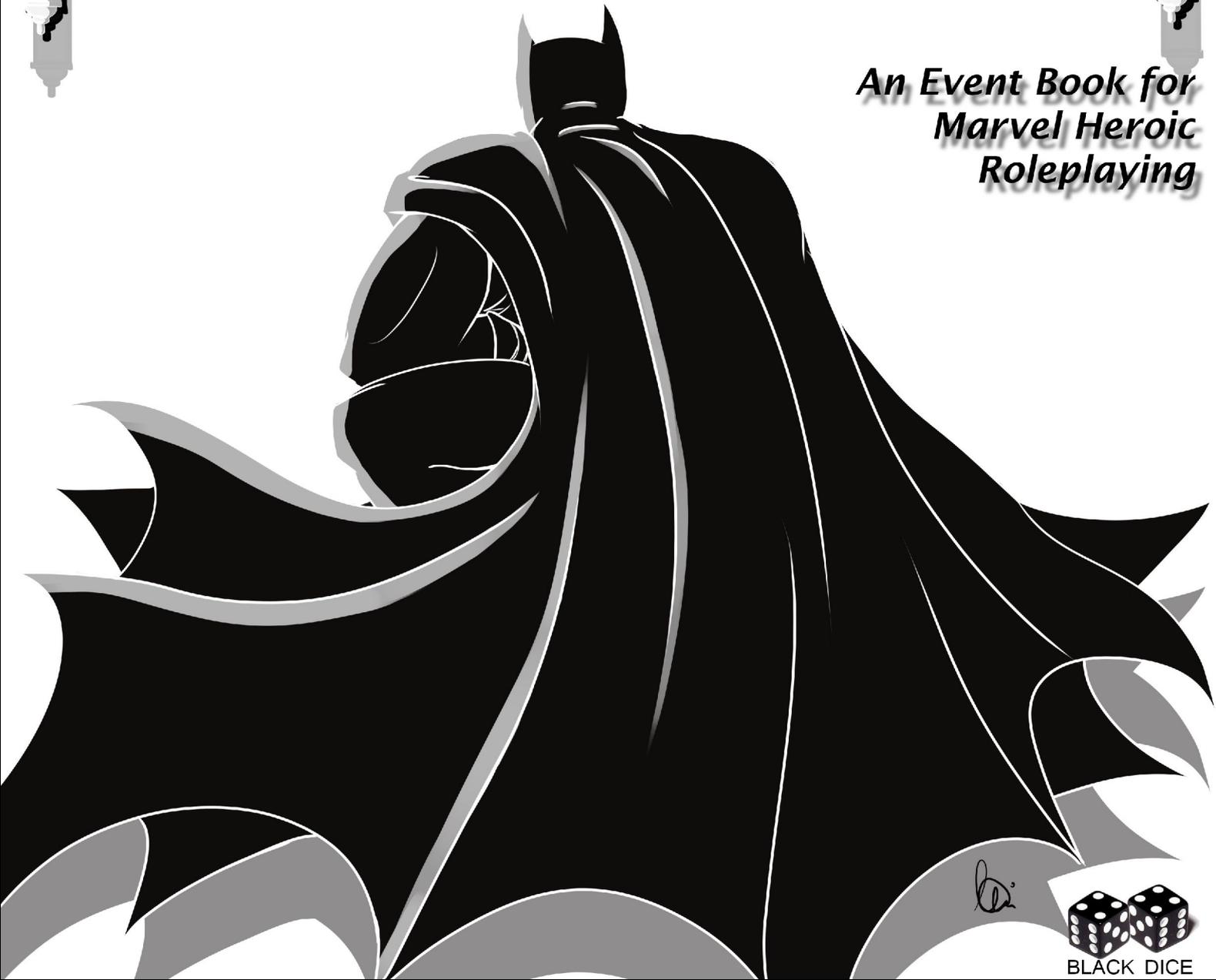


BATMAN'S

EARLY YEARS SYSTEM

*An Event Book for
Marvel Heroic
Roleplaying*



BLACK DICE

ACKNOWLEDGMENTS

Because without some people, you know you just can't do it

I would really like to note down everybody that served as inspiration to write this down, but I am afraid I will fall short.

First and foremost, thank you Bob Kane and Bill Finger for giving us Batman back in 1939, and to DC Comics for filling our minds and imaginations with great stories about the Dark Knight, and his family.

Second, thanks to Margaret Weis Productions for releasing the amazing RPG, *Marvel Heroic Roleplaying*; and especially to Cam Banks for being such an enthusiastic fellow on RPG.net, keeping the buzz up and making a lot of us interested in the game.

Next, thanks to Rocksteady and Eidos for the very clever, incredibly good "Batman: Arkham Asylum" videogame (and Arkham City, keep it up!). Go buy the game and live this EVENT as the Batman in its original form.

Of course, a big thanks to the excellent community at RPG.net for discussing character builds and being such an amazing source for inspiration, even for a lurker like me.

Last but not least, to my friends for whom this event is created; for a Watcher with no Heroes is a very useless thing indeed!

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EVENT



Batman: Arkham Asylum

by Esteban (aka Willen, aka Estebas)

*Based on the **Batman: Arkham Asylum** videogame by Rocksteady Studios*

Act I: Intensive Treatment

Act II: The Titan Formula

Act III: An Invitation to My Party!

Welcome to this fan-made EVENT for *Marvel Heroic Roleplaying* by Margaret Weis Productions. I offer this Event for your use and abuse (but only personal use, ok?), to tweak as you wish.

I designed it to be an introduction to the MHR system, since most people in my group were interested in playing the Bat-family. After working on the Data Files, and while playing Arkham City, I thought... these games would be great plots for MHR! And I bet even someone who has played through them can enjoy donning the cowl and suiting up to face Gotham's darkest goons.

I hope you enjoy my adaptation. If you intend to play this EVENT as a Hero, I suggest you do not read forward.

SYNOPSIS

SYNOPSIS

Batman's arch enemy, the Joker, has instigated an elaborate plot from within Arkham Asylum, where many of Batman's other foes have been incarcerated. The heroes investigate and come to learn that the Joker is trying to create an army of Bane-like creatures to threaten Gotham City. It is up to the brave Heroes to put a stop to the maniac clown-prince of crime plans.

The Joker has been secretly financing Arkham's Dr. Penelope Young's top-secret (and illegal) research on Venom, the substance that gives Batman's nemesis Bane his extreme physical abilities and strength. Bane himself has been transferred in secret into Arkham (officially he escaped from Blackgate 6 months ago). Dr. Young has succeeded in creating a powerful derivative of Venom called Titan, and the Joker arranged his own capture and transfer into Arkham to gain control of the formula.

After successfully taking control of the Asylum, he reveals to the heroes that several bombs ready to disperse Titan into the air have been planted in Gotham and any outside interference will cause him to detonate them, turning all Gotham's inhabitants into mindless ravaging animals. All the Joker wants is to take the formula from Dr. Young in order to independently produce more Titan... killing members of the Bat-family can only add to the fun!

Throughout the night, the heroes must deal with the temporarily admitted sane prisoners from Blackgate prison (which suffered a mysterious arson attack a few weeks ago), alongside Arkham regulars Scarecrow, Zsasz, Poison Ivy, Bane, Killer Croc and Harley Quinn.

This "EVENT file" is presented in the logical chronological order in which the game unfolds. The idea, however, is to present the different "encounters" or Key Action Scenes in a way that the Watcher can use to move the story forward. Always keep it moving; if the heroes decide to pursue something different (like ignoring Dr. Young's kidnapping, for example), just move it along and make them learn of the consequences of not being there (like running into Cash mad at them over the doctor's dead body).

Transition Scenes are placed where they feel appropriate, but my suggestion is just make anything that happens "between" Action Scenes a Transition Scene. And if it takes too long, drop in some Blackgate inmates and make it an Action Scene immediately; hopefully leading them to another important Key Scene.

Can you run Arkham Asylum with only the Key Scenes? Probably not... a lot of the tips and hints at the story are given in every scene. But you can probably incorporate all those details, as needed, in some other way. Key Scenes simply indicate the "main" chain of events from taking the Joker into Arkham to his final defeat at the hands of the heroes.

TIPs for running Arkham Asylum

Joker quotes and instigating the PCs: Always remember that Joker controls the Arkham Asylum broadcasting system and also all the surveillance cameras. At any time be watching on the heroes, checking their progress, and taunting them. Use Joker's constant awareness for ambient, to instigate them, question their sanity, their motives, their failures. Practice your "Joker-voice", slightly high pitch and laughing, and your players will thank you... or not.

Goons: Blackgate "regular" criminals, including a very large number of inmates formerly of Joker's gang, have been moved to Arkham due to a timely arson in the prison. Use them to your advantage every time you need to hinder the heroes or present a little challenge to earn them plot points; or if they are taking too much time in a Transition Scene. Simply break out some goons and make it an Action Scene!

Care to try my Riddle? In its own section, I have placed several riddles that can work as clues left by Edward Nygma (the infamous Riddler) to bother the heroes. Use these riddles as sidequests to separate the heroes, adding to the atmosphere and ultimately them leading to capture the Riddler.

See the "**Riddle Me This, little heroes!**" section.

Scarecrow: The Scarecrow Scene is perhaps a little tricky to run for a Watcher and players used to traditional roleplaying. It relies on heavy impersonation, and the players being able to suspend their disbelief for long enough to play along. Even when I wouldn't recommend it to a newbie Watcher, it can be great to give it a try and push those boundaries! But again, it requires a certain type of Watcher and group to actually work and be fun; and a lot of work and improvisation on the Watcher part. Tips and advice are included, and my best wishes along with them... have fun!

MILESTONES

MILESTONES FOR ARKHAM ASYLUM

Arkham Asylum has several thematic Milestones that the heroes can use instead of their own. They tie directly into the action of the madhouse and reward players for solving the island's numerous challenges throughout the Event.

Liberate the Arkham Personnel

Joker and his crew have made prisoners of all the Asylum staff they haven't outright killed. Find them and get them to safety.

1 XP when you learn about the location of a prisoner.

3 XP when you leave a staff member in danger to pursue Arkham inmates, or leave the staff member somewhere safe at the risk of letting the inmate escape.

10 XP when you rescue all personnel alive, or when one of them die because of your inaction.

Lock them up again

Many of the most dangerous criminals of Gotham populate Arkham and are now on the loose. Can you return them to their cells?

1 XP when you defeat and capture a fugitive of Blackgate, or a group of them.

3 XP when you defeat one of Gotham villains and lock him up; or allow him to escape to save an innocent or help an ally.

10 XP when you foil up Joker's plans and restore control to Arkham.

SETTING

SETTING – Arkham Asylum

The **Elizabeth Arkham Asylum for the Criminally Insane**, commonly referred to simply as **Arkham Asylum**, is a psychiatric hospital built on an island in the outskirts of Gotham City. It is home to many psychopathic criminals, mostly from Batman's own rogues gallery (such as the Joker, Poison Ivy, the Riddler, Two-Face, the Scarecrow, Bane, Killer Croc, and Harley Quinn). More "normal" criminals that do not require extensive psychiatric treatment are instead housed in the nearby Blackgate maximum security prison.

Arkham Asylum does not have a good record, at least with regard to the high profile cases - inmates such as the Joker are known for escaping at will - and those who are 'cured' and released tend to re-offend.

In addition, prisoners with unusual medical conditions that prevent them from staying in a regular prison are housed in Arkham. For example, Mr. Freeze is not always depicted as insane, but he requires a strongly refrigerated environment to stay alive; Arkham, with special conditions required for certain patients or inmates being a regularity rather than exception, is potentially seen by authorities to be an ideal location for such inmates.

The original name of the asylum was "Arkham Hospital". Its dark history began in the early 1900s when Amadeus Arkham's mother, having suffered from mental illness most of her life, committed suicide. Amadeus then decided, as the sole heir to the Arkham estate, to remodel his family home in order to properly treat the mentally ill, so others might not suffer the fate as his mother. Later, Dr. Amadeus Arkham himself started experimenting on and killing inmates, and it was revealed that Amadeus had actually euthanized her mother and repressed the memory. His mental health degraded so, until he was a prisoner in the same facility he built.

Important Staff

Warden Quincy Sharp

Quincy Sharp is the warden of Arkham Asylum and has been running the Asylum for 3 years and campaigning to become Gotham's next mayor.

In the game you'll find out Sharp had been killing some of the inmates, and was secretly plotting to kill Joker. He has put Dr. Penelope Young in charge of the Titan investigation, and arranged for the unused space at the Garden to be converted into a lab/factory area.

Commissioner Gordon

Gordon is the Police Commissioner of Batman's home, Gotham City. He shares the hero's deep commitment to ridding the dark and corrupt city of crime. He is somewhat skeptical of Batman's vigilante methods but recognizes the necessity of Batman and the two have a mutual respect and tacit friendship. Gordon was present at the Joker's attempt to seize City Hall, and comes along the heroes to bring in the Joker with a small detachment of GCPD to supervise and make the arrest legal.

Dr. Penelope Young

The young doctor is one of Arkham's top therapists. An ambitious woman, she was recruited by Warden Sharp to start working on a drug to enhance some patients' resistance to more "forceful" therapies. To that effect, she has been studying Bane's Venom and has developed the Titan serum out of it. She has recently found out that the secret founder of the project, "Jack White" is actually the Joker, and has refused to supply him with more Titan.

UNLOCKABLES

UNLOCKABLES

The Batcomputer [5XP / 10XP]: The computer in the hidden Batcave underneath Arkham Island is not as powerful as the mainframe in Gotham, but is still a capable system in itself.

For 5XP, the characters can link their own info-feed in the cowls with the Computer, getting alerts and analysis data. This provides with one full-pool reroll ONCE per Act.

For 10XP, the Batcomputer can hack into Arkham's Security System and tap into audio and video feeds. Although the Joker's jamming devices are scrambling the signal, the extremely capable computer can alert the hero for incoming thugs and criminals based on local microphones pickups. Increase the die type required by the Watcher to interrupt your action, for one Act only.

Arkham Guards [5XP / 10XP]: Some guards have managed to survive Joker's attack and are guarding the different locations, but keeping out of the way for the most part.

For 5XP, some guards will lend support to the heroes from afar with sniper rifles (See profile). They will lend support automatically until the fight for which they are summoned is done.

Team (d8) - Expert Asylum Guard (d8) - Sniper Rifle (d10)

For 10XP, half a dozen guards will appear to help them out. Treat them as an NPC ally in PC control.



Expert Asylum Guards (d8) - Team 4d6

Distinctions: Arkham Guard, Duty, Respect the Freaks.

Guard Power Set: Body Armor d8, Small Arms d6

SFX: *Area Attack.* Add a d6 and keep an additional effect die for each additional target.

Limit: *Knocked out.* Defeat Team dice with d8 stress to reduce Guard Team dice.

LOCATIONS

IMPORTANT LOCATIONS

Locations include Arkham East, Arkham West, Arkham North, Arkham Mansion, the Botanical Gardens, Intensive Treatment, Medical Facility, and Penitentiary. The island also features a network of subterranean catacombs, caverns, sewers, and a satellite Batcave which Batman had outfitted over the years in preparation for emergencies like this very one, being Arkham Security not the most trustworthy in the world.

Through the description, suggestion for Scene Distinctions are indicated in **Capital Bold**.

At each Scene description, Scene Distinctions will be suggested into boxes with gears backgrounds.



Arkham North: the access point into the Asylum through a bridge that connects the Island with the mainland, probably the most important location in Arkham is in its north section: **The Intensive Treatment Center**.

The Intensive Treatment Center is the center of Arkham Asylum. It houses holding cells, a patient pacification chamber, and even a decontamination room.

Right from the entrance and reception, it holds a processing corridor for admitting patients. An elevator leads to the subterranean level where "regular" holding cells are located; many convicts transferred from Blackgate are here due to overpopulation of the facility, as well as some criminal patients that do not require special containment. In this area is also a Pacification Chamber with **Reinforced Doors**. This elevator continues further down into a **Heavily Reinforced Guard Room** that opens into the subterranean caves that are Killer Croc's lair.

At the far end of the holding cells a **Computerized Transport System** provides access to Extreme Isolation, where the most dangerous criminals are kept.

Arkham East: accessed from Arkham North by a wide road, Arkham East contains **Arkham Manor** and the **Botanical Gardens**.

The old Arkham Manor, former residence of Amadeus Arkham, became a regular part of Arkham Asylum after Amadeus went insane. It includes a records room, offices for the doctors, and a library. Its elaborate design and many openings and windows make it **Difficult to Defend** and **Full of Shadows**.

The Botanical Gardens of Arkham Asylum provide fresh greenery as possible rehabilitation for the institution's inmates. It includes a Statue Corridor, an Aviary, and even a top secret Titan Production Facility used by Dr. Penelope Young. The Corridor joins the Outer and Inner Gardens, a **Green Maze of Trees and Foliage**. In center of the Aviary is a **Deep Chasm** into the deep caves under Arkham Island. The secret facility of Dr. Young can only be accessed through a **High Security Door** in the Inner Gardens, but several workers are allowed in and out without really knowing they are synthesizing the deadly Titan formula.

After Poison Ivy breaks into the Gardens and her plants become infected by Titan, all the place has been overrun by **Extremely Strong Vicious Vines [d10]**.

The caves that can be accessed through the Aviary chasm are an underground part of Arkham Asylum, consisting of an old sewer that empties into the Gotham river, an unused pump station, and Killer Croc's high-security lair. The caves also include a top-secret Batcave Batman has built on Arkham Island.

Security guards are posted around the entrance to the caves to the pump station, which had been closed by Warden Sharp years earlier on the grounds that it was a **Security Threat**. The heroes, under clearance from Batman, can access the Batcave built near the old sewer. The Batcave includes a **Batcomputer** that can be used to access the mainframe in Wayne Manor.

The **Old Twisty Sewers** are Killer Croc's lair, where he got confined due to lack of appropriate holding cells for the monster. They are **Extremely Dark** and all the walking surfaces are **Slick with Moss and Debris**.

Arkham West: holds a wide open central area originally for recreation, the small docks, the Penitentiary and the Medical Facility. Arkham West is one of the very first areas to fall into Joker's control, looking to capture Dr. Young.

The medical facility is an important part of Arkham Asylum. It includes a sanatorium with holding cells, an x-ray facility, and an experimental chamber which houses Bane and is used by Dr. Young for research on Venom. There are abundant **Medical Supplies** lying around, but the place is **Tightly Guarded** by Joker's henchmen.

The Penitentiary was the main incarceration area for the various deranged inmates of Arkham Asylum. It includes a main cell block for some of the most crazed patients on the island, an extreme incarceration area, and a visitor's center. Its entrance is blocked by a **Burning Ambulance** and some **Terrified Staff Members** are held prisoners once the Joker's gang gain control of the place. Most of Batman's rogue gallery is incarcerated here (thou Harley Quinn liberated most of them as per Joker's orders before the heroes can prevent them).

THE HOOK

Come have a Laugh at Gotham City Hall

Preliminary ACT: Start with 2d6 Doom Pool

This Hook is intended to draw the characters into the Arkham action. It is based on what happens "before" the events described in Arkham Asylum; but as a Watcher I found it useful to introduce this short Action Scene to explain the rules and draw the heroes together.

For weeks now the Joker Gang has been staging different crimes in Gotham keeping GCPD (and the vigilantes) pretty busy. As of such, all the Heroes are probably on patrol at the beginning of the night, or ready to do the night shift.

An alert then chimes on the police radio: Joker's men have broken into Gotham City Hall during the clearing of the vault. They have a dozen hostages, staff and security guards, and is also holding Mayor Anthony Garcia. The police is speeding to the site but a hostage situation is anticipated and feared.

The heroes get on their way there. Depending on their affiliations, they may meet there on the rooftops, or be already together.

As a surprise to the police, the Joker himself is leading the robbery. He has 6 loyal men with him, and threatens the police to kill them all unless Batman shows up. If Batman is not among the heroes, he will settle to confront one of the "kiddos".

Break havoc, have fun, and help them cooperate to take out the goons and finally the Joker. Remember he is planning to be taken into Arkham by the heroes, but don't be afraid to hit them hard. After all, Act I has them starting fresh (unless you are being harsh on them).

See the Joker's datafile in page 47.

Joker Gang (a dozen street thugs armed with assault rifles)
Team 3d6 -- **Distinctions:** Dangerous, Desperate, Street Rubble.
Mob Power Set: Guns d10, Swarm d8
SFX: *Area Attack.* Add a d6 and keep an additional effect die for each additional target.
SFX: *Get Him Down!* Add a d6 to the pool and step up effect dice when afflicting a Complication.
Limit: *Knocked out.* Defeat Team dice with d8 stress to reduce Mob.

ACT ONE

INTENSIVE TREATMENT

This island is under my control! That's right, boys and girls! Mine, mine, mine, mine! Oh, the plans I have for this place. It's going to be glorious! -- Joker

Act I begins with the heroes arriving to Arkham Asylum to drop off the Joker, and ends with them breaking out of the Intensive Treatment Center in the search for Commissioner Gordon.

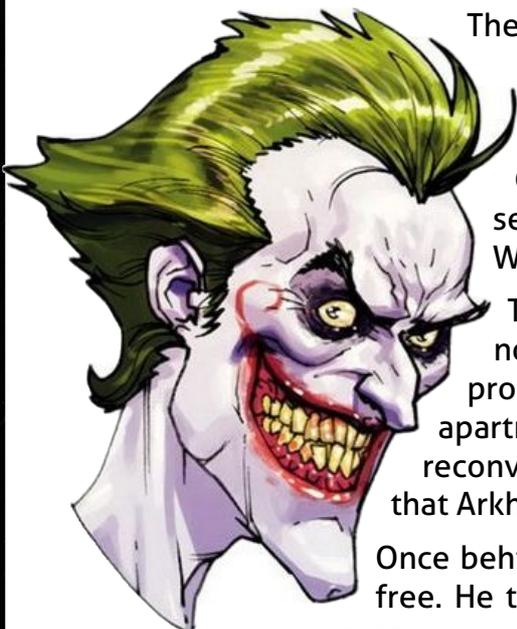
Backstory: Several weeks ago, a mysterious fire in Blackgate's Maximum Security prison forced the Gotham authorities to relocate many of its most dangerous inmates into Arkham Asylum, the only place ready to take so many dangerous criminals. The Asylum's security has been enhanced, and the once-sanatorium is nowadays more a fortress than a mental hospice.

For weeks now, Joker started a rampage of criminal acts escalating into the robbery of Gotham National Bank. The heroes arrive just in time to capture the Joker. This can be "in-game" if you decide to run the Preliminary Act for the heroes.

With the villain in custody, they decide to drop off the criminal themselves into Arkham. They are escorted by a couple of GCPD police cars, with Commissioner Gordon lending them the "official cooperation" that makes the whole operation legal.

Doom Pool: Start this Act with 2D6 in your Doom Pool

PROCESSING – Transition



The Heroes arrive to the Intensive Treatment Center in their vehicle of choice. The security personnel takes Joker and ties him up to a vertical stretcher. Gordon asks them to walk with him through the processing of the Clown Prince of Crime. Gordon talks about how the Joker seems to be able to escape Arkham at will, something that Warren Quincy Sharp, present, strongly objects.

They escort the Joker into processing until are allowed no further into the cell area. They are able to see that the processing area, originally a receiving point for patients and apartments for non-dangerous criminals, has been reconverted to take many of Blackgate's thugs. Gordon states that Arkham is bursting at the seams, and Quincy sighs approval.

Once behind a glass door, the Joker headbutts a guard and breaks free. He taunts the heroes who can smash the glass into the cell area.

(KEY) THE HOLDING CELLS – Action

In case you haven't run the Preliminary Act, this is the first Action scene against a pretty easy opposition. If your players are new to the system, it is great to introduce the basis. If not, it is always good to flex the muscles before going after the big guys!

With the Joker free, the heroes rush to stop them. He is behind a **Security Glass Door [d10]** that the Heroes need to bypass to gain access. Once they get inside, however, the Joker gets the initiative and dives away (this is narrative prerogative, since the Joker is not using it to affect the players, it is no necessary to spend dice to "get the initiative" as per the OM), while all the cells open with Harley Quinn announcing her presence (and she controlling the Asylum's security systems) on the speakers.

The heroes are swamped by mobs of Blackgate inmates. Security doors (bars) drop around the place isolating the heroes with the inmates; the need to clear the area!

When done, the Joker opens up a door for the heroes to follow. Gordon states it is a trap; but the heroes have no choice but to go on since they are locked in by Harley.

Blackgate Inmates (lots of regular criminals armed with whatever they can find to hurt you)

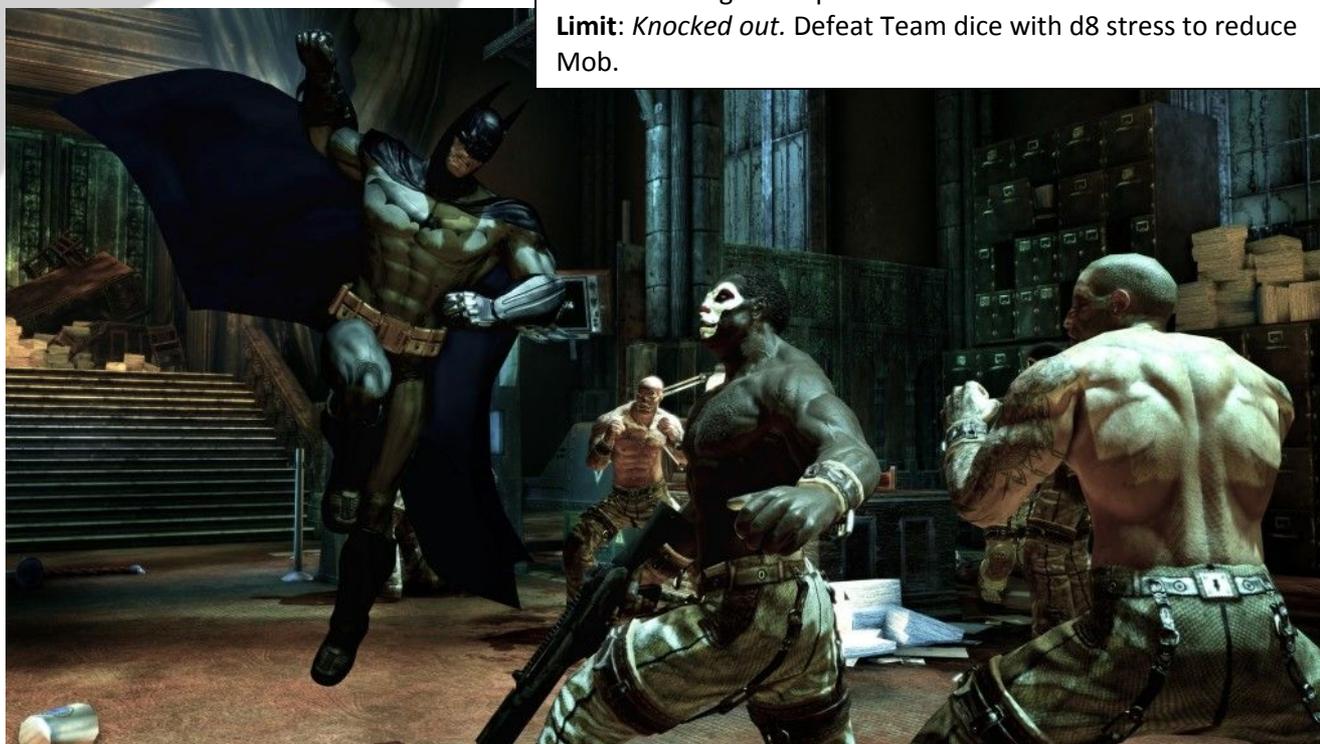
Team 5d6 -- **Distinctions:** Dangerous, Desperate, Drugged.

Mob Power Set: Grab d8, Swarm d8

SFX: *Area Attack.* Add a d6 and keep an additional effect die for each additional target.

SFX: *Get Him Down!* Add a d6 to the pool and step up effect dice when afflicting a Complication.

Limit: *Knocked out.* Defeat Team dice with d8 stress to reduce Mob.



PATIENT PACIFICATION – Action

Through the ramp, leaving the Holding Cells and into the Processing Corridor, the **Cramped Hallway** is littered with fallen security guards stripped of guns. Some of them were killed by the Blackgate prisoners, and a few have the characteristic smile of Joker poison.

One guard is still alive, albeit hurt: Eddie Burlow. He tells the heroes about the Joker's attack helped by his crew, and that the clown run into the Lower Corridor. He offers to take them there.

Expert Asylum Guard (d8)

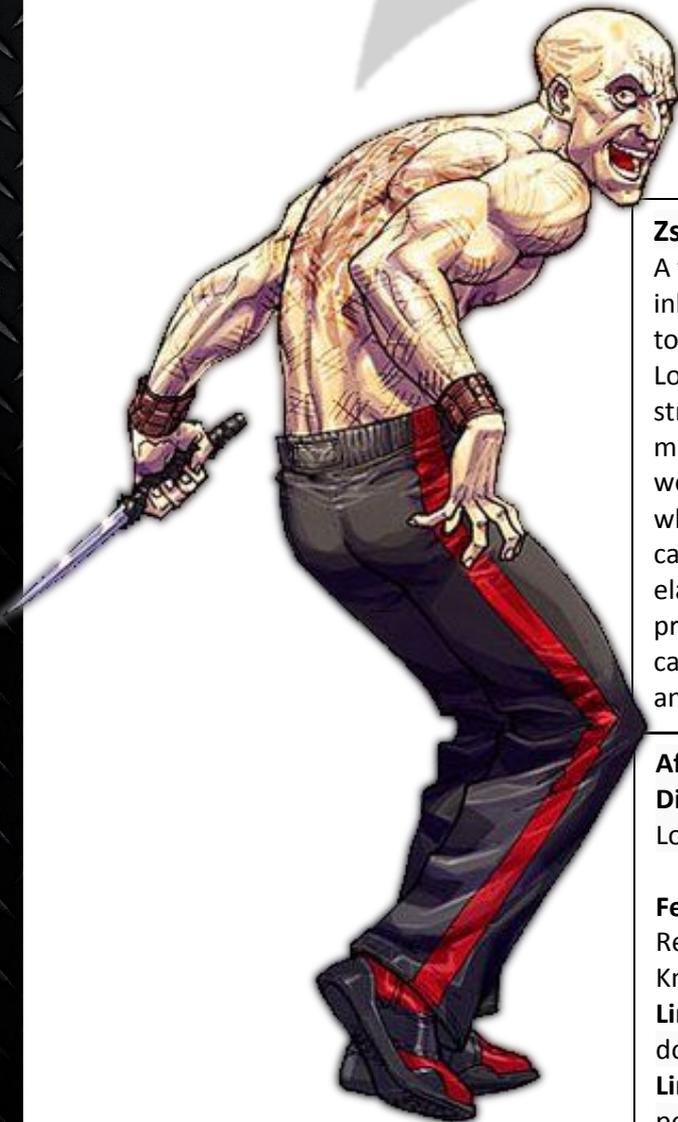
Solo d4, Buddy d6, Team d8

Body Armor (d6) - Small Arms (d6)

Options: Eddie Burlow can follow the group and help.

The lower corridor leads to the Patient Pacification Chamber. The corridor opens to an observation deck below, where several *treatments* are performed on patients requiring encouragement to follow the Asylum's guidelines of conduct, as the guards' say. Two guards are observing the action below: inside Victor Zsasz is threatening to kill a guard he has captured, pushing a knife into the man's throat and shouting for everybody else to get clear and open him an exit.

The heroes can take Zsasz down, or help the guards save their partner. Of course, they can simply choose to walk away... in which case the guard dies, and no further help from the guards is to be expected.



Zsasz (Viktor Zsasz [public id])

A true sociopath, Zsasz grew up in a life of ease and inherited a large amount of money from his parents. His life took a turn for the worse when he went to the Iceberg Lounge and bet nearly all of it in Poker. He was on a winning streak but lost to the Penguin, calling him "the disgusting midget who ran the place." Now penniless and alone, Zsasz went into the streets where he was attacked by a mugger, whom he killed with his own knife. Using the knife, he carved his first tally-mark into his skin and found himself elated by it and became a serial killer. Indiscriminate in his prey, body count is the only thing that matters to Zsasz. He carves a tally mark for each of his victims into his own body, and is saving a special spot for the Batman.

Affiliations: Solo d8; Buddy d4; Team d6

Distinctions: No Killing Pattern; Compulsive need to kill; Low IQ

Fearsome Killer Power Set

Reflexes d8

Knives d6

Limit: *Exhausted.* Shutdown Reflexes and gain a d6 for the doom pool. Spend a d6 from the doom pool to recover.

Limit: *Gear.* Shutdown Knives and gain a d6 for the doom pool. Spend a d6 from the doom pool to recover.

Specialties: Crime Expert, Combat Expert, Menace Expert.

(KEY) DEAR QUINCY, LAUGH FOR ME! -- *Transition*

Just a quick transition to help the heroes get their bearings. From the guards, they learn that Arkham North has been locked up (with the bridge leading to Gotham blocked). They can't get communication going at least without having Harley Quinn in the line, so they are trying to avoid it. Speaking of which...

The group hears Harley Quinn on the speakers: the Joker has taken the Medical Facility and broken into the Penitentiary; and she is holding Warden Quincy Sharp as hostage.

A moment later, all security measures in Pacification fire up and they are locked inside.

Ideas for Resources:

Covert/Tech: The Batcave computer, going through the local small mainframe in Arkham, can supply schematics and secure communication among the group.

Business: Trace through the Batcomputer reveals a large amount of money being paid for the last months to Warden Quinn from a certain Jack White, Ref: R&D contribution.

Crime: contacts outside say the Blackgate arson was intentional and orchestrated by a major mover in Gotham. The Joker had been recruiting lately, but most of his people were arrested for crimes and in the Blackgate when the arson took place.

Menace: getting in the face of a defeated inmate, he admits Joker offered them a big splash of cash to get caught and wait "for the party to happen".

Psych: probably as Menace, but the inmate breaks up and offers to help the guards. He also reveals the Joker said they would have help from inside.

(KEY) JOKER TOXIN IS BAD FOR YOU -- Action

The heroes need to find a way out of Pacification. Some ideas that might appear are cutting into the access panels (Tech), finding an alternative way out from the roofs (Athletics), or with help of the guards (Psych or Menace, depending on for example how the first encounter with Zsasz went).

Once out, they run into the Decontamination Area, where several Arkham personnel are trapped by a low **Cloud of Joker Toxin**. Again, use this as a non-fighting encounter, hearing to the Heroes' ideas and suggestions for dealing with the toxin. The can remote-operate the ventilation system with a batarang into its fusebox, swing by and save the staff, blow out a wall, whatever is exciting at the moment. Reward the heroes for clever planning and thinking.

Trapped Arkham Staff
Cloud of Joker Toxin
Old Ventilation System

Following the trail from Decontamination, they reach the Secure Treatment Room, where they actually glimpse the Joker! But before they can reach him, he unleashes a former Blackgate inmate injected by Titan, now a ravaging monster.

When he is finally defeated, he collapses from a heart attack. The Joker complains and laughs, calling it only a "preliminary prototype".

The Joker is supposed to escape during this Scene. If it seems at risk, activate:

Scene Event: 2d6 – The Joker Escapes.

Reinforced Walls
Heavy Tables and Chairs
Littered Floor



Affiliations: Solo d8, Buddy d6, Team d4

Distinctions: Titan-induced rage, Mindless Determination, No Initiative of his own.

Titan Drugs Power Set: Enhanced Durability d8, Titan Strength d12, Superhuman Stamina d10, Enhances Reflexes d8

SFX: *Titan charge!* Double Superhuman Strength for a line of sight charge attack. If the hero successfully gets out of the way, they may use their effect die for free against the Titan Enhanced Henchman.

SFX: *Crush!* Spend a d6 from the die pool and step up physical stress dealt by the Titan Enhanced Henchman by one.

Limit: *Dazed.* On any successful attack that dazes or stuns the Titan Enhanced Henchman, step up the effect by one.

Limit: Heart-attack. Move Stress taken to the Doom Pool and Stress out the Titan Henchman.

Specialties: Combat Expert, Menace Expert

Titan Enhanced Henchman

Once at Arkham, this convict was experimented on by Arkham doctor Penelope Young for her top-secret Titan Project. The Titan Project was supposedly to increase a patient's strength against some of the more strenuous treatments, but Young was secretly studying clandestine research on Bane. After draining Bane of his steroid drug Venom, Young began studying how to produce Titan, a much stronger version of Venom that did more than enhance strength. It turned people into hulking, raging beasts. As a side effect, it also temporarily reduced the user's reasoning abilities to bestial proportions. She took one of the Joker's former henchmen to test her version of her formula on. Dr. Young confined the goliath to a high-security treatment cell in the Extreme Isolation area of the Intensive Treatment Center while she developed a stronger version of her Titan formula for her mysterious benefactor, Jack White, who was finally revealed to be the Joker himself.

THE MOLE -- Transition

As the Joker escapes riding a security carriage into Extreme Isolation frying the system and preventing the heroes from following, he delivers a message through a nearby guard station: Guard Frank Boles, one of the guards assigned to escorting Joker into Arkham, is actually in his pay and has captured Gordon. He intends to have FUN! with the good old Commissioner!

The heroes can employ many of their usual ways to find a trail to Boles. He is an alcoholic; traces of alcohol in the air will lead to him. Gordon's cigar tobacco can also point the way, or successfully hacking into the Batcomputer and security system. As always, go with the flow, have fun, and reward clever thinking on the character's part.

Ultimately, the trail to Boles leads them to the guard, actually betrayed by Joker and killed with Joker Laugh Toxin, in a deserted guard station outside of Intensive Treatment.

Ideas for Resources

Resources should aim at furthering the understanding of the Titan scheme by Joker, now that the Titan thug has been already presented. Also, hint at the "unorthodox" methods employed by Sharp and his doctors at Arkham, including the brutal electroshock therapy.

Making this an Action Scene

Alternatively, since the heroes will be getting an additional Transition Scene at the start of Act II, you can make this Scene an Action Scene of the Investigative Type. Then, the "enemy" is the investigation, that the Heroes must defeat:

Crime Scene: Patient Pacification

Affiliation: 3d8

Distinctions: Vanishing Trail, Too Many Fingers

Specialties: Crime Expert

- The Crime Scene starts with an **Asset: Boles is Escaping [d12]** - Eliminating this Asset wins the Investigation.

Within this Scene, the heroes also learn (from the Joker's broadcast, if need be), that he has come here for the "terrible experiments" on the Inmates and Warden Sharp production of a highly volatile, mind-destroying drug. The Joker has acquired the drug when outside Arkham and has rigged containers of them all around Gotham. He threatens to blow them up and kill the city if any outside interference is detected!



ACT TWO

THE TITAN FORMULA

*Tell me Bats. What are you really scared of? Failing to save this cesspool of a city?
Not finding the Commissioner in time? Me, in a thong? -- Joker*

This Act is about the heroes finding out a way to stop Joker's plans to get hold of the manufacturing of the Titan Formula. They need to save Gordon, and Warden Sharp. They can also uncover leads pointing to Warden Sharp for experimenting on the inmates and bring him to justice.

Doom Pool: Start this Act with 3D6 in your Doom Pool
Starting Plot Points: Remember all PPs are reseted at the beginning of a new Act.

FOLLOWING GORDON'S TRAIL -- Transition

If there is need, an alert from the Batmobile (or any other vehicle the group got with them) directs them to Arkham West. Also, radio broadcast from the guards are alerting of a massive gathering of inmates in that direction, plus a sighting of Harley Quinn. Remember, she's got Gordon!

As they enter the area, they notice a burning ambulance blocking the entrance to the Medical Center; a nervous guard trying to hide there informs the heroes the convicts have seized control of the Medical Facility. Looking closer, they spot 2 doctors and several nurses, along with another guard, being held hostages at the front of the Medical Facility.

Ideas for Resources

Feel free to allow them to draw resources linked to the situation: the Guard, stuff from the vehicles, including tips and information as drawn from the other transition scenes.



(KEY) INTO THE MEDICAL FACILITY -- Action

Burning Ambulance
Terrified Personnel

With the convicts defeated or avoided, the heroes can trace Harley and Gordon to the interior. Inside they find Joker's girl with the Commissioner, but they are behind **Reinforced Glass [d12]**. They can try to break it, or use the ventilation shafts for access.

Joker Gang (A mob of Blackgate criminals under Joker's orders, both out the of the Medical Facility and inside).

Team 5d6

Distinctions: Dangerous, Desperate, The Joker is more Fearsome than You!

Mob Power Set: Grab d8, Swarm d8

SFX: *Area Attack.* Add a d6 and keep an additional effect die for each additional target.

SFX: *We've got guns!* Activate an opportunity and replace all Mob powers by Guns d10 for your next action (and all reactions before your turn).

Specialties: Crime Expert, Covert Expert, Combat Expert.

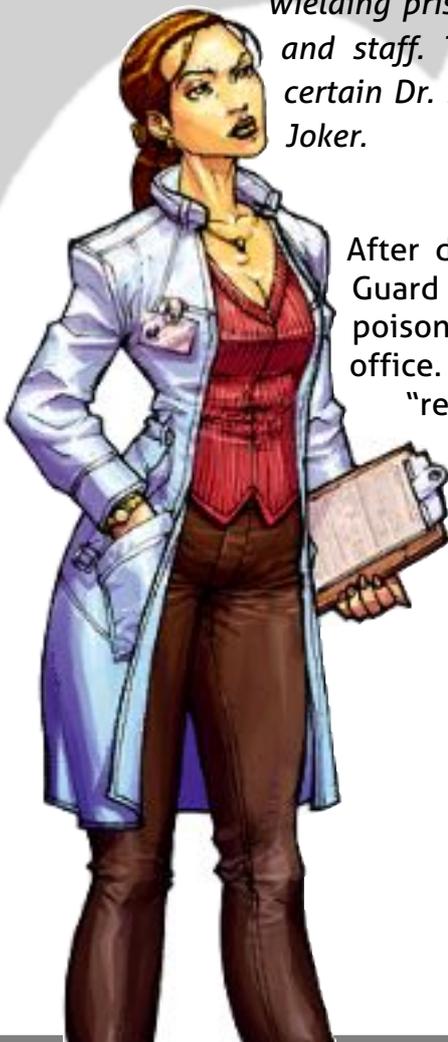
Limit: *Knocked out.* Defeat Team dice with d8 stress to reduce Mob.

TIP! Remember they have hostages! If they spot the heroes and are given a chance to act, they will shot for the **I have a hostage!** Complication. And then, the **The Hostage is Dying!**

- If they break the glass, Harley retreats holding Gordon at gun-point while a group of goons rush into the room. They let out that they left the Sanatorium undefended but the men trapped anyway. They will die soon.

- If they take the ventilation shaft, they appear above the Sanatorium, were some gun-wielding prisoners are holding 5 more doctors and staff. They are, however, looking for a certain Dr. Penelope Young on order from the Joker.

Medical Supplies
Tightly Guarded
High-vaulted ceilings



After defeating the henchmen and in the Sanatorium, they find Guard Aaron Cash and Dr Kellerman trapped in a room filled with poisonous gas. They direct the heroes to Dr. Young hiding in an office. The Doctor insists on getting back to Arkham Manor for her "research notes", but the trail leading to Gordon goes downstairs to the Morgue.

(KEY) THE MORGUE, RESCUE OF GORDON -- Action

Inside the Morgue, some fumes prevent the heroes in working 100% (the Scarecrow's **Fear Gas [d8]** Complication). However, Gordon is still alive and held by Harley in the middle of the room. Several armed thugs patrol the area, and the Joker defies the heroes to get to Gordon without being noticed. If they do, Gordon is killed on Harley's next action.

Maze of ventilation shafts
Old crumbling walls
Shifting Shadows

TIP: The Silent Predators -- Most probably, the heroes can work at a very high level of stealth and take the guards one-by-one. To represent this, treat the mob of goons as a 5d8 Complication; each d8 in a successful roll reduces one die in the complication until all the guards are removed by stealth. Failure in a roll means they are spotted and can be targeted next turn by the guards (only the hero involved!) unless they can defeat their roll and *counterattack* with a **Hidden Asset**. From that point onwards, the guards get to act to beat the Hidden Asset normally, to expose the Hero they now *know* is there.

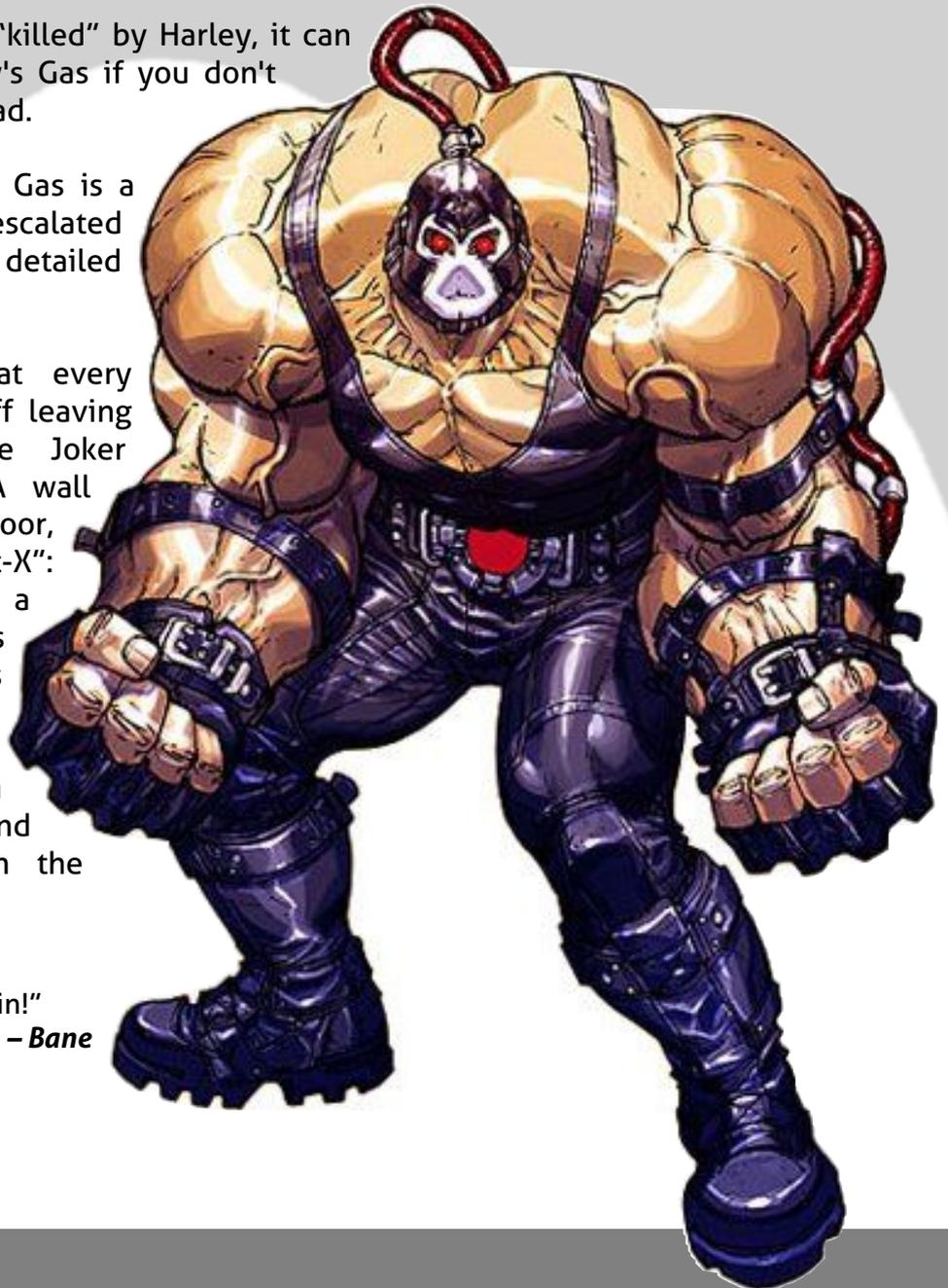
If the Heroes have not exposed themselves, the mob can roll for an "On Alert" Asset, or you can pay d8 from the Poll to "Pair them up" (and so the Heroes need to take two of them at once not to reveal themselves).

TIP: If Gordon is actually "killed" by Harley, it can be an effect of Scarecrow's Gas if you don't want him to be actually dead.

TIP: The Scarecrow's Fear Gas is a complication that can be escalated into a full-blown Scene, as detailed in page 37.

When the heroes defeat every henchmen, Harley runs off leaving Gordon there, and the Joker announces a surprise! A wall moves revealing a secret door, and inside there is "Patient-X": Bane, hooked up into a pump, drained of his Venom. The Joker explains about the Titan formula and how Dr. Young used Bane for his studies, then feeds the Titan into him and unleashes the villain on the heroes.

"I will break you Batman! Again!"
- *Bane*



Bane (Antonio Diego [known to authorities])

Antonio Diego was Imprisoned from birth to serve his dead father's sentence, Bane was raised inside the horrific environs of a Santa Prisca prison. Finding solace in smuggled books and meditation, he developed incredible powers of concentration. When he was subjected to military experiments with the experimental steroid Venom, his iron-forged will helped him survive where other test subjects had died, and he managed to escape. Determined to prove his worth, he sought out Batman and broke the Dark Knight's spine after causing a breakout that took Batman weeks to round up the escaped villains. But Batman recovered and managed to beat Bane, cutting off the precious Venom supply that transforms Bane into a superhuman.

Bane is all but defined both physically and mentally by his use of the Venom compound. His body is ravaged and withered when he is in withdrawal, but upon being administered a dose of Venom, he becomes a physical monstrosity. A highly intelligent and strategic man, his sense of self has become totally dependent on his Venom addiction. When partaking, he displays intense narcissism, manifesting as megalomania and a competitive preoccupation with the Batman. Deprived of the compound, he is almost totally unresponsive in every way, approaching catatonia.

Affiliations: Solo d10; Buddy d8; Team d6

Distinctions: Venom Addiction, Strategist Mind, Megalomaniac.

Titan-Drug Power Set: Godlike Strength d12, Superhuman Durability d10, Superhuman Stamina d10, Enhanced Senses d8.

SFX: *Crush!* Spend a d6 from the die pool and step up physical stress dealt by Bane by one.

SFX: *Invulnerability.* Spend a d6 from the Doom Pool to ignore Physical stress or trauma.

Limit: *Titan Feed.* Instead of inflicting Physical Stress, the attacker may choose to rip off a Titan Feed. Reduce all Venom powers by one step. Step up or add a d6 to the Doom Pool (this die may not be used to activate *Invulnerability* and ignore this Limit). When *Superhuman Durability* reaches d4, all the power set shuts down.

Specialties: Combat Master d10, Menace Expert d8, Crime Expert d8

GORDON LEAVES -- Transition

After defeating Bane, they take Gordon to the docks and he leaves on a small engine boat standing there.

TIP: the Joker will actually capture Gordon preventing his escape. Try to keep the Heroes in the dark on this... we don't want to spoil the surprise!

The heroes get a chance to recover, and talk down what to do next. They can perhaps regain communication with Wayne Manor if they haven't already; Alfred's leads from the Batcave will be very useful later.

BACK TO THE MANOR -- Action

Aaron Cash will escort the doctor to the Manor, and if the heroes chose to do so, allow them. Going into Arkham East, they find Joker's men have taken over this part of the island and man the watchtowers.

Guard Aaron Cash

Expert Asylum Guard (d8)
Solo d4, Buddy d6, Team d8
Body Armor (d6) - Small Arms (d6)

Into the Manor, Dr. Young leads them to her office. They are ambushed however, and Dr. Young runs away as the heroes are stalled by a group of Blackgate convicts.

Difficult to Defend
Full of Shadows

They try to follow Dr. Young into the Records Room, but an explosion seals them off. Finding Arkham's clerk Kevin Liew they learn of another access into the Doctor's office.

- If the heroes do not escort Dr. Young back to the Manor, have them get into the Manor to find Cash and Liew hostage to Blackgate Convicts in the Records' Room. From there, they need to find Dr. Young's office, since she run away from the prisoners.

Once there, however, they learn that Dr. Young has taken the notes already. Following her trail to the Library, any successful roll against the Doom from the heroes has them finding the notes.

They are alerted by cries of pain down a nearby hallway; they quickly recognize it as Dr. Young's voice! The Joker, has taken Dr. Young and intends to torture her for the Titan formula details.

Joker Gang (A mob of Blackgate criminals under Joker's orders, armed with stun batons, clubs and shotguns from the guards).

Team 5d6

Distinctions: Dangerous, Desperate, The Joker is more Fearsome than You!.

Mob Power Set: Grab d8, Swarm d8, Stun Baton d6

SFX: *Area Attack.* Add a d6 and keep an additional effect die for each additional target.

SFX: *We've got guns!* Activate an opportunity and replace all Mob powers by Guns d10 for your next action (and all reactions before your turn).

SFX: *Tickles!* When Stun Baton is used in a Pool by the Joker Gang, step up mental stress inflicted by 1.

Limit: *Knocked out.* Defeat Team dice with d8 stress to reduce Mob.

Specialties: Crime Expert, Covert Expert, Combat Expert.

They find Doctor Young being tortured by Zsasz in the Warden's Office.

Zsasz (Viktor Zsasz [public id])

Affiliations: Solo d8; Buddy d4; Team d6

Distinctions: No Killing Pattern; Compulsive need to kill; Low IQ

Fearsome Killer Power Set: Reflexes d8, Knives d6

Limit: *Exhausted.* Shutdown Reflexes and gain a d6 for the doom pool. Spend a d6 from the doom pool to recover.

Limit: *Gear.* Shutdown Knives and gain a d6 for the doom pool. Spend a d6 from the doom pool to recover.

Specialties: Crime Expert d8, Combat Expert d8, Menace Expert d8.

If they can get the drop on Viktor, have the fight develop normally with Dr. Young lying in a corner. If not, he will call on the **I will kill her!** Complication as his first action. If he steps up this complication over d12, she is dead. Have the Joker boast that Zsasz did his job well, and that the little lady coughed up all the information he needs to replicate and perfect the Titan formula... at the Botanical Gardens.

Cramped Space
Heavy Furniture

If the heroes succeed in rescuing her, she reveals she has already told Joker about the Titan producing labs at the Botanical Gardens. She looks for the security codes into Sharp's safe, but it is rigged with explosives and she dies from the blast.



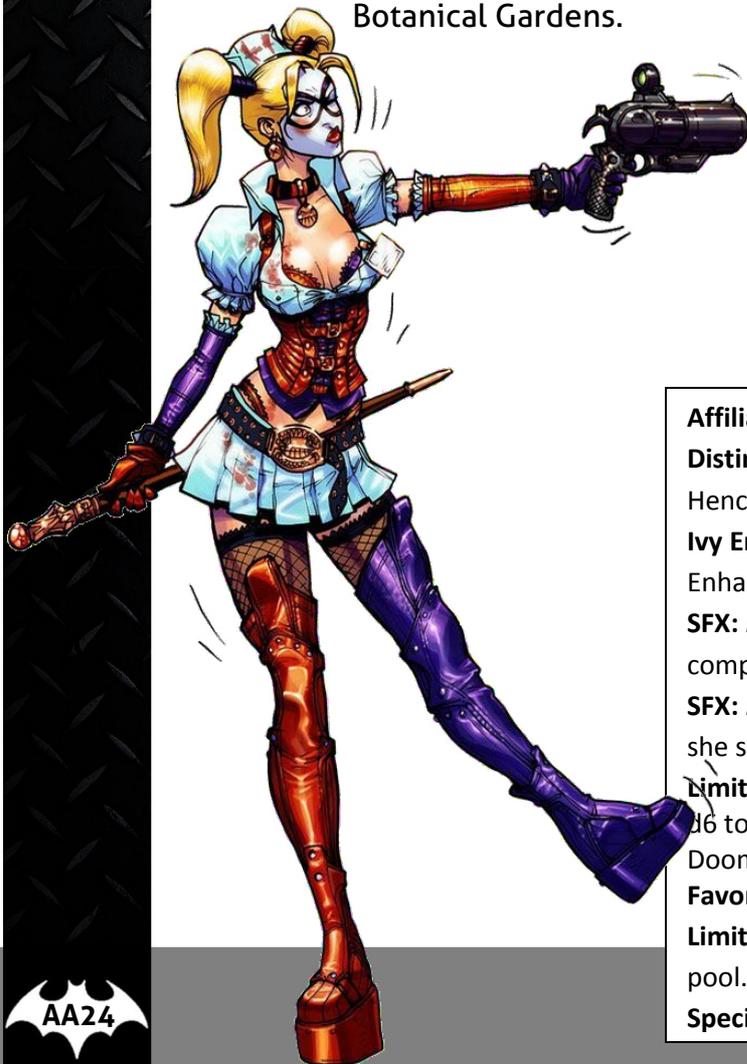
RESCUING WARDEN SHARP -- Action

The heroes can also track Warden Sharp to the Penitentiary. There they can find Poison Ivy, who tell the heroes that her plants are "hurting" and being poisoned in the Gardens. She begs to be freed to help them; if they do, she runs for the Gardens.

The trail to Sharp leads to a security tower; once inside they are locked up. If they didn't free Ivy before, they see Harley doing it on her way out.

The room fills up with **Choking Gas [d8]** while the Joker tell the heroes about a "party" and that he will give them something to do until it is ready. He then releases all inmates in the Penitentiary. Pit them to Arkham inmates of your choice, feel free to add some of Batman's villains into the mix. Harley finally jumps in.

When defeated, Harley tells them they will never survive the surprise the Joker is preparing... in the Botanical Gardens.



Joker Gang (A mob of Blackgate criminals under Joker's orders, armed with stun batons, clubs and shotguns from the guards).

Team 5d6

Distinctions: Dangerous, Desperate, The Joker is more Fearsome than You!.

Mob Power Set: Grab d8, Swarm d8, Stun Baton d6

SFX: *Area Attack.* Add a d6 and keep an additional effect die for each additional target.

SFX: *We've got guns!* Activate an opportunity and replace all Mob powers by Guns d10 for your next action (and all reactions before your turn).

SFX: *Tickles!* When Stun Baton is used in a Pool by the Joker Gang, step up mental stress inflicted by 1.

Limit: *Knocked out.* Defeat Team dice with d8 stress to reduce Mob.

Harley Quinn (Dr. Harleen Francis Quinzel [known to authorities])

An Arkham Asylum psychiatrist assigned to treat the Joker, Dr. **Harleen Quinzel** instead became obsessively fixated on her patient, believing herself to be in love with him. She helped him escape confinement and took on her own criminal identity as **Harley Quinn**.

Quinn is a violent and unpredictable felon whose only motivation, beyond general mayhem, is achieving the Joker's approval. Because of his cruel and mercurial nature, this in some ways makes her just another of his victims - albeit a very dangerous one.

Affiliations: Solo d4; Buddy d8; Team d6

Distinctions: Former Psychiatrist, Mad Love, Number One Henchwoman

Ivy Enhanced Body Power Set: Durability d6, Enhanced Reflexes d8, Enhanced Stamina d8

SFX: *Immunities.* Spend a doom pool die to ignore stress, trauma and complications from poisons and toxins.

SFX: *I'll Help!* Whenever Harley attempts a support action, whether she succeeds or fails, the resulting effect die is increased by +1.

Limit: *Exhausted.* Shut down any Ivy Enhanced Body power and add d6 to the Doom Pool. Recover power by spending a d6 from the Doom Pool..

Favorite Toys Power Set: Boxing Glove Gun d8, Mallet d8

Limit: *Gear.* Shut down Favorite Toys and gain a d6 for the doom pool. Take an action vs the doom to recover.

Specialties: Acrobatic Expert d8, Combat Expert d8, Crime Expert d8

ACT THREE

AN INVITATION TO MY PARTY!

*Blah, blah, blah! Always with the hero speak! I'm getting bored of watching you.
Why don't you just come find me? -- Joker*

Once they know that Joker intends to produce more Titan in the Gardens, the heroes need to move there immediately. However, they need to find an antidote for the Titan; which they will learn from Ivy is based on some spores that can be found in the sewers... Killer Croc's lair. Then, Joker will infect Poison Ivy's herself and her maddened powers will start tearing the island apart.

Finally, a showdown with Joker is in place, to save the day!

Doom Pool: Start this Act with 2D8 in your Doom Pool
**Starting Plot Points: Remember all PPs are reseted at the beginning
of a new Act.**

(KEY) THE BOTANICAL GARDENS – Action

Knowing now that the Joker is planning on producing more Titan formula in the Gardens, they move there. They find opposition in some Blackgate convicts plus a couple of Titan Henchmen drugged with the now complete Titan Serum.

Green Maze of Foliage
Deep Chasm

Joker Gang - Team 3d6

Distinctions: Dangerous, Desperate, Drugged.

Mob Power Set: Grab d8, Swarm d8

SFX: *Area Attack.* Add a d6 and keep an additional effect die for each additional target.

SFX: *We've got guns!* Replace all Mob powers by Guns d10.

Specialties: Crime Expert, Covert Expert, Combat Expert.

Limit: *Knocked out.* Defeat Team dice with d8 stress to reduce Mob.

Titan Enhanced Henchman x2

Affiliations: Solo d8, Buddy d6, Team d4

Distinctions: Titan-induced rage, Mindless Determination, No Initiative of his own.

Titan Drugs Power Set: Enhanced Durability d8, Titan Strength d12, Superhuman Stamina d10, Enhances Reflexes d8

SFX: *Titan charge!* Double Superhuman Strength for a line of sight charge attack. If the hero successfully gets out of the way, they may use their effect die for free against the Titan Enhanced Henchman.

SFX: *Crush!* Spend a d6 from the die pool and step up physical stress dealt by the Titan Enhanced Henchman by one.

Limit: *Dazed.* On any successful attack that dazes or stuns the Titan Enhanced Henchman, step up the effect by one.

Specialties: Combat Expert, Menace Expert.

Scene Event: 2d8 – Tearing down the place. The Titan Henchmen (or the Heroes, if their actions are appropriate) cause the destruction of much of the vegetation of the Botanical Garden, making Ivy angry and attacking them all.

By defeating Ivy, or convincing her of their good intentions, they find that the formula is produced by genetically engineered plants. Ivy explains an antidote can be manufactured, and that some rare spores might be of help, but they can be located in the Sewers-- Killer Croc's Lair. And they will never be able to get in there and out again, right?

Poison Ivy

Affiliations: Solo d10; Buddy d8; Team d6

Distinctions: Living Plant, Nature's Savior, Seductive Rose

Mistress of Plants Power Set: Plant Mastery d10, Mind Control d8, Superhuman Stamina d8, Enhanced Senses d8

SFX: Immunities. Spend a doom pool die to ignore stress, trauma and complications from poisons and toxins.

SFX: Men Are Such Fools. Step up and double Mind Control die when rolling against a man. Step down and spend a d6 from the Doom Pool when using it on a woman.

SFX: Grapple. Add a d6 and step up your effect die by +1 when inflicting a complication on a target.

Limit: Don't Hurt my Babies. Increase all emotional stress dice by +1 when threatening plants in Ivy's presence.

Specialties: Combat Expert, Menace Expert, Psych Master, Science Expert.

Poison Ivy (Pamela Lillian Isley [known to authorities])

Yet another patient whose treatment is complicated by a bizarre medical condition, Isley has a modified genetic code that incorporates plant DNA and renders her physically toxic to others. She is essentially deeply antisocial, believing herself to be not only inhuman but superior to others; this diagnosis is tied into her hypersexuality, which takes the form of a constant attempt to seduce others to do her bidding. She also displays a narcissistic belief in her role as the protector of the entire natural world.

"I am Nature's arm. Her spirit. Her will. Hell, I am Mother Nature, and the time has come for plants to take back the world so rightfully ours! 'cause it's not nice to fool with Mother Nature."

— **Poison Ivy**

INTO KILLER CROC'S LAIR -- Transition

Moving through the Chasm into Killer Croc's Lair, they hear the Joker taking Ivy and injecting her with Titan. He is angry that she doesn't turn into a monster, but the island starts to shake as gigantic vines and roots start to tear the ground apart. They must hurry and find a cure...

Ideas for Resources: The Batcomputer can help identify and track the spores; as well as provide a map of the sewers and its weak points. So does contacts within the City Hall (through Business) if they can manage to broadcast out.



TIC-TOC, FEED THE CROC -- Action

The heroes venture into the Sewers and must fight or evade Croc while harvesting the spores. The Batcomputer can identify them and direct the search. The scene is pretty straightforward; just keep throwing complications with the vines, and Croc, and the sewer environment.

Extremely Dark
Slick with Moss and Debris
Old Twisty Sewers

Scene Event: 1d8 – Vine Attack! A huge root breaks the sewers wall and attack the heroes! Huge Vine: 2d6 threat. Can cause the complication *Pinned Down*.

Scene Event: 2d6 – Into the Water! Croc knocks one Hero into the murky waters and gains *Into my home* d10 Asset.

"I've got your scent Batman! I'm going to hunt you down! A toy collar won't stop me from killing you. I'm going to rip you apart, eat your bones."

– Killer Croc



Killer Croc (Waylon Jones [known to authorities])

Born with a rare mutation that made his skin green and scaly, and which grew his body to grotesque proportions, Waylon Jones was raised by an alcoholic aunt and bullied relentlessly for his appearance. He briefly worked as a carnival freak under the name Killer Croc, but his misanthropy grew as did his bestial nature, pushing him to a life of crime. As his physical condition and mental state deteriorate, Killer Croc becomes a more bestial foe, increasingly detached from humanity.

Affiliations: Solo d10; Buddy d8; Team d6

Distinctions: Cold Blooded Cannibal; At home in the water; Always Hungry

Bestial Mutant Power Set: Superhuman Strength d10, Superhuman Durability d10, Superhuman Stamina d10, Enhanced Senses d8.

SFX: *Claws and Teeth.* Add a d6 for an attack action and step down your highest die by one. Step up physical stress caused by one..

SFX: *Invulnerability.* Spend a d6 from the Doom Pool to ignore Physical stress or trauma.

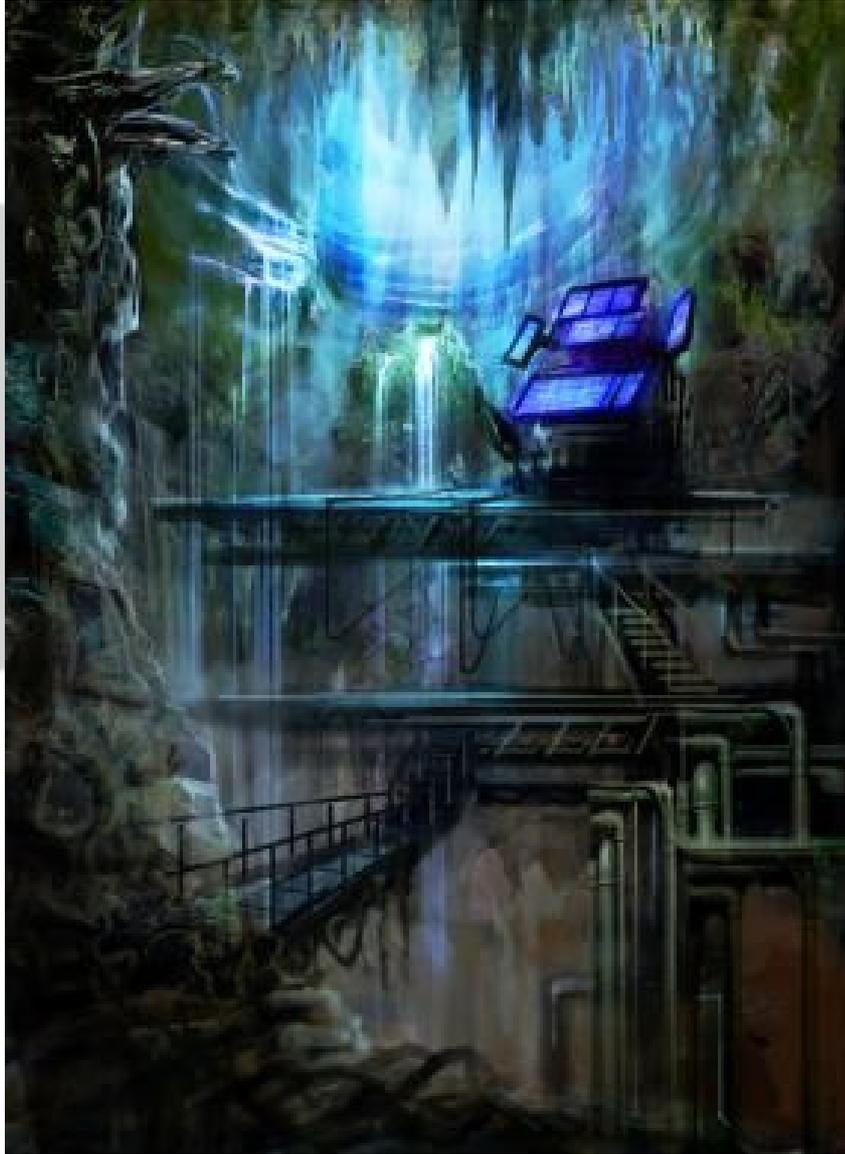
SFX: *I've got your scent.* Use an effect die to create a *Blood Scent* complication on a target. You may track the target at any point later.

Limit: *Shock Collar.* Gain the complication *Searing Electrical Pain* d8 and add a d8 die to the Doom Pool.

Specialties: Combat Expert, Menace Master.

THE BATCAVE -- *Transition*

The Batcomputer in the Batcave can synthesize a cure for Titan with the Spores. However, the amount is small and has only half a dozen doses. Shortly when they are done, Ivy's vines destroy the batcave and the heroes are forced out.



(KEY) FIXING IVY – Action

Back to the Gardens, Ivy states that she thought the Titan Serum was hurting her plants, but instead is making them stronger! She is delighted and mad, and summons a gigantic Titan plant through the floor to battle the heroes. She also sends out spore-controlled guards and henchmen, that the heroes must try to defeat without hurting (too much).

Spore-Controlled Guards

Team 6d6

Distinctions: Mindless Slaves, All to please Ivy.

Mob Power Set: Grab d8, Swarm d8

SFX: *Area Attack.* Add a d6 and keep an additional effect die for each additional target.

SFX: *Immune to feelings.* Use a d6 Doom Pool die to ignore mental or emotional stress..

Specialties: Combat Expert.

Limit: *Knocked out.* Defeat Team dice with d8 stress to reduce Mob.

Mutated Poison Ivy (Pamela Lillian Isley [known to authorities])

Affiliations: Solo d10; Buddy d8; Team d6

Distinctions: Living Plant, Nature's Savior, Seductive Rose

Mistress of Plants Power Set: Plant Mastery d10, Mind Control d8, Superhuman Stamina d8, Enhanced Senses d8

SFX: *Immunities.* Spend a doom pool die to ignore stress, trauma and complications from poisons and toxins.

SFX: *Men Are Such Fools.* Step up and double Mind Control die when rolling against a man. Step down and spend a d6 from the Doom Pool when using it on a woman.

SFX: *Grapple.* Add a d6 and step up your effect die by +1 when inflicting a complication on a target.

Limit: *Don't Hurt my Babies.* Increase all emotional stress dice by +1 when threatening plants in Ivy's presence.

Titan Vines Power Set: Titan Strength d10, Superhuman Durability d8

SFX: *Constrict.* Whenever a Titan Vine inflicts a grapple complication on a target, step up its effect die by 1.

Limit: *Uncontrollable.* Double a Titan Vines power and add it to the Doom Pool. Shut the Power Set. Recover by spending 1 d6 from the Doom Pool.

Specialties: Combat Expert, Menace Expert, Psych Master, Science Expert.

Green Maze of Foliage
Hanging Twisting Vines
Aviary Cages

Defeating the plant and the guards, they can inject the cure into Ivy and stop the destruction of the island.

(KEY) LET THE PARTY BEGIN! -- Action

Upon leaving the Gardens, the heroes learn that the Joker's party is about to begin! They are recalled to the Visitor's Center, all re-styled to the Joker's taste. A hundred Blackgate prisoners cheer the heroes in, calling them the "special guests".

Inside, they take a ride to the roof to find Joker sitting in a throne of mannequins with Scarface on his knee.



Now the world will see it! You imprison us, but who are the freaks running around in costumes and foiling the world? Who is really crazy in here? You are the freaks! You need to be locked down! – Joker

Joker Gang -- Team 3d6

Distinctions: Dangerous, Desperate, Drugged.

Mob Power Set: Grab d8, Swarm d8

SFX: *Area Attack.* Add a d6 and keep an additional effect die for each additional target.

SFX: *We've got guns!* Replace all Mob powers by Guns d10.

Specialties: Crime Expert, Covert Expert, Combat Expert.

Limit: *Knocked out.* Defeat Team dice with d8 stress to reduce Mob.

He taunts the Heroes as news helicopters circle around, filming. He claims that he will prove the Heroes belong in Arkham... and he will put them down here. Hard. He sends some toughs along with two Titan-mutated ex-guards

Circular Arena of Death
Weapons Lying Around
Gordon is in Danger!

If the thugs fail to stop the heroes, he laughs and reveals Gordon tied up in the middle.

He points and shoots the Commissioner with a Titan dart-gun.

- *If the heroes foil the attempt to convert Gordon into a monster, Joker shoots himself and charges along with a large number of his henchmen.*

- *If they don't save the Commissioner, make him a ravaging monster and let him free on the characters, with the Joker merely acting as backup initially.*

The building crumbles and the Joker laughs at the cameras of the television choppers taunting the heroes. The final fight is on.



OPTION: If the heroes arrive to this final scene fresh and you feel the need to inject some more danger, have some henchmen start shooting them with the Titan Serum. They need to resist the change, either by using left-over doses, or sheer willpower. Treat this as a **Infected with Titan** Complication and use every opportunity you have to step it up to take them out.

Titan-Infected Gordon: Being shot with the Titan Serum, Gordon becomes an animalistic hulk that attacks everything that moves; but still pleads for the heroes to make him stop.
Affiliations: Solo d10; Buddy d8; Team d6
Distinctions: Cannot Control Myself, Ravaging Monster
Titan Drugs Power Set: Enhanced Durability d8, Titan Strength d12, Superhuman Stamina d10, Enhances Reflexes d8
SFX: *Floor Pounding.* Step up the effect die when creating a Complication.
SFX: *Crush!* Spend a d6 from the die pool and step up physical stress dealt by the Titan Enhanced Henchman by one.
Limit: *Duty.* Move your highest rated Stress to the Doom Pool and shutdown any Titan Drugs Power. Recover by spending a d6 from the Doom Pool.
Specialties: Combat Expert. Menace Master.

Titan-Infected Joker: Being shot with the Titan Serum, the Joker retains his intelligence unlike the brutes and goons. Drop Joker Toxin Power Set and add:
Titan Drugs Power Set: Enhanced Durability d8, Titan Strength d12, Superhuman Stamina d10, Enhances Reflexes d8
SFX: *Claws.* .
SFX: *Crush!* Spend a d6 from the die pool and step up physical stress dealt by the Titan Enhanced Henchman by one.
Limit: *Dazed.* On any successful attack that dazes or stuns the Titan Enhanced Henchman, step up the effect by one.

Titan Enhanced Henchman x2 -- Affiliations: Solo d8, Buddy d6, Team d4
Distinctions: Titan-induced rage, Mindless Determination, No Initiative of his own.
Titan Drugs Power Set: Enhanced Durability d8, Titan Strength d12, Superhuman Stamina d10, Enhances Reflexes d8
SFX: *Titan charge!* Double Superhuman Strength for a line of sight charge attack. If the hero successfully gets out of the way, they may use their effect die for free against the Titan Enhanced Henchman.
SFX: *Crush!* Spend a d6 from the die pool and step up physical stress dealt by the Titan Enhanced Henchman by one.
Limit: *Dazed.* On any successful attack that dazes or stuns the Titan Enhanced Henchman, step up the effect by one.
Specialties: Combat Expert, Menace Expert.

The Joker (ID unknown)

An insanely homicidal super-villain, **the Joker's** white skin, green hair, and blood-red lips belie the chaotic nature underlying his cartoonish appearance.

"My most challenging patient at Arkham. The Joker's derangement defies easy classification. His rapidly changing mood swings hint at borderline personality disorder, but he has no trace of associated identity problems. He also displays signs of deep narcissism, but nonetheless he has a well-developed sense of others, as his ability to manipulate everyone from orderlies to doctors in Arkham is extraordinarily well-developed; he also shows all the signs of a highly functioning sufferer of antisocial personality. At times I actually wonder if he is actually insane at all." -- Dr. Young.

Affiliations: Solo d10; Buddy d8; Team d6

Distinctions: Clown Prince of Crime, Gloriously Insane, Twisted Genius

Harlequin of Hate Power Set: Durability d6, Enhanced Reflexes d8, Enhanced Senses d8, Superhuman Psychic Resistance d10

SFX: *Clarity of Madness.* Spend a die from the doom pool to step up a Harlequin of Hate die for an action.

SFX: *One Bad Day.* If you score an extraordinary success against a player in an opposed roll, you may freely use your effect if it is a reaction roll, or step up your effect die otherwise (above the normal step up of the success).

SFX: *Are you feeling crazy enough?* After inflicting mental or emotional stress, step up a Harlequin of Hate power by one for your next action.

Limit: *Overconfidence.* Change any Harlequin of Hate power into a complication and step up or gain a d6 for the doom pool. Activate an opportunity to recover.

Joker Toxin Power Set: Weapon d10

SFX: *Afflict.* Add a d6 and step up your effect die by +1 when inflicting a Joker Toxin complication on a target.

SFX: *Area.* Add a d6 and keep an additional effect die for each additional target.

Limit: *Gear.* Shutdown Joker Toxin and gain a d6 for the doom pool. Spend a d6 from the doom pool to recover.

Specialties: Combat Expert d8, Crime Master d10, Menace Master d10, Psych Master d10.

A HERO'S WORK IS NEVER DONE -- Transition

With Joker done for, GCPD pours over Arkham Island and starts rounding up the inmates, especially since the effects of the Titan drug is making them collapse. Over the radio, an alert is sound: Two-Face is raiding Gotham City. The heroes leave into the night...

Riddle Me This, little heroes!

What? You're nearly done? Are you cheating? Looking them up on the internet? Tell me.
– The Riddler

Through the Event, the heroes will find Edward Nigma's Riddles scribbled on the walls, the floors, lying around in Enigma Machines... whenever in a transition scene, or when you think it is appropriate, drop one of these.

The price to answering each one of this is a trace to Edward Nigma's location on the Island. As a suggestion, tell them the location of The Riddler's hideout after 4 or 5 hints.

The Riddler, however, is not at the hideout. Once there, they find out the villain has left in a hurry, leaving a note behind: "*Do you think I would be such a fool to wait for you here? While you entertained yourself with my little silly riddles, and those pathetic self-proclaimed villains, I have left. See you later!*"

What goes up and down stairs without moving?

Answer: a carpet. To be used for example at the Manor, or the Visitor Center, wherever is a carpet.

What can fill a room but takes up no space?

Answer: light. To be used anywhere there is a light source.

What book was once owned by only the wealthy, but now everyone can have it? And now, you can't even buy it in a bookstore!

Answer: A phone book. To be used at the Records Room or the Library; simply have a phone and book close by.

I look at you, you look at me, I raise my right, you raise your left.

Answer: A mirror. Pretty straightforward.

He has married many women but has never married. Who is he?

Answer: A priest. Use it anywhere there are cells nearby, for example; and have an inmate left a Bible behind.

What goes up and never comes down?

Answer: Your age. Heroes can find a birthday card from one of the guards, or an inmate.

Where does Friday come before Thursday?

Answer: In the dictionary. Another one for the Library.

I run all day but I'm always at the same place. What am I?

Answer: A clock. To be used practically everywhere, since it can be a wall clock, or a wrist watch on someone lying nearby.

What month has 28 days?

Answer: All of them!! Use it with a calendar, or even better... in Calendar's Man's cell!

What's so fragile that even saying its name you can break it?

Answer: Silence. Use it on a "Silence Please" sign at the Medical Facility.



Scarecrow's Hallucinations

Is your mind playing tricks on you? Or am I?

– Scarecrow

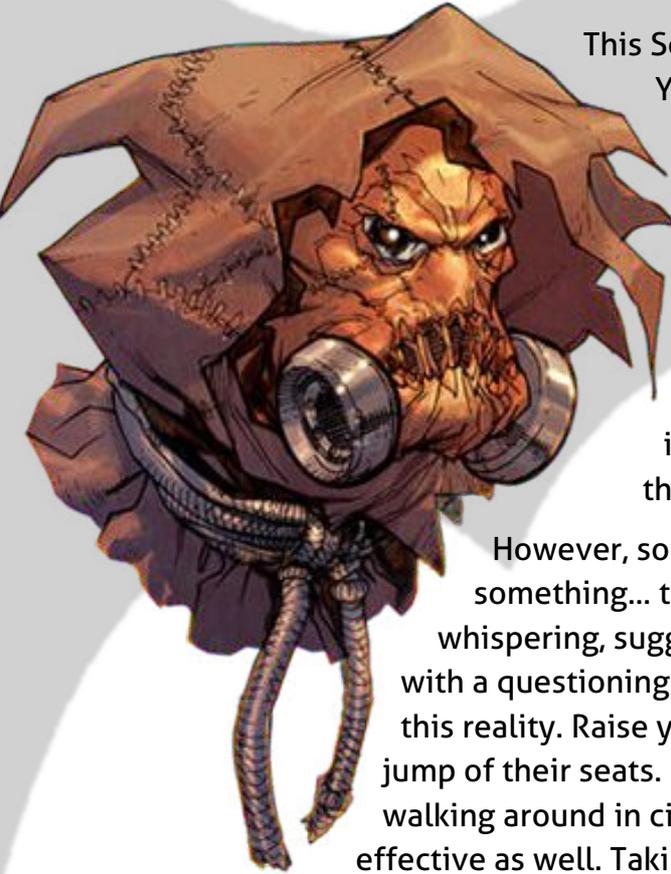
During any time when the heroes are near the Morgue, you may inflict them with a « Scarecrow's Gas Complication. It is suggested you start it at d8, and then spend dice from the Doom Pool to increase it (smaller die to step it up, larger to replace). Any Hero stressed out due to the complication falls into Scarecrow's Hallucination.

When all Heroes stress out, you can activate this Scene. Alternatively, you can activate it by spending 2d10 if every Hero is affected by Scarecrow's Gas complication, ending the Scene they are into.

Scarecrow's Hallucinations – Action Scene

This Scene requires an effort on you as the Watcher.

You must try to describe the place as alien, oddly strange and, at the same time, familiar. Think about nightmares, sudden changes of pace and scenarios, the impossible things that seem so familiar in dreams. The subject of them need by force to be linked to the specific Heroes playing the Event, and therefore is difficult to pull off if your knowledge of them is lacking or, especially, if your players are not familiar with the characters they are playing.



However, some tricks can help you make this Scene something... to fear of. Use a low, dooming voice. Change to whispering, suggesting voice. End affirmations and descriptions with a questioning tone, to emphasise the Heroes are not sure about this reality. Raise your voice suddenly to surprise and having them jump of their seats. If you are playing around a table, standing up and walking around in circles, whispering into their backs and ears, can be effective as well. Taking their dice (if they are fond of rolling their own dice) can also be unsettling. Every dark and dirty secret you can use to make them uncomfortable is fair play here.

A word of caution, however. **NOT EVERY PERSON OUT THERE IS OK WITH THIS KIND OF MANIPULATION.** Fun and respect first; some people are very sensitive and definitely do not like this kind of roleplaying. Only run this Scene in this fashion if you really know your players and, in doubt, ask first if they would like to give it a shot. Better be safe than sorry!

Defeating the Hallucination

Mechanically, Gas is masquerading the reality, a perception overlay if you wish, and the Heroes are fighting thugs and henchmen (even if they believe it is their zombified parents that are clubbing them!) Each Hero starts with a *Hallucinating d12* Complication that **must** be reduced each turn and cannot be negated in one roll. Once it is removed, they snap out and can continue the Event as described.

Tips for « fears » for each Hero.

Batman. Batman's fears are all about failure and guilt. Guilt for choosing a certain movie and his parents getting killed after it, failure to prevent Jason's death, failure to protect Barbara from the Joker, failure to get rid of Gotham's criminal, guilt that his activities as vigilante have actually made it all worse.

Nightwing. Dick's worst nightmares are all about overhearing the shadowy men talking about harming the Circus and his parents' tightrope being sabotaged. He is guilty of their deaths, in his mind. He also abandoned his real family, the Haley Circus, for Bruce Wayne... whom he eventually failed as Robin, their views in life different. He never quite measured up to the Batman, craving for his approval. He is also fearful of being alone, failing to settle in any long-term relationship as he grows older.

Huntress. Helena fears little, being educated in an ambient made of fear. The single turning point in her life was the death of her parents, but she was used to death. Her fears lie in losing the grip on Gotham's crime families, and being responsible for their actions. She also fears turning into a monster, the kind of blood-hungry criminal Batman hunts down. Her own brutality, and how easily it is for her to maim and cause pain, are her worst fears.

Red Robin. Tim zips around the world as Red Robin, full of vitality. In a sense, he is the more care-free of the Heroes portrayed here, and always called on determination and his superior mind to step up when needed. His greatest fear is failing Bruce, and Dick. They are his family. Losing his mind, not being able to arrive to the right conclusion, and getting there late.

Red Hood. Being dead and resurrected without really knowing why, especially in a zombie-like state, leaves a lot of scars in your mind. Jason, especially, fear being caged. Caged in his own body, without control of his actions. Caged in Arkham as a criminal. Caged and restrained by Batman's strict code and his own promise to hold it.

Batgirl. Barbara has just regained control of her legs. She also fears the death of Commissioner Gordon, her dad. If that is not enough to mess with her head...

Batwoman. When Kate was 11, she was kidnapped with her mother and twin sister. Her father, a NATO special agent, led the charge to rescue them... but when Kate's blindfold was removed, she could see her mother and sister dead in a bloody scenario. Later, her vows of revenge got thwarted as she got rejected by the military due to her lesbian inclination. When she found out a duty, a task to fight crime under Batman's banner, she got rejected by girlfriends who thought she had a « busy nightlife ». She has been identified by the Black Cult as their savior of Prophecy, whose leader was actually her presumed-dead twin sister... who Kate killed by throwing out of an airplane after beating her (before realizing she was her sister). She has a lot to prove, and a lot to leave behind...

DATAFILES

HERO DATAFILES

The following section assumes that some members of the Bat-family show up at Arkham to escort the Joker to his cell, thus being inside when the action starts. The presence of any other DC superhero is extremely discouraged. Also, remember that Joker is threatening Gotham with the Titan formula bombs should any super appear near the island.

Also, bear in mind that this datafiles are merely a representation and the vision of the writer on these characters. The Marvel Heroic Roleplaying system is so flexible, you can tweak them at your pleasure.



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Batman

(Bruce Wayne [secret id])

Batman is the superhero protector of Gotham City, a man dressed like a bat who fights against evil and strikes terror into the hearts of criminals everywhere. In his secret identity he is Bruce Wayne, billionaire industrialist and notorious playboy. Although he has no superhuman powers, he is one of the world's smartest men and greatest fighters. His physical prowess and technical ingenuity make him an incredibly dangerous opponent

Affiliations: Solo D10, Buddy D8, Team D6

Distinctions: Billionaire Playboy, World's Greatest Detective, Obsessive Champion of Gotham

Absolute Physical Perfection Power Set

Enhanced Reflexes d8 – Enhanced Strength d8-- Enhanced Stamina d8

Enhanced Senses d8 – Psychic Resistance d8

SFX: *Bat Level Effort.* Step up or double any APP power die on your next roll, or spend 1 PP to do both. Then shut down that power. Recover power by activating an opportunity or during a transition scene.

SFX: *Second Wind.* Before making an action with APP power, you may move your physical stress to the doom pool and step up that power by +1.

SFX: *Unbreakable Will.* Spend 1 PP to ignore emotional stress or trauma.

SFX: *Careful Planning.* Spend 1 PP to reroll when using any APP power.

Limit: *Exhausted.* Shut down any APP power and gain 1 PP. Recover power by activating an opportunity or during a transition scene.

Bat Gear Power Set

Swingline d8 – Body Armor d8 – Batarangs d6 – Utility Belt d8

SFX: *Area Attack.* Target multiple opponents. For every additional target, add d6 and +1 effect die.

SFX: *Grapple/Tangle.* Add d6 and step up your effect die by +1 when inflicting a complication on a target.

Limit: *Gear.* Shutdown Any Bat Gear and gain 1 PP. Take an action vs. the doom pool to recover gear (treat each power as separate pieces of gear for activation and recovery purposes).

Specialties: Combat Master, Covert Master, Crime Master, Menace Master - Psych Expert, Business Expert, Acrobatic Expert, Science Expert, Tech Expert, Vehicle Expert

Milestones:

Under Your Wing

1 XP When you choose to aid a hero for the first time

3 XP When you take stress for that hero

10 XP When you choose to take that hero on as your trainee, or dismiss them.

I Am The Night!

1 XP When you first inflict emotional stress on a foe.

3 XP When you inflict stress or trauma on an ally.

10 XP When your choice to inflict stress or trauma on an ally turns out for the best.

NIGHTWING

(Dick Grayson [secret id])

Richard "Dick" Grayson was Batman's first sidekick Robin. He served many years as Batman sidekick and also founded a group with many other sidekicks, first named the Teen Titans and then simple the Titans. Dick, on and off, has been their de-facto leader.

At around 17 he realized that he had grown up: he no longer relied on Batman and, in fact, he and the Dark Knight disagreed on crime-fighting methodology. His new-found independence and Titans' duties in New York left less time for his former commitments in Gotham City. 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 left Wayne Manor and became Nightwing. During *Battle of the Cowl* we performed as Batman for a time, with Damian Wayne as Robin. With Bruce Wayne back in Gotham, he returned to his role as Nightwing.

Affiliations: Solo d6; Buddy d8; Team d10

Distinctions: Something to Prove, Dedicated Hero, Skilled Leader.

Student of the Bat Power Set

Enhanced Reflexes d8 – Enhanced Stamina d8

Enhanced Senses d8 – Speed d6

SFX: *Second Chance.* Spend 1 PP to reroll when using any Student of the Bat power.

SFX: *Focus.* If a pool includes a Student of the Bat power, you may replace two dice of equal size with one die +1 step larger.

Limit: *Self Doubt.* When Nightwing's Emotional Stress exceeds d8, shutdown any Student of the Bat power and gain 1 PP. Recover power after successfully recovering any Emotional Stress.

Crime-fighting Weapons Power Set

Swingline (Bola/Line) d8 – Utility Belt d8

Body Armor d8 – Escrima Sticks d6

SFX: *Area Attack.* Target multiple opponents. For every additional target, add d6 and +1 effect die.

SFX: *Grapple/Tangle.* Add d6 and step up your effect die by +1 when inflicting a complication on a target.

Limit: *Gear.* Shutdown Any Crime-fighting Weapons and gain 1 PP. Take an action vs. the doom pool to recover gear (treat each power as separate pieces of gear for activation and recovery purposes).

Specialties: Acrobatic Master, Combat Expert, Crime Expert, Menace Expert, Psych Expert, Covert Expert, Vehicle Expert.

Milestones

Under the Shadow of the Bat

1 XP when someone comments on you being a former sidekick.

3 XP when someone either seeks the help of, or vows revenge on you specifically, .

10 XP when another Hero acknowledges you as a Hero in your own right, or slap you down as a rookie.

Haunted by Failure

1 XP when you declare a situation similar to a failure of your past (perceived or real).

3 XP when you first activate *Self Doubt* and relate to failing your parents of someone of the Batman family.

10 XP when you stress out emotionally during an scene and another member helps you fight through the feelings of failure (and gets you back into action).

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HUNTRESS

(Helena Bertinelli [secret id])

The Huntress is a vigilante operating out of Gotham City, and a member of the Batman Family. She is also a devout Catholic, and is very in touch with her Italian heritage. Her career is inspired by a personal vendetta against organized crime, responsible for killing her entire family. At first, her ruthless methods and willingness to kill made her an outcast from the heroic community, but in time she learned to temper her methods and became accepted by her peers. She has also been a member of the Justice League and the Birds of Prey.

Affiliations: Solo d10; Buddy d8; Team d6

Distinctions: Blood calls to blood, Daughter of the Mob, Devout Catholic.

Vigilante Training Power Set

Enhanced Reflexes d8 – Stamina d6

Senses d6 – Speed d6

SFX: *Effort*. Step up or double any Vigilante power die on your next roll, or spend 1 PP to do both. Then shut down that power. Recover power by activating an opportunity or during a transition scene.

SFX: *Second Wind*. Before making an action with Vigilante power, you may move your physical stress to the doom pool and step up that power by +1.

Limit: *Exhausted*. Shut down any Vigilante power and gain 1 PP. Recover power by activating an opportunity or during a transition scene.

Huntress Tools Power Set

Marksman's Crossbow d8 – Swingline d8

Utility Belt d6 – Body Armor d6

SFX: *Incapacitate*. Add a d6 and step up your effect die by one when inflicting a physical complication on a target.

SFX: *Grapple/Tangle*. Add d6 and step up your effect die by +1 when inflicting a complication on a target.

Limit: *Gear*. Shutdown Any Huntress Tools and gain 1 PP. Take an action vs. the doom pool to recover gear (treat each power as separate pieces of gear for activation and recovery purposes).

Specialties: Crime Master, Acrobatic Expert, Combat Expert, Menace Expert, Business Expert, Covert Expert.

Milestones

I strongly suspect this is going to hurt.

1 XP when you use *Incapacitate* and stress out a foe.

3 XP when someone openly states his/her disgust for your violent ways.

10 XP when other recognize your methods are valid, or when you acknowledge you need to change your ways.

Do me a favor. Fight back. I love it when the boys fight back.

1 XP when you taunt an opponent stronger than you and get them to fight you.

3 XP when you successfully avoid a trauma-inflicting menace by someone stronger than you.

10 XP when an ally recognizes your worth as a combatant, or dismisses you as a rookie.

Red Hood

(Jason Todd [secret id])

Jason Todd is a vigilante anti-hero who has been a member of and antagonist to the Batman Family. Batman originally trained him to be the second Robin, his new side-kick after Dick Grayson became Nightwing. Jason is murdered by the Joker during A Death in the Family, although he is later resurrected and returns as the second Red Hood. After confronting Batman and the Bat-family, he decides to fight crime as a mercenary and gun for hire, slowly turning into a reluctant hero.

Affiliations: Solo d10; Buddy d6; Team d8

Distinctions: Whatever it takes; I need to channel my rage, I learnt from Batman himself.

Student of the Bat Power Set

Enhanced Reflexes d8 – Enhanced Stamina d8

Enhanced Senses d8 – Speed d6

SFX: *Rage Fit*. When using a Student of the Bat power, you can borrow a die from the Doom Pool. Return it stepped up immediately after taking your action.

SFX: *Focus*. If a pool includes a Student of the Bat power, you may replace two dice of equal size with one die +1 step larger.

SFX: *Takedown*. Add a d6 and step up your effect die by one when inflicting a physical complication or physical stress on a target.

SFX: *Unstoppable Fury*. Spend 1PP and double or step up any Student of the Bat power.

Limit: *Exhausted*. Shut down any Student of the Bat power and gain 1 PP. Recover power by activating an opportunity or during a transition scene.

Limit: *Rageblind*. When using Rage Fit, return a second die of the same size of the power die used and gain 1PP.

Gear Power Set

Guns d8 – Gadgets d6 – Body Armor d6

Limit: *Gear*. Shutdown any Gear Power and gain 1 PP. Take an action vs. the doom pool to recover gear (treat each power as separate pieces of gear for activation and recovery purposes).

Specialties: Crime Master, Combat Expert, Menace Expert, Covert Expert.

Milestones

Not your usual hero

1 XP when you inflict physical stress and remark how soft other heroes are to their opponents.

3 XP when someone openly states his/her disgust for your violent ways.

10 XP when other recognize your methods are valid, or when you acknowledge you need to change your ways.

You will not return me to that kennel of freaks

1 XP when you recognize an enemy as a former crime contact in Gotham.

3 XP when an ally states that you are turning into the evil you are fighting.

10 XP when you decide to submit for counseling, or your allies subdue and lock you up.

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Red Robin

(Tim Drake [secret id])

Tim Drake is a member of the Batman Family who has taken several names. Originally he became the third **Robin**, following Dick Grayson's ascension to Nightwing and the death of Jason Todd, when he figured out Bruce Wayne's secret identity. Proving himself in combat, he was taken on for training, and would eventually become one of the world's greatest detectives and martial artists. Battle for the Cowl saw him briefly becoming **Batman**. Grayson took the role permanently and Damian Wayne became Tim's successor. Taking on his own persona, Drake took the costume of Red Robin. He is a founding member of Young Justice alongside his closest friends Superboy and Kid Flash, and has also been a member of the Teen Titans.

Affiliations: Solo d6; Buddy d10; Team d8

Distinctions: Brilliant Tactician, Hard Training, Not longer a sidekick.

Student of the Bat Power Set

Enhanced Reflexes d8 – Stamina d6

Enhanced Senses d8 – Speed d6

SFX: *Focus.* If a pool includes a Student of the Bat power, you may replace two dice of equal size with one die +1 step larger.

SFX: *Careful Planning.* Spend 1 PP to reroll when using any Student of the Bat power.

Limit: *Exhausted.* Shut down any Student of the Bat power and gain 1 PP. Recover power by activating an opportunity or during a transition scene.

Bat Gear Power Set

Gliding Wings d8 – Body Armor d8

Throwing Discs / Quarterstaff d6 – Utility Belt d8

SFX: *Area Attack.* Target multiple opponents. For every additional target, add d6 and +1 effect die.

SFX: *Grapple/Tangle.* Add d6 and step up your effect die by +1 when inflicting a complication on a target.

Limit: *Gear.* Shutdown Any Bat Gear and gain 1 PP. Take an action vs. the doom pool to recover gear (treat each power as separate pieces of gear for activation and recovery purposes).

Specialties: Crime Expert, Combat Expert, Acrobatics Expert, Psych Expert, Master Detective.

Milestones

Young Justice

1 XP when the Watcher gets at least a d8 from an Opportunity you roll while solo..

3 XP when you interrupt to take stress in place of a fellow hero.

10 XP when you offer another hero to be part of a superhero team, whether they accept it or not.

Brains not Brawn

1 XP when you use your effect as an Asset for a fellow hero.

3 XP when you take out a foe not on physical terms.

10 XP when you opt to inflict physical trauma instead of any other kind, or refuse to physically harm someone.

ROBIN

(Damian Wayne [secret id])

Damian is the child of Bruce Wayne and Talia al Ghul, and thus the grandson of Batman villain Ra's al Ghul. Raised by Talia and the League of Assassins, Damian becomes a talented martial artist by the time he is a pre-teen, when Talia reveals his existence to Bruce Wayne and leaves him in his father's custody in an effort to disrupt Batman's work.

Although precocious, spoiled, selfish and violent, Damian seems to genuinely want to aid Wayne's war on crime as Damian sees himself as Wayne's true son though this remains unconfirmed. After Dick Grayson takes up the mantle of Batman, Damian Wayne assumed the title to work alongside Dick, who chose Damian as he feels his character needs developing or he could be like Jason. Despite working as Grayson's Robin, Damian expresses a strong willingness to take over the Batman identity himself if Dick is not "up to it." When Bruce returns as Batman, they start patrolling Gotham for the first time together. They struggle with the exploration of their father-son dynamic, as Bruce tries to become a more positive role model.

Affiliations: Solo d8; Buddy d10; Team d6

Distinctions: Son of the Devil; One Thousand Ways to Kill a Man; Living Up to the Mantle.

League of Assassins Power Set

Enhanced Reflexes d8 – Enhanced Senses d8

Stamina d6 – Speed d6

SFX: *Pain-Inflicting Wound.* When using a League of Assassins power, drop your higher-rolling die and step up your effect die.

SFX: *Focus.* If a pool includes a League of Assassins power, you may replace two dice of equal size with one die +1 step larger.

Limit: *Exhausted.* Shut down any Student of the Bat power and gain 1 PP. Recover power by activating an opportunity or during a transition scene.

Robin Gear Power Set

Cape d6 – Body Armor d8

Throwing Rs d6 – Utility Belt d8

SFX: *Area Attack.* Target multiple opponents. For every additional target, add d6 and +1 effect die.

SFX: *Grapple/Tangle.* Add d6 and step up your effect die by +1 when inflicting a complication on a target.

Limit: *Gear.* Shutdown Any Robin Gear and gain 1 PP. Take an action vs. the doom pool to recover gear (treat each power as separate pieces of gear for activation and recovery purposes).

Specialties: Crime Expert, Combat Expert, Menace Expert, Acrobatics Expert.

Milestones

An Assassin at Heart

1 XP when you inflict physical stress and remark how soft other heroes are to their opponents.

3 XP when you decide to inflict Trauma to an already stressed out foe.

10 XP when other recognize your methods are valid, or when you acknowledge you need to change your ways.

Son of the Bat

1 XP when someone comments on you being just a sidekick.

3 XP when someone either seeks the help of, or vows revenge on you specifically, .

10 XP when another Hero acknowledges you as a Hero in your own right, or slap you down as a rookie.

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BATGIRL

(Barbara Gordon [secret id])

Batgirl is one of Batman's side-kicks and a member of the Batman Family similar to Robin. She patrols Gotham City fighting crime using her mastery of the martial arts, her wits, and an arsenal of high-tech gadgets. There have been several women to take the position over the years, but the most well-recognized Batgirl is Barbara Gordon, daughter of Commissioner Gordon. She was Batgirl for many years until the Joker shot her through the spine and paralyzed her. Barbara still fought crime from her wheel-chair as Oracle, an international super-hacker and invaluable computers expert for heroes everywhere.

As Oracle, she led the superhero group Birds of Prey, which included members Huntress and Black Canary, among others, and has been an expert consultant for most of the top superhero community. Recovering from her paralysis after three years, she has retaken the Batgirl cowl and is out to prove herself in Gotham.

She has been romantically involved with Dick Grayson, who eventually proposed to her. Barbara declined for the moment, since she feels Dick still has a lot to do before settling down.

Affiliations: Solo d6; Buddy d8; Team d10

Distinctions: Genius Intellect, Post-Traumatic Stress, Jujitsu Master.

Intensive Training Power Set

Enhanced Reflexes d8 – Enhanced Senses d8 – Stamina d6 – Speed d6

SFX: *I planned for this!* When using an Intensive Training Power, spend 1 PP to re-roll the whole pool.

SFX: *Focus.* If a pool includes an Intensive Training Power, you may replace two dice of equal size with one die +1 step larger.

SFX: *I have endured harder.* Add your Physical Stress to your pool. After the roll, shift it to your Emotional Stress. This shift follows the rules as if you had received Emotional Stress. You cannot shift this Stress to another Stress track.

Limit: *Exhausted.* Shut down any Intensive Training power and gain 1 PP. Recover power by activating an opportunity or during a transition scene.

Bat Gear Power Set

Utility Belt d8 – Body Armor d8 – Grapple Claw d6 – Cape d6

SFX: *Area Attack.* Target multiple opponents. For every additional target, add d6 and +1 effect die.

SFX: *Grapple/Tangle.* Add d6 and step up your effect die by +1 when inflicting a complication on a target.

Limit: *Gear.* Shutdown Any Bat Gear and gain 1 PP. Take an action vs. the doom pool to recover gear (treat each power as separate pieces of gear for activation and recovery purposes).

Specialties: Psych Master, Tech Master, Crime Expert, Combat Expert, Acrobatics Expert, Covert Expert.

Milestones

Success through other

1 XP when you successfully provide an Asset to an ally in Team mode.

3 XP when you help defeat a foe without any Team member becoming stressed out.

10 XP when you are invited into a Superhero group, or invite other hero to join you as a team.

Still seeking the One

1 XP when you go on a date for the first time.

3 XP when you must abandon a date because of your superhero's duties, or choose to ignore your duties with negative consequences for a date.

10 XP when you accept someone as your soul mate, or reject him/her for good.

Batwoman

(Kathy Kane [secret id])

Kate Kane was the survivor of a brutal kidnapping that left her mother dead and her twin sister lost to her. She followed in her father's footsteps, vowing to serve her country. She attended West Point Academy until she was expelled under 'Don't Ask, Don't Tell.' She and her cousin Elizabeth Kane began working as costumed the costumed vigilantes Batwoman and Flamebird in Gotham City.

Katherine "Kate" Kane was Renee Montoya's former lover and heiress to one of the wealthiest families in Gotham City, owning that which the Wayne family does not.

She got involved into a crime investigation done at the time by Montoya, one of most trusted Gordon's police officers, she took the identity of Batwoman to help and protect her former love. She has a history with Intergang, whose Book of Crime mentions the "twice named daughter of Kane" dead in a prophecy. In fending off Intergang's attempts to kidnap and sacrifice her, she meet the bat-family and eventually got accepted into Gotham's band of defenders.

Affiliations: Solo d10; Buddy d8; Team d6

Distinctions: Military Training, Duty to Serve, Twice-Named Daughter of Prophecy.

Intensive Physical Training Power Set

Enhanced Reflexes d6 – Enhanced Senses d8 – Stamina d8

SFX: *Master Surveyor.* When creating a stealth asset or negating a complication related to Surveillance, add a d6 to your Pool and step up your effect die.

SFX: *Determined.* If a pool includes a Intensive Physical Training power, you may replace two dice of equal size with one die +1 step larger.

Limit: *The Doctor said take it easy.* Shut down any Intensive Physical Training power and gain 1 PP. Recover power by activating an opportunity or during a transition scene.

Limit: *Heart Wound:* Shut down Intensive Physical Training Power Set and gain a *Chest Pains d8* complication. You gain the Inhuman Determination Power Set

Inhuman Determination Power Set (only available through the **Heart Wound** Limit of the IPT Power Set)

Enhanced Psych Resistance d8

SFX: *Invulnerability (Mental and Emotional).* pend 1 PP to ignore emotional or mental stress or trauma.

Gadgets Power Set

Body Armor d6 – Batarangs d6 – Utility Belt d8

SFX: *Area Attack.* Target multiple opponents. For every additional target, add d6 and +1 effect die.

SFX: *Always ready.* Add d6 and step up your effect die by +1 when creating Assets.

Limit: *Gear.* Shutdown Any Gadgets power and gain 1 PP. Take an action vs. the doom pool to recover gear (treat each power as separate pieces of gear for activation and recovery purposes).

Specialties: Covert Master, Crime Expert, Combat Expert, Menace Expert, Acrobatics Expert, Tech Expert.

Milestones

Always on the Batman rule

1 XP when you chose to pull your punches on a fight.

3 XP when you protect an innocent instead of pursuing your enemy.

10 XP when you employ lethal force to terminate a threat and reject Batman's rule, or when you allow a villain to escape or hurt someone else because of Batman's rule.

Dagger to the Chest

1 XP when you first activate Exhausted in an Scene.

3 XP when you you Stress out with the Heart Wound complication on you.

10 XP when you remove the *Heart Wound* limit and lose the Inhuman Determination Power Set.

PP

□

STRESS / TRAUMA

P

4

6

8

10

12

M

4

6

8

10

12

E

4

6

8

10

12

XP

□

AA45

THE INMATES

Arkham is populated by many of the most dangerous criminals ever known. See below their compact datafiles, for easy consultation.

The Joker (ID unknown)

An insanely homicidal super-villain, **the Joker's** white skin, green hair, and blood-red lips belie the chaotic nature underlying his cartoonish appearance.

"My most challenging patient at Arkham. The Joker's derangement defies easy classification. His rapidly changing mood swings hint at borderline personality disorder, but he has no trace of associated identity problems. He also displays signs of deep narcissism, but nonetheless he has a well-developed sense of others, as his ability to manipulate everyone from orderlies to doctors in Arkham is extraordinarily well-developed; he also shows all the signs of a highly functioning sufferer of antisocial personality. At times I actually wonder if he is actually insane at all." -- Dr. Young.



Affiliations: Solo d10; Buddy d8; Team d6

Distinctions: Clown Prince of Crime, Gloriously Insane, Twisted Genius

Harlequin of Hate Power Set: Durability d6, Enhanced Reflexes d8, Enhanced Senses d8, Superhuman Psychic Resistance d10

SFX: *Clarity of Madness.* Spend a die from the doom pool to step up a Harlequin of Hate die for an action.

SFX: *One Bad Day.* If you score an extraordinary success against a player in an opposed roll, you may freely use your effect if it is a reaction roll, or step up your effect die otherwise.

SFX: *Are you feeling crazy enough?* After inflicting mental or emotional stress, step up a Harlequin of Hate power by one for your next action.

Limit: *Overconfidence.* Change any Harlequin of Hate power into a complication and step up or gain a d6 for the doom pool. Activate an opportunity to recover.

Joker Toxin Power Set: Weapon d10

SFX: *Afflict.* Add a d6 and step up your effect die by +1 when inflicting a Joker Toxin complication on a target.

SFX: *Area.* Add a d6 and keep an additional effect die for each additional target.

Limit: *Gear.* Shutdown Joker Toxin and gain a d6 for the doom pool. Spend a d6 from the doom pool to recover.

Specialties: Combat Expert d8, Crime Master d10, Menace Master d10, Psych Master d10.

The Joker, as based on DrZombie datafile in RPG.net

Harley Quinn (Dr. Harleen Francis Quinzel [known to authorities])

An Arkham Asylum psychiatrist assigned to treat the Joker, Dr. **Harleen Quinzel** instead became obsessively fixated on her patient, believing herself to be in love with him. She helped him escape confinement and took on her own criminal identity as **Harley Quinn**.

Quinn is a violent and unpredictable felon whose only motivation, beyond general mayhem, is achieving the Joker's approval. Because of his cruel and mercurial nature, this in some ways makes her just another of his victims - albeit a very dangerous one.

Affiliations: Solo d4; Buddy d8; Team d6

Distinctions: Former Psychiatrist, Mad Love, Number One Henchwoman

Ivy Enhanced Body Power Set: Durability d6, Enhanced Reflexes d8, Enhanced Stamina d8

SFX: *Immunities.* Spend a doom pool die to ignore stress, trauma and complications from poisons and toxins.

SFX: *I'll Help!* Whenever Harley attempts a support action, whether she succeeds or fails, the resulting effect die is increased by +1.

Limit: *Exhausted.* Shut down any Ivy Enhanced Body power and add d6 to the Doom Pool. Recover power by spending a d6 from the Doom Pool..

Favorite Toys Power Set: Boxing Glove Gun d8, Mallet d8

Limit: *Gear.* Shut down Favorite Toys and gain a d6 for the doom pool. Take an action vs the doom to recover.

Specialties: Acrobatic Expert d8, Combat Expert d8, Crime Expert d8

Harley Quinn, as based on DrZombie datafile in RPG.net

Titan Enhanced Henchman

Once at Arkham, this convict was experimented on by Arkham doctor Penelope Young for her top-secret Titan Project. The Titan Project was supposedly to increase a patient's strength against some of the more strenuous treatments, but Young was secretly studying clandestine research on Bane. After draining Bane of his steroid drug Venom, Young began studying how to produce Titan, a much stronger version of Venom that did more than enhance strength. It turned people into hulking, raging beasts. As a side effect, it also temporarily reduced the user's reasoning abilities to bestial proportions. She took one of the Joker's former henchmen to test her version of her formula on. Dr. Young confined the goliath to a high-security treatment cell in the Extreme Isolation area of the Intensive Treatment Center while she developed a stronger version of her Titan formula for her mysterious benefactor, Jack White, who was finally revealed to be the Joker himself.

Affiliations: Solo d8, Buddy d6, Team d4

Distinctions: Titan-induced rage, Mindless Determination, No Initiative of his own.

Titan Drugs Power Set: Enhanced Durability d8, Titan Strength d12, Superhuman Stamina d10, Enhances Reflexes d8

SFX: *Titan charge!* Double Superhuman Strength for a line of sight charge attack. If the hero successfully gets out of the way, they may use their effect die for free against the Titan Enhanced Henchman.

SFX: *Crush!* Spend a d6 from the die pool and step up physical stress dealt by the Titan Enhanced Henchman by one.

Limit: *Dazed.* On any successful attack that dazes or stuns the Titan Enhanced Henchman, step up the effect by one.

Specialties: Combat Expert, Menace Expert

Poison Ivy (Pamela Lillian Isley [known to authorities])

Yet another patient whose treatment is complicated by a bizarre medical condition, Isley has a modified genetic code that incorporates plant DNA and renders her physically toxic to others. She is essentially deeply antisocial, believing herself to be not only inhuman but superior to others; this diagnosis is tied into her hypersexuality, which takes the form of a constant attempt to seduce others to do her bidding. She also displays a narcissistic belief in her role as the protector of the entire natural world.

Affiliations: Solo d10; Buddy d8; Team d6

Distinctions: Living Plant, Nature's Savior, Seductive Rose

Mistress of Plants Power Set: Plant Mastery d10, Mind Control d8, Superhuman Stamina d8, Enhanced Senses d8

SFX: Immunities. Spend a doom pool die to ignore stress, trauma and complications from poisons and toxins.

SFX: Men Are Such Fools. Step up and double Mind Control die when rolling against a man. Step down and spend a d6 from the Doom Pool when using it on a woman.

SFX: Grapple. Add a d6 and step up your effect die by +1 when inflicting a complication on a target.

Limit: Don't Hurt my Babies. Increase all emotional stress dice by +1 when threatening plants in Ivy's presence.

Specialties: Combat Expert d8, Menace Expert d8, Psych Master d10, Science Expert d8

Poison Ivy, as based on DrZombie datafile in RPG.net

When under the effect of the Titan Drug, she acquires the following Power Set:

Titan Vines Power Set: Titan Strength d10, Superhuman Durability d8

SFX: Constrict. Whenever a Titan Vine inflicts a grapple complication on a target, step up its effect die by 1.

Limit: Uncontrollable. Double a Titan Vines power and add it to the Doom Pool. Shut the Power Set. Recover by spending 1 d6 from the Doom Pool.

KILLER CROC (Waylon Jones [known to authorities])

Born with a rare mutation that made his skin green and scaly, and which grew his body to grotesque proportions, Waylon Jones was raised by an alcoholic aunt and bullied relentlessly for his appearance. He briefly worked as a carnival freak under the name Killer Croc, but his misanthropy grew as did his bestial nature, pushing him to a life of crime. As his physical condition and mental state deteriorate, Killer Croc becomes a more bestial foe, increasingly detached from humanity.

Affiliations: Solo d10; Buddy d8; Team d6

Distinctions: Cold Blooded Cannibal; At home in the water; Always Hungry

Bestial Mutant Power Set: Superhuman Strength d10, Superhuman Durability d10, Superhuman Stamina d10, Enhanced Senses d8.

SFX: *Claws and Teeth.* Add a d6 for an attack action and step down your highest die by one. Step up physical stress caused by one..

SFX: *Invulnerability.* Spend a d6 from the Doom Pool to ignore Physical stress or trauma.

SFX: *I've got your scent.* Use an effect die to create a *Blood Scent* complication on a target. You may track the target at any point later.

Limit: *Shock Collar.* Gain the complication *Searing Electrical Pain d8* and add a d8 die to the Doom Pool.

Specialties: Combat Expert d8, Menace Master d10

Bane (Antonio Diego [known to authorities])

Antonio Diego was Imprisoned from birth to serve his dead father's sentence, Bane was raised inside the horrific environs of a Santa Prisca prison. Finding solace in smuggled books and meditation, he developed incredible powers of concentration. When he was subjected to military experiments with the experimental steroid Venom, his iron-forged will helped him survive where other test subjects had died, and he managed to escape. Determined to prove his worth, he sought out Batman and broke the Dark Knight's spine after causing a breakout that took Batman weeks to round up the escaped villains. But Batman recovered and managed to beat Bane, cutting off the precious Venom supply that transforms Bane into a superhuman.

Bane is all but defined both physically and mentally by his use of the Venom compound. His body is ravaged and withered when he is in withdrawal, but upon being administered a dose of Venom, he becomes a physical monstrosity. A highly intelligent and strategic man, his sense of self has become totally dependent on his Venom addiction. When partaking, he displays intense narcissism, manifesting as megalomania and a competitive preoccupation with the Batman. Deprived of the compound, he is almost totally unresponsive in every way, approaching catatonia.

Affiliations: Solo d10; Buddy d8; Team d6

Distinctions: Venom Addiction, Strategist Mind, Megalomaniac.

Venom Power Set: Superhuman Strength d10, Superhuman Durability d10, Superhuman Stamina d10, Enhanced Senses d8.

SFX: *Focus.* Spend a d6 from the Doom Pool to double any Venom Power.

SFX: *Invulnerability.* Spend a d6 from the Doom Pool to ignore Physical stress or trauma.

Limit: *Venom Feed.* Instead of inflicting Physical Stress, the attacker may choose to rip off a Venom Feed. Reduce all Venom powers by one step. Step up or add a d6 to the Doom Pool (this die may

When his Venom is replaced by Titan, up Strength to d12, lose the *Focus* SFX and gain the *Crush!* SFX as in Joker's Titan Henchman.

not be used to activate *Invulnerability* and ignore this Limit). When *Superhuman Durability* reaches d4, all the power set shuts down.

Specialties: Combat Master d10, Menace Expert d8, Crime Expert d8

Zsasz (Viktor Zsasz [public id])

A true sociopath, Zsasz grew up in a life of ease and inherited a large amount of money from his parents. His life took a turn for the worse when he went to the Iceberg Lounge and bet nearly all of it in Poker. He was on a winning streak but lost to the Penguin, calling him "the disgusting midget who ran the place." Now penniless and alone, Zsasz went into the streets where he was attacked by a mugger, whom he killed with his own knife. Using the knife, he carved his first tally-mark into his skin and found himself elated by it and became a serial killer. Indiscriminate in his prey, body count is the only thing that matters to Zsasz. He carves a tally mark for each of his victims into his own body, and is saving a special spot for the Batman.

Affiliations: Solo d8; Buddy d4; Team d6

Distinctions: No Killing Pattern; Compulsive need to kill; Low IQ

Fearsome Killer Power Set

Reflexes d8

Knives d6

Limit: *Exhausted*. Shutdown Reflexes and gain a d6 for the doom pool. Spend a d6 from the doom pool to recover.

Limit: *Gear*. Shutdown Knives and gain a d6 for the doom pool. Spend a d6 from the doom pool to recover.

Specialties: Crime Expert d8, Combat Expert d8, Menace Expert d8.

CREDITS

DC characters, locations, names, and everything related to them:

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Original adaptation of plot, Event writing, layout:

Esteban Jáuregui Lorda

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Irene Paz

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