

Madhouse, the RPG

V1.00

Thanks for committing to play! Everything below is subject to change as it's still in development.

Game Overview:

You are all participating (willingly or not) in the jail-bust of a low-security section within Gotham City's Arkham Asylum. Everyone's superpowers have been disabled, but at least you've all found your suits and masks.

Also, some of you have found your weapons...

It is only a matter of time before Batman shows up and busts your party, because... you know, Batman! Which of you will manage to fulfill your goals (wealth, reputation, revenge...) before the Caped Crusader starts smashing faces?

Factions:

You are all trapped in (and the guards trapped out of) a section of the Asylum known as the Madhouse. There are no big name villains or heroes here. There are, however, four factions mingling in the Madhouse this evening.

The most villainous is the League of Evil Masterminds, and (let's be honest) their name gives them more praise than they deserve. Their leader is in decline and the League members are rapidly warming to the idea of a change in management.

The Alliance of Justice incorrectly assumed tonight would be a good night to eke out revenge on the League's leader. Now they're trapped in the Madhouse as well. Their leader is a hot-tempered side-kick recently-turned-leader due to his mentor's death at the hands... claws/scythes/hooks of an as-of-yet-undetermined League member. The Alliance are costumed crime-fighters that risk their lives to change Gotham's streets for the better.

The Enigmatics are non-Gothamites; no one knows why they even came to Gotham in the first place. Their leader is a powerful individual in his own right, but has no connections in Gotham. This anonymity grants the mysterious Enigmatics a significant advantage. Perhaps they want to stay and rule Gotham... or perhaps they'll leave at the first chance they get. Maybe they want to save kittens from trees, or put kittens in trees, or something. No one knows. Tonight's a prime time for them to show their true motives.

The fourth faction is the Independents. These are the girls and guys that aren't currently committed to any one faction. They may try weaseling their way into a faction, or beginning their own.

The League and Enigmatics were recently incarcerated by Batman. The Alliance snuck into prison (ask them, not me) and got caught in this lockdown. Some Independents have been in jail for hours, others for decades.

Player Info:

Each player must create and submit their character's moniker and costume motif. You may be as serious or silly as you'd like.

Ex Moniker (pseudonym/street name): Jazz Hands the Dazzler.

Ex Motif (costume theme/colours): Sequined gloves and neon (primary colours) spandex.

Soon I'll privately inform you of your character's background information. Please feel free to suggest alterations that you think will enhance your character.

Closer to the date of the game I will provide you with your character's secret identity (civilian name), resources (weapons, secret information, money, or reputation points), and your character's motivation. Every character will have unique motivations.

When the game ends (when Batman busts in and shuts down everyone's murderous fun) every player will receive points for completing their motivation (worth lots), having committed (each person wrote the other's name down at the end) allies, or having resources remaining.

Note that no character can die, so no one will have to sit idly on the side-lines. If a character is held at gunpoint they'll be forced to Unmask themselves, reveal their secret Identity (which is a major loss of points), and forfeit all of their resources. All weapons are one-use only.

The player with the most points at the end wins.

All feedback is appreciated.

Summary:

- Soon I'll send you a character bio.
- Respond with your desired character super-name (up to you) and your intended costume idea (non-binding, you can change your mind later).
- Feel free to suggest details for your character bio.
- I'll send more character details later.