

TALISMAN

BATMAN

BOOTLEG BAD GUYS





Waylon Jones a.k.a.

KILLER CROC

2
FATE

If you are in a Bathroom at the start of your turn, instead of rolling the die for your move, you may move to any other Bathroom in any Region.

1
COIN

During your turn you may fence any number of Objects you have into bribe money. Discard the chosen Objects and gain 1 Coin for each.

5
HEALTH

During your turn, you may feast on any number of Followers you have. Discard the chosen Followers and gain 1 Health for each.

5
STRENGTH

1
CUNNING

ALIGNMENT: CHAOTIC

START: BOILER ROOM

DERANGED

CERTIFIED

YOU SUFFER FROM
DELIRIUM FOR 3 TURNS.

Leave all your Objects, Followers, and Coins
on the Space where you became Deranged.

While you are Deranged, you have:

Strength: 1 Cunning: 1

Move: One Space per turn (no die roll).

Life: Retain your Character's Health.

Fate: Retain your Character's Fate.

1

STRENGTH

?
FATE

—
COINS

1

CUNNING

You cannot add the additional Strength and
Cunning points of your Character. You cannot
perform or gain Feats, though you may keep
the ones you had.

?
HEALTH

When you return to normal, your Character will
be as before, minus Objects, Followers, Coins,
Fate, and Health lost while Deranged.

ALIGNMENT: AS BEFORE

START: AS BEFORE



Kirk Langstrom (Dr.) a.k.a.

MAN-BAT

4
STRENGTH

2
CUNNING

Whenever you roll a 6 for your move, you may fly to any other Space in the same Region instead of moving normally.

3
FATE

You need not roll the die in the Prison Yard, Dark Room, or Boiler Room unless you wish to. If you choose to roll, you must accept the result.

1
COIN

If you are defeated in Combat, you must roll 1 die to see if there is any change in your Alignment:
1-2) Chaotic Evil
3-4) Indifferent
5-6) Righteous Evil

4
HEALTH

ALIGNMENT: INDIFFERENT

START: DARK ROOM

DERANGED

CERTIFIED

YOU SUFFER FROM
DELIRIUM FOR 3 TURNS.

Leave all your Objects, Followers, and Coins on the Space where you became Deranged.

While you are Deranged, you have:

Strength: 1 Cunning: 1

Move: One Space per turn (no die roll).

Life: Retain your Character's Health.

Fate: Retain your Character's Fate.

1

STRENGTH

?
FATE

1

CUNNING

-\$
COINS

You cannot add the additional Strength and Cunning points of your Character. You cannot perform or gain Feats, though you may keep the ones you had.

?
HEALTH

When you return to normal, your Character will be as before, minus Objects, Followers, Coins, Fate, and Health lost while Deranged.

ALIGNMENT: AS BEFORE

START: AS BEFORE