

# THE JOKER

**REAL NAME:** UNKNOWN    **OCCUPATION:** CRIMINAL    **BASE:** GOTHAM CITY    **AFFILIATION:** NONE  
**HEIGHT:** 6 FT. 5 IN.    **WEIGHT:** 192 LBS.    **EYES:** GREEN    **HAIR:** GREEN

The Clown Prince of Crime, the Harlequin of Hate, the Joker is the Batman's arch-nemesis and one of the most dangerous psychotics to ever menace the world. His chilling laughter has been the last sound many of his victims have heard.

The Joker's true history remains largely uncertain, even to him: "Sometimes I remember it one way, sometimes another..." he said, "If I'm going to have a past, I prefer it to be multiple choice! Ha ha ha!" Some versions claim he was an engineer at a chemical plant who tried his hand at stand-up comedy, only to miserably flop. Desperate to support his pregnant wife, he turned to crime, only to have his wife and unborn child die in a random accident. Others say he was a two-bit criminal who came up with a scheme to hit the big time using the identity of "the Red Hood." Maybe he was a gangster in the Gotham underworld who worked his way to the head of a mob, only to become bored and look for thrilling new ways to commit crimes.

The one fateful event in the Joker's past that seems certain is his first confrontation with Batman. It resulted in a plunge into a vat of chemicals that bleached the criminal's skin chalk-white, turned his hair green, and his lips ruby

red, making him look much like a clown. His defeat and disfigurement drove the Joker mad.

Since then, the Joker has menaced Gotham City and remained a thorn in Batman's side. He has frequently gone on murderous crime-sprees before being locked up in Arkham Asylum, his insanity making him incompetent to stand trial in court. The Joker is responsible for many of the greatest tragedies in Batman's life, including crippling Barbara Gordon (the first Batgirl) and killing Jason Todd (the second Robin). He is a constant test of Batman's devotion to his own code of conduct, even to the point of deliberately trying to drive the Dark Knight and others (like Commissioner Gordon) to murder and madness, simply to prove they are no better than him.

The Joker often surrounds himself with hired henchmen or controls some criminal gang. He's known for supplanting gang leaders by killing them off and taking over their operations. During one of his many stints at Arkham, the Joker gained a sidekick and would-be girlfriend: Dr. Harleen Quinzel, a therapist who became romantically obsessed with the Joker and adopted the costumed identity of Harley Quinn to help him. The Joker has also worked with super-criminal gangs like



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PL11

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
2	4	3	4	7	6	5	5

## EQUIPMENT

**Lapel Flower:** Array (10 points)

- **Joker Venom:** Affliction 10 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) • 10 points
- **Squirting Acid:** Damage 5 (acid), Secondary Effect • 1 point

**Joy Buzzer:** Damage 8 (electricity) • 8 points

**Marbles:** Cone Area Affliction 8 (Resisted by Dodge; Prone, Immobilized), Limited to Two Degrees • 8 points

**Weapon:** Typically a pistol (Damage 4) or similar back-up weapon • 8 points

## ADVANTAGES

All-out Attack, Close Attack 3, Daze (Deception), Defensive Roll 2, Equipment 7, Fascinate (Deception), Improved Initiative, Improved Trip, Luck, Move-by Action, Redirect, Set-up, Skill Mastery (Deception), Taunt

## SKILLS

Acrobatics 4 (+7), Athletics 4 (+6), Close Combat: Lapel Flower 2 (+12), Deception 12 (+17), Insight 8 (+13), Intimidation 12 (+17), Perception 10 (+15), Ranged Combat: Guns 6 (+10), Sleight of Hand 8 (+12), Stealth 8 (+11), Technology 4 (+10), Vehicles 4 (+8)

## OFFENSE

INITIATIVE +7	
Lapel Flower +12	Close, Affliction 10 or Damage 5
Pistol +10	Ranged, Damage 4
Unarmed +10	Close, Damage 2

## DEFENSE

<b>DODGE</b>	15	<b>FORTITUDE</b>	7
<b>PARRY</b>	11	<b>TOUGHNESS</b>	6/4*
<b>WILL</b>	13	*Without Defensive Roll bonus.	

## POWER POINTS

<b>ABILITIES</b>	72	<b>ADVANTAGES</b>	23	<b>DEFENSES</b>	27
<b>POWERS</b>	0	<b>SKILLS</b>	41	<b>TOTAL</b>	163

## COMPLICATIONS

**Enemy:** Batman.

**Madness:** The Joker is completely insane, and therefore prone to irrational behavior.

**Trademark:** The Joker's ego compels him to taunt, leave clues, and otherwise make it clear he is responsible for his crimes.

the Injustice League on occasion, mainly to keep Batman's super hero allies out of the way and ensure he gets a shot at the Dark Knight himself.

Although possessing no superhuman abilities, the Joker has a brilliant and devious mind and uses a wide array of comedy- and joke-themed devices in his crimes. He is most infamous for his "Joker venom," a chemical concoction able to induce fits of hysterical laughter and, in high enough doses, paralysis or even death, leaving a rictus smile frozen on the victim's face.

Some of the Joker's traits are a bit lower than his power level indicates. He typically also has various thugs at his disposal to run interference and the GM may wish to treat them like the Sacrifice modifier of Summon (see the **Powers** chapter), allowing the Clown Prince of Crime to shift effects calling for a resistance check to one of his minions instead, letting them take the fall so he can get away. The Joker is also a master of using Deception to feint and stage surprise attacks, leaving heroes vulnerable and using his Set-up advantage to pass that benefit on to an ally or minion, laughing all the while.