

Dec 11, 2011 Character Update:

Please have your character back-story written and sent to me by Sat, Dec 17. After then I'll use all of your input to write win/lose conditions for every character in preparation for game day of Jan 7, 2012.

If you do not send me any information about your character then I'll write up a back-story, name, and costume theme for your character without (obviously) any of your suggestions.

League of Evil Masterminds:

None of these individuals command the same respect as some of Gotham's more notorious villains, but that certainly doesn't make them any friendlier. The Leaguers are villains. Plain and simple.

Codename B: Jeff. He is the founder and current leader of the League. He is a once-great villain who's now but a pale reflection of his previous valor. It's no secret that other Leaguers feel it's time for a change in management of the League.

Codename C: Kyle. The Mad Chemist is a long-time dabbler in mystical and exotic elixirs of power. He's been with the League for nearly as long as it's existed (he himself would argue that *he* was the true founder) and has been attempting to become the League's leader for just as long. He will do anything to remove B from power.

Codename D: Annie. Celeste Rousseau is the sole survivor of Le Cirque Des Rêveries—a Louisianan performing troupe/circus that was disbanded by the Alliance due to their kidnapping of guests. Since then she has joined the League and proven herself as B's right-hand woman. Her loyalty to B is unquestionable.

Codename E: Kailey. She is radiantly beautiful. She is exceptionally dangerous. She is betrayal incarnate. Do not cross her unless you want to invite a response that's twice as swift and thrice as merciless as anything you could conjure against. Labeling her as a triple-crosser would be an under-statement... but she's just *so* good at getting you to trust her a little too much.

Alliance of Justice:

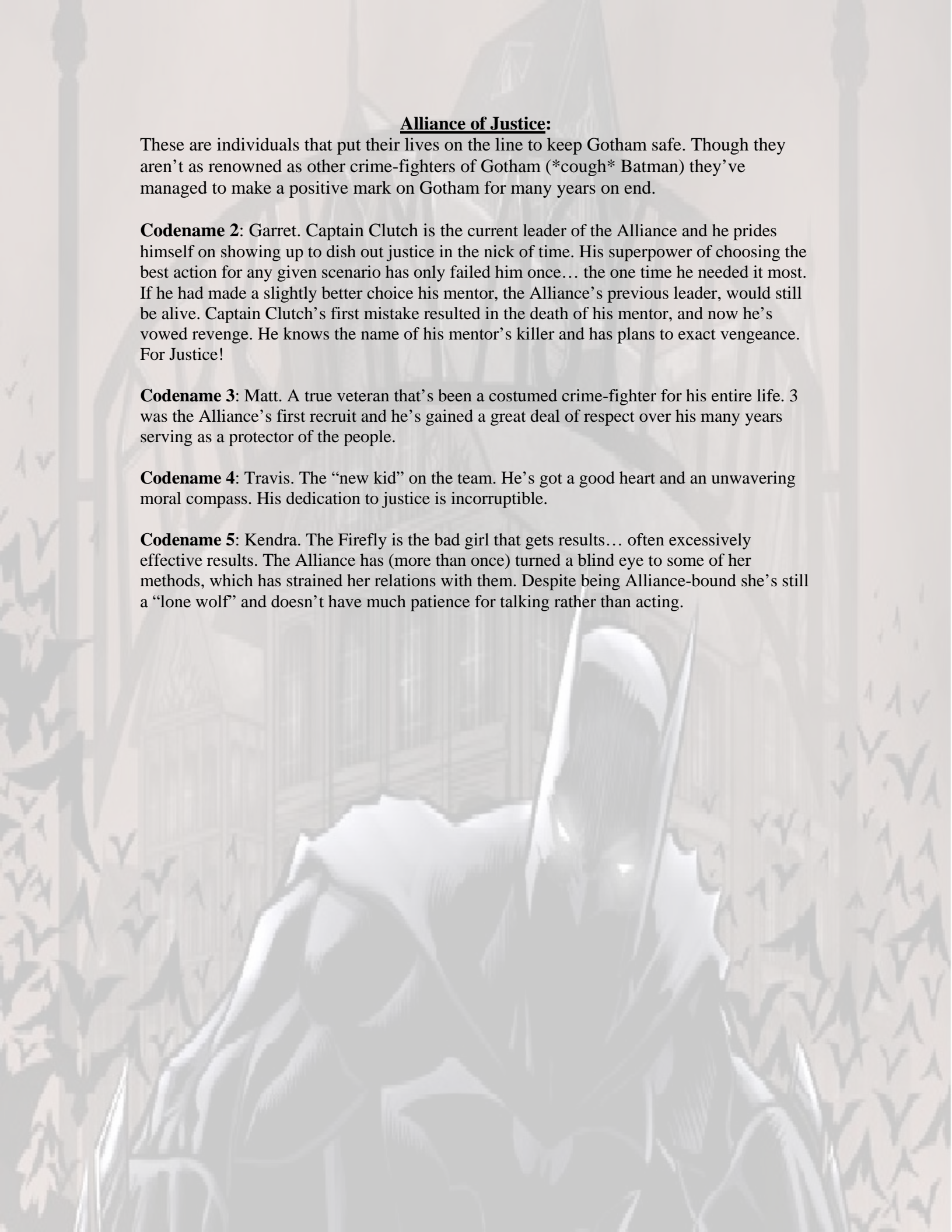
These are individuals that put their lives on the line to keep Gotham safe. Though they aren't as renowned as other crime-fighters of Gotham (*cough* Batman) they've managed to make a positive mark on Gotham for many years on end.

Codename 2: Garret. Captain Clutch is the current leader of the Alliance and he prides himself on showing up to dish out justice in the nick of time. His superpower of choosing the best action for any given scenario has only failed him once... the one time he needed it most. If he had made a slightly better choice his mentor, the Alliance's previous leader, would still be alive. Captain Clutch's first mistake resulted in the death of his mentor, and now he's vowed revenge. He knows the name of his mentor's killer and has plans to exact vengeance. For Justice!

Codename 3: Matt. A true veteran that's been a costumed crime-fighter for his entire life. 3 was the Alliance's first recruit and he's gained a great deal of respect over his many years serving as a protector of the people.

Codename 4: Travis. The "new kid" on the team. He's got a good heart and an unwavering moral compass. His dedication to justice is incorruptible.

Codename 5: Kendra. The Firefly is the bad girl that gets results... often excessively effective results. The Alliance has (more than once) turned a blind eye to some of her methods, which has strained her relations with them. Despite being Alliance-bound she's still a "lone wolf" and doesn't have much patience for talking rather than acting.



The Enigmatics:

These four aren't from Gotham, so why are they all trapped in The Madhouse tonight? No one from Gotham knows, that's for sure. Are they just passing through? Attempting to take over Gotham? Settling a score with an old foe? Only II knows, and good luck getting him to reveal his secret too easily.

Codename II: Craig. This is not a man to be toyed with; he commands the respect of the Enigmatics and anyone else around him. No one, not even his own team, knows why he came to Gotham in the first place. This man is a wildcard, a *very* powerful wildcard.

Codename III: Joe. Comrade Yuri is the brawny brute that perfectly complements his brainy brother: Comrade Sergei. These siblings hail from the Motherland and bear a thick accent that proves it. Comrade Yuri is a gentle fellow, so long as you do exactly what he says (which is, of course, simply what Comrade Sergei told him to say)

Codename IV: Mark. Comrade Sergei is brilliant man with a knack for seeing through others' deception. This ability to discern the truth has made him over-suspicious and slow to trust. His (and his brother's) shrouded past makes him an excellent representative of the elusive Enigmatics. But one thing's certain: don't cross him unless you want to face the combined might of Comrade Yuri's muscle and Comrade Sergei's brains.

Codename V: Stef. The Scarlet Hand is the newest recruit to the Enigmatics. This previous-Leaguer once struck out on her own and made a name for herself. And now she's earned a spot among the Enigmatics as II's local informant.

The Independents:

These are the faction-less individuals that got caught up in the prison riot. Remember: they are not a cohesive group; rather, they're independent agents with their own personal goals. Some may be prisoners (either fresh or seasoned), guards, or simply anyone stupid enough to get caught up in this whole mess.

Codename i1: Kevin. The Mad Hatter likes hats. And he's mad. Mad/crazy or Mad/angry, you ask? Perhaps he's neither... or maybe both? Why don't you strike up a conversation with him and find out for yourself...?

Codename i2: Amanda. She's a no-name wanna-be amateur villain—and not a very good one at that. She's so bad at being a villain that she might as well be a hero. No one's surprised that she managed to get herself locked up in the Madhouse. And no, it's not just you—she's definitely ripe for recruitment.

Codename i3: Euan. Joe is Batman. Well, at least that's what he'd tell you, but Batman (being the fun-ruiner that he is) would say otherwise. But that won't stop Joe. Joe's... enthusiasm for justice has won him front row seats for tonight's show, and Joe intends to make full use of this opportunity to buddy up with the Alliance of Justice and put crime in its place.