

Notes: For this build, I'm not using the superheroic world template, if only because he doesn't have many 'unlimited use' powers, save a few minor conventions and being really good at martial arts. It also plays into the 'only human' angle, which I kind of like for this build.

Batman A.K.A Bruce Wayne

Level Ten God of Preparation / Pulp Hero / [Man dressed like a bat](#)

[Four Color Package](#) (18 CP):

- This includes Superheroic Durability, Superheroic Build, Rapid Recovery, Minor Conventions (Ready for Inspection, Comics Code, It's Sufficient, Heroic Will, Heroic Rally, Coincidental Catch, Heroic Health, and a Minor Benefit (see below).

The Modified Basic Pulp Hero (32 CP / +1 ECL Acquired Template)

- **Pulp Powers/Witchcraft III** (18 CP): Provides (Str + Dex + Con)/3 Power. If they drain their power pool below 5 points they become Fatigued. At 0 points they become Exhausted. This provides them with the following seven powers, all them are at least Specialized: instead of the usual wide-ranging suite of abilities that Witchcraft provides, most of their abilities are far more restricted.
 - *Only A Flesh Wound/Healing*: Specialized for Double Effect, only works on the user. A pulp hero can shrug off injuries and recover from poisons, diseases, and other injuries with amazing speed.
 - *Uncanny Insight / The Inner Eye*: Specialized for Double Effect, only to make the user unusually mundanely perceptive. Grants + 6 (+12) on relevant checks, including Spot, Sense Motive and Listen for 1 power every 10 minutes.
 - *Man Of Bronze/Hyloka*: Specialized and Corrupted for Increased Effect / The user may spend 1 power to gain (Universal) Energy Resistance 8, Damage Reduction 4/-, and 2 points off any attribute drain or damage taken for one hour. An additional 2 Power will double those benefits, but only for ten minutes.
 - *Trained By Mystic Monks/The Adamant Will*. Pulp heroes have incredible poker faces and are almost impossible to mind control.
 - *Unaccountable Magnetism/Glamour*: Specialized and Corrupted for Increased Effect/Pulp heroes attract the attention of dangerous and inappropriate would-be partners, find old girlfriends, offspring, and other obligations all over the place, and upset possible rivals. They attract helpful sidekicks who often require rescuing or lead trouble to them. This has no cost, cannot be turned off, and provides a +12 bonus on any relevant romantic, seductive, or sensual rolls.
 - *Canny Strike/Elfshot*: Specialized and Corrupted for Increased Effect/You may spend 1 Power as a part of an attack action to force those you hit this round to make a DC (16 + Cha Mod) Will save or suffer one of the following effects of your choice:
 - Disarmed, Mortally Wounded, or Tripped.
 - Knocked Back (1d4 x 5) Feet. This movement does provoke AOO.
 - Blinded, Dazed, or Sickened for 1d3 rounds.
 - Deafened, Entangled, or Shaken for 1d4+1 rounds.
 - *Mortally Wounded characters have +10 damage for purposes of determining when they are Disabled, Dying, or Dead – although, unless actually driven below -10 they will get 1d4+1 rounds after becoming technically Dead to gasp out final words or take a single dying action, although there's no way to save them at this point short of something that can raise the dead. Mortal Wounds go away after magical healing, a DC 20 Heal Check, or if the victim is still alive in five minutes.*
 - *Danger Sense/Witchsight*. Once per round the user may spend one power to come on guard (negating surprise) and/or take a 5' step. This does not count as an action and may be done at any time. If the user chooses to spend 2 power he or she can also provide sufficient warning of an incoming attack or a trap triggering to allow any companions within 20' to take a 5' step as well. For 3 Power the user can negate surprise for his or her companions within that same radius. Sadly, no single character can be aided by Danger Sense – whether their own or someone else's – more than once per round.
- **Advanced Witchcraft:**
 - *Explosive Fists/Wrath Of The Sea*: Specialized in Unarmed Attacks (1 power to gain +6 to Attacks and Damage for ten minutes).
 - *Crack Shot/Dance Of Flames*: Specialized in Ranged Combat (1 Power to gain a +6 bonus to your Dexterity Modifier with respect to ranged combat for ten minutes).
- **Pacts**: Epic Quests (Completed long ago), Guardianship (Assorted Young heroes and Justice League relics)

Unbowed Hero/Innate Enchantment (11,000 GP Value, 12 CP):

- *Gravity Bow*: Pathfinder, bolts cause 2d6 base damage (2000 GP).

- *Weapon Mastery* (The Practical Enchanter): +4 Competence Bonus to BAB with Crossbows (Personal Only, 1400 GP). Yes, this does increase iterative attacks. Alternatively, a Pulp Hero may opt to apply this bonus to unarmed combat as well.
- *Immortal Vigor I*: The Practical Enchanter, provides +(12 + 2 x Con Mod) HP (1400 GP).
- *Mage Armor* (Personal Only, 1400 GP). Pulp Heroes are hard to hit even in their underwear.
- *Force Shield I* (The Practical Enchanter) (Personal Only, 1400 GP)
- *Arrow Mind*. This effectively lets a pulp hero engage in melee with his or her “guns” (2000 GP).
- *Resistance* (Personal Only, 700 GP). This provides a +1 Resistance Bonus to their Saving Throws.
- *Ghost Sound* (Background Effects Only, 700 GP). Pulp Heroes are often accompanied by snatches of background or personal theme music, ominous echoes, and other curious sound effects. This might provide a +1 bonus on occasional skill checks, but it would be unwise to count on it.
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- **Bottomless Magazines**: Immunity to Minor Expenses, Specialized and Corrupted for Increased Effect/ammunition only (Common, Minor, Trivial, may ignore the need for ammunition costing up to 15 GP/Shot, 2 CP).
- **Ready For Anything**: Immunity/Power Activation (Very Common, Major, Minor, Specialized and Corrupted/only at the beginning of a fight. 3 CP): A Pulp Hero can pick 3 Power Points worth of enhancements – normally Man of Bronze (at the one point level), Explosive Fists, and Crack Shot – to “already” have running at the beginning of any conflict without power point cost.
- **Template Disadvantage: History** (you have various old enemies and such scattered about) (-3 CP).
- **A Will Of Iron**: +1d6 Mana as 3d6 (10) Power, Specialized/only usable for Pulp Hero powers (3 CP).
- **The Inner Fire**: Rite of Chi with +4 Bonus Uses, Specialized and Corrupted/only to restore power, only to refill the Pulp Hero Powers pool above (4 CP). +12 Bonus Uses that only automatically pay the cost of maintaining A Lens Of Brilliance, below (6 CP). Note that this more than suffices to keep A Lens Of Brilliance running constantly – so it’s bonus applies to skill points gained per level.
- **A Lens Of Brilliance/Spirit of the Sage, Specialized for Double Effect/Skill-related effects only** (+6 to effective Int Mod), Corrupted/automatically reactivates itself, cannot be turned off as long as the user has Power remaining (1 Power/Ten Minutes, 4 CP). Note that, since this is always on, an Advanced Pulp Hero gains six skill points per level as well as getting a big bonus on their intelligence-based skills. Given the amount of combat Pulp Heroes see, at least one and probably two martial arts are probably in order.
- **Holmesian Expertise/Inner Light, Specialized for Double Effect/only for Skill and Attribute Checks** (+6 to effective Wis Mod, 1 Power/Ten Minutes, 6 CP).
- **The Superior Man Need Never Be Broke**: Minor Privilege/Wealth (3 CP):
- **Double Enthusiast** / Specialized and Corrupted / only to purchase ‘The birth of the flames’, and only to purchase it with the ‘vehicle’ restriction set to specialize for increased effect. Batman by default has this set to the Batmobile, but can swap it out for a wide variety of vehicles.

Basic Attributes: Str 15, Int 18, Wis 14, Con 16, Dex 16, and Chr 14. Rolled with 5d6 keep 3

Protector of Gotham: (42 CP)

Dominion (6 CP)

Landrule / Corrupted (Cannot actually use the ‘Commune with Nature’ ability) (4 CP)

Voice of Command (6 CP)

The Rightful King (6 CP) (A minor variant that gives the impression that he is a brooding hero, instead of a rightful king)

Heroism (6 CP)

Manipulation (6 CP)

Sphere of Influence (6 CP) (Preparation)

Godfire / Specialized and Corrupted for decreased cost, provides no side effects outside of agelessness, and may only actively use godfire for Duplication, Acceleration and Bestowal, and only to represent preparedness and training benefits) (2 CP)

Basics:

BAB: + 4 (24 CP)

Light and medium armor proficiencies with the 'smooth' modifier (18 CP)

All simple and Martial Weapons (9 CP)

Trained Mind, Trained Body: Improved Augmented Bonus x4 (adds Int to Saving throws and BAB) (48 CP)

(24 + 18 + 9 + 48 = 99)

Saves:

Reflex: + 4 (Purchased) + 3 (Dex) + 5 (Int) + 1 (Resistance) = + 13

Fort: + 4 (Purchased) + 3 (Con) + 5 (Int) + 1 (Resistance) = + 13

Will: + 4 (Purchased) + 2 (Wis) + 5 (Int) + 1 (Resistance) = + 12

Total Cost: 36 CP

Narrative / Pulp Powers:

Pulp Powers / The Secret Order (5 additional witchcraft effects) (6 CP)

- Shadow Meld/Shadowweave: You may spend 1 Power to cloak yourself in shadows for thirty minutes. During this time you gain a +12 Circumstance Bonus to Stealth and may hide in plain sight – but these benefits only apply if there are at least some natural shadows or dimly lit areas about.
- Athletic Paragon/Hand Of Shadows (constant): You gain a +4 bonus on Acrobatics, Climb, Fly, Ride, Swim, and Martial Arts based on Str or Dex (this does increase the number of techniques that you know) in each such art, +10 feet/round to all of your movement rates, subtract six dice from any falling damage you take, and can never become overweight or out of shape.
- Intuitive Operator/Witchsight (constant): You know how to properly operate any device you come across. This does not necessarily mean that you have any idea what it DOES, but you intuitively know what to do to make it work. You enjoy a +6 bonus on any rolls to operate a vehicle or otherwise operate machinery.
- Signature Weapon/Witchfire (constant): A favored weapon or pair of weapons is infused with Power, gaining "+2" worth of Enhancement Bonuses and/or special abilities (they do not have to include an enhancement bonus). You may apply this effect to your fists if you so desire.
- Visage Of The Dragon/Glamour: You may spend 2 Power as a part of an Intimidation check to target all non-allies within a sixty foot radius. If you focus on a single target and succeed you may cause them to freeze in terror as long as you continue to concentrate and they are not blatantly distracted (perhaps by the interposition of a barrier, or being attacked) from your terrifying visage.

Favoured Foe (Theme Criminals + 4, Thugs with Guns + 2) (6 CP)

6d6 mana, with Reality Editing, Resilience and Spell Enhancement (48 CP)

Damage Reduction 9/- (Specialized and corrupted / only for dramatic entrances, such as bursting through windows) (6 CP)

Rite of Chi with 8 bonus uses (12 CP)

Technology Powers:

Inherent Spell and advanced inherent spell I (Specialized for half cost / only as prerequisites) Advanced Inherent Spell II (Technological-Gadget Anyspell of any effect up to level 3) Total: 12 Corrupted / may be taken away by physically confiscating the gadgets. Net Total: 9 CP

Action Hero / Stunts and Crafting (12 CP)

Double Enthusiast x3 (Specialized for reduced cost / only for create item variants) (9 CP)

Innate Enchantments: (12 CP)

+ 2 to all attributes (8400 GP)

- + Omni Skill Mastery (+ 2 competence bonus to all skills) (1400 GP)
- + Sidestep (+1 resistance bonus to all saves) (1400 GP)

Leadership:

Leadership (6 CP)

Skills:

Fast Learner (Specialized in skills for double effect) (6 CP)

Adept (Batman's Martial art, Hide, Move Silently, Profession / Investigator) (6 CP)

Professional (Batman's Martial Art) (6 CP)

5 SP (5 CP)

Available Character Points: 264 (level 10 base) + 10 (disadvantages / Hunted (Various Enemies), Obligations (Wayne Tech), Insane (The whole dresses like a bat thing)) + 20 (Duties / Heroism, to the justice league and the batfamily and to Gotham) + 30 (Human, Level 1, 3, 6 and 9 bonus feats) + 36 (Unique Training) + 24 (Godfire) = 384

Basics: 99 CP

Pulp Hero Templates: 64 CP

Four Color Template: 18 CP

Protector of Gotham: 42 CP

Saves: 36 CP

Technology Powers: 78 CP

Innate Enchantments: 12 CP

Leadership: 6 CP

Skills: 23 CP

Total: $99 + 64 + 18 + 42 + 36 + 78 + 12 + 6 = 355$

Skills:

Side note: I checked, and shuriken are strictly inferior to throwing daggers for no discernable reason, and are exotic weapons to boot. 'Batarangs' should probably use the statistics of a throwing dagger, not shuriken.