

League of Evil Masterminds

Jeff

You, Dr. Terror, are the founder and current leader of the League of Evil Masterminds. You are a once-great villain that has been steadily losing respect for the last few years. It's no secret that other Leaguers, specifically The Mad Chemist, feel like it's time for a change in management of the League...

Thankfully you have the loyal support of Madame Celeste, your trusted right-hand woman that has served you faithfully for nearly a decade.

You must remain firm in your policy of not recruiting any new members to the League.

Kyle

As the The Mad Chemist you are a long-time dabbler in mystical and exotic elixirs of power. You've been with the League for nearly as long as it's existed (and you yourself would argue that you're its true founder) and you've been trying to become its leader all this time.

It's common knowledge that you believe Dr. Terror to be an impotent leader and that you look down on anyone that supports him. Everyone knows that you think Madame Celeste is a fool with a stone for a brain.

Annie

You are Madame Celeste the sole survivor of Le Cirque Des Rêveries---a Louisianan performing troupe/circus that was disbanded by the Alliance due to the Cirque's kidnapping of guests. Since the disbandment of the Cirque you've joined the League and (over 8 years of service) have proven yourself as Dr. Terror's right-hand woman.

Your loyalty to Dr. Terror is unquestionable, and this has put you at odds with the Mad Chemist. It is not uncommon to see the Mad Chemist and Madame Celeste having public arguments.

Kailey

You are radiantly beautiful. You are exceptionally dangerous. You are betrayal incarnate... and you're just so good at getting others to trust you a little too much.

You are The Black Panther.

The re-theft of the world-renowned Pink Panther diamond from world-famous detective Jacques Clouseau has secured you a position of power and wealth in Gotham City.

You don't take orders from anyone and you're not averse to manipulating others to achieve your goals. You've built a vast network of spies and allies that are more than willing to aid you in any way requested.

Alliance of Justice

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Garret

You are Captain Clutch, the current leader of the Alliance of Justice, and you pride yourself on showing up to dish out justice in the nick of time. Your superpower of being able to choose the best action for any given scenario has only failed you once... the one time you needed it the most. Your single mistake cost your mentor, the Alliance's previous leader (whose name was The Mentor), his life.

You were his side-kick and you failed him.

You've vowed revenge on The Mentor's killer. You know the name of your his killer and will stop at nothing to see your friend avenged. For Justice!

Matt

You are a true veteran crime-fighter that Gotham's underground has learned to fear. They know you as Shadow Bolt and that you are an incorruptible Mask that wants to ensure that the Alliance thrives. You are quick-thinking and surgical in your execution of plans.

You were the Alliance's first recruit and you've gained a great deal of respect over your many years serving as a protector of the people. Even though you're not the Alliance's leader the people still consider you the face of the Alliance due to your long-standing service to the community. You have a reputation to uphold.

You've come to appreciate the Scarlet Hand as something of an ally simply due to your mutual enemy—The League. Even though she doesn't align with the Alliance (or even abide the law) she is stalwart in keeping the League in a state of perpetual financial ruin. You'd rather have her straighten out her ways...but you two share a mutual enemy and you've decided that that's enough to let her go about her own business...for now.

Alliance of Justice

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Travis

You're Mister Amazing and you're the "new kid" on the team. The previous Alliance leader accepted you as a new member merely days before his murder and you've vowed to make him proud.

You've quickly gained a reputation as being a good-hearted man with an unwavering moral compass.

Kendra

You are Firefly. You joined the Alliance a few years ago because you wanted to clean up Gotham's streets and you've done a spectacular job!

But the problem is... you're almost *too* effective. Your (very) tough stance on crime has earned you a reputation of being... well, a hardcore badass.

Your reputation is great for terrifying your enemies but it put you at odds with the previous Alliance leader (The Mentor) as well as it's current one (Captain Clutch).

You're nitty. You're gritty. And you've had it up to *here* with playing it by the books! You're tired of seeing good people killed (such as the Mentor) because the Alliance is too busy following rules. You want to break faces and then ask questions, without having to spare a second thought for "proper procedure".

The Enigmatics

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Craig

You are the Merchant of Secrets and tales of “The Merchant’s” impatience with stupidity always precede you.

It’s ironic that, despite your notoriety, literally no one knows why you’ve come to Gotham. Sure, they know you’re tough. They know you’re dangerous. And they certainly know that your wealth of knowledge can be bought for a price.

But no one, not even any of your own Enigmatics, knows why you’ve come to Gotham. There’s speculation that you, The Merchant, have come to Gotham to establish a new base of operations, discover the identity of the greatest detective of all time, or maybe you’ve been contracted out by a local Faction...

The two Comrades have served as loyal mercenaries (oxymoron, I know) because you’ve had the money to buy their allegiance for on-and-off contracts for all these years. The Scarlet Hand is the newest recruit to your Faction and her checkered past has been an excellent asset in evaluating the Gotham political landscape during your few months here.

Joe

You are Comrade Yuri the (not-brilliant) brawny brute that perfectly complements your brother, Comrade Sergei. Both of you hail from the Motherland and bear a thick accent to prove it.

You are a gentle fellow so long as others do exactly what you tell them to do. But it’s important to remember what Sergei always tells you: “make sure you only tell others to do what I told you to tell them to do”.

Perhaps one day you’ll understand what he means when he says that. Oh well.

Apparently your good looks have attracted the attention of the Black Panther. She tells you she loves you and will return with you to the Motherland as your wife. You like that idea so you’ve agreed to help her out with a few things before she can leave Gotham with you. You think she’s pretty and see no reason not to trust her.

The Enigmatics

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Mark

You are Comrade Sergei, the careful and perceptive foil to your brother, Comrade Yuri. Both of you hail from the Motherland and bear a thick accent to prove it.

You've worked with the Merchant many times in the past and you've learned to trust him as an intelligent employer that always pays out. You like employers that pay out.

While in Gotham you've been amusing yourself with gathering information on the locals while you await the Merchant's orders for you and your brother.

Stef

You are the daughter of a once-powerful Gotham businessman that ran into hard times. He (and you) was left impoverished and vulnerable as paupers on the streets of Gotham

Thankfully your drive to succeed, educated background, quick fingers, and silver tongue allowed you to make a name for yourself as The Scarlet Hand, an extraordinary gambler and pick-pocket.

Of course the Alliance (Shadow Bolt in particular) tried to shut you down, but you always managed to escape. By out-smarting Shadow Bolt's attempts to lock you up and maneuvering your way through the right circles you accumulated a great deal of respect—especially with the League. They took you in as a member but your time with them was short and it's obvious that you left on bad terms.

After leaving the League you've proven yourself to be a thorn in their side. You mislead their thugs, rob their middle-men, and always keep them on their toes. Apparently Shadow Bolt is content to let you antagonize the League because he hasn't lifted a finger to stop you in years.

Your time harassing the League attracted the attention of a new-comer to Gotham: The Merchant. The details of your current contract with The Merchant aren't public knowledge, but it's definitely clear that you've been cooperating with him during his few months in Gotham.

Independents

Kevin

You are a man of refined taste, style, and elegance. You are The Mad Hatter.

You were placed in The Madhouse longer ago than you can remember. And nearly all of that time has been in an isolation cell, which is odd. You're a charming fellow and a brilliant conversationalist, so what could you have possibly done to earn isolation time?

You've taken advantage of your newfound (relative) freedom and have learned about the others that are trapped in the Madhouse with you tonight. It'd be unwise for others to ignore you as just another lunatic.

Amanda

You're a no-name wanna-be amateur villain—and not a very good one at that. You are The Witch and apparently your (supposed) magics weren't powerful enough to keep you from being locked up in the Madhouse tonight.

Despite no one being able to recognize you as an inmate, the others have learned that you are a traveling clairvoyant that has the power to predict the future. You frequently read others' palms and are able to speak with the deceased. Some believe you are a hoax; others are over-awed by the accuracy of your readings.

Either way, you're an unassertive young woman with a firm belief in her control over the arcane.

Don

You are Grunt, a simple man with simple tastes.

You dress, think, and speak like a caveman.

Yup. You don't speak or write any known language.

But you are oh so excellent at charades! And grunting, of course.

Is this because you've been locked up in the Madhouse for so long that you've forgotten your native tongue... or is it because you actually *are* a caveman brought to the future by a time machine or magical power...?

Either way, you're Grunt.