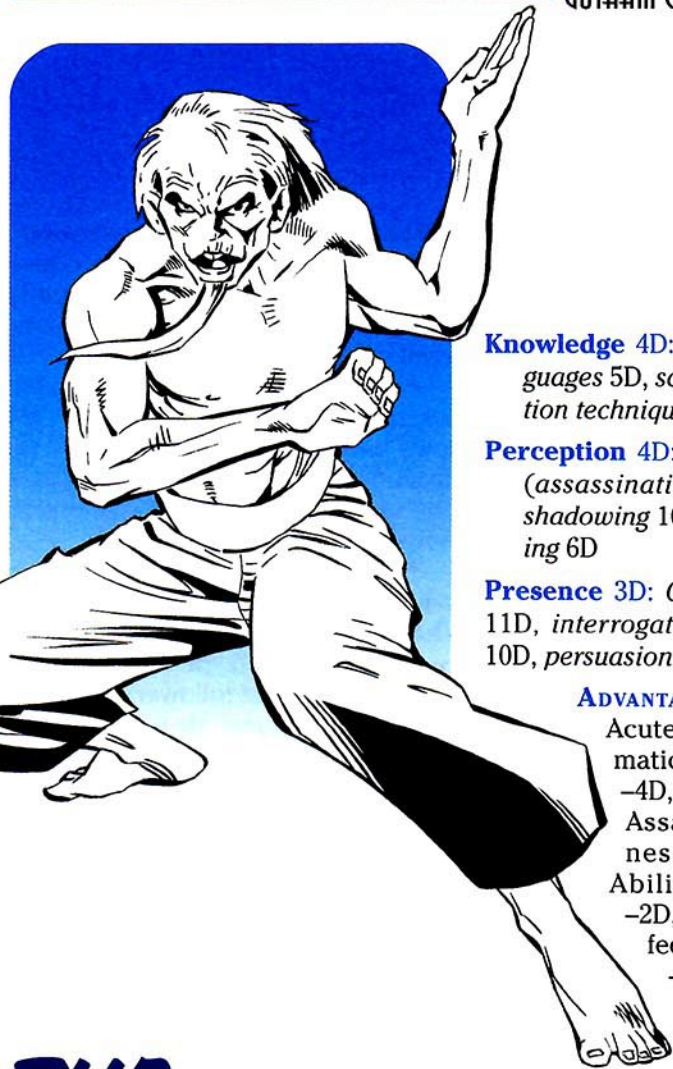
Nicholas Scratch's life forever changed, as he claims, in a single moment in his life, when he was 24 years old. The stargazer peered into a telescope when a particle of light from a distant solar system struck him. Scratch insists that the particle contained an encoded program that altered his mind and body and allowed him to shed his former self—turning him into a new being. Within a year, Scratch became a talk show

host and later one of the most popular and richest rock stars in the country. Two years later, he was a confidant to some of the world's most powerful individuals.

Scratch's greatest gift seems to be his magnetic personality, which allows him to gain the trust of those around him. These people will believe anything he tells them, regardless of how off the wall it might be.

Not satisfied with his advisory position with influential movers and shakers, Scratch greedily sought power for himself. He began to assemble a legion of followers to assist him in his conquest. He had them genetically and surgically altered to resemble classical representations of devils. After the earthquake in Gotham City, Scratch persuaded government officials to quarantine the area and dissociate it from the rest of the United States. Proving to be a menace to those in the "No Man's Land," Scratch was defeated and humiliated in public combat with Azrael.

RECENTLY: Scratch resurfaced in Gotham City at an old church that is being renovated by Dr. Brian Bryan and Jean Paul Valley into a free clinic. Appearing to be a humbled man seeking rehabilitation for his shamed actions, Scratch claimed to have had an epiphany that he was a victim of paranoid delusions and possible schizophrenia. In actuality, Scratch was back for revenge. As a part of his schemes, the vile manipulator drugged Jean Paul and planted evidence and clues that Azrael had possibly murdered a man. He convinced nearly everyone it had happened. After an investigation that nearly sent Azrael over the edge and brought the Huntress and Batman at odds with each other, the quiet Harold came forward as a witness to point the finger at the true murderer, Scratch.



THE SENSEI

REAL NAME: Unknown

OCCUPATION: Criminal mastermind, leader of the League of Assassins

BASE OF OPERATIONS: The Orient

HEIGHT: 5'5"

WEIGHT: 135 pounds

EYES: Blue

HAIR: White

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 5D (4D): Dodge 10D (9D), martial arts 18D (17D) (all maneuvers +3D each), *melee weapons* 12D (11D), *sneak* 10D (9D)

Coordination 5D (4D): Thrown weapons 10D (9D)

Physique 4D (3D): Leap 5D (4D), *resistance* 7D (6D)

Knowledge 4D: Arcane lore 6D, languages 5D, scholar 10D (*assassination techniques* +7D)

Perception 4D: Hide 8D, *know-how* (*assassination techniques*) 17D, shadowing 10D, survival 5D, tracking 6D

Presence 3D: Charm 4D, command 11D, interrogation 9D, intimidation 10D, persuasion 10D, willpower 12D

ADVANTAGES/DISADVANTAGES:

Acute Balance -2D, Charismatic -3D, Fast Reactions -4D, Followers (League of Assassins) -17D, Hardiness -4D, Leadership Ability -2D, Observant -2D, Speed Draw (hands, feet) -1D each, Wealth -6D; Age +9D, Enemy (Batman, Deadman) +3D each, Fugitive +3D.

SPEED: 30

PDV: 5

UNARMED BDV: 1D

P/L BONUS: +2 (+1)

HERO POINTS: 0

VILLAIN POINTS: 27

CHARACTER POINTS: 206

BODY POINTS: 40

BACKGROUND: Little is known of the Sensei's life before he took control of the League of Assassins. For a time, Jonah, a former agent of the benevolent deity named Rama Kushna, possessed the Sensei's body. As Jonah sought retribution for Rama Kushna's refusal to let him go to his eternal reward, the possessed Sensei led two attempts to destroy both the goddess and her earthly sanctuary, Nanda Parbat.

No less cunning and evil once freed from Jonah's control after a second siege of Nanda Parbat, the Sensei continues to direct the actions of the League of Assassins. It was first re-

vealed that Rā's al Ghūl and the league were no longer allied when the Sensei sent a brainwashed Bronze Tiger to kill Kathy Kane, an act that the Batman still holds the Sensei personally responsible for. While neither the Sensei nor the league has been seen or heard from in some time, it is highly possible that their "disappearance" is merely a ruse to hide once again their worldwide activities.

THE LEAGUE OF ASSASSINS

Once part of Rā's al Ghūl's worldwide organization, the sole purpose of the secret society known as the League of Assassins now is the mastery of all techniques relating to murder and assassination. Currently, the league's services are for hire—at a very substantial price. Under the complete control of the aged Oriental martial arts master called the Sensei, membership in the league is quite exclusive. To enter the league, one must carry out a successful assassination as directed by the Sensei. One such initiation ritual was the murder of aerialist Boston Brand. Other members of the league have included the Hook (Boston Brand's killer) and the archer Merlyn.



SILVER MONKEY

Reflexes 4D: Acrobatics 8D, brawling 9D, climbing 6D, dodge 10D, escape artist 10D, martial arts 14D (all maneuvers +2D each), *melee weapons* 10D (katana +2D), *sneak* 7D

Coordination 4D: Catch 7D, *missile weapons* 8D, *thrown weapons* 10D

Physique 3D: Lifting 4D

Knowledge 2D: Arcane lore 3D, *medicine* 3D (first aid +2D), *science* 3D

Perception 3D: Hide 9D, search 5D, shadowing 8D, *streetwise* 6D, *surveillance* 6D, *survival* 7D, *tracking* 6D

Presence 2D: Charm 3D, command 4D, *intimidation* 9D, *willpower* 9D

ADVANTAGES/DISADVANTAGES: Acute Balance -2D, Contact (Monkey Clan) -4D, Courage -2D, Intimidating Grin -2D; Extremely Competitive +2D, Enemy (Connor Hawke, Eddie Fyers, King Snake, Robin) +2D each, Fa-

natic (increasing his martial arts prowess) +3D, Hides Emotions +1D, Secret Identity +3D, Sworn Enemy (Connor Hawke, Eddie Fyers) +2D each.

SPEED: 30

PDV: 5

UNARMED BDV: 4D/1D

P/L BONUS: +2

HERO POINTS: 0

VILLAIN POINTS: 23

CHARACTER POINTS: 184

BODY POINTS: 35

EQUIPMENT: Katana (BDV 4D [edge]/2D [flat]), shuriken (BDV 1D), Silver Monkey helmet (AV 22 against most attacks).

BACKGROUND: The Silver Monkey is a legend in the underworld of martial arts. His reputation proceeds him—it is whispered that he is a master of every art of death. The Silver Monkey hides his true identity beneath a smiling mask of silver that gleams in sun-

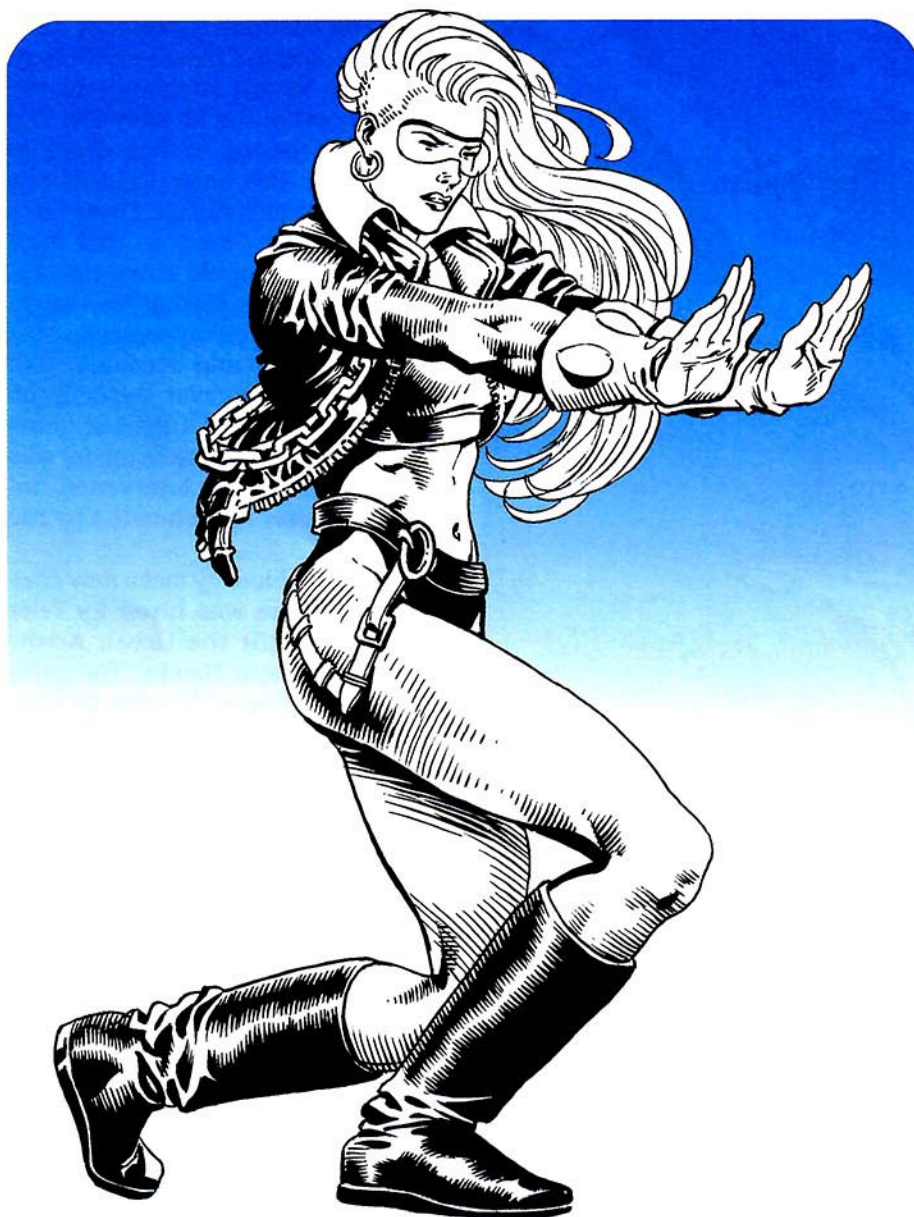
light. The costume represents a figure of mischief in Chinese mythology.

He has sworn allegiance to the Brotherhood of the Monkey Fist and ranks near the top of their order. In times past, the Shan Clan of the Golden Triangle hired the Silver Monkey to kill King Snake so that their heroin pushers could move into his Gotham territory. During his assignment the Silver Monkey crossed paths with the Batman and became one of the few fighters to ever sneak up on and defeat the Dark Knight in hand-to-hand combat. The assignment was botched when Robin intervened and King Snake was apprehended by the G.C.P.D.

The Silver Monkey met a new challenger once he was hired by Fritz Mueller to fight the Green Arrow known as Connor Hawke. The prize of the fight allowed Mueller to keep possession of the Ashram Monastery and title of sensei to the sanctuary that had belonged to Master Jansen. In a videotaped match, the Silver Monkey was brutally destroying the inexperienced hero just as Master Jansen interrupted the match and forfeited the monastery to Mueller.

The next time that he crossed paths with Connor Hawke, he was in the role of an assassin. Connor's crooked stepfather, Milo Armitage, paid the Silver Monkey to kill his stepson. When the two fought this time, it was a fight for survival, and Connor took a middle path between the teachings of his master and the influence of his father, the original Green Arrow, Oliver Queen. Connor was thus able to turn the odds back to his favor, and he defeated the Silver Monkey.

RECENTLY: The Silver Monkey brought shame on the Brotherhood of the Monkey Fist when Connor Hawke defeated him. He had embraced the outside world and had bartered away his skills and honor. Not worthy of redemption, the Silver Monkey was incarcerated in a dungeon to die deep below the bowels of the Temple of the Monkey God located in the Golden Triangle, where Thailand, Burma, and Laos meet.



SPELLBINDER

REAL NAME: Fay Moffit

OCCUPATION: Professional thief

BASE OF OPERATIONS: Gotham City

HEIGHT: 5'6"

WEIGHT: 115

EYES: Blue

HAIR: Pink

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 2D: Brawling 4D, dodge 5D, melee weapons 3D, sneak 5D

Coordination 3D: Marksmanship 4D, thievery 5D

Physique 2D

Knowledge 2D: Security 4D

Perception 3D: Know-how (illusions) 7D, search 4D, streetwise 4D

Presence 2D: Bluff 5D, charm 3D, intimidation 5D, persuasion 3D, will-power 6D

ADVANTAGES/DISADVANTAGES: Acute Balance -2D, Attractive Appearance -2D, Intimidating Grin -2D; Dark Secret (killed original Spellbinder) +2D, Delusions of Grandeur +3D, Enemy (Batman, Robin) +3D each, Fugitive +2D, Shady Background +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 11

CHARACTER POINTS: 84

BODY POINTS: 23

POWERS: Illusion (surroundings) 13D (limitation: Limited Range [line of sight] -1D).

BACKGROUND: Fay Moffit got her start as the quintessential super villain's babe—the attractive girl on the arm of Delbert Billings, who laid claim to the Spellbinder name before her. Delbert relied on high-tech gadgets to disorient his opponents. Fay, on the other hand, controls other people's perceptions with her eyes and mind, without the assistance of gadgets. She can make them see and experience anything she wants them to, though only when she is near. During the demon lord Neron's recent bid for power, he approached Delbert and Fay with an offer—to upgrade the Spellbinder power in exchange for a soul. Delbert rejected the offer vehemently, but Fay was greedy for power. She accepted Neron's terms and killed Delbert.

Her crime spree caught the attention of Batman and Robin, who tracked her to an old textile plant where ABCO stored X-ray film and electronic components for recycling. Although she initially defeated them, they were able to apprehend her later via a virtual-reality-type simulation where Robin acted as Batman's eyes to override the disorienting effect.

RECENTLY: Spellbinder was later hired by Blockbuster to capture Oracle and trick her into giving away the location of Batman's secret hideout. By posing as Black Canary, she nearly defeated the former Batgirl, but Oracle proved to be more than enough for Spellbinder. Fay was bested and carted off to prison once again.



STALLION

REAL NAME: Randy Hanrahan
OCCUPATION: Assassin, former wide receiver
BASE OF OPERATIONS: Mobile (currently Blüdhaven)
HEIGHT: 6'4"
WEIGHT: 263 pounds
EYES: Blue
HAIR: Reddish-blond
RACE: Human
TECH LEVEL: Modern (1)

Reflexes 3D: Acrobatics 4D, brawling 5D, climbing 4D, dodge 5D, driving 4D, melee weapons 4D (nunchaku +2D), riding 4D (horses +1D)

Coordination 3D: Catch 6D, thrown weapons 4D

Physique 4D: Lifting 6D, resistance 6D, running 6D

Knowledge 2D: Scholar (football) 6D, security 4D

Perception 3D: Survival 4D, tracking 5D

Presence 2D: Charm 3D, interrogation 3D, intimidation 4D, persuasion 3D, willpower 6D

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Contact (Blockbuster) -1D, Contact (Penguin) -2D; Enemy (Night-

wing) +3D, Physically Limited (weak knees) +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +3

HERO POINTS: 0

VILLAIN POINTS: 10

CHARACTER POINTS: 64

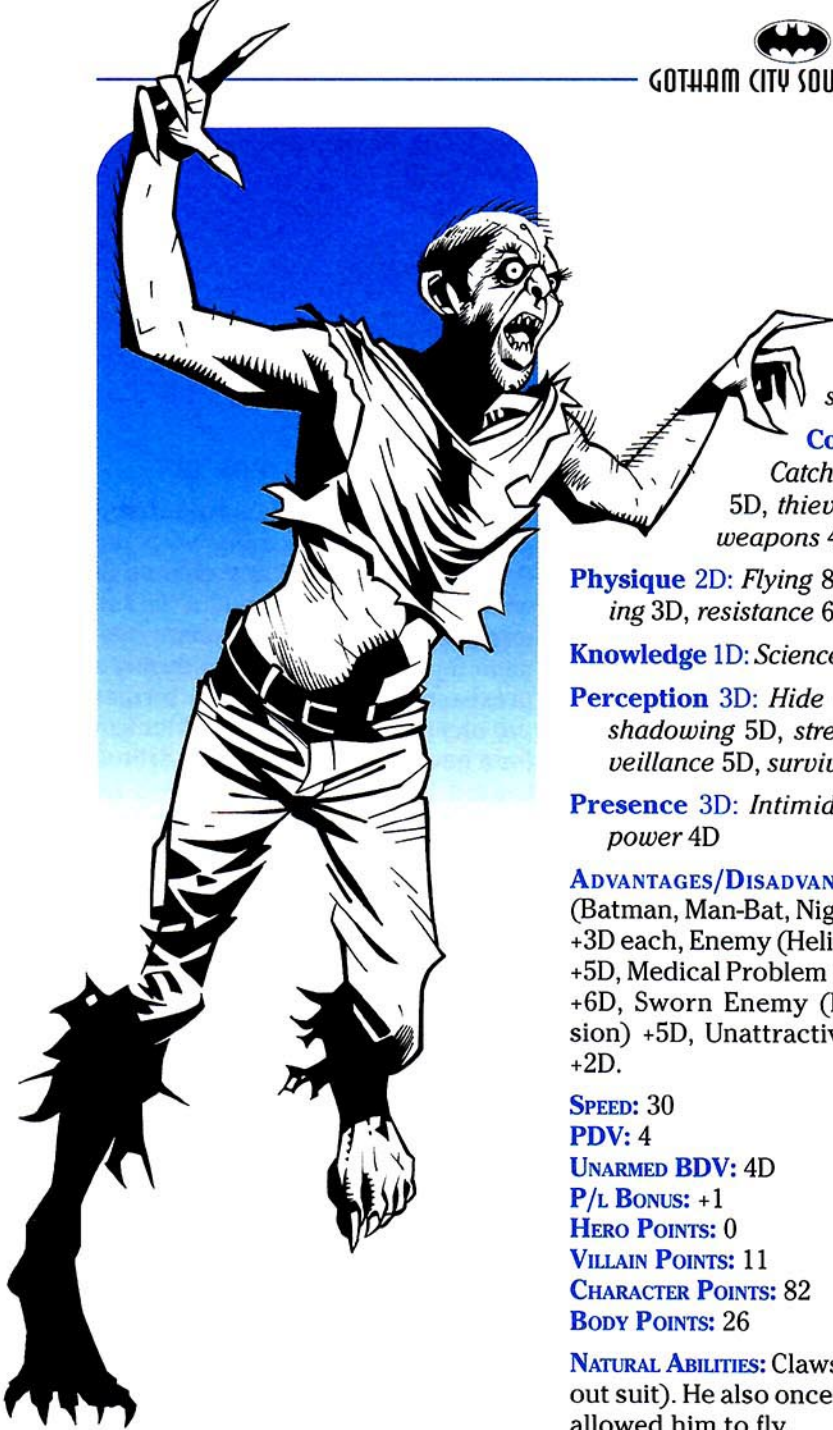
BODY POINTS: 40

EQUIPMENT: Nunchaku (BDV 2D).

BACKGROUND: Randy Hanrahan left a promising football career with the Dallas Cowboys and any chance of winning a Super Bowl ring after suffering severe anterior-cruciate ligament injuries to both knees during a preseason scrimmage. The former pro nicknamed "The Stallion" looked for a new direction in life and drifted toward Gotham City. Once there, he worked at the Iceberg Lounge as a bouncer under the employ of Oswald Cobblepot. He uses illegal steroid-enhancing drugs to bulk up his body and allow him to muscle his opponents into defeat. For a short time, the Penguin used Stallion as one of his bone-crushing henchmen, and he was given the title of "repossessor of defaulted loans."

Eventually Stallion became a free agent and used those blitzing skills for his most recent employer, Blockbuster. Unfortunately for Stallion, he hasn't had much luck with tackling Nightwing, who has become his toughest opponent to date. Nightwing exploited his one weak spot—his bum knees—to take Stallion down.

RECENTLY: Stallion has teamed up with both Lady Vic and Brutale in attempts to bring the vigilante Nightwing in, but to no avail. Still under Blockbuster's employ, he awaits his next chance to end the winning streak of Blüdhaven's resident hero.



STEELJACKET

REAL NAME: Unknown
OCCUPATION: Assassin
BASE OF OPERATIONS: Gotham City
HEIGHT: 6'4"
WEIGHT: 120 pounds
EYES: Red
HAIR: Sandy brown
RACE: Human/avian hybrid
TECH LEVEL: Modern (1)

Reflexes 4D: *Acrobatics 7D, brawling 7D, climbing 6D, dodge 7D, melee*

weapons 5D, sneak 6D

Coordination 3D:
Catch 5D, lockpicking 5D, thievery 5D, thrown weapons 4D

Physique 2D: *Flying 8D, leap 8D, lifting 3D, resistance 6D, running 4D*

Knowledge 1D: *Science 2D, security 3D*

Perception 3D: *Hide 6D, search 5D, shadowing 5D, streetwise 4D, surveillance 5D, survival 4D*

Presence 3D: *Intimidation 7D, willpower 4D*

ADVANTAGES/DISADVANTAGES: Enemy (Batman, Man-Bat, Nightwing, Robin) +3D each, Enemy (Helix Commission) +5D, Medical Problem (hollow bones) +6D, Sworn Enemy (Helix Commission) +5D, Unattractive Appearance +2D.

SPEED: 30

PDV: 4

UNARMED BDV: 4D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 11

CHARACTER POINTS: 82

BODY POINTS: 26

NATURAL ABILITIES: Claws (BDV 2D without suit). He also once had wings that allowed him to fly.

EQUIPMENT: Steeljacket used to wear an armored suit with the following attributes: Armor Value 20 against projectiles (10 on wings), 12 against heat and fire (6 on wings); 50 Body Points (30 on wings); claws (BDV 5D).

BACKGROUND: A secret genetics brotherhood called the Helix Commission invited Doctors Kirk and Francine Langstrom to join their organization, which contained the top recombinant geneticists in the field. The Langstroms were flattered, until they realized the commission was about to perform research in experiments with

human subjects for unethical purposes. Heedless of their protests, the Helix Commission used stolen data from the Langstroms' animal/human genome experiments that were a variation of the Man-Bat formula and created Steeljacket from an unwitting human subject.

Steeljacket was given the ability to fly much the same way Kirk Langstrom was transformed into the Man-Bat; however, there were some differences. Steeljacket's template was taken from a bird and not a bat. Because of this, his bones are hollow and easily breakable. To protect him, he has worn a suit of armor because of his thin bones—hence the name Steeljacket.

Steeljacket was created as a weapon from birth. His face is so horrific that it usually strikes terror into the hearts of those who view him. Once he escaped, he sought revenge and began killing off the members of the Helix Commission one by one. For a while, it was thought that the murderer was actually Dr. Kirk Langstrom while in his Man-Bat form, but Steeljacket was found out and captured.

Steeljacket holds a hatred toward Robin, who has crossed his path on several occasions. He feels the youth was ultimately responsible for the loss of his wings. In a battle over Gotham City, Detective Harvey Bullock and members of the G.C.P.D. opened fire and mangled his wings, which were eventually removed.

RECENTLY: Steeljacket has been confined to the bowels of Blackgate Prison repeatedly, but he has continued to escape and confront Batman, Robin, and others. After the cataclysmic earthquake of Gotham City, Nightwing encountered him briefly while putting down a prison riot at Blackgate, where Steeljacket remains.



HUGO STRANGE

OCCUPATION: Psychiatrist, professional criminal

BASE OF OPERATIONS: Gotham City

HEIGHT: 5'10 1/2"

WEIGHT: 170 pounds

EYES: Gray

HAIR: Bald, gray beard

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 2D: *Brawling* 4D, *dodge* 4D, *driving* 3D

Coordination 2D: *Marksmanship* 4D, *sleight of hand* 3D

Physique 2D: *Lifting* 3D, *running* 4D, *swimming* 3D

Knowledge 4D: *Computer ops* 5D, *criminology* 6D (*criminal profiling* +2D), *research* 6D, *scholar* 6D (*strategy* +2D), *science* 5D (*psychiatry* +3D)

Perception 4D: *Hide* 5D, *search* 5D, *shadowing* 6D, *surveillance* 6D

Presence 1D: *Bluff* 4D, *charm* 3D, *command* 5D, *interrogation* 7D, *intimidation* 4D, *willpower* 8D

ADVANTAGES/DISADVANTAGES: *Obscure Knowledge* -2D, *Observant* -2D; *Delusions of Grandeur* +3D, *Enemy (Batman)* +3D, *Enemy (Rupert Thorne)* +2D, *Extremely Competitive* +2D, *Obsessive Tendencies* +2D, *Sworn Enemy (Batman)* +3D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 20

CHARACTER POINTS: 154

BODY POINTS: 30

BACKGROUND: An extremely intelligent man adept at predicting the behavior of others, Dr. Hugo Strange is considered one of the world's foremost experts on psychiatry, particularly criminal psychiatry. He was brought to Gotham during the start of Batman's career, as part of the Criminal Task Force, and was given the task of evaluating Batman's behavior and motivations.

During that time, Strange became fixated on the Batman, seeing him as the perfect example of health and vitality. Because Strange himself had often been ostracized for his unusual appearance, he feels the constant need to prove himself. He has decided that defeating the Batman would demonstrate his superiority and earn him the respect he deserved.

He is aloof from most people, abrasive, and arrogant. He doesn't understand why other people don't like him, so he immerses himself in the challenge of defeating Batman. Strange has even managed to deduce Batman's secret identity. He used that knowledge to plague the Dark Knight, at one time even impersonating him and offering the secret up for auction to the highest bidder.

RECENTLY: After he was apparently being murdered by crime boss Rupert Thorne, a series of sightings of his ghost began being reported—none of which has ever been substantiated. The final fate of Hugo Strange remains to be seen.



THE TALLY MAN

REAL NAME: Unknown
OCCUPATION: Hired gun
BASE OF OPERATIONS: Gotham City
HEIGHT: 6'1"
WEIGHT: 180 pounds
EYES: Blue
HAIR: Black
RACE: Human
TECH LEVEL: Modern (1)

Reflexes 3D: Acrobatics 8D, brawling 7D, dodge 8D, sneak 6D
Coordination 3D: Marksmanship 9D
Physique 2D: Lifting 4D, resistance 3D, running 3D
Knowledge 2D: Security 5D
Perception 2D: Hide 4D, search 4D, shadowing 6D, streetwise 5D, sur-

veillance 6D, tracking 3D

Presence 2D: Intimidation 6D, willpower 5D

ADVANTAGES/DISADVANTAGES: Courage -2D, Intimidating Grin -2D, Observant -2D, Speed Draw (pistols) -1D; Dark Secret (his mother's suicide and murder of his sister) +2D, Delusions of Grandeur +3D, Extremely Competitive +2D, Fugitive +2D, Obsessive Tendencies +2D, Secret Identity +3D.

SPEED: 30

PDV: 4

UNARMED BDV: 4D

P/L BONUS: +2

HERO POINTS: 0

VILLAIN POINTS: 16

CHARACTER POINTS: 128

BODY POINTS: 32

EQUIPMENT: Twin chromed automatic pistols (BDV 5Dx3), top hat, large purple jacket, purple mask.

BACKGROUND: As a boy, the Tally Man watched his mother, unable to pay a debt his late father had taken out, kill first his sister Ilsa and then herself. That event scarred him for life and made him obsessed with the idea that debts should always be settled. He calls himself the Tally Man because he keeps a tally of all those he's killed. He sees himself as an instrument of twisted justice, punishing those who failed to pay properly and so now must pay with their lives. Because of this, if someone escapes him, he considers it a personal affront and seeks ways to settle his or her debt.

Tally Man is a psychotic killer, a cold-blooded murderer who enjoys his work and takes great pride in his reputation. He fought Jean Paul Valley thinking Valley was the real Batman, and later fought Dick Grayson when Grayson was Batman, thinking he was Jean Paul.

RECENTLY: Tally Man became Two Face's number-one henchman during "No Man's Land." When Two-Face kidnapped and tried Commissioner Gordon, he sent Tally Man to distract the rest of Gordon's people by holding his wife, Sarah, hostage. Tally Man successfully held the other Blue Boys at bay until Batman and the rest of his allies arrived. Apprehended by the Batman and his allies, Tally Man was placed under police custody.



TORQUE

REAL NAME: Dudley "Deadly" Soames
OCCUPATION: Former Blüdhaven police inspector

BASE OF OPERATIONS: Blüdhaven

HEIGHT: 6'1"

WEIGHT: 186 pounds

EYES: Hazel

HAIR: Graying brown

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 2D: *Brawling 3D, dodge 4D, driving 3D, melee weapons 4D, sneak 4D*

Coordination 2D: *Lockpicking 4D, marksmanship 4D (tommy gun +1D), thrown weapons 4D*

Physique 2D

Knowledge 3D: *Criminology 6D, demolitions 5D, scholar 4D (Blüdhaven +4D), security 4D*

Perception 3D: *Hide 4D, search 3D, shadowing 5D, streetwise 6D (Blüdhaven +3D), surveillance 5D, tracking 4D*

Presence 2D: *Bluff 3D, command 4D, interrogation 5D, intimidation 6D, willpower 7D*

ADVANTAGES/DISADVANTAGES: Contact (Blüdhaven underworld) -3D, Contact (Intergang) -2D, Courage -2D, Hardiness -4D, Observant -2D; Enemy (Blockbuster, Nightwing) +3D each, Fugitive +3D, Physical Limitation (head on backward) +3D, Shady Background +2D, Sworn Enemy (Nightwing, Blockbuster) +3D each, Target for Assassination (by Blockbuster) +3D, Unattractive Appearance +2D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 14

CHARACTER POINTS: 112

BODY POINTS: 28

EQUIPMENT: Rear-view glasses (allow him to operate normally), tommy gun (BDV 4Dx3).

BACKGROUND: Dudley "Deadly" Soames was the dirtiest cop in Blüdhaven. He played both sides of the fence against each other and only looked out for himself. Despite the danger of double-crossing his criminal employer, Blockbuster, Soames fed information to Nightwing about Roland Desmond's criminal affairs while serving as one of Desmond's mob lieutenants.

Blockbuster decided to teach the rest of his underlings a lesson and punished Soames by twisting his head around 180 degrees. Soames was left to die, but he escaped what should have been instant death through sheer force of will. Rehabilitated by Dr. Sandra Pavaar through radical drug therapy, Soames learned to walk again with the physical deformity. Once she gave him a set of rear-view glasses to allow him to overcome his disability, he violently strangled the doctor and morbidly dubbed himself "Torque." With a new lease on life, Torque began a crusade to revenge himself against Blockbuster, Nightwing, and whoever crosses him.

RECENTLY: Torque is back with a vengeance. While just about everyone thought he was dead, he has returned with the goal of completely annihilating his competition. Nightwing and Nite-Wing were his first targets, but the two vigilantes escaped near death.

This lone wolf is on his way to building a criminal empire of his own in Blüdhaven. To achieve this, Torque is attempting to strike a deal with the help of Intergang. He hopes by offering the goods of the city to them, they will allow him to be an ambassador of sorts for his city in their organization.



TRIGGER TWINS

Tad and Tom Trigger are two of the meanest cusses this side of Boot Hill. Orphaned as little critters, the two brothers grew up separate but lived parallel lives of mischief and mayhem. The two modern-day gunslingers found each other by accident while each was on a bank-robbing spree in the West. Though they are in no way related to the Old West heroes of the same name, a Mafioso suggested the name "Trigger Twins" to the pistol-packing pair from Gotham City.

The Trigger Twins began working closely together as partners in crime dressed as cowboys from the top of their Stetson hats to the bottom of their snakeskin boots. Virtually identical, they can anticipate each other's maneuvers and react accordingly. Though they share

the intelligence of a cactus, they make up for it in their bravado and greed. Expert shots with their six shooters and Winchester rifles, they wouldn't think twice about sticking you in the belly with a bowie knife.

The long-lost brothers began tearing up Gotham and attempted to steal a million buckaroos during a train robbery. What the outlaws didn't count on was a showdown with the new Batman in town. Jean Paul Valley, who was filling in for Bruce Wayne, caught up to the train they were robbing by using the Bat-subway rocket. The Trigger Twins were apprehended and tried in court for the crimes of murder and armed robbery. They were sentenced to life in Blackgate Prison.

RECENTLY: The two brothers have been holed up in Blackgate for a while now.

They have been at the center of breakouts, participating in cooperation with other inmates on several occasions. Each time they have been thwarted by the likes of Batman and the members of his posse—Robin, Nightwing, and such—and have been returned to prison.

TOM & TAD TRIGGER

OCCUPATION: Criminals

BASE OF OPERATIONS: Mobile

HEIGHT: 5'11"

WEIGHT: 175 pounds

EYES: Green

HAIR: Strawberry blond

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 3D: *Brawling 4D, climbing 4D, dodge 4D, driving 4D, melee weapons 4D (bowie knife +1D), riding (horses) 5D, sneak 4D*

Coordination 3D: *Catch 5D, lockpicking 5D, marksmanship 6D (pistol, rifle +1D each), thievery 4D, thrown weapons 4D (bowie knife +1D)*

Physique 3D: *Leap 4D, lifting 4D, resistance 4D, running 4D*

Knowledge 2D: *Security 3D*

Perception 2D: *Hide 4D, search 4D, shadowing 4D, streetwise 4D, survival 4D, tracking 5D*

Presence 2D: *Animal handling (horses) 5D, bluff 3D, charm 4D, intimidation 4D, willpower 4D*

ADVANTAGES/DISADVANTAGES: Ally (brother) -8D, Charismatic -3D, Speed Draw (pistol) -2D; Argumentative +1D, Enemy (Batman, Nightwing) +3D each, Extremely Competitive +2D, Shady Background +2D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +2

HERO POINTS: 0

VILLAIN POINTS: 11

CHARACTER POINTS: 84

BODY POINTS: 33

EQUIPMENT: Bowie knife (BDV 3D), two Colt .45 Peacemakers (BDV 5Dx3), Winchester Model 1892 short rifle (BDV 5Dx3; range: 90/270/540).



TWO-FACE

REAL NAME: Harvey Dent
OCCUPATION: Professional criminal
BASE OF OPERATIONS: Gotham City
HEIGHT: 6'0"

WEIGHT: 182 pounds
EYES: Blue
HAIR: Brown/grayish-white
SKIN: White/purple
RACE: Human
TECH LEVEL: Modern (1)

Reflexes 2D: *Brawling* 4D, *dodge* 3D, *melee weapons* 3D

Coordination 2D: *Catch* 3D (coins +1D), *marksmanship* 3D (pistol +3D), *thievery* 4D, *thrown weapons* 3D

Physique 2D

Knowledge 3D: *Criminology* 5D, *research* 5D, *scholar* 4D (law +3D, *strategy* +1D)

Perception 3D: *Streetwise* 5D (Gotham +1D)

Presence 3D: *Bluff* 5D, *charm* 4D, *intimidation* 8D, *persuasion* 6D, *willpower* 8D

ADVANTAGES/DISADVANTAGES: *Intimidating Grin* -2D, *Leadership Ability* -2D; *Argumentative (self)* +1D, *Enemy (Batman & allies)* +6D, *Psychological Disorder (split personality)* +2D, *Shady Background* +2D, *Sworn Enemy (Batman)* +2D, *Unattractive Appearance* +2D.

SPEED: 30

UNARMED BDV: 3D

HERO POINTS: 0

CHARACTER POINTS: 158

BODY POINTS: 28

EQUIPMENT: Two .44 caliber revolvers (BDV 5Dx3), two-headed silver dollar (one side scarred).

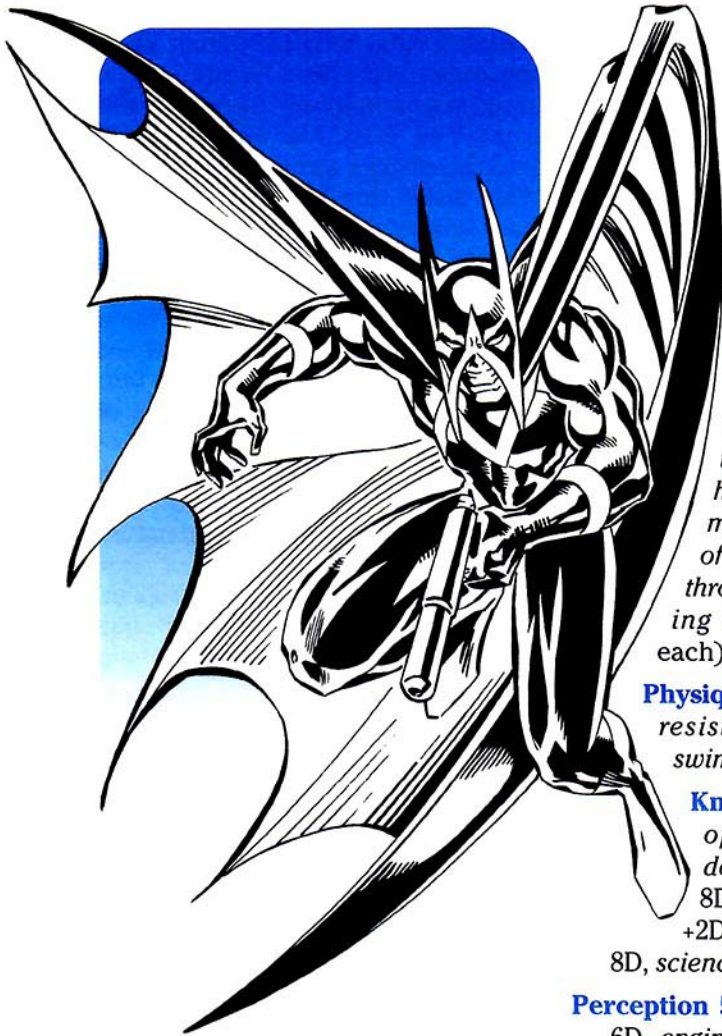
BACKGROUND: Harvey Dent was the youngest district attorney in Gotham City. He made a name for himself, alongside Police Commissioner

James Gordon and the Batman, fighting organized crime. While on the stand in a packed courtroom, indicted crime lord "Boss" Maroni hurled acid into the district attorney's face, horribly disfiguring him and fracturing his fragile mind—a mind already fragmented by a childhood of abuse. In that moment, Harvey Dent was destroyed and the sociopathic villain named Two-Face emerged. Obsessed with duality in all things, his murderous actions are dictated by the flip of his own good-luck charm—a two-headed silver dollar given to him years ago by his father. He scarred it on one side to reflect his dual nature and split personality.

The cunning criminal has repeatedly clashed with Batman and Robin, despite his old friend's efforts to help rehabilitate him.

RECENTLY: After being let loose by Jeremiah Arkham following the earthquake in Gotham City, Two-Face kidnapped Officer Renee Montoya and her family. He held them prisoner in a jail cell for five months and quickly became obsessed with the young officer. During the events of "No Man's Land," Two-Face used Montoya as a witness during a kangaroo courtroom trial against Commissioner Gordon. As the prosecutor, Two-Face charged Gordon with a multitude of crimes ranging from his supposed abuse of power that set events in motion within "No Man's Land" to his inability to care for Montoya. Two-Face also believed Gordon broke his mutual protection agreement when he refused to lend aid when Dent begged for help from an attack by Bane in which several people died.

While Two-Face acted as judge, jury, and executioner, Jim Gordon and Renee Montoya tricked Dent into delaying sentence and execution by having him defend Gordon. In a schizophrenic courtroom drama, Harvey Dent defended Gordon against Two-Face and found him innocent. Two-Face then turned himself over to Officer Montoya, who read him his rights and arrested him for his own crimes.



THE WRATH

REAL NAME: Unknown

OCCUPATION: Professional criminal and assassin

BASE OF OPERATIONS: Mobile

HEIGHT: 6'2"

WEIGHT: 210 pounds

EYES: Blue

HAIR: Black

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 4D: Acrobatics 10D, boating 6D, brawling 10D, climbing 8D, dodge 11D, driving 8D, escape artist 13D, martial arts 13D, melee weapons 11D, piloting 6D, sneak 13D

Coordination 4D: Catch 8D, lockpicking 12D, marksmanship 13D (pistols, rifles +3D each; other hand-held weapons +2D), missile weapons 6D, sleight of hand 6D, thievery 11D, thrown weapons 7D (throwing knives, shuriken +3D each)

Physique 5D: Leap 7D, lifting 6D, resistance 8D, running 8D, swimming 8D

Knowledge 5D: Computer ops 6D (hacking +3D), demolitions 10D, forgery 8D, medicine 6D (first aid +2D), navigation 6D, research 8D, science 8D, security 11D

Perception 5D: Artist (art appraisal) 6D, engineering 5D, hide 12D, invent (custom weapons) 9D, repair 6D, search 10D, shadowing 12D, streetwise 11D, surveillance 10D, survival 6D, tracking 10D

Presence 3D: Animal handling 5D (guard animals +3D), bluff 9D, charm 8D, disguise 10D, interrogation 14D, intimidation 14D, persuasion 12D, willpower 14D

ADVANTAGES/DISADVANTAGES: Fast Reactions -4D, Mechanical Aptitude -2D, Observant -2D, Preparedness -4D, Speed Draw (pistol) -1D, Wealth -8D; Dependant (Grayle Hudson) +1D, Enemy (Batman) +3D, Enemy (all international law enforcement agencies) +6D, Fanatic +3D, Fugitive +3D, Hides Emotions +1D, Obsessive Tendencies +2D, Secret Identity +3D, Shady Background +2D, Sworn Enemy (Commissioner James Gordon) +2D.

SPEED: 30

PDV: 6

UNARMED BDV: 5D/1D

P/L BONUS: +3

HERO POINTS: 0

VILLAIN POINTS: 26

CHARACTER POINTS: 206

BODY POINTS: 44

EQUIPMENT: Cowl (AV 22 against most attacks), cape and costume (AV 20 against projectiles, 12 against heat and fire), custom-made sniper rifle (BDV 7Dx3; range: 300/1500/3000), shurikens (BDV 1D), throwing knives (BDV 2D), flash bomb (anyone within 10-foot radius must make a successful Heroic Physique or willpower roll or be blinded for 8 rounds), various other items concealed in costume.

BACKGROUND: Unlike any of the other members of Batman's wide and varied rogues gallery, the Wrath is truly his opposite number. "Born" on the same day as the Batman, the boy who would become the Wrath was forced to watch as his criminal parents were gunned down by then rookie policeman James Gordon. Growing up alone and unwanted, the boy vowed to vent his wrath on law enforcement officers the world over. As he bounced from reform school to reform school, and later from prison to prison, he subjected himself to a rigorous training program that echoed that of Bruce Wayne. As an adult, he became the costumed cop killer known as the Wrath. He cut a bloody path across the globe, all intended to lead up to the death of James Gordon on the twenty-fifth anniversary of his parents' death. The Batman stopped the Wrath in his goal, and he perished in their final confrontation. While Batman was able to determine why the Wrath was hunting Gordon, he never revealed that fact to anyone or that both his and the Wrath's parents were killed on the same night.



MAXIE ZEUS

OCCUPATION: Underworld gang leader

BASE OF OPERATIONS: Gotham City

HEIGHT: 5'6"

WEIGHT: 135 pounds

EYES: Brown

HAIR: Brown

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 2D: Boating 4D, brawling 3D, dodge 3D, melee weapons 4D

Coordination 2D: Marksmanship 3D (lightning bolt staff +1D)

Physique 2D

Knowledge 4D: Arcane lore 5D, languages 5D (ancient Greek +3D), research 5D, scholar 6D (ancient Greece,

Greek mythology +4D each)

Perception 3D: streetwise 4D (Gotham City +2D)

Presence 3D: Charm 6D, command 6D, persuasion 5D, willpower 6D

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Contact (Gotham underworld) -2D, Gifted in Learning -4D, Leadership Ability -2D, Obscure Knowledge (Greek mythology) -2D, Wealth -6D; Center of Conversation +2D, Delusions of Grandeur +3D, Dependent (daughter Medea) +1D, Enemy (Batman & allies) +3D, Fugitive +3D, Narcissistic +3D, Psychological Disorder (believes he is the reincarnation of the Greek god Zeus) +3D, Shady Background +2D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 11

CHARACTER POINTS: 84

BODY POINTS: 28

EQUIPMENT: Lightning bolt staff (BDV 4D [tip]/2D [flat]; Electricity Manipulation (energy blast) 10D).

BACKGROUND: A scholar and academic before turning to crime, Maxie Zeus is undoubtedly one of the Batman's most brilliant and resourceful foes. However, he is certifiably insane and convinced that he is the reincarnation of the Greek god Zeus. Nevertheless, Maxie was able to make his way to the top during one of the more unstable periods in the leadership of Gotham's underworld—which brought him to the attention of the Batman. In keeping with his fixation with all things Greek, Maxie even went so far as to create his own team of super-powered agents called the New Olympians. Up until the recent earthquake in Gotham, Maxie had been imprisoned in Arkham Asylum. He, along with many of the rest of the former Arkham inmates, is currently at large.



VICTOR ZSASZ

Reflexes 4D: *Brawling 10D, dodge 7D, melee weapons 6D (knife +4D), sneak 8D*

Coordination 4D: *Lockpicking 5D, thievery (breaking & entering) 6D*

Physique 4D: *Lifting 6D*

Knowledge 4D: *Scholar 6D*

Perception 3D: *Hide 8D, know-how (killing) 12D, shadowing 8D, surveillance 6D*

Presence 4D: *Charm 8D, persuasion 8D, willpower 9D*

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Fast Reactions -4D, Hardiness -4D, Intimidating Grin -2D; Delusions of Grandeur +3D, Enemy

(Batman & allies) +6D, Fanatic +3D, Obsessive Tendencies (precise methods to killings) +2D, Psychological Disorder (serial killer) +3D, Shady Background +2D, Unattractive Appearance +2D.

SPEED: 30

PDV: 4

UNARMED BDV: 5D

P/L BONUS: +3

HERO POINTS: 0

VILLAIN POINTS: 27

CHARACTER POINTS: 212

BODY POINTS: 42

EQUIPMENT: Can use any object as a deadly weapon, but generally prefers carving knives (BDV 3D).

BACKGROUND: Practically nothing is known about Victor Zsasz's back-

ground before he arrived in Gotham City. One of the most prolific serial killers in Gotham's history, his known body count of over 50 victims is rivaled only by that of the Joker—but it is rumored that Zsasz's actual total is more than twice that.

Zsasz is very different from most serial killers: he kills anyone. While he prefers to use carving knives, he can turn almost any object into a deadly weapon. The only constants to his methods are to place his victims in natural positions, so that they don't appear dead, and to ritually scar himself with a tally mark for each victim using the same knife he killed with.

A cunning and manipulative individual, he was once able to persuade Dr. Jeremiah Arkham to not only temporarily incarcerate the Batman, but also to put the Dark Knight through some of the most bizarre "treatments" imaginable.

RECENTLY: One of the many inmates freed when the earthquake hit Gotham, he went on a killing spree that was stopped when he attacked a friend of Killer Croc. Croc brutally beat Zsasz, who was moved along with Croc's friend "Stumpy" to the M.A.S.H. sector under the care of Dr. Leslie Thompkins. After awakening at the sector, Zsasz was about to attack Dr. Thompkins, who had managed to momentarily stop him with her willpower and dedicated compassion, when Killer Croc struck again. A fight between them ensued, but this was stopped when Batman arrived, dropping a cement pipe on Zsasz, trapping his arms, and Croc ran off. Zsasz was taken by Batman to Blackgate Prison, where he remains.



TOOLS OF THE TRADE





Batman and his partners use an extensive array of gadgets to fight crime. While the full collection of Bat-equipment remains unknown, this chapter offers a sampling of the more popular pieces. The chapter is split into four sections: general equipment, specific equipment, vehicles, and the Batcave.

GENERAL EQUIPMENT

The following equipment is used by all members of the Bat-family.

DE-CEL MONOFILAMENT JUMPLINES

This cabling was devised to slow the user's descent the longer he fell. It can support up to 400 pounds comfortably and about twice this much for short periods of time without snapping. It has a Defense Value of 7 against cutting or slashing attacks and 14 against all other attacks, 40 Body Points, adds +2 to any *climbing* rolls, and +3 to *acrobatics* rolls while using the jumpline to swing on.

LAUNCHING GRAPPLING HOOK

At about 10 inches in overall length and with the ability to break down into two parts, the launching grappling hook can be stored without being too cumbersome or

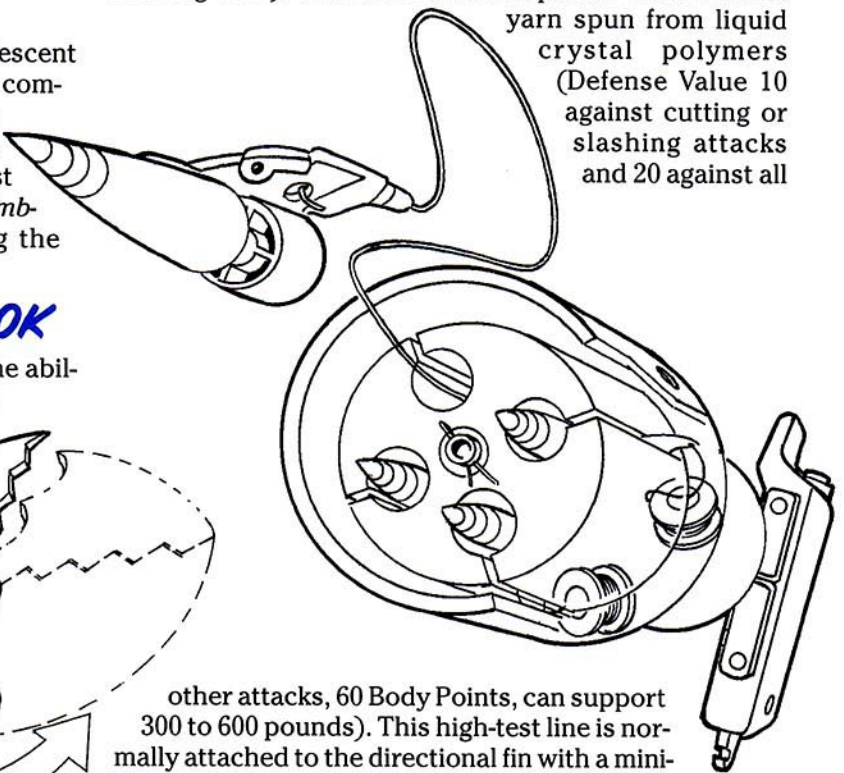
at its center is pushed, allowing it to be folded back up. The hook is able to support up to 400 pounds (depending on what it is attached to) without bending; it can support twice this amount for a short time if needed.

A successful *marksmanship* roll is needed to attach the grappling hook securely. The base difficulty is 1 modified by range, weather conditions, visibility, and other factors the Narrator feels are significant. For example, a shot at medium range on a clear, moonlit night would be a difficulty of 4, while a long-range shot during a heavy rainstorm on a moonless night would be a difficulty of 8.

WALL-PENETRATING GRAPNEL

Based on the same design principles as the launching grappling hook, the wall-penetrating grapnel contains four piercing darts, each equipped with a micro-diamond drill head and directional fin and 200 feet of Vectran (+1D to *climbing* rolls). Vectran is a thermoplastic multifilament

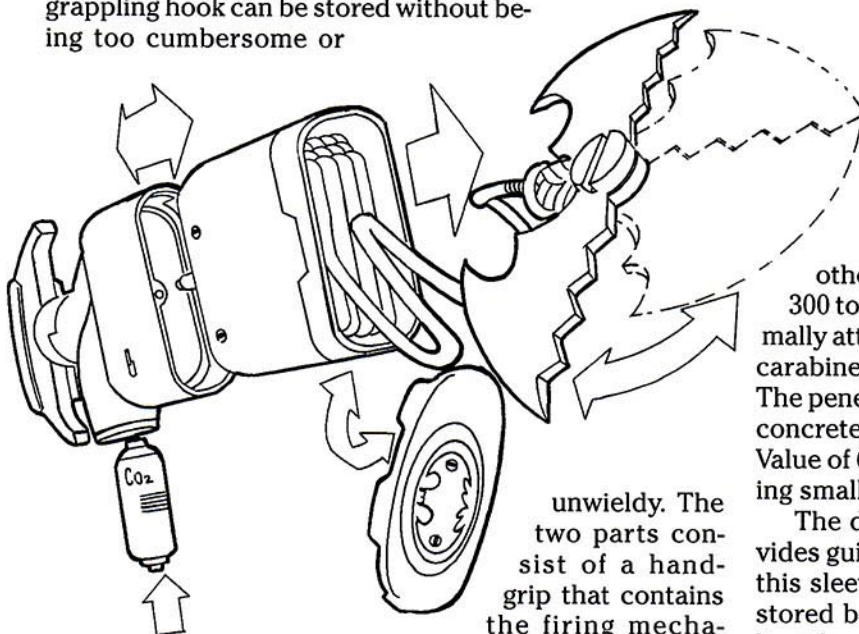
yarn spun from liquid crystal polymers (Defense Value 10 against cutting or slashing attacks and 20 against all



other attacks, 60 Body Points, can support 300 to 600 pounds). This high-test line is normally attached to the directional fin with a minicarabiner, a small metal ring used by climbers. The penetrating darts can attach to light aluminum, steel, concrete, and other masonry (materials with a Defense Value of 6 or less) via a two-stage launch technique utilizing small explosive charges.

The darts slide into a sleeve in the grapnel that provides guidance for the directional fin of the dart. Beneath this sleeve are integral reels (where the high-test line is stored before firing), a braking mechanism (for controlling the release of the line), and a clipping mechanism (for cutting the line if needed).

The handle of the grapnel is designed with a thumb-operated launch button, a firing safety located near the forefinger, and a point near the base of the hand where a lanyard could be attached.



unwieldy. The two parts consist of a hand-grip that contains the firing mechanism (a CO₂ cartridge good for 10 firings,

which fits into the handle) and the hook-and-cabling canister, which contains 200 feet of tightly wound jumpline (see above) and a collapsible hook.

When the hook is fired, it snaps open and locks into place until the release button

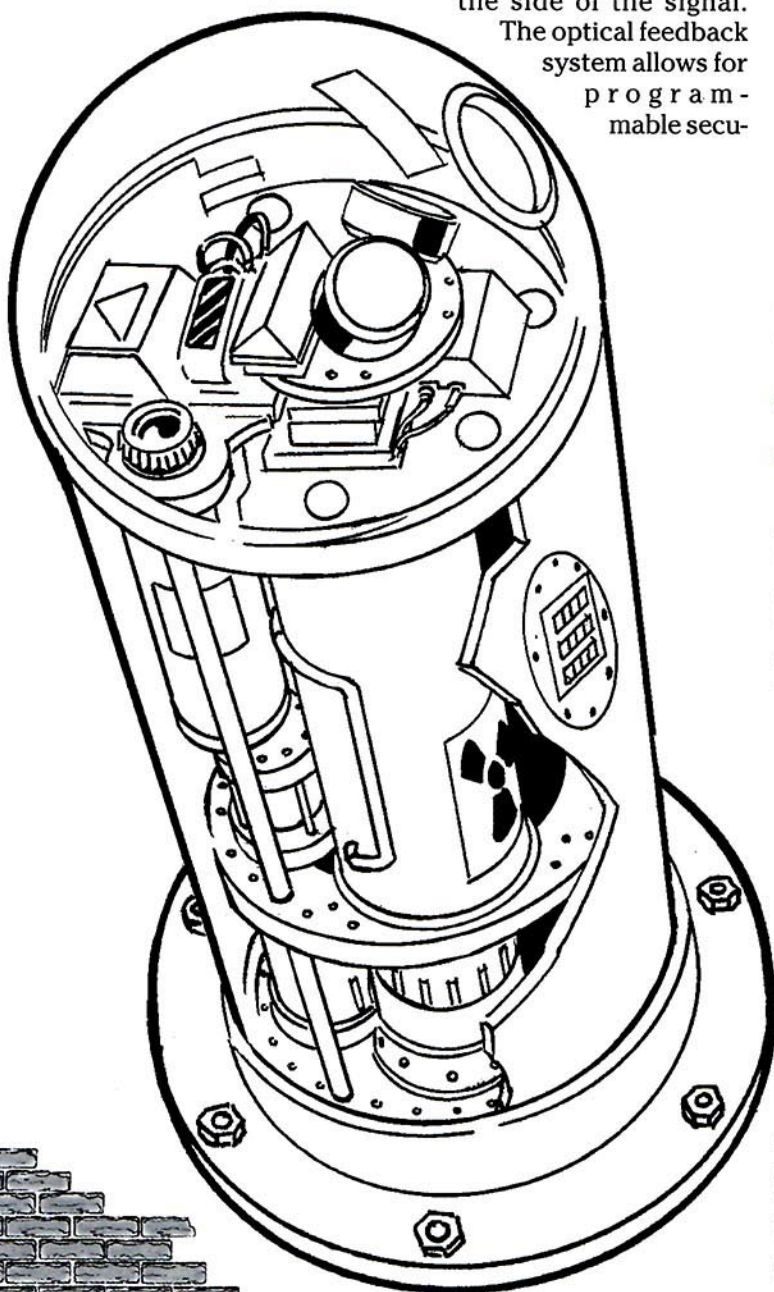
Use the same difficulties for this grapnel as those described under the launching grappling hook.

LASER BAT-SIGNAL

With the newly updated Gotham City has come a modernized version of the original Bat-Signal. Mounted on the roof of the Gotham police department's headquarters by six titanium alloy bolts with locking mechanisms, the new Bat-Signal is a cylinder with a domed top. It stands over six feet tall.

The base of the new signal houses the power source, a self-powered aluminum-salt battery that can keep the signal running for several years. Above the power source is the essential component of the Bat-Signal: a 60-watt laser designed by Wayne Tech for less diffusion at long ranges.

The laser is operated through a keypad mounted on the side of the signal. The optical feedback system allows for program-mable secu-



rity controls and selectable displays for individual users via the keypad. Signals for Batman, Robin, and Nightwing have all been programmed into the system's memory. The optical feedback system also allows a number of generic signals, such as directional arrows or even addresses, to be projected.

Beneath the power source is an upward-firing self-destruct package capable of completely wrecking the signal if needed. The self-destruct can be set off by entering a code into the keypad (known only by Batman and Commissioner Gordon—Legendary difficulty on a *security* roll to figure out code) or remotely by using a radio signal (on a special frequency known only by Batman).

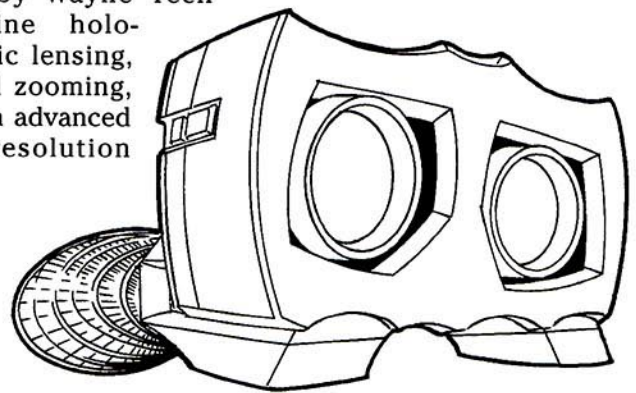
STARLITE NIGHTVISION LENSES

The standard nightvision wear of Batman and his allies, all costumes designed by Batman have Starlite lenses built into the cowls or masks. The lenses illuminate any area that is not completely devoid of light by collecting and focusing all ambient light.

The lenses negate any darkness penalties, but they are unusable in cases of magical darkness or the total absence of light. Anyone wearing these lenses who is exposed to a bright light must make a successful Very Difficult *Physique* or *willpower* roll or be blinded (-4 to all actions) for a number of rounds equal to the difference between the roll and the difficulty.

MULTIFUNCTION BINOCULARS

These computer-enhanced, prototype binoculars created by Wayne Tech combine holographic lensing, digital zooming, and an advanced high-resolution



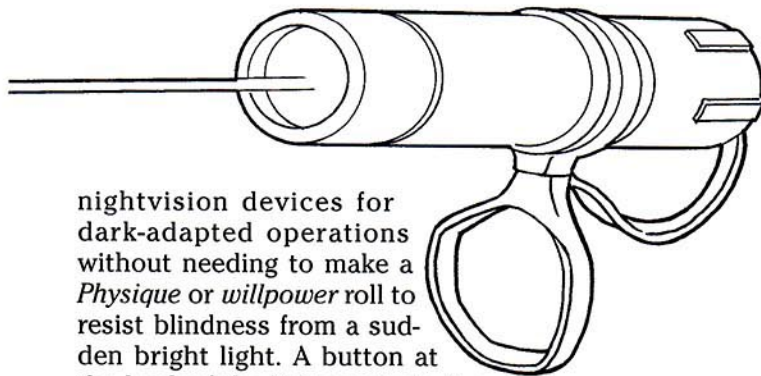
digital interface. They provide magnification up to 60 times normal vision (+5 to all sight-based *Perception* rolls), infrared (all darkness penalties are at -2; the user can see only items giving off heat), and limited ultraviolet imaging with light amplification and bloom suppression (darkness penalties are negated as for Starlite lenses). They also contain a limited IR computer link with still frame-capture. With this link, the binoculars can be used as a remote viewer with intervalometer im-



aging that triggers a stop-motion camera at set intervals. The binoculars can be held with the hands, but Batman can attach them to his cowl with electrostatic clips.

FINGERLIGHT

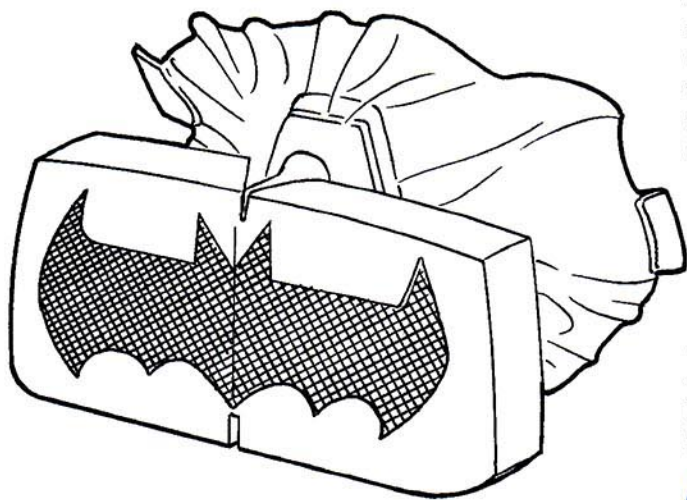
The fingerlight contains a collimated, 10,000-microcandella beam with radially arranged white, red, and infrared LEDs, which are powered by a micro fuel cell (lasting 18 hours of continual use). It can be focused from a two-inch-radius beam up to a 10-foot-radius beam and provide enough light to sufficiently negate any darkness penalties. The red light can be used in conjunction with



nightvision devices for dark-adapted operations without needing to make a *Physique* or *willpower* roll to resist blindness from a sudden bright light. A button at the back of the light controls the mode select (normal light, red light, infrared LEDs).

NERVE AGENT-RATED GAS MASK

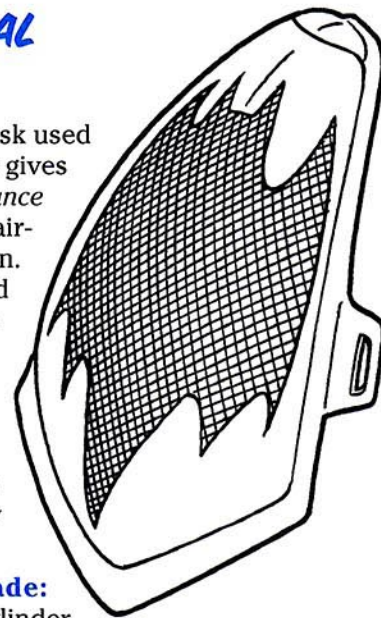
This foldable but somewhat bulky (due to its extra protective design) gas mask has a pull-open facial skin



protection layer and integral mouthpiece to assure a positive seal. It protects against all nerve gases, as well as nuclear, biological, and chemical toxins. A character wearing this mask gains +12 to his *resistance* roll versus any type of airborne noncontact poison.

CONVENTIONAL GAS MASK

The standard gas mask used by Batman and his allies gives the user +6 to his *resistance* roll versus any type of airborne noncontact poison. All Utility Belts are fitted with these masks in six-pack magazines.



EXPLOSIVES

There are three types of explosive that are primarily used by Batman and his allies.

Small "Pellet" Grenade:

This explosive is in a cylinder four inches long with a radius about the size of a quarter. A metal plate is attached to one side to allow bungee-prima cord to be attached to it. Removing the base exposes quick-setting contact cement (successful *Extremely Difficult lifting* roll to remove once placed). Twisting the top of the cylinder activates the grenade with a five-second delay. The pellet grenade has the following characteristics: BDV: 6Dx3; blast radius (in feet): 3/6/12; range: PHYS-1/PHYS/PHYS+1; rate of fire: 1.

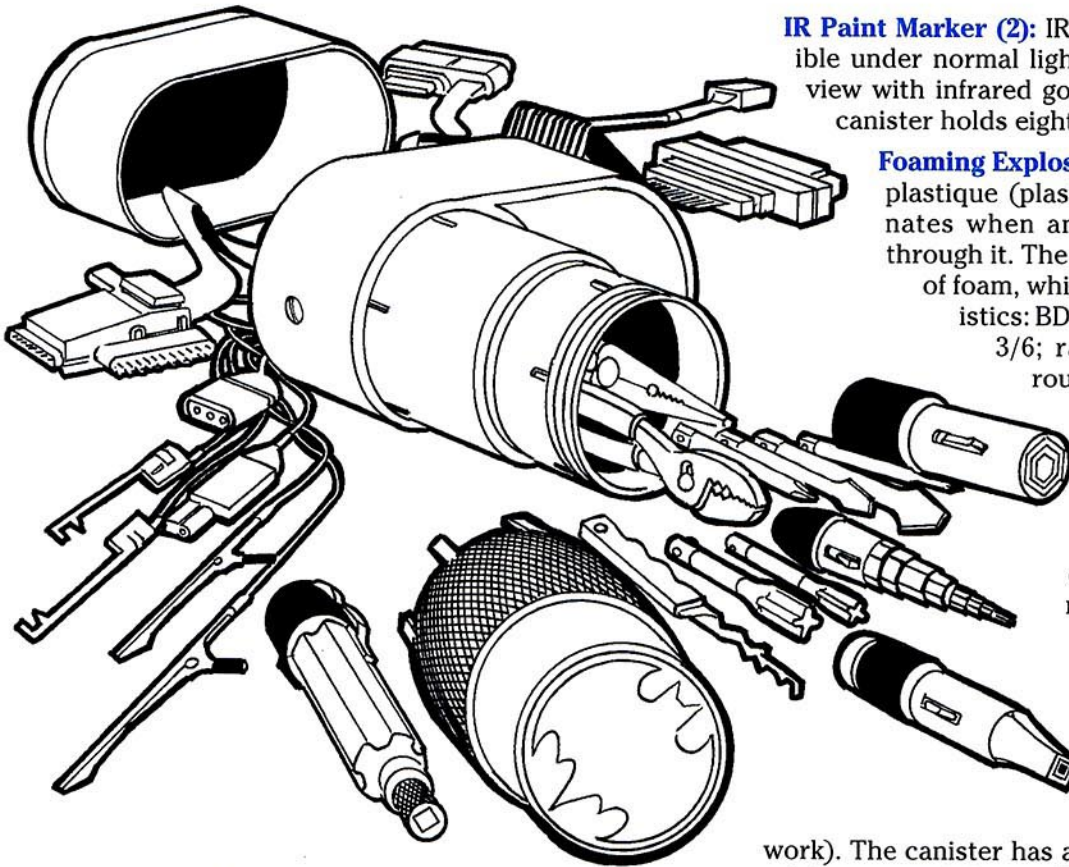
Concussion/Blast Grenade: The concussion/blast grenade is in a four-inch-long cylinder with a radius about the size of a quarter. It can be set for either an explosive charge or a flash/bang charge. The dial at its top allows the character to set from a delay (of anywhere from three seconds to 40 minutes) on detonation with an optional radio command detonation setting. It has the following characteristics: BDV 6Dx3 (no damage if flash/bang setting is used, anyone within radius must make a successful *Heroic Physique* or *willpower* roll or be blinded and deaf for 10 rounds; this is halved as per radius and normal damage rules for explosives); blast radius (in feet): 3/6/12; range: PHYS-1/PHYS/PHYS+1; rate of fire: 1.

Bungee-Prima Cord: A ropelike explosive, bungee-prima cord stretches up to twice its length and must be set off with another small charge. It is often used to link several explosive charges, using the cord to trigger every charge after the first. The cord has these characteristics: BDV 4Dx3; blast radius (in feet): 1/3/6; range: 0; rate of fire: 1 every 3 rounds.

UNIVERSAL TOOL

A device for any electronics work, the Universal Tool is nine inches long and weighs three pounds. Its casing is made of hardened steel and can be used as a hammer without damaging it (30 Body Points).

Inside the tip are a variety of different tool points, including different sizes of



flathead and Phillips screwdrivers, torx, box, and star drive wrenches, an electro pick lockpicking device, and drill bits for limited drilling. The selector sleeve rotates to connect the desired tool with the internal drive unit.

The base of the Universal Tool contains a full lineman's kit, multiline analyzers, CPU and RS-232 logic-controlled break-out boxes and analyzers, an EPROM reader and writer for cell phone analysis, advanced oscilloscope and vector scope functions, taps, and jumpers. The device can record and playback any signals—including radio, broadband cable, HDTV, and other such frequencies.

The device is powered by a mini fuel cell, but it also has both AC and DC external power jacks.

Using this device gives a +2D bonus to *lockpicking* rolls, +3D to *computer ops* rolls (for hardware only), +3D to *security* rolls (for attempting to bypass security), and +3D to *engineering* and *repair* rolls.

AEROSOL SPRAYS

All of the following aerosol sprays are in cylindrical canisters five inches long and about the size of a quarter in diameter.

Rapid Room-Filling Fogger (1): The fogger fills a 20-foot-square area with a thick fog in two rounds. The fog lasts for 10 rounds in an enclosed area and five rounds in an open area. The canister is good for one use only.

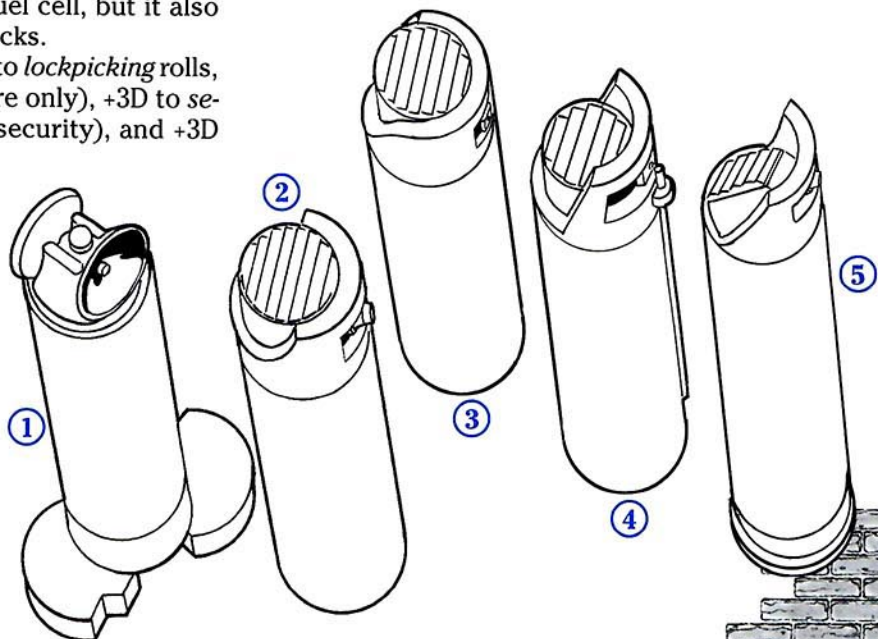
IR Paint Marker (2): IR paint, which is virtually invisible under normal light, glows fluorescently under view with infrared goggles or an infrared light. The canister holds eight ounces of paint.

Foaming Explosive (3): A compound much like plastique (plastic explosive), this foam detonates when an electrical charge is passed through it. The canister contains eight ounces of foam, which has the following characteristics: BDV 5Dx3; blast radius (in feet): 1/3/6; range: 0; rate of fire: 1 per 3 rounds.

Electronic Device Freezer (4): This is a fast-acting liquid nitrogen spray designed to temporarily stop all functions of an electronic device (such as a digital timer). When applied directly to an electronic device's circuitry, it stops all functions of the device for 10 minutes (the spray would be ineffective if used on the outside of a bomb; however if the bomb's casing were removed, the spray would

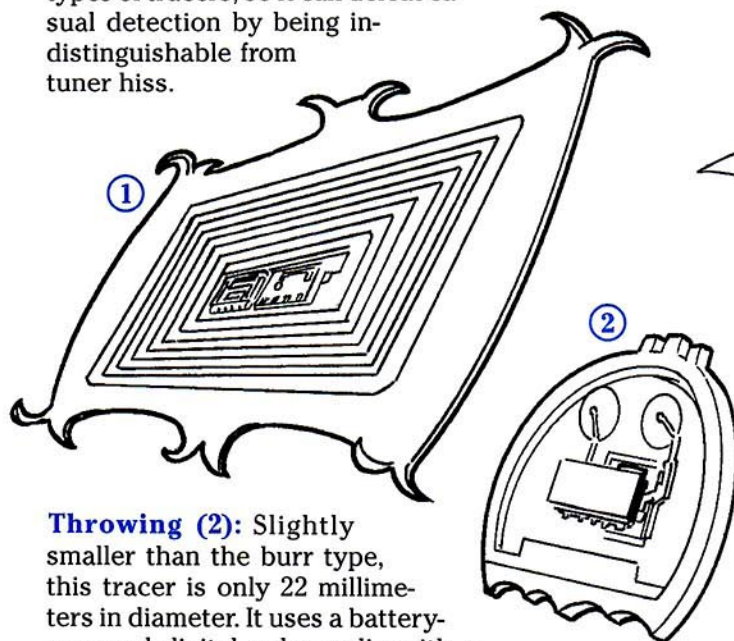
work). The canister has a slender tube attached to it to get the spray into small areas. The canister contains enough liquid nitrogen for one use only.

Quick-Acting Knockout (5): This spray, made up of a concentrated form of VERSED syrup, instantly renders the target unconscious for three hours unless a successful *Heroic Physique* or *willpower* roll is made. The spray also has the added side effect of wiping the target's memory of up to five minutes before it is applied, unless the *Physique* or *willpower* roll is made. The canister has a dispersal range of 12 inches and contains enough spray to affect 10 people (1 spray per person).



TRACER DEVICES

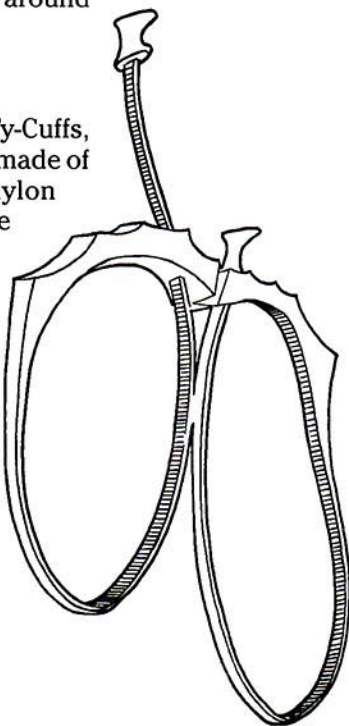
Burr (1): This short-range tracer (maximum 1,500 feet) is only 27 millimeters wide at its greatest point. Made of an ultra-lightweight metal with foil spring snags, it contains chemical paste battery that lasts for up to one month. The tracer uses a digital paquette FM tone. This tone has the highest directional signal of these types of tracers, so it can defeat casual detection by being indistinguishable from tuner hiss.



Throwing (2): Slightly smaller than the burr type, this tracer is only 22 millimeters in diameter. It uses a battery-powered digital pulse radio with a random broadcast pattern. The edges of the tracer are made of rubber to silence it if thrown onto noisy surfaces. The micro global-positioning unit within sends its position with greater power and a more efficient antenna, which relies on the gigahertz spectrum, making the effective range of this tracer around three miles.

BATCUFFS

Based on police-issue Ty-Cuffs, these restraint devices are made of a sapphire-impregnated nylon with a stranded metal cable center (Defense Value 8 against cutting or slashing attacks, 16 against all others; 100 Body Points; successful Super-Heroic *lifting* roll to break free). They can be removed only by using a special diamond-edged cutting tool.

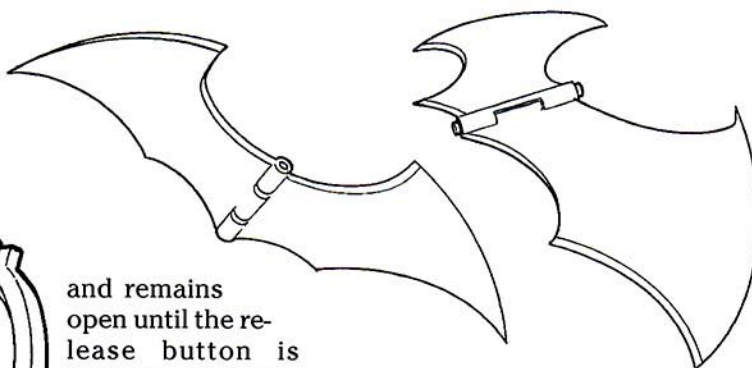


BATARANGS

There are two distinct styles of Batarangs—throwing and spinning. Most general purpose Batarangs are the spinning style. For specialized purposes, the throwing type is used.

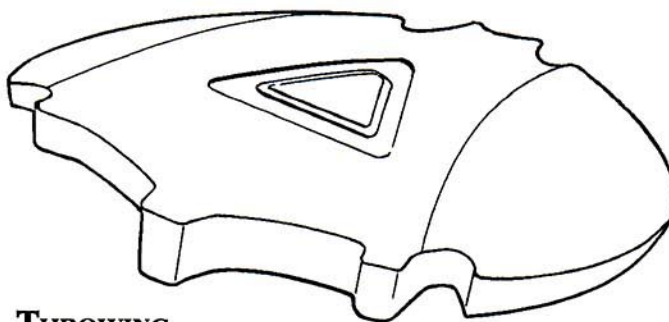
SPINNING

Folding Batarang: This is the most common of all Batarangs used. It has a hinge in the middle that allows it to be folded in half. When extended, it snaps into place



and remains open until the release button is pressed. Normally, up to four of these Batarangs can fit into a Utility Belt compartment when folded. (BDV 2D; max range: *Physique/lifting* roll x 10 yards)

Close-Quarter Impact Batarang: This Batarang is weighted to do more damage at a reduced range. If this Batarang is used with the knockout combat option, the difficulty increase is negated. (BDV 4Dx2; max range: *Physique/lifting* roll x 4 yards)

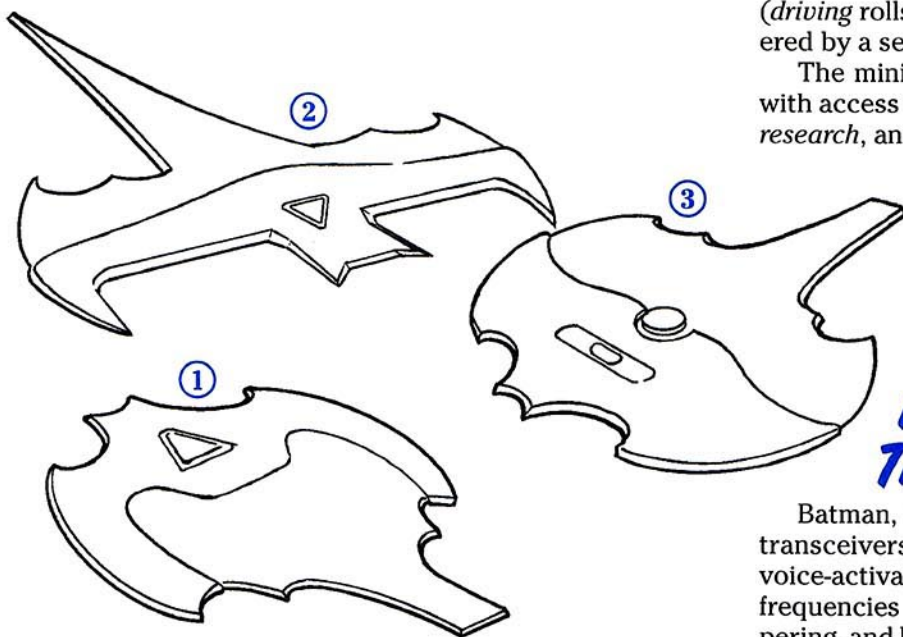


THROWING

Hard Impact Edge Batarang (1): This Batarang is designed with a hardened steel edge and balanced for more damage at a greater distance than the close-quarter impact type. (BDV 6D; Max Range: *Physique/lifting* roll x 6 yards)

Cutting Edge Batarang (2): Almost more of a throwing knife than a Batarang, this design incorporates a Rockwell-C 60 hardness edge with a balanced front to give the greatest amount of damage for its range. (BDV 7D; max range: *Physique/lifting* roll x 10 yards)

Radio-Controlled Impact Batarang (3): Carrying two small charges (one on each side), this Batarang can be steered while in flight by a radio-controlling device located in



Batman's Utility Belt. The charges add +4D to the user's *thrown weapons* roll, but if they are used, the *P/I* bonus is lost (only the BDV of the Batarang is used). (BDV 4D; max range: 100 yards)

MINI COMPUTER & REMOTE SYSTEM CONTROLLER

A fully collapsible computer, this 3.3-by-4.5-by-1.6-inch system runs a selectable multiplatform operating system, including DOS and non-DOS BIOS compact chipsets. Fully deployed, the system contains a 2.6 gigahertz central processing unit, a 650 megahertz bus, a 86 percent standard-sized keyboard, elevated video drivers, sound chips, 3-D engines, system managers, 24x CD-ROM player and burner, secure signal cell-phone digital fax/modem, and global positioning system system. It also contains a detachable

Batmobile remote controller (Robin and Nightwing each have versions of these for their own vehicles) that relays its signals through the mini computer

(*driving* rolls are at +3 difficulty). The entire unit is powered by a series of miniature fuel cells.

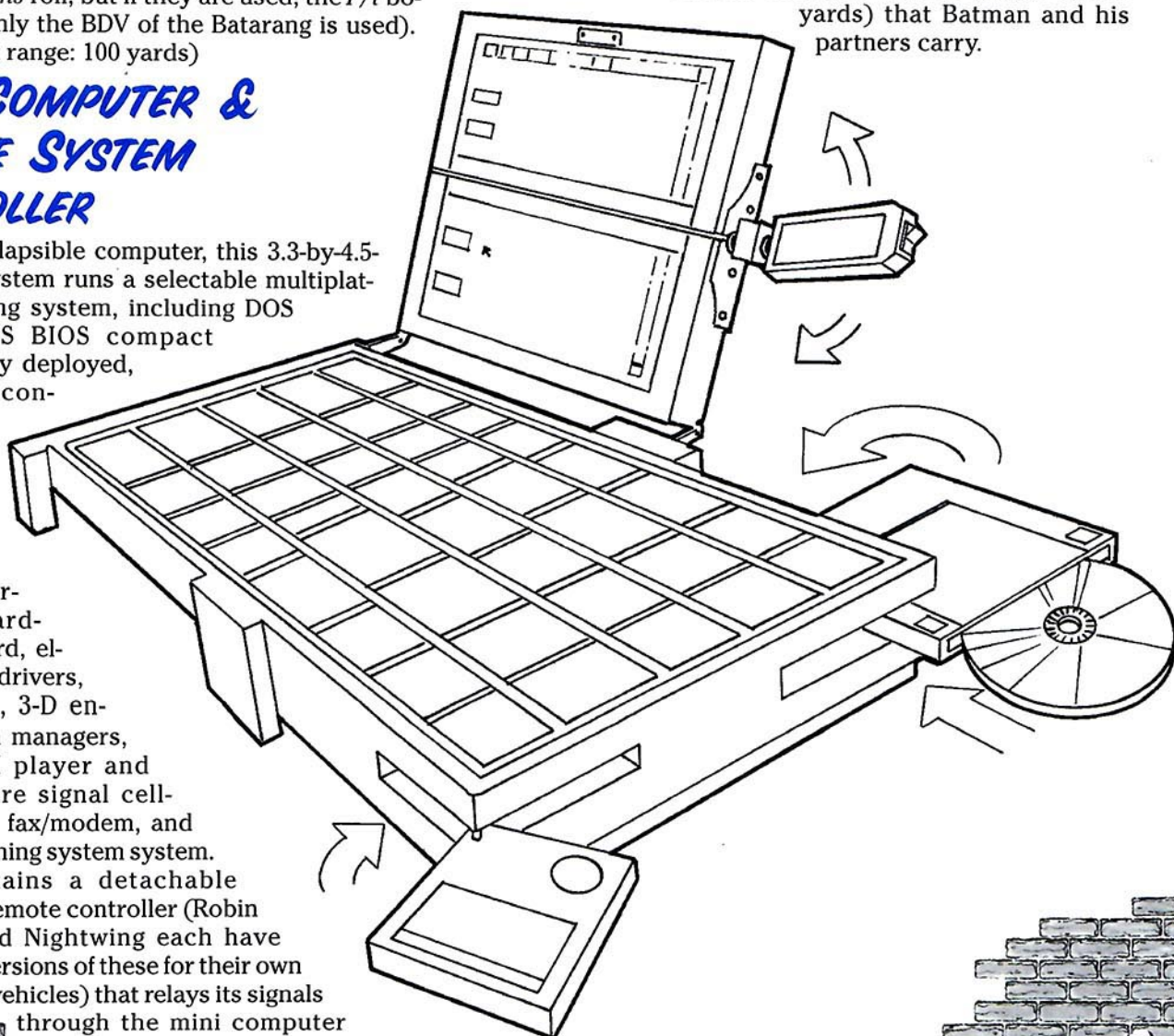
The mini computer functions as a normal computer with access to the Internet for purposes of *computer ops*, *research*, and related skills.

REBREATHER

This miniaturized scuba device has two two-inch canisters on either side of a mouthpiece that provide oxygen for up to two hours. The canisters and mouthpiece are five inches long total.

RADIO RECEIVER/TRANSCEIVER

Batman, Nightwing, and Robin have radio receiver/transceivers built into their cowls or masks. They are voice-activated for hands-free operation, set on separate frequencies for each member, resist jamming and tampering, and have a range of five miles. The receiver/transceiver can be tuned to a specific frequency used by the wireless listening devices (range of 100 yards) that Batman and his partners carry.





KNOCKOUT GAS CAPSULES

These capsules, made up of a compound containing VERSED syrup, break upon contact and release a fast-acting knockout gas that fills a 100-square-foot room. Those caught within this area must make a *Difficult Physique* or *willpower* roll or fall unconscious for two hours and lose their memory of the five minutes before they inhaled the gas.

REGURGITATIVE CAPSULES

These capsules break upon contact and fill a 100-square-foot area with gas. Anyone caught within this area must make a successful *Very Difficult Physique* or *willpower* roll or become violently ill and lose all actions for the next 10 rounds.

SMOKE CAPSULES

These capsules break upon impact and release a black smoke that will fill a 100-square-foot room. Those caught within this area are blinded (+4 to the difficulty for all actions) unless their sight is aided (nightvision lenses, magic, sonar sense, etc.).

TEAR GAS CAPSULES

These capsules break upon contact and release a potent tear gas that fill a 100-square-foot room. Anyone caught within this area must make a *Heroic Physique* or *willpower* roll or be incapacitated (blinded and choking) for 15 minutes indoors or 10 minutes outdoors or in a windy area.

CRIME SCENE KIT

Combining several different forensic techniques, the crime scene kit includes pre-labeled sample bags, various blood-drying bags and large sample plastic bags, fingerprinting kit (traditional dusts, cyanoacrylate with sticky tape, special lighting methods, and others), odor-analyzing micro gas chromatograph with downloadable data, and an independent, detachable video camera. The camera has simple editing and time-line notation software and is able to be left behind for semi-autonomous functioning.

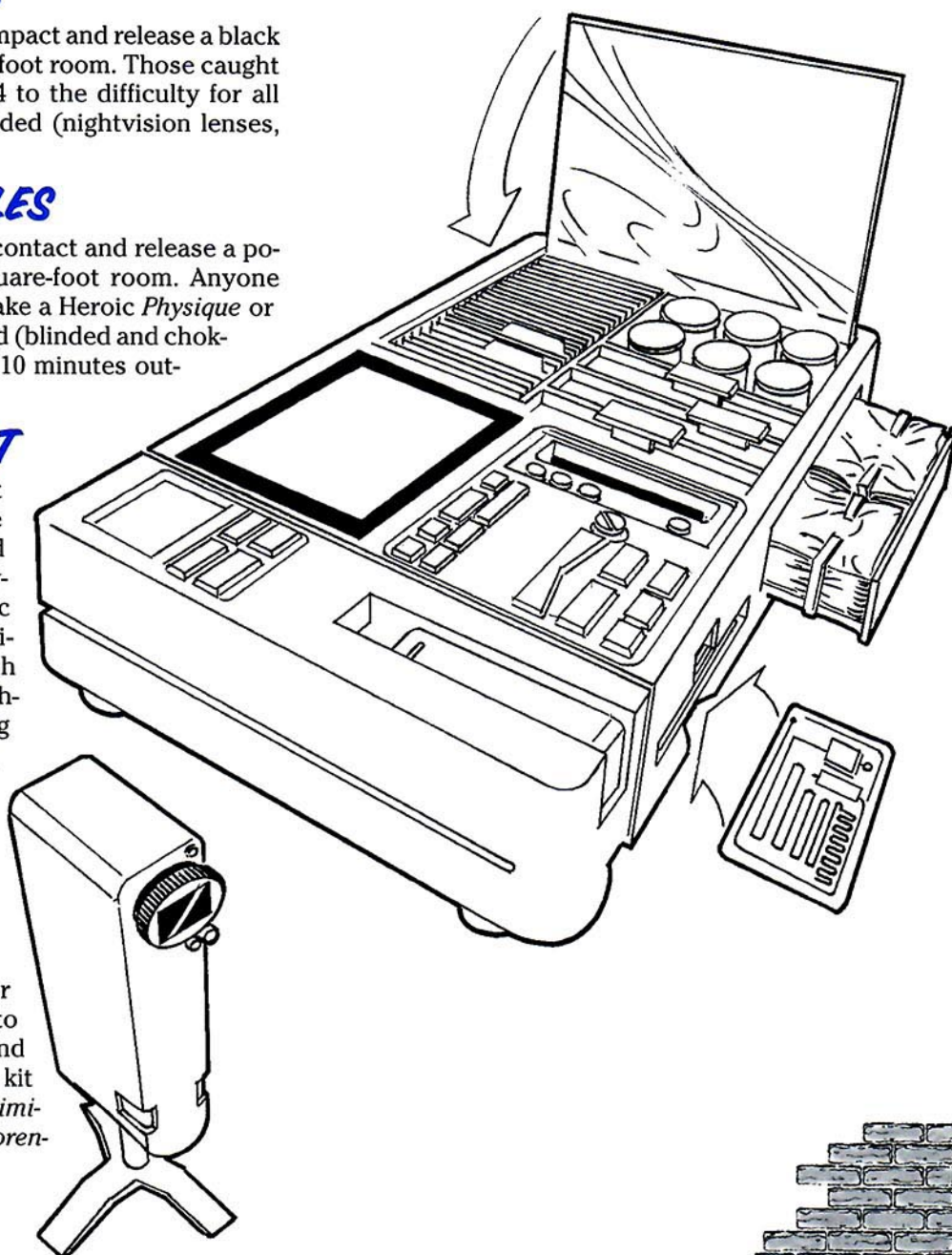
The camera and computer within the kit have direct links to Batman's suit, the Batmobile, and Batcave. Using this crime scene kit gives a +4 success bonus to *criminology* and *science (forensics)* rolls.

TASER

Batman, Nightwing, and Robin has a taser built into their costume (they are protected from its effects by their costumes). This taser can deliver one 50,000-volt, low-amperage shock to anyone who comes into contact with them (electrical shock of BDV 15D; target must make a successful *Heroic Physique* or *willpower* roll or fall unconscious) before it needs to be recharged.

INERTIAL NAVIGATION UNIT

Each Batsuit has a built-in inertial navigation unit that allows the wearer to be tracked anywhere on the planet by using the Batcomputer and orbiting satellites. The position located by the Batcomputer can be relayed to the Batmobile or to personal tracking devices.

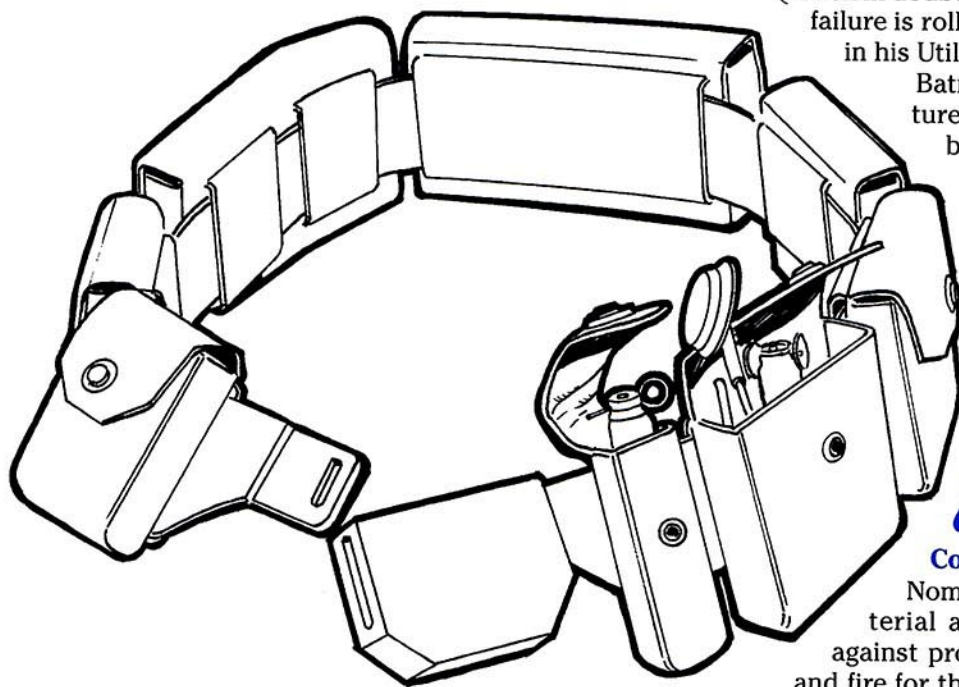




SPECIFIC EQUIPMENT

Specific pieces of equipment and weapons used by Batman, Robin, and Nightwing are highlighted in this section.

BATMAN'S SPECIAL EQUIPMENT



Batsuit: Batman's costume is made of Nomex fire-resistant material and lined with triple-weave Kevlar (Armor Value 20 against projectiles, 12 against heat and fire). His cape is also made of Nomex and triple-weave Kevlar, and its points are weighted for use as an offensive weapon (BDV 2D).

Batman's cowl is a Kevlar-lined helmet with aramid-fiber and exotic-metal threads (Armor Value 22 against most attacks). Built into the cowl in the forehead, between the eyes, and across the throat are trauma plates for extra protection, impact dissipation, and edged weapon attenuation (Armor Value 25 against most attacks). The suit is electronically cooled and contains Starlite nightvision lenses, a radio receiver/transceiver, an audio processor with voice command equipment, a field of view display projector, and an inertial navigation unit.

Batman also has a secondary costume made out of a lightweight, one-piece, memory-weave-pattern material (Armor Value 4 against most attacks). By stretching the face opening in the cowl, which rapidly returns to normal, the suit may be put on.

With no other gear, the suit is extremely

compactable and easily folds down to a wallet-sized package. This costume also has an inertial navigation unit.

Utility Belt: Batman's latest Utility Belt has eight compartments of varying sizes. Within one pouch, Batman carries some items regularly (keys, money, lockpicks, first aid kit, super-miniaturized cell phone, antitoxins to a wide variety of poisons, signal flares, wireless listening devices, and a small halogen flashlight), and the rest are designated for items needed for the specific case he is working on. (For example, if he intends to go up against the Joker, he will most definitely have Joker venom anti-toxin in one of the pouches.) Any of the items in the general section in this chapter can be found in his Utility Belt. (When in doubt, roll a Wild Die. If anything but a critical failure is rolled, Batman has thought to put the item in his Utility Belt.)

Batman's Utility Belt has a self-destruct feature built into it to resist tampering. If the belt buckle or compartments are not opened in the correct manner (successful Heroic *lockpicking* roll to guess) the belt explodes, doing 10D in damage to anyone within five feet and completely destroying the belt.

Subsonic Bat Call: This electronic device gives off a subsonic noise that attracts all bats within a 10-mile radius.

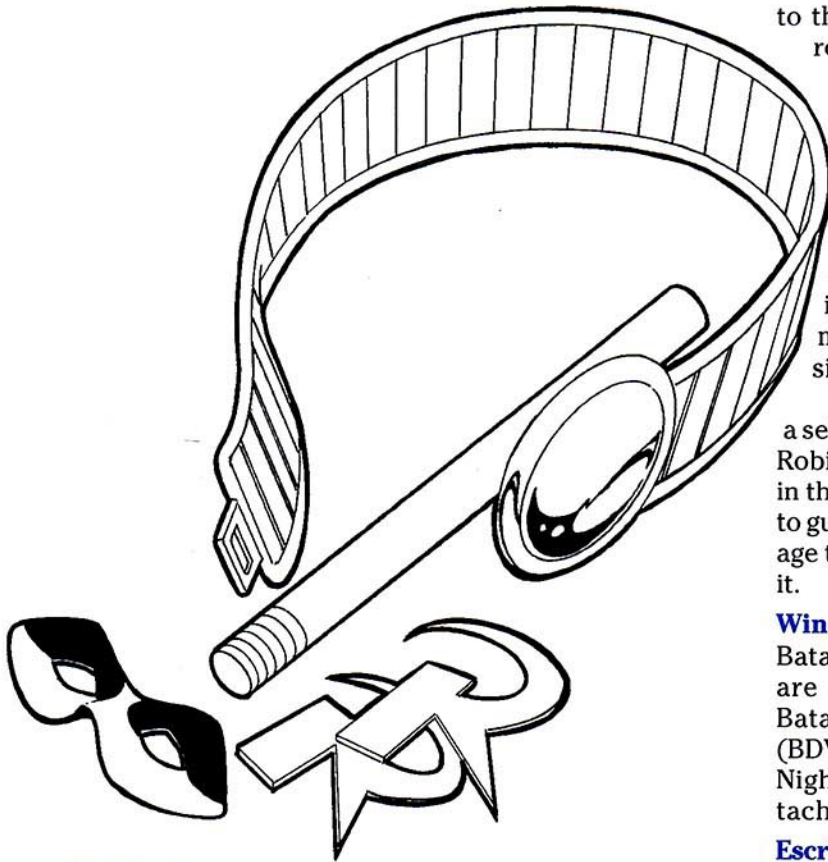
ROBIN'S SPECIAL EQUIPMENT

Costume: Robin's vest is made of the same Nomex fire-resistant, triple-weave Kevlar material as Batman's Batsuit (Armor Value 20 against projectiles; Armor Values 12 against heat and fire for the chest only). He also wears green leggings (a departure from the previous Robin's) and Japanese tabi boots. His mask (affixed in place with spirit gum) contains Starlite nightvision lenses, a radio receiver/transceiver, and an inertial navigation unit. The "R" insignia on the front of his vest can be removed and used as a weapon (BDV 1D; max range: *Physique*/lifting roll x 5 in yards).

Utility Belt: Where Batman's Utility Belt is specialized, Robin's is streamlined. Carrying the same general equipment as Batman's (including the self-destruct feature), Robin has a few special pieces of his own:

Hacker Tools: Robin has a collection of codes, programs, and other electronic devices he uses to hack into computer systems. The tools add +3 to all *computer ops* (*hacking*) rolls.

Telescoping Bo Staff: Given to him as a gift by Sandra "Lady Shiva" Woosan, when he finished his training with her, Robin's Bo staff is made of a ceramic-coated magnesium alloy. It can telescope from 12 inches to six feet and collapse back down again. (BDV 4D)



Slingshot: Robin often uses this to add range to his gas capsules and smoke pellets (Max Range: *Physique/lifting* roll x 10 yards).

Smoke Pellets: These pellets break upon contact and release smoke in various colors that will fill a 100-square-foot room. Anyone caught within this area is blinded (+4 to the difficulty for all actions) unless their sight is aided (nightvision lenses, magic, sonar sense, etc.).

Bang-a-rang: Robin uses a specially designed Batarang (spinning type) that explodes on contact with a loud bangs and a flash of light (BDV 2D; anyone within five feet of the explosion must make a successful Heroic *Physique* or *willpower* roll or be deaf and blind for a number of rounds equal to the difference between the roll and the difficulty; Max Range: *Physique/lifting* roll x 10 yards).

Robin's Utility Belt has the same self-destruct feature built into it as does Batman's (see above).

NIGHTWING'S SPECIAL EQUIPMENT

Costume: Nightwing's costume is made of a slightly different version of the Nomex fire-resistant, triple-weave-Kevlar-lined material that Batman's costume is made of. His costume protects against damage just as well (Armor Value 20 against projectiles, Armor Value 12 against heat and fire), but it is also light sensitive and darkens when there is more light in the area (+3

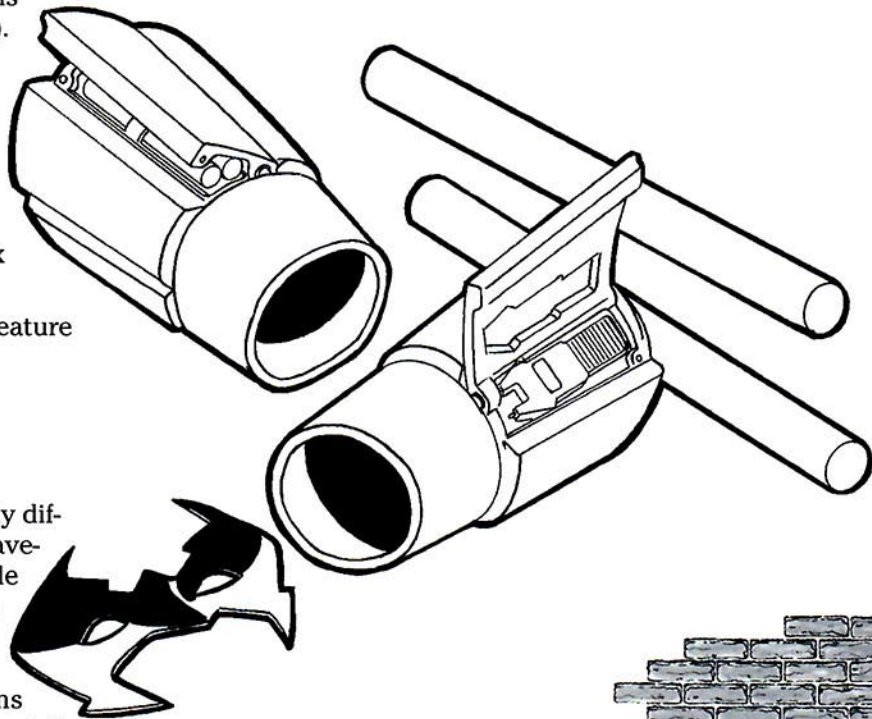
to the difficulty to see him with sight-based *Perception* rolls). His mask (also affixed in place with spirit gum) contains Starlite nightvision lenses, a radio receiver/transceiver, and an inertial navigation unit.

Gauntlets & Boots: Nightwing does not use a Utility Belt; instead, his gauntlets and boots each contain eight compartments in which he can store items. Nightwing carries no specialized equipment of his own; use the general items listed under Batman's utility belt or the "General Equipment" section to determine what he is carrying based on his current mission.

Nightwing's gauntlets and boots have built into them a self-destruct feature similar to the ones in Batman's and Robin's Utility Belts. If the compartments are not opened in the correct manner (successful Heroic *lockpicking* roll to guess) the gauntlet or boot explodes, doing 10D in damage to anyone within five feet and completely destroying it.

Wingdings: Nightwing's own variant of the spinning Batarang, have been cast in his preferred symbol. They are razor sharp and a little smaller than a normal Batarang, so they fly a bit farther but do less damage (BDV 2D; max range: *Physique/lifting* roll x 12 in yards). Nightwing often uses one of these with a jumpline attached to it to swing on.

Escrima Fighting Sticks: Nightwing's weapon of choice, these rods are about two feet in length each and made of an unbreakable polymer (BDV 4D; range: (x 10 in feet) PHYS-1/PHYS/PHYS+1). Nightwing uses these in hand-to-hand combat and has also become proficient in throwing them at targets. When not in use, they store on his back by way of body-contoured magnetic strips.





VEHICLES

What follows are descriptions of the most common vehicles used by Batman and his allies. Much like his personal equipment, Batman has been known to use a variety of specialized vehicles for specific cases. With the resources of Wayne Enterprises at his disposal, it is conceivable that he owns or could build any vehicle he could possibly need.

BATMOBILE

Size: 14 feet long, 6 feet wide, 3 feet high

Crew: 1

Passengers: 1

Cargo Capacity: 6 cubic feet

Maneuverability: 4D

Speed: 162 mph

Defense Value: 7

Base Damage Value: 4Dx2

Armor Value: 22 for the windows, lights, and tires; 24 for the body

Body Points: 150

Additional Information: The

newest Batmobile was created, shortly after the remodeling of Wayne Manor and the Batcave, by taking one of Bruce Wayne's sports cars and redesigning it completely. The body is an advanced plastic/polymer composite with amazing damage resistance properties. The windows are all bulletproof, polarized one-way glass. The tires are self-sealing (two turns to seal and re-inflate; five turns to replace tire completely—this can be done only once per tire), and the mirrors, headlights, and taillights are all bulletproof.

The Batmobile has an internal computer that allows for limited voice-activated controls (treat as having the Remote enhancement with a *driving* of 4D while being operated remotely). It also has an internal navigation sys-

tem with global positioning system hookup (+3 to navigation), video and radio receivers/transceivers, scanner set to monitor police, fire, medical, and military emergency frequencies at all times, and a satellite hookup to the mainframe in the Batcave.

NIGHTBIRD

Size: variable

Crew: 1

Passengers: variable

Cargo Capacity: variable

Maneuverability: 3D

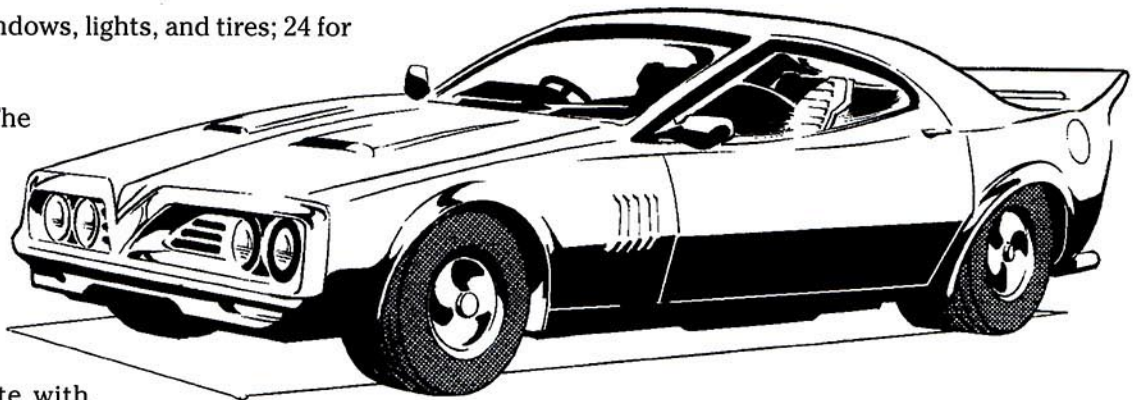
Speed: 170 mph

Defense Value: variable

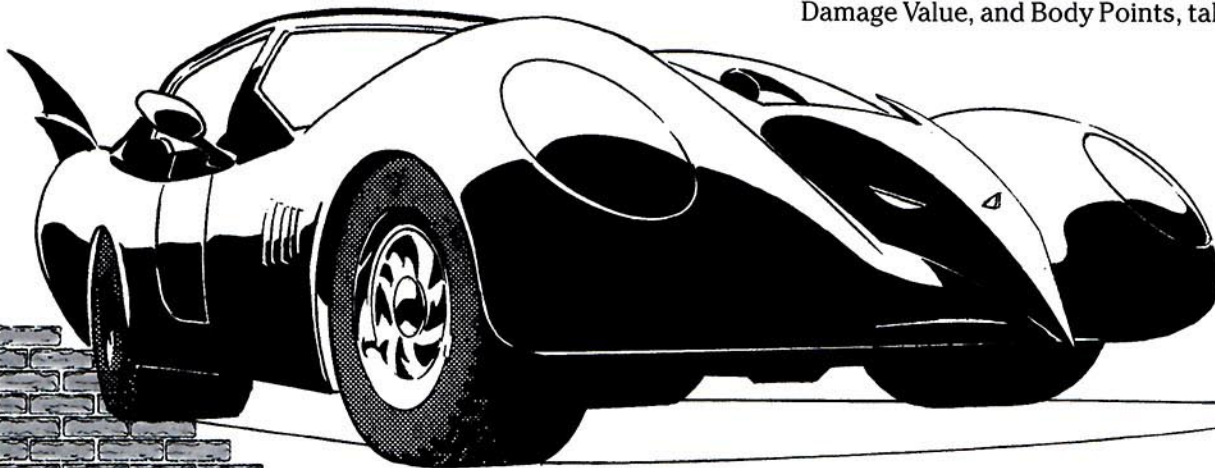
Base Damage Value: variable

Armor Value: 22 for the windows, lights, and tires, 24 for the body

Body Points: variable



Additional Information: Knowing that as far as operating in Blüdhaven is concerned, stealth is more important than firepower, Nightwing outfitted an automobile chassis with a high-speed McLaren engine and locking clamps. These clamps allow him to place a variety of different body types on the chassis—effectively giving him several different vehicles instead of just one. Almost any mid-size to full-size body can be fitted on this chassis, including police cruisers and sports cars, which Nightwing has used in the past. When determining the Defense Value, Base Damage Value, and Body Points, take the values listed for





the standard vehicles in Chapter 4 of the *DC Universe Roleplaying Game Rulebook*, except add +1D to the Base Damage Value and add 100 to the Body Points.

The Nightbird is also equipped with an internal navigation system with global positioning system hookup (+3 to *navigation*), video and radio receivers/transceivers, scanner set to monitor police, fire, medical, and military emergency frequencies at all times, and a satellite hookup to the mainframe in the Batcave.

REDBIRD

Size: 14 feet long, 5 feet wide, 4 feet high

Crew: 1

Passengers: 3

Cargo Capacity: 10 cubic feet

Maneuverability: 3D

Speed: 150 mph

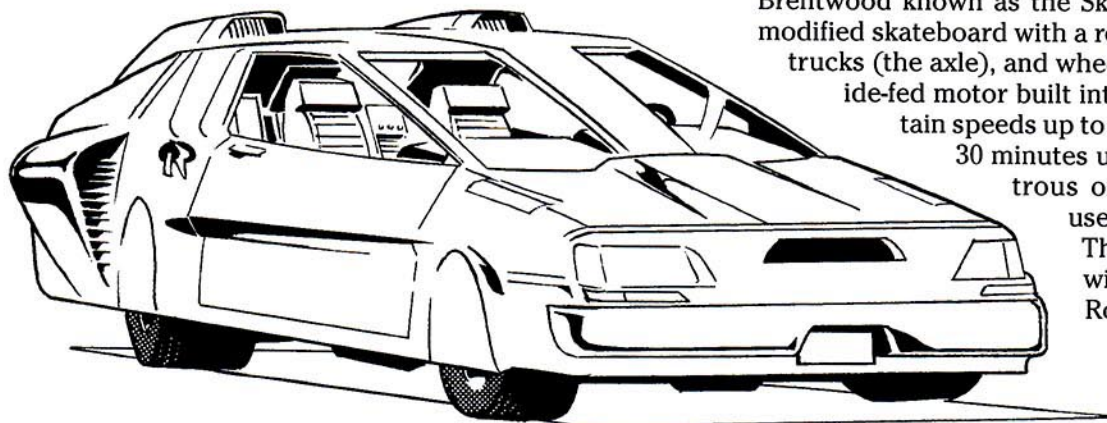
Defense Value: 7

Base Damage Value: 4Dx2

Armor Value: 22 for the windows, lights, and tires, 24 for the body

Body Points: 150

Additional Information: Like his personal equipment, Robin's Redbird is a more specialized version of Batman's vehicles but designed with Tim in mind. The Redbird's



greatest feature is its ability to camouflage itself as a normal car. The suspension lowers, the bulletproofing slides back and tucks away, the windows depolarize, and the computer systems switch to show a normal interior.

While in its Redbird mode, Robin's car has all of the external features of the Batmobile (polarized windows, self-sealing tires, etc.), as well as an internal navigation system with global positioning system hookup (+3 to *navigation*), video and radio receivers/transceivers, scanner set to monitor police, fire, medical, and military emergency frequencies at all times, and a satellite hookup to the mainframe in the Batcave.

REDBOARD

Size: 32 inches long, 8 inches wide

Crew: 1

Passengers: 0

Cargo Capacity: 0

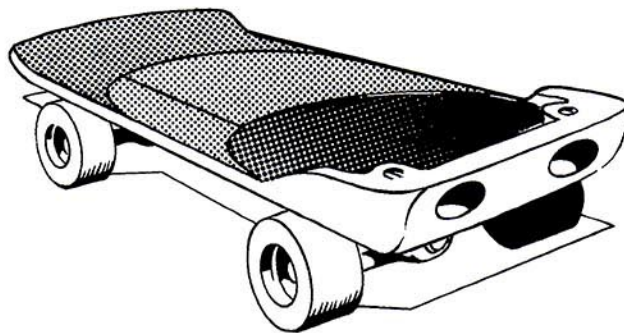
Maneuverability: 3D

Speed: 70 mph

Defense Value: 3

Base Damage Value: 2D

Body Points: 50



Additional Information: The Redboard was created by Robin to help him against a gang of rollerblading thugs in Brentwood known as the Sk8bratz. The Redboard is a modified skateboard with a reinforced deck (the board), trucks (the axle), and wheels. It also has a nitrous-oxide-fed motor built into the board that can maintain speeds up to 70 miles per hour for about 30 minutes under continual use (the nitrous oxide lasts much longer if used only in controlled bursts). The motor is controlled by a wireless remote in the palm of Robin's left glove.

BATCAVE

Located beneath the recently remodeled Wayne Manor, the Batcave has been home to every member of the Bat-family at one time or another. The recent earthquake that leveled Gotham City also destroyed much of the Batcave. During the remodeling of the manor, Bruce not only rebuilt but also reconfigured, revamped, and overall reinvented the Batcave to a new, more modern design. Now with eight levels, the Batcave is much larger than it was when originally created. Here are brief descriptions of the manor and the various levels of the Batcave with corresponding maps for the different levels of the cave.

WAYNE MANOR

Sitting 204 feet above sea level, the stately Wayne Manor of old is now more of an ultra-modern fortress than the sometime home of a dilettante playboy. Complete with stone walls, turrets, parapets, fortified gates (PDV 8, 100 to 400 Body Points depending on the thickness and material it's made of), and the best security system money can buy (Legendary Difficulty versus any *sneak*, *lockpicking*, *thievery*, *computer ops*, or *security* rolls to break in), Wayne Manor is one of the most secure locations in Gotham City and its surrounding suburbs.

Though nearly impenetrable, the manor is far from "uncivilized," boasting a helipad, indoor and outdoor Olympic-size swimming pools and Jacuzzis, sauna, tennis court, satellite television (in every room), Internet access via T1 line, and several hundred rooms. The library contains one of the largest collections of Gotham-related historical texts (+4 successes to any *research* or *scholar* rolls relating to Gotham history). All of these

amenities are powered by series of solar panels located on the roof of the manor, a generator located on the grounds, and more common methods.

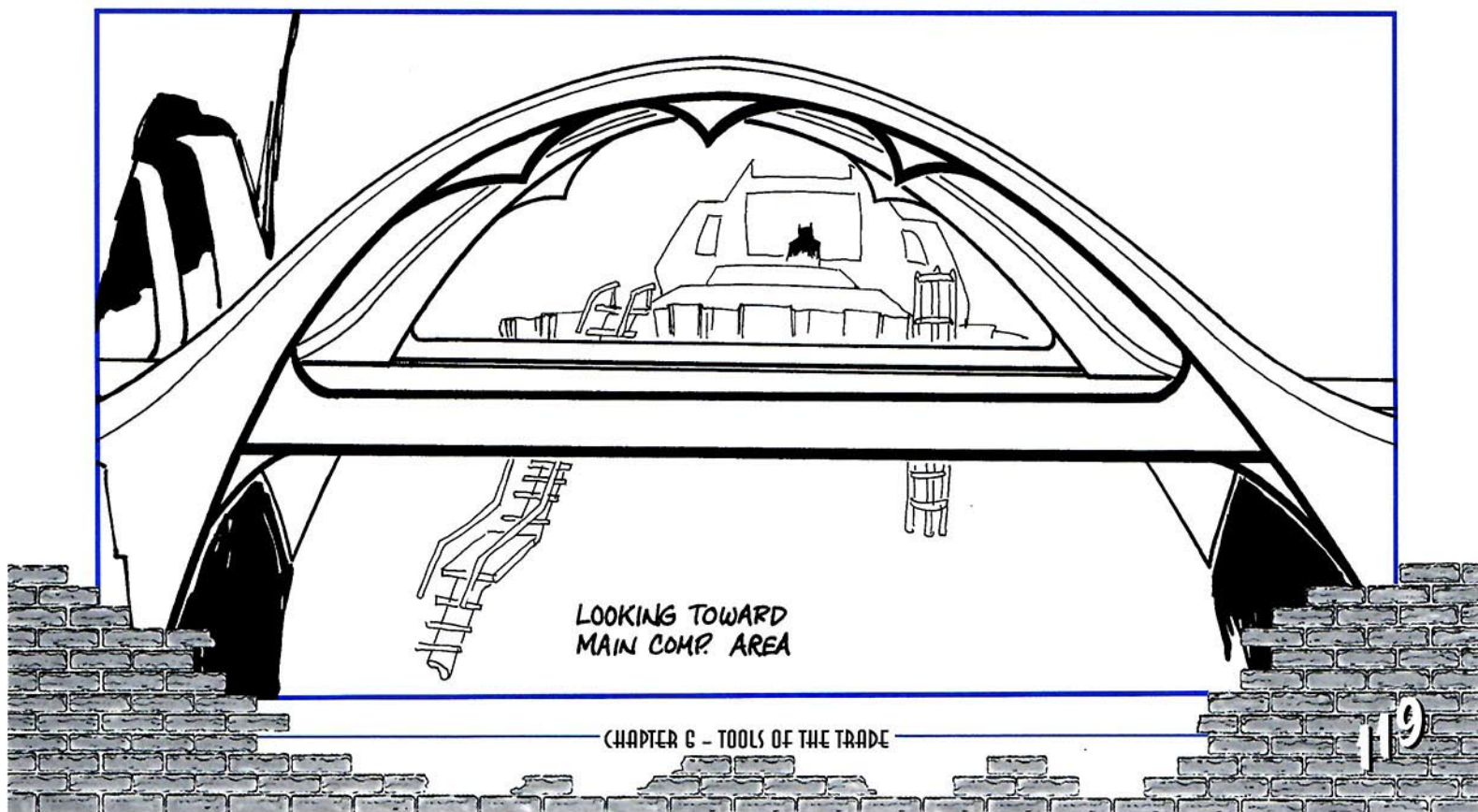
Unknown to the Waynes when they built the manor, the original structure was situated lengthwise on a major fault line, one that turned out to be the center of the recent earthquake that leveled Gotham City. When the earthquake struck, it radically changed the appearance of the caves beneath the manor. Now more open than before, the Batcave is a wide crevasse with three columns as supports (C1, C2, and C3). It has its facilities built into the left and right walls with retractable bridges designed to allow easy access between the two sides.

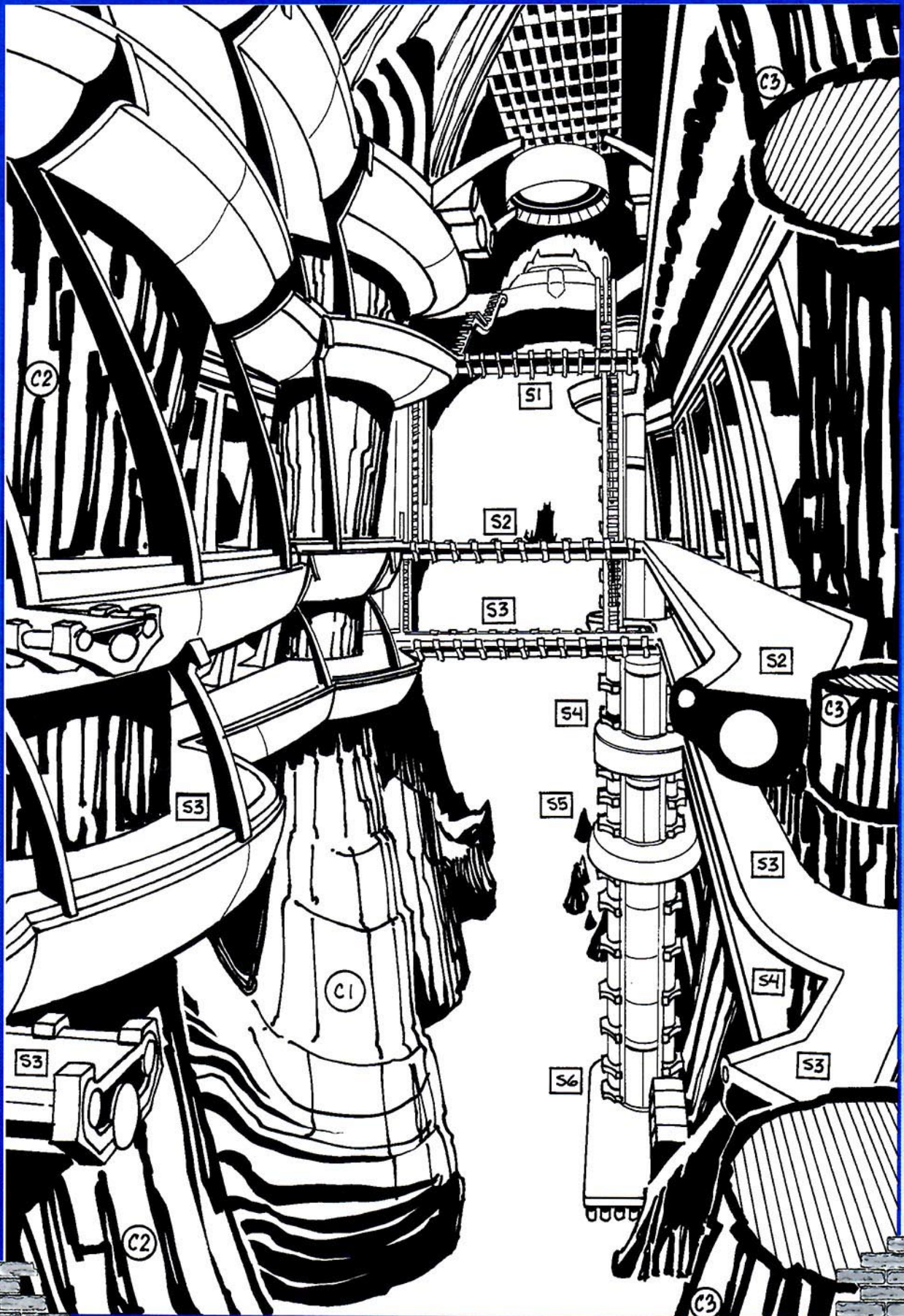
MAIN LEVEL

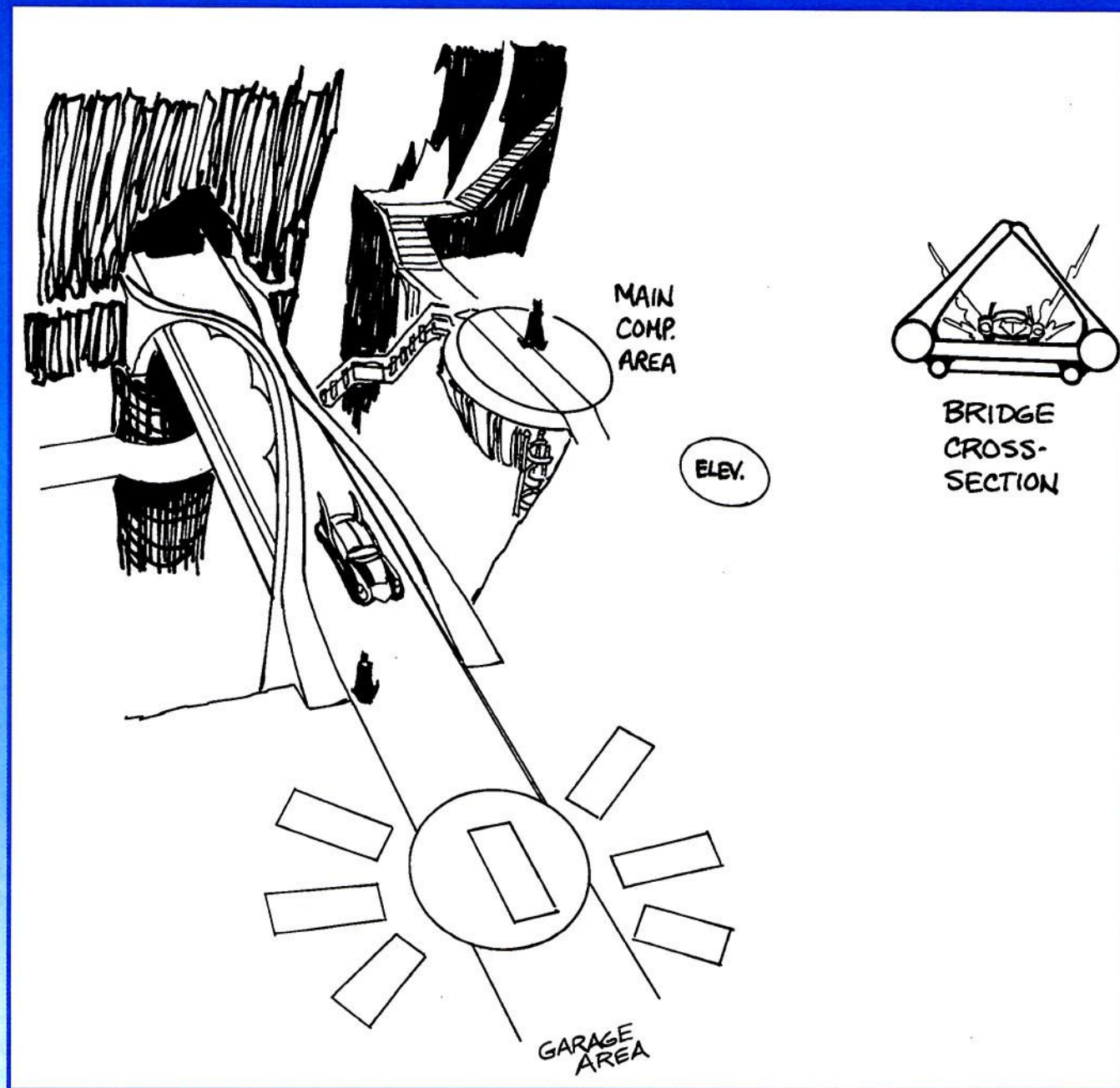
(150' ABOVE WATER LEVEL)

The center of most activity in the Batcave, all entrances to the cave from the manor lead here. There are four main entrances to the cave: a stairway behind the grandfather clock in the Bruce's study, the entrance for land vehicles hidden behind a wall made to look like part of the rock face in a local private game reserve, an access tunnel leading into the Gotham subway system from Sublevel 4 (S4), and a water entrance leading out of Sublevel 6 (S6).

The majority of the level is made up of the Batcomputer and car port for the Batmobile. The stairs from the manor entrances end at the raised platform where the Batcomputer sits (see the sidebar on the Batcomputer). At the back of this platform is a set of stairs off to the left side. These lead to Sublevel 1 (S1), along with a ladder that descends to that level. On the right side of this platform is the elevator (E) that gives access to each level of the cave.





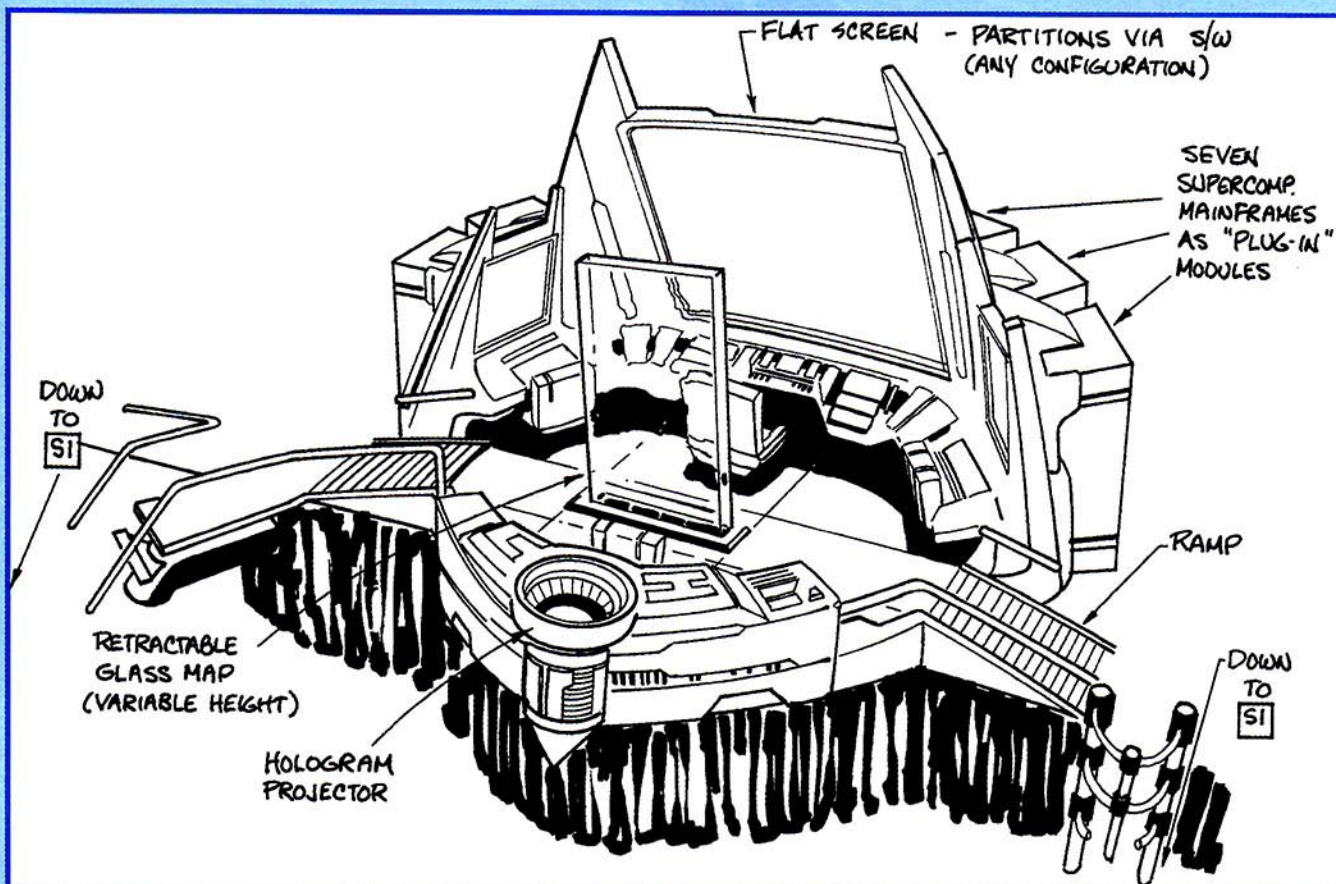


THE BATCOMPUTER

One of the key aspects of the Batcave that was updated in the recent rebuilding and redesigning process is the supercomputer housed in the cave.

The Batcomputer is made up of seven linked Cray T932 mainframes arranged behind the main console of the computer. A Wayne Enterprises-created high-definition plasma display screen that measures over six feet diagonally and a wraparound control panel

dominate the center of this console. To either side of the center is a workstation with a 42-inch high-definition plasma display screen and a control panel of its own. The Batcomputer has a satellite uplink that allows it to connect with the computers in the Batmobile and Redbird, the mini computer used by Batman and his allies, and almost any other computer worldwide. The system also has T1 access to the Internet.



The back end of this level is dominated by the car port for the vehicles used by Batman, a bridge across the chasm in the center of the cave, and an access tunnel leading out to the entrance for land vehicles. The car port houses the different vehicles used by Batman and a freight lift to the Sublevel 2 (S2) machine/body shop. The access tunnel has storage bays every 100 yards on either side.

SUBLEVEL 1

(S1) (138' ABOVE WATER LEVEL)

This sublevel contains the bulk of the cave's laboratory facilities. It also includes guest quarters and the upper half of the Batcave library (+4 successes to any *criminology* or crime-related *research* or *scholar* roll). Each of the labs (biology, physical evi-

dence, research, and chemistry) offers state-of-the-art equipment and adds +4 successes to any related *research*, *science*, *invent*, or *engineering* skill roll.

SUBLEVEL 2

(S2) (114' ABOVE WATER LEVEL)

Training and storage facilities dominate this sublevel. On the right side is the training gym and shooting range. On the left side are the machine/body shop, storage facilities, and the rest of the library. At the back end of this sublevel is the restored trophy room.

SUBLEVEL 3

(S3) (96' ABOVE WATER LEVEL)

Although some of Sublevel 3 has been

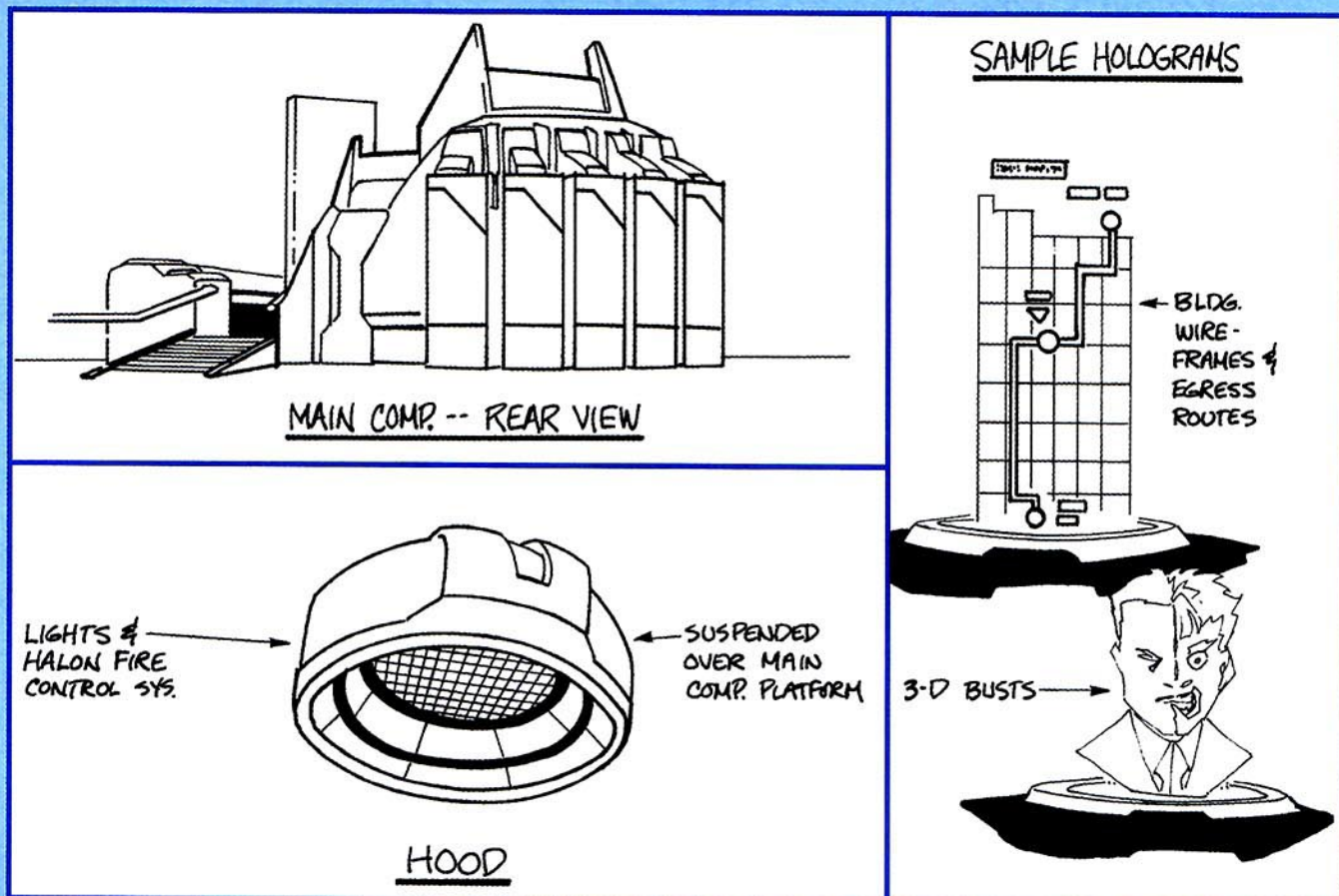


Behind the main console is a retractable glass map screen that is able to project a chart of almost any building, street, subway, sewer system, or neighborhood in Gotham City. With its satellite uplink, the Batcomputer is able to download maps from various sources and display them here as needed.

Behind the retractable map screen is a 3-D holo-

graphic projector. This projector is able to display three-dimensional images of criminals and just about any other visual file in the computer's database.

Above the entire platform is a hood that lights the area and houses the Halon fire control system (once activated, it puts out all fires on the platform in one round).



used for storage, the majority of it remains empty to allow for growth.

SUBLEVEL 4

(S4) (84' ABOVE WATER LEVEL)

Like Sublevel 3, this sublevel is used mainly for storage. Harold (Batman's trusty engineer) has his quarters here as well. On the right side of this area is a tunnel leading to a hidden entrance into the Gotham subway system.

SUBLEVEL 5

(S5) (66' ABOVE WATER LEVEL)

The entirety of this sublevel is taken up by the power plant for the cave.

SUBLEVEL 6

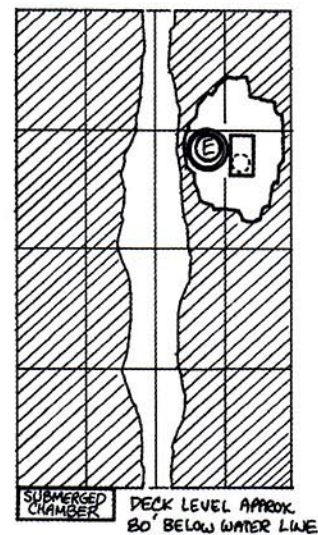
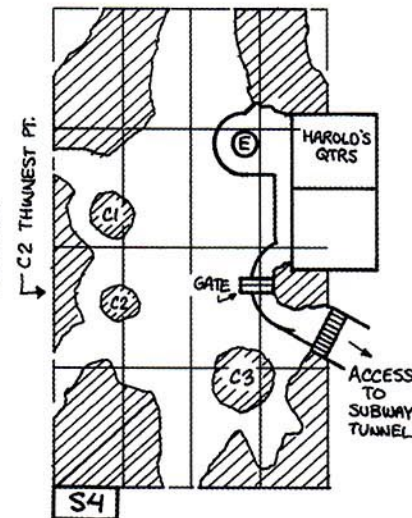
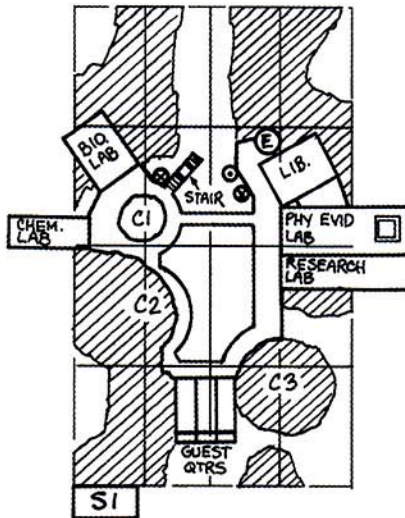
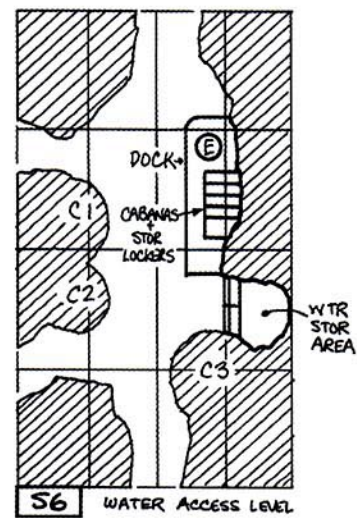
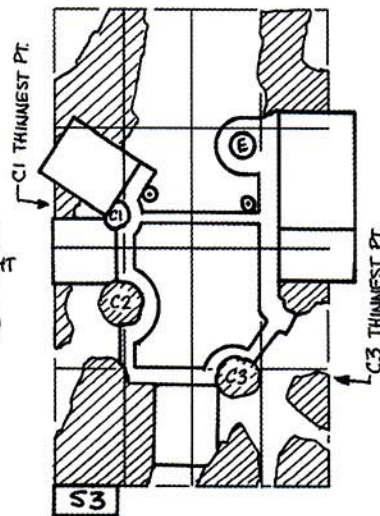
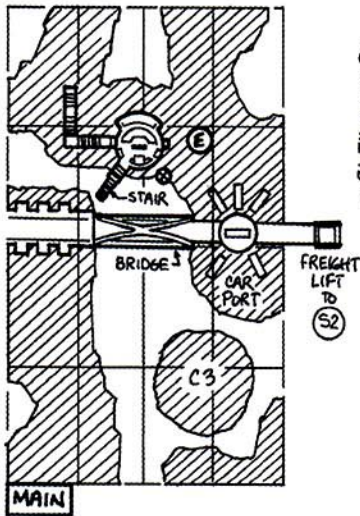
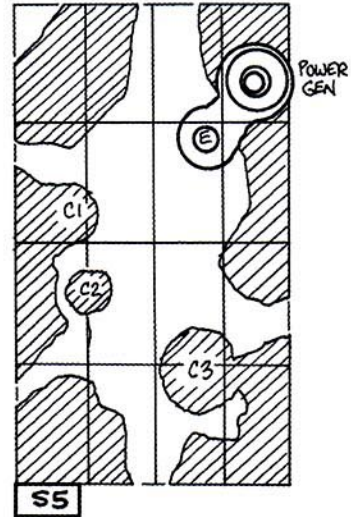
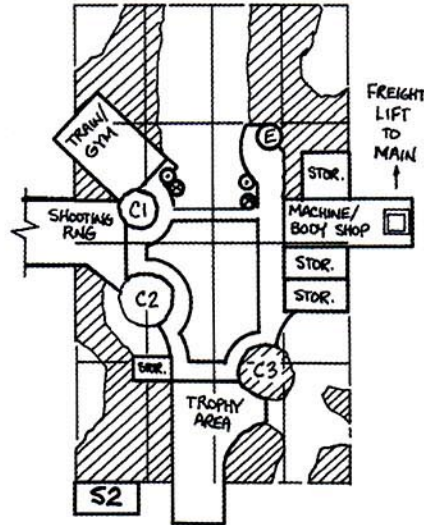
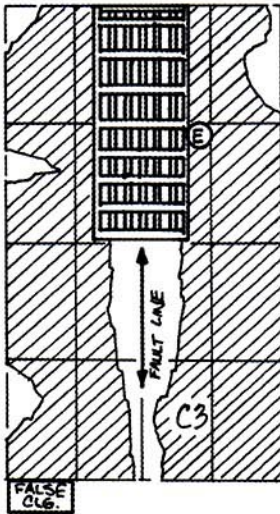
(S6) (WATER LEVEL)

Sublevel 6 is the water access for the aquatic vehicles used by Batman and his allies. On the right side of the cave is a dock and storage lockers for equipment.

SUBLEVEL 7

(S7) (84' BELOW WATER LEVEL)

This sublevel is only accessible via the elevator or a hidden underwater tunnel. The elevator requires a special key to access this level, and only Batman knows that this tunnel exists. What his intentions are with this sublevel remain only known to him.



- ⓔ ELEVATOR
- Ⓢ TUBE LADDER DOWN
- Ⓤ TUBE LADDER UP

- ROCK
- OPEN SPACE



RULE OPTIONS



NEW ADVANTAGES

ALLY

Allies are friends or comrades-in-arms whom the hero may call on in times of need for assistance. Different from contacts, who are primarily only sources of information, or dependents, who are family members or trusted employees, allies can do actual legwork or perform a specific task or mission based on the hero's direction.

Once called upon, allies help in any way that does not go against personal values or the rules and bylaws of any organization they are part of. While a hero may be the chosen leader of an ally group, allies are only there to assist, not to do the hero's work for them. The selection of an appropriate ally (or allies) should be left up to the Narrator. As a general rule, an ally shouldn't be another player's character. Nor should it be a Narrator's hero specifically generated for the player (that is, a sidekick or bodyguard, who are considered followers). Good examples of allies include individual heroes like Superman or Nightwing, or groups like the JLA or the Titans.

To create an ally (or ally group), you must first select the number of ally heroes.

- 5D One ally
- 10D A select group (up to five), such as Batman and his allies or Young Justice
- 15D A medium-sized group (up to 15), such as the JLA or JSA
- 20D A large group (no more than 30 to 40), such as the All-Star Squadron

Next, much like a Contact, determine how much influence or power the ally or allies have.

- 1D Local
- 2D State
- 3D National
- 4D World
- 5D Galaxy (such as the Green Lantern Corps)

Lastly, decide how often the hero can call on the ally or allies for help.

- 0 Once per series of adventures
- 1D Two to three times during a series
- 2D Once per adventure

FOLLOWERS

Unlike allies, followers are there to carry out a character's orders, are almost always at the character's side, and are either paid by the character or have for some reason pledged their loyalty to him. Good examples of followers are street gangs, cults like the Kobra Kult or the Church of Brother Blood, or skilled minions such as the League of

Assassins or Darkseid's parademons. As this advantage is very powerful and tempting to players, Narrators should use discretion when allowing heroes to take it. A hero using this Advantage gains Hero or Villain Points (as appropriate) if she orders her followers to commit acts heroic or villainous acts. If a follower acts on his own accord, the character with this Advantage gains no bonus.

There are two aspects a character must have in place before taking this Advantage: (1) either a *Presence* of 3D or more or a *command* skill of 3D or more, and (2) some way to draw followers into their service (for example, the *Wealth* or *Charismatic* Advantages or similar skill of at least 5D each).

Followers are meant to be faceless, nameless minions, disciples, and goons. Unless decided otherwise, the followers created are made up of average humans with a Die Pool of 50D and maximum of 5D in Disadvantages. They have access to very basic equipment (the kinds of things that could be bought in a gun shop or army surplus store). A character may have followers with specialized skills, but they may not have more than +2D in any skill that the character does not have herself. Also, followers cannot have any powers, unless explicitly allowed by the Narrator.

To create followers, first figure out the size of the character's group of followers.

- 3D One follower (Ubu, Rā's al Ghūl's bodyguard is a good example)
- 5D A select group (up to five followers)
- 8D A medium-sized group (up to 15 followers)
- 10D A large group (up to 30 followers)
- 15D An army of followers (up to 100 followers)
- 20D An unlimited number of followers (used only at Narrator's discretion)

Second, decide how loyal this group is going to be to the character.

- 1D Casual devotion (will do tasks they would normally be inclined to do anyway)
- 2D Strong devotion (will follow orders that do not go against personal beliefs)
- 3D Absolute devotion (will follow any orders that do not endanger life or limb)
- 4D Fanatical devotion (will sacrifice his or her life for the leader's cause)

If you're looking for a group that is more specialized, adjust the advantage as follows:

- 2D Skilled followers (base Die Pool 55D) with good weaponry and equipment
- 4D Very skilled followers (base Die Pool 60D) with state-of-the-art weaponry
- 6D Highly skilled followers (base Die Pool 65D) with high-tech weaponry

Any group of followers that has natural abilities (like Atlanteans) that the character doesn't have starts at the Skilled level and automatically costs at least -2D.



NEW SKILLS

ATHLETICS

(new Reflexes skill)

Specializations: Skiing, skating, rollerblading, skateboarding, snowboarding, surfing

This skill covers the training for athletic activities not already dealt with by other skills. The difficulty is determined by the type of action the hero is trying to perform. Because of its wide-ranging nature, the Narrator may require the characters to take only specializations.

SPORTS & THEIR SKILLS

The following is a selection of sporting activities and the suggested skills used by their players. Narrators should require a *scholar* (type of sporting activity) roll before allowing the character to use these complementary skills for the sporting activity. If the Narrator does require the *scholar* skill roll, the Effect Value from that roll should be added to the other skill roll.

Football: *running, brawling* (tackling, blocking), *thrown weapons* (passing, kicking), *catch*

Baseball: *running, melee weapons* (batting), *thrown weapons, catch, acrobatics* (sliding)

Basketball: *running, thrown weapons, leap, melee weapons* (dunking)

Hockey: *athletics* (skating), *melee weapons, catch* (goalie), *brawling*

Tennis: *running, melee weapons*

Soccer: *running, thrown weapons* (kicking, headbutting), *catch* (goalie)

Golf: *melee weapons*

Bowling: *thrown weapons*

Polo: *riding, melee weapons*

ESCAPE ARTIST

(new Reflexes skill)

Specializations: ropes, chains, handcuffs, straitjackets, etc.

The hero is able to escape from bonds by writhing and contorting his body and flexing his muscles. A hero with this skill may attempt to escape from almost any sort of bond, as long as he is not completely immobilized. This skill does not allow the hero to escape from such things as a milk can wrapped in chains that is sinking in a river. The hero would need the *lockpicking* skill or another means to escape from a confinement like that.

If a hero rolls a critical failure on the Wild Die while using this skill, he has pulled a muscle and suffers a roll of his *Physique* or *lifting* in damage (which-ever is higher).

The difficulty is based on the type of

bond the hero is attempting to escape from. If the hero has more than one bond placed on him, then a separate roll needs to be made for each bond, with a +1 to the difficulty for every bond passed the first. (This takes into account the multi-action penalty.) For example, Batman is wrapped in chains and handcuffed. He needs to make two *escape artist* rolls—one for the handcuffs with a difficulty of 8 and one for the chains with a difficulty of 7. If he had also been wearing a straitjacket, the difficulties of each roll would have been increased by +3. The increase remains as long as the extra bonds do; once Batman has removed the handcuffs, there is no increase to the *escape artist* roll for the chains.

ESCAPE ARTIST DIFFICULTIES

Bond Type	Difficulty
Rope	5
Wire/Chain	6
Handcuffs	7
Straitjacket	8

This skill cannot be used untrained. That is, characters cannot use this skill without at least +1D in it above the attribute.

CAPE USE

Super heroes and capes go together like peanut butter and jelly. For most heroes though, their cape is more of a matter of style to complement their uniform than another tool in their arsenal in the fight against crime.

This does not have to be the case. A cape can be part of the super hero's accoutrements that is just as effective as their sword, Batarang, or Cosmic Staff. But they are not without their drawbacks.

LENGTH

Capes come in all shapes and sizes, but for game purposes we have defined them into four categories: Short (reaches from the middle of the back to the waist—Mary Marvel), Medium (reaches between the waist and the knees—Captain Marvel), Long (reaches between the knees to just brushing the floor—Superman), and Extra Long (drapes on the floor—Batman).

SHORT

Capes of Short length are exceptionally limited in their application, although they run the least risk of interfering with any of the hero's actions. If the cape is going to be used for any of the benefits listed herein, it must be removed first.

A hero with a short cape cannot use the cape for the dodge, hide, or intimidation benefits at all. They are at a -2D to all



attempts with the blind, melee weapon, or thrown weapon benefits. Although the hero's cape can be caught at the normal difficulty, the hero doesn't run the risk of tripping over it unless it's fallen on the ground.

MEDIUM

Capes of Medium length have more versatility but are still somewhat limited. The hero may not use the cape for any benefits without removing it first.

A hero with a cape of Medium length cannot use it to intimidate. He can however use the blind, dodge, hide, melee weapon, and thrown weapon benefits with a -1D penalty. A hero with this length of cape can have it caught at the normal difficulty, but he cannot be tripped unless the cape is on the ground.

LONG

Capes of Long length have several different uses, although they have a greater opportunity for being used against the hero. A cape of Long length offers any of the benefits, whether the hero is wearing the cape or not, with the exception of thrown weapon. The hero must remove his cape to use it as a thrown weapon.

The hero can use any of the benefits with no penalty, but he can be affected by the caught drawback at -1 to the attacker's difficulty. The hero can also trip on the cape while wearing it.

EXTRA LONG

A cape of Extra Long length gives the hero the greatest amount of versatility, but it runs the greatest risk of interfering with the hero. All of the benefits can be used while the cape is worn by the hero or after it has been removed.

The hero with an Extra Long cape gains a +1D bonus to all attempts made with any of the benefits. However, he is affected by the caught drawback at -2 to the attacker's difficulty and can trip on the cape while wearing it.

MATERIAL

Most capes are made from cotton-polyester blend cloth, but they can also be fabricated from various other types of material. For example, Batman, Robin, and Azrael all have capes made out of a triple-weave Kevlar and Nomex fabric that is fire retardant and protects against projectiles.

Narrators can allow their players to create capes with an Armor Value, but those with extremely high Armor Values (of 25 or greater) should be made with the equipment creation rules on pages 68-74 in the *Metropolis Sourcebook*.

BENEFITS

BLIND

The hero can blind or disorient his opponents with his cape. The character wraps the head of his opponent in the cape by either removing the cape and throwing it around his

opponent's head, or whipping the cape around and wrapping the end around his opponent's head while the cape is still attached to the hero's back (the latter can be done only with a cape of Extra Long length).

On a successful *thrown weapons* skill roll, the opponent's Defense Value (passive or active) is reduced by -4 and she loses her next action as she tries to get out of the cape. If the hero's cape is still attached, he can pull the target toward him with a successful opposed *lifting* roll versus the opponent's *lifting*.

DODGE

One of the best uses of a cape is for cover or to add to the size and overall presence of the hero. Batman uses a voluminous scalloped cape that not only gives him the image of having bat wings, but also greatly increases his apparent size, making him harder to hit.

A hero with a cape gets an automatic bonus to his Passive Defense Value based on the length of the cape: +1 for a Long cape and +2 for an Extra Long cape. He also receives a +2 to his Active Defense Value, but if he rolls a critical failure on the *dodge* skill roll, he trips on his cape (see below).

HIDE

A dark cape can allow the hero to blend into shadows or her general surroundings, even though her costume may be of a lighter color.

When attempting a *hide* skill roll, the hero receives an automatic bonus based on the size of the cape: +1 for a Medium cape, +2 for a Long cape, and +4 for a Extra Long cape. Narrators should not allow this benefit if the hero has a cape of a bright color (such as Superman's).

INTIMIDATION

The hero uses his cape for dramatic effect to seem more menacing and impressive.

When attempting an *intimidation* skill roll and actively using his cape in a relevant manner (such as Batman crouching down and partially covering his face with his cape), the hero may roll his *Presence* and add the result as a bonus to his skill roll.

Alternatively, the Narrator may decide to add the Effect Value from the *intimidation* roll to the difficulty of any attacks the opponent makes on the hero the next round.

MELEE WEAPON

By weighting the tips of her cape, a hero can lash out at a target with it, much like using a whip. The hero could also strike targets while the cape is still attached to her back, but there is an additional +3 penalty to the difficulty because of the awkwardness of this maneuver. The maximum effective range of this maneuver is the length of the cape.

If the ends of a cape are weighted, the cape can do 1D to 2D of damage (or more, depending on the size and shape of the weight—for capes with an Armor Value, divide the AV by 10 to determine the cape's Base

Damage Value, rounded down). The attack requires a successful *melee weapons* roll at a +2 to the difficulty.

Short or Medium length capes can be employed to snap at opponents if they are removed first. This *melee weapons* attack, at +2 to the difficulty, does no damage, but it is distracting. If the hero is successful with this type of attack, her opponent has a -1 success penalty to all rolls for the next round (more if the skill roll was exceptional).

At +3 to the difficulty of the *melee weapons* roll, a hero with a Long cape can also attempt this maneuver. However, the opponent must be at a distance from the character about equal to the length of the cape. Any closer, and the action should be treated as a normal striking attack.

THROWN WEAPON

A hero can use a Long or Extra Long cape to entangle a target.

The hero must make a successful *thrown weapons* roll with an additional +4 penalty to the difficulty. The Narrator may assess a further called shot combat option penalty (+3) if the target is of a small enough size.

DRAWBACKS

CAUGHT

The hero has his cape caught either by an object or an opponent.

A character may make a called shot to grab a hold of an opponent's cape. This is treated as a standard called shot combat option with bonuses determined by the cape's size (see above). Also, if the hero rolls a critical failure, the Narrator may determine that she may have gotten her cape caught (by a nail, twig, or similar stray projection, though this will not necessarily be another person).

If the hero has his cape caught, he must either spend one round removing the cape (if the cape is on an inanimate object) or make an opposed *lifting* roll against his attacker to pull it free.

TRIP

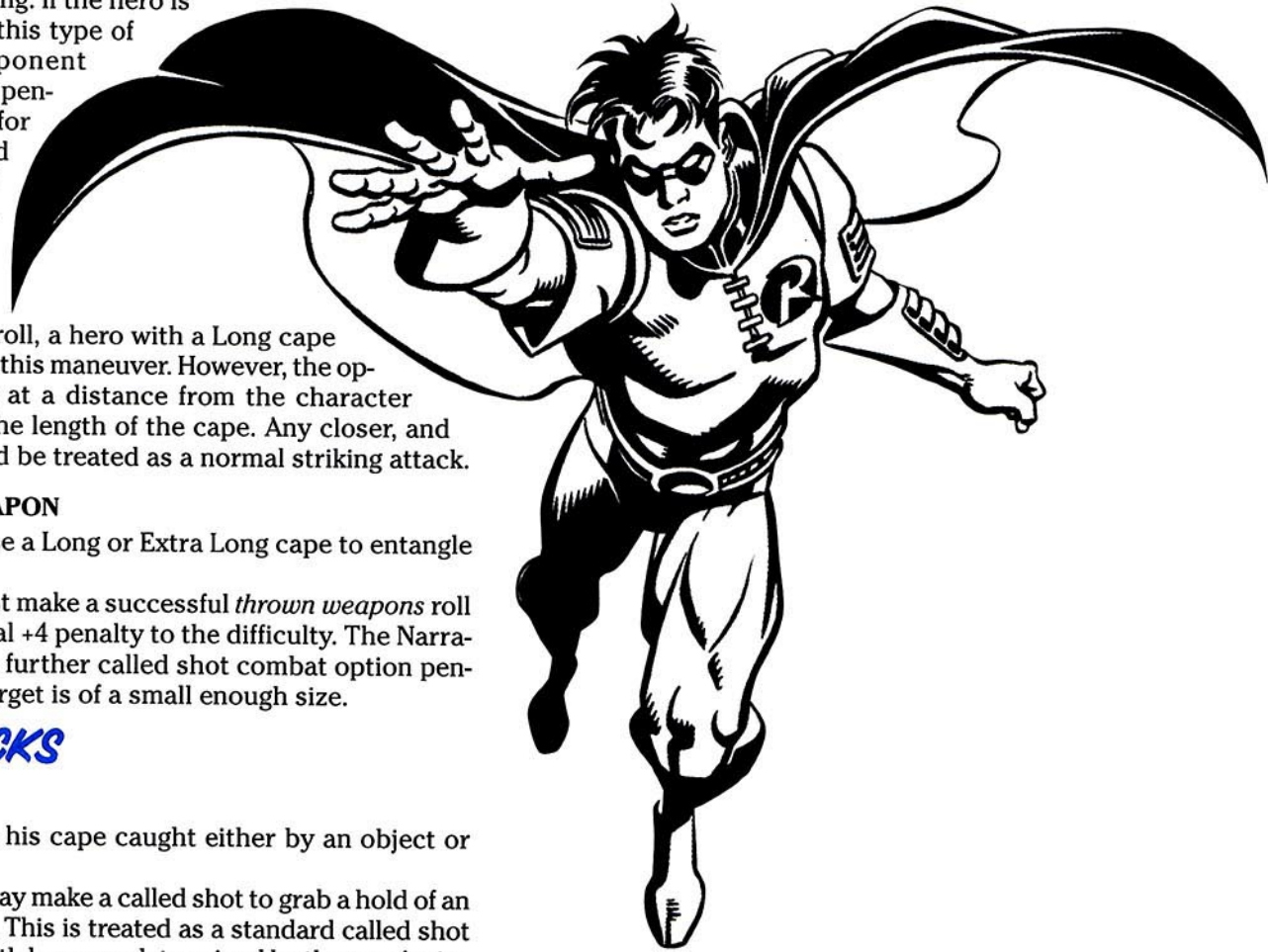
The hero has tread on her cape and caused her to stumble.

Heroes with any length of cape can trip on them if they have been removed and are near the hero's feet. Heroes with Long or Extra Long length capes can trip on them even if the heroes are still wearing them. (Short and Medium length capes can't be tripped on while being worn.)

If a hero with a Long or Extra Long cape fails a *Reflexes*, *Coordination*, or *running* skill roll with a critical failure, she has tripped over her cape.

If the hero trips on her cape, she is at -2 to all Defense Values (active and passive)

and must spend one round regaining her footing. The Narrator may increase the penalty or the number of rounds needed to recover depending on the type of terrain and the poorness of the roll.



NEW DRAMATIC EFFECT CARDS

On the next page, there are nine new Dramatic Effects cards for you to use. (You may want to photocopy them and affix them to cardboard or stiff paper for durability.)

Dramatic Effects cards can increase player involvement in adventures and encourage roleplaying. You can find more information about using Dramatic Effects cards on page 45 of the *Narrator's Book* (which comes with the *Narrator's Screen*).

ACTION/DIALOGUE:

"I KNOW A HUNDRED
WAYS TO MAKE YOU
REGRET THIS. PICK
A NUMBER."

REWARD:

NEGATE AN
OPPONENT'S
SUCCESSFUL
ACTION AGAINST
YOU

38

ACTION/DIALOGUE:

"I CAN SEE FIFTEEN WAYS
TO KILL YOU FROM THIS
POSITION. THAT'S HOW
VULNERABLE YOU ARE."

REWARD:

+1 SUCCESS
TO ANY ONE
INTIMIDATION ROLL

39

ACTION/DIALOGUE:

SUCCESSFULLY SNEAK
AWAY BEFORE SOMEONE
YOU ARE TALKING TO IS
FINISHED SPEAKING.

REWARD:

+2 SUCCESSES TO
ANY ONE FUTURE
SNEAK OR HIDE
ROLL

40

ACTION/DIALOGUE:

REFER TO YOUR SECRET
IDENTITY AS A SEPARATE
PERSON.

REWARD:

1 CHARACTER POINT

41

ACTION/DIALOGUE:

HACK INTO A CRIMINAL'S
COMPUTER SYSTEM AND
PLANT A VIRUS
TAUNTING HIM.

REWARD:

+2 SUCCESSES TO
ANY ONE FUTURE
COMPUTER OPS
ROLL

42

ACTION/DIALOGUE:

DESCRIBE IN DETAIL
A DRAMATIC
ACROBATIC MANEUVER
BEFORE YOU
PERFORM IT.

REWARD:

+1 SUCCESS TO
ANY ONE
ACROBATICS ROLL

43

ACTION/DIALOGUE:

"CHICKS DIG
THE CAPE."

REWARD:

ACT FIRST IN THE
NEXT ROUND

44

ACTION/DIALOGUE:

"EVERYTHING'S
GOING TO BE
ALL RIGHT."

REWARD:

+1 SUCCESS
TO ANY ONE
PERSUASION ROLL

45



SKILL

WHEN PLAYED, ADDS +2
TO ANY REFLEXES OR
COORDINATION SKILL
ROLL.



TAMING NATURAL DISASTERS



One of the most underrated elements of roleplaying games is the setting. Players focus on characters, while Narrators focus on villains and their nefarious plots. The setting is sometimes forgotten, left in the background like scenery. In the *DC Universe Roleplaying Game*, players and Narrators alike are blessed with one of the all-time great settings: the DC Universe! In a game named after the setting, you might think that the setting has a larger than normal impact on the game. You thought right.

An interesting facet of the DC Universe is how dynamic it is. The setting undergoes constant change. These changes are sometimes subtle, occurring over a long period of time. Recently, however, the vast majority of changes have been large and sudden. Gotham City alone has faced a plague, an earthquake, and the federally imposed "No Man's Land." All of these events had major effects on the setting and, consequently, on the heroes who operate within that locale.

DEFINING DISASTERS

We define these sudden changes to the setting as "natural disasters." In comics, these events do not always conform to real-world natural disasters. While an earthquake definitely has a real world counterpart, a natural deterioration of the boundaries between our dimension and the Fifth Dimension would be a horrible disaster with no real world counterpart. So when we talk about natural disasters, we refer to a much larger category of events than what the term traditionally represents.

In its broadest sense, a natural disaster is any event that the heroes have to deal with that does not involve direct confrontation with a villain. You can also think of it as any situation where the heroes have to combat the setting instead of a villain. Under this definition, lots of things qualify as natural disasters. An airplane crashes into a skyscraper, and the heroes have to rescue as many people from the burning building as possible. A tidal wave approaches a coastal city, and the heroes have to either help evacuate or stop the wave. A little girl is stuck in a tree after trying to save her kitty and can't get down by herself. All of these situations require the heroes to take action against the setting rather than a villain.

To use natural disasters in your game, it's useful to first define the parameters of the disaster. Players tend to solve problems in unique ways, and your knowledge of the event is your only defense against the unpredictability of the players. There are several factors that shape the nature of your disaster: scale, duration, and causality.

SCALE

The scale of the disaster is quite simply how much of the setting is affected by your event. Scale can range from individual,

small, local, national, and world to universe and multiple universes. Remember that the bigger the scale of your event, the more attention it attracts. Governments and prominent super heroes tend to be drawn to disasters of scales local and larger, so be prepared to have some cameo appearances from established heroes if you are creating a larger disaster.

Individual scale disasters are hard to orchestrate in a roleplaying game. If done correctly, however, disasters of this scale are absolutely devastating to the heroes. The most common disasters that affect just one person are health problems, such as terminal illnesses, psychological difficulties, or even something as minor as a broken leg. Imagine the heroes' shock when a prominent Narrator's character (technically part of the setting) announces that she has a life-threatening medical condition (cancer, for example). Depending on the other factors involved, the effect of the game can be dramatic. Disasters of this type are very personal and generally not recommended for younger players. Drama of this level can spoil a cartoonish adventure's tone, making it too serious. For adult players, this type of disaster brings a sense of reality into an otherwise fantastic setting and can be a real benefit to the overall tone of the adventure series.

Small-scale disasters are the most common type of disaster. Most small disasters are accident based. Some examples include a burning building, two trains colliding, a bus full of schoolchildren falling through a rickety bridge, and so on. Handling disasters of this scale are the bread and butter of mid- to high-powered super heroes. This is the classic "Superman holding up the bridge as the train passes over it" routine, real super-hero 101 material. Even though stuff like this is fun and easy to set up, make sure not to use disasters of this scale too often—disasters should never *seem* routine (even though disasters of this scale generally *are* routine).

Local disasters affect an entire region (such as a city, large natural park, or county). Gotham City is the best example of this in the DC Universe. The earthquake Gotham experienced affected only Gotham and its suburbs and basically nowhere else.

The local scale typically involves the home stomping grounds of the heroes. Thus, a local disaster for the JLA might be a meteor heading for the moon. If it's going to hit the Watchtower or anywhere near it, then it's a problem. Similarly, Batman claims Gotham City as his base of operations. So if a disaster affects Gotham, it would be a local disaster for him.

Disasters of this scale require a great deal of planning, and tend to be major events. Examples include "No Man's Land" in Gotham, the Y2K problems in Metropolis, earthquakes, floods, forest fires, hurricanes, tornadoes, droughts, power outages, blizzards, and at its most extreme, the destruction of Coast City. Events of this magnitude have long-term repercussions and represent a fundamental change in the overall setting the heroes are interacting with, so use this type of disaster only when the current setting seems to have lost the players' inter-

est. A local disaster will definitely get their undivided attention.

National disasters act on an entire nation. Nations are, of course, political units. This means that virtually all disasters on this level are political or economic in some way. Common examples include international wars, civil wars, revolutions, and economic problems like recessions. National disasters are not often used in the super-hero genre nowadays, but Golden Age heroes had to deal with the horror of war (World War II especially). Including disasters of this style in your adventures effectively means that you have also included politics and political structures in your setting. The two go hand in hand, so be prepared for political and governmental responses to the actions of heroes, especially if there are any military actions taken by the heroes. Some Narrators find these entanglements distracting from game play. If this is the case, simply avoid using a national disaster.

World-scale disasters have become something of a cliché in the super-hero genre. You always hear about super heroes saving the world, and this is the scale of disaster that allows the heroes to do just that. The sun is extinguished, killing the human race. The Martians invade, enslaving the human race. A giant asteroid heads for

Earth; if it hits, all life on Earth will be terminated. Players just love saving the world. Every super hero coming up the ranks dreams of having her shot at rescuing the world. So it is almost a given that a Narrator springs this level of disaster on his players at least once in the series of adventures. The disaster should be epic and memorable, with obvious dire consequences for failure.

Universe-scale disasters are major events that challenge even the mightiest of heroes beyond their limits. "Zero Hour" is a good example of a disaster of this magnitude. Universe-scale disasters in all but the rarest circumstances involve large numbers of super heroes gathering to defeat whatever threatens reality as they know it. While congregations of this type are frequent at lower scale disasters, they are almost mandatory when the fate of the universe is at stake. Adventures during a universal disaster usually follow a scavenger hunt pattern. That is, the assembled heroes divide the huge insurmountable problem into a bunch of smaller tasks that are more manageable. Individuals and groups then break off and accomplish their respective jobs. Once those are accomplished, the heroes reconvene, combine their efforts, and (hopefully) save the universe.

Lastly, there are multiple-universe-scale disasters.



(These are also known as multiple-dimension or multiple-timeline disasters.) These disasters are nearly impossible to imagine, never mind in a roleplaying game. "Crisis on Infinite Earths" is a good example of this type of disaster. For roleplaying games, there is only one way a multiple-universe-scale disaster can be effective: By involving experienced players with other super heroes in other games or even other game systems. These other games would count as the other universes in the multiple-universe disaster. The formula of the scavenger hunt applies here as well, but each universe's heroes have to accomplish a task. Then the players could relive some of their favorite characters and worlds. Long-retired characters would make a comeback to save all the universes! This type of meta-game is not fun for everyone, but when done correctly, it can be extremely rewarding.

DURATION

The duration of the disaster determines just how serious a threat the disaster is to the victims and heroes alike. The duration also helps set the tone of the disaster, giving heroes an idea of the consequences if they should fail. There are two basic levels of duration: permanent and temporary.

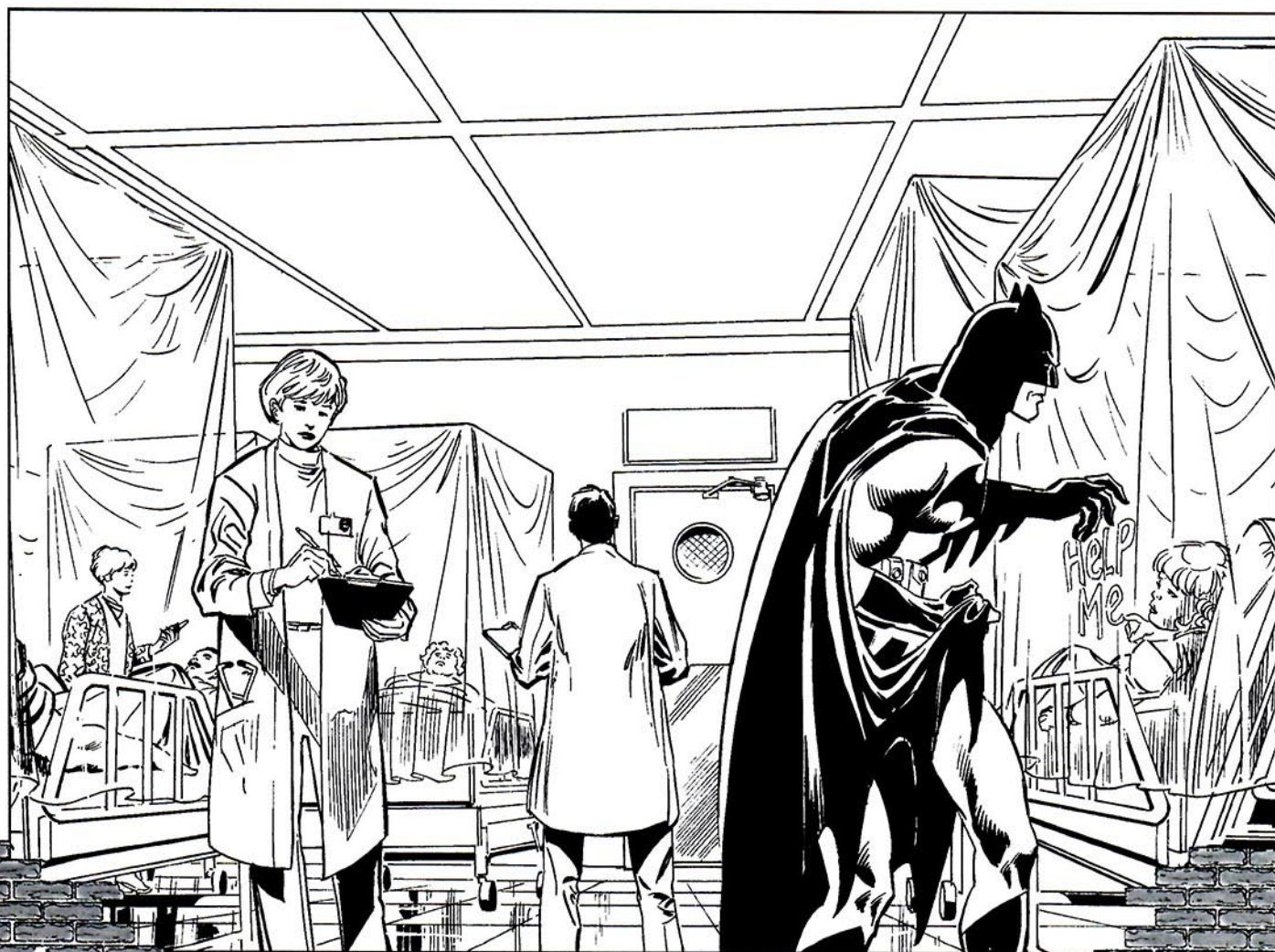
Permanent duration simply means that the disaster

is permanent, but it is not necessarily directly deadly in and of itself. A recent example of this is the Y2K phenomenon in Metropolis. The technology that changed Metropolis is not going away, unless someone does something to remove it. Otherwise, it is a permanent change. Permanent effects of disasters help give a feeling of continuity to a series of adventures. Disasters that do not go away are not all that common, because they need to be somehow sustainable.

"No Man's Land" is another example of a permanent disaster. If the people of America hadn't rallied behind Tim Drake, the "No Man's Land" would still be in effect.

An extinction-level event would also qualify as permanent disaster. If a huge meteor hit Earth, the dust cloud would permanently change the environment. Food chains would break down and hopefully re-form, but the impact of that disaster would never go away.

Temporary duration is the most common time frame. Most disasters begin, cause major damage, and then end. Temporary disasters can be individual or small in scope, though most are local in scope. A hero with a case of the flu is in for a tough time fighting crime. A city might be temporarily paralyzed by a blizzard, flood, tornado, or tidal wave. The main distinction here is that the disaster is self-correcting. Even if the heroes do nothing, the prob-



lem will go away by itself.

Disasters of temporary duration are good “roadblocks” for heroes. Imagine chasing down some bank robbers in a blizzard, and you have an idea why disasters of this duration are useful.

CAUSALITY

Finally, the causality of the disaster must be determined. This could be natural weather changes, bacterial infection, the results of a villain’s machinations, or something similar. Not only do the players have to deal with the plot, they also have to contend with an illness or nature. This is essentially the part where you write a story around your disaster. Disasters are either accidental (such as natural weather changes, poorly prepared food, or collateral damage from a metahuman battle) or caused (such as a villain tampering with the weather or fault lines, demolishing a building, or releasing toxins into the air). Either case needs a good story.

In adventures focusing on accidental disasters, the heroes deal with the disaster. If there is no adversary to face in the story, the reactions of the characters to the disaster and the reactions of the characters to the consequences of the disaster are primary. In adventures involving caused disasters, the heroes might concern themselves only with the consequences of the disaster. Or they might have to seek out the cause, making this adventure a standard detective story.

“No Man’s Land” is a good example of a caused disaster. There were several implied and explicit events that led to the establishment of “No Man’s Land.” The story then became focused on human interest—how the citizens reacted to the disaster, how Batman dealt with his failure to prevent “No Man’s Land,” and how the shifting political alliances of the various gangs played out. Then Batman caught on to Luthor’s plot, and the matter was resolved using traditional business methods.

CLASSIFYING DISASTERS

You can classify most natural disasters by combining the elements of scope, duration, and causality. “No Man’s Land” was a local, permanent, caused disaster. Batman’s broken back was an individual, temporary, caused disaster. A tidal wave is a local, temporary, accidental disaster. This nomenclature is more than just a handy method to help you define your disasters. It is also a way to help Narrators determine how much of a reward to give to heroes who successfully prevent a disaster from occurring or at least successfully deal with the disaster’s effects.

After all, when battling a villain, you can weigh the powers and experience of the villain, which are neatly displayed on a character sheet, and fairly determine how many Character and Hero Points defeating the villain is worth. How do you reward defeating a disaster? The disaster doesn’t have statistics, Character Points, Hero Points, powers, or skills. It’s just the setting fighting back. What follows is a method you can use to give heroes a reward for their heroic deeds in the face of natural disasters.

REWARDS

Here is an example of the problem with standard methods of calculating rewards when dealing with disasters. Superman flies down to stop a tractor from running over a farmer. The Narrator decides to award Superman a Character Point for his timely action. Then Superman stops an earthquake from leveling Metropolis. If Metropolis holds, say, 10 million people, shouldn’t Superman get 10 million Character Points? Help!

Using the definition of a disaster, we can develop a standard way to give rewards for this type of heroic activity. The causality of a disaster is either accidental or caused. Assign a value of zero to accidental disasters, and a value of one to a caused disaster. This is the **base reward** of dealing with the disaster. Next up is the duration. A temporary duration gets a modifier of one, a permanent disaster gets a modifier of four. This value is called the **duration modifier**. Lastly, the scope of the disaster is taken into account. The **scope multiplier** is derived according to this formula: individual—1, small—5, local—10, national—15, world—20, universe—25, multiple universes—30. Using this system, we can answer questions such as How many Character Points did Batman get for dealing with “No Man’s Land”? Well, “No Man’s Land” was caused, permanent, and local. Plugging the numbers into the formula:

$$(\text{base reward} + \text{duration modifier}) \times \text{scope multiplier} = \text{reward}$$

$$(1 + 4) \times 10 = 50 \text{ Character Points}$$

In addition, if Batman received a separate reward for each person he helped, his total would probably be several hundred Character Points at least. Not a bad year’s work, but one wonders how many Character Points Batman had to spend just to live through “No Man’s Land.” This system allows for quick calculation of rewards without going overboard, but also without being stingy.

If this system gives out too many (or too few) Character Points for your liking, you can always modify the reward. For example, a short adventure might have few or easily overcome obstacles, so the Narrator decides to give the heroes a fraction of the reward listed plus a Hero Point. Remember that the formula is for your convenience and should be adjusted to fit your adventures.

Another potential problem is layered disasters. What if there is a tornado, but the tornado causes a bus to be blown off a bridge? Well, stopping the tornado (accidental, temporary, local) is worth $(0 + 1) \times 10 = 10$ Character Points. Saving the bus (accidental, temporary, small) is worth $(0 + 1) \times 5 = 5$ Character Points. If both events required an effort by the hero to overcome, then the Narrator could consider these two incidents separate, thus awarding the hero 15 Character Points. However, one or the other of these events might have been incredibly easy for the hero to best. In this case, the Narrator can choose to award only the larger reward. In the above case, this would mean awarding the hero only 10 Character



Points, not 15. This type of inclusion is also necessary when a hero makes dozens of rescues during a time of crisis. After all, the system was designed to prevent Narrators from having to calculate rewards on a case-by-case basis. By its very nature, the equation sums up the rewards for multiple heroic actions.

USING DISASTERS

However, some player is eventually going to come up with the idea of specializing in dealing with disasters as an easy way of getting Character Points. This way the hero can gain Character Points without having to come up against villains, and the hero is rarely in that much personal danger. What a great scam! Well, there are plenty of things a Narrator can do with a situation like this.

The best solution is to begin making the events "caused" disasters. If Rā's al Ghūl starts up a plague and the heroes find a cure, Rā's will be angry with the heroes, even if the heroes have no idea they just offended Rā's! When Rā's's goons come after them, the players will be genuinely surprised, which always shows you've added excitement back into the game.

Another solution is to make the disasters personal. Have the events, accidental or caused, affect the hero's hometown, friends, family, or even himself. Now the disasters won't be so fun or effortless to overcome.

If you want to narrate an all-disaster series of adventures, you may have a difficult time maintaining variety, excitement, and player interest. Disasters play better as rare, powerful, important events. Once they become commonplace, they lose their sparkle. The disaster no longer brings out the dramatic response of the players, and things go flat. In the DC Universe, large disasters typically only happen once a year (usually over the summer), and it is a good idea to follow similar pacing with disasters in your game. Throwing in the occasional minor disaster to keep the heroes off balance is also a good idea.

BENEFITS OF DISASTERS

Knowing how to quantify disasters is definitely useful, but it is even more important to understand why disasters are good. What is it about disasters that makes them so compelling? Disasters are powerful enough that just using them probably will have some beneficial effects on your adventures. Understanding why you need a disaster at certain points in your series of adventures can help you time the event to have its maximum effect. You can also tailor the disaster to generate specific effects that

you feel your adventures are lacking.

In comics, writers get to control the heroes, villains, plots, and the setting of the story. As the Narrator of your games, you control the villains, plots, and settings. You do not get to control the heroes; that's the players' job. This separation of the storytelling between Narrator and players is what makes roleplaying interactive storytelling and is the heart of what makes roleplaying games special. All these benefits are counterbalanced by the unfortunate fact that writing roleplaying adventures can be very difficult when the author has no idea what the heroes are going to do. Narrators tend to stick to basic plots centered around the villains and their diabolical plans. This is only natural, as the villains and the plot are under the Narrator's control. However, relying on this type of adventure can lead to stagnation. Everything that happens is the fault of a super villain, and the players start to get bored. This is the perfect point to drop a disaster on them. The first disaster should be accidental and temporary; the scope isn't all that important at this point. The players will deal with the disaster, look for the villain, and not find one! This certainly breaks the monotony and proves to the players that they can't just assume that every adventure is going to follow the same pattern. The Narrator can then go back and have a few villain-based adventures. Then hit them with another disaster. This time, have the disaster be caused by a villain. When they discover a villain caused the disaster, they'll be surprised again. This reinforces the unpredictability of your adventures. Using disasters as spice to a series of adventures that seem to getting bland is a perfect use for disasters in a roleplaying game.

Variety in style is just one way disasters can be used in adventures. Disasters also can provide alternative challenges for the heroes. Just as Narrators can get stuck in a rut, players can get lost in the powers and statistics of the game. Some numerical fascination is natural and healthy for a roleplaying game. However, if heroes solve every problem that comes along by entering into combat with villains, they can become mechanical and rigid. The game ceases to be a roleplaying game and instead becomes like a video game that gets played out using dice instead of joysticks. This horrible fate can be avoided by the use of well-paced disasters. Just as the players begin to believe that all their heroes are capable of is fighting, throw a disaster at them. Any kind of disaster will do for this purpose, but accidental, temporary disasters work the best. Combat simply will not affect disasters of this type. There are no villains to fight. There are innocents in danger, however. The results of situations like this can have a dramatic effect on players. Suddenly, heroes who were little more than numbers on a piece of paper start acting like heroes! They start saving falling people, catching falling pieces of buildings before they crush innocent crowds, and so on. Using disasters to heighten excitement has the effect of recharging the players, reminding them that their heroes are just that—heroes. It also reminds them that heroes become heroes to help people,



not just to fight evil. Reminding the players of this by using disasters helps keep the players focused on what makes their characters heroes, and that can only help your adventures feel more heroic.

Disasters can also provide variety within the scope of normal, "combat against villain" style adventures. Villains can use the effects caused by disasters to their advantage. In a local-scale disaster, basic services are disrupted. Power outages mean alarms and security systems won't work. Destroyed phone lines mean victims can't call the police for help. Small-time villains love chaos of this sort, and they use it to their advantage. They can commit petty crimes with little to no chance of being caught.

The most basic version of this idea is the individual/small, caused, temporary type of disaster. For example, Batman is tracking down the Joker. The Joker responds by tying an innocent victim to the train tracks. Just as Batman catches the Joker, the Joker might quip, "Sorry to derail your train of thought, Bats, but you might want to save that young lady on those train tracks over there. Red really isn't her color." Now Batman has to decide be-

tween catching the Joker and saving the girl. Villains know that heroes will always choose to save the girl, or the sabotaged bus full of school kids, or a bomb in a crowded city office. Heroes are heroes because they want to save people, so they can't resist intervening when disasters strike. Villains use this to their advantage all the time.

Disasters can conceivably have even larger implications for society. For example, if a community is devastated enough, it might be unable to field a police force or maintain a prison. If there is no police force, how will laws be enforced? If there is nowhere to put criminals, what are police supposed to do with them? "No Man's Land" was an excellent example of how people deal with these problems. People banded together to protect themselves. Villains prospered under the lawless environment. Penguin made a fortune throughout the entire "No Man's Land" incident.

Disasters can also be used to create specific emotions in the players. Setting up a large disaster that is difficult to stop can really stack the odds against the heroes, creating the emotion of hopelessness. Seeing a tidal wave





heading toward a city can make low-powered heroes feel outmatched. It is important to avoid having disasters spin off too far in this emotional direction. Allow one of the heroes to notice some small task they can accomplish that will help the overall cause. In the tidal wave example, maybe the heroes can rescue a bus that got stuck in the mud, or race into a building to save a child who was left behind in the confusion. This changes the emotion from the negative hopelessness to the positive emotion of humility. It is a good technique to use on younger, low-powered heroes who are getting "too big for their britches." Experiencing the overwhelming power of Mother Nature can teach some lessons about relative power levels, without resorting to a visit from Darkseid.

Higher-powered heroes can also benefit from this lesson, though the scope or consequences are larger. Even Superman can't always rescue everyone from large disasters. Though people in general will be thankful for the heroes' assistance, you can have a distraught parent berate the heroes for not saving her child from injury or death. This reminds the heroes that they may be powerful, but they can't be everywhere at once.

Similarly, disasters can be used to give less confident heroes a lift. If your heroes have had a great difficulty against the forces of evil, give a disaster a try. The act of saving people always makes players feel more heroic. However, be sure that the disaster is small, with few complications and plenty of chances to save innocents. Heroes who stop a small disaster from occurring, or provide significant assistance in the wake of a major one, could quickly find themselves media darlings. The feeling of accomplishment gained by overcoming seemingly insurmountable odds (regardless of the fame that may come along with it) is what being a hero is all about.

More dramatic, personal emotions can be created with disasters as well. The emotions of grief and loss are not often elicited in most games, so the situations that bring these emotions about tend to be memorable. Emotions of this kind sometimes have grand, sweeping effects. When Coast City was destroyed, for example, the emotions Hal Jordan experienced changed his character forever. "No Man's Land" ended with the death of Jim Gordon's wife, Sara. The emotion of loss brought on by this tragedy made for a memorable end to an epic story. Events like this also reinforce the feeling of reality in an otherwise unreal game. Events in real life don't always have a happy ending. If your game reflects this, it will feel more believable to the players. It is important to note that for a game to be enjoyable, events and emotions like these should be tapped only once in a great while. Drama is important, but the primary point of the game is to have fun.

Disasters can have a rejuvenating effect on entire series of adventures, not just individual heroes. Over a long period of time, players can lose their fascination with a given setting. Every relationship between heroes and the Narrator's characters has been explored. Every villain has been fought. What do you do to revitalize the adventures without

creating a new setting for the game? A properly planned disaster can jump start a stagnant series. The disaster must be local or larger and should also be permanent in duration. If you choose to make the disaster caused, you leave a potential way for the heroes to restore things to the way they used to be. If the disaster is an accident, the change will be much more difficult to reverse. For example, if the sun naturally became red in color, Metropolis and Superman would never be the same again. On the other hand, "No Man's Land" is a great example of a revitalizing disaster that was caused. Gotham City is a well-known setting. The villains are well-known, the heroes are well-known, even the regular people are well-known. The relationships between all these characters had been defined and documented. Then "No Man's Land" hit Gotham City. Everyone reacted to the disaster differently. Relationships were reevaluated based on these reactions. How the relationship between Batman and Commissioner Gordon changed was integral to the story. The Huntress had to figure out what being a hero meant. Tim Drake's already strained relationship with his father was put in the national spotlight. Through it all, though the place still felt like Gotham, it was a completely different, fascinating Gotham. This is the ideal way to use a disaster to its maximum positive effect. The "No Man's Land" crisis was a lot of things, but boring wasn't one of them.

SAMPLE NATURAL DISASTERS

This section offers a few of the many kinds of natural disasters that heroes could face during their careers. Disasters produced by nature are focused on here, but Narrators should use these as guidelines for what can happen in their own disasters. Furthermore, Narrators should not feel obliged to include every effect listed under each disaster in their adventures. Instead, pick a few to be significant obstacles for the heroes. For the rest, either they didn't happen in this disaster, or someone else took care of them.

The following disasters can be of small to local scale; typically accidental, though can be caused; temporary, though consequences can be permanent. A series or combination of these could have a scale of national or worldwide.

Blizzard: A severe snowstorm accompanied by high winds (at least 35 miles per hour) and cold temperatures (20° F or lower).

- Freezing cold can cause frostbite or more serious cold injuries (see page 197 of the rulebook for some suggestions).
- Deep snow prevents vehicles from

moving, including emergency vehicles

- Blowing snow can hamper flying.
- Deep snow can trap people in buildings, possibly without food or electricity.

Drought: A prolonged period with little to no rain that adversely affects vegetation and the water content of lakes, streams, and other bodies of water.

- No water causes crops to die.
- Intense heat can harm people.
- Forest fires and brushfires are easier to start with less initial flame.

Earthquake, Tremors: Sudden release of stress in ground, which causes a movement or trembling of earth. Earthquakes split the ground, while tremors only cause shaking. Tremors may occur with or without an earthquake. Tremors may also herald earthquakes.

- Roads crack, making driving difficult. Large enough cracks will cause vehicles to crash, endangering the people trapped inside.
- Buildings are shaken up, possibly causing them to crumble. Opened fissures can cause buildings to collapse in upon themselves.

- Tremors down electrical lines.
- Tremors cause landslides or mudslides, which can block roads and tear buildings away.

Flood: An excessive amount of water that is not able to soak into the ground. Flash flooding (sudden floods caused by a thunderstorm or series of heavy rains) is the most unexpected and dangerous.

- Water damage to items.
- Deep water can trap people in buildings, possibly without food or electricity.
- Deep water prevents vehicles from moving, including emergency vehicles.
- Rushing waters can sweep away people, vehicles, trees, and other large objects. These can cause further destruction.
- Loss of electricity and other utilities.
- Water from flood is not drinkable.

Fire: The ruinous burning of a large amount of material, including forest fires and blazing buildings.

- Smoke and fire damage to items and people.
- Smoke, falling ceilings, or large, toppling furniture can render victims unconscious and thus unable to call





for help.

Flames can trap people in buildings, rooms, or the roof of a building (if in a building) or away from help (if in a forest fire).

- Falling debris can prevent rescue personnel from getting to trapped people or they can further trap victims.

Heavy Fog: Thick mist obscuring vision that hugs the ground.

- Makes driving and flying difficult, making crashes more possible

Hurricane: Tropical cyclone with winds of over 74 miles per hour.

- Combines the effects of tornadoes and floods.

Plague: Disease or illness with a high mortality rate that affects a significant number of people in a community. Death may occur within a few hours or a few months.

- Can incapacitate important people, such as decision makers and emergency services personnel.

- Stores close, making it difficult to get food and other supplies.

- Inhibits a community's resistance to burglary and other crimes because emergency services personnel are unavailable or reduced in number.

- Weakens (or possibly kills) heroes if they become infected.

Severe Storm: These include prolonged rainstorms and thunderstorms. Thunderstorms include large amounts of rain, lightning, thunder, and possibly hail. They sometimes herald or are accompanied by tornadoes.

- Driving rain can make driving and flying difficult, making crashes more possible.

- Hail can cause damage and, if in sufficient quantities or size, can kill people.

- Can cause flood.

Tornado: A violently rotating column of air that descends from the clouds to touch the ground. They may be accompanied by thunderstorms.

- Downed trees and poles block the roads.

- Lose electricity.

- Destroy houses, possibly with people and valuables in them.

- High winds make driving and flying difficult, making crashes more possible.

Volcano: Mountain or hill formed by molten rock (lava) and other hot material being spewed out of a crack in

Earth's crust. Active volcanoes have the distinct possibility of erupting, while inactive volcanoes have a much slimmer chance.

- May be accompanied by tremors.

- Lava flows block roads and burn down buildings, trees, and other flammable material.

- Ash is spewed into the air, blocking the sun, hampering visibility, and gets into lungs, which prevents breathing.

Metahuman battle disasters can be of individual to local scale; caused; temporary, though consequences can be permanent. A series or combination of battles could have a scale of national or worldwide. In many cities, the Army Corps of Engineers takes care of clean-up, though some communities may have groups dedicated to this service.

Metahuman Battle: A tussle between two or more high-powered heroes and villains accompanied by throwing of bodies and/or stray energy blasts or projectiles. As a disaster, this does not refer to actually being in the battle, but to its effects on those around the battle.

- Can down power lines or break gas or water mains.

- Can down poles, trees, buildings, and other objects, which can harm people, hamper traffic flow, cause crashes, and prevent emergency services vehicles from rescuing people.

- Flying debris can injure bystanders, do additional property damage, and endanger those trapped in nearby buildings.

Personal injury disasters can be of individual scale; accidental or caused; temporary or permanent.

Personal Injury: This could be as seemingly insignificant as the common cold or as deadly as some forms of cancer.

- Limits what the hero can do.

- Can be permanent or reoccurring if the hero does not get proper medical attention.

- Could gain Blackout, Depression, Medical Problem, Nightmares, Phobia, Physically Limited, Psychological Disorder, Unattractive Appearance, or multiple Disadvantages, depending on the injury. (See pages 25–26 of the *Narrator's Screen's* book for more information about gaining and losing Disadvantages. If the Narrator decides that the hero should not gain Character Points for getting the Disadvantage, then the hero should not pay the Character Point cost for getting rid of the Disadvantage, though proper treatment must be acquired.)



FEAR ITSELF



Set after “No Man’s Land,” “Fear Itself” is an adventure that builds on events that occurred after the earthquake. If the Narrator wants the adventure to be set in another time period, some modification may be necessary (such as the Scarecrow’s motivation).

“Fear Itself” is intended for characters of Power Levels 1 or 2, but with a few changes, it can challenge heroes of Power Level 3. The primary challenges in the adventure are investigative, although there are a couple of opportunities for players to flex their muscles. Given the nature of the final battle, there is plenty of room for the Narrator to adjust the power of the heroes’ opponents to make them more of a threat.

BACKGROUND

A FAILED EXPERIMENT

After the earthquake that nearly leveled Gotham City, the Scarecrow, also known as Jonathan Crane, took advantage of the situation to stage another of his psychological “experiments.” His target was one of the few peaceful areas in the devastated city, one where the vestiges of hope and kindness remained: Father Christian Sounder’s Ark Project refugee center. The Ark Project was a focal point for people of all denominations to join with others to weather the storm that had befallen Gotham.

Whether the Scarecrow was motivated by an academic disdain for organized religion or simply the temptation of psychological fresh meat is unimportant. He spun a web of treachery and deceit that soon had Father Sounder entangled with the Penguin and the False Facers street gang. The Scarecrow poked and prodded Father Christian’s refugees and the Facers until a vicious three-way gun battle seemed unavoidable.

Except Crane’s entire plan failed when the Batman and Huntress intervened. His “subjects” quickly turned on the Scarecrow, but the Huntress, in a rare moment of mercy, reminded the refugees of their respective faiths. Instead of fear-filled vengeance, the refugees greeted him with love and forgiveness.

Not only did his experiment completely founder, it generated an almost diametrically opposite result. The unexpected outcome almost broke Crane’s belief in the power of fear.

ANALYSIS OF TERROR

Now, months later, much of Gotham has been rebuilt. The city is once again functioning, if not fully, then at least well enough to draw the majority of its citizens back. Ruined buildings have been removed and new structures erected in their place. The once darkened streets of Gotham have been replaced with fluorescent-lit canyons of concrete and steel.

Of course, not all the buildings have been rebuilt yet. One such place is Father Sounder’s own church. As construction continues there, Father Sounder has been working tempo-

rarily from Gotham Cathedral, one of the shining examples of the city’s new architecture. He continues his work in the Upper East Side, but maintains his office in the heart of the new city.

In spite of all the repairs the city has accomplished over time, not everything that has transpired since “No Man’s Land” has been healing. Occasionally, instead of healing, open wounds begin to fester and no amount of time can mend them.

Such is the case with Jonathan Crane and his insanity.

THE METHODOLOGY OF MADNESS

Since Crane’s failure at the Ark Project, the Scarecrow has turned the events over and over in his mind. He’s created a number of reasons for the unsatisfactory conclusion to his Ark Project experiment. Rather than accept the results, he instead blames various pseudo-statistical factors, such as lack of a control group, inappropriate factoring of group dynamics, and the effects of post-traumatic stress due to the recent earthquake.

In short, he has rebuilt his own faith in the power of fear as the driving force in humankind’s psyche, despite evidence to the contrary.

He’s determined to prove his theory and has chosen to revisit the test subjects of his earlier attempt. The Scarecrow has begun tracking down former members of the Ark Project to terrorize them. His normal practice of experimentation leaves the subjects dead—preferably in the throes of heart-wrenching fright.

A saner man might simply justify it as revenge for his humiliation; the Scarecrow chooses to believe he’s conducting research.

Thanks to the diverse nature of the Ark Project refugees—Muslim, Buddhist, Catholic, Protestant, and so forth—many of them have little other ties to those they met in the Ark Project during “No Man’s Land.” On top of that, the majority were numbered among the poor and destitute before the earthquake; most upper- and middle-class citizens left the city. As a result, the Scarecrow has been able to prey upon many of them without arousing any undue suspicions.

So far, he’s been getting mixed results. Some of the subjects readily renounce their religious ethics under the duress of terror, but others remain steadfast to the end. The Scarecrow is uncertain if this is a factor of his own methodology or tied to elements in the personalities of his subjects for which he has failed to account. He’s determined he must take his experiment a step further to achieve his goals.

And, it’s just coincidence, the Scarecrow tells himself, that it requires him to focus his campaign of terror on breaking a single man—Father Christian Sounder.

THE CRUCIBLE

Having spent some time around Father Sounder during a crisis situation, the Scarecrow has a good idea what the



priest holds dear and what terrifies him. The Scarecrow is fairly certain the way to the man's deepest fears is to pour innocent blood at his feet. With that in mind, Jonathan Crane has turned his efforts to members of the Project with whom the Father maintains contact. The Scarecrow plans to make the priest feel responsible for the deaths of his flock before finally confronting him and giving him a lethal dose of fear and horror.

To assist in his experiment (or vendetta, depending

on the point of view), he's dredged up the remainders of the False Face gang. The street thugs suffered enormous losses at the hands of the Penguin's gunmen in the final showdown at the Ark Project, and the Scarecrow has convinced many of the remaining members that the refugees themselves were behind the entire affair.

Not all of the gang bought the Scarecrow's explanation—after all, it's not exactly a secret that the villain is highly manipulative and dangerously insane. However, through judicious application of his fear gas, the Scarecrow has swayed the majority of the Facers to his side.

He's currently coordinating his operation from the basement of the abandoned Arkham Asylum (the one in Sommerset County) and has taken liberties with some old equipment and supplies left behind when the facility was closed.

SETTING UP INVOLVING THE HEROES

Narrators have a number of options at their disposal to bring their heroes into the adventure. Here are a few of them, but these are by no means the only possible methods. Narrators should feel free to use the one that fits their campaign best, adapt one, or scrap them all and use one of their own devising.

Past Acquaintance: One or more of the heroes knows Father Sounder through his work with the underprivileged, leading the good priest to seek the heroes' assistance. Alternately, the hero may be acquainted with one of the Father's flock who's become fearful for her own life as result of recent events and seeks the hero for help.

Right Place, Wrong Time: The heroes or at least one of their number is near Gotham Cathedral when Philip Manier dies (see Scene 1). Although this may seem somewhat contrived to the players, it does allow one or more of the group to get a firsthand look at the Scarecrow's victim.

A Full Plate: If the heroes are known to one of Gotham's costumed protectors (like the Huntress or even Batman), she may ask them to look after Father Sounder, as other events require her attention at the moment. Of course, in this case, the Narrator's character has no idea of the Scarecrow's involvement and by the time the heroes realize the seriousness of the threat, their high-profile mentor can't be contacted.

MULTIPLE PATHS OF INVESTIGATION

Due to the nature of the clues in "Fear Itself," it's possible the heroes may take any number of routes to zero in on the Scarecrow and stop his experiment. That's often the nature of investigative plots, so the Narrator should read through the adventure completely more than once to be ready for the heroes should they leapfrog over a section.

On the other hand, it's also possible





the group could become sidetracked and lose the trail. With that in mind, a short section has been placed at the end of each scene to provide advice on how to get the heroes back in the game should that happen.

SCENE 1: YEA, THOUGH I WALK...

The action starts at Gotham Cathedral. Depending on the method chosen to involve the heroes, they may or may not be at the scene when the Scarecrow's first murder is committed. "Fear Itself" begins on Monday morning, just after dawn, in the city around the edifice.

THE DEATH OF PHILIP MANIER

Prior to the beginning of the adventure, the Scarecrow kidnapped Philip Manier, one of the refugees who's continued to attend Father Sounder's services after Gotham was rebuilt. Manier is—or rather, was (by the time the heroes first encounter him)—a severe acrophobic. Members of the False Facers snatched Manier from his Upper East Side apartment and dragged him to the Scarecrow's lair in Arkham.

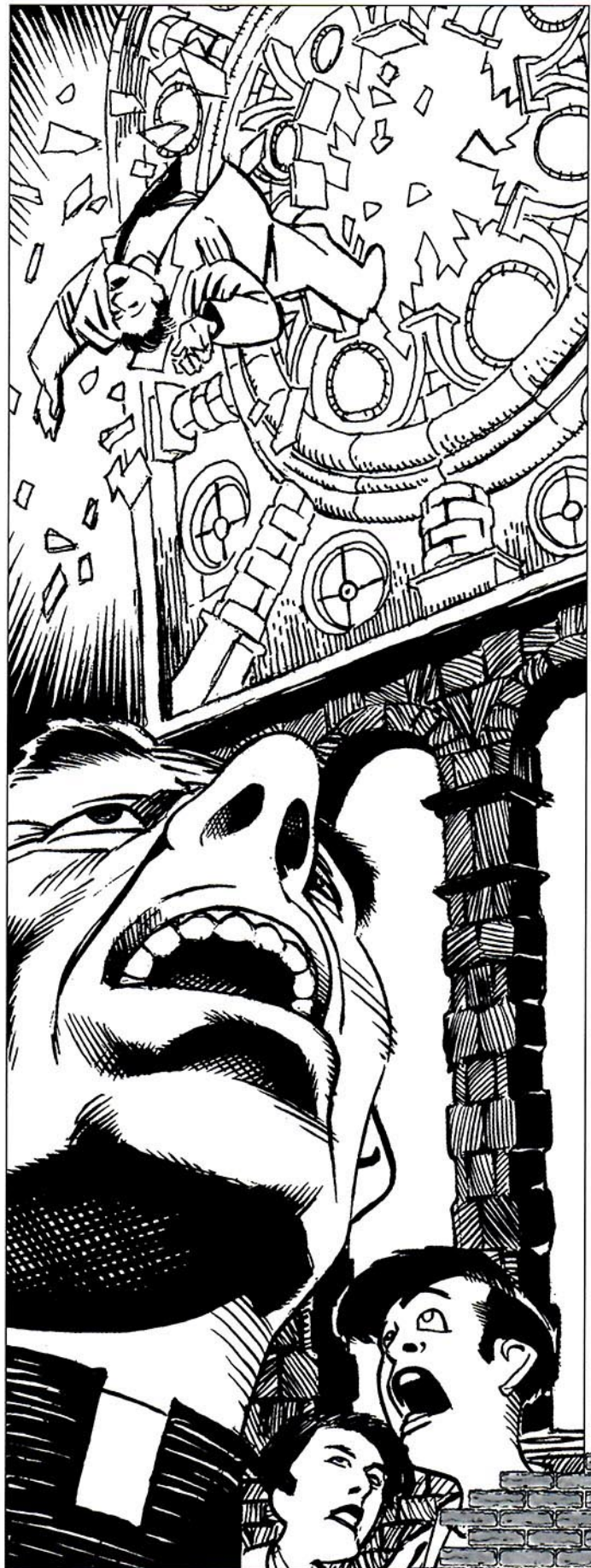
Determined to start things off with a bang, the Scarecrow crept into the cathedral late Sunday night. Locking Manier into a set of old shackles from Arkham, he then silenced the chains with cloth strips and used a mouthpiece from the asylum's Violent Ward to gag him. He then dangled the man headfirst by a rope out of the cathedral. Finally, the Scarecrow attached one of his smaller fear gas bombs to the rope, timed to go off shortly before 9:00 A.M.

Like clockwork, the gas bomb went off at 8:59 A.M. Already in a near frenzy due to his acrophobia, Manier received an unhealthy dose of the fear gas. His terror caused him to shake violently, causing the rope to swing. Suffering a heart attack mere seconds before the heat of the bomb burned through the swinging rope, Manier fell and crashed through a stained glass window into the pews below as the cathedral's doors opened for morning visitors.

IF THE HEROES ARE PRESENT

Should any members of the group be unfortunate enough to be on hand for this unsettling event, at least they have the opportunity to examine the crime scene before the G.C.P.D. arrives. If so, they might be able to pick up the significance of a few clues the police miss, which are described below.

Lingering Gas: Anyone entering the cathedral within a few minutes after Manier's





death suffers mild effects from traces of the Scarecrow's fear gas wafting down from above. A hero can avoid the effects with a Heroic *resistance* roll, but even if failed, the phobic reactions are minor. At worst, the sufferer feels a prickling sensation, similar to the feeling some people refer to as someone "walking over their grave." Regardless of the result, the gas is in such small amounts no sample can be taken of it at ground level.

Manier's Body: Although the Facers took any money, credit cards, and other valuables, the Scarecrow left Manier's wallet on him so there would be no doubt about who he is. He wants Father Sounder to know who just died in Gotham Cathedral. A simple check of the man's pockets finds it. Also in the wallet is his home address: Apartment 102, 3112 Verne Avenue.

The Note: Pinned to Manier's back is a note, made from newspaper or magazine clippings, that says simply "Christian, I Corinthians 10:12." This refers to a verse in the New Testament, which reads: "Wherefore let him that thinketh he standeth take heed lest he fall."

This note serves a dual purpose. It may mislead the police or other investigators to believe the murder was religiously motivated; there is no indication that "Christian" actually refers to a man's name. More important, it's meant to direct the Father to that book and chapter in the Bible he keeps in his temporary office. There the Scarecrow has left a more detailed explanation of his intent.

A hero who makes a Heroic *scholar* (*psychology*) roll while examining the note recognizes the typeface as being similar to that used in certain psychiatric journals. A Superheroic result notes that those journals using it either are now out of print or have moved to a newer design.

Shackles and Gag: Any hero making a Moderate *criminology* roll while examining the shackles notes rust in the chains where normal wear-and-tear occurs. These sort of restraining devices are well made, so this particular set had to be in an environment where it was poorly maintained and exposed to moisture for some time to accumulate rust. A Moderate *medicine* roll identifies the gag as one normally used in treatment of epileptics or patients prone to severe seizures.

The Tower: Any hero brave enough to climb the tower to the location Manier was tied is going to have to deal with stronger effects of the gas. As before, a Heroic *resistance* roll overcomes it, but if the hero fails the test, the Narrator should play up the height and precariousness of the perch. Any rolls made in the tower while the hero suffers the effects of the gas are at +1 to the difficulty due to his distraction.

In the tower itself, the hero easily finds the charred remains of the rope and evidence that something had been taped to it where the burn began. A Very Difficult *search* roll turns up a single piece of straw that fell out of the Scarecrow's costume while he secured Manier.

Fear Gas Canister: On the ground floor, any hero making a Very Difficult *search* roll finds the burned remains of the gas bomb under a pew where it rolled near the front of the

church. The Narrator should give the hero a -2 difficulty modifier if he says he's specifically looking under the pews.

By the time the heroes have given the scene a once-over, the G.C.P.D. arrives and cordons off the area. Unless one of the group has a Contact in the department, the heroes are asked to leave. Before they depart, though, they have a chance meeting with Father Sounder, who, while quite upset over the loss of one of his parishners, nonetheless introduces himself.

IF THE HEROES AREN'T PRESENT

Depending on the method chosen to involve the heroes in the adventure, it's not unlikely none are at the cathedral at the time of Manier's murder. That's all right, because there are still opportunities for clue gathering in the aftermath of the police investigation.

A hero with a Contact in the G.C.P.D. learns the basics of the murder. The department know Manier was shackled and gagged, hung in the cathedral sometime late Sunday or early Monday, and some timed incendiary device was rigged to burn through the rope just prior to the start of a normal day's visiting hours. The hero also learns the content of the note and that the police (wrongly) believe it may indicate a religiously motivated fanatic performed the crime. They have little beyond that at this time.

Checking out the Gotham Cathedral after the fact requires the heroes find a way into the building. The G.C.P.D. has temporarily closed it as a crime scene. However, to any truly motivated group, any number of possibilities exist, from straightforward *stealth* to elaborate cover stories or *charm* and *persuasion*. The Narrator should allow any reasonably well-planned attempt to succeed, since the heroes do eventually need to pick up the Scarecrow's trail!

Once in the cathedral, the heroes are free to search for clues. Of those noted earlier, only the evidence noted in **The Tower** and **Fear Gas Canister** remain to be found. The rope has been removed from the tower, but the police overlooked the significance of the straw. Likewise, the detectives missed the fear gas bomb as it had rolled to the opposite end of the auditorium.

After they've had a little time to look around, Father Sounder enters the cathedral proper. He questions the heroes about what they're doing, but he is quickly satisfied by any reasonable reassurances that they're on the side of justice. Father Sounder then introduces himself to the group. The Narrator should be sure to give the heroes his full name at this point ("Father Christian Sounder"); it's an important link to the next clue.

TALKING TO FATHER SOUNDER

Whether they met him at the time of Manier's death or they encounter the priest later as a result of follow-up investigations, it's important the heroes speak with Father Sounder. The man is young for a priest, perhaps in his late twenties or early thirties. His blond

hair is nearly shoulder length, and, while he radiates an air of calm and concern for others that is almost palpable, he is quite comfortable to talk to.

After introductions are finished, read the following aloud:

The priest is obviously upset by the man's death. You're pretty certain his grief is motivated by more than just empathy, and his words quickly bear out your assumption.

"I've known Philip for some time; he's been a member of my parish for longer than I care to recall—and a loyal one at that. Even during the time after the earthquake, Philip's faith and strength were evident. He was a vital aid to me at the Ark Project. I will miss him, but I'm sure he's gone to a far better place.

"I'm somewhat concerned that I may be involved in the events surrounding his death. You see, although I'm keeping a temporary office here while my own building is repaired, I don't know that Philip has ever set foot inside the cathedral. I may be jumping at shadows, but it seems odd to me that one of my parishners from the Upper East Side is murdered halfway across town in the church where my own office is. I certainly hope I am wrong."

If the heroes ask whether anyone would have reason to attack him or his followers, the Father thinks for a moment and then his face breaks with an expression walking the line between realization and horror. He says:

"I mentioned the Ark Project. It was a refugee center administered by myself and a few others. We tried to maintain independence in the no man's land that sprung up following the quarantine, allying with no gang or group, but many took our neutrality as weakness.

"The so-called Penguin thought he could use the Ark Project to mask an armory. The False Facers Gang somehow learned of the hidden weapons and sought to wrest them from the refugee center—at gunpoint. We successfully resisted both groups, in spite of the rabble-rousing efforts of Jonathan Crane—most commonly called the 'Scarecrow'—and eventually dumped all the weapons and ammunition into the Sprang River.

"Do you think any of those might be behind this?"

A hero with any experience in Gotham who makes an Easy *streetwise* roll realizes immediately that

Manier's death was a little too intricate and contrived for the Facers. The hero also knows the murder

wasn't really the Penguin's style either. However, it fits the Scarecrow's *modus operandi* almost perfectly, especially if he had reason to hold a grudge.

At this point, one of the heroes may realize the "Christian" in the note in fact referred to Father Sounder. If not, a successful Moderate *criminology* roll clues the heroes into this possible lead. Father Sounder seems even more distraught by this thought, but he agrees it does make sense.

If asked, he remembers the verse. He offers to take the group to his office where they can check the exact wording in his Bible. A clever hero may figure out that the note is actually a pointer to another clue.

The priest's office is unremarkable, cluttered with a variety of books and papers of a theological and humanitarian nature. However, in the center of an otherwise shuffled and disorganized desk sits a well-worn and large Bible. If asked, Father Sounder says he doesn't remember leaving the Bible there, but he can't be certain.

Turning to the passage referenced on the note, the heroes find another slip of paper, a much longer note and obviously from the Scarecrow. See Handout #1 for the content of the letter.

The scriptures noted read:

Lamentations 3:54: "Waters flowed over mine head; then I said, I am cut off."

Ecclesiastes 8:10: "And so I saw the wicked buried, who

Dear Father Christian,

Before we proceed, let me caution you against contacting the police or, worse, Batman or one of his associates. I feel their involvement might taint the results of the experiment we're about to conduct. Doing so will have most dire consequences for not only yourself but nearly everyone you hold dear.

Follow my instructions, and expenditures for my research will be kept to a minimum.

After careful review, I've come to the conclusion my earlier attempts at the Ark Project to perform research with regards to the effects of religion on the mechanics of fear were corrupted by unforeseen factors. To rectify that, I'm reinstating the experiment and request your participation.

Personally, I believe your own psyche would best be tested by the endangerment of your "flock." With that in mind, I have also enlisted members of that group to assist. If I'm not mistaken, the number three has no small significance to the Christian mythology. Philip Manier was the first, and, as you read this note, I am securing the other subjects.

When the preliminary subjects' participation has been completed, rest assured I will be contacting you for your own personal input.

In parting, I leave you a pair of scriptures to ponder: Lamentations 3:54 and Ecclesiastes 8:10.

Yours,
The Scarecrow



had come and gone from the place of the holy, and they were forgotten in the city where they had done so: this is also vanity."

These are actually clues to the other two victims the Scarecrow has marked for his experiment. He chose the scriptures so that once the victims were found, the priest would be able to make the connection, but not before. Thus, he hopes to heighten the despair the priest feels over the deaths.

There is one clue the Scarecrow never intended to leave on the note, however. He used Arkham stationery to write his note, and, although he tore the letterhead off the note, an asylum physician had used the sheet above it on the pad to write a prescription in the past. As a result, impressions of his writing remain on the paper. While they're invisible to the naked eye, any hero canny enough to lightly shade the note with a pencil (or, if the Narrator is feeling generous, who simply makes a *Very Difficult criminology* or *Perception* roll) can reveal the name Dr. Lawrence Hendricks.

A *Moderate scholar (psychology)* immediately reveals the name to belong to a Gotham psychiatrist who left the city a couple of years ago. A *Moderate research* roll tells a hero the same thing, although it takes a few hours of searching to turn up this information. Once the name has been identified, another *Moderate research* roll (again taking a few hours), garners the information that Dr. Hendricks left shortly after Bane destroyed the original Arkham Asylum. If the hero beats a *Difficult* target on her *research* roll, she learns he occasionally consulted at the asylum and was present during the attack that convinced him to seek his professional fortune in a less dangerous environment.

DECIPHERING THE SCRIPTURES

Here's where the heroes get a chance to derail the Scarecrow's plans. If they ask Father Sounder the right questions, they can piece together the probable targets for the Scarecrow's attacks and maybe, just maybe, rescue the victims before it's too late.

The first scripture references Darlene Simmons, a mute woman Sounder has worked with for years. She has a terrible fear of drowning, which is just the end the Scarecrow has in mind for her. The first part of the scripture reveals the method of her murder, but the key phrase is "*then I said, I am cut off,*" which hints at her inability to speak.

If the heroes don't catch on to this—which is entirely possible, as it's fairly obscure—a success on a *Difficult* roll with any one of *arcane lore*, *criminology*, or *scholar* reveals this part of the phrase is likely important in some fashion. As long as the heroes question along this angle, Father Sounder eventually makes the connection to Darlene. He can also provide the woman's address: Apartment 213, 2910 Murphy Avenue.

The second scripture points to Cheryl Wilson. She is claustrophobic with an intense fear of being buried alive, which is to what the first part of the scripture refers. The hint to

her identity is the part about "*who had come and gone from the place of the holy.*" Cheryl no longer attends church, although she had while she was trapped in Gotham during the quarantine.

Unlike many of the Ark Project refugees, Cheryl was a well-to-do advertising executive prior to the quake. However, in the aftermath, a broken leg kept her from getting out of the city before the borders shut down. She took refuge at the Ark Project and even took to the Catholic church's teachings. However, when the city was restored, her first, wealthier lifestyle drew her back into a less spiritual existence.

The Narrator can use the methods described earlier for discovering the key phrase in the scripture should the heroes miss it initially. Again, the group should roleplay the questioning of Father Sounder to find the woman's name. He's not sure of her address; however, a little digging in the telephone book or on the Internet can turn it up rather quickly—a high-rise condominium in the Fashion District.

SCENE 2: THROUGH THE VALLEY

This scene deals primarily with the events the heroes encounter when they check on Darlene Simmons and Cheryl Wilson. If the group (or portions of it) pursue the Facers, the Narrator should refer to Scene 3. Should the heroes make an enormous leap of *criminology* and/or *logic* and head directly to Arkham Asylum, the Narrator should turn to Scene 4. The Narrator also should be prepared for the heroes to split up and pursue two or all three of the above options—in addition to creating a few of their own!

TIMING OF EVENTS

The following events are largely unscheduled and instead rely on the heroes' actions. The players shouldn't know this, of course, but rather should have the sense their characters are barely moving quickly enough to thwart the Scarecrow. If the pace really lags, the Narrator may have one or both of the villain's victims die. This may seem a bleak and dark turn of events, but remember, the heroes are in Gotham!

DAVEY JONES'S APARTMENT

The Scarecrow grabs Darlene Simmons shortly before the heroes reach her apartment. When the woman arrives home from work, the madman is there waiting for her along with some of his henchman, having entered from a back window via a fire escape. The group quickly subdues their victim and the Scarecrow



places her in an old straitjacket, courtesy of Arkham Asylum. Next he chains her feet to the drain in her shower, turns on the water, closes the drain and glass doors, braces them with a coffee table from the living room, and caulks the doors shut.

The depth of the shower, when full, is about six inches over her head; the chains allow her to float a mere three inches (with panicked effort thanks to the straitjacket). The combination of the chains and straitjacket prevent Darlene from being able to exert enough force to shatter the glass. Finally, as a parting gift, the Scarecrow lets a fear gas bomb off in the bathroom, to heighten the woman's terror to near intolerable levels.

TO BE...

The Scarecrow takes his time with preparations, but even so, the shower is filling up and he's able to move on less than 45 minutes after he and the Facers overpowered the woman. Darlene drowns 25 minutes later, unless rescued. Exactly when in this chain of events the heroes arrive is up to the Narrator, but to maintain suspense and pacing, sometime between the Scarecrow's departure and Darlene's death is optimum.

Should the heroes arrive before the Scarecrow is finished with his preparations, he leaves his Facer henchmen to slow the group down while he makes his escape. If necessary, he'll toss a fear gas bomb into the apartment and leave the heroes to suffer the effects. The Narrator can find all the details on the Scarecrow's fear gas bombs on page 239 of the *DC Universe Roleplaying Game* rulebook.

Simply getting to her apartment in time isn't enough to save her from drowning. The fear gas is still thick in the bathroom if the heroes arrive prior to 6:00 P.M., so any hero rushing into the room must make a *Heroic resistance* roll to avoid succumbing to the effects of the gas—in this case, severe hydrophobia (fear of water). The victim believes even the slightest amount of the liquid poses a drowning threat, or maybe it will leak into an exposed outlet, electrocuting everyone in contact, or it might carry any number of terrible waterborne diseases like cholera or typhoid, and, of course, who knows what's lurking in its depths!

Assuming at least one of the heroes manages to overcome the affects of the gas, read the following:

The bathroom is filled with a light mist, which you guess is the remains of the Scarecrow's fear gas. You see a cylindrical canister on the vanity that must be one of his grenades.

More important, you see a glass-doored shower stall with a woman thrashing ineffectually within its confines. The reason for her distress is obvious: the shower door has been braced to make it water tight, and it's rapidly filling with water.

The efforts of the woman—who you must assume is Darlene—are hampered by the fact she's not only wearing a straitjacket, but her feet are also chained to the closed outlet drain. Although she's desperate to speak, no sound comes out.

It takes little effort for a hero to open the door, by either removing the braces or simply breaking the glass. Either solution sends water cascading onto the bathroom floor, likely terrifying any sufferers of the Scarecrow's gas.

In spite of the heroes' rescue, the combination of the gas and attempted murder have left Darlene completely distraught. Until the gas wears off—6Dx4 hours, with a minimum of one hour—she can't answer any questions. Once she regains her composure, she gives the heroes the gist of the Scarecrow's attack, but she can offer little other information except for the fact that the men with him all had horribly scarred faces and a lot of body piercings. An *Easy streetwise* roll tells a hero the False Facer gang considers self-mutilation of that sort its "colors."

Remember, even once she can think coherently, Darlene is mute. Although she can hear perfectly, she can respond to questions only through either *language* (*American sign*) or by writing.

If the heroes search the apartment for clues, see the next section.

INVESTIGATING DARLENE'S APARTMENT

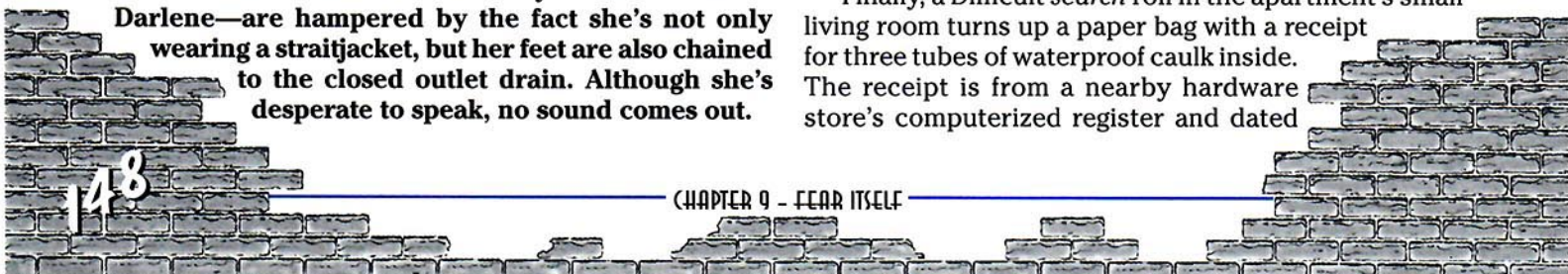
The fear gas canister in the bathroom requires no roll to locate. The Scarecrow absentmindedly left his fear gas canister, and anyone entering the bathroom can't help but notice it. The vanity is stained a faint yellow by its fumes and heat.

Darlene's straitjacket is an important bit of evidence. Any hero making an *Easy search* roll finds evidence of excess wear-and-tear, traces of mold, and even a hole or two. A *Moderate search* reveals all of that and the faded tracings of the capital letter "A" followed by a blurred word or two. This is an Arkham Asylum laundry mark, but time and water immersion have taken their toll. Any hero who succeeds at a *Difficult criminology* roll while/or after examining these clues realizes the straitjacket most likely came from the old Arkham Asylum.

A *Moderate search* of the apartment finds the jimmied window in Darlene's back bedroom that allowed the villains' entry. It opens onto a fire escape in a back alley. Any character searching the alley finds no physical evidence, but he does encounter a homeless man. If the hero makes an *Easy charm, interrogation, or intimidation* roll, read the following aloud:

Yeah, I seen some weird-looking feller with straw in his pants and a bunch of punks with bad scars and nose rings climb down the fire escape a while ago and drive away in a yellow van—from that company that football player used to advertise, I think. I couldn't tell you the make, but I did notice it wasn't showing no license number.

Finally, a *Difficult search* roll in the apartment's small living room turns up a paper bag with a receipt for three tubes of waterproof caulk inside. The receipt is from a nearby hardware store's computerized register and dated





the current date, with a time of 3:32 P.M. If a hero follows up with the cashier at the store before too late this evening, read the following:

Oh, I do remember that purchase. It was a young man with terrible facial scars. The poor boy must have had a terrible accident.

A Moderate *streetwise* roll on either of the last two bits of information lets the hero know the scarred individuals are likely members of the Facers gang.

PREMATURE BURIAL

Cheryl Wilson lives in a pricey condominium in the Fashion District. This was one of the first areas to be rebuilt in Gotham and is a showplace for the city's new look. Her condo is on the twenty-fifth floor. To get to it, though, the heroes must make a Difficult *bluff*, *persuasion*, or *charm* roll to sweet-talk the doorman, who logs them into a computer at the reception desk. A Difficult *lockpicking* or *sneak* roll can get a less forward hero through a side entrance, and more adventurous types can always fly, levitate, or just plain scale the walls—which requires a Very Difficult *climbing* roll.

Unfortunately, all their efforts at speed are wasted here. The Scarecrow made off with Cheryl Saturday afternoon. His gang arrived disguised as furniture movers and got by the guards claiming to be picking up a charitable donation of an old sofa from Cheryl. They forced their way into her apartment, knocked her unconscious, and hid her body in her sofa. Then, they carried her out through the front door.

The reception desk log contains the time the event took place and cover story, and a Moderate *charm*, *intimidation*, or *persuasion* roll persuades the doorman to let the heroes review it. There's even the identification number of the rental van the Facers used; following up that lead rewards the group with the information that the van has not yet been returned (the heroes can use this tidbit to help them find the location of Cheryl's burial site).

The Facers took her from the condo to Arkham Asylum for a brief layover while the Scarecrow prepared her final resting place. She's now buried alive in an old cemetery on the Hill. Air, tinged with small amounts of fear gas, is pumped down to her from the surface, and a small drinking tube provides enough water to keep her alive.

She's been there since Sunday morning and the heroes have until 9:00 A.M. Wednesday morning to find her before the strain is too much for her and she either dies or suffers irreparable psychological trauma.



INVESTIGATING CHERYL'S APARTMENT

The door to Cheryl's apartment, number 2525, is not only unlocked, but if a hero knocks on the door, it slowly swings open, revealing that entry had been forced. The Facers carefully closed it when they left to give the appearance it was intact. As this isn't exactly a high-crime neighborhood, no one suspects otherwise.

Inside, there are signs of a struggle: a few overturned plants, some upset furniture, and so forth, but the apartment doesn't look looted. The most remarkable damage, however is what appears to be the springs and stuffing to a couch scattered around the floor. The Facers had to gut the couch to fit Cheryl inside, and the rem-

nants are what they left behind.

A hero making a Moderate *search* roll finds a spilled and empty bottle of ether and a stiff cloth on the floor; the ether is how they subdued her for the trip out.

Any hero who spends a little time walking around the apartment, whether looking for clues or not, can make a Moderate *scholar* (*psychology*) or *scholar* (*architecture*) roll. If she succeeds, she notes the apartment is designed to make the most use of space. Mirrors are placed strategically around the condominium to make it appear larger than it really is, and the curtains are either fastened open or loosely hanging thin sheers. Another Moderate *scholar* (*psychology*) roll tells the character that Cheryl is likely at least mildly claustrophobic based on this. Of course, any hero noting the design of the condo is free to make this assumption as well.

WHAT NEXT?

By this time, the heroes should have just enough clues to get them headed in the right direction—or directions. They should be fairly certain the Facers are involved with the Scarecrow. They may also have a pretty good idea the Scarecrow is using Arkham Asylum as a base.

If they haven't made the Facer connection yet, the Narrator should allow Father Sounder or another Narrator's characters to take a more active role in helping them find the information necessary to start looking into the gang. Although the Narrator shouldn't just blurt out the solution, the answers can be crafted to help direct the heroes' line of questioning. A police or street Contact is another avenue to help guide them back on track.

The group may decide to investigate a connection to the Penguin. If they do, a Moderate *streetwise* roll tells them Cobblepot had nothing to do with Manier's murder. Although the Ark Project's destruction of his cache annoyed him terribly at the time, it was a minor setback and he's not going to endanger his current position by pursuing a foolish revenge against an relatively insignificant player.

SCENE 3: THE SHADOW OF DEATH

THE FACERS

At one time, the False Facers were sitting high on the hog in the ruins of "No Man's Land." Under the Black Mask, the gang controlled a sizable portion of the ruined city. As the villain descended into even deeper madness, many of his henchmen jumped ship and set out to form their own gang. While they did take a beating at the hands of the Penguin's goons, at least they didn't suffer the near complete annihilation that those who stayed with the Black Mask did.

Now, the Facers are few in number. With civilization restored, not many street kids are willing to ruin their physical appearance to join the group when other gangs only require them to wear a bandana or a stylish jacket. The remaining members have holed up in an abandoned tenement on the Hill—or at least those who haven't taken residence with the Scarecrow in Arkham.

Not surprisingly, horrible facial scars and excessive body piercing tends to make one rather high profile. A hero making an Easy *streetwise* roll finds out the gang is currently haunting the Hill; a Moderate roll on the same skill gets him a street address: 156 Wilson Street.

When the heroes arrive at the gang's residence in an abandoned and partially collapsed building on the Hill, read the following:

If you didn't know better, you'd swear the Facers made the tenement at 156 Wilson Street undergo the same scarring rituals the members of the gang had. The building's facade has more than its share of cracks and



broken glass, and while much of the damage no doubt occurred during the quake, the boarded-up windows tell you a lot of it predates the disaster. In all honesty, the tenement would probably have to be improved to qualify as a crack house.

At least you're sure you have the right address; a small group of scarred gang members stand around the stripped wreck of an old model sedan. It's near impossible to tell the make, since very little of the original vehicle is left attached to the frame.

The gang members live up to their reputation, at least in appearance. None of them lack the horrific facial scars you've heard about on the street and most have some very creative facial piercings and chains. They don't seem to care much for other fashion either, as their clothing appears to have been picked up at an Army surplus cast-off sale.

Unless the heroes are approaching stealthily, the Facers quickly make note of them and begin posturing. Any character who makes an Easy *surveillance* roll can tell the street thugs have an assortment of barely concealed weapons on their persons or near at hand, ranging from baseball bats to chains to even a few handguns.

One of them, named Frankie, steps forward and says:

"You know you're on False Facer turf, right? You don't want no trouble, you best move on up the street. You want trouble? Stick around. Trouble will be here real soon."

Most of his speech is bluff. The Facers have had a rough time of it ever since the earthquake. Most of the gang still at 156 Wilson Street would rather not have any more beatings at the hands of costumed vigilantes. However, they won't back down from a belligerent group of heroes either.

What the heroes don't know at this point is the Facers at the tenement are not involved with the Scarecrow. In fact, they'd rather not be even loosely associated with another crazed villain. They've had nothing but bad luck from their experience with costumed nutcases. Once they know what the heroes are after, they are likely to spill their guts.

The trick for the heroes is to learn this before a fight breaks out. The characters can handle this encounter several different ways.

Sweet (or Not-So-Sweet) Talking: If they choose to try to talk their way out of the battle, a diplomatic approach is the best bet. A Moderate success on *persuasion* or *charm* lets them avoid a largely unnecessary fight. A more direct form of "negotiation" such as *intimidation* takes a Very Difficult success, though, because the gang can't risk damaging its reputation by backing down from a fight in the middle of the street.

Keeping an Eye on Things: The heroes can also back down themselves and try to find either Cheryl or the Scarecrow by tailing the Facers. This isn't too difficult, for reasons already mentioned, and takes only an Easy *surveillance* roll to pull off. However, since the Facers at 156 Wil-

son aren't actively involved, the heroes wait around until 7:00 P.M. Tuesday before they get a break with this method.

At the time, the rental van the characters may have identified from Cheryl's condo shows up. Two gang members get out and head into 156 Wilson. A loud argument ensues and the two leave within minutes, obviously angered by something (the remaining Facers have severed all ties with the members working alongside the Scarecrow). Then they head immediately back to the cemetery where Cheryl is entombed.

Put 'Em Up! In all honesty, a fight is quite possible here. After all, costumed heroes will be costumed heroes—particularly when faced with tough-talking gang members.

The exact number of gang members depends on the number of heroes present. A good figure is two Facers for every hero, although if the group is primarily composed of Power Level 1 characters, the Narrator may want to adjust that amount to three Facers for every two heroes.

The gang isn't looking to cancel its membership in a street tussle with a group of vigilantes, so after one third of its number is down or incapacitated, Frankie or another Facer calls for a cease-fire and peace. Of course, this is really just a roundabout way for the gang to surrender, but they'll never call it that!

Facer gang members. All stats are 2D except: *brawling* 3D, *melee weapons* 3D, *marksmanship* 3D, *thievery* 3D, *Physique* 3D, *streetwise* 3D, *Presence* 1D, *intimidation* 3D. Speed: 30. PDV: 1. Unarmed BDV: 3D. *Physique/lifting* bonus: +1. Hero Points: 0. Villain Points: 0. Character Points: 2. Body Points: 16. Equipment: One in every three Facers has a .38 Special revolver or similar 5Dx2 pistol. The rest are armed with baseball bats, chains, or similar melee weapons; regardless of the description, these hand weapons are all BDV 3D.

WE'RE INNOCENT!

It doesn't take long after the heroes start talking to the Facers to learn this part of the gang at least had nothing to do with the Scarecrow's attacks. The thugs are quick to tell everything they know about the villain and his plans, which is, unfortunately, not as much as the heroes would probably like. Frankie, or his replacement, tells them what the gang knows. Read the following aloud:

"When that straw-stuffed nutcase came knocking at our door, some of the wilder ones in the gang bought off on his crazy story 'bout how the Ark Project was what got us in such bad straits and all. A few figured we was dead on the streets if we didn't get us a big name backer. They said the Scarecrow would keep all the punks from trying us and we could ourselves build back up."

"Most of us still here figured it the other way around. Joinin' up with a loose cannon like him would just bring worse down on our heads—I mean didn't we learn anything back durin' 'No Man's Land'?"

"Anyway, those that sided with him packed up and left the next day. We ain't seen none of them 'round the hood"

since—well, except for the crazies down at the Memorial, that is. The short of it is, we ain't got nothin' to do with no murders and we hope you catch the ones that do so nobody else comes botherin' us about it."

If asked where or what the Memorial is, Frankie explains that it's Marston Memorial Cemetery on the Hill relatively nearby and gives them directions. He says that some of the other stay-behinds caught sight of a few of their former members unloading a box or something from a rental van Sunday morning. The van's been parked there since.

RESURRECTION

Following up on the lead they picked up from the Wilson Street Facers, the heroes arrive at the Marston Memorial Cemetery. The cemetery occupies about a city block and is ringed by a rusting, wrought-iron fence. On each of the bordering streets, a gate allows entry to the area, but three of the four are chained and padlocked. The fourth gate is opened, but any hero making a Moderate *Perception* roll notices a cut chain with padlock still attached behind one of the gateposts.

The place is in bad repair and has probably not seen regular maintenance in years. The earthquake wreaked havoc on the memorials, toppling gravestones and cracking mausoleums. Enormous trees loom over the graveyard, covering much of the area with shadow.

Still, even the overgrowth and tombstones can't hide the telltale yellow of a rental moving van near the middle of the cemetery.

No matter how the heroes approach this encounter, they have to fight the renegade Facers. The Scarecrow has given all of his henchmen a dose of chemicals that makes them completely fearless. These goons won't back down or surrender; they're in it until the finish now. There are four Facers camped out in the cemetery watching Cheryl's slow demise; if the characters are particularly combat oriented, the Narrator may wish to up this number by one or two more.

One of them is supposed to be on guard; all are currently lounging in the back of the van. Although they may be fearless, they're still pretty lazy. As long as the heroes don't come in with a marching band, the gangers won't spot them until they're nearly on top of the van. However, as soon as they do, the Facers pull their guns and open fire.

Thanks to the Scarecrow's chemical boost, these renegades are a little tougher than the Wilson Street members. They're also completely immune to *intimidation* attempts.

Facer renegades. All stats are 2D except: *brawling* 3D, *melee weapons* 3D, *marksmanship* 3D, *thievery* 3D, *Physique* 4D, *streetwise* 3D, *Presence* 1D, *intimidation* 3D, *willpower* 3D. Speed: 30. PDV: 1. Unarmed BDV: 3D. *Physique/lifting* bonus: +2. Hero Points: 0. Villain Points: 0. Character Points: 2. Body Points: 20. Equipment: Pistol, shotgun, or submachine gun (one of the Facers is carrying a 12-gauge shotgun [BDV 4Dx4], one has an Uzi submachine gun with 2 full clips

of ammunition [BDV 5Dx3], and the remaining gang members are armed with .38 revolvers [BDV 5Dx2]).

BURIED, BUT NOT DEAD... YET

After the heroes dispatch the Facers, they have little problem locating Cheryl's burial site. It's right across the path from the van and the only fresh grave site in the cemetery.

Two tubes run into the ground at the head of the grave. One is attached to a large jug of water. The other is obviously an air tube, but it is connected to a small canister of compressed gas. The canister is filled with a diluted version of the Scarecrow's fear gas. Any hero foolish enough to take a whiff has any existing Phobia heightened by two debility levels for 2Dx3 hours (minimum one hour; see page 25 of the rulebook for levels). If he doesn't already have a Phobia, he instead gains mild severity claustrophobia for the same duration (+2 difficulty modifier for all attribute and skill rolls) while in enclosed areas.

A quick search turns up three shovels, covered in fairly fresh dirt, which the Facers used to dig the grave. Depending on how many heroes are involved in the excavation, unearthing Cheryl's coffin takes between one to three hours. As they get closer to the entombed woman, they can hear muffled screams and shouts for help.

Once she's freed, Cheryl is understandably upset and nearly incoherent. Phobic saturation has left her virtually incapacitated and a restricted airflow didn't help matters. If the heroes insist on questioning her (which they probably should), she gives them the barest details of her abduction. If the heroes follow up on her story or ask about the Scarecrow in particular, read the following:

"I...vaguely remember some strange figure on a...throne, maybe. I'm not sure. It could have been a dream. All I can recall...is being kept in a dark room with old stones in the walls and piled around...like some ancient castle that was slowly dying...for some time before I was brought here. It was dank and musty, and I think I remember the smell of...coal or soot. I am sorry, I was drugged...and I think I still am."

She never actually saw Arkham Asylum from the outside, so she doesn't know that's where she was.

THE FACERS' VAN

The other place the heroes can search for clues is the van the Facers used to kidnap Cheryl. The inside is littered with trash and the remains of the Cheryl's couch, where one of the gang members had been sleeping. The one vital clue are the decorations the Facers have hung along the inside of the walls.

The gangers have scrounged the nameplates of Arkham's most notorious residents from the doors in the ruined asylum. Hanging on the walls of the van are metal plates each with a name that the heroes may instantly recognize: DENT, HARVEY; STARK, CORNELIUS; SIONUS, ROMAN; ISELY, PAMELA. If the names don't ring a bell a Very Easy *criminology* or *streetwise* roll



tells them who the plates likely belonged to (Two-Face, Cornelius Stark, Black Mask, and Poison Ivy).

The plates are dinged up a bit and rusted in one or two places. If the players don't guess this on their own, a Moderate *criminology* or *scholar (psychology)* roll allows a character to recognize these as belonging to an asylum, most likely the old Arkham site in Somerset County.

BACK ON TRACK

If the heroes failed to get the information on Cheryl's whereabouts from Frankie, all is not lost. If they found out about the rental van from the doorman at her condominium, the heroes can use *streetwise*, a Contact, or just plain old legwork to look for a van fitting that description in an unlikely place—say a graveyard on the Hill.

If they don't have either, the Narrator has to step in and provide a clue to her whereabouts based on what the heroes *do* know. That clue can come from one of the Narrator's characters, a Contact, *streetwise*, or any other means suitable for the particular group of heroes.

With the clues at hand, the heroes probably have a good idea that the old Arkham Asylum is their next stop. If they don't, the Narrator can allow either Cheryl or the Facers on Wilson Street to point them that way in a less subtle fashion.

SCENE 4: FEAR NO EVIL

WHAT ABOUT FATHER SOUNDER?

If the heroes were paying attention to the Scarecrow's threat back at the beginning of the adventure, they're probably more than a little concerned about the safety of Father Sounder at this point. In fact, they may even have posted a guard on him prior to this. If that's the case, they're doing their job and the Scarecrow doesn't make an attempt to kidnap the good priest while there's someone near him.

Of course, if one hero has been stuck playing babysitter, she may be getting a little bored at this stage in the adventure. If so, the Narrator should feel free to have a group of renegade Facers snatch Father Sounder. He continues with his daily duties and visits on the Upper East Side in spite of any concerns the heroes have for his safety, so the attack can occur pretty much at any time.

Use the stats for Cheryl's guards to represent the kidnappers, and don't throw more at the guarding hero than she can handle. This can even serve as a good way to get a misdirected group back on track by letting her interrogate one of the attackers after the battle or tail them back to Arkham!

On the other hand, if the heroes have forgotten about the danger to the priest, the

Scarecrow's henchmen take him captive and drag him back to Arkham. There, the villain plans to spend days strumming Father Sounder's fears before finishing him off in some as-yet-undecided fashion.

AT THE GATES OF MADNESS

Arkham Asylum in Somerset County has been sealed up for a couple of years. Bane's assault ruined the facility's confinement capacities. Since it would cost too much to rebuild, all the inmates were moved to Mercy Mansion. The earthquake further damaged the asylum.

The building has been unoccupied since, as no one in their right mind would have any reason to want to inhabit the place. No one ever claimed the Scarecrow was in his right mind.

When the heroes arrive, the gates to the asylum grounds are closed, but not locked. An Easy *search* roll reveals a number of recent tire tracks (from the Facers' rental van) leading up to and through the gates in both directions. No lights show in the windows, if the heroes arrive after dark.

Getting into Arkham is much easier said than done. Arkham was designed to keep its inhabitants within its walls, but it's nearly as effective in keeping others out as well. The doors are locked and chained shut, and all windows are barred and made of safety glass. It's possible one or more of the heroes has a power appropriate to getting them past Arkham's walls, but otherwise a Very Difficult *lockpicking* roll is needed to open one of the double-sealed doors.

An easier way is to enter through one of the holes Bane and his henchmen blew in the building. The most noticeable is where one of the rockets blasted a corner off the south side of the asylum. Another sizable hole was torn in the roof of the rear of the asylum, the area Jeremiah Arkham had designed to mirror a classical labyrinth. During the earthquake, a third hole big enough for a person to enter opened in the southern wall of the labyrinth wing.

Finally, the heroes can enter through ventilation shafts on top of the labyrinth wing if they're being really sneaky.

INSIDE THE LABYRINTH

The front portion of the asylum holds nothing of interest to the heroes. Most of its rooms have been stripped bare, and no evidence of either the Scarecrow or his Facer allies can be found here. There's a considerable amount of dust, and any hero who thinks to look for tracks in this area quickly notices a lack of any—even the usual vandals and street punks seem to avoid the place.

Entering the labyrinth wing, which held the most severely disturbed of Arkham's patients during its day, the heroes find numerous footprints. No roll is necessary to find the initial tracks, but following them as they meander through the labyrinth takes a Difficult *tracking* roll. Inside the mazelike corridors, it's quite dark even in daylight; one of the first things the Scarecrow had his lackeys do was board up or spray paint any exterior windows. Hopefully, the heroes have light sources or



powers that let them see in the dark!

While they're in the labyrinth wing, a couple of events occur. First, the Scarecrow keeps a weak concentration of his fear gas circulating through the area, mainly to give any brave homeless folks or vandals the "willies" about entering the old madhouse. However, the heroes are wandering around, getting a good dose of the stuff. Unless she makes a Heroic *resistance* roll, a hero spending more than a few minutes in the halls of the labyrinth finds herself jumping at shadows with her nerves on edge. Any hero who fails the roll receives a +1 difficulty modifier to all attribute and skill rolls while in the labyrinth.

Read the following when the heroes first succumb to the gas:

The slowly curving hallways are beginning to set your teeth on edge. You can never see quite far enough ahead. The design of the place causes your footsteps to echo along the halls. Or maybe you're being followed—you can't be sure.

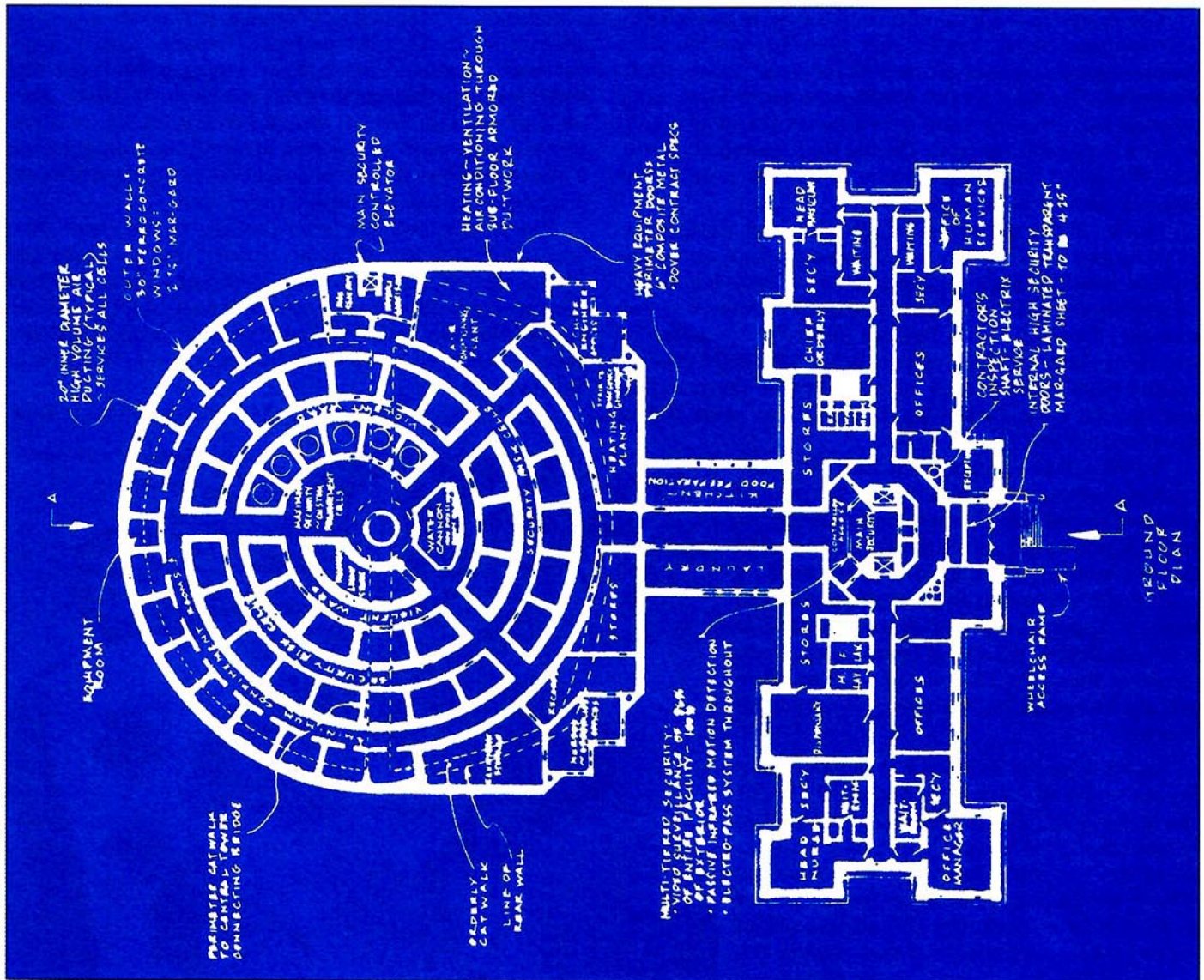
As you walk past cells that held the likes of Killer Croc, the Joker, Zsasz, and maybe worse, you're unable to take any solace from the fact the asylum is long unoccupied. Now the cells gape open and empty like the dead eyes of a skull, staring at you with quiet hatred. Or maybe the hungry maw of some monstrous serpent just waiting for a chance to gobble you up...

The Narrator should play up the creepiness of the maze. At its best, Arkham was never a children's playground, and now it's an abandoned ruin hiding a psychotic who seems to almost feed on fear.

The second obstacle to face the heroes while in the labyrinth is a pair of Facers the Scarecrow left here as guards. Actually, there are three, but one has slithered through the air shafts to warn the villain of the trespassers. The two remaining behind are armed with only melee weapons, but the Scarecrow chose carefully when equipping them: both are wearing bulletproof vests and carrying fast-starting chain saws. With the effects of the fear gas tweaking their imaginations, the two gang members look like nothing so much as escapees from a drive-in-theater slasher flick!

Using the air shafts, the two stalk the heroes for a while before moving in to attack. If the Narrator desires, every so often, one fires up a chain saw for a moment a corridor or two away from the heroes just to keep them jumpy. As with all the Scarecrow's allies, these two are doped up on fear-negating chemicals and fight until they're dropped.

Facer stalkers. All stats are 2D except: *brawling* 3D, *melee weapons* 3D, *marksmanship* 3D, *thievery* 3D, *Physique* 4D, *streetwise* 3D, *Presence* 1D, *intimidation* 3D, *willpower* 3D. Speed: 30. PDV: 1. Unarmed BDV: 3D. *Physique/lifting* bonus: +2. Hero Points: 0. Villain Points: 0. Character Points: 2. Body Points: 20. Equipment: Bulletproof-vest under clothing (Armor Value 16 against bullets and blows to chest and abdomen), chain saw (BDV 5Dx3).



FINDING THE SCARECROW'S LAIR

The Scarecrow and his gang are hiding in an old basement room under the Asylum. The only way to get to their lair is through a ventilation shaft. The heroes can find numerous openings to air shafts if they are looking for them, but only certain ones connect to the shaft that enters the underground room. Should they succeed in following a set of tracks through the labyrinth, they eventually reach one of these connected shafts.

If the heroes remember the nameplates they found, they have another way to locate one of the entry shafts. Each of the plates was taken from a cell near one of the entry shafts. All the heroes have to do is wander the labyrinth and find the doors that have had the plates pried loose (some have fallen, but the only ones pried off are near entry shafts).

Finally, they can always try hit-and-miss. If the Narrator is keeping track of the he-

roes' progress on the labyrinth map, she can tell when they're at or near an entry air shaft. Or, she can simply determine randomly each time the heroes crawl into one of the shafts if they've got the right one.

By the way, with the fear gas circulating through the area, trips into the cramped air shafts are unnerving at best!

No matter which shaft they enter, the heroes have to follow a twisting route under the labyrinth to an older ventilation system, which eventually lets out in a subbasement of the original building. Unlike the rest of the asylum, the deep basements retain the old, gothic style of the Arkham mansion.

The portion the Scarecrow has claimed is one of the old furnace rooms. An ancient coal-burning furnace occupies one corner of the L-shaped area, and a pair of water heaters stand nearby. Unless they took extraordinary stealth measures, the Scarecrow is well aware the heroes are coming. As the heroes emerge from the confines of the air shaft, read the following aloud:



The crawl through the ventilation system has left you a little disoriented. You're only sure that you've gone down a good distance since you entered the air shaft. However, the dust in the shafts was more than deep enough for whoever went down there ahead of you to leave a very obvious trail. The air shaft ends just ahead, and the grate has been removed. It's a safe bet your chase is almost at an end.

Much of the room's ceiling collapsed during the earthquake, leaving it a small maze of dead ends and rubble itself, though nowhere near as complex as the labyrinth you just left. There are no windows that you can see, leading you to believe you're at least one or two floors beneath the surface. What little light there is comes from candles and torches in the surrounding rubble and casts flickering shadows that seem full of menace and evil.

A voice that sounds both like the wind rushing through a cornfield and the pained creak of an old door comes from somewhere in the shadows ahead. "A president once said there's nothing to fear but fear itself. A quaint phrase meant to promote a political agenda, though, nothing more. No hidden truth, no deeper meaning. Let me assure you there is more in the world to fear than merely fear itself, but for now, you only need fear me."

As soon as his soliloquy is finished, fear bombs go off all around the heroes, filling the smoky air with full-strength fear gas. A Heroic *resistance* roll is necessary to avoid being affected by the gas. A hero can overcome the effects with a Super-Heroic *willpower* roll or she's forced to wait out the effects (6Dx4 hours). The exact effects of this dose of the gas make the Scarecrow's Facer henchmen seem like far more than they truly are.

There's only one gang member in the sub-basement for every hero, but that may be more than enough. The Scarecrow's gas has a hallucinogenic effect on any hero it affects, causing him to perceive the Facers as someone or something far more powerful than they truly are.

A hero with a powerful Enemy may find himself confronted by his nemesis, while a character with a Phobia of spiders may perceive a man-sized tarantula, and so on. Heroes without any appropriate weakness may see a famous, but frightening villain, like Bane or Zsasz, or they may think they are fighting a mythological or cinematic monster such as a werewolf or unkillable serial murderer. The exact details are up to the Narrator to decide.

The game effects are as follows. Each round a character under the effects of the Scarecrow's gas is in combat with a Facer, she takes

a minimum of six points of damage, minus her *willpower* score (the Narrator can increase the amount of damage for Power Levels above 1, if he wants). If the Facer hits and does more damage than this minimum, use the higher amount instead. Normal armor, Invulnerability, or other protective powers are useless against this damage; most it all comes from the hero's own mind. Even Mental Shield provides only half its normal protection.

The hero cannot do more damage to the Facer than four points *plus* her *willpower* score. If the hero hits and causes less damage than this maximum amount, apply the lower amount to the Facer; she's subconsciously pulling her blows to make the Facer seem as powerful as she perceives him to be. In short, the hero's real battle is in her own mind!

The Narrator must track the damage actually done





separately from the damage inflicted only in the heroes' minds. Any heroes who overcome the fear gas immediately lose all imaginary damage. Heroes brought to zero Body Points by imaginary damage are only temporarily unconscious.

Luckily for the heroes, the combination of constant exposure to the fear gas, the Scarecrow's antifear drugs, and carbon monoxide has weakened their foes' actual physical bodies. If they manage to overcome the fear gas, these Facers are a pushover.

Scarecrow's False Facers. All stats are 2D except: *brawling* 3D, *thievery* 3D, *streetwise* 3D, *Presence* 1D, *intimidation* 3D, *willpower* 1D. Speed: 30. PDV: 1. Unarmed BDV: 3D. *Physique/lifting* bonus: +1. Hero Points: 0. Villain Points: 0. Character Points: 2. Body Points: 16. Equipment: Axe or similar melee weapon (all BDV 3D).

Heroes under the effects of the gas perceive the Scarecrow (see Chapter 5 for stats) as having a few unusual powers, but for the most part, he retains his own appearance and abilities.

He hurls rocks at heroes who attempt to approach him; if the target is under the effects of the fear gas and the Scarecrow hits, she takes normal damage for a small rock (1 point) and dives for cover, losing her action for the round if she hasn't already taken it. If she has already taken her actions this round, she must spend her next action getting up. The rock, thanks to the gas, appears to be a screaming, flaming skull or screaming vampire bat to such characters.

Other than his rock throwing, he's limited to his own fighting skills (*brawling* 3D, *dodge* 3D, *marksmanship* 3D, PDV: 2, *Unarmed BDV*: 3D, *P/I Bonus*: +1). For that reason, he tries to avoid direct combat, maneuvering the heroes into his False Facers. Should the battle turn against him, the Scarecrow seeks to escape, leaving his henchmen to occupy the heroes. If the Scarecrow managed to kidnap Father Sounder, he doesn't hesitate to threaten the man's life if he's in danger of being captured.

CLEANING HOUSE

After the battle, the heroes can take satisfaction that they've beaten one of the more twisted of Arkham's residents—and on his own turf, no less. They've saved several lives and brought a psychotic murderer's rampage to an end. They've made a lasting friend in Father Sounder, and Darlene Simmons and Cheryl Wilson are going to remember the group for the rest of their lives.

On the chance the heroes are defeated by Crane and his hallucinogenic allies, the Scarecrow doesn't kill them outright; that's not in his personal idiom. Instead, in true serial villain fashion, he keeps them alive for some elaborate death focusing in some way around their fears. This is likely to be his undoing as well, since it provides ample opportunity for the heroes to escape. The details depend

on each hero, of course, and the Narrator should find suitable challenges for the characters.

If the heroes took a *real* beating, either the G.C.P.D. or one of Gotham's costumed pro-

tectors can always rescue them. The characters have already done all the legwork, so all either of these rescuers has to do is get the story from Cheryl Wilson or Father Sounder, if he's still around, to figure out where the Scarecrow is holed up. This method should be the Narrator's last choice, though, since it cheats the heroes out of a hard-earned victory.

REWARDS

The Narrator should reward an extra two to three Character Points based on roleplaying and the amount of fun everyone had. Additionally, if a character came up with a particularly clever idea not covered in these rewards, the Narrator should feel free to award it with a bonus Character Point.

Don't forget any hero who spent a Hero Point on an appropriate action gets that point back and an additional one as well. Also, for rescuing Cheryl Wilson and Darlene Simmons, the heroes gain one Hero Point for each character alive at the end of the adventure.

For other challenges, the rewards vary. If the heroes defeat the Scarecrow, each hero gets two Character Points each. If the heroes worked well as a team to track down and defeat the Scarecrow, they get two Character Points each. If they defeat the Facers at Cheryl Wilson's grave, give two Character Points to each hero present. If they avoid a fight with the Wilson Street Facers, give one Character Point to diplomatic characters. If they figure out the location of the Scarecrow's hideout, one Character Point goes to the hero who does. For learning of the rental van at Cheryl's condominium, one Character Point goes to the hero who does.



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