

## Batman (Brandon Irwin)

Male; Age: 36; Height: 6' 2"; Weight: 210 lb.  
Eyes: Blue; Hair: Black

Power Level 12, 291 PP; Abilities 116 + Powers 0 + Advantages 81 +  
Skills 76 (152 ranks) + Defenses 18

### Abilities

Strength	4	Agility	7	Fighting	14	Awareness	7
Stamina	4	Dexterity	7	Intellect	8	Presence	7

### Offense

Initiative: +11

Attack Name	Attack Bonus & Resistance DC	Notes
<b>Batarangs: Strength-based Damage 2</b>	<b>+14, DC 21</b>	<b>50/100/200 ft., Crit 20</b>
<b>Cutting Torch: Damage 1</b>	<b>+20, DC 16</b>	<b>Crit 20</b>
<b>Explosive Batarangs: Burst Area Damage 4</b>	<b>DC 19</b>	<b>100/200/400 ft., Crit 20</b>
<b>Throw</b>	<b>+14, DC 19</b>	<b>Bludgeon, Crit 20</b>
<b>Unarmed</b>	<b>+20, DC 19</b>	<b>Bludgeon, Crit 20</b>

### Powers

**Batarangs: Strength-based Damage 2 (4 EP)**  
DC 21; Increased Range: ranged (Standard - Ranged, 50/100/200 ft. - Instant)

**Bolos: Affliction 4 (4 EP)**  
1st degree: Hindered, Vulnerable, 2nd degree: Defenseless, Immobile, DC 14; Alternate Resistance (Dodge), Extra Condition; Limited Degree (Standard - Close - Instant)

**Cutting Torch: Damage 1 (2 EP)**  
DC 16; Affects Objects (Standard - Close - Instant)

**Explosive Batarangs: Burst Area Damage 4 (12 EP)**  
DC 19; Burst Area: 30 feet radius sphere, DC 14, Increased Range: ranged (Standard - Ranged, 100/200/400 ft. - Instant)

**Flash Bombs: Burst Area Affliction 4 (12 EP)**  
1st degree: Impaired, 2nd degree: Disabled, 3rd degree: Unaware, Resisted by: Fortitude, DC 14; Burst Area: 30 feet radius sphere, DC 14, Increased Range: ranged (Standard - Ranged, 100/200/400 ft. - Instant)

**Sleep Gas Pellets: Cloud Area Affliction 4 (12 EP)**  
1st degree: Fatigued, 2nd degree: Exhausted, 3rd degree: Asleep, Resisted by: Fortitude, DC 14; Cloud Area: 15 feet radius sphere, DC 14, Increased Range: ranged (Standard - Ranged, 100/200/400 ft. - Instant)

**Smoke Bombs: Cloud Area Concealment 4 (16 EP)**  
All Visual Senses; Cloud Area: 15 feet radius sphere, DC 14, Increased Range: ranged (Free - Ranged, 100/200/400 ft. - Sustained)

**Tear Gas Pellets: Cloud Area Affliction 3 (12 EP)**  
1st degree: Dazed, Impaired, 2nd degree: Stunned, Disabled, 3rd degree: Incapacitated, Resisted by: Fortitude, DC 13; Cloud Area: 15 feet radius sphere, DC 13, Extra Condition, Increased Range: ranged (Standard - Ranged, 75/150/300 ft. - Instant)

### Advantages

**Assessment** Use Insight to learn an opponent's combat capabilities.

**Benefit, Wealth 5 (billionaire)** Gain a significant perquisite or fringe benefit.

**Close Attack 6** +1 bonus to close attack checks per rank.

**Connected** Call in assistance or favors with a Persuasion check.

**Contacts** Make an initial Investigation check in one minute.

**Daze (Intimidation)** Use Deception or Intimidation to daze an opponent.

**Defensive Attack** Trade attack bonus for active defense bonus.

**Defensive Roll 4** +1 active defense bonus to Toughness per rank.

**Equipment 33** 5 points of equipment per rank.



### Defenses

Dodge	14
Parry	14
Fortitude	9
Toughness	8/4
Will	13

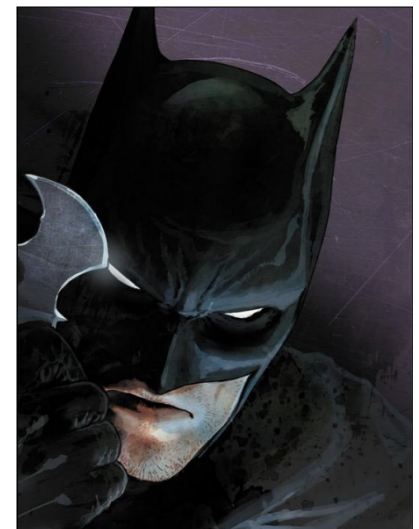
Hero Points: 1

### Damage

Bruises  
 Dazed  
 Staggered  
 Incapacitated

### Fatigue

Fatigued  
 Exhausted



## Advantages

- Evasion** Circumstance bonus to avoid area effects.
- Hide in Plain Sight** Hide while observed without need for a diversion.
- Improved Initiative** +4 bonus to initiative checks per rank.
- Improvised Tools** No penalty for using skills without tools.
- Instant Up** Stand from prone as a free action.
- Inventor** Use Technology to create temporary devices.
- Jack-of-all-trades** Use any skill untrained.
- Move-by Action** Move both before and after your standard action.
- Power Attack** Trade attack bonus for effect bonus.
- Precise Attack (Ranged, Concealment)** Ignore attack check penalties for either cover or concealment.
- Quick Draw** Draw a weapon as a free action.
- Ranged Attack 7** +1 bonus to ranged attack checks per rank.
- Redirect** Use Deception to redirect a missed attack at another target.
- Seize Initiative** Spend a hero point to go first in the initiative order.
- Set-up** Transfer the benefit of an interaction skill to an ally.
- Skill Mastery: Intimidation** Make routine checks with one skill under any conditions.
- Startle** Use Intimidation to feint in combat.
- Takedown** Free extra attack when you incapacitate a minion.
- Tracking** Use Perception to follow tracks.
- Trance** Go into a deathlike trance that slows bodily functions.
- Uncanny Dodge** Not vulnerable when surprised or caught off-guard.
- Well-informed** Immediate Investigation or Persuasion check to know something.

## Movement

- Base Movement Speed** - 2 miles/hour, 30 feet/round (run 4 miles/hour, 60 feet/round; swim 0.5 miles/hour, 6 feet/round)
- Routine Jump Distance** - Running jump: 25 ft.; standing: 12.5 ft.; vertical: 5 ft.; standing vert.: 2.5 ft.
- Throwing Distance** - Throw 3200 lbs. 6 feet; throw 800 lbs. 30 feet; throw 200 lbs. 120 feet



## Skills

	Total	Ranks	Ability	Other
<b>Acrobatics</b>	<b>+15</b>	8	7	
<b>Athletics</b>	<b>+15</b>	11	4	
<b>Deception</b>	<b>+15</b>	8	7	
<b>Expertise: Criminology</b>	<b>+21</b>	13	8	
<b>Expertise: Streetwise</b>	<b>+21</b>	13	8	
<b>Insight</b>	<b>+17</b>	10	7	
<b>Intimidation</b>	<b>+22</b>	15	7	
<b>Investigation</b>	<b>+22</b>	14	8	
<b>Perception</b>	<b>+20</b>	13	7	
<b>Persuasion</b>	<b>+12</b>	5	7	
<b>Sleight of Hand</b>	<b>+15</b>	8	7	
<b>Stealth</b>	<b>+20</b>	13	7	
<b>Technology</b>	<b>+16</b>	8	8	
<b>Treatment</b>	<b>+13</b>	5	8	
<b>Vehicles</b>	<b>+15</b>	8	7	

## Validation Report

**Validation Report (0 issues):** Nothing identified

**Settings:** Sourcebooks -> Cosmic Handbook: Cosmic Handbook; Sourcebooks -> Supernatural Handbook: Supernatural Handbook Equipment & Complications; Sourcebooks -> Gamemaster's Guide: Gamemaster's Guide Equipment; Optional Rules: Choose Starting PP

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## Equipment

**The Batboat, The Batcave, The Batmobile, The Batplane, Utility Belt [Batarangs: Strength-based Damage 2, DC 21; Increased Range: ranged; Bolos: Affliction 4, 1st degree: Hindered, Vulnerable, 2nd degree: Defenseless, Immobile, DC 14; Alternate Resistance (Dodge), Extra Condition; Limited Degree; Cutting Torch: Damage 1, DC 16; Affects Objects; Explosive Batarangs: Burst Area Damage 4, DC 19; Burst Area: 30 feet radius sphere, DC 14, Increased Range: ranged; Flash Bombs: Burst Area Affliction 4, 1st degree: Impaired, 2nd degree: Disabled, 3rd degree: Unaware, Resisted by: Fortitude, DC 14; Burst Area: 30 feet radius sphere, DC 14, Increased Range: ranged; Sleep Gas Pellets: Cloud Area Affliction 4, 1st degree: Fatigued, 2nd degree: Exhausted, 3rd degree: Asleep, Resisted by: Fortitude, DC 14; Cloud Area: 15 feet radius sphere, DC 14, Increased Range: ranged; Smoke Bombs: Cloud Area Concealment 4, All Visual Senses; Cloud Area: 15 feet radius sphere, DC 14, Increased Range: ranged; Tear Gas Pellets: Cloud Area Affliction 3, 1st degree: Dazed, Impaired, 2nd degree: Stunned, Disabled, 3rd degree: Incapacitated, Resisted by: Fortitude, DC 13; Cloud Area: 15 feet radius sphere, DC 13, Extra Condition, Increased Range: ranged]**

## Complications

**Flashbacks** Batman is sometimes stunned by traumatic flashbacks to the night his parents were murdered, especially in connection to Crime Alley, where the killings took place.

**Nemesis** The Joker

**Obsession** Crime fighting

**Relationships** For a loner, Batman has a number of important people in his life, including Nightwing, Robin, Oracle, Alfred Pennyworth (the faithful Wayne family butler) and Police Commissioner James Gordon.

**Responsibility** Batman considers Gotham "his" city, and his responsibility.

**Secret Identity** Bruce Wayne

## The Batboat (Vehicle)

(Alternate of The Batplane)

**Strength 8, Defense -4, Toughness 10, Size Huge**

**Features:**

Alarm 3, Hidden Compartments 1, Navigation System 2, Remote Control

**Powers**

**Impervious Defense: Impervious Toughness 8**

**Power Points**

Abilities 2 + Powers 8 + Advantages 0 + Features 7 + Skills 0 (0 ranks) + Defenses 1 + Equipment 0 (0 ep) + Weapons & Armor 0 (0 ep) = 18

## The Batcave (Headquarters)

**Toughness 10, Size Huge**

**Features:**

Communications, Computer, Concealed 1, Defense System, Dock, Garage, Gym, Hangar, Infirmary, Laboratory, Library, Living Space, Power System, Workshop

**Power Points**

Abilities 3 + Powers 0 + Advantages 0 + Features 14 + Skills 0 (0 ranks) + Defenses 2 + Equipment 0 (0 ep) + Weapons & Armor 0 (0 ep) = 19

## The Batmobile (Vehicle)

(Alternate of The Batplane)

**Strength 8, Defense -4, Toughness 10, Size Huge**

**Features:**

Alarm 3, Caltrops, Hidden Compartments 1, Navigation System 2, Oil Slick, Remote Control

**Powers**

**Impervious Defense: Impervious Toughness 8**

**Power Points**

Abilities 2 + Powers 8 + Advantages 0 + Features 9 + Skills 0 (0 ranks) + Defenses 1 + Equipment 0 (0 ep) + Weapons & Armor 0 (0 ep) = 20

## The Batplane (Vehicle)

**Strength 10, Defense -4, Toughness 10, Size Huge**

**Features:**

Remote Control

**Powers**

**Air-To-Air Missiles: Burst Area Damage 11** (DC 26; Burst Area: 30 feet radius sphere, DC 21 [8 ranks only], Homing 8: 8 extra attempts, Increased Range: ranged)

**Flight: Flight 12** (Speed: 8000 miles/hour, 16 miles/round)

**Offense**

Air-To-Air Missiles: Burst Area Damage 11 (DC 26)

**Power Points**

Abilities 4 + Powers 62 + Advantages 0 + Features 1 + Skills 0 (0 ranks) + Defenses 1 + Equipment 0 (0 ep) + Weapons & Armor 0 (0 ep) = 68

## Background Information

**Languages:** English

Young Bruce Wayne had it all: the only son of respected physician Thomas Wayne, and heir to the Wayne family fortune. But Gotham City is full of tragic stories, and young Bruce's is one of them. While on their way back from a family outing to a movie, the Waynes took a shortcut through seedy "Crime Alley." There a petty thief named Joe Chill attempted to rob them. When Thomas Wayne protested, Chill murdered Bruce's parents before his eyes. Over his parents' graves, Bruce Wayne shouted an oath into a raging storm that he would avenge their deaths, becoming the scourge of all criminals.

Raised and cared for by the Wayne family's loyal butler, Alfred Pennyworth, Bruce became obsessed with his chosen mission. As a young man, he left Gotham and traveled the world, seeking out the best teachers in all the various disciplines he would need in his mission, from martial arts to criminology and escapology. By the time he returned home, years later, the young heir to the Wayne fortune and business empire was ready to begin.

Bruce was still left with a dilemma. He possessed considerable skills and resources, but lacked a final, vital, element in his war on crime. Gotham's criminals were not simply going to roll over for one man, no matter how capable. He was brooding on the matter one night in the study of Wayne Manor, when a bat flew into the window and startled him. It was then that Bruce realized the missing element was fear. "Criminals are a cowardly and superstitious lot," he reasoned, and so he adopted the costumed identity and cowl of the Batman.

Initially, Gotham's largely corrupt police force viewed "the Bat" as a dangerous vigilante, and pursued him as forcefully, if not more so, than they did the city's criminal element. Batman's exploits eventually earned him allies in the Gotham police department, particularly Lt. James Gordon, who rose to become Police Commissioner and took the unorthodox step of working with the Caped Crusader, even setting up a Bat-Signal to contact him by projecting his emblem into the sky with a powerful spotlight.

Batman's presence in Gotham also seemed to attract crazed and costumed criminals, from the Riddler and the Penguin, to the infamous jewel thief Catwoman. The most insane and deadly of these foes is the Joker, the Clown Prince of Crime and Batman's archnemesis.

Although he embarked on his mission as a one-man crusade against crime, Batman quickly gathered a new adoptive family around him. He took in young Dick Grayson, the son of circus acrobats murdered by mobsters, and trained him as his crime-fighting partner, Robin, the Boy Wonder. Commissioner Gordon's daughter Barbara adopted the costumed identity of Batgirl. Eventually, Grayson outgrew the Robin role to become Nightwing, replaced by a new Robin, Jason Todd. The Joker murdered Jason and shot Barbara Gordon, leaving her paraplegic. Batman worked without partners for a time as a result of these events, until the resourceful Tim Drake cracked the secret of Batman's identity and convinced him to take Tim on as the new Robin. Others inspired by the Batman's example include Batwoman (Kate Kane) and several young women who have taken the identity of Batgirl after Barbara Gordon, who continues to fight the good fight as the information-broker Oracle.

Batman is the sole founding member of the Justice League of America without any metahuman powers, but his brilliant mind, unbreakable will, and talent for improvisation using the wide array of technology at his disposal makes him the equal of any hero, widely respected and even feared.