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WELCOME TO GOTHAM CITY

It's been ten years since I was last in Gotham City, and it hasn't changed. Whether you arrive via the Atlantic or by land, the first thing you see is a thick layer of dark clouds, like an impending storm. Some say this fog is due to pollution in the atmosphere. Others more superstitiously see it as the city's tortured soul, diffusing everywhere from its sewers to the tops of its skyscrapers. Personally, these fumes make me think of all the darkness and solitude that I experienced in its sordid back alleys, and its avenues whose immense towers always make it feel like nighttime. But they also remind me of the lights in the city. The strength of its inhabitants. The sirens from the police cars. The Joker's manic laughter. The stench of its underground tunnels caught in the steam spewing from the drains. Far-off explosions. Distant, faceless screams. The shadow of the Dark Knight.

The strangest thing about this place is the feelings that it inspires. You might think that, once you have managed to get out, you never come back. But I'm convinced that any citizen who leaves takes a part of the city with them. A shred of Gotham City's soul; something black, resigned, belligerent, a survival instinct of sorts. In fact, it's said that the people of Gotham carry a curse within them, that they're proud of it – even if this pride is more like a trauma.

One thing is for sure: you'll always come back to this city, as dirty, dangerous, dark, and corrupt as it may be. Its very existence is something of a miracle, if you think about it. There are so many places on Earth that are more welcoming! And yet I couldn't stop myself from returning. From reconnecting, with a slightly perverse joy, with the urban rumbling, this pounding, perilous life, this immense, panicked labyrinth of glass, stone, and steel, whipped by the sea winds, the smell of grease, and industrial fumes. These islands with such a particular atmosphere that they seem to be floating on the edge of reality. All the madness, too. I think that what I love most about this city is the way it makes you feel unique, special, like you have a destiny. Even if it's a tragic one.

*Exhibit no. 65942125 in the case of the murder of Mary A.
The letter was found in the victim's pocket.*
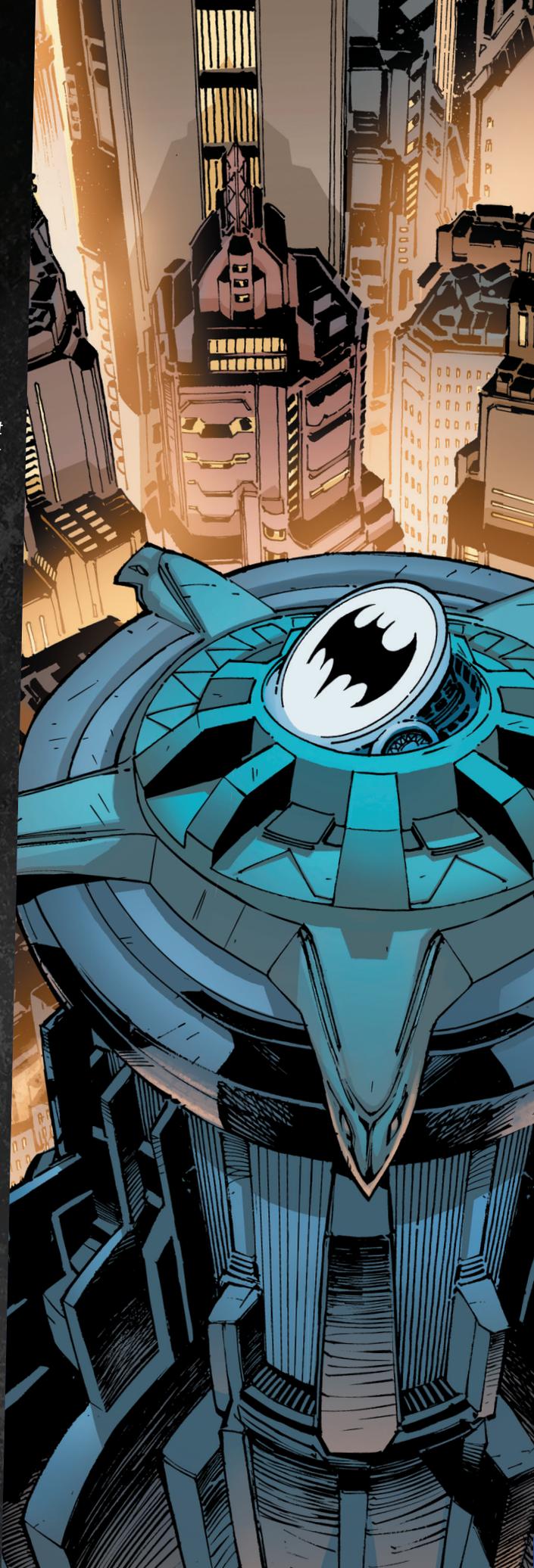
FOR THOSE WHO DON'T KNOW BATMAN...

Batman: Gotham City Chronicles RPG (Role-Playing Game) is based on the world of the iconic character known as Batman, created in 1939 by Bob Kane and Bill Finger, and whose adventures are still published today by DC Comics. The scenarios take place in the present day Gotham City, a sprawling port city of eight million inhabitants located on the East Coast of the United States. It is spread across several islands and is famed for its architecture combining high-tech skyscrapers, neogothic manors, docks, deprived areas, and industrial wastelands. The city is also renowned for its bleak atmosphere, its corruption, and its exceptionally high crime rate, which has led several gifted people to assume the role of vigilantes to defend the weak and support the forces of law and order in their desperate efforts to keep the peace. However, these upholders of justice must face countless criminal organizations as well as a range of colorful villains who pose serious threats to honest citizens. While characters with superpowers haunt the rooftops, streets, and sewers of Gotham City, most supervillains and vigilantes can only count on their extraordinary physical and intellectual abilities to get the upper hand. The billionaire Bruce Wayne, aka Batman, is one of them. Thanks to his wealth and his talents as a detective, inventor, and athlete, he has managed to provide the city with a guardian angel. His superhero identity is currently a secret, but his sacrifices and heroic acts have saved the city from imminent danger on several occasions. He is also not alone. Whether they are lone wolves or members of groups such as the bat-family or the Birds of Prey, several men and women have joined the fight against crime and anarchy.

Headed by Commissioner James Gordon, the cops and detectives of the Gotham City Police Department are also at the service of law and order. And whether they wear the GCPD uniform, or act behind pseudonyms or in disguise, they all occasionally receive help from ordinary citizens who are tired of crime and injustice.

They have to contend with different criminal organizations, including traditional mafia families and strange groups such as the League of Assassins and the Court of Owls. Established in most of the city's neighborhoods and involved in every illegal activity imaginable, they think nothing of corrupting judges, police officers, and lawyers. As well as these gangs, Gotham is home to a host of fearsome enemies, many of whom of are insane (such as Harley Quinn, Two-Face, Spoiler, Scarecrow, or Hugo Strange), and who either act alone (Man-Bat, Solomon Grundy, Killer Moth) or are at the head of their own gang (the Penguin, the Joker, Talia al Ghul).

From vigilantes and superheroes to supervillains, police officers, and humble citizens, this game gives you the chance to play all these characters in adventures combining investigation and action in a dark, urban atmosphere.

SOURCES OF INSPIRATION

The world of Batman and Gotham City is based on the rich heritage of every creation produced for more than 80 years. Aside from the elements featured in this roleplaying game, many other sources of inspiration are available – starting, naturally, with the comics. While their portrayal may often differ from these publications, the movies, cartoons, and series set in this world can also help you to depict the atmosphere of this crime-infested city and provide you with ideas for adventures.

As both Batman and Gotham City have been the subject of a variety of versions since they began, you are of course free to adopt the ones that are most suitable to your tastes or your scenario. In an effort to ensure an overall coherence and remain faithful to the comics published today, this roleplaying game generally focuses on the Rebirth and New 52 narrative arcs.

WHAT IS A ROLE-PLAYING GAME?

A role-playing game is a fun cooperative experience. Players control the actions, thoughts, and behavior of what is known as a 'player character' (shortened to PC or 'Hero' in *Batman RPG*), in an adventure in which these Heroes are the protagonists. This adventure (or 'scenario') is guided by one of the players (called the 'game master' or GM) who describes the scenes, encounters, and consequences of the Heroes' actions, in addition to narrating the story and controlling secondary characters. No one is competing against anyone else. The aim is for everyone, both the players and game master, to have an enjoyable experience aided by the game elements provided. Using these and their imagination, players become participants in a rich story set in the heady world of Gotham City.

A role-playing game naturally also has rules. These allow uncertain situations to be resolved, action sequences to be staged, and globally serve as a backbone to the dark and fascinating stories that the Heroes experience.

This booklet provides an overview of the full version of the game by including a specific scenario and a gallery of ready-to-play characters (called 'Heroes' in Batman RPG). Beyond that, all you require is a set of 4, 6, 8, 10, 12 and 20-sided dice to get started.

READING A CHARACTER PROFILE

1. **Characteristics** measure a Hero's talents and aptitudes in particular areas, ranging from 3 (the minimum) to 20 (the maximum for Heroes that do not possess superpowers). Asterisks (*) signify the characteristics that benefit from an Edge. Each characteristic is associated with a Modifier (MOD) that depends on the score and is used for tests (*see below*).

2. **Traits and disadvantages** add bonuses or penalties depending on the background of the Hero.

3. **Combat characteristics** measure the Heroes' fighting skills. Hit Points (HP) represent their capacity for receiving damage. Exploit Points (EP) allow the Hero to perform a limited number of special actions during the game. The values for Melee Attack (MA), Ranged Attack (RA), and Special Attack (SA, only used for superpowers) represent the figure to add to the D20 when the Hero attempts to fight an opponent. The Damage Dice (DD) indicate which dice must be rolled following a successful attack.

4. **Wealth level** indicates the financial means of the Hero.

5. **Level of experience** measures the Hero's degree of fighting prowess in a dangerous environment like Gotham City. This can be between 1 (novice) and 20 (the maximum that can be reached by exceptional individuals such as Batman).

6. **Ways** represent fields of expertise. There are three types of Ways: common Ways (available to all), Ways of the Shadows (only available to vigilantes and super-criminals) and Ways of Wonders (the equivalent of superpowers). The common Ways and Ways of

the Shadows have what are called 'superior' Ways that can be accessed if certain prerequisites have been fulfilled.

7. **Abilities** represent the bonuses and effects that result from the Ways, and are spread over five tiers.

8. **Ethics values** represent where the Hero stands on the scale of Good and Evil. They give Heroes access to certain Ways and can be used during the game.

HOW TO PLAY

You will find below a *shortened* version of the rules needed to play the following adventure. These rules therefore do not include the many details, specifications, developments, and optional rules that are available in the *Batman RPG Core Book*.

WHEN TO PERFORM A TEST

Tests are made when the outcome of a character's action is uncertain.

There's no need to do a test for simple or everyday actions, unless there are extraordinary circumstances that could affect a positive outcome. You can however request that a test be made if success is certain but the degree of success is important for what happens next.

A test includes *all the character's attempts* to achieve a successful outcome. This means that it is generally not possible for them to try again after having failed, unless there has been a significant change in the circumstances in which the test is performed.

HOW TO PERFORM A TEST

Test are made by rolling *1D20*, and adding the following to the result:

1. The MOD of the main characteristic used for the action. This characteristic is specified in the rules or determined by the GM, depending on which they think is more relevant.

2. Any bonus given by one character Trait, plus any penalty inflicted by one Disadvantage.

3. Any bonuses given by the abilities in the Ways mastered by the character (no more than one ability per Way).

4. Possibly a bonus equal to the *level the character has obtained in the way corresponding with the area of expertise related to the test*. The Ways possessed by the characters represent both their capacities and proficiency in the area of expertise in question - the Way of mechanics helps determine the complexity

of a machine, the Way of medicine can show whether someone is hiding an injury, the Way of melee combat gives bonuses for MA, but also measures the character's knowledge in this domain. For example, depending on the defensive position taken by an opponent, we can deduce whether the character is well-versed in a martial art. Only the wonders Ways (corresponding to superpowers) do not offer corresponding areas of competence.

For a test carried out with a characteristic benefiting from an Edge, the Hero rolls *2D20*, chooses the result that suits him, then applies any bonuses.

WHICH CHARACTERISTIC TO USE

Strength is used for all actions requiring muscular force (lifting a heavy object, breaking a chain, pulling something using the strength in your arms).

Constitution is used for all actions requiring endurance or health (holding your breath, walking for a number of hours, surviving being poisoned, etc.).

Dexterity is used for all actions requiring accuracy, reflexes, discretion, or agility (crossing the city swinging on a rope, picking a lock, scaling the façade of a building, jumping from the roof of a building, disappearing into the crowd, etc.).

Intelligence is used for all actions requiring memory and the comprehension of complexities (memorizing information, solving a puzzle, pirating a computer, understanding a mechanism, etc.).

Perception is used for all actions requiring the use of one or more of the five senses (finding a clue, following a fresh lead, sniffing out a discreet smell, noticing a detail, hearing a whisper, detecting something odd when touching a surface, tasting poison in a cup of tea, etc.).

Willpower is important each time the character's politeness, persuasion, or will is required (obtaining a favor, seducing, intimidating, or persuading someone being spoken to, remaining motivated in a desperate situation, resisting someone's charm or intimidation tactics...).

For the attempt to be a success, the total must be at least as high as the difficulty level fixed by the GM, based on the table below.

If the total *[result of the die roll + MOD + capacity bonus]* is below the difficulty of the action, the attempt fails.

Difficulty of the action	Minimum value to achieve	Examples
Easy	5	Searching an individual, following tracks in mud or snow, listening to a loud conversation in public, jumping onto the steps of a fire escape, shooting a lock at close range
Medium difficulty	10	Climbing a wall with the necessary equipment, spotting thugs disguised as clowns at a funfair, prying open the doors of a subway car, running along a balustrade, solving one of the Riddler's anagrams
Difficult	15	Just about catching your balance after falling, climbing a perimeter wall without equipment, hacking a computer system with the Batcomputer, jumping from roof to roof, convincing the guards at Arkham Asylum that you've been wrongfully incarcerated, solving one of the Riddler's riddles
Very difficult	20	Hitting an opponent's weapon by throwing a Batarang, disabling the alarm system of a bank, solving one of the Riddler's puzzles, stepping back and running a few steps vertically up a wall
Near impossible	25	Catching a small flying object in the air with chopsticks, memorizing ten pages of a book in under ten minutes, hiding in a zone without any cover in full daylight, escaping the fear gas that Scarecrow has sprayed over the whole city
Unbelievable	30+	Hacking the Cadmus database, finding an antidote for one of Hugo Strange's concoctions, grabbing onto a gargoyle in mid-fall from a skyscraper

TEST IN OPPOSITION

When two opponents are engaged in an action directly one against the other, both sides each perform a test. *The one with the better score wins.* A tie means a status quo. In the rare event of both sides obtaining a critical success or the same result, they must both roll 1D20 again, with no bonuses or modifiers.

An example? Robin is trying to sneak into a warehouse without being seen by the gangsters guarding it. The GM decides the test will be made in opposition with bad guys' vigilance. No level of difficulty is defined. Instead, Robin attempts a test of Dexterity whose result (including all the bonuses he benefits from) is 16. As for the guards, they perform a test of Perception and get 11. Thanks to his athletic physique, Robin is able to enter the building discretely through a window, and the gangsters have absolutely no idea he's there!

CRITICAL SUCCESS

During a test, a critical success is obtained in two Ways:

◇ When the player receives 20 upon rolling the D20 (with no modifier); a result of 12 with 1D12 does not qualify as a critical success.

◇ When the total result obtained (with modifiers) is at least 10 points higher than the level of difficulty (including when the test is made with 1D12).

For a generic action, a critical success allows the character to obtain an extra advantage (of the player's choice, as long as the GM is in agreement) in addition to the success of their action.

When a character makes an attack, the Damage Dice for a critical success are doubled (including any bonuses).

CRITICAL FAILURE

Similarly, a test is deemed a critical failure in two cases:

◇ When the result on the D20 is 1 (with no MOD or bonus); a result of 1 with 1D12 does not qualify as a critical fail.

◇ When the result on the D20 (MOD and bonus included) is at least 10 points lower than the level of difficulty (including when the test is made with 1D12).

If a 1 is rolled, the action automatically fails, even if the final result indicates a success. In both cases, the GM is completely free to add an extra negative effect to a failed test. There is no obligation for them to do so if the situation isn't suitable or it would be awkward at that point in the scenario.

Note that players can't use an EP after having rolled a 1. Sometimes, luck sucks!

EXPLOIT POINTS

Each EP spent allows 10 to be added to the result of a D20. Players decide whether or not to use an EP after rolling a D20. Only 1 EP can be used per round of combat. EP are only regained after an adventure has ended, or every 4-8 hours of play, or as soon as a break or a positive event allows the characters to rest or get their confidence back.

EP and critical success: If a test is successfully performed, spending 1 EP transforms it into a critical success.

EP and role-playing: EP are also a way for the GM to encourage players to get theatrical and really 'become' their characters — a great piece of acting or any other exceptional in-game effort that the other players appreciate can be rewarded by the immediate gain of 1 EP.

ACTION SCENES

It's fair to say that altercations in Gotham City are a fairly regular occurrence! Combat has an important place in the comics, and the same is true of an action-based role-playing game like the *Batman RPG*. However, violent confrontations are a particular type of action scene, and there are special rules to make sure they are reproduced simply and smoothly.

THE GAME ROUND

A combat scene is split into several rounds, each of which covers around ten seconds of real time fighting. The rounds are used to manage the actions of the various protagonists.

INITIATIVE

A round happens as follows:

◊ the order for each participant to take their turn is decided by their Initiative score, from highest to lowest.

If a Hero and NPC both have the same Initiative score, the Hero goes first. If two Heroes have the same Initiative score, the one with the highest Perception performs their action first. This means there is nothing random about who acts when—during a combat, the protagonists always perform their actions in the same order over the course of the various rounds.

A character can choose to wait if they want to perform their action at a lower Initiative score than their own. Some Ways allow characters to intervene a second time during a round. You'll find more info on this second opportunity in the description of the Ways in question.

ACTIONS

When it is their turn, a character can perform:

◊ 1 limited action, which takes the whole game round, but allows them to use some special abilities ;

◊ **OR** 1 movement action (run for about 20 meters, get up, pick up a weapon, leap to a height, turn around, etc.) and 1 attack action (melee or ranged), in whichever order they please.

◊ **OR** 2 movement actions ;

◊ **PLUS** 0, 1 or 2 free actions, as long as the latter are not the same action performed twice. (Quick and easy actions that can be performed in addition to other actions of the character, such as giving an order, lowering the visor of a helmet, pressing an alarm button, etc.)

If the character performs two actions, these are done consecutively, at their Initiative score. Free actions are made at their Initiative score or later during the round if the player prefers.

HANDLING AN ATTACK

When a character tries to attack an opponent, they must perform a test for a Melee Attack, Ranged Attack or Special Attack (MA, RA or SA), depending on the type of weapon they are using. *The difficulty for an attack test is always equal to the opponent's DEF.* If the result of the test is above or equal to the DEF, the attack is a success and the attacker rolls the DD. If the result is lower than the DEF, the attack fails and has no effect.

A critical success for a test for an MA or RA doubles the result of the DD.

A critical failure during a test for an MA or RA has disagreeable consequences for the character, determined by the GM. During melee combat, this could be a free attack given to the opponent. During an RA test, it could be dropping the weapon, a mechanical problem, or something else.

An Edge in Strength doesn't given any particular advantage to tests for MA; an Edge in Dexterity doesn't give any particular advantage to tests for RA.

RULES FOR RANGED ATTACKS

RA has some extra parameters that are aimed at taking into account their specificities. These parameters have been kept simple, in order to keep confrontations dynamic and faithful to the way they appear in the comics.

RANGE

Ranged weapons are assigned a *range*. At point blank range (meaning a distance of under 1 meter, also called *"short range"*), RA benefit from a bonus of +5. Beyond the defined range (referred to as *"long range"*), RA are made with a penalty of -5. At beyond double this range, RA are made with un penalty of -10. RA beyond three times the range are not possible.

LINES OF SIGHT AND COVER

Performing an RA logically requires the attacker to have a *line of sight* or access to zone.

When the line of sight is clear (no obstacles between the attacker and their target), the RA test occurs normally.

When the line of sight is blocked (the target is behind a window or somewhere with furniture, posts, cars, passers-by, etc.), the RA has a penalty of -5 applied (note that short range cancels this penalty, but does not offer the +5 bonus).

When the line of sight is partially blocked (the target is in partial cover behind a wall, a post, a car, or is somewhere with a number of obstacles), the RA test has a penalty of -10 (note that short range partially cancels this penalty, reducing it to -5).

CONDITIONS FOR RANGED ATTACKS

Movement of the attacker and target: An RA performed while the attacker is moving receives a penalty of -5. An RA aimed at a target in movement receives a penalty of -3. These two penalties can both apply at the same time: if Batgirl runs and throws a Batarang at Spoiler who is trying to escape on a motorbike, her RA is subject to a penalty of -8!

Target engaged in melee combat: An RA aimed at a target already involved in melee combat with one of the attacker's allies receives a penalty of -2, or -5 if an ally is almost completely obscuring the target.

PREJUDICIAL STATES

A "prejudicial state" is a penalty applied to a character because of unfavorable circumstances. If a character is:

◊   **Weakened**, they use a D12 for all tests (instead of the D20).

◊   **Blinded**, a -5 penalty is applied to Initiative, their MA, and their DEF, and -10 to their RA. If a *Blinded* character has an SA that uses sight, this also receives a penalty of -10.

◊   **Stunned**, they are unable to perform any action and suffer from a -5 DEF penalty for one round.

◊   **Immobilized**, (impeded, forced to stay where they are, etc.) they cannot move to another place and use a D12 for all their tests (instead of the D20).

◊   **Paralyzed**, (tied up, unconscious, paralyzed by poison, etc.) they are unable to perform any action; attacks targeting them automatically succeed and are considered a critical success.

◊   **Slowed**, they can only perform one action per round (attack or movement).

◊   **Knocked over**, they receive a penalty of -5 for their attacks and DEF; removing this state (i.e. getting up) requires a movement action.

◊   **Surprised**, they cannot perform any actions and receive a penalty of -5 for their attacks and DEF for the following round of combat after becoming Surprised (i.e. the first round of combat in the case of an ambush).

FURTHER STIPULATIONS

D12 and double dice: When a character has to use 1D12 instead of 1D20 (because of a prejudicial state, when attacking using their opposite hand, etc.), but a capacity usually allows them to roll 2D20 (and keep the better result), the player rolls 2D12 and keeps the result of his choice.

Also, in this state, the character can no longer use abilities that require replacing the use of the D20 with the D12. Additionally, rolling 12 with the D12 is not considered a critical success, but authorizes the player to roll 1D20 and keep the result of his choice on the two obtained (D20 or D12). The result of the D20 still abides by the standard rules for obtaining a critical success.

Using the opposite hand (left hand for someone right-handed, right hand for a left-hander) to perform an attack using a weapon requires rolling 1D12 rather than 1D20 for the MA or RA test. This penalty does not apply for an MA made with the character's bare hands.

Simultaneous attacks with two weapons: Performing two MA, RA, or SA simultaneously requires using a limited action. Each of these two attacks is made using 1D12 instead of 1D20, but inflict regular damage.

DAMAGE DICE RESOLUTION AND DAMAGE

When an attack is a success, the attacker determines damage by rolling the 'DD' or 'Damage Dice' for the weapon used and adding any applicable MOD or bonus.

The Damage Reduction (DR) of any protection is then subtracted from this result. The target then loses a number of HP equal to the final number.

Rolls of the DD are called "limitless": if one of the DD lands on its maximum figure (4 for 1D4, 6 for 1D6, 8 for 1D8, etc.), the attacker rerolls it and adds the result to the damage taken by the target. If the reroll once again lands on the highest figure of the die, it is rerolled, and so on, which is why it is referred to as "limitless'.

Note that the lower the damage dealt by the weapon, the higher the chance that a 'limitless' roll occurs. This is to give attacks with fists, feet etc. the effectiveness and prevalence they have in the comics. As usual, a critical success allows the total damage to be doubled. If the weapon inflicts damage with two dice, only the die with the maximum result is rerolled.

TEMPORARY DD

DD referred to as "Temporary" are noted separately, as they are different from standard DD in the following ways:

◊   They never inflict serious wounds (see below),

◊   Temporary DD are not subtracted from HP and are noted separately. As soon as they exceed the HP of the target, he or she loses consciousness. Temporary DD are then lost at a rate of one per minute. As soon as the total Temporary DD are lower than the target's HP, he or she regains consciousness.
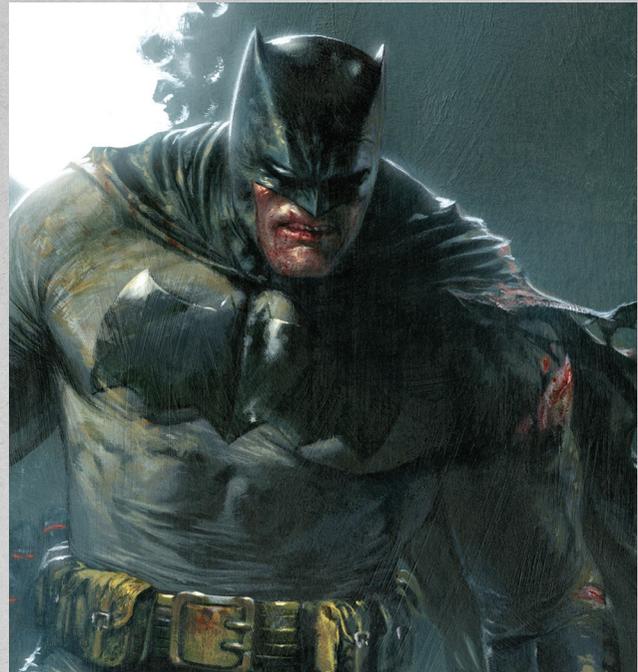
SERIOUS INJURY

When a character loses a quantity of HP higher than or equal to their Constitution score in a single roll of the dice, they are said to have sustained a "serious injury". A character with a serious injury is *Weakened* and uses a D12 instead of 1D20 for all their tests.

A NPC receives a serious injury when they lose a number of HP equal to or superior to their wound level. At this point, they are considered out of combat.

Losing consciousness and serious injury: When a character sustains a serious injury, they have to perform a difficulty 8 Constitution test (with a D12), and if unsuccessful lose consciousness for 1D6 minutes. At the end of this period, a new test is made with the same difficulty. If this succeeds, the character comes back to their senses. If unsuccessful, they remain unconscious for an additional 1D6 hours.

Healing a serious injury: Each day, after a night of rest, a character can make just one attempt to heal from a serious injury. They must perform a difficulty 8 Constitution test (once again with 1D12). If the character has access to good medical treatment or is hospitalized, the GM can give them a bonus of +2 to +5 for this test.

If the test is a success (normal or critical), the serious injury is sufficiently healed for the character to once again use 1D20 for their tests. If it fails, nothing happens, but a critical fail causes a complication to occur, leaving the character requiring intensive care at a hospital.

UNCONSCIOUSNESS AND NEUTRALIZATION

When an NPC receives a serious injury or their HP fall to 0, the GM can simply consider them to be out of action and unable to fight. This is more or less definitive depending on the circumstances and wishes of the GM (especially if the survival of the NPC is important to the scenario).

When a Hero's HP fall to 0, they sustain a serious injury and fall unconscious. A Hero's HP level cannot go lower than zero, and any extra damage that would cause it to do so is thus ignored. If the Hero does not receive help or medical attention in the following hour, the GM should apply the required consequences, based on the circumstances, especially if the character falls from a building, is trapped in a fire, or run over by a truck. No one said life in Gotham City would be easy…

Healing a character whose HP score has fallen to 0 requires a difficulty 10 Intelligence test which takes into account the capacities afforded by the medical Ways. If the test is successful, the patient comes to their senses after 1D6 minutes and regains 1 HP, but remains *Weakened*.

HP HEALING

HP represent both physical injuries and the stress inherent in combat. *Consequently, they are regained fairly quickly through resting. 6-8 hours of continuous rest allows a character to regain a number of HP equal to the roll of their Hit Die. This roll is then added their level of experience and Constitution MOD.*

HP lost from temporary DD are regained more quickly, at the rate of 1 HP per minute of rest.

USING ETHICS DURING THE GAME

Ethics can be used during the game as follows:

1. **As a bonus, chosen by the player,** who can use one of their Ethics scores to perform a test related to an action that clearly necessitates the ethical value in question. The GM must be in agreement. *The bonus is equal to double the score of the value in question.*

However, these bonuses have a cost. Each time a player resorts to using Ethics, the GM should, later on during the scenario, use one of the Ethics scores as a penalty (see below).

2. **As a penalty, chosen by the GM,** who can use one of a Hero's Ethics scores to inflict a penalty for an action that goes against the Hero's values (as long as the player has previously chosen to use their Ethics earlier in the scenario). *This penalty is equal to double the score of the value in question.*

An example: Having gone undercover in Red Hood's gang using the name Matches Malone, Bruce Wayne has to hide his hatred of the heinous acts committed by the other gang members. For this, he has to perform a test in order to hide his emotions. However, the player playing as Bruce Wayne has already used their Ethics earlier in the scenario to gain victory over an enemy. The GM thus decides to apply a penalty to their test, equal to twice their Justice score (i.e. 5 x 2 = 10). Disgusted by what he sees, Bruce refuses to continue acting stoically and finally decides to give the criminals the punishment they deserve!

As you might imagine, sometimes no occasion arises for the GM to rebalance things like this during a scenario, especially if the player is being particularly careful to make sure their character never betrays their Ethics. If this is the case, the GM can choose to give the character an "unlucky break", by inflicting the test of their choice with a penalty equal to the score of the highest value possessed by the Hero: karma is a fickle mistress, to be sure! Another solution might actually be to do nothing, as a sort of reward for the Hero remaining true to their values.

A HOSTAGE FOR A DUEL

Author: Nicolas Texier

This adventure is designed to be an introduction to the Batman RPG. It is short (between 4 and 6 hours of play), and offers the chance to play several iconic players in the Batman universe led by a simple mission: saving Bruce Wayne after he is kidnapped by Lady Shiva and the Ghost Dragons. For an enhanced playing experience, you can also use miniatures and gameboards from the Batman Gotham City Chronicles Board Game by Monolith, but this is not essential. All you really need is a set of special dice used in role-playing games, or alternatively a smartphone app that enables you to simulate rolling dice. Lastly, this adventure is aimed at novice game masters and players, and so includes lots of tips and advice.

CONTEXT

Hell-bent on reigning over the Gotham City underworld with the support of Shen Fang, the Ghost Dragons triad has discreetly taken control of a number of smaller gangs. They are now waiting for the right moment to launch a full-scale attack against the leading crime families. However, this conquest of Gotham City first requires the elimination of Batman, both as an adversary and as a symbol. To this end, the triad has hired Lady Shiva, an incomparably talented martial-arts expert. She has been asked to report to Shen Fang, who has traveled from Asia for the operation.

Thanks to his research, Batman has learned that a powerful criminal organization is slowly taking over his city. After the Ghost Dragons slip through his fingers yet again, he decides to start a rumor about being in close contact with Bruce Wayne, hoping the mysterious group will go for the billionaire so he can uncover more about them. And this is exactly what happens when Lady Shiva kidnaps Bruce Wayne at a gala hosted by his Foundation. In exchange for Bruce's freedom, Batman must agree to a duel with Lady Shiva herself—although this offering has all the makings of an ambush, as Shen Fang will also be at the fight.

The player characters know nothing of Batman's strategy to learn more about his enemies, and will therefore start searching for the kidnapped billionaire.

Batman Gotham City Chronicles RPG *naturally offers rules that enable you to create and play your own characters. But in this book, we have a wide range of pregenerated Heroes so that you can start an adventure immediately. From vigilantes to detectives (and even a butler!), their profiles are deliberately varied and allow for a playing style focused either on investigation or action, depending on the preferences of those around the table. Whichever characters are chosen, the Game Master will adapt the difficulty of the tests and the number and strength of the adversaries the Heroes will have to face.*

If your players prefer action, encourage them to play Batwoman, Nightwing, and Julia Pennyworth. If they prefer investigation, they would be better suited to Renee Montoya, Harvey Bullock, and Julia Pennyworth. In either case, Alfred can offer his support. The main thing is to avoid creating teams of police officers and masked crimefighters, as the difference in power may affect gameplay. Depending on the composition of the team, feel free to adapt the difficulty of the tests and the strength of the adversaries.

THE PLAYER CHARACTERS

Before getting into the action, the players must each choose a character. They all have a detailed biography (which you can find in the *Batman RPG* books), but this will only offer the strict minimum to enable the players to enjoy the adventure. In the next part of the scenario, the characters played by the people around the table are called "Heroes."

Remember that the group includes Heroes (Renee Montoya and Harvey Bullock) who are unaware of Batman's secret identity. This can be a challenge for a novice GM, but may also lead to a number of brilliant situations.

If the group of Heroes does not include any vigilantes, replace Lady Shiva (a formidable mercenary whose abilities are only matched by characters such as Nightwing and Batwoman) by Lynx, wherever she appears.

Alfred Pennyworth: The Wayne family's butler raised the young Bruce after his parents were killed in an armed robbery. He was still there when the young billionaire returned to Gotham and began his career as the masked vigilante. As a former British secret agent, Alfred is still sprightly for his age, and his skills now include supporting Batman from the Batcave.

Renee Montoya: Born into a family of humble grocers, she joined the police at a young age and climbed the ranks with the grumbling support of Harvey Bullock. She is now a tough-as-nails inspector and has just been promoted to the GCPD Major Crimes Unit. She is unaware of Batman's secret identity and has not yet met Kate Kane.

Harvey Bullock: An inspector with the GCPD Major Crimes Unit, Harvey is an old-school cop with a "shoot-first-ask-questions-later" attitude. But he knows his city, its gangsters, and its underbelly like the back of his hand. He is also unaware of Batman's secret identity and certainly does not appreciate these fancy-dress vigilantes.

Julia Pennyworth: Batman saved her life and it took years for her to discover the identity of her father, Alfred. After replacing her convalescent father as the Dark Knight's assistant while Alfred recovered from an injury, she joined the GCPD special unit under the name Julia Perry. She knows Batman's secret identity.

Kate Kane AKA Batwoman: Bruce Wayne's strong-minded cousin belongs to an old Gotham family. She decided to don the costume of Batwoman and fight alongside her cousin, and was trained for this calling by her father, Colonel Jacob Kane. Kate has an apartment in the R.H. Kane Building, located on the East Side, where she also has a secret fortified base ("the bunker") where she keeps her motorbike and arsenal of weapons. She has not yet met Renee Montoya.

Dick Grayson AKA Nightwing: Batman's former partner in the form of Robin, Dick chose to go alone by becoming Nightwing. His theatrical talents and experience in fighting crime make him an enemy to be feared by the underworld. Batman works alone for now, having found no one worthy of taking up Robin's mantle.

THE KIDNAPPING

Once everyone has chosen a character, introduce the scene and ask the players what their Heroes have on them (tools and outfit) and if they have made special arrangements for this evening. We suggest that you use the Wayne Manor *extension board for this scene. Designed for the board game, it does not correspond to the plans available in the Gotham guide but offers a good setting for what happens next.*

November 21, 10:00 p.m. The Heroes are gathered in a wing of Wayne Manor for the charity gala organized by the Wayne Foundation for the GCPD, whose precinct was severely damaged in one of the Joker's recent attacks. However, even this noble cause has failed to attract many people, given the danger currently hanging over the city due to the ongoing, violent gang warfare.

The guestlist is therefore mainly composed of GCPD police officers who were able to attend, along with a handful of revelers eager to spend the evening at the prestigious, mysterious manor. In the reception room opposite the entrance hall, a buffet of canapes and cold drinks is laid out on trestle tables covered with beautiful white cloths. A simple "Solidarity with our Police" banner reminds everyone of the purpose of the event, which should be inaugurated with a speech from Bruce Wayne. However, the billionaire has not yet arrived. Held up by an emergency at the precinct, Jim Gordon is also supposed to be there later in the evening.

At this point, ask your players where their characters are. All the rooms on the first floor are open to the gala guests, who are wandering around in small groups admiring the antiques and artwork decorating the manor. Your players will probably try to identify anything out of the ordinary. Give them a little time to take a few initiatives such as those listed below, before moving on to the kidnapping scene.

1. **Watch the servers:** A Perception test (diff. 20) reveals that several of them appear to be clumsy and frustrated by their work. The caterer is the same one Alfred always uses, but it seems this time they have hired a few last-minute extras. If a player questions one of them, they reply curtly that "Something in the sandwiches" given to the usual servers made them ill, and that the boss had to hire temporary replacements. The caterer himself cannot be reached.

2. **Watch the GCPD officers:** Among the men and women in blue, some of them seem to be delighted at the prospect of such a delicious buffet and a relaxing evening during this stressful time. Others seem too tired or anxious to enjoy the event. Many of the officers are shocked by the attack on the central precinct. With a little coaxing (thanks to a Willpower test, diff. 10, for showing empathy), the players will learn that they feel uncomfortable around "Fat cats like Wayne" and think the ceremony is inappropriate: "This filthy rich guy is just trying to hide the fact that he doesn't do squat for this city! You won't catch him on the streets fighting madmen like the Joker!" Asking them about the danger currently gripping the city reveals (thanks to an Intelligence test, diff. 12, to understand what subjects the police are prepared to allude to) that a mysterious organization has started slowly taking over Gotham City, causing countless confrontations and putting the gangsters on edge. The organization has been nicknamed the Ghosts because they have evaded all efforts to find them by both the police and their rivals, such as the Falcone and Maroni crime families.

   The Heroes who are part of the GCPD have not been assigned to this case and know little more than the other Heroes.

3. **Watch the other guests:** As Bruce Wayne sent out a generous number of invitations (officially to have as many people as possible at the gala; unofficially to entice his enemies), the guests are practically all strangers. Most of them are carefree youngsters looking for an excuse to party. Watching them will reveal (thanks to a Perception test, diff. 15) that many of them seem to be on their guard (which may be due to the manor's gloomy atmosphere, or the danger plaguing the city), and have barely touched the food or drink. Instead, they are wandering around the manor and getting familiar with the space. If a player talks to them, they give superficial answers, alternating between dodging questions, laughing, and showing contempt so typical of wealthy jet-setters. A successful Perception test (diff. 18) will however reveal that most of them keep staring at a

young, athletic brunette wearing an evening gown, who is hiding her face behind a fan. (This is Lady Shiva, who has come to supervise the operation. She introduces herself as Sandra Smith when spoken to, but refuses to engage in conversation.) They might simply be drawn to her elegance, as the young woman certainly stands out among these freeloaders and exhausted cops.

4. **Take a walk outside:** There is nothing strange outside the manor, aside from the catering truck parked nearby. The doors are closed and the vehicle is being guarded by two suspicious-looking employees. These tall, heavy-set guys look more like bouncers. The refrigerated part of the truck is empty, and the cab contains an array of blunt weapons hidden under the seat, including a jack, a crowbar, a baseball bat, and tear gas. If the surprised Heroes start asking questions, the servers will explain that the weapons are there because of the recent spate of truck hold-ups.

ACTION!

The billionaire Bruce Wayne suddenly appears. He is pale, sweating slightly, and even seems a little shaken (Batman was on a mission and had to fight relentlessly to put an end to a shootout between rival gangsters which was threatening innocent civilians.) He hobbles up the stairs *(a Perception test, diff. 10, reveals that he has several bruises)* and, breathlessly, gives a short speech.

"Dear friends, I should think twice before going jogging so late! I got lost and, well, let's just say that running through the woods after dark can lead to some nasty falls... But let us rather turn our thoughts to our law enforcement! For what they have dealt with; for what they are currently going through; for what they have accomplished. For the hope that they continue to give Gotham City. We owe them our support. We owe it to them to stay by their sides during this difficult time. We owe it to them to fight, side by side, against crime..."

He pauses and closes his eyes, appearing to sway a little. (You can decide that Bruce Wayne is pretending to be weakened to encourage his kidnapping, or that he is actually slightly injured. Whatever you choose, the Heroes should wonder what is happening to him.)

This is the moment Lady Shiva chooses to reveal her presence and send a signal to her henchmen by smashing her glass of fruit juice onto the floor. Suddenly, all the servers and many of the guests throw themselves at Bruce Wayne! The servers pull out an arsenal of weapons (batons, baseball bats, riot guns, etc.), that they had hidden earlier by taping them under the tables used for the event. The fake guests use whatever they can get their hands on, such as broken bottles, candlestick holders, and even the antique weapons mounted on the walls of the manor. Two servers start the truck and back it up to the entrance, evidently to transport the hostage. If the Heroes choose to act, a fight ensues.

The steps laid out below are described without any intervention from the Heroes. However, feel free to interrupt the description of the scene if the Heroes want to react, and adapt what happens next based on what they say—so long as the kidnapping is successful. This first fight is also the perfect chance to play around with the surroundings. With chandeliers, tables, and a range of objects, there are countless opportunities for the Heroes to perform acrobatic feats and reproduce the exciting fight scenes from the comics.

During the battle, the GCPD officers threatened by the servers will not risk their lives to help Bruce Wayne. Most of them are caught off guard. Others feel no sympathy for the billionaire, and the slightest false move might put their colleagues in danger. As for Bruce Wayne, he will stand there in astonishment, seemingly weakened by his injuries and mindful of protecting his identity as a billionaire playboy in front of so many GCPD agents. (In fact, he is trying to get kidnapped.)

It is therefore up to the Heroes to act! Allow the combat to unfold naturally and let the Heroes attempt to rush Bruce to safety. Lady Shiva's henchmen do not represent a major threat to the Heroes, so as soon as it becomes clear that the kidnapping might fail, you can use any of the following events to end the fight:

◊ Two of the servers unveil explosive belts and stand next to the GCPD inspectors, threatening to blow them to pieces.

◊ Lady Shiva reveals her martial arts talents and quickly manages to put a knife to Bruce Wayne's throat while the billionaire remains frozen.

◊ The Heroes are overpowered by their enemies' superior numbers just long enough for Lady Shiva and a few lackeys to throw Bruce Wayne inside the refrigerated truck before driving off at full throttle.

Lady Shiva's accomplices slink off licking their wounds, dragging several hostages with them. They will release their captives as soon as they are in the clear, but for now they speed away in the vehicles they arrived in. Everyone is stunned, until the remaining guests' telephones start ringing. A video call is coming through. A giant, terrifying figure filmed with a bright light behind him appears on the screen, and declares in a booming voice:

"We have captured the wealthiest man in the city, the symbol of its elite! If Batman comes to Crime Alley tomorrow at midnight for a duel, we will free this pathetic, parasitic playboy! But if Batman proves to be a coward and refuses the challenge, or if we see the slightest sign of the police, then we will kill the billionaire! Either way, we'll see tomorrow who deserves to reign over Gotham City!"
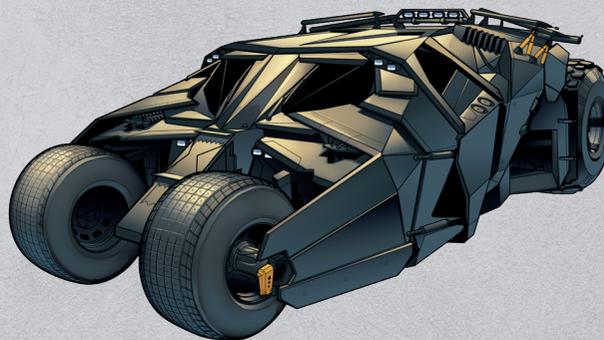
WHAT SHOULD THE PLAYERS DO?

At this point, it is important for the players to respect their characters' backgrounds. If some of them should not be made aware of Batman's secret identity, then Alfred, Julia, Kate, and Dick must not tell them the truth, nor take them to the Batcave. Do not see this as a constraint, but rather as a chance to have fun with the differences between what the players know and what their character don't.

The Heroes have a little more than 24 hours, and can choose from two options:

1) LAUNCH AN INVESTIGATION TO FIND WHERE BRUCE WAYNE IS BEING HELD

Batman has carried out his own investigation. The last journey made by the Batmobile can be traced to find out what the Dark Knight was looking for and what happened to him before his speech at Wayne Manor.

Another lead can be uncovered by analyzing the video sent by the mysterious kidnapper. Lastly, the Heroes can find certain clues about their adversaries during the fight in the manor. All of these elements will enable them to locate and attack the Ghost Dragons' lair in an abandoned subway station in the City Hall neighborhood (east of Downtown between the Fashion District and the Financial District, not far from the area traditionally known as Chinatown, even though its current population is as diverse as anywhere else). For more information, see the section "Search and rescue" below.

2) TRY TO ACT DURING THE EXCHANGE OF HOSTAGES

Of course, an actual exchange between Batman and Bruce Wayne is impossible. But by preparing for the duel and by having one of the Heroes disguise themselves as Batman, the group can free Bruce Wayne. For more information, see the section "One for one" on page 24.

SEARCH AND RESCUE

The Heroes have two potential leads. If you so wish, they can both lead to where the Ghost Dragons are holding Bruce – unless you want the Heroes to have to combine the information from both leads in order to locate the hideout. Either way, remember that the two pieces of information that reveal the Ghost Dragons' den are as follows: It is in the City Hall neighborhood; and more precisely, in an abandoned underground area where the subway can be heard. It will then be easy to deduce that the lair is in the abandoned City Hall subway station.

FIRST LEAD: STUDYING THE BATMOBILE'S MOVEMENTS

This lead involves retracing Batman's movements. It is therefore better suited to those with access to the Batcave's secrets, as well as to novice players who can simply follow in the Dark Knight's footsteps. If you want to give the players more of a challenge, you can base everything on their deductions or on the indicated tests.

The Batmobile's recent movements are still recorded in the vehicle's memory drive:

After leaving the manor at nightfall, the Batmobile seems to have spent a long time patrolling Downtown, particularly around the docks and quay 3 at the Port of Gotham (where the mysterious gang of "Ghosts" usually meets the thugs they recruit). It then quickly drove to Chinatown and parked in front of 32 Gate Street around 9:15 p.m. before speeding back to the manor at 9:30 p.m.
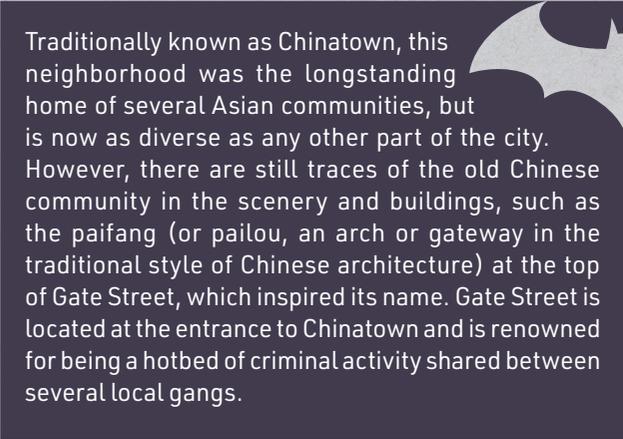
Traditionally known as Chinatown, this neighborhood was the longstanding home of several Asian communities, but is now as diverse as any other part of the city. However, there are still traces of the old Chinese community in the scenery and buildings, such as the paifang (or pailou, an arch or gateway in the traditional style of Chinese architecture) at the top of Gate Street, which inspired its name. Gate Street is located at the entrance to Chinatown and is renowned for being a hotbed of criminal activity shared between several local gangs.

When the Heroes arrive, everything is calmer than expected. The street is all but empty. The cold and the rain, as well as the crimewave gripping Gotham City, have probably prevented the locals from wandering about. All the businesses and restaurants on Gate Street are closed. A few far-off street lights offer a dull glow, and the only splash of color in this sinister setting is a red lantern swaying in the wind above a former gym. The space has been temporarily converted into a martial arts center called "the School of the Seven Ways," and students can be heard training inside.

A close examination (Perception test, diff. 15) of the surrounding area will reveal evidence of a recent fight: smashed car windows, upturned trash cans, and pockmarks on the walls and the sides of vehicles. By searching further, the Heroes can even find a shred of the bat-cape, a batarang, and a rope from the grapnel gun. Given the opening hours on the door (which seem to continue late into the night), the students at the School of the Seven Ways must have witnessed the fight. If the Heroes do not think to question them, two or three students can stick their heads around the door to spark a conversation. After all, these men and women keep a close eye on everything going on in the neighborhood.

The students of the School of the Seven Ways claim to be a peaceful neighborhood association that uses martial arts to fight the thugs trying to control the street and corrupt young people. They are wearing training clothes and are wary, believing that the area is their territory. They witnessed the fight; Batman came to help them when the school was being attacked by Two-Face's men, who were chased off by the Dark Knight.

However, the Heroes may notice several things:

◊ This street is known to be controlled by gangs; the existence of a peaceful school is therefore hard to believe.

◊ Several students have recent bruises (which would be due to recent fighting, but which seem older).

◊ The blades held in the racks near the doors to the hall look incredibly sharp for mere training weapons.

◊ The hall's interior (a vast space with a bare floor covered in training equipment and mannequins, with several mirrors on the walls and changing rooms at the back) shows signs of a recent battle, even though the students claim the fight happened outside.

◊ The classes are taught by an athletic woman in her forties who wears a bandana over one eye and slips into the changing rooms when she sees the Heroes. If the Heroes search the Batcave computer (remotely or via someone who remained at the manor) or if any of them working for the GCPD remembers, they will identify her as Lynx. She is affiliated with a gang called the Ghost Dragons and manages the school under the supervision of Shen Fang and Lady Shiva.

The Heroes can then:

◊ **Use force to obtain the truth about this "school" from its students**, causing a fight to break out in the training hall – unless the Heroes from the GCPD successfully capture one or more students to interrogate them immediately or at the precinct. The students are not dangerous opponents and most of them will end up running away. Making them talk (by intimidating or threatening to arrest them) should not be too difficult, either. They do not know exactly where Bruce is being held, except that it is somewhere in the City Hall neighborhood.

◊ **Question the locals.** The inhabitants of Gate Street are understandably exasperated by the presence of the School of the Seven Ways. They are quick to criticize it as a meeting place for violent thugs and countless gangsters from all over the city.

However, these citizens will be reluctant to say too much, given the climate of fear the students maintain in the area. The Heroes will have to do their best to persuade them. As for where Bruce Wayne is being held, no one knows a thing – although some of the locals spotted the teacher (Lynx) around City Hall in the last few days. If they are asked about the recent disturbance, the inhabitants will say it was a fight between Two-Face's gang and the students, which ended when Batman intervened. Two-Face and his accomplices fled, while the students retreated into the school.

◊   *Try to meet Two-Face and/or his henchmen, just in case they know something.* This scene is not explained here, as it is unlikely the Heroes will succeed in their endeavor. It may however be a good opportunity to introduce this supervillain, perhaps in a dark and disreputable setting. Even though he occasionally plays with his coin, Two-Face will not necessarily be hostile. He and his gang are struggling and will confess that they attacked the school because it is a front for the Ghost Dragons.

They have been watching them for several days and have seen their leader (whom Two-Face knows to be a mercenary going by the name of Lady Shiva) hanging around City Hall.

SECOND LEAD: THE RECORDING OF THE ULTIMATUM

Using the Batcomputer, or even a Perception test (diff. 12) and an Intelligence test (diff. 12) to refine the sound on the video, the Heroes can make out the far-off screeching of a subway train behind the stranger's voice. This can also be achieved on a GCPD computer.

Increasing the brightness of the footage will also reveal a concrete wall covered in graffiti tags in the background. Montoya, Bullock, or one of the members of the bat-family will be able to spot the mark left by the Robins to identify places they believe are safe.

THE ATTACK

The Heroes can therefore decide to not wait for the exchange of hostages to rescue Bruce Wayne. All entrances to the station are closed except one: a small side exit at the bottom of some stairs, which appears to be sealed with a sheet of plywood covered with tags, but which can be pushed aside easily. Inside, this entrance is guarded by four Ghost Dragons wearing masks and triadic outfits, and armed with flaming swords. The corridor then leads to the ruins of the station where Bruce Wayne is being held (you can use the abandoned subway station board for this scene).

The station can also be reached by the tunnels, so long as the Heroes are familiar with the complex network of Gotham's underground passageways (the GCPD Heroes may know them well), or have an expert guide – perhaps one of the Robins, such as Duke Thomas. Although the tunnel entrances are guarded, arriving from below provides a greater element of surprise!

It is up to the Heroes to lead the charge and free the hostage, who is locked behind a metal door in a sordid little room. As he is shackled, he can only just hold the door closed, stopping the henchmen from using him to force the Heroes to surrender. However, Bruce is unable to fight, especially in front of the Heroes who do not know his secret identity. Shen Fang and Lady Shiva are also present, escorted by a dozen Ghost Dragons. If they lose control of the situation, they will flee through the tunnels, leaving their lackeys to cover their retreat. However, if the gangsters get the upper hand, the Heroes will be able to make up for it during the exchange – so long as they have not been taken hostage too!

The adventure can therefore potentially finish with a victory for the Heroes after the attack.

The Robins are highly secretive crimefighters who prefer to remain in the shadows. To have any chance of locating them, the Heroes will have to either explore a shady neighborhood such as Hell's Point, or use the Batcomputer to hack into the city's security cameras – unless, of course, a Hero from the GCPD has a contact in the Robins. Any encounter with one of these brave young people (which may even be Duke Thomas, if you wish, as he started his training with this group) will take place on the roof of a building. The person the Heroes meet will watch the video and recognize the City Hall subway station, which has been closed for years.

ONE FOR ONE

If the Heroes fail to find the City Hall subway station, if their attack fails, or if they simply prefer to wait for the exchange to act, the showdown with the Ghost Dragons will take place in Crime Alley. (You can use the game board with the same name for this scene.) Naturally, the setting will be the only difference, as well as the fact that Lady Shiva will be able to use her hostage to intimidate the Heroes as she sees fit. The sequence of events therefore depends on those leading the attack. They are free to position themselves in key locations long before

the clash, have one character wear Batman's costume to fool the gangsters, or take any other action they deem necessary. Lady Shiva's tactics will change very little and will respect the following points, regardless of what the Heroes decide to do:

1. At nightfall, four Ghost Dragons will be patrolling in an armored truck nearby, before parking the vehicle and positioning themselves on the rooftops overlooking the alley. They will be wearing masks and triad clothing, and will be armed with flaming swords.

2. At 11:50 p.m., Lady Shiva and Shen Fang appear in a truck with Bruce Wayne in chains. Shen Fang will get into a hiding position in the alley, while Lady Shiva pulls Bruce from the vehicle and stands next to him to wait for Batman. Lady Shiva is a mercenary who will never follow through with Shen Fang's threats if Batman does not show himself. She would rather keep Bruce alive in the hope of using him to negotiate her own safety or a large ransom. Naturally, the billionaire will foil all these plans if he escapes...

3. As soon as someone shows their face, Shen Fang will jump out from his hiding place and attack the Heroes. A dramatic battle ensues.

Below you will find several suggestions designed to help you adapt the fighting based on what the Heroes do. Whatever happens, do not limit the creativity of your players by trying to guide them into specific situations. Total freedom is what makes role-playing games unique, and the GM is there to adapt the circumstances and the reactions of NPCs to the decisions made by the players—even if they are disastrous! In any case, you are responsible for making this scene memorable by liberally using the surroundings and livening things up with Shen Fang's howling and the danger hanging over Bruce Wayne and any passers-by, locals, or those unfortunate enough to witness the fight. Lynx can also offer the gangsters some much-needed backup depending on the number of Heroes taking part in the action.

1. If the Heroes are discovered before the meeting by a group of henchmen, and fail to neutralize them before they warn Lady Shiva and Shen Fang, the villainous pair will not come to Crime Alley. The Heroes will therefore have to quickly find their lair to stop Shen Fang carrying out his threat of executing Bruce. (The billionaire will not go down without a fight, and will make it away unscathed.)

2. If the Heroes are discovered before the meeting and successfully neutralize the Ghost Dragons before they warn Lady Shiva and Shen Fang, the two kidnappers will arrive at the agreed time. However, their lookouts' radio silence has made them suspicious. They will therefore make Bruce Wayne's chains even more secure, and the billionaire will take longer to escape them.

3. The apartments around the alley are empty this evening, but you can add innocent civilians into the scenario. You can use them to hinder the Heroes' mission, offer support, or even be taken hostage by the gangsters.

4. After Bruce Wayne has escaped, Shen Fang and Lady Shiva will have no reason to stay and fight, and will leave their accomplices to cover their retreat. They are both formidable opponents, but the Heroes might manage to turn them over to the police.

5. Remember that if the Heroes are not supposed to know who is really behind Batman's mask, Bruce will pretend to be the bumbling billionaire he is supposed to be, while also skillfully ensuring he escapes with his life. A complicated exercise, but one he has mastered over the years.

EPILOGUE

After being saved, with the more or less decisive help of the Heroes, Bruce Wayne will thank them humbly and return to Wayne Manor to start tracking down Shen Fang and/or Lady Shiva if they managed to get away. The fight against the Ghost Dragons has only just begun!
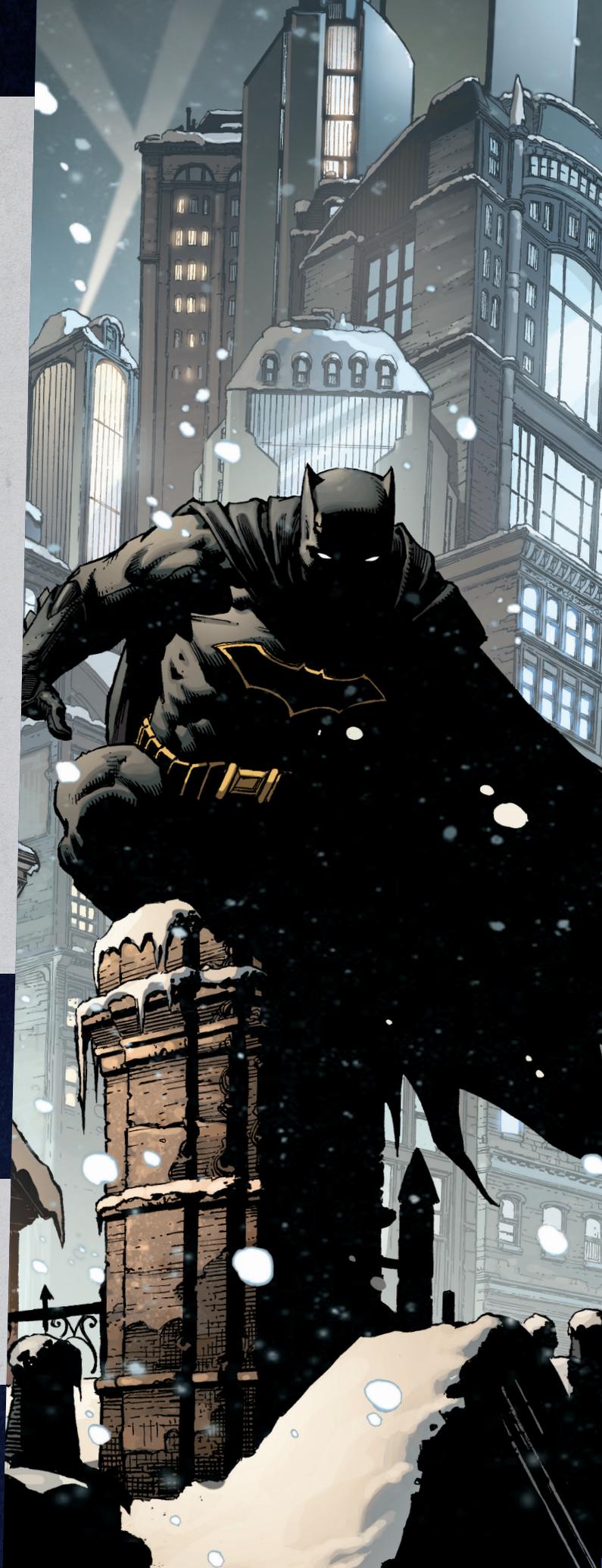
ANNEXES
GAME MAPS

WAYNE MANOR

1. Front door
2. Reception rooms
3. Entrance for the catering truck
4. Secret entrance to the Batcave

SUBWAY STATION

1	Heroes' point of arrival
2	Towards the subway tunnels
3	Collapsed tunnel
4	Towards an abandoned station
5	Room where Bruce Wayne is held

CRIME ALLEY
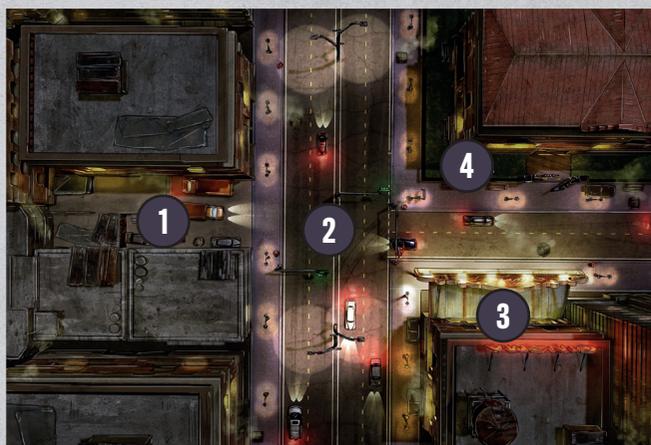
1. Crime Alley dead end
2. Park Row
3. Monarch Theatre
4. Saint Malphas Homeless Shelter

NPC STATISTICS

Just like the rules in this book, the profiles below have been simplified. Only the most important elements for play are featured, so you can get started as quickly as possible. The bonuses provided by the characters' abilities are integrated into their characteristics, which is why you will find different modifiers and bonuses for similar scores. In *Batman: Gotham City Chronicles RPG*, multiple characters (such as henchmen or the Ghost Dragons) play a secondary role, and therefore have simpler profiles than those of main characters.

Reminder: The asterisk (*) indicates characteristics that have an Edge. For a test performed with a characteristic that has an Edge, the Hero rolls 2D20, chooses the result that suits him, thenapplies any bonuses.

Reminder: An Edge in Strength does not offer any particular advantage in MA tests; an Edge in Dexterity does not offer any particular advantage in RA tests..

LADY SHIVA (SANDRA WU-SAN)

Strength: 16/+3*   **Constitution:** 16/+3

Dexterity: 20/+5*   **Intelligence:** 12/+1
Perception: 18/+4   **Willpower:** 12/+4

DEF: 21   **Initiative:** 20
HP: 69, D12   **EP:** 3
Level: 16

Attacks:
MA: +11
RA: +8

Natural weapons: MA +11/DM 1D10+3
Bo Staff: MA +19/DM 1D8+3

Abilities :

◊ Blocks slow projectiles (Dexterity test in opposition to the score of the RA targeting her).

◊ 4 MA per turn, all carried out with 1D12.

◊ Targets 2 enemies (DEF+2) with an MA or an RA.

◊ Critical success in MA on 18, 19, or 20.

◊ Uses 1 EP to inflict DMx3 and a serious injury (ignore the DR).

◊ Loses 1 HP to obtain +5 on Strength or Constitution tests.

◊ +2 on tests taken in stressful situations.

◊ +5 on Dexterity tests for climbing, jumping, or balancing.

◊ +9 on discretion tests (Dexterity).

LYNX

Strength: 12/+1*   **Constitution:** 14/+2
Dexterity: 18/+4*   **Intelligence:** 10/+0
Perception: 12/+1   **Willpower:** 14/+2

DEF: 17   **Initiative:** 18
HP: 38, D12   **EP:** 4
Level: 7

Attacks:
MA +7
Natural weapons: DM 1D8
Saber: MA +11, DM 1D6+1

RA +5
Shuriken : DM 1D4, range: 30 feet.

Abilities:
◊ Blocks slow projectiles (Dexterity test in opposition to the score of the RA targeting her).

◊ 4 MA per turn, all carried out with 1D12.

◊ Loses 1 HP to gain +5 on Strength, Dexterity, or Constitution tests.

◊ +2 on tests taken in stressful situations.

◊ +5 on Dexterity tests for climbing, jumping, and balancing.

◊ MA tests taken by adversaries obtain critical failure on results of 1 or 2 on the D20.

SHEN FANG

Strength: 14/+2*	**Constitution:** 14/+2
Dexterity: 14/+2*	**Intelligence:** 14/+2
Perception: 12/+1	**Willpower:** 16/+3

DEF: 13	**Initiative:** 14
HP: 36, D12	**EP:** 5
Level: 9	

Attacks :
MA +9
Natural weapons: DM 1D6+2
Katana: MA +10, DM 1D8+

RA +3
Range weapons: DM 1D10

Abilities :
◊ DEF +2 if an ally is located nearby.

◊ Use 1 action to give allies in earshot +1 for an attack and for DEF.

BRUCE WAYNE

Strength: 20/+5*	**Constitution:** 18/+4
Dexterity: 20/+5*	**Intelligence:** 20/+9
Perception: 20/+8*	**Willpower:** 18/+7

DEF: 26	**Initiative:** 20
HP: 72, D12	**EP:** 9
Level: 20	

Traits and disadvantages:
Trauma (orphan): after a critical failure, take a Willpower test (diff. 15) or go into a Stunned state.

Secret identity (Bruce Wayne): Willpower test (diff. 15) to not confess if interrogated.

Attacks:
MA +13
Natural weapons: DM 1D10+5

RA + 10
No range weapons: DM 0

Abilities:
◊ +3 on tests for searching for clues.

◊ +5 on tests relating to detective work (tailing, interrogating, searching, etc.).

◊ +10 in discretion tests (Dexterity), taken with Edge.

◊ Successful discretion test allowing him to put adversaries into a Surprise state.

◊ Critical success with MA and RA on results of 19 or 20.

◊ Carry out 5 MA per turn, all with 1D12.

◊ When Batman succeeds his MA, adversaries at Level 4 or lower have to succeed a Constitution test (diff. 20) or they will be knocked out.

◊ DM of a MA is x2 against groups of Level 5 or lower.

◊ Once per turn, can reroll the DM of an MA.

◊ Once per turn, Dexterity test +5 to dodge a successful attack (no DM sustained).

◊ Once per fight, use an EP to cancel the DM sustained in an attack.

◊ Can dodge slow projectiles (Dexterity test in opposition to the score of the RA).

◊ Once per game session, can get up and act normally for 2 turns, even if HP have fallen to 0.

Equipment:

None. Bruce is not supposed to put on Batman's costume in this adventure.

LADY SHIVA'S HENCHMEN (SERVERS AND GUESTS)

Power level: 1   **HP:** 9
Injury threshold: 5

Strength: +1	**Constitution:** +1
Dexterity: +0	**Intelligence:** -1
Perception: +1*	**Willpower :** -1

DEF: 10	**Bonus on DM:** +1
Initiative: 12	

MA: +0, DM 1D6 temporary or not
RA: +1, DM 2D6

Abilities: Perception Edge.

GHOST DRAGONS

Power level: 2   **HP:** 20
Injury threshold: 10

Strength: +2	**Constitution:** +0
Dexterity: +2*	**Intelligence:** +0
Perception: +1	**Willpower:** +0

DEF: 12, DR 2	**Bonus on DM:** +2
Initiative: 16	

MA: +2, DM 1D10+3
RA: +1, DM 1D6

Abilities: flaming sword. Initiative bonus. +5 bonus on all tests affecting Ghost Dragons (knowledge, obtaining support, etc.).
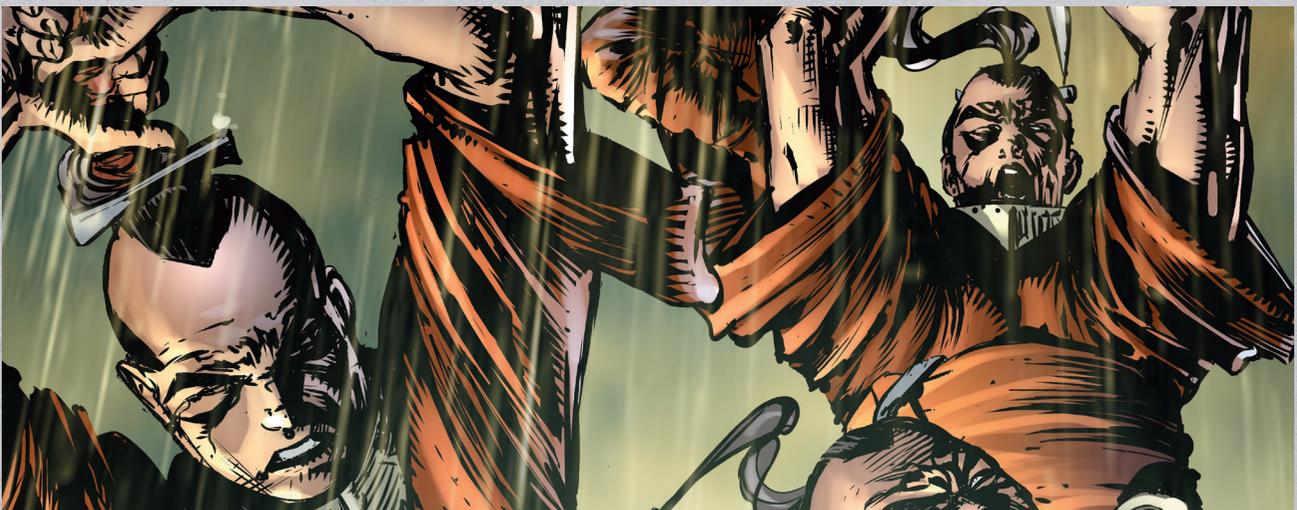
EQUIPMENT

Fencing staffs: RA +13, DM 1D8+2.

Composite armor: DEF+5, DR 8 against RAs, DR 5 against MAs (no Dexterity penalty).

Bat-belt: used to carry up to 12 gadgets such as Batarangs, grenades, etc.

Bat-cape: DR 8 against RAs; DR 10 against DM.

Batarangs: DM 1D4 + Strength MOD for an MA; + Dexterity MOD for an RA.

Armor-piercing Batarangs: RA, 30-foot range; DM 1D4 + Dexterity MOD; unaffected by DRs of 5 or lower.

Explosive Batarangs: RA, 30-foot range; DM 1D4 + Dexterity MOD + DM 2D6.

Remote-controlled Batarangs: RA +5, 30-foot range; DM 1D4 + Dexterity MOD.

Freeze grenades: RA, 30-foot range; DM 2D6 in a radius of 6 feet. Each person must take a Constitution test (diff. 15); no penalties for critical success; Slowed state if they succeed; Immobilized state if they fail; Paralyzed state for critical failure. The penalty disappears as soon as they succeed a Constitution test (diff. 15) at the start of the turn.

Paralyzing grenades: RA, 30-foot range. Inflicts a Paralyzed state for 3 turns on anyone in a radius of 6 feet if they fail a Constitution test (diff. 15).

Portable Bat-Computer: +10 on Intelligence tests for finding information.

Digital armband: +10 on Perception tests for detecting traps, weapons, and people.

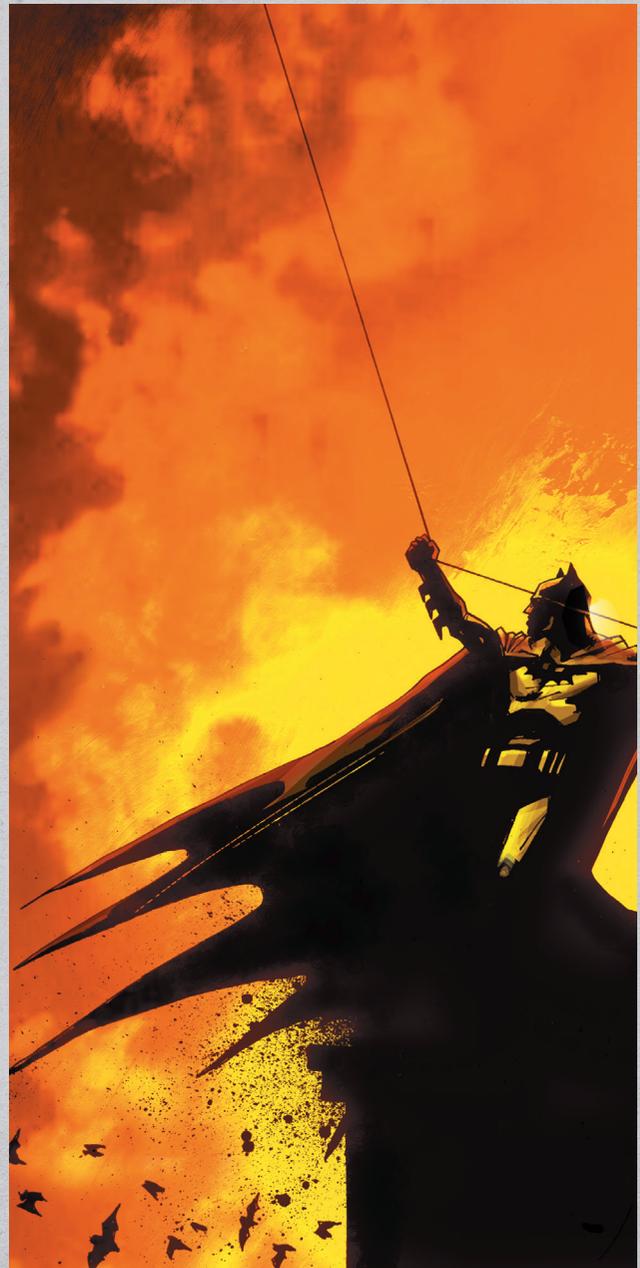*Grapple-gun:* +15 on wall-scaling tests, 500-foot range, can hold up to 400 lbs.

Batcycle

Strength: NA		*DEF:* 17
Agility: +6		*HP:* 20
DR 5		

RA: +9, DM 3D6, 330-foot range (can re-roll the RA test if it fails).

GENERAL

Personal Records: **Alfred Pennyworth**

Secret Identity : **/**

Mode: **Streets of Gotham**   Wealth Level: **Wealthy**

Profile: **Butler**   Experience: **7**

TRAITS	EFFECT
Strong-willed	+5 on Willpower tests for resisting intimidation.

DISADVANTAGES	EFFECT

CHARAC.	VALUE	MOD.
☐ STR	10	+0
☐ CON	10	+0
☐ DEX	14	+2
☐ INT	12	+1
☐ PER	16	+3
✦ WIL	14	+2

SECONDARY CHARACTERISTICS

Hit Points	18	Initiative	14
Hit Die	D6	Defense	12
Exploit Points	4	Damage Reduction	
Temporary DM			

ATTACKS

Melee Attack	**+1**
Ranged Attack	**+5** (+7 within range or closer)
Special Attack	

MELEE WEAPONS	MA	DM	+ Strength MOD
Natural weapons	**+1**	**1D4 temporary**	**+0**

RANGED WEAPONS	RA	DM	Range

	Initial Way 1	Initial Way 2	Initial Way 3
	Way of speaking	**Way of psychology**	**Way of stealth**
1	**Smooth-talker:** +3 on Willpower or Intelligence tests during a discussion.	**Good listener:** +6 on Perception tests for understanding someone's emotional state; +6 on Willpower tests for obtaining a secret or a confession.	**Discretion:** +4 on discretion tests.
2	**Provocation:** Willpower test against the Intelligence of the target to enrage them and make them carry out 1 MA with a penalty of -5.	**Nerves of steel:** After 1 critical failure, immediately regains 1 EP.	**Sharp senses:** +2 on Perception tests.
3	+5 on tests for imitation and disguise.	**Psychological intervention:** Can reason with someone thanks to a Willpower test (diff. 10) or delay an attack by 1D6 turns thanks to a Willpower test (diff. 15).	
4			
5			

ETHICS

Order	3
Anarchy	2
Justice	3
Crime	0

Batman™: Gotham City Chronicles RPG

Way 1

Way of medicine

1	**First-aider:** provides treatment (the target regains 1D6 HP and obtains +5 on a Constitution test to regain further HP.
2	**Doctor:** +4 on tests for medicine, biology, or anatomy; treatments enable the target to double the number of HP regained after resting.
3	
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Way 2

Way of ranged weapons

1	**Adjust:** RA +2
2	**Nice shot!:** No penalties when partial or no line of sight on a target engaged in hand-to-hand combat.
3	
4	
5	

BACKGROUND

The Wayne family's butler raised the young Bruce after his parents were killed in an armed robbery. He was still there when the young billionaire returned to Gotham and began his career as the masked vigilante. As a former British secret agent, Alfred is still sprightly for his age, and his skills now include supporting Batman from the Batcave.

Way 3	Way 4	Way 5
1		
2		
3		
4		
5		

EQUIPMENT

☐ INVESTIGATIONS UNDERWAY ☐ CLOSED CASE ☐ HANDED OVER TO THE DISTRICT ATTORNEY ☐ DROPPED CHARGES

GENERAL

Personal Records: **Renee Montoya**

Secret Identity: **/**

Mode: **Shadows of Gotham** Wealth Level: **Modest**

Profile: **Virtuoso** Experience: **8**

TRAITS	EFFECT
Wrestler	MA +1 (already integrated into the MA score)

DISADVANTAGES	EFFECT

CHARAC.	VALUE	MOD.
☐ STR	12	+1
☐ CON	14	+2
☐ DEX	14	+2
☐ INT	12	+1
✳ PER	14	+2
✳ WIL	14	+2

SECONDARY CHARACTERISTICS

Hit Points	38	Initiative	15
Hit Die	D10	Defense	13
Exploit Points	4	Damage Reduction	
Temporary DM			

ATTACKS

Melee Attack	+5
Ranged Attack	+4
Special Attack	

MELEE WEAPONS	MA	DM	+ Strength MOD
Natural weapons	+5	1D6	+1
Nunchaku	+7	1D6	+1

RANGED WEAPONS	RA	DM	Range
Ranged weapon	+4	1D8	100 ft.

	Initial Way 1 — Way of hand-to-hand combat	Initial Way 2 — Way of physical feats	Initial Way 3 — Way of investigation
1	**Martial arts:** 1D6 MA DM, temporary or normal. DEF+4 against MA (unless surprised).	**Accomplished athlete:** +5 on all tests about a sporting activity.	**Fine tooth comb:** +5 and time halved on tests for searching for clues, taken with Asset.
2	**Preferred weapon (staff):** with the weapon, MA +1 and Dexterity MOD or Strength MOD as desired during an MA.	**Specialty (gymnastics):** +5 on gymnastics tests, +1 DEF.	**Sleuth:** use 1 EP to obtain information and locate a secondary character (henchman, etc.) in 1D6 hours.
3	**Succession:** once per turn, free MA after putting an opponent out of action with an MA.		**The right questions:** opposing Perception tests against the Willpower of an opponent to understand their emotions and detect lies. +4 on tests taken during an interrogation.
4	**Double attack:** 2 MA per turn. 2nd MA with 1D12 (instead of 1D20).		**No secret with me:** once per game session, spend 1 EP to get a secret information.
5			

ETHICS

Order	2
Anarchy	1
Justice	3
Crime	0

Batman™: Gotham City Chronicles RPG

Way 1

Way of escape

1 — **Top speed:** once per turn, doubles her moving speed for 2 turns.

2 — **Contortionist:** +5 on tests for escaping an immobilization or freeing herself.

3

4

5

Way 2

1

2

3

4

5

BACKGROUND

Born into a family of humble grocers, she joined the police at a young age and climbed the ranks with the grumbling support of Harvey Bullock. She is now a tough-as-nails inspector and has just been promoted to the GCPD Major Crimes Unit. She is unaware of Batman's secret identity and has not yet met Kate Kane.

Way 3

1

2

3

4

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Way 4

Way 5

EQUIPMENT

☐ INVESTIGATIONS UNDERWAY   ☐ CLOSED CASE   ☐ HANDED OVER TO THE DISTRICT ATTORNEY   ☐ DROPPED CHARGES

GENERAL

Personal Records: Harvey Bullock

Secret Identity: /

Mode: Streets of Gotham **Wealth Level:** Modest

Profile: G.C.P.D. office **Experience:** 7

TRAITS	EFFECT
Wrestler	MA+1 (already integrated into the MA score).

DISADVANTAGES	EFFECT

CHARAC.	VALUE	MOD.
☐ STR	14	+2
☐ CON	14	+2
☐ DEX	12	+1
☐ INT	12	+1
☒ PER	16	+3
☐ WIL	12	+1

SECONDARY CHARACTERISTICS

Hit Points	33	Initiative	10
Hit Die	D10	Defense	13
Exploit Points	3	Damage Reduction	
Temporary DM			

ATTACKS

Melee Attack	+6
Ranged Attack	+3 (+5 within range or closer)
Special Attack	

MELEE WEAPONS	MA	DM	+ Strength MOD
Natural weapons	+6	1D6	+2
Baton	+6	1D8	+2

RANGED WEAPONS	RA	DM	Range
Ranged weapon	+3	1D8	100 ft.

	Initial Way 1	Initial Way 2	Initial Way 3
	Way of corporations (G.C.P.D.)	Way of ranged weapons	Way of hand-to-hand combat
1	**Corporatism:** +5 on tests about police knowledge; +3 on Willpower tests taken with a soldier.	**Adjust:** RA +2	**Martial arts:** 1D8 MA DM, temporary or normal. DEF +5 against MA (unless surprised).
2	**Call a friend:** once per day, can ask for help from a friend using a Willpower test (difficulty based on favor asked).	**Nice shot!:** No penalties when partial or no line of sight on a target engaged in hand-to-hand combat.	**Preferred weapon (natural weapons):** with the weapon, MA +1 and Dexterity MOD or Strength MOD as desired during an MA.
3	**50/50:** ttime halved for accessing rare or police equipment.		**Succession:** once per turn, free MA after putting an opponent out of action with an MA.
4			
5			

ETHICS

Order	3
Anarchy	2
Justice	3
Crime	1

INFORMATION SHEET

Way 1 | Way 2

Way of investigation

1 — **Analytical mind:** +3 on tests for searching for clues.

2 — **Expertise (detective):** +5 on all tests about detective work.

3 — **Quick search:** time halved when looking for clues.

4

5

BACKGROUND

An inspector with the GCPD Major Crimes Unit, Harvey is an old-school cop with a "shoot-first-ask-questions-later" attitude. But he knows his city, its gangsters, and its underbelly like the back of his hand. He is also unaware of Batman's secret identity and certainly does not appreciate these fancy-dress vigilantes.

Way 3 | Way 4 | Way 5

1

2

3

4

5

EQUIPMENT

☐ INVESTIGATIONS UNDERWAY ☐ CLOSED CASE ☐ HANDED OVER TO THE DISTRICT ATTORNEY ☐ DROPPED CHARGES
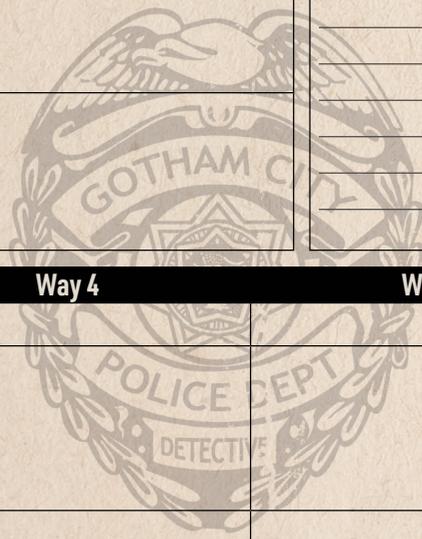
GENERAL

Personal Records: **Julia Pennyworth**

Secret Identity: **/**

Mode: **Streets of Gotham**   Wealth Level: **Modest**

Profile: **Soldier**   Experience: **8**

TRAITS	EFFECT
Attentive	+1 on Perception tests.

DISADVANTAGES	EFFECT

CARAC.	VALUE	MOD.
☐ STR	12	+1
☐ CON	12	+1
✳ DEX	14	+2
☐ INT	12	+1
☐ PER	14	+2
☐ WIL	14	+2

SECONDARY CHARACTERISTICS

Hit Points	40	Initiative	14
Hit Die	D10	Defense	12
Exploit Points	4	Damage Reduction	
Temporary DM			

ATTACKS

Melee Attack	**+4**
Ranged Attack	**+5** (+7 within range or closer)
Special Attack	

MELEE WEAPONS	MA	DM	+ Strength MOD
Natural weapons	**+4**	**1D4**	**+1**

RANGED WEAPONS	RA	DM	Range
Ranged weapon	**+5**	**1D8**	**100 ft.**

	Initial Way 1	Initial Way 2	Initial Way 3
	Way of ranged weapons	**Way of hand-to-hand combat**	**Way of corporations (army)**
1	**Adjust:** RA +2	**Martial arts:** 1D6 MA DM, temporary or normal. DEF +2 against MA (unless surprised).	**Corporatism:** +5 on tests about army knowledge; +2 on Willpower tests taken with a soldier.
2	**Nice shot!:** No penalties when partial or no line of sight on a target engaged in hand-to-hand combat.	**Preferred weapon (knife):** with the weapon, MA +1 and Dexterity MOD or Strength MOD as desired during an MA.	**Call a friend:** once per day, can ask for help from a friend using a Willpower test (difficulty based on favor asked).
3	**Precision attack:** DM x 2 on RA made with a long gun (DM x 3 if critical success).		
4			
5			

ETHICS

Order	3
Anarchy	2
Justice	3
Crime	1

INFORMATION SHEET

Way 1
Way of flying (planes

1 — **Expert pilot:** +4 on tests for flying planes and Initiative +4 when driving.

2 — **Evasive action:** +5 on tests to avoid an accident; DEF +2 against RA if in a vehicle.

3

4

5

Way 2
Way of investigation

1 — **Analytical mind:** +2 on tests for searching for clues.

2 — **Expertise (detective):** +5 on all tests about detective work.

BACKGROUND

Batman saved her life and it took years for her to discover the identity of her father, Alfred. After replacing her father as the Dark Knight's assistant while Alfred recovered from an injury, she joined the GCPD special unit under the name Julia Perry. She knows Batman's secret identity.

Way 3

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4

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Way 4

Way 5

EQUIPMENT

☐ INVESTIGATIONS UNDERWAY ☐ CLOSED CASE ☐ HANDED OVER TO THE DISTRICT ATTORNEY ☐ DROPPED CHARGES

GENERAL

Personal Records: **Kate Kane**

Secret Identity: **Batwoman**

Mode: **Shadows of Gotham** | Wealth Level: **Wealthy**

Profile: **Crime-fighte** | Experience: **12**

TRAITS	EFFECT
Corporatist	+5 on tests about army knowledge.

DISADVANTAGES	EFFECT
Old wound (weak heart)	In cases of critical failure or more than 7 DM sustained, must succeed a Constitution test (diff. 15) or sustain -5 on tests for Strength, Dexterity, and MAs for 2 turns.

CHARAC.	VALUE	MOD.
☐ STR	14	+2
☐ CON	14	+2
✴ DEX	18	+4
☐ INT	14	+2
✴ PER	14	+2
☐ WIL	14	+2

SECONDARY CHARACTERISTICS

Hit Points	45	Initiative	18
Hit Die	D12	Defense	20
Exploit Points	4	Damage Reduction	8(RA) 5(MA) (armor)
Temporary DM			

ATTAQU ATTACKS

Melee Attack	+8
Ranged Attack	+7
Special Attack	

MELEE WEAPONS	MA	DM	+ Strength MOD
Natural weapons	+8	1D8	+2

RANGED WEAPONS	RA	DM	Range
Batarang	+7	1D4+5	30 ft.

	Initial Way 1 — Way of justice	Initial Way 2 — Way of hand-to-hand combat	Initial Way 3 — Way of investigation
1	**First-rate fighter:** DEF +2; MA and RA tests +1; critical success on attack tests of 19 or 20.	**Martial arts:** 1D8 MA DM, temporary or normal. DEF +5 against MA (unless surprised).	**Analytical mind:** +3 on tests for searching for clues.
2	**Out of nowhere:** after a successful discretion test, inflicts a Surprised state on adversaries in the 1st round of combat.	**Preferred weapon (staff):** with the weapon, MA +1 and Dexterity MOD or Strength MOD as desired during an MA.	**Expertise (detective):** +5 on all tests about detective work.
3	**Hidden in the shadows:** +8 on Dexterity tests taken with Edge ; Dexterity +2.	**Succession:** once per turn, free MA after putting an opponent out of action with an MA.	**Quick search:** time halved when looking for clues.
4	**Just in time:** once per combat, uses 1 EP to cancel sustained DM.	**Double attack:** 2 MA per turn. 2nd MA with 1D12 (instead of 1D20).	
5		**Master of combat:** use 1D12 instead of 1D20 for a single MA to add +2D6 to the DM.	

ETHICS

Order	2
Anarchy	1
Justice	3
Crime	1

Batman™ : Gotham City Chronicles RPG

INFORMATION SHEET

Way 1 — Way of stealth

	Way 1 — Way of stealth	Way 2 — Way of speaking
1	**Discretion:** +4 on discretion tests.	**Smooth-talker:** +2 on Willpower or Intelligence tests during a discussion.
2	**Sharp senses:** +2 on Perception tests.	**Provocation:** Willpower test against the Intelligence of the target to enrage them and make them carry out 1 MA with a penalty of −5.
3		
4		
5		

BACKGROUND

Bruce Wayne's strong-minded cousin belongs to an old Gotham family. She decided to don the costume of Batwoman and fight alongside her cousin, and was trained for this calling by her father, Colonel Jacob Kane. Kate has an apartment in the R.H. Kane Building, located on the East Side, where she also has a secret fortified base ("the bunker") where she keeps her motorbike and arsenal of weapons. She has not yet met Renee Montoya.

	Way 3	Way 4	Way 5
1			
2			
3			
4			
5			

EQUIPMENT

- Composite armor
- Bat-belt
- Bat-cape
- Batarangs
- Armor-piercing batarangs
- Explosive batarangs
- Freeze grenades
- Stun grenades
- Grapple gun
- Batcycle

INFORMATION SHEET

GENERAL

Personal Records: **Dick Grayson**

Secret Identity: **Nightwing**

Mode: **Shadows of Gotham**

Wealth Level: **Wealthy**

Profile: **Crime-fighte**

Experience: **15**

TRAITS	EFFECT
Very flexibl	+1 on Dexterity tests.

DISADVANTAGES	EFFECT
Secret identity	Willpower test (diff. 15) to conceal his identity when questioned by someone suspicious.
Trauma (orphan)	After a critical failure, must take a Willpower test (diff. 15) or sustain a Stunned state.

CHARAC.	VALUE	MOD.
☐ STR	14	+2
⊠ CON	16	+3
⊠ DEX	20	+5
☐ INT	12	+1
☐ PER	14	+2
☐ WIL	16	+3

SECONDARY CHARACTERISTICS

Hit Points	62	Initiative	23
Hit Die	D12	Defense	24
Exploit Points	5	Damage Reduction	8(RA) 5(MA) (armor)
Temporary DM			

ATTACKS

Melee Attack	+9
Ranged Attack	+9
Special Attack	

MELEE WEAPONS	MA	DM	+ Strength MOD
Natural weapons	+9	1D8	+2
Fencing staffs	+13	1D8	+2

RANGED WEAPONS	RA	DM	Range
Batarang	+9	1D4+5	30 ft.

Initial Way 1	Initial Way 2	Initial Way 3	ETHICS
Way of justice	**Way of investigation**	**Way of physical feats**	
1 — **First-rate fighter:** DEF +2; MA and RA tests +1; critical success on attack tests of 19 or 20.	**Analytical mind:** +3 on tests for searching for clues.	**Accomplished athlete:** +5 on all tests about a sporting activity.	**Order** 2
2 — **Out of nowhere:** after a successful discretion test, inflicts a Surprised state on adversaries in the 1st round of combat.	**Expertise (detective):** +5 on all tests about detective work.	**Specialty (gymnastics):** +5 on gymnastics tests, +1 DEF.	**Anarchy** 2
3 — **Hidden in the shadows:** +8 on Dexterity tests taken with Asset; Dexterity +2.	**Quick search:** time halved when looking for clues.	**Push the limits:** loses 1 HP to obtain +5 on a Strength, Dexterity, or Constitution test.	**Justice** 4
4 — **Just in time:** once per combat, uses 1 EP to cancel sustained DM.	**Eidetic memory:** excellent memory and +5 bonus on all general knowledge tests.	**Unparalleled skill:** once per day, automatically obtains a critical success on an MA, RA, Strength, Dexterity, or Constitution test.	**Crime** 1
5 — **Last gasp:** once per game session, can act as normal for 2 turns after his HP fall to 0.		**High-level training:** +2 Dexterity with Asset.	

INFORMATION SHEET

	Way 1	Way 2
	Way of danger	**Way of hand-to-hand combat**
1	**Not even scared:** +2 on all tests taken while in danger, and +2 on tests for resisting fear.	**Martial arts:** 1D8 MA DM, temporary or normal. DEF +5 against MA (unless surprised).
2	**Acrobat:** +5 on Dexterity tests for climbing, jumping, or keeping his balance; no penalties for an attack made while unsteadily balanced; −2 on DM for falls.	**Preferred weapon (staff):** with the weapon, MA +1 and Dexterity MOD or Strength MOD as desired during an MA.
3		**Succession:** once per turn, free MA after putting an opponent out of action with an MA.
4		**Double attack:** 2 MA per turn. 2nd MA with 1D12 (instead of 1D20).
5		**Master of combat:** use 1D12 instead of 1D20 for a single MA to add +2D6 to the DM.

BACKGROUND

Batman's former partner in the form of Robin, Dick chose to go alone by becoming Nightwing. His theatrical talents and experience in fighting crime make him an enemy to be feared by the underworld. Batman works alone for now, having found no one worthy of taking up Robin's mantle.

	Way 3	Way 4	Way 5
1			
2			
3			
4			
5			

EQUIPMENT

2 fencing staffs

Composite armor

Bat-belt

Batarangs

Armor-piercing batarangs

Explosive batarangs

Remote-controlled batarangs

Freeze grenades

Stun grenades

Portable bat-computer

Digital armband

Grapple-gun

☐ INVESTIGATIONS UNDERWAY   ☐ CLOSED CASE   ☐ HANDED OVER TO THE DISTRICT ATTORNEY   ☐ DROPPED CHARGES

CREDITS

CONCEIVED BY
François Verstraete, Nicolas Texier
and François 'Franz' Stricher

WRITING
Nicolas Texier, in collaboration with Olivier Caïra,
François Verstraete, François Stricher, Alex Nikolavitch
and Xavier Fournier

COVER ART
Jorge Jimenez

PROJECT MANAGEMENT
Gilles Plantin, François Stricher

EDITORIAL DIRECTION
Nicolas Texier

TRANSLATION
Alexander Uff, Jason Whittaker

COMMUNICATION
Mahyar Shakeri, Gilles Plantin

ART DIRECTION
Gilles Plantin, Pierre Bisson

GRAPHIC DESIGN
Nadège Calegari, Pierre Bisson, Melchior Ascaride

PROOFREADING
Sébastien Sayede, Tho, Laetitia Thirion,
Matth John Sullivan, Adriana, Alexander Uff,
Jason Whittaker

UNTOLD TALES MODERN AUTHORS
Laurent Bernasconi and Thomas Robert

UNTOLD TALES
MODERN

BATMAN™

GOTHAM CITY CHRONICLES
— THE ROLEPLAYING GAME —

DC

QUICKSTART

Gotham City... Over time, this name has become synonymous with crime and darkness. But it also represents a form of hope, as the city now has a guardian watching over it, tirelessly fighting its most spectacular threats. But can one man clean up this much filth on his own?

Maybe it is time for Gotham City to welcome a new generation of Heroes. Perhaps courageous souls, police officers, vigilantes, or even simple citizens should take up the torch and strive to protect the city from the outrageous thugs who are threatening it. This is a mission. This is an adventure. This is a challenge. Will you be strong, intelligent, and brave enough to complete it?

The Quickstart for Batman: *Gotham City Chronicles RPG*, invites you to explore this roleplaying game using simplified rules and a free adventure, which you can use to play some of Gotham City's iconic characters and even use the boards and figurines from our tabletop game.

The Core Book, which inspired this booklet, will offer you all the tools you need to familiarize yourself with the city, have incredible adventures, and create your own characters!