

CAVES, COWLS and *Villains Foul*



Gallery of Evil

GALLERY OF EVIL

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CHAPTER 1

Essays and Advice

Introduction

A superhero needs a supervillain to define them.

In order to help you keep Heroes on their toes, we are happy to present to you a gallery full of despicable foes. Each character here has been carefully crafted, their Traits given individual care, and it is our hope that even if you don't like the villains presented, you will be able to see why they were designed the way they were, and players and Editors are welcome to steal any Traits represented here, rename them, and use them for their own characters. Each character will include a section on why and how their Traits were designed the way they were and how to best utilize those Traits in your games to get across the desired effects.

It is our hope that this will prove helpful to everyone who thumbs through this supplement (or swipes, or scrolls, etc.).

You will also find a big story arc (probably more than one Issue) showcasing many of the foes contained within, specific and generic plot seeds for these enemies so you can craft your own Issues, 250 and 300-point villains, advice on how best to bring these villains into your game, and some general advice obtained from documents stolen from Supervillain University 101 class.

Villains, Villainy and the CC&VF System

Remember when your favorite team of heroes in your favorite comicbook faced off against one villain? Not a super powerful villain either. Maybe it was just some dude with a sword. One guy against a whole team!

So, how would an Editor handle this? Let us assume the Big Team is comprised of 200-point characters. So, does this swordsman need to be a 200-point character? A 250-point character? 300 points? No.

Editorial Control.

Careful use of Editorial Control empowers the Editor to make even a 150-point villain an interesting threat for a team of 200-point characters. Focus on the villain. Use Editorial Control to keep him in the fight. Use EC to have his escape from jail to show up again in Act 2 or Act 3.

You can also steal (these are villains after all) the rules for having two characters with disparate point values adventuring together for a Villain. So, using the guy with sword example: Maybe he is only a 150-point character. So, bump him up to 200 points with some extra EC and beef up one or two of his Traits. Now, with 6 members of the Big Team at the table, he may well have the standard pool of EC as well as additional EC. Will he defeat the Big Team? Probably

not. But you don't have to factor in game balance and just make him a 600-point character either just to have him stand toe to toe against the Big Team.

Conversely, a team of five villains can team up against a solo hero, by adjusting their Setback Tokens.

CC&VF was designed to emulate these situations that occur in comics. It was not designed to be a power-creep system where in order to create a challenging opponent one needs to just dump more points in the creation of said opponent.

The Situation

Many of the villains contained within have been built to have one or two potentially devastating attacks, many using a particular combination of Traits Linked together with Situational Bonuses. Can you do the same for your characters? Sure.

But how do these Situational Modifiers factor in when rolling a natural 12?

You have two choices. I'd suggest keeping it consistent in your game. In my games, I include the Situational Bonuses in the value of the Trait being doubled, which will certainly up the "Oh no!" factor when a 12 is rolled. Or you can just double the Primary Trait and add in everything else after this doubling.

Epic Villains

The 250- and 300-point Villains presented in this book are designed to be critical enemies for use in your series and Issues. You may find that they go down too quickly, or you may find that they easily wipe the floor with the Heroes.

If the former, I'd strongly suggest tapping into that pool of EC: Recharge their highest Traits, buy back Setback Tokens, Push, etc.

If the latter, here are some optional rules to help you Heroes feel like they have a fighting chance, and also to up the dramatic narration.

Lowering Editorial Control

Your Epic Villain shows up and wipes the floor with the Heroes every time out.

Well, that will be a frustrating Issue for Heroes (and players), but what to do for the follow-up Issue?

Lower the EC available to the Villain. I might suggest subtracting 2 points of EC from the pool of EC available to them for every 50-point difference between their point total and the point total of an individual Hero.

You can do this for any Villain. So, if the Heroes are 100-point street-level heroes facing off against the Intergalactic Tyrant with 200 points, maybe give the Heroes a fighting chance.

Modifying the Scene Structure

D'Struk'Tor (see page 28) shows up. He brings with him massive damage and destruction. He obliterates the Heroes quickly and easily.

What is an Editor to do?

Explain that with the Heroes Out of Commission, D'Struk'Tor continued his rampage through the streets of Manhattan, and Manhattan is now an island of rubble.

Well, an Editor could do that, but I would guess that the players will be kind of upset, and might even cry foul, and honestly, what kind of cooperative narrative experience is that?

So, instead, I might offer up a new approach to the Combat Scene.

Instead of one Scene needing

to end, approach it like one long Combat Scene, but with panels of carnage and mayhem inserted. We will call it the Epic Scene.

An Epic Scene is one that should not occur too frequently in your games, as too much Epic, and the Epic will be mundane.

Use Epic Scenes only in the gravest of situations.

An Epic Scene is one Combat Scene where Heroes may well fall several times, but the fight continues.

How?

Using the above example: D'Struk'Tor beats up all the Heroes until they are Out of Commission. His purpose is total destruction (hey, it's what he does).

Instead of moving to the next Scene, and having the Heroes

ED. NOTE: EPIC HEROES

Can you have 250 and 300 Point Heroes in your games? Why not? It is your game. Ramp it up as high as you want! Looking for that Kingdom Come flavor? 300 Point Heroes across the board. They will still have Complications, and you can still tell very human stories with them, but they can now go out and do incredible things.

The 200-point "cap" suggested in the CC&VF core rules seemed to be able to emulate the top tier of Heroes represented in comics. You may disagree. You may feel that you can best make the Hero you want to play only with 250 or 300 points. You bought the game. You can do what you want with it!

Have fun!

face the unfun consequences of having been defeated, and the destruction of Manhattan, let the Heroes dig really deep.

Embrace the medium of comics.

Use the concept of panels, or Beats to amp up the Editorial narration.

Describe the defeat of the Heroes.

NEXT: Describe what D'Struk'Tor does next. Not hours of his actions. One page of panels perhaps, or in narrative terms, one Beat.

Describe one thing this Villain does.

One thing...

"With all of you bloodied and at his feet, D'Struk'Tor charges up his internal battery and zooms off into the city. He slams full speed into the Statue of Liberty, denting it horribly, shaking it from the foundation. Tourists scream, as large chunks of the green copper fall to the ground as he rips into this symbol of America as if it was made of paper."

As Editor, give yourself a chance to really horrify the players with what the Villain is doing.

AND THEN-

Give them a chance to act.

Announce that this is an Epic Scene, and that the following

ED. NOTE: THE FICKLE FINGER OF FATE

One good roll and one bad roll can change the tide of combat. This is intentional. Comicbook fights do not take up many "rounds" in game terms. Heroes will go down. Heroes will also get up at the end of the combat, dust themselves off and get ready for Act 2. This was all part of the design goal. *CC&VF* combats should run quickly and be over quickly. Because there is always another one coming up!

A character falling in combat is something that is quite different from most other roleplaying games, where dogged determination means you never want your character to fall, fighting until the bitter end. In *CC&VF*, players will have to adjust, and embrace the genre, and understand that maybe next Scene the stars of fate will shine upon them.

With higher valued Traits, rolling a 12 is a real game-changer. Giving a character as many dice to roll in the hopes of getting that natural 12 is also encouraged. Superheroes throw big punches, and it is awesome when a character (Hero or Villain) announces their total as a number upwards of 30 or 50! Their opposition will likely hope they have enough EC to avoid a Big Hit! And if not, they go down!

Essays and Advice

conditions are in play:

Their Usages do not Refresh. They can re-enter the Scene with one Setback Token. Or, they can wait.

If at least one Hero re-enters the scene, the Editor is finished describing this Beat. In comicbook terms, we turn the page.

Give the Hero a chance to describe how they shake themselves up, and how they will re-enter the Scene. Let them shine for a moment. They want to be cool and heroic, it is why they wear spandex, so let them.

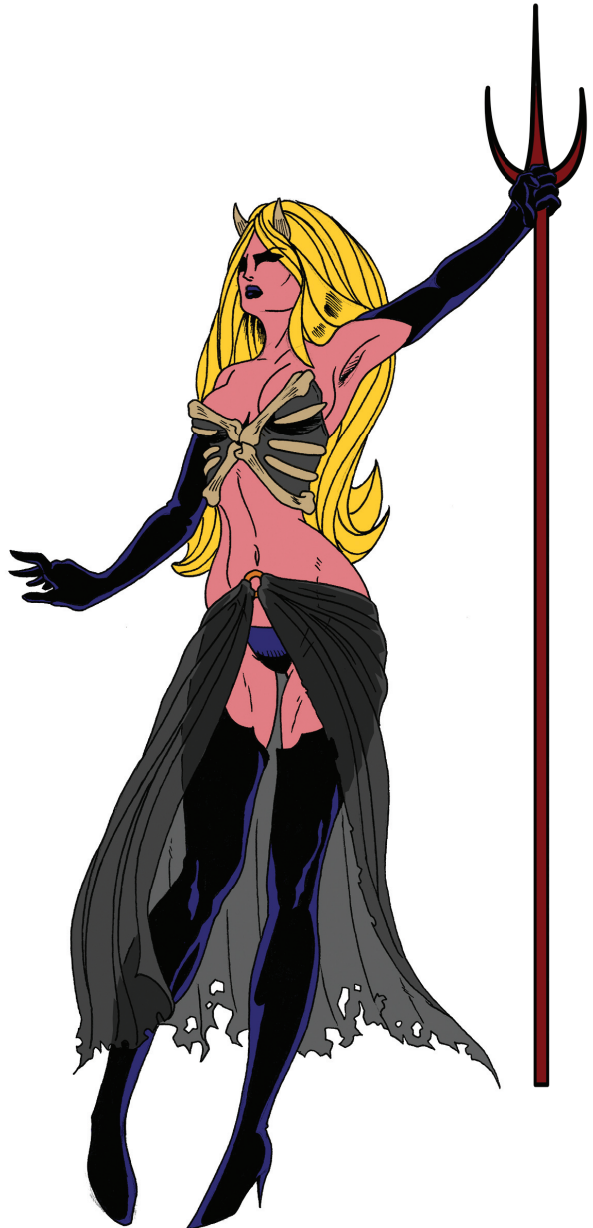
Now, you can also tell the Heroes that they can wait, and if they do, more of their Setback Tokens will refresh.

This allows the players to decide how they best want to act as a team. Should just one Hero enter the combat to buy time for the others?

Once one Hero re-enters the combat, the Villain will indeed likely re-focus their attention on the Hero, but maybe there is still some collateral damage.

When does the next Hero enter combat? There is

no hard and fast rule on when the next Beat should come into play, go with your gut. Let the Heroes with only one Setback Token stand up against the foe for a bit.



Stephen Shepherd

Let them be scared. Let the fallen Heroes be scared.

Now, if the Villain drops the Hero(es) again, quickly, give him another Beat.

Heroes may want to re-enter the Scene and not immediately confront the Villain, maybe instead activating a Complication.

Go with it. But, make them potentially regret this choice (as with any Complication).

What if the Villain goes down?

Give the Heroes a Beat of action if you want to make it truly epic. One Beat, one Setback Token refreshes. Maybe you can do it in such a way that the Heroes don't even know, they think they have won. Ask the players to describe what their Heroes are doing, describe all the proverbial fires that need putting out. And then, describe the Villain pushing himself up.

Now, you may find that all this Epic stuff might mean that a Scene just goes on and on and on. Don't let that happen. You can end the Epic Scene anytime you want, of course.

Don't overuse it. Make it *the* showcase Scene in an epic fight against an Epic foe, think end of the world, the Hero fighting for their life and the life of everyone on planet Earth!

An Extended Extended Scene Primer

How to run an Extended Scene?
How to make it fun and engaging
and not too frustrating?

Go back and flip through *Tomb of Horrors*, from 1st Edition D&D. The Gygaxian method of problem-solving (what we will call riddle-solving, picking up clues, deciphering a puzzle, etc.) relies on the *players* being good at riddles and the like. Some players really groove on this; some players *do not*.

When I roleplay, I might play a character stronger than I am, tougher than I am, someone who can wield a sword, fly through the skies, etc. I also might play a character who is smarter than I am. I have always believed that this one of the fun things about roleplaying. Additionally, my character lives in the world, so he understands the world and how it works, just as I like to think I live in the world where I am a dude typing these words on my computer, and I might even offer up I understand the world. If nanomites that act as hi-tech security devices are part of your world, then it would be assumed that characters would know about this, even if players do not. If my character can do something, but I cannot, why should the game suffer? Players roleplay to do things they cannot do in the real world. So, if a character has got

a Trait named SUPER-AMAZING DETECTIVE GIRL 12, that means that the character is a super-amazing detective. It also means that the character might very well understand and pick out a clue that the player did not.

“Punishing” players for not having the knowledge that their characters might have can be very frustrating. Allowing characters to shine can be very rewarding.

Extended Scenes are ways in which characters can shine outside of combat.

The G33k Grrl Issue presented in *Gallery of Evil Volume 1* has numerous clues to lead Heroes on a wild goose chase. But it isn’t much fun if the Heroes can’t figure them out, especially if the Heroes have the appropriate skills, powers, and interests.

The clues presented each have multiple clues within them. The question remains how to get these clues to players to allow them to piece the puzzle together (one could argue this is a question in many roleplaying games). Each clue has multiple parts to it, things that might seem awry. Maybe your players will pick up some of these clues, maybe not. Hopefully as the Issue progresses, they will get a feel for how they are set up.

So, if your players are befuddled, perhaps point out some of the things that are unusual, whether it is Capitalization, or phrasing,

or even just Ms. Cadenski out and out pointing them in the right direction directly. Once they find out what is unusual, and if they are stumped as to the significance, this is where Traits come into play. Characters will need to make Trait rolls to delve deeper into the significance. But at what difficulty? This very much depends on the Traits being used. For the overarching mystery of how to find Ms. Cadenski (I don’t want to give anything away with specifics), some Traits that might not seem applicable will be very applicable and will lower the difficulty. Also, keep in mind, that an action like solving a riddle might be against a static difficulty, actively opposing a character (like, say, going up against the world’s greatest computer hacker) will be opposed, so, the opposing number is not static, and a shrewd villain like Ms. Cadenski, can Link Traits, Push, and spend EC if she wants. Just like Heroes can. And narrating the failure or success is part of the fun, make it as compelling and engaging as a superheroic round of fisticuffs.

Back to the difficult question of what difficulty to set the Use of Traits to find clues at? I will not give a specific number, because I am not at your table, I do not know how the Heroes at your table have been designed (total number of Design Points, what Traits they might have, etc.), so the best I can say is, build tension. Players who are stumped can Use their Traits. As long as it is a decent roll, depending

on the Trait being Used and the applicability to the specific clue and sub-clues, help players out. Present to them one or two, perhaps a really good roll will unlock several clues and sub-clues, not just in the current clue, but in past clues. I know this answer is super wishy-washy, but I am trying to empower the Editor and players to have fun, and be creative, and hope that perhaps as the Issue and story-arc unfolds, players will become more active, and the Editor can give them some gentle nudging, but after that the players can start putting them together.

In short though, all these clues are designed to nickel and dime a character's Traits as the Issue and mystery unfolds, making it harder and harder for characters to find G33k Grrl.



Stephen Shepherd

What if a player has knowledge that greatly helps them, what if a player solves a mystery without their Hero needing to Use any Traits.

Great! No worries. Sometimes, as the expression goes, the sun shines...

With the clues annotated, players might want to decipher them with their tablets, smartphones, laptops, or maybe just their player knowledge. Because of the annotation, one can get a peek into the process of how the clues were constructed, and this is totally acceptable as well.

The clues getting the Heroes from place to place are absolutely meant to be solved. Let players have their Burt Ward and Adam West moments.

Finding G33k Grrl, well, maybe they will get lucky. In many ways, the secret to the clues is relatively simple, but, because of the multiple layers, is also designed to catch Heroes up.

As the Issue unfolds, and (hopefully) the tension mounts, depending on how you want to run the Issue, consider increasing or decreasing the difficulty to decipher the clue. For the clues to find G33k Grrl, decreasing their difficulty as the Issue unfolds, let it play out like a well crafted murder mystery. Increasing the difficulty, adds to the sense of Ms. Cadenski's stress.

I tend to play G33k Grrl as very cocky, and not at all concerned, but maybe your G33k Grrl is at heart a coward.

Red Herrings? Don't abuse them. Sending characters the wrong direction with a failed Usage can be very effective once or twice, but done too often will likely frustrate your players.

Setback Tokens accumulated in the Extended Scene serve the same purpose as Red Herrings, increasing the dramatic tension,

but in a quantifiable way so that players can feel the stress of the Extended Scene. Don't be afraid to give players Setback Tokens, especially if they are Using Traits that are just not very applicable.

Professor Prestige (see *CC&VF* Core Rulebook) is all about misdirection (Red Herrings), G33k Grrl is all about whittling the players' resources down. Both have style. One likes to see Heroes run around making fools of themselves. One likes to be a puppetmaster.

ED. NOTE: TO FACTOID OR NOT TO FACTOID

You will notice that some of the Villains presented here are a little light on Factoids. This is intentional: Villains often make sporadic appearances, thus their Factoids are not as relevant. We wanted you to be able to customize them to fit in your Series. Maybe a particular Villain has a special love or hatred for a particular Hero, maybe there is a connection between one of the Villains and someone close to one of the Heroes. Great stories come not just from the fights and villainous capers, but also from the backstory. Introduce Jackson Cray (see p. 106) in your Series as an ally to the Heroes early on, and then several Issues later, allow the story of his transformation to be told. Have the Heroes be somewhat involved in the case of Kaitlin Ross. So, maybe she is also a friend of the Heroes. Just because the Villains here are fleshed out and ready for use doesn't mean that you shouldn't have these introductions happen in your game. Make them yours. It is *your* game. Maybe they are a lawyer in their secret ID, or fan of a local sports team, or from North Dakota.

The same goes for Complications. Complications should change over time, for Heroes and Villains, as their personalities develop, as relationships are forged and broken. Maybe Jackson Cray has a Complication "Has a fondness for (a specific Hero)." Maybe he has always had a crush on this particular Hero.

As much as comicbooks can be about fun fights and capers and saving the world, the real meat, in this author's opinion, comes from the personal stuff.

CHAPTER 2

Solo Villains

An Island Unto Themselves

Not every mastermind, crook or supervillain feels the need to band together with like-minded cretins to get things done. Many Villains rely solely on Numero Uno, preferring not to share the wealth and notoriety with anyone... much less those who likely harbor their own ideas about being Numero Uno. Such villains may employ henchmen to carry out their grunt work, but any alliances they form tend to be extremely temporary (and, more often than not, end in violence).

In this chapter, you will find a collection of solitary Villains to plague the Heroes with in your games. They may not be team players, but they're still menaces of the highest order.

Format Change

If you've already flipped through the Villain write-ups in this book, you'll have no doubt noticed that the format looks different than the one we utilized in the core rulebook.

There were two primary reasons for this shift. For one thing, the original format (particularly the Trait blocks) was wieldy and cumbersome, and we wished to create something that felt more organic and user-friendly. Secondly, we wanted to expand each write-up to two pages so we could present you with more in-depth characters with fully fleshed out backgrounds, advice on playing the character and even a smattering of ideas for Villain-specific Issues.

All future products will use the format found in this product.



Darren Bulmer



Traits

BILLIONAIRE BUSINESSMAN 9 (1/1/1)

- Versatile (Resources, Hi-Tech Gadgets, _____)
 - +2 Linked with CUNNING
 - +2 Linked with INTELLIGENCE
 - +2 Linked with MEDIA STAR
 - +2 to Escape
 - Link +5
- (48 Points)

SUPER-INTELLIGENCE 9 (1/1/1)

- +2 in Extended Scenes
 - Auto-Defend
 - Link +5
- (39 Points)

CUNNING 9 (1/2/3)

- Link +5
- (40 Points)

GORILLA TOUGHNESS 7 (1/1/1)

- Link +3
- (22 Points)

GORILLA STRENGTH 7 (1/2/3)

- +2 Linked with CANE
 - +2 Linked with FURY
 - +2 Linked with BUSINESS MAN (Gadgets)
 - Link +3
- (32 Points)

BELOVED MEDIA STAR/ ODDITY 5 (3/2/1)

- Versatile (Spin-Control, _____)
 - +2 to Escape
 - Link +3
- (27 Points)

BEAT-DOWN W/ CANE 5 (1/2/3)

- Can Only Be Used to Link
 - Link +3
- (20 Points)

GORILLA FURY 5 (1/2/3)

- Only When the Chips Are Down
 - +2 Linked with STRENGTH
 - +2 Linked with CANE
 - Link +3
- (22 Points)

Complications

- Given over to Primal/ Violent urges
- Overconfident

Factoids

- British
- Suave and Debonair

Miscellaneous

Base EC: +0 Threshold: 10 Points: 250



Playing the Villain

In a fight, Mr. Wellington is no slouch. He might have a hidden suit of Hi-Tech Armor (BUSINESSMAN) under his impeccably tailored suit, but his greatest strength lies in his ability to manipulate the media and perception of him, as well as his methodical approach to his "business": it should be nigh impossible for Heroes to ever actually pin anything on him. He can shut down the business of a relative of a Hero, he owns many of the media outlets through shell corporations, and above and beyond that, his British accent and absolute oddity and accessibility make him the darling of everyone. He contributes generously to many charities, and loves to privately humiliate the Heroes.

Background

For just about as long as science has been practiced, people have been conducting experiments on simians, likely because they are quite similar to humans in many ways. The general thought on the matter is that they are similar to us, therefore treatments and procedures that work on them will work on us too. Enter Professor Phineus Brackam, the world's foremost geneticist.

Professor Brackam is a widely respected scholar in his field, but several of his experiments were of a different nature than the public knew. His goal was to transform simians into the perfect slave race for humans. Using genetic alteration and cybernetic implants, he wanted to make them smarter, stronger and more docile. In this, he went overboard.

His test primary test subject was a gorilla named Alistair, a foul tempered animal with no love for humans. Brackam enjoyed the thought of turning this violent beast into his own submissive servant. Every bit of his research went into this task and no expense was spared. He even cloned a human brain (that of a deceased business tycoon named Richard Wellington), tinkered with it to ensure complete compliance and then replaced Alistair's head with it.

The result was not as he planned it. Alistair's combustible demeanor, coupled with Wellington's vast intelligence, made for an explosively dangerous mastermind. After years of torment at the hands of Brackam, the enhanced gorilla murdered him, but in such a way that it would look like a lab accident.

Naming himself Alistair Wellington, he became extremely popular with the media. An intellectual gorilla was something the world had never seen before and he was perfectly willing to play the role of the charming and witty novelty act, all the while building up his own corporation, Wellington Enterprises. The corporation was, in truth, a front for a criminal empire that he had been fostering all along.

Issue Ideas

I Own You: Any tech-based Hero, or if the Heroic team has an HQ, likely doesn't know it, but they are under the umbrella of Wellington's assets. Wellington tech was likely used in the creation of the suit, and thus, he can deactivate it at any point in time (consider this a bonus, Editor-created Complication!), and because he owns and funds the base, he knows all their secrets, and can shut them down at a moment's notice!

Dirty Business: The Heroes know Wellington is bad news, but just cannot seem to pin anything on him. How frustrating. What happens when he begins his mayoral campaign of the Heroes' city, promising to devote a significant amount of his own money to cleaning up the city and improving the infrastructure? How will Heroes beat an opponent who is universally loved, how can stand up against the political machine?

Monkey Business: Wellington masterminds a rescue of all primates from the surrounding zoos. If he can be made perfect, so can his simian brothers, and after all, does he not owe it to them, and does he not owe himself a mate? Animal rights activists applaud this freeing of the simians, but Wellington has to store them somewhere, and given the very invasive procedures required, when some of the leading minds in specialized fields, military, technology, artistic, etc., go missing, it has to be more than a coincidence!

Traits**QUANTUM PARTICLE PISTOL 16****(1/1)**

- Incapacitate
- Cannot be used with Detriment Dice (54 Points)

FUTURE ALLOY BODYSUIT ARMOR**9 (1/2/3)**

- Versatile (Protection, Sensors, Interface, _____, _____, _____)
- Link +5 (49 Points)

GRIM RESOLVE 9 (1/2)

- Link +5 (31 Points)

HISTORIAN FROM THE FUTURE 5**(1/2/3)**

- +2 in Extended Scene
- Hint
- +2 Linked with INTELLIGENT
- Link +3 (29 Points)

INTELLIGENT 5 (1/1/1)

- Link +3 (18 Points)

PEAK PHYSICAL CONDITION 5**(2/1)**

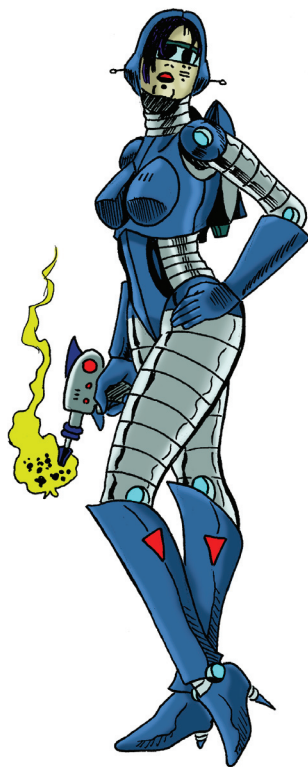
- Auto-Defend
- Link +3 (19 Points)

Complications

- Will do whatever it takes
- See herself as a hero
- Inexperienced

Factoids

- From another time

Miscellaneous**Base EC: +0 Threshold: 10 Points: 200**

"Know that in death, you give birth to the Future."

Playing the Villain

Play her like a Hero. She is a Hero. Her Hint allows her to gather useful intel about this time period and the Heroes (and Villains) she is hoping to recruit.

Her PISTOL operates with an unusual power source, one not available yet, and thus needs to recharge after two Uses, either Recharging it with EC, or it becomes inoperable for the remainder of the Scene. She has traveled through time, but that was a one time thing (for now).

Her ARMOR may likely have flight capabilities, emergency weapons systems, whatever is needed!

She will activate whatever Complications she has to, to see what the Heroes are made of. Will they save their sickly grandmother, or will they try and stop the bridge from collapsing? The human race is in desperate need of Heroes who will do what is needed, so she will do what is needed to ensure she can bring such Heroes with her to save everyone!

Background

It was the second year of the war against the extra-dimensional invaders known as The Nil, and the people of Earth were faring badly. Even the most advanced weapons and defenses were proving to be largely ineffective against such monsters. With billions dead, the armies of humanity grew desperate. No idea or strategy was deemed too strange to at least consider. To this end, the historian Helga Singh was tasked with studying the archival reports detailing the golden age of “superheroes,” a period many centuries ago, in the slim hope that this might reveal some tactic, technology or potential ally that could help the Earth in its darkest hour.

Many hours into her search, Helga chanced upon a report that told of a villain calling herself “Anachronisma,” who had apparently bedeviled dozens of superhero teams in the early part of the twenty-first century, putting them through bizarre and often fatally dangerous ordeals. There were details missing in this report, the data corrupted after so much time had passed, but it went on to say that Anachronisma had eventually encountered a team of heroes who managed to survive all of the terrible trials that she had put them through. Supposedly, this had then prompted her to reveal that she was actually a traveler from Earth’s far future, come back in time to recruit the greatest heroes of history to help defend humanity against extra-dimensional invaders.

Intrigued, Helga read on. Anachronisma claimed to have been testing groups of heroes to determine which of them had the best combination of power, ingenuity, determination, courage, skill and morality: Having established this, she could then return to her own time with these extraordinary individuals in order to save the world. The leader of the hero team (whose name, annoyingly, had not been preserved) had later told reporters that the team had indeed gone to the future and successfully fought off the otherworldly menace before being sent home by Anachronisma, who had eventually revealed her true name to be... Helga Singh.

Could it be true?! Were Helga Singh and Anachronisma one and the same? Was Helga destined to go back in time and find the heroes who would defeat The Nil? Surely not – Earth’s temporal shields were in place to prevent The Nil from erasing humanity’s past, and the odds of even a single person time-pod making it through the chronostorm were in the region of a trillion to one. And yet... was Helga not currently reading the proof that she would succeed? More to the point, with extinction now a real possibility for her people, was it not worth the risk?

Midnight, December 31st, 2011. Helga Singh silently materialized in a back alley of a minor city in the country that her ancestors had known as America. She knew what to do, broadly speaking: While the report had been missing the crucial detail of the identities of the heroes who would save her era, she knew that her testing would eventually reveal this detail. She knew it would also kill a great many innocents before she was done. This knowledge weighed heavily on her, but was it not better that a handful of people died now, rather than that the whole of humanity died in her time? Armed with grim resolve, along with all of the technological advantages that an upbringing in her time period provided her, Helga Singh – or rather Anachronisma – set out to save her people, one dead hero at a time.

Issue Ideas

A Most Desperate Measure: Anachronisma is desperate. Sure, there are plenty of super-powered individuals out there, but she needs Heroes who will do whatever it takes. It is not about how much they can lift, if it is about how much weight they can carry, metaphorically speaking. Thus, she begins her own form of testing, i.e. testing the resolve of Heroes and Villains, individuals she believe may be suited for what lies ahead. What is most interesting is the individuals she picks: some Heroes, some Villains, and some civilians who do not (yet) don a cape and cowl, and she begins her assaults on the same day, thus uniting these characters. She will stop at nothing. What is one innocent life lost to save the human race?

Anterograde Antihero: There are those with knowledge of the future. Those who might exploit that knowledge. But what would a historian do with the knowledge and technology of the future? Should not someone better equipped to handle and control such technology be in possession of it? Perhaps someone like... Dr. Devastation (see p. 38)? Introduce Anachronisma into your game. Establish what she is about, but what if Devastation was the one who planted the information about Anachronisma? What if it was all a plot so that she might get future technology in her hands? Does Devastation know the truth of the reality Anachronisma hails from? Does she wish to save humanity? Has she one-upped his “ends justify the means” approach?

Traits**"BOW DOWN BEFORE ME!" 15 (1)**

- Incapacitate
 - +2 vs Multiples
 - One-Shot
- (44 Points)

LIVING BIO-TECHNOLOGY PERFECTED 15 (1/1/1)

- Versatile (Cybernetic Interface, Destructive Blast, Self-Repair, _____, _____, _____)
 - +2 Linked with PHYSIOLOGY
 - Incapacitate
 - Auto-Defend
 - Link +5
- (77 Points)

ENHANCED PHYSIOLOGY 14 (1/2/3)

- Versatile (Super-Strength, Immune to Damage, Flight, _____, _____, _____)
 - +2 Linked with BIO-TECH
 - Incapacitate
 - Link +5
- (75 Points)

Complications

- Vain
- Sees himself as a miracle
- Considers himself superior to all
- Messianic

Factoids

- Seeks knowledge about those inferior to him
- Wants to learn about other living beings

Miscellaneous

Base EC: +3 Threshold: 16 Points: 250



*"I wasn't, and then I was...
Fully Formed From the void.
None but a god could claim
this."*

Playing the Villain

The Anomaly is very much undefined, he (it?) is new to the universe, he is just learning what he can do. His Traits reflect this.

His extra EC can be used in exciting and new ways, as well as giving him strength to recharge and buy back Setback Tokens.

His two Versatile Traits also reflect this unknown factor. This is your Anomaly, make him your own. He will likely always be something new and surprising.

Background

The Anomaly is an absolute coincidence, made in space by an accidental collision of the minerals that make him up. An incalculable fluke of fate caused a floating mass of elements to combine in just the right way to form a nearly indestructible miracle of technology. He stands alone in the universe as a creature that was never born, never invented and never conjured. He wasn't, and then he was. The Anomaly goes from planet to planet, demanding worship as the truest miracle in nature and time. An evangelist for himself.

Issue Ideas

Anomalists Unite: Somewhere out in the Great Plains, or in the desert, or in a small European country, the Anomaly has found a group of people who accept the miracle that is he. He has eliminated their reliance on normal forms of energy. It seems utopian. But when the followers of the Anomaly seek to add to their flock, when they start carrying out acts of terrorism, in the name of making the world better, in the name of the Almighty Anomaly, how will the Heroes react, especially when it seems that the Anomaly does offer up clean energy?

Tell Me of this Thing You Call Love: Tapping into the latent cybernetic system uniting the world in media, the Anomaly sends a message:

"I wish to speak with the greatest minds and theologians. I wish to understand your beliefs better, in the hopes that I might better understand myself. Consider this a resort of the most significant magnitude, one where questions can be asked, and possibly answered. I request that all religions send their leaders, and those among you who are skeptics as well, are welcome to attend. Let this be my olive branch, in the hopes that an understanding of your beliefs will help me understand my existence."

He has set up a perfectly climatized environment in an area previously inhospitable, a large forum, in the style of the Ancient Greeks.

But, as he ponders each speaker's beliefs, questioning them, and concluding each questioning with some paraphrasing of "How does your God explain me? Am I not a miracle manifest? Am I not evidence of the greatness of the will of a Divine?" any answer that he deems unacceptable is met with destruction (perhaps death, depending how dark you want your campaign to go).

"IF YOU ARE TOO IGNORANT TO ACCEPT MY DIVINITY, THEN YOUR RELIGION (or beliefs) ARE WRONG. YOU ARE NOT WORTHY TO STAND IN MY PRESENCE!"

Obviously, the first attack on a holy man will draw a large reaction, and should draw the attention of the Heroes.

Traits

APPROPRIATION

- Undefined: 54 Point Pool (59 Points)

FIRST APPROPRIATED TRAIT 7 (1/2/3)

- +2 if Appropriated Trait is Higher
- -2 if Appropriated Trait is Lower
- Link +3 (26 Points)

CRAFTY 5 (1)

- +2 to discover Complications (8 Points)

WHINY 5 (1)

- Can Only Be Used Once/ Session
- Auto-Defend (7 Points)

Complications

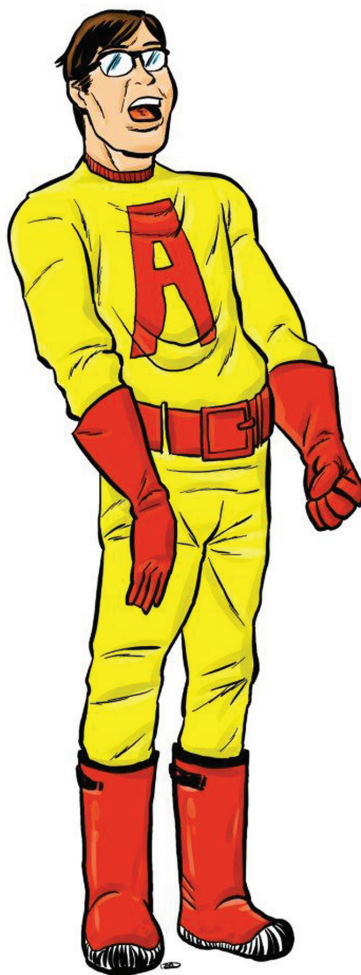
- Complicated/ Unusual Traits can prove problematic

Factoids

- Foodie

Miscellaneous

Base EC: +0 Threshold: 10 Points: 100



Playing the Villain

He's a crafty one. He's whiny, and usually uses this early in a combat scene to avoid getting hit. He will pick a Trait applicable for attack and defense first.

His physical form changes depending on the Traits he copies: if something like SUPER-STRENGTH, he will bulk up. Early in combat, he will Appropriate 59 Points of Traits, copying them from any and all characters present. Note that with Trait values listed this will be relatively easy, but he can shave points off by cutting down on Signatures if needed. An Editor might be advised to look over character sheets beforehand and figure out what he is likely to Appropriate.

Background

"I wish I had X-Ray Vision."

"I wish I could fly."

"I wish I could run super fast."

Wishes do come true, kids. Clayton Dock can do all of this, and more. As his powers manifested, he discovered he could do amazing things: if he saw a hero or villain do something cool, he could as well. But, this power was not without limits. He could only copy powers. So, after trying to capitalize on his abilities, making his time in high school less difficult, he tried the hero thing for a while, but found it too much of a bother, plus being out on patrol without any powers was not much fun.

So, he hung up the identity of "Dr. Stargor" before the good Dr. had made much of a name for himself at all. He is still discovering the limits of his powers, how long an appropriated Trait will last, and finding ways to keep his finances in good order, and make a name for himself in all the right circles.

Issue Ideas

I Know Who You Are: Beaten by a hero in the past, the Appropriator decides to besmirch the good name of said hero, appropriating enough Traits that he can pass as the hero unless under intense scrutiny. Donning the hero's costume, he sets out on a petty crime wave, robbing liquor stores while reeking of cheap hooch, beating up kids as they go to school, maybe even hijacking a school bus and demanding money from all the kids. The media will not take too kindly to this, and this is exactly what he wants!

The Right Man For the Job: Heroes sometimes have really neat powers that could be used for illicit gain. So, what if the Appropriator grabs one or more of these powers and sells his services to the highest bidder? Word spreads in the criminal underground.

***"Did you just shoot
blue laser beams out of
your eyes?
That is really cool!"***

I Will Be Your Superhero, Baby: Appropriator can do it all, yes. For a slightly twisted take on superheroics, the Appropriator starts presenting himself as a male escort, able to make any woman's (or man's) dreams come true. But, one of these women (or men) is a well respected authority figure caught in a sting operation. Scandal ensues. And the Appropriator might only get slapped with a misdemeanor.

Traits**ENHANCED STRENGTH 7 (1/2/3)**

- Link +3
(26 Points)

ENHANCED TOUGHNESS 5 (1/1/1)

- Link +3
(18 Points)

"STREET" 5 (3/2/1)

- Versatile (Street Fighter, _____)
- Link +3
- Auto Defend
(28 Points)

PORTABLE MUSIC DEVICE 5 (1/2/3)

- Can Only be Used to Link
- Link +3
(20 Points)

IT'S ALL ABOUT THE BASS 5 (1)

- +2 Linked with STREET
- +2 Linked with ENHANCED STRENGTH
- +2 Linked with PORTABLE MUSIC DEVICE
- Only When the Chips Are Down
(8 Points)



*"If you really want to hear
crap, turn on your radio."*

Playing the Villain

"STREET" is used as Versatile here to cover her fighting style, as well as her contacts, knowledge of the city, etc.

Consider Pushing her if she gets in a jam to access "IT'S ALL ABOUT..." and make sure to Link as much as you can to it! She's not gonna take down any major hitters, but she should be a good B-List Villain. Maybe there's a cranking techno/ house/ drum-and-bass soundtrack when Heroes go up against her?

Complications

- Rendered powerless by silence

Factoids

- World-class, in-demand DJ

Miscellaneous

Base EC: +0 Threshold: 10 Points: 100

Background

Katsumi Bayushi could have had anything she wanted, the only daughter of wealthy parents, she attended the best prep schools in Manhattan, and was on track for a medical career at NYU, but the lure of the club scene in NYC proved too much. Since she was 15 she had been a regular at the hottest clubs, flashing a fake ID and gaining entrance. She spent more time hitting record stores and practicing with her turntables than she did with her text books. Studying came easy to her anyway, but this DJ thing spoke to her. So, she started living a double life as DJ Beat, she is never spinning without her mask and four finger ring.

But, one New Year's Eve, the crowd got a little rowdy as she mashed up a pop top-40 hit and some classic speed metal, mocking the drunken bro heavy crowd on the mic, and an unsatisfied customer stepped up to the booth with several of his backward baseball hat pals, and complained about her music selection. He threw the first punch, which didn't knock her down, and she swung back as the bass was pumping, and easily downed the linebacker. The set is the stuff of legend, cell phone video uploaded to the web has only served to increase her rep, and she is even more in demand.

Issue Ideas

In Tha Club: Where will Beat show up next? Some club with no name? Her sets are the stuff of legend, and all the cool kids want to score the details. Unfortunately, she also is wanted for questioning, and might very well catch on that the Heroes are looking for her (see "STREET"), so Heroes have to go undercover into the club scene and will likely have several dead ends while deep into this debauched world of thumping bass and designer drugs. And given that supervillains have been known to have hidden locations where they gather, maybe when they finally do find Beat, they find that several other capes are there too, just to complicate things.

GOAT: Beat has been building up a nest egg for a while, all with her eyes on the prize. Sure, there is already the DMC DJ Championships, but, that is not a true test of the best DJ in the world, because not everyone enters. Through back channels, she has set up a true DJ competition to find the "Greatest of All Time." It is being advertised as the DJ GOAT Fest. She cannot be linked to it, but Heroes might suspect she would make an appearance. After all, she fancies herself quite the master of the mix. But instead, she is offering a million dollar cash prize. Why? With the greatest DJs in the world in the city, they are very likely to be bringing with them their rarest vinyl, and that's what she would really like to get her hands on. So, the pre-competition party is really just a huge distraction so she can ransack the trailers, cars and hotel rooms of the DJs. Word gets out what happened, there are some very sad DJs, but will the Heroes be able to find Beat?

Traits**CREATURE OF LEGEND**

- Definitive: Superhuman
- Complication: Will sometimes depart unexpectedly

RAGE 9 (1/2/3)

- Only When the Chips Are Down
- +2 Linked with STRENGTH
(28 Points)

HEIGHTENED STRENGTH 7 (1/1/1)

- Link +3
(22 Points)

TOUGH 7 (1/1/1)

- +2 Linked with CYBERNETICS
- Auto-Defend
- Link +3
(27 Points)

CYBERNETICS 5 (1/1/1)

- Versatile (Body Armor, Bionic Claw, Senses, _____, _____, _____)
- Link +3
(27 Points)

HEIGHTENED SENSES 5 (1/1)

- +2 Linked with CYBERNETICS
- Link +3
(16 Points)

Complications

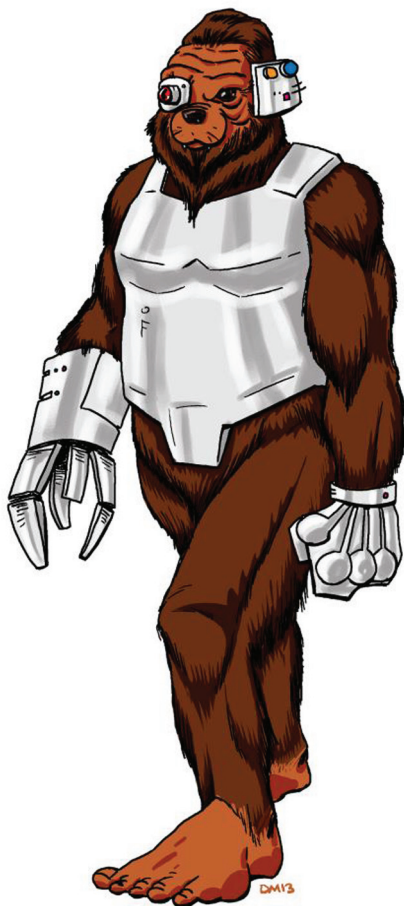
- Inhuman
- Doesn't Work Well in Teams
- Bionic Parts Need Regular Repairs

Factoids

- Driven by a consuming hatred for humans
- Doesn't fully belong anywhere (not man, not animal, not cyborg)
- Unaging (always regenerates, though that sometimes causes memory loss)
- Surprisingly Intelligent

Miscellaneous

Base EC: +0 **Threshold:** 10 **Points:** 150

***Playing the Villain***

Don't make the Bigfoot angry. You wouldn't like him when he's angry. When he RAGES, he will unleash a world of hurt.

What does it mean to be a CREATURE OF LEGEND? Bigfoot stories are many, but he has been rarely captured on film. He is able to leave a Scene at a moment's notice, unfortunately, his Legendary status sometimes means that he will unexpectedly leave in the middle of a Scene, untrackable. Due to his Legendary status, little is known of his CYBERNETICS, thus their Versatility.

Background

Everyone has heard this story... He is out there, somewhere. Hiding in the woods. He is big, and hairy, and powerful. The Sasquatch. The Yeti. The North American Great Ape. Bigfoot. Native tribes told stories about him at their campfires millennia ago. From there, the rumors and sightings spread to trappers, cowboys, and pioneer settlers, and proved to be fodder for countless tabloid writers and TV directors in the modern age. But Bigfoot was no myth. His species was indeed real. Fading, endangered, misunderstood, but real.

With the increasingly inquisitive cryptozoologists, photographers, and tourists spreading into every last corner of the Pacific Northwest, it really was just a matter of time before Bigfoot got caught. Unfortunately for what was possibly the last living specimen of the ape-like creatures, the person who managed to catch Bigfoot was not a nice guy, but a money-hungry wannabe hunter, who quickly sold the kicking and screaming creature to a strange unsanctioned lab. A group of scientists proceeded to conduct gruesome experiments on the sasquatch, one more traumatizing than the other. When the head of the laboratory finally wanted to start a vivisection, one of the intravenous drugs shot into Bigfoot produced the unintended result of altering his brain so that he acquired human-level intelligence and self-awareness. At the same time, the drugs increased his already formidable strength and rage instead of tranquilizing him. Bigfoot broke free and killed everyone close by in his rampage, destroying the lab equipment and setting the building on fire. However, he did not escape from the secret mountain base unscathed. Far from it, actually. In addition to his psychological trauma, his body was now severely battered and burned. He went through unimaginable pain, and would have died if he had not sought out kindly Professor James Cunningham, a master of bionics and prosthetics. With his new found intelligence, Bigfoot realized that he could never be his former self again. He could never just return to the forest, with all the nosy and cruel humans roaming around. He had to find a new place for himself, and in order to be a step ahead of the humans, who he reviled after everything they had done to him, he had to turn himself into something superhuman.

Bionic Bigfoot can be dropped into an Issue in many ways. He is not the typical dumb ape, or raging monster of other stories. In fact, he is more like our version of another comicbook stereotype: the super-intelligent gorilla, even smarter and more sophisticated than humans. While he shares a few characteristics of King Kong and even Frankenstein's monster, his intelligence makes him far more than a destructive creature, and prevents him from becoming a henchman or assistant to another Villain unless there is a very, very good explanation for this sort of thing. Remember that Bigfoot's species has basically been eradicated by humans, and he himself as the lone survivor has been through many gruesome, near-fatal experiments, so he has every reason to hate, or at least distrust any humans. He will not make an easy ally, and cares for little of the usual villainous goals. He is not going to rob a bank, or steal a rocket, or engage in an extortion scheme.

Issue Ideas

This Land is Not Your Land, This Land is My Land: Upset at the deforestation occurring Bionic Bigfoot begins an assault on a local mining company or highway project. When workers arrive in the morning, they find machines destroyed, knocked over with his incredible strength, sabotaging their work. The doors of the worker's cabins/ trailers are blocked closed with high-immovable logs, and the windows are streaked with blood. The only clue that can be found is the large telltale footprints.

Now, That Was Unexpected: Where there is one Bigfoot, there are many Bigfoots... Bigfeet... Bigfooti? Upset that the humans are destroying the planet, the Bionic Bigfoot tires of his attempts to squash their encroaching upon civilization. But there are other worlds out there. The Bionic Bigfoot plans to journey to these other worlds. As an experimental shuttle is transported from the desert after a successful flight and landing to Florida, the convoy is attacked at night. Boulders thrown onto the road cause it to come to a screech halt. The small cadre of military escorts is quickly disposed of, and the reports indicate a Bigfoot was involved. A ship cannot fly without fuel, though, this experimental ship requires a specialized fuel. Will Heroes be able to stop the Bigfoots from taking the fuel? Will they be able to stop the launch?

Traits**SUPER-SPEED 13 (1/1/1)**

- Auto-Defend
(48 Points)

PERFECT INTERNAL CLOCK 9 (1/1/1)

- Link +5
(34 Points)

GPS 5 (1/1/1)

- Link +3
(18 Points)

Complications

- Doesn't ever want to go back in the joint
- Not a big-picture planner
- Not a fighter

Factoids

- Sassy
- Super-Metabolism (has to eat a lot, all the time)
- Loves new foods
- Fan of milk shakes

Miscellaneous

Base EC: +0 **Threshold:** 10
Points: 100



"Just sign, here, OK? I got, like, 74 seconds to get up to Boston, and I want to stop and try a steamed burger."

Playing the Villain

Courier isn't interested in fighting. Not one bit. She will always just run away, linking everything to SUPER-SPEED to expedite getting as far away as possible.

Background

Not too long ago, Courier went by the name of Snatch. She was a snatch-and-grab thief, using her powers to great advantage. It was not uncommon for her to speed up to a security truck delivery, knowing exactly when they would arrive, and grab the money, and no one was the wiser, standing there scratching their heads. Banks when a teller would open their drawer, jewelry stores, you name it, if she had a second to act, she did so. But because of her short-sightedness, she was not hard to capture by laying out a trap. She did her time, and didn't enjoy it one bit, but what was one to do? The life of a superhero certainly wasn't her calling, but when law enforcement came calling, looking to deliver a package of evidence from NY to LA that same day, they lessened her parole if she would help out. Hey, this wasn't so bad.

Her services soon became invaluable to the powers on the good side of the law, and when her parole was up, she started advertising her services. No questions asked. And because everyone sometimes has need of something being somewhere else quickly, everyone just lets her do her thing. Now, she is as legit as one can be. All packages must be not identifiable, and she does work for good guy government agencies at no cost, they let her have her private ventures.

Issue Ideas

Boom Goes the Package: So, the understanding is that the law and the criminals are both happy to utilize her services. What happens when a villain feels slighted by another villain? And decides to exact their revenge utilizing Courier, maybe sending a bomb set to go off at a certain time (after the time of delivery)?

High Times: The US may have no issue with her sordid past, but there is that hero who has a penchant for marijuana. He claims it is medicinal, but Courier is caught running across the border with a kilo of high-grade pot, and is held for questioning, and the hero comes to the Heroes looking for an assist.

Traits**HELIOS BLAST 20 (1/2/3)**

- Only When the Chips Are Down (78 Points)

SUPER-STRENGTH 13 (1/2/3)

- Link +5 (57 Points)

INVULNERABILITY 13 (3/2/1)

- Auto-Defend
- Link +5 (60 Points)

INTERSTELLAR FLIGHT 9 (1/2)

- Link +5 (31 Points)

FORCE OF DESTRUCTION 9 (1/2/3)

- Link +5 (40 Points)

SOLAR POWERS 9 (1/1/1)

- Link +5 (34 Points)

Complications

- Arrogant
- Desire to be his own individual
- Anger at those who sought to use him for destructive purposes

Factoids

- Just discovering sentence, humor, love, etc.

Miscellaneous

Base EC: +0 **Threshold:** 10 **Points:** 300

***Playing the Villain***

D'Struk'Tor is a worthy foe for a team of 200-Point Heroes. He can stay in the fight a long time, go toe to toe with the strongest Heroes around, and with EC, can really do some damage. HELIOS BLAST should be used first against the Heroes, attacking multiples.

As it powers up, attack more and more, everyone and everything, Pushing even for the third Usage, attacking everything in a 20-mile radius. Describe it to the Heroes, describe, the power of a sun seeping out through the costume, explain that if he is not defeated quickly, the damage will be catastrophic and on an epic scale. Some quick **CC&VF** math: attacking everything in a 20-mile radius is the same as attacking 13 or more targets (-3d12-3). D'Struk'Tor on the third Usage has 3 dice. If he pushes, taking his 3rd

Setback Token, he will add 2 more dice to the roll, so he will roll 3 dice from the Trait, +3 Detriment Dice, so he is rolling 2 dice, keeping the worst, but then add in 2 dice for pushing, and he is now rolling 2 dice, subtracting 3, and keeping both of the dice. Heroes may get out of this without being burnt to a crisp, but what about everyone and everything else? Might be time for a Hero to step up and Defend others, but that is their problem!

Background

"Four billion years ago, before I was brought to sentience by the war-slavers of Gorlyol, I was a sun in two dozen skies. I wiped my worlds out with a solar storm that swallowed them in flares so large that they seemed to blot all horizons, even in space. All this I did before I could grow angry. Now... where do you think that leaves you?"

D'Struk'Tor is a star in a tightly-compressed alien containment suit. He was created to be a weapon, an end to the arms race in a millennium-old war between two alien worlds. What the weapon lords didn't realize was that while the suit would give the star the ability to accept commands, it would also give him sentience and free will. D'Struk'Tor rose up against his creators and destroyed his planet with a Helios Blast, which is what happens when he unfastens the clasp at his suit's neck. The suit unhinges to create a blinding blast of solar energy which vaporizes most anything in its path.

Issue Ideas

Greatest Minds Thinking Alike: A group of like-minded brainy types decided that they must know more about D'Struk'Tor, specifically his suit: if that technology could be replicated, the possibilities would be incredible. They captured him and began their tests, but a living sun is a mighty powerful thing to contain. Now there is only destruction and death where the tests were, and all associated with the brainy types are in trouble. So, they come to the Heroes for help: possibly a misunderstood criminal genius, possibly one working with similarly brainy hero types. But, the end result is: An angry D'Struk'Tor is trouble.

Dark is the Night: Scientists, fascinated by this living, sentient, contained sun, have come upon a brilliant idea – if his power could be channeled, even in small bursts, and converted, there may very well be a viable alternative energy solution! So, these science-types have decided to run some field tests, with the Heroes as their unwitting pawns. Luring D'Struk'Tor to specific locations, where they have these ultra-powered solar energy collectors, the scientists hope to draw out D'Struk'Tor and activate his Helios Blast. And, if a Hero should fall, so be it. If an alternative energy source could be found and gathered, is that not a small price to pay?

Traits**STEP INTO THE SHADOWS 12 (1/2/3)**

- Auto-Defend
 - Link +5
- (55 Points)

MIT GRAD IN 2.5 YEARS 9 (1/1/1)

- Versatile (Computer Skills, Lockpicking, Meticulously Orchestrated Plans, _____, _____)
 - Link +5
 - Incapacitate
 - +2 if Used to Incapacitate
- (47 Points)

CHILD PRODIGY 7 (3/2/1)

- +2 Linked with ENGINEER
 - +2 Linked with MIT GRAD
 - Link +3
- (30 Points)

ARCHITECTURAL ENGINEER 5 (1/1/1)

- Link +3
- (18 Points)

***Playing the Villain***

Darkshifter is the type of Villain who the Heroes may never ever encounter, and who will likely always be one step ahead of them.

He's a thief, one whose power set and skills allow him to remain undetected. If they ever come across him, his teleportation-like ability will make it very hard for Heroes to catch him, as he will make his exit as quickly as possible, no doubt having numerous safe houses known only to him. All he has to do is step into a shadow and re-emerge somewhere else.

But, if you are looking for a Villain to pull off some major heists, Darkshifter is your man. He could enter a bank vault undetected, take what he wanted, and make his exit, with no one being the wiser. His MIT education allows him to come up with whatever gadgets and tools he might need for a specific job as well.

Complications

- Can only step into the Darkness
- In it for the thrill

Factoids

- Snarky
- Nerdy
- Know-It-All
- Renaissance Man Upbringing

Miscellaneous

Base EC: +0 **Threshold:** 10 **Points:** 150

Background

Merlin Aristotle Blackhawk was always special. He spent his formative traveling the world, taking in the great works of man, educated by his father, a genius eccentric, who believed Merlin had the potential to be something great, and embraced a rich, engaging, Renaissance education. Merlin's father was not without his faults, as this lifestyle required more than just access to books, but money, so Merlin was also raised with the belief that he was meant for greater things, and did not need to be bound by the financial shackles of those with no spark. This seriously affected his moral outlook, but Merlin wasn't bad, just, shall we say, mischievous, and perhaps somewhat entitled.

Accepted via early admission to MIT at the age of 11, he deferred until his 15th birthday, deciding his experience would be more enriching if he was also able to fit in more socially. It was also around this time that Merlin discovered that he had the ability to teleport, moving into the darkness and emerging elsewhere. Now, the world was indeed his oyster, as he would no longer be denied partaking in the great and wonderful artifacts of the world. His college experience was everything he had hoped it would be, and he absolutely embraced the maverick genius reputation of (students at) MIT, known for their pranks and ability to beat the house in Vegas.

But, as much as he enjoyed and excelled at these endeavors, he had loftier goals, and his education only helped him to expand his worldview and his ambitions. Now, he helps himself to whatever he chooses, realizing that there are shadows everywhere. His power has some limits: He must know where he is going, but his architectural and engineering background allows him to plan his capers very accurately. Rumors swirl among the supervillain community that Darkshifter is currently in possession of many of the finest pieces of art in the world, having replaced the originals with incredibly accurate forgeries. After all, isn't it incredible to be able to have your morning coffee while staring at the Mona Lisa?

Issue Ideas

Guerilla Art: There is art that is worth having in one's own personal collection, and there is art that is significant to others. Money is not an object for Merlin, but his appreciation of art is universal, and he feels that others should not be denied such a thing either, after all, not everyone can get to the Louvre. So, he starts taking matters into his own hands. Stealing famous works of art (that he doesn't personally want), and placing them in public view (albeit protected), so one day might see an Andy Warhol in the window of a Macy's, and another day might see The Scream at a pub in Scotland (a place that Merlin has fond memories of because of his father). Will Darkshifter release a manifesto? What will the reaction be?

Dark Secrets: A prominent, wealthy, upstanding individual (politician, businessman, financial supporter of the Heroes) known to the Heroes approaches them asking for help: A safety deposit box of his was recently emptied. What is revealed to the Heroes is that he had some interesting artwork and artifacts in the lockbox (thus Darkshifter's involvement) and would like all contents returned. What is not revealed is what else he had in this box: illicit things, be it illegal diamonds, or lists of shady transactions. The actual contents are up to you. And, what will Darkshifter do with this information? Blackmail? Setting up a new museum, free of charge to the public?

Traits**DEMONIC BASEBALL 9 (1)**

- Only When the Chips Are Down
 - Link +5
 - Can Only be Used to Link
- (12 Points)

YOU'RE OUT! 7 (1)

- +2 Linked with BEAN BALL
 - +2 Linked with DEMONIC BASEBALL
 - +2 Linked with THROWS REALLY HARD
 - +2 for each SETBACK TOKEN on Target
 - +2 for each time Recharged
 - +2 if Pushing
 - Cannot be used to Attack Multiples
 - Only When the Chips Are Down
- (16 Points)

NOT AFRAID OF ANYONE CHARGING THE MOUND 5 (3/2/1)

- +2 if Used after Giving a Setback Token Using BEAN BALL
- (20 Points)

THROWS REALLY HARD 5 (1/2/3)

- +2 Linked with BEAN BALL
 - Link +3
- (24 Points)

WORLD CLASS ATHLETE 5 (1/1/1)

- Auto-Defend
 - Link +3
- (21 Points)

BEAN BALL 1 (1/2/3)

- Cannot be Used to Attack Multiples
 - Link +1
- (7 Points)

Complications

- Bitter
- Competitive
- Won't back down

Factoids

- Australian

Miscellaneous

Base EC: +0 Threshold: 10 Points: 100



"I'm gonna knock ya block off, champ."

Playing the Villain

It's all about staying in the fight long enough. Deadball has an endless supply of baseballs to throw, but he can throw anything he likes with efficiency. He's a WORLD CLASS ATHLETE, so he can dodge and avoid blows and blasts. Where he really shines is when it gets to the proverbial late innings of a fight (and don't be afraid to Push to get him there), when he can use his YOU'RE OUT. Describe him winding up. Describe the DEMONIC BASEBALL staring at the target. Roll, and add all the applicable situational modifiers (note that YOU'RE OUT works really well when his target has taken a beating as well). And then, use EC to Recharge it, describing Deadball tapping into his inner reserves each time, kicking the ground, staring his opponent down, wiping his brow, and exhorting before winding up again!

Background

Nick Ahlhelm was on track for stardom. 16 years old, and star of the Australian National Baseball team, the year was 2000, and Sydney was hosting the summer games, big things were expected. Major League scouts were lined up to sign this young fireballer who could regularly top 100 on the radar gun, and had a slider and curve to go with the heater. His form was perfect said all the scouts, and as a hitter he excelled as well. Although they were the host country, the National Team of course had several warm-up games scheduled as friendlies. Somebody forgot to tell that to the opposing team. Working on a perfect game, and having already hit two bases clearing triples, Ahlhelm dug in, and the opposing pitcher unleashed a bean ball, hitting him in the arm. The snap was audible, and he dropped to the ground. Unfortunately he was a switch hitter, so it was his pitching arm, and although many thought his youth would help him heal and recover fully, he was never the same. But he wouldn't give up his dreams, even though the Olympics had passed him by. Lying in bed, praying to whatever gods might listen, his prayers were answered by Necronia. He could be an even better pitcher, in exchange for six souls. Not six lives, she smiled and informed him, just six souls. Individuals like him whose futures could be robbed from him. Demons thrived not only on lives, but on broken dreams. He nodded and signed his first contract, and as the blood ink dried, she handed him a baseball.

A long winter of rehab, and no one could believe his recovery, he topped out at almost 110 MPH on the radar gun. The body healed and he was stronger than ever. First selection in the amateur draft, and he bypassed the minors and jumped straight to the Major Leagues. Opening Day starter in front of a packed house, his first pitch struck the knee of centerfielder, last year's Rookie of the Year and MVP runner-up. He was never the same. His speed gone, he was out of the majors the following year. Necronia had told him, he had 666 days to harvest the souls, so that meant 2 seasons. One down. Next up, All-Star Game. The scrappy second baseman, former MVP, and World Series champ from two years prior: The pitch broke his helmet, shattering his orbital bone. Blind in one eye, he would never recover.

The League Commissioner stepped in, and Ahlhelm was suspended. Necronia paid him a visit, and reminded him of his deal, but if he didn't get back to the majors, the time frame could be extended.

He tore up the league playing in Japan, and tried to hold back, but sometimes the ball seemed to take on a life of its own. Feeding into his fears and doubts. The shortstop who was looking at a \$50 million transfer fee just to be approached by Major League Baseball, was next. The pitch shattered his hand.

Issue Ideas

Contract Renegotiation: Having made a dark pact, there is always room for renegotiation. And what Deadball really wants is just one more shot. Open tryouts at spring training, he shows up with a new identity, and holds back, impressing just enough to make the team. He toils in the minors, not showing too much, but quickly moves up to the Majors and his stats improve as the season goes on and he quickly becomes a news story. Where did he come from? Selected to (again) start the All-Star game, he is elated. And then Necronia comes calling. She gives him a list of names: famous and influential people attending the game. All he has to do is choose one. Necronia, loving the irony, sends several tickets to the All-Star game to the Heroes, with a note attached along with a photograph of Pete Rose sliding into Roy Fosse from the 1970 All Star game. On the back on the picture is written in blood-red ink "Field of Dreams." Players who look into this will discover that Pete Rose famously slid into the Fosse in extra innings and Fosse separated his shoulder and was never the same. Who is the target? Can players delve deep into the world of baseball, to uncover Deadball in his new identity.

Barnstormers: A country with no US extradition treaty (...perhaps a small fictional European country of your own creation. What? You don't have a small European country of your own creation in your superhero universe? Every superhero universe needs at least one small fictional European country!) has granted Deadball citizenship, unbeknownst to anyone, and in a show of good will internationally has invited the World Series champs to the country to play their National Team. As the teams take the field, a scrappy reporter has uncovered Deadball's identity, and the story breaks. The misunderstood leader of the small European country has his military, in full dress honors, all over the stadium, so the team has no choice but to play. Is Deadball on the up and up? Do the Heroes like peanuts, Cracker Jacks, and schnitzel?

Traits

A FIGHTER'S INSTINCTS 9 (1/2)

- Only When the Chips Are Down
- Can Only Be Used to Link
- Auto-Defend • Link +5 (24 Points)

WORLD'S STRONGEST WOMAN 7 (3/2/1)

- +2 Linked with COMBATANT
- +2 Linked with INSTINCTS
- +2 Linked with WRESTLER
- +2 Linked with MMA • Link +3 (34 Points)

MIXED MARTIAL ARTIST 6 (1/2/3)

- Incapacitate
- +2 to Incapacitate
- +2 Linked with STRONGEST
- +2 Linked with COMBATANT
- +2 Linked with INSTINCTS
- +2 Linked with WRESTLER
- Link +3 (36 Points)

PRO-WRESTLER 5 (1/2/3)

- Incapacitate
- +2 to Incapacitate
- +2 Linked with STRONGEST
- +2 Linked with COMBATANT
- +2 Linked with INSTINCTS
- +2 Linked with MMA • Link +3 (34 Points)

HIGHLY SKILLED COMBATANT 5 (1/2/3)

- +2 in melee type combat
- +2 vs any other melee type Trait
- +2 Linked with MMA
- +2 Linked with STRONGEST
- +2 Linked with INSTINCTS
- +2 Linked with WRESTLER
- Link +3 (34 Points)

PUTS ON A GOOD SHOW 1 (2/1)

- Can Only Be Used to Link
- Only When the Chips Are Down
- Link +1 (2 Points)

Complications

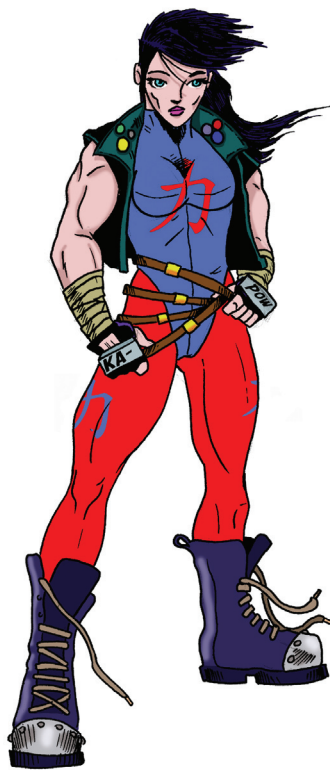
- Hair Trigger Temper
- Does not react well to criticism
- In it for the money

Factoids

- Attractive figure
- Self-conscious

Miscellaneous

Base EC: +3 Threshold: 16 Points: 200



"Hey, aren't you that superhero with the amazirl power to turn his face into a fist magnet?" - BAM! - "Yeah, looks like you are..."

Playing the Villain

She is not super-powered. She is just really, really strong. There used to be a time when the four-minute mile was considered impossible. It was not until 1954 when Roger Bannister broke the 4 minute mark. Delilah is a watershed individual. Combine her incredible strength with her training in hand-to-hand fighting (and the ease with which she picks up on these skills, and her natural instincts) and she is an opponent to fear!

Look at all her 2 Link Situational Boosts. Use that. Her GOOD SHOW and INSTINCTS really start to kick in as the fight wears on, so, use that too. Although she is not super-powered, her ability to Link all her Traits and the Boosts doing so will make her quite a formidable foe. Don't over-use her Traits while defending, note her high Threshold and extra EC. And try and get an opponent to Use their Auto-Defend without Using too many Traits.

Background

During the 2008 Olympic games, Liverpool-born weightlifter Lilah Sanford took the gold medal for Britain, setting a new world record by lifting an astonishing 560 kilos, a feat not matched before or since. Unfortunately, shortly after Lilah received her award, the coach of the silver medalist confronted her, subjecting her to a torrent of wildly offensive misogynistic profanity. After the subsequent epic beating she gave him, a major international incident was only averted by Delilah accepting immediate disqualification.

Disgusted and disillusioned, she left the world of weightlifting behind her and returned to her first love of martial arts. For a while, she fought on the Mixed Martial Arts circuit with great success. Too much success as it turned out: eventually no-one would fight her, all other contestants dropping out of a tournament as soon as she entered, rather than face the inevitable defeat at Lilah's hands.

Following this, she worked as a bouncer for some of the roughest clubs in Liverpool to fund her training as a bodyguard - her new choice of career - until a friend tipped her off to an opening on the American pro-wrestling circuit. Soon, she was fighting under the stage-name of Delilah Samson, the World's Strongest Woman. She was immediately typecast as a "villain" - her aggressive style, and the fact that she towered over her competitors by at least half a foot, pretty much guaranteed this - but hey, the villain always has more fun anyway, right? Or at least Lilah was having fun until the head of the wrestling federation demanded that she throw more and more fights to make the "hero" wrestlers look good. Then he "suggested" that a more revealing costume might be a good idea, if she valued her position...

After throwing the guy out of a second story window, Lilah once again found herself out of a job. She was hours away from returning home when she heard about a team of local, street-level superheroes who had announced an open audition for new members. What the hell, she thought: Lilah showed up, aced the audition and became the newest member of Team Squad!

Going from wrestling to superheroics wasn't too big of an adjustment - it was still just brawling in spandex - and the pay was way better, thanks to the money of the millionaire team leader, Mr Right. It was a pretty sweet deal, up until Mr Right took Lilah to one side and told her that he was trying to raise the team's profile, trying to get a bit more media exposure, and that therefore she would need to start wearing a more revealing costume...

It's said that they never did find all of his teeth.

Still in a fit of pique, Lilah stormed downstairs to the cells beneath the team headquarters and released all of the villains that were awaiting police pick-up, as a final "screw you" to her former boss. One of them, misunderstanding her motives, shoved his phone number into her hand on the way out the door and said she should call if she was ever looking for some well-paid work.

And that's how Delilah Samson found her true calling. As a self-styled "henchwench," she now offers her services to any evil genius with enough cash, any mastermind looking for competent muscle who can organize the other minions and lay the smack-down on those annoying hero types. There are no rules or regulations to worry about, Delilah can pick and choose who she works for, and beating people up is not only okay, it's actively encouraged! The villain really does have more fun!

Issue Ideas

Not One You Want to Mess With: She likes money. She doesn't want to have to be told what to do. She is unafraid to step into the darkness and work for the bad guys. But, given her interest in MMA, she also likes competition. Her agent (of course she has an agent, someone needs to make sure she doesn't get screwed when working for a supervillain!) has declared that his client would like to prove her mettle in the ring, and will take on any and all comers, superpowered or not! He argues that given his client's non-powered physique, the MMA associations that were unwilling to get her matches were showing an inherent illegal bias, but instead of dragging everyone through that legal process and holding things up, he would like to start his own league, one where any race, gender, powered, and non-powered individual may enter, and his client wishes to be the first. So, step right up and throw your domino mask in the ring, if you think any Hero can take on Ms. Samson!

Public Identity Number 1: When NSFW pictures of Delilah show up in the British newspapers, someone is going to pay! Her identity is public, so finding her isn't all that difficult. First, she will go after the newspaper, but that is only to get to who the culprit is. But when one of the Heroes gets a note telling them that they are next, will they join forces with Ms. Samson? And who is behind it all? Supervillains? Or perhaps the greatest threat to attractive spandex-clad types everywhere: 19-year-old boys with too much free time!

Traits**The NIHILTERA 42 (1/2/3)**

- Versatile (Cosmic Awareness, Energy Drain, _____, _____)
 - +2 vs Multiples
 - +2 if Recharged
 - Incapacitate
- (208 Points)

SUPERIOR STRENGTH 9 (1/1)

- Link +5
- (28 Points)

BORN OF THE COSMOS 9 (1/1/1)

- Versatile (Toughness, Ability to Survive in Space, Cosmic Flight, _____, _____, _____)
 - Auto-Defend
 - Link +5
- (46 Points)

LARGE 5 (1/1/1)

- Link +3
- (18 Points)

Complications

- Powered by the Nihiltera
- Can be fatigued
- Curious

Factoids

- Seeks a reason for existence
- Wants to find others gifted by the Cosmos

Miscellaneous

Base EC: +0 **Threshold:** 10
Points: 300



*"I have caused more pain
and suffering than you
could ever imagine."*

Playing the Villain

The NIHILTERA: this *is* Desolus. It is what allows him to find galaxies to sustain him, it is what allows him to suck the energy from a planet, and used against Heroes, they should appreciate the level of power they are dealing with. He can also use this power to enhance his physical attributes, giving him the strength to crack a moon in half, or to fight off the pull of a black hole, or to instantly appear in another galaxy.

BORN OF THE COSMOS allows him to travel between star systems, endure the rigors of space, see in absolute darkness, provide his own field of gravity, etc. When using the NIHILTERA, he might also attack multiples, buildings full of people, etc.

Background

Born of multiple cosmic catastrophes, the ten foot tall titan known by the name of Desolus has existed since time immemorial, turning fertile worlds into dried-up husks incapable of sustaining any life whatsoever. Throughout the eons, he has carried out this procedure methodically and sadistically until there were no more planets to drain of their vitality. With no further purpose, Desolus had decided to destroy himself rather than face an eternity of pointless existence.

Fate intervened, however. The dimensional fabric of the cosmos ripped open right before his eyes almost immediately after he had made his decision. He realized then that there were indeed other realities in the multiverse that could be sapped dry of its essence, thus renewing his reason for being.

This time, though, he wished to avoid draining every planet. After all, there were no guarantees than he would be able to find yet another reality to move on to. Instead, he would set aside several planets that he would rule over instead of destroy. Surely, these lesser beings would worship him as the god he thought himself to be. As he makes his way toward our solar system, it's only a matter of time before he finds out how the people of Earth will react to him imposing his will on them.

Issue Ideas

Cosmic, Like Me: Desolus has never encountered the level of power and diversity of power represented by the Heroes and Villains. This is worth further investigation. Desolus is none too subtle, and will show up and announce he wishes to find others like him, and will begin blasting any he sees as powered with the NIHIL-TERA, seeing if they were as worthy as he was to be gifted by the cosmos. If a Hero survives, they are worthy of his attention.

Oh, Pluto: Poor Pluto, downgraded from planet status, now, astronomers report that they are showing strange energy emissions from this one-time planet, or rather strange non-energy emissions. Hi-powered telescopes scan the skies, finding nothing (Desolus is only 10' tall after all), but then Pluto's moon Charon is stricken with the same effect. Time for Heroes to throw on costume-themed spacesuits and investigate!

Cosmic Cock-Fighting: Desolus senses great power coming from the planet of the heroes. Unusual power. Power he has never seen before. One day, Heroes and Villains alike vanish. They appear on an alien planet, the brainy members assembled cannot at all decipher what star system they are in. He appears before all assembled and speaks: "I am Desolus. I am curious about your powers, are they like mine? Your planet is unique. I wish to know more. I seek power. I seek knowledge. I wish to discover how and why. I want to see great power unleashed." And he vanishes. Every day, two random characters vanish, only one returns. What does Desolus want? Can he be reasoned with? What about those who have not returned? How can the assembled return home?

Traits

ADVANCED MAGIC/TECHNOLOGICAL HYBRID POWER ARMOR 12 (3/2/1)

- Versatile (Protection, Blast, Flight, _____, _____)
 - +2 vs Magic
 - +2 if Recharged
 - +2 if Linked with MAGIC
 - Incapacitate
 - Auto-Defend
- (66 Points)

MASTER OF MAGIC 12 (1/2)

- Versatile (Protection, _____)
 - +2 in an Extended or Contested Scene
 - +2 if a Full Round Spent Charging Up
 - +2 Linked with SUPER-GENIUS
 - Incapacitate
 - Link +5
- (54 Points)

SUPER-GENIUS 9 (1/1/1)

- +2 in an Extended or Contested Scene
 - +2 regarding Extra-Dimensional Travel
 - +2 Linked with DEGREES
 - +2 if Pushing
 - Link +5
- (42 Points)

NUMEROUS DOCTORAL DEGREES 9 (1/1/1)

- Versatile (Archaeology, Physics, M.D., _____, _____, _____)
 - Link +5
- (43 Points)

Complications

- Megalomania

Factoids

- Refers to herself in the 3rd person, always! "Bow before Dr. Devastation, she will destroy you!"

Miscellaneous

Base EC: +3 Threshold: 16 Points: 250



"With science and magic at my disposal, it's clear that you stand no chance and all!"

Playing the Villain

Her ARMOR has been known to give her heightened strength, cybernetic interface, and whatever else she might need at a moment's notice.

Note the extra EC and Threshold. This gives her her greatest edge. She can Recharge, remove Set-back Tokens, and is known to use Villainous Tricks frequently.

Background

Dr. Amy Tayloe is one of those rare individuals who excel at everything they set out to do and as a woman of many passions, the things she excels at are numerous indeed. Most of these interests are of the mundane variety (various scientific pursuits, engineering, archaeology, etc.). A few, however, are anything but mundane. Chief among them is her obsession with dimensional travel.

She spent many years and a small fortune embarking on her quest to open a rift to other realms. Despite her frustrating setbacks and dead ends, she pressed on resolutely, inching closer to her goal with each passing day. It was this dogged tenacity that allowed her to finally achieve success. A small hole was torn in the fabric of our dimension and without any hesitation, she stepped into it, not knowing what to expect.

What Amy found was an amazing world of high technology and powerful magic, where the denizens – a race of diminutive, green humanoids called Gz’ulaks – worshipped extradimensional visitors as if they were gods. Crossing over into this other world had unfortunate repercussions, however. It twisted and contorted her mind, driving her to megalomania. She was a changed woman... and not for the better. She now viewed herself as the master of all realms and sought to rule every dimension in existence.

Putting her diverse areas of knowledge and the astounding technology at her disposal to use, she constructed power armor that was loaded down with miscellaneous weaponry and gadgets, all the while learning to harness the magic of this world. It was time for our world -- and all others like it -- to bow down to her or be destroyed.

Issue Ideas

Why are the Little Men Always Green?: Following their “god” to this dimension, the Gz’ulaks have decided the world is not paying enough fealty to the one true ruler, and this must be because they do not have a monument worthy of the one true ruler. It starts one morning after a particularly fogging evening, when the Christ the Redeemer statue in Brazil has been transformed into a likeness of Dr. Devastation. When questioned, Dr. Devastation claims (rightfully) to have no knowledge of this, but she is not at all upset, of course. Upon inspection, the stone has been almost remolded, a process unlike any seen before. Will the Heroes believe Devastation? Is this reworking of the statue a melding of magic and technology? What other monuments will they rework in her likeness? The Leshan Buddha in China? Shiva in Rishikesh, India? Mt. Rushmore?

Is There a Doctor in the House?: Devastation, although mad, is acknowledged as one of the smartest people on the planet. Devastation, of course, would tell you that there is no contest, that she is the smartest. Introduce a technomagical menace, a virus, something extra-dimensional, perhaps evil (no doubt goateed) versions of the Heroes show up, and no one knows how to deal with them. Will they approach Devastation? What will her price be to assist those of lesser intelligence?

Model Nation: A bloodless coup of a small European country leads to Dr. Devastation as the ruler of this micro-nation. Within months, this small country has no unemployment, citizens are universally happy, everyone has enough food on their plates, and they have begun work on fascinating new technologies that their Ministry of Foreign Affairs informs the world will revolutionize the globe. Has Devastation truly turned this nation around? Has she put her intelligence to good use? What can other nations learn from her? But are the rumors true, rumors that she is planning to expand her empire? That she is working on training and equipping an army with weapons unlike any seen before?

Traits**NECROPLASM 13 (3/2/1)**

- Versatile (Malleable, Poisonous, _____, _____)
 - Incapacitate
 - Auto-Defend
 - Link +5
- (68 Points)

EVERYONE IS ON THE PAYROLL 9 (1/2/3)

- Only When the Chips Are Down
 - Hint
 - Link +5
- (35 Points)

MOB RESOURCES/ LACKEYS 9 (1/1/1)

- Link +5
- (34 Points)

ATTORNEY 7 (1/2/3)

- +2 in Extended Scenes
 - +2 Linked with CUNNING
 - Link +3
- (30 Points)

CUNNING 5 (1/2/3)

- Link +3
- (22 Points)

"DO YOU KNOW WHO I AM?!?"

- Undefined- 40 Points
- (45 Points)

Complications

- Vengeful
- Violent
- Over-Confident

Factoids

- Ivy League education
- Penchant for strippers
- Loves authentic Italian food
- Fan of the theater- plays, musicals and opera

Miscellaneous

Base EC: +1 Threshold: 12 Points: 250

***Playing the Villain***

Necroplasm. That is what he calls his new form and the state of matter it is in. Contact with him is poisonous, and he is unafraid of getting his own hands dirty.

But his resources as head of the crime family are where he really shines. He will always have numerous well armed soldiers with him, and given his vast empire, has numerous other resources to call upon.

Why does a villain have Hint? Because he is often able to counter the best-laid plans of heroes (law enforcement is no problem, as most of them are on the payroll). Given that most official authority is in his pocket, conflicts with him can prove quite problematic, and it is possible that Heroes will be the ones carted away by the police.

Background

Consigliere Luka Milekic had it all. He was the family attorney for the Lugosi crime family, but apparently when he didn't get young Dominic off on a speeding ticket, he made an enemy. Dominic rounded up some of his own boys and took care of Milekic.

When they were done, they sealed his body in a barrel of radioactive waste.

"I don't think you fully comprehend the magnitude and severity of who you are currently threatening."

Unfortunately, this waste, from a local snack cake factory had some very peculiar properties. When Milekic pushed his way out the barrel, he sought re-

venge on Dominic and "his boys" and followed that by seizing control of the entire family. He now has the resources of one of the most powerful crime families at his disposal in addition to his impressive new form and all the powers that it gives him.

Issue Ideas

Time To Dance: The family accountant has come up with a brilliant way to launder money: Dump a whole bunch of funds into a sure-to-fail Broadway production, and write it off. Unfortunately, no one checked with Ectohazard before implementing this plan, and he is now determined to make *Equus: The Musical* a success. Ectohazard makes as many of the rehearsals as possible, big name stars of stage and screen are signing up to star. Were they coerced? Investigations into the books might very well lead to some discrepancies, and this could be just enough to put away Ectohazard for good. After all, Al Capone was jailed for failure to pay his taxes. When Ectohazard sends complimentary tickets to the Heroes, will they attend? Is he finally going straight? Can he distance himself from his former life?

Enemies as Allies: Anonymous tips start pouring in about gang activity with other gangs, leading the Heroes to one successful raid after another. It's all part of Ectohazard's greater plan, eliminate the competition, or rather, have the Heroes do it for him. When the dust settles, he will make his power-grab. If the Heroes catch on, what information does he have on them? What secrets do they have? And if they set up a meeting, are they not doing a greater service eliminating these other operations? And what of the anonymous donation to fund the team? When the paper trail leads back to Ectohazard, how will the other gangs react?

Traits

FLY ON THE WALL 13 (1/1)

(39 Points)

RIGHT PLACE, RIGHT TIME 9 (1/1/1)

- +2 to Escape a Scene
- +2 if Pushing
- +2 in Extended Scenes
- Auto-Defend

(37 Points)

INFORMATION BROKER 7

(1/2/3)

- (Everyone has a secret)
- +2 to Activate/Discover Complications

(24 Points)

Complications

- Not a combatant
(If faced with the threat of violence, may very well crumple easily. But, of course, these kinds of tactics are frowned upon by legal authorities, so, would this not add more data to his folder of illicit activities.)

Factoids

- Pays attention to *everything*
- Enjoys having leverage over people
- Calm and collected

Miscellaneous

**Base EC: +0 Threshold: 10
Points: 100**



"I see all."

Playing the Villain

Eyewitness doesn't engage in fisticuffs. Eyewitness will leave that to the ruffians of the world.

Knowledge is power. Power is money. And everyone has a price. Eyewitness is not one to perpetrate any crimes on his own, but has no problem taking his fair share of crimes committed by others. He may very well become a confidential informant for law enforcement or Heroes, but not without his price being met.

If confronted, RIGHT PLACE allows him to escape most situations. How? No one is really sure. He's a 100-point Villain to bring flavor and depth to your campaign!

Background

Knowledge is power, as the old adage goes. It can advance civilization, win wars and save lives. It can also destroy lives. The enigmatic man known primarily as the Eyewitness knows this last application of knowledge all too well and, more importantly, uses it to his advantage.

The Eyewitness (whose real name is Michael Blanchard) has the uncanny ability to “be there” when someone engages in illicit or immoral activities, lurking in the shadows where no one can see him. He records the incriminating transgressions and either sells the footage to interested parties or uses it to blackmail the involved individuals. In short, the Eyewitness is the ultimate information broker, making him extremely dangerous.

Observant and analytical, the Eyewitness is a man of few words. He never brags, gloats or underestimates anyone, realizing that the manner of desperation his actions create in his targets make them capable of going to great lengths to stop him. While he comes off as being completely devoid of any emotion, the truth is that he has a sadistic streak and thoroughly enjoys having (and using) leverage over people to get them to do what he wants.

Issue Ideas

The Bed That You Made: If you mess with a bee, you’re bound to get stung. You tease a cobra long enough, and you’ll get bit. If your business model is blackmailing supervillains, nothing good can come from that. A Villain who Eyewitness has not done right by, decides to catch this villainous nuisance once and for all. Eyewitness shows up, to a team of supervillains sitting around playing cards. Nothing to see here. But one of the Villains has done his research, he knows what, or rather how Eyewitness ticks, how his powers work, and this is all a trap. The crime is Eyewitness’ murder. He realizes this too late, and makes his retreat just in time. But everywhere he ends up, there is another Villain waiting for him. Until he shows up at the Heroes’ doorstep pleading for help. What will he offer in exchange for their assistance?

Any Press is Good Press: The supervillains, in their supervillain clubhouse, decide they have had enough and will no longer pay the price asked by Eyewitness. With no income, what is he to do? He drops anonymous tips about crimes unsolved and unknown, but the other Villains care not. They are Villains. The more crimes they are accused of, the higher their stock goes. Eyewitness turns to the Heroes with some of his information, and at first everything seems kosher until he starts pleading for compensation. Even with this information, it doesn’t make finding or capturing the Villains any easier. Maybe a Hero with a checkered past, through his old contacts, even knows what is going on in the supervillain community.

Behind the Closet Door: Everyone has secrets, right? And many Heroes have done things that were not so heroic. Eyewitness knows this, and knows some of these less than heroic acts. If the Hero in question is a player-character, have Eyewitness leverage this information into a benefit: a free pass, financial gain, power. Will Eyewitness send an anonymous letter to the Hero in question saying he is more than happy to release this information to the appropriate news channels? Or perhaps he does this on a smaller scale, a smaller crime, all in an effort to draw the Hero out.

Traits

SUPER TOUGH 9 (3/2/1)

- Auto-Defend
 - Link +5
- (43 Points)

SUPER-STRENGTH 7 (1/2/3)

- Link +3
- (26 Points)

SUPER-SPEED 5 (1/2/3)

- Link +3
- (22 Points)

COW CATCHER GAUNTLETS 5 (1/1/1)

- Link +3
- (18 Points)

TRAIN WHISTLE 5 (1/1)

- Not-A-Finisher
 - Link +3
- (13 Points)

RAMMING ATTACK 5 (1/2/3)

- +2 Linked with COW CATCHER
 - +2 Linked with TRAIN WHISTLE
 - +2 Linked with SUPER-SPEED
 - +2 Linked with SUPER-STRENGTH
 - +2 if a Full Round Spent Powering Up
- (28 Points)



"This train has no stops!"

Complications

- Has trouble turning sharply

Factoids

- Recognizable to some
- Chip on his shoulder

Miscellaneous

Base EC: +0 Threshold: 10 Points: 150

Playing the Villain

SUPER-SPEED can be used for attack and defense. Wear opponents down a bit, before unleashing the RAMMING ATTACK on them. Try and get as many numbers in your favor, and hit them again, and again, and again, hoping for a great roll. They won't forget the night they caught The Freight Train!

Background

Freight Train. Paul Jackson had the name since Pop Warner football. He was big, fast, and very hard to take down. But it wasn't enough. When offered the chance to be bigger, faster, and stronger, he initially turned it down, but when informed that these supplements were brand new, totally undetectable, and that the results would be incredible, and noticeable after just one treatment, it seemed too good an offer to turn down.

But, power leads to a thirst for more power. His college career was going fine, but as the numbers he was putting up got more and more ridiculous, investigations began. He complied with every blood test, every urine test, and always came out clean. Enter Eyewitness. He said he wanted the entirety of any signing bonus Freight Train might earn, or else the story would go public. What story? What proof? The offer was declined. Within a week, grainy camera video surfaced showing Freight Train injecting himself in his dorm room. The evidence quickly piled up, and he was banned from collegiate play. Gone were his dreams of an NFL career. Gone were his dreams of going to Disney World. He upped the dosages, maxing out, and decided that he had to take what he wanted, and began his life of crime.

Issue Ideas

Changing Lanes: Freight Train has been pulling off some impressive heists of late: attacking armored cars on highways at high speed. He runs up to them, rips the doors off, shrugs off a couple bullets, and takes as much as he can grab in a short amount of time, and departs at high speed. Can the Heroes stop him?

Cannonball Run: There is talk of a cross-country race for supervillains. Contestants start on the east coast, and make their way to specified cities, where they must pull off a specific heist before making their way to the next city. All travel must be on the ground. Obviously, after the first one or two Villains hit a city, it becomes harder and harder for each subsequent Villain. And it is not unheard of for Villains to engage in brawls on the road. Heroes catch wind of this, maybe before it starts, maybe after it has already started. What cities will the Villains hit?

Traits**INTERGALACTIC CRIMINAL 5 (1/2)**

- Versatile (Minions, Always has an exit plan, _____, _____)
- Link +3
(22 Points)

DECEPTIVE 5 (3/2/1)

- Link +3
(22 Points)

LIZARD AGILITY 5 (1/1/1)

- Link +3
(18 Points)

WALL CRAWLING 5 (1/1)

- Link +3
(14 Points)

TAIL SLAP 5 (3/2/1)

- +2 if Linked with DECEPTIVE
- +2 if Linked with LIZARD AGILITY
- Link +3
(26 Points)

RAZOR-SHARP CLAWS 5 (1/1/1)

- Link +3
(18 Points)

SCALY HIDE 5 (1/1/1)

- Link +3
- Auto-Defend
(21 Points)

VENOMOUS BITE 1 (1/2/3)

- Link +1
(9 Points)

Complications

- It's all just a ruse
- Murderous
- "I am from an alien planet, I do not understand your googles and your twitters."
- Blood frenzy

Factoids

- Has developed a taste for human flesh
- Fish out of water
- Has big dreams

Miscellaneous

Base EC: +0 Threshold: 10 Points: 150



*"I am sssimply a
misssundersstood refugee
ssseeking to help thosse
who have
assissted me"*

Playing the Villain

This is a version of Frill Neck designed to be mostly an annoyance in your series. He is trying to get a foothold on Earth, expanding his criminal empire, but is finding it hard to make any headway with all the other criminal elements.

Consider having him be a regular occurring villain, and then bumping him up to 200 Points, putting most of the Design Points into INTERGALACTIC CRIMINAL (adding another Versatile slot, and certainly increasing the value), perhaps also adding a MINIONS Trait to show how his reach has extended.

Background

Frill Neck (his real name is not pronounceable by humans, but a close approximation is “Frill Neck”) is an alien criminal who is wanted by an interstellar police force for a number of gruesome murders which he was responsible for. Knowing that the penalty for his crimes will be a complete personality adjustment, Frill Neck fled to a small unimportant planet in a backwater arm of the Milky Way Galaxy: Earth.

As he arrived in orbit, his small spacecraft collided with a satellite, sending him careening into the atmosphere. If not for the timely arrival of Moon Girl and her team-mates his life would have ended as a nasty smear somewhere in the Arizona Desert. Realizing that he had just the cover he was looking for, Frill Neck claimed that he was a refugee from an alien government, pursued by corrupt officials who sought his death. He knew that if he played his cards right, his new “friend” would defend him from those that would eventually come after him.

Taking him at face value, Moon Girl and her team accepted him into their group. He has proved to be an exemplary and valuable team member, using his skills and abilities to help them. But his true nature isn’t hidden for long, and sometimes he finds it hard to hold back from rending his opponents limb from limb.

Issue Ideas

As detailed in the Background above, Frill Neck is riding that line between hero and villain. He has seemingly duped some of the Heroes into believing his story, but the hard truth of the matter is, he’s one bad dude. He is trying to slowly build a criminal empire, and realizes the strategic value of having Heroes be dupes and even allies, for one reason, he can make sure the Heroes don’t interfere with his more villainous plans.

Oops: The Heroes stumble upon a smallish gathering of Frill Neck and his “gang.” How will he worm his way out of this one? Will he claim he was acting undercover? Will this raise suspicion? His minions might have a tale or two if a fight ensues, seeming a little too friendly with their boss. What damage will this do to his reputation?

Blue Plate Special: A member of the interstellar police force shows up or contacts the Heroes, looking for their assistance, but Frill Neck is a respected heroic ally of Moon Girl, are the police to be believed? Play up Frill Neck’s redemption, have the police force leave, and then, several Issues later, they are contacted by an ally in the police department, or perhaps stumble across the clue themselves: Every 64 days, for the past 318 days, a person has mysteriously vanished. And they recall something in Frill Neck’s dossier about his insatiable bloodlust every lunar cycle on his home planet, a lunar cycle that is 64 days long. They don’t have long before he will strike again, and since being cleared with assistance of allied heroes, no one has seen him. No doubt he has a secret lair with desiccated drained corpses stinking up the joint. Is there a connection between the victims? Does he need to soften the victims up with small doses of his poison leading up to their death? Will the interstellar police force be all too interested in coming back to Earth, if they were blown off? And, where is Moon Girl? She hasn’t been seen in a while either.

Traits**STAR POWERS 21 (1/2/3)**

- Versatile (Super-Strength, Invulnerability, Super-Fast Flight, _____, _____, _____)
 - +2 Against Multiples
 - +2 to Escape
 - Auto-Defend
- (107 points)

MOCKING 5 (3/2/1)

- Not-A-Finisher
 - Link +3
- (21 Points)

Complications

- Material Girl
- Would always prefer to run away, to live to steal another day

Factoids

- Wants to be a celebrity
- Loves to party

Miscellaneous

Base EC: +3 **Threshold:** 16
Points: 200

***Playing the Villain***

STAR POWER is all she has. She frequently uses it to blast, but can also use it to survive in space, increase her own density or the density of others... lots of fun stuff here. She loves blasting from ranged, attacking multiples.

But "on paper" she is one of the strongest characters in the CC&VFverse based on physical strength alone. Her extra EC allows her to Recharge her Star Power if she decides to stay in a fight, and her high Threshold makes her hard to take down. Solo, against a team of Heroes, her Traits will get Used up quickly, but that is what the extra EC is for!

Background

Annie Gupta was blessed with incredible powers. Annie Gupta also likes shiny, expensive things. What better way to acquire said items than by using her powers. Galaxia is interesting because she is very powerful, built with 200 Design Points, but is really only concerned with acquiring things, primarily expensive things. She isn't motivated enough to pull off any complicated heists.

She is known to travel in the Hollywood celebrity circuit, sitting the private rooms in the poshest clubs, drinking the most expensive champagne. She usually pays her own tab, but has also been known to just leave without paying her bill, and who is going to stop her? Given her sassy attitude, good looks, and the general media obsession with celebrities, doormen give her entry and she is able to fly under the radar, fame-hungry, vapid celebs more than happy to call her one of their own. And while some former child starlets run into problems with the law for shoplifting and DUI, Galaxia's crimes are certainly more worthy of police attention.

Issue Ideas

Redemption Means Ratings: A Hollywood producer approaches the Heroes with a proposal. Galaxia is considering turning over a new leaf, and trying her hand at heroism, and they'd love for her to work with the Heroes, and of course, cameras would be rolling, documenting this unlikely path to redemption. Galaxia's agent and the producer explain that being a hero would increase her Q Rating, and that is good business for Galaxia. Although she may no longer be committing crimes, she has a serious love of the nightlife and a more bacchanalian lifestyle. How will this affect the Heroic team?

True Couture: Paris fashion week is where the best of the best showcase their newest designs. Galaxia loves looking good, so she is absolutely going. When she sees something she likes, she stands up clapping, dons her costume, and flies backstage, grabbing the designer. She wants that dress, but needs the designer to fit it to her: Galaxia is curvier than your standard supermodel. Some designers submit press releases saying they would love to offer their services, perhaps even designing a new costume, after all designers don't care about such things as which side of the law they are on, and this could be huge press.

Traits

"HONEY BADGER DON'T GIVE A DARN" 12 (1/2)

- Only When the Chips Are Down
 - +2 Linked with SPEED
 - +2 Linked with CLAWS
 - +2 when Pushing
- (35 Points)

TOUGH MOFO 10 (3/2/1)

- Auto-Defend
 - Link +5
- (47 Points)

HEIGHTENED REFLEXES 7 (1/2/3)

- Link +3
- (26 Points)

HONEY BADGER CLAWS 6 (1/1/1)

- Link +3
- (20 Points)

HEIGHTENED SPEED 5 (1/2/3)

- Link +3
- (22 Points)

Complications

- Soft-Hearted
- Blinded by Honey Badger Rage

Factoids

- Champion of LGBT Rights
- Educated
- Music Snob

Miscellaneous

Base EC: +0 Threshold: 10 Points: 150



"Don't let my Flamboyant costume distract you too much, because, in case you have not heard, Honey Badger don't give a damn!"

Playing the Villain

Honey Badger is pretty straightforward. He's not the fastest speedster, but he can move. Link Traits together, but save some for when his "HONEY BADGER..." Trait kicks in (Only When the Chips Are Down), and unleash the hurt. He can attack multiples with his speed, so he can prove to be a worthy opponent for a group of Heroes.

His Rage Complication can prove problematic for him, as he may certainly attack multiples, but can also be seen carrying those who he might not have wanted injured to a local hospital.

Background

Always a fan of professional wrestling, where the manliest men wear garish colors, Stevie Andrews first entered the capes scene as the villain known as Dervish, a petty criminal known for his toughness and speed. But, things changed for him when a local media outlet “outed” him, calling into question his bright purple costume accents. Dervish initially sought his revenge, but changed his tune as other media talking heads started a character assassination of the outing journalist.

Never one to shy away from the spotlight, he soon embraced his role as a fashion icon to the LGBT community, and his crimes became more creative, and noteworthy: stealing expensive flowers from a botanical exhibit, breaking into the famed jeweler to the stars’ shop, and parading around in costume decked out in (tasteful) bling. One of the left-leaning free newspapers even suggested Dervish was a mouthpiece for the fight against prejudice.

As the Honey Badger phenomenon took hold in the country, he modified his costume, and began to even more embrace his role as an icon. When interviewed for an exclusive, Honey Badger explained that although he was well aware of the irrelevance of adopting such a moniker, he also wanted to be recognizable in his new role as mouthpiece for the masses! None of this is to say that he does not still take what he wants, but his targets now are those organizations and businesses that have a definitive anti-LGBT stance, and he often donates significant amounts of his ill-gotten gains to pro-LGBT orgs.

Issue Ideas

I Love a Parade: Wanted by authorities, Honey Badger truly doesn’t care. When asked to take part in a pride parade, he jumps at the opportunity. Heroes are contacted to bring him in. But, to complicate matters, protesters, including several close-minded supervillains, are also planning on making an appearance. Will the Heroes team up with Honey Badger to stop their violent assault on the parade, or will they bring him in? Will any LGBT-friendly villains show up?

The Sparkly Claw of Justice: To flip the above scenario on its head and to take things in your games down a darker path, in a conservative town/ city/ state, an LGBT youth is assaulted by bullies. Evidence being inconclusive, even when the assailants admitted to the crime, they are found innocent. Honey Badger isn’t going to stand for that, and decides to take the law into his own hands, staging his own assault. This divides his supporters. Few agree with his tactics, as this is not how to incite change. But he stands by his actions, even when he becomes a pariah for many of those who supported him. Copycat assaults are made on other LGBT individuals, and Honey Badger’s response is always the same, every time the charges are dismissed!

Traits**SHAPESHIFTING (others) 18 (3/2/1)**

- +2 if Jack has ever delivered a Setback Token with SHAPESHIFTING on opponent
 - +2 Linked with GENIUS
 - +2 if Recharged
 - +2 for Determining if Foe is subject to a Big Hit
 - +2 Linked with KNIVES
 - Incapacitate
- (88 Points)

SHAPECHANGE (self) 9 (1/1/1)

- Limitations (see Background)
 - Incapacitate
 - Auto-Defend
 - Link +5
- (37 Points)

CREATURE OF FAE 9 (1/2/3)

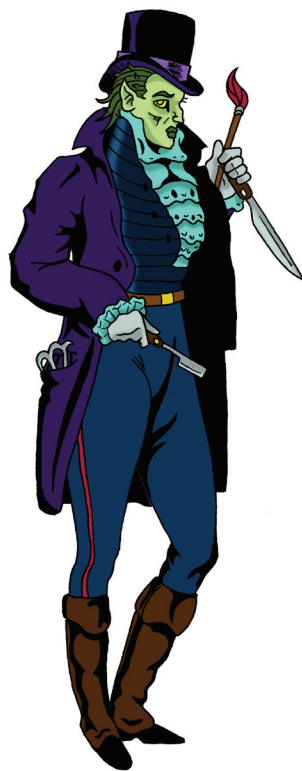
- Versatile (Invisibility, Teleport, Immune to Damage, _____, _____, _____)
 - Not-A-Finisher
- (42 Points)

MAD CREATIVE GENIUS 9 (3/2/1)

- Link +5
- (40 Points)

CARVING KNIVES 5 (1/2/3)

- Link +3
- (22 Points)

**Playing the Villain**

Jack's SHAPECHANGE could be considered Versatile, but because of the limitations, is not. Can he get some degree of enhanced strength, toughness? Absolutely. But, always limited by the shape he chooses. He cannot become a rodent with heightened strength, but a rodent who is fast and small, absolutely!

His SHAPESHIFTING is how he makes others better, or rather remakes them into the works of art that they are. If he has ever "worked" on an opponent before, their defenses are somewhat compromised. Additionally, to really ramp up his threat level, the Editor should consider having Jagged Jack do damage that is somewhat more permanent to foes, giving them a Setback Token that cannot be removed, or even altering their Traits somewhat. Of course, an Editor who does this should reward the player with additional Editorial Control (for their troubles) (see p. 103 of the **CC&VF** core book). A character may find that their wings are more powerful, or that they get a STUNNINGLY ATTRACTIVE Trait just for playing along. Adding or modifying a Trait should not reward the player extra EC unless the Editor has reduced their effectiveness in some way. And, it could even be a bonus for the character, as they may very well gain a Trait without having to use Design Points. The +2 for a Big Hit gives him a bonus only when comparing his attack to a character's Threshold.

As with Pixie (see p. 64), he is a CREATURE OF FAE, and this grants him numerous, interesting effects. And because he doesn't really want to have to answer to his critics, if things start looking bad, he will just escape, teleporting away, becoming invisible, anything to get him out of the fray. After all, the Sistine Chapel was not painted in one day.

Complications

- Psychopath
- Pure Iron

Factoids

- Petulant
- Self-Righteous
- Dismissive
- Haughty
- Why say something in five words, if you can grace them with three paragraphs?

Miscellaneous

Base EC: +1 **Threshold:** 12 **Points:** 250

Background

"Pity poor Jack, cast out from the realm of the fay, barred from the Court of the Sidhe, and for what? Why, naught but a disagreement over aesthetics! I am an artist and an artist must create, yes? What does it matter if my chosen medium is living flesh? Is that any reason to deny me the right of self expression? Yes, 'tis true that I replaced the eyes of the Grand Duchess Carmilla with opals, but now she is a work of art - she does not need to see, she merely needs to be seen. And for this I am banished?! Pah! Truly, everyone's a critic!"

"So now I find myself marooned in the sad and stolid realm of mortal kind, this tragic "Earth". No place for an artistic soul, this. Why, the forms of Men barely flex or bend at all. They simply... snap."

"But then perhaps, just perhaps, this could be a blessing in disguise. For who needs Jack's artistic flair more than those who have none of their own? Mayhap my great work can continue, merely on a different canvas. Yes, yes it shall! I will bring artistry to the mortals, gift their lives with wonder as only benevolent Jack can! And perchance in them find a more appreciative audience..."

"Hmm. I wonder what that fellow over there would look like with a bicycle wheel for a head?"

Jagged Jack is a prince of the Hedley Kow, a particularly malevolent breed of faerie shape-shifters. He was convicted of terrible crimes of "artistic mutilation" in the fay realm, but his high status made a sentence of execution politically problematic, thus necessitating his banishment. Utterly without empathy, Jack is an amoral psychopath who sees other beings only as raw material for his art.

He has the ability to use his shapeshifting magic on others, twisting and mutating their bodies, even combining them with other life forms or inanimate objects, to create monstrous new beings that he views as living art. What's worse, he believes that his people will welcome him back if he can create enough great works of this type (why would they deny themselves his genius?), encouraging Jack to reach for new heights of atrocity.

His shapeshifting power makes it incredibly difficult to combat him. He can take virtually any shape, any living thing, any inanimate or inorganic object (and still move in such a form) or combination thereof, even perfectly copying someone else's appearance if he so chooses. He does have some limitations: He can never become a liquid or a gas, he can never be more massive than the largest living thing in the realm he currently occupies, nor smaller than the smallest rodent. Additionally, like all of his kind, he cannot bear the touch of pure iron, regardless of what shape he is in!

His natural form is that of tall, lean, Caucasian man with sharp features and an aquiline nose, but with a slight greenish tinge to his skin and, bizarrely, the thorns of a rose in place of hair. His clothing style tends towards the anachronistic, typically wearing a Victorian-era black suit, complete with top hat.

Jack believes that his art elevates his victims, that he is an unparalleled creative genius, and anyone attempting to stop him (or worse, "vandalize" an artwork by returning it to its original state) will earn his eternal ire.

Issue Ideas

Makeovers by Jack: One of the Heroes starts having dreams. Dream of being more attractive. Dreams of new powers. Jack has taken a vested interest in the Hero and as a Fae, is entering the Heroes' dreamscape implanting the idea. The dreams become more vivid, more realistic. Describe to the Hero how effective and amazing these new powers are, how attractive they are. Use the Heroes' background to touch upon the nerves of their character, their strengths and their weaknesses to convince them that not only is this possible, but that they must choose this path. Perhaps their mutagenic genes can be further altered through a concerted effort. Or perhaps these new powers are part of their evolution. Jack wants a willing subject. Jack is willing to bargain with the character. If the character agrees, they will wake up transformed. Will Jack exact a price for this transformation, or is the marvelousness of his creation enough for him?

We Take Care of Our Own: Pixie (see p. 64) shows up asking for the Heroes' help. Her wings have been mutilated. Seems Jagged Jack is not a fan of Pixie and her kind, and has determined that there is a certain beauty in the horrific, and wants Pixie and all her kin to know that they shall not stain the world with their shiftless ways. He then starts targeting other characters with mystical origins.

*Traits***UNDETECTABLE**

- Definitive- Superhuman
 - Not effective against magic
- (30 Points)

SABOTEUR 5 (1/2/3)

- Versatile (Knowledge of Explosives,
 - Stealthy, Always has an Exit Strategy,
- _____, _____, _____)
- Link +3
- (31 Points)

SMART 5 (1/1)

- Auto-Defend
 - Link +3
- (17 Points)

CHEMIST 5 (1/1)

- +2 Linked with SMART
 - Link +3
- (16 Points)

BOOBY TRAPS 5 (3/2/1)

- +2 Linked with SMART
 - +2 Linked with CHEMIST
 - +2 Linked with SABOTUER
- (24 Points)

MARTIAL ARTS 5 (1/2/3)

- Link +3
- (22 Points)

ARSENAL 2 (3/2/1)

- Link +1
- (10 Points)

Complications

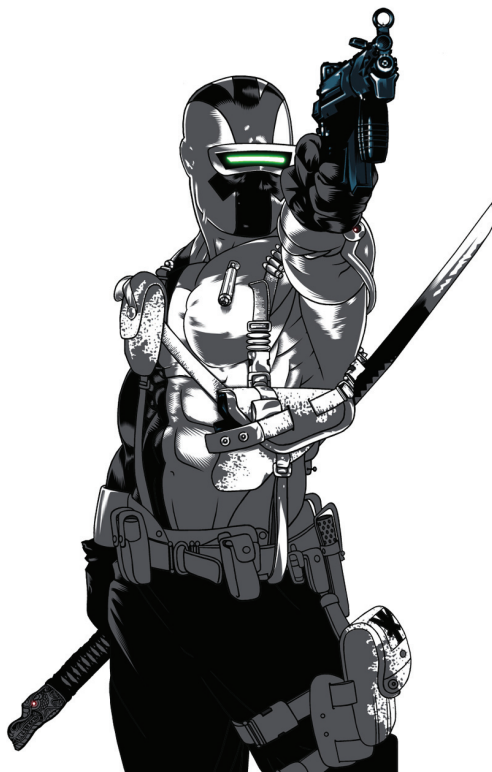
- Eco-Warrior
- Vain
- Overconfident
- Cannot allow himself to be captured/ detected

Factoids

- Dedicated to a cause

Miscellaneous

Base EC: +0 **Threshold:** 10 **Points:** 150

*Playing the Villain*

Le Saboteur is about two things: not getting caught/photographed and his booby traps.

He isn't likely to want to stay and fight, setting off a booby trap to buy him some time. He has taken great pains to ensure he cannot be photographed, and if he is seen, he will do everything he can to get away as soon as possible, finishing the job if possible!

Background

Very little is known about the mercenary who calls himself “Le Saboteur.” At the very top of Interpol’s Infra-Red list of outstanding notorious criminals, Le Saboteur is thought to be responsible for over 300 deaths and upwards of \$22 billion in real estate damage in over 37 countries. Despite this, Le Saboteur has never been photographed, let alone captured by law enforcement. What little is known about this costumed super-mercenary comes from the eye-witness testimonies of the handful of witnesses to his crimes and the eco-terrorists who claim that the death and destruction wrought by Le Saboteur is all in the name of environmental protection.

Le Saboteur is able to avoid being photographed during his missions because he employs several devices off his own design around the perimeter of his “work” zone, including: a jammer and portable electromagnetic pulse (EMP) generator capable of scrambling or disabling all unshielded electronic devices in the area; an extremely low frequency (ELF) generator capable of disorienting or killing any unshielded personnel in the area; and a micro-burst x-ray projector capable of destroying film and electronic tape recording devices.

He is also a master strategist and PhD-level chemist who creates elaborate booby-traps using all of his own, specially-designed explosive devices. On the rare occasions he has been engaged in physical combat, Le Saboteur has demonstrated a mastery of savate, with influences ranging from American boxing to Shaolin kung fu.

Issue Ideas

Gotcha!: Saboteur has been at it again. This time he is stealing priceless artifacts, and then directing authorities to their location after the heist is complete. A world famous painting/object/artifact is on display at a museum and the heroes are asked to guard it. Saboteur’s goal is really just to make them look bad, so he steals it and runs, only to toss it in a trash can right outside the museum. Why? Will the Heroes discover that all of the locations have a similar security system? What other locations have this specialized security system? What is Saboteur trying to prove, and for what purpose?

The Set Up: These high-flying superheroes in their fancy schmancy headquarters. Saboteur has been monitoring them, and is not impressed by their Green Initiatives. He begins planting seeds about some underground dealings in the seedier parts of town. The type of work that requires superheroes to go undercover. When the local tabloid runs photos of a well-known hero in stripper attire, the scandal starts brewing. Reporters start digging deeper. They notice the recycling coming out of the heroic HQ is not as thorough as it should be. This brought to the attention of the city. An audit of the Green practices of the team is requested. When the auditors arrive, one of them is Le Saboteur, who has now gained access to the HQ, and is now able to stay one step ahead of the heroes, and what other secrets might be uncovered? How will he leverage this?

Boom Boom BOOM!: Simultaneously, all of the gas stations in the Heroes’ city/cities explode, along with several oil freighters and tanker trucks docked or heading into the city. All the local evening news are hijacked: Le Saboteur appears on screen imploring the people of the fair city to demand more eco-conscious solutions. Electric cars are viable. Alternative fuels are viable. The sabotage will continue and no gasoline will be allowed in the city until the Heroes’ city becomes a paragon for the world of positive environmental change.

Traits**THIRD EYE 17 (2/1)**

- Must always attack Multiples, including buildings and terrain
- +2 against Multiples
- +2 Pushing
- +2 if Recharged
- Can only be Used after RADIATION COLLECTOR has a Usage (64 Points)

PERSONAL FORCE FIELD 15 (2/1)

- Can only be Used after RADIATION COLLECTOR has a Usage (50 Points)

ENERGY/RADIATION COLLECTOR/CONVERTER 14 (1/1)

- Only When the Chips Are Down (36 Points)

INATHAKALLA PHYSIOLOGY 13 (1/2/3)

- Versatile (Superhuman Strength, Superhuman Speed, _____, _____)
- Auto-Defend (60 Points)

BRILLIANT TACTICIAN and STRATEGIST 9 (3/2/1)

- Link +5 (40 Points)

Complications

- Honor-bound
- Egocentric
- Bitter at being passed over
- Just wants to command the armada

Factoids

- Refuses to bow to earthly authority

Miscellaneous

Base EC: +0 **Threshold:** 10 **Points:** 250

**Playing the Villain**

He's tough, fast, what else does it mean to be Inathakalla? Durability? Ionic Control? It's your game, have fun defining this alien race for your series. He'll prove to a decent foe, as his power charges up, and when that happens, attack multiple characters as well as doing collateral damage. He can only collect Radiation when the chips are down, describe him charging up, destroying objects to siphon their energy. He may very well Push to get the Chips down, but note the FORCE FIELD and THIRD EYE do not require the chips to be down, so he can remove a Setback Token if he desires. Recharge the THIRD EYE if you want. Push to get extra dice.

Note that this is a 250-point Lord Malice, one who does not have the Inathakalla fleet at his command. Bump him up to 300 Points should he ever be given command!

Background

Malsparra deth Kuth Inatha was the most esteemed member of the tyrannical House of Kuth, the ruling family of the Inathakalla, a warrior race that holds dominion over hundreds of planets in the Crayt'teus Galaxy. Bestowed the title of "Lord Malice" after his machinations caused a schism in the competing House of Darfan, Malsparra was next in line for Lord High Admiral and the command of the entire Inathakalla space fleet until it was discovered that he had been having a passionate relationship with Lady Nightblood of the competing House of Nidriiss.

Exiled to live on Earth for 212 cycles (roughly 60 years), Lord Malice willfully abides by the House's decree, but he will not bow to any Earthly authority. Upon his arrival, various governments attempted to subdue, capture or kill Lord Malice, using all of the most advanced technologies at their disposal, but to no avail. Even the world's most powerful superhumans were unable to stop Lord Malice without causing even greater property damage and loss of innocent life. Eventually, the governments of the world agreed to leave Lord Malice alone, keeping him under surveillance, but granting him unlimited freedom of travel. In return, Lord Malice promises nothing...

Lord Malice is a superior example of a mature Inathakalla male, possessing superhuman strength, speed, endurance and fortitude incomparable on Earth. He is also an extremely smart tactician and military strategist. The insignia that Lord Malice wears is a radiation collector and converter that powers his personal force field and focuses the internal energies that he emits as destructive force via his third eye.

Issue Ideas

Lord Malice is a heavy hitter, with potential to be a campaign changer.

Loyalty Knows No Bounds: There are those still loyal to Malice; those who do not want to see their rightful leader shamed and punished. Several rogue Kuth ships enter the Earth's atmosphere, demanding the return of their leader. But is Malice behind this?

Bad Romance: A hero bears a striking resemblance, both physically and in ability, to his beloved, Lady Nightblood. Might this be his beloved, perhaps the tyrannical government mind-wiped her? How will the hero react when Malice wishes to show his affection? How will the hero react when Malice decides she needs to be deprogrammed? And what if indeed it was Lady Nightblood, unbeknownst to her entirely? Start planting small dreams of forgotten pasts.

Traits

"SO PRETTY..." 21 (1/2)

- Incapacitate
 - +2 vs Multiples
 - +2 Linked with PSYCHIC
 - +2 vs suitable male suitors
 - +2 to Incapacitate
- (92 Points)

PSIONIC BLAST 15 (3/2/1)

- +2 Linked with PSYCHIC
 - +2 vs Multiples
- (65 Points)

ENHANCED PHYSIOLOGY 10 (1/1)

- Link +5
- (32 Points)

PSYCHIC 9 (1/2/3)

- Link +5
- (40 Points)

BUTTERFLY WINGS 5 (1/1/1)

- Auto-Defend
 - Link +3
- (21 Points)

Complications

- Not all there?
- Lives and operates as if from another reality entirely

Factoids

- Rarely speaks
- Very flirty
- Somewhat childish

Miscellaneous

Base EC: +0 Threshold: 10 Points: 250



Playing the Villain

Her PHYSIOLOGY is such that her strength, agility, senses, etc., are all enhanced well beyond human norms. Be very careful with "SO PRETTY," since what you don't want is for people to Auto-Defend against it if possible. What is it? Basically, anyone looking at her or in her presence is taken in by her unearthly, alien beauty, and will be too stunned/ hypnotized/ amazed to do anything.

She is PSYCHIC and can read the minds of anyone she chooses to. If she can Incapacitate or take out a whole team of Heroes, she may very well try and take a suitable male as a mate.

Background

Yep, a psychic butterfly with rainbow-colored wings. She was born into the caterpillar/butterfly elite in a land called Caterfly and because she was so sensitive and bright, Evil Butterfly Intelligence (EBI) decided to use her for their evil agenda to take over the world. Through a powerful combination of drugs, hypnosis and other forms of mind-control, her psychic powers were extremely enhanced. Soon, she could read the thoughts of all creatures around her. This proved problematic for EBI, however, because at first she resisted them. She was on the side of “good” and since she could read their minds, they could no longer control her.

But, soon it was time for her metamorphosis. She entered the cocoon, a good caterpillar, intent upon resisting the forces of evil. When she emerged as a butterfly however, she was as sinister as they come and joined forces with the EBI. No one knows exactly what occurred during her metamorphosis to turn her evil, but one of two things must happen to save the fate of Caterfly: She must either be destroyed or the secrets of her metamorphosis must be discovered to return her to her true “good” nature, so she can once again help to defeat the EBI.

Issue Ideas

The Cocoon Unravels: One of the unfortunate souls who idolizes the Heroes but is lacking many of his mental faculties, one day drops one of his many, many notebooks. Anyone who glances down at it notices the very distinctive handwriting of a teenage girl. This individual might either forget the notebook, having dropped it, or will hurry to pick it up, claiming to know nothing about the drawing. But the mumbling under his breath “flutterby, flutterby, flutterby” is hard to miss. Heroes investigating the matter might find many, many notebooks, filled with teenage girl handwriting, doodles, stickers, but throughout them all are stories about this young woman transforming into a psychic butterfly. As the story unfolds, it becomes very obvious this man has a connection to Flutterby. Was he an abusive father who triggered something within her, and as revenge she destroyed much of his mind?

Help Us, Superheroes, You’re Our Only Hope!: The Editor should isolate one Hero, likely communicating with them outside of the game. This Hero has been contacted by the Caterflyans asking for help, only they were none too subtle. The Hero should wake up in an ethereal realm, where they are presented a crown made of bizarre fantasy substances, and given fermented nectar to drink. Embrace your storytelling muscles, describing this fantasy world where the Hero is their savior (think the film *Avatar*, or the *Sword of the Atom* comicbook). But then, just like that, stop. “You wake up. It must have been a dream.” But then, as each Issue unfolds, drop to them little hints and reminders. Make it seem as if they are seeing something no one else is seeing. And then, to really up the ante, explain to the other Heroes that the savior Hero has not been acting right. That they have been muttering to themselves in some strange tongue, staring off into space for very long stretches of time. And to the savior Hero, the Caterflyans explain that they are not certain they can trust the Hero’s allies, and that they may very well be under the sway of Flutterby. The goal here is to establish a real sense of paranoia amongst the players, with many of them likely thinking that one of their own is losing their grip on reality.

Traits**BREAKS THE 4th WALL 9 (1/2/3)**

- Auto-Defend
 - +2 to Discover Complications (see p. 33 of the CC&VF Rulebook)
- (39 Points)

ERASER 9 (1/1/1)

- +2 if Used to Attack
 - Link +5
- (36 Points)

REDRAW REALITY

- Undefined: 58 Points
- (63 Points)

Complications

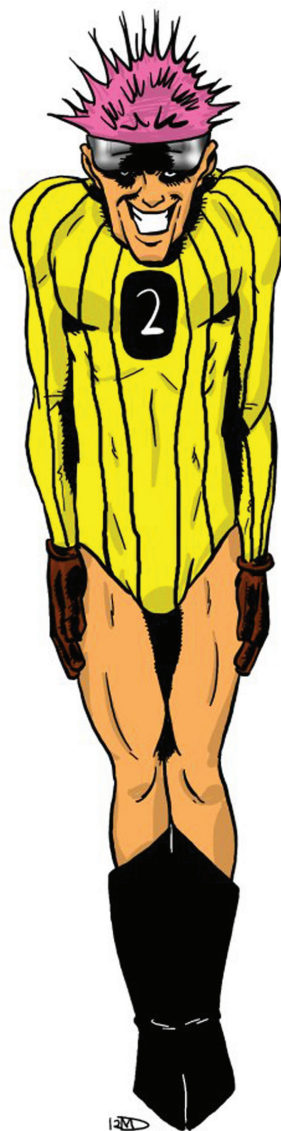
- Batty
- Nutty
- Can Sometimes Anger the Editor
- Knows He is in a Comicbook/Roleplaying Game

Factoids

- Artistic
- Unafraid to Push the Envelope if Needed

Miscellaneous

Base EC: +1 **Threshold:** 12
Points: 150

***Playing the Villain***

Pencil Man is disgruntled, wants to humiliate heroes, get rich and show the world how cool he is. In short, he's a huge pest. Worse still, he's a huge, *powerful* pest. He can walk from "panel" to "panel", enter scenes at will, draw cool stuff ("This chainsaw I'm drawing should help me thwart you!") and even change his surroundings by drawing new backgrounds ("Now we're in the Arctic! You should have worn your puffy coat like I did!"). The Editor should use his Undefined Trait and his extra EC to go wild with the possibilities, recharging as necessary.

By BREAKING THE FOURTH WALL, he (as the Editor) can even take a look at a player's character sheet, or anything else sublimely ridiculous. "Oh, you're using three Traits to attack me? Well, I'm not too worried."

Background

Chris Jahn knows he is a comicbook (and roleplaying game) character and has the ability to interact with that reality accordingly, adding to it with his pencil-based powers. The rumor in the superhero community is that he was a failed comicbook artist (his costumes did not have enough pouches, his style was too reminiscent of the Bronze Age) who imbibed way too much energy drink and imported ramen in one evening. The non FDA-approved super MSG interacted with the contents of the energy drinks, giving him the ability to be in a comicbook. Whether or not this theory has any merit is anybody's guess.

Issue Ideas

Reboot: Because of his powers and ability to alter reality, you can have a really fun story-arc by embracing some of the more sensational cover concepts from classic comicbooks: re-design all the player-characters, keeping their personality characteristics intact, but giving them some or all new powers and Traits. Design their new costumes, maybe more garish and flamboyant, maybe even a new superheroic ID. Make the crimes more or less gritty depending on your campaign, but then slowly reveal that Pencil Man is the President, or King, or some such. And then, the players will have to take him down!

You can tone down the above idea by just redesigning the Heroes' costumes; maybe Pencil Man wants them to have more flair!

To flip the above scenario on its head, maybe Pencil Man creates a slew of new supervillains, each more ridiculous or clichéd than the last, maybe each made with 200 or even 300 points, but each only has one Setback Token, and when defeated, they just vanish. These villains will target the Heroes time and again, until they can figure out who is behind it all!

Whatever Pays the Bills: Unable to find work doing what he loves, drawing superheroes, Chris has taken whatever scraps of work he can find (because, as much fun as it to be a supervillain, he still really wants to make it as an artist!). Unfortunately (or amusingly? frustratingly? raunchily?) that work of late has been for men's magazines, drawing NSFW comics. But, due to his pedigree, he has been focusing on superheroes and supervillains wearing less than they might in public. Well, what happens when the Heroes wake up to a world like this? Every Scene tries to play itself out like an adult movie: "Oh, you're here to stop me from robbing the back, well, why don't you just peel off that spandex and give me a good spanking?" Heroes costumes are more than a bit more revealing, and there is little they can do to stop this (their clothes randomly get ripped to shreds, torn off, etc.). How will Heroes act in this new reality, how will they figure out it is Pencil Man, and what will the aftermath be? -- "Ummm.... Hey Piperess, that thing about a month ago, yeah... umm..... anyway, like, I think I need to stop you from committing this crime right now."

Traits

BEGUILING TUNES 9 (1/2/3)

- Incapacitate
 - +2 Linked with Rat Swarms
 - Link +5
- (44 Points)

RAT SWARMS 9 (1/2)

- +2 if Recharged
 - +2 for Each Setback Token Given when RAZOR SHARP CLAWS are Used
 - Can only be Used after BEGUILING TUNES is first Used
- (27 Points)

FERAL MINION -- "SKAVISH" 7 (1/2/3)

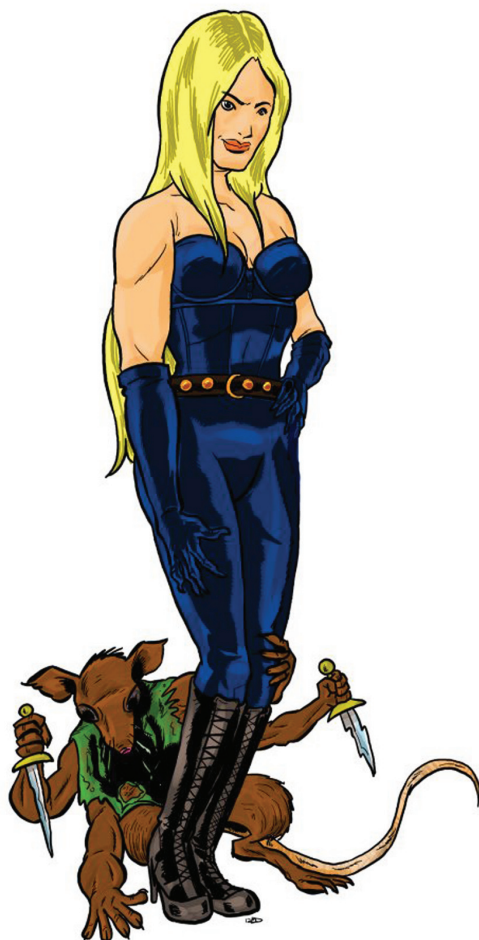
- Link +3
 - +2 if Recharged
- (28 Points)

RAZOR SHARP CLAWS 5 (3/2/1)

- Link +3
- (22 Points)

VICIOUS FIGHTER 5 (1/2/3)

- Link +3
 - Auto-Defend
 - +2 Linked with RAZOR SHARP CLAWS
 - +2 Linked with FERAL MINION
- (29 Points)



Playing the Villain

Piperess will play a song on her flute, hoping to catch Heroes unaware. After that, she may very well engage in melee, hoping to bloody her foes. Describe how the rats are arriving after her Usage of BEGUILING TUNES. If she can deliver some blows using her RAZOR SHARP CLAWS, her summoned rats thrive on the taste of blood and get even stronger. Similarly, Recharging her MINION and the RAT SWARMS makes them stronger as well, perhaps she will even use the Benefit Dice from her BEGUILING TUNES to offset some Detriment Dice from the Rat Swarms.

Complications

- Vengeful
- Distractible
- Music fan

Factoids

- Genius Level IQ
- Genetic Engineer

Miscellaneous

Base EC: +0 Threshold: 10 Points: 150

Background

Lovisa Nilsine was born to Swedish scientists who worked in the field of genetics. She grew up watching her parents work on trying to cure diseases and help humanity. At the age of 3, it was quite obvious that Lovisa was exceptionally gifted. By the time she was 14, Lovisa had begun her college studies and finished when she was a mere 17. Around this time her parents had stumbled onto a major breakthrough in their research and were murdered by a rival to steal their find for himself. This was what turned her against humankind, all the murder and violence. She retreated from the world and into her underground lair where she realized that she could communicate with the rats down there.

As a genetic engineer she soon began to experiment with the rats to make them smarter, stronger, faster. When those were successful, she tried to combine the

*"Follow me, my scurrying children
of the night, and we shall take the
world For ourselves!"*

DNA of her super-rats with that of a human. At that time she believed the experiment to be a failure, so she erased his memories of her and released him back into the world. She later realized that it was a success and he called himself The Rat King. She perfected her experiment and decided to use herself as the recipient of her formula and it was VERY successful. Now, Lovisa has realized it is time to re-enter the world and take it back, punishing humanity for its sins.

Issue Ideas

Packrats: Things start going missing. All around the city. Plant small stories about famous and influential people losing things, misplacing them. Tech and item-based Heroes will find themselves without their equipment (be sure to reward such players with additional points of EC to offset this loss of Traits). Piperess' rats have begun accumulating goods for their ruler at her request. Can the Heroes find out who is behind this and stop her?

Death Row: Famous criminals in prison begin dying, gnawed to death by rats. It shouldn't be too difficult for the Heroes to figure out that Piperess is behind it, taking out her mission to eradicate sin on those who have sinned grievously enough to warrant prison time, the worst of the worst. Now, it is up to Heroes to protect these despicable criminals.

Traits**CREATURE OF FAE 9 (1/2/3)**

- Versatile (Invisibility, Wings, Immune to Damage, _____, _____, _____)
- (43 Points)

MAGICAL FAE BLADE 9 (1/2/3)

- Link +5
- (40 Points)

"PIXIE CUT" 9 (2/1)

- +2 Linked with MAGICAL FAE BLADE
 - +2 Linked with SMALL
 - Incapacitate
 - Only When the Chips Are Down
- (23 Points)

SMALL 5 (1/2/3)

- Auto-Defend
 - Link +3
- (25 Points)

PUNK ROCK ATTITUDE/ OUTLOOK 5 (2/1)

- "More punk than you"
 - Link +3
- (16 Points)

TWO-FINGER SALUTE 5 (1)

- One-Shot
 - Only When the Chips Are Down
 - Link +3
- (3 Points)

Complications

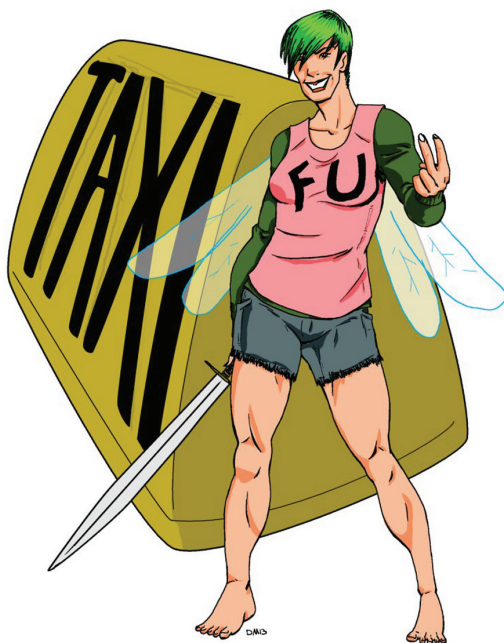
- Cold Iron is very damaging

Factoids

- Anarchist
- Foul-mouthed
- Bad attitude

Miscellaneous

Base EC: +0 Threshold: 10 Points: 150



"Piss off!"

Playing the Villain

Being of Fae origin gives her access to all sorts of "k3wl magical powerz," possibly super-strength, shapechanging, magical spells, etc.

PIXIE CUT is her signature attack, sometimes her MAGICAL FAE BLADE is coated in Fae poison, thus the Incapacitate. Save some Traits so you can link several together.

PUNK ROCK ATTITUDE could mean a nasty head butt, or just her general anarchic nature.

If things go bad for her, she may just turn invisible and/ or teleport away (powers derived from CREATURE OF FAE). She doesn't need to get into it with a bunch of squares like the Heroes.

Background

The curtain between this realm and the Court of the Sidhe has been breached, and while Jagged Jack comes across as distinguished, if not malevolent, Pixie is nothing but an in-your-face, screw-the-man, this-reality-sucks malcontent. She has no grand designs, she wants to destroy all that which irritates her, but is also just as likely to snatch a bottle of absinthe from a private stock and drink herself silly. She will pick fights at underground concerts, and just doesn't care too much about anything, except shaking up the staid status quo.

Issue Ideas

A Fairy Tale Romance: Something about one of the Heroes has caught the jaded eye of Pixie. The Hero might wake up to a beautiful bouquet of flowers in their room. Several things could happen here: Pixie could get very angry if she feels she is spurned by the object of her affection, using her Fae powers to make life very difficult for the Hero, even perhaps sabotaging another romantic interest/ relationship they have. Pixie might magically transport the Hero (and his/ her allies) to the Court of Sidhe while they sleep, so how will they get home? What is Pixie like in her home environs? Or maybe love conquers all, and Pixie turns over a new leaf?

Fairy Dust: A new drug has hit the streets. Users tell of absolute feelings of euphoria, and an almost magical feeling. But, when users start falling into deep comas that they cannot be awoken out of, or when users leap from open windows and are seen flying, only to have the drug wear off mid-flight, this might attract the attention of the Heroes. Pixie is moving fairy dust, but is going to be very hard to catch.

*Traits***PSYCHIC POTENTIAL**

- Undefined- 58 Points
(63 Points)

PSYCHIATRIST 9 (1/2/3)

- Versatile (M.D., Extensive Psychological Studies, _____, _____)
- +2 to Uncover Complications
- +2 Linked with Intellect
- Auto-Defend
- Link +5
(53 Points)

GENIUS LEVEL INTELLECT 9**(1/1/1)**

- Link +5
(34 Points)



"I think it is time we make the world better."

Complications

- Needs to be in control
- Split-Personality

Factoids

- Sees himself as a hero
- Nobel Peace Prize finalist

Miscellaneous

Base EC: +0 Threshold: 10 Points: 150

Playing the Villain

PSYCHIC POTENTIAL is very interesting, as it is not only the manifestation of Dr. Paul's "alter-ego", but he is also willing to "share" these points with other characters. Stepping back and looking at this mechanically, it is very hand-wavey. The Editor is hereby empowered by the publisher of CC&VF to do crazy fun stuff with this trait, including giving other characters temporary boosts in their Design Point total, to mind-wipe characters, etc.

The Pusher is not a standard supervillain, but he is a character to not be taken lightly, once his true menace is realized.

Background

Dr. Paul West, M.D. only wants to make the world better. He focused on psychiatric care during his residency, and believes that many of the world's problems can be solved by people. Wanting to expand his studies beyond what was being taught in medical school, he sought out all manner of alternative views of the human brain, even going so far as to participate in experiments as a test subject, hoping to expand the usable portion of his brain beyond just the textbook 10%. It was during on these experimental therapies that something was triggered within him, unlocking his latent psychic power. This power manifests itself as second personality of sorts, but Dr. Paul sees this newfound power as a more natural state of being, he has unlocked parts of the brain few have been able to understand.

Combined with his psychiatric and psychological training, embracing Eastern, Western and any methodology that will help him understand the way people work, Dr. Paul saw himself as something much more than a shrink or counselor, he saw himself as the savior of the world. It is said that any doctor must have a large ego in order to take another's life in their hands. Dr. Paul was no different. He negotiated a sit-down with two warring nations, countries who had not known peace in modern times. Behind closed doors, the two leaders and Dr. Paul met, and after this weeklong summit, a press conference was held declaring that the two countries would no longer be in conflict and that their peoples would be united.

Reporters found this quite odd, and extensive investigations have found that both leaders seem changed, though no one can put their finger on it.

Fame was amazing. Being considered one of the saviors of the modern world was incredible, but should not Dr. Paul be rewarded for his work? After all, he had school loans to pay, and all his travels and studies did not come for free. It was as "the Pusher" that he entered the criminal underworld, offering to make villains more successful, branding himself a self-help guru for the supervillain set. Why should villains fail again and again? Was it the heroes, or should they share some of the burden? And have they reached their true potential? No one cared what happened to supervillains, right? Would anyone care if his experimental therapies left one or two of them worse off neurologically?

The Pusher is able to unlock latent potential, he is able to help people deal with their Complications, but his motives are not entirely selfless. The Pusher seeks power. Money.

Issue Ideas

Just One Fix: Through his extensive medical background and psychic powers, he is able to tap into parts of the brain (the unused 90%), and thereby unlock aspects of a person they did not know existed. What this means is that he can unlock potential in "superheroes" or more specifically, he can give them more Design Points. But at what cost? Seeing himself as a savior, but being a manipulator, he is willing to boost a character, at a cost. And, as with anything, the first one is always free. Take a Hero, and boost them by 50 Design Points, and hand them this character sheet for one Issue. Next Issue, say nothing. The Hero will likely want to know what is going on. When they are at their lowest, have the Pusher approach them with an offer of help, in exchange for a favor.

VvV – Villain versus Villain: The Blister Pack (see p. XX) are at it again, but this time, a group of Villains stand opposed to them, acting heroically. Perceptive Heroes may notice that the Villains seem perhaps more powerful than when previously encountered. Indeed, the Pusher has amped them up, so add 50 (or 100!) Design Points to some Villains in your universe. The Pusher is a man of science and medicine after all, and this Blister Pack is just too much, potentially sending society as a whole backwards several steps. So, he is on a mission to stop them, and has recruited Villains to do so. But after the Villains have contained the threat of the Blister Pack, they get their reward, and will likely use their temporary boost in power for their own illicit gains.

Tell Me About Your Mother: Introduce Dr. Paul not as a supervillain, but as a shrink to the capes set. His motivation is perhaps not villainous, but rather, to unlock their potential, and help them deal with the aspects of their lives holding them back (i.e. Complications). But when Heroes' power signatures and trademarks are being discovered around the city, during their sleeping hours, what is the Pusher up to? Is he entering the Heroes' dreamscapes and psychically controlling them to push his own agenda?

Traits**FEELS NO PAIN**

- Definitive- Cosmic
 - Must Always Push When Attacking
 - Auto-Defend
- (48 Points)

BONE SPIKES 11 (1/2/3)

- +2 Linked with VICIOUS
 - +2 Linked with STRENGTH
 - Incapacitate
- (48 Points)

VICIOUS 9 (1/2/3)

- Link +5
- (40 Points)

HEIGHTENED STRENGTH 5 (1/2/3)

- Link +3
- (22 Points)

***Playing the Villain***

FEELS NO PAIN means that Revenant does not take Setback Tokens from any physical attacks, but you will also note that he must Push in order to Attack. This will very much make him likely not last for too long in a combat, and he will even Push for his fourth Setback Token. But he can also Activate his Complication at 3 Setback Tokens to fall apart. You do not have to let the Heroes know that he doesn't take any Setback Tokens, and Editors should describe his Complication as a way to blindside the Heroes into think he has been defeated.

All his Traits are Power-Up, so that combined with always Pushing, will make him especially nasty as a fight wears on. His extra EC can be utilized to either Recharge his Traits or remove Setback Tokens. Note that for physical attacks, he doesn't need to defend.

Complications

- Falls apart

Factoids

- Non-living

Miscellaneous

Base EC: +3 **Threshold:** 16 **Points:** 200

Background

Radioactive waste dumped from the snack cake factory leached into the nearby cemetery. Ancient skin, jagged bones, trinkets into which a last prayer was whispered combined, forming the being known as Revenant. A combination of technology and magic? Perhaps. No one knows for sure. All that is known is that Revenant seeks to destroy. Defeated, he falls apart, only to rise again!

"Join. Me. IN DEATH!"

Issue Ideas

Forgotten Love: Whispered prayers into talismans, magic has a way of trying to fulfill final wishes. Revenant seeks to reunite with lost loved ones. The cemetery is destroyed as Revenant digs up those who loved his various parts, and breaking into the snack cake factory, he seeks to recreate the magnificent accident that created him. Will there be two Revenants, one male, one female? Reunited love, will they leave society be?

Feed Me: There were many chemicals used in the production of snack cakes. The more toxic of them are released by the factory, but they still exist. Those who consume the cakes, those who die with an affection for the cakes, awaken, drag themselves out of their graves, and seek more! But with the snack cake factory shut down, the press release claims that the factory is closing temporarily for equipment upgrades, but no one is seen coming or leaving, no trucks with equipment parked outside, yet there is activity inside, and the sounds of the factory in full production are evident to those who approach. The Snack Pack, desperate for their tasty treats, seek out the help of the Heroes.

Traits

SONIC SCREECH 16 (3/2/1)

- Incapacitate
- +2 Attacking Multiples
- Can Only be Used if Linked with PISTOL (68 Points)

HI-TECH PISTOL 9 (3/2/1)

- Versatile (Sonic Screen Enhancement, _____)
- Link +5 (43 Points)

FORMER TEEN HEART THROB ("THE BAD BOY") 9 (1)

- +2 In Extended Scenes (18 Points)

ATHLETIC 5 (1/1/1)

- Auto-Defend
- Link +3 (21 Points)

Complications

- Bitter and Resentful
- Greedy
- Former Boy Band Member
- Can be hard to understand when speaking

Factoids

- Former Boy Band Member

Miscellaneous

Base EC: +0 **Threshold:** 10 **Points:** 150



Playing the Villain

Screech Owl is really good against non-hero types (normal people). His Screech has to be linked with his pistol, but Hazzen-thrall was kind enough to equip the pistol with other fun goodies, too. So, using his Sonic Screech, he is 16+5 every time. He might talk the talk of being far too embarrassed of his boy band background, unless it serves as some sort of advantage for him, which it isn't always. Some folks even recognize him beneath the cowl, or have heard rumors. If Heroes show up, he isn't likely to stick around long, probably emitting a screech or two to stun (Incapacitate) his opponents, and then making a break for it.

Background

Jeffrey Allan Boman had a golden voice. This was evident practically from the day he was born. He could sing like few others and his parents fostered this by paying for the best vocal lessons money could buy. Already an accomplished singer by the age of sixteen, he formed a boy band called the Cool Street Gang and almost immediately became the group's breakout star, leading to his departure and subsequent solo career. The world was his burrito. Or so it seemed.

With Boman on the brink of superstardom, the unthinkable happened. He was involved in a terrible car crash that left his vocal cords severely damaged. Surgeons did their best, but it was to no avail. He could only speak in a raspy voice and his singing days were over. The young man sunk into a deep depression, resulting in an anger toward the world the likes of which he never thought possible. Of all things taken away from him, why did it have to be his ability to sing? He could have

lost an arm or a leg, but no – it had to be his voice! The anger festered within him, driving him almost to the point of insanity. Meanwhile, his former band mate, Joey Mox, stepped into the limelight and gained the same amount of fame that Boman once enjoyed. He was being replaced in the hearts of his fans, driving him even closer to insanity. Anger, depression and jealousy make for a volatile combination.

Desperate to regain all that he had lost, he turned to underworld scientist Thaddeus Hazzenthall. The opportunistic scientist offered to give him a risky surgical implant that would restore his voice to the way it once was in return for a large quantity of money. Hazzenthall stressed that there were no guarantees, but he agreed without hesitation. The implant was not a success. It caused Boman to speak in a monotone, mechanical voice that simply wasn't capable of sustaining any semblance of a tune.

Boman's rage intensified. At first, the anger was directed at Hazzenthall, but the scientist explained that he warned him of the operation's risk factor. The procedure

"Now... Feel my anguish!"

left his bank account almost empty, adding more fuel to the fire. Whatever was left of his sanity was suddenly stripped away from him when he learned that Joey Mox had won a Grammy for his debut solo album.

At last, Boman had a target for his rage. He used the last vestiges of his money to hire Hazzenthall to build a laser gun and to modify the implant so that he could emit a screeching sonic blast. When the young man showed up at Mox's penthouse apartment, the award-winner thought his old friend was going to congratulate him. Instead, Boman let loose a sonic attack so vicious that Mox's brain literally exploded.

Since that time, he has taken on the name of Screech Owl, embarking on crime sprees to regain his lost wealth, all the while expressing his constant anger and bitterness at whom-ever gets in his way.

Issue Ideas

Bum Rush the Show: Auto-Tune has seemingly made it easier for those with some degree of vocal imperfections to sing. Boman is well aware of this, but more significantly, the most important thing is production. When always in-demand, multiple Grammy winning producer Ruben Richards disappears in the middle of his latest production assignment, it isn't big news. He has always been known for being a bit flakey, taking to the desert in his dune buggy for over a week, with no notice. Richards still missing, Boman shows up unannounced for the CSG impromptu reunion appearance at the latest and greatest awards show, and asks producers to queue up "a little something I've been working on." The song becomes a sensation, but Richards is still missing, and audiophiles recognize the stripped down sound he is famous for, even on the power-pop dance ballad "Feel My Pain." What will Boman do for a follow-up?

B-Side Comeback: The entertainment world is full of has-beens plotting their comeback. Screech Owl has "acquired" enough money for the time being, and all he really wants is the chance to be famous again. Still wanted for questioning in the U.S., he is an icon in some European countries, and seeks asylum there. Film crews follow him as he begins work on his comeback album. He makes no secret of hiding his identity as Boman or Screech Owl. As the cameras roll, he explains that any press is good press. As his story becomes more and more compelling, US authorities are frustrated that he is flaunting his wanted status, and they ask the Heroes, who have no official capacity working for the government, to bring him in. Will they answer the call? Will the cameras be rolling? Boman seems to have learned how to work the camera, will that be enough to ruin the Heroes? After all, does anyone care about right or wrong?

Concept by Cynthia Celeste Miller; Art by Darrel Miller

Traits**LAUGH TRACK 9 (1/2/3)**

- Link +5
(40 Points)

BREAK THE FOURTH WALL 9 (1)

- One Shot
(13 Points)

ALWAYS HAS JUST THE RIGHT TOOLS 9 (1/2/3)

- Fickle
- Link +5
(32 Points)

SHENANIGANS 9 (3/2/1)

- Link +5
(40 Points)

PRATFALL 5 (3/2/1)

- Auto-Defend
- Link +3
(25 Points)

Complications

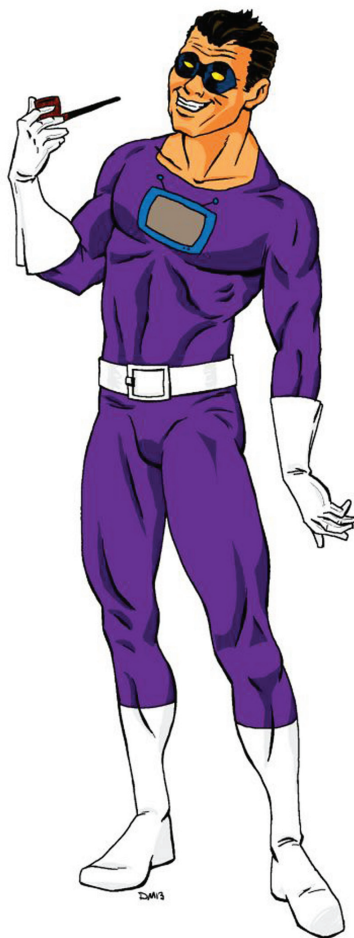
- Has a hard time dealing with reality
- Criminally insane

Factoids

- Constantly references sitcoms
- Over-exuberant laugh

Miscellaneous

Base EC: +0 Threshold: 10 Points: 150

***Playing the Villain***

ALWAYS HAS JUST THE RIGHT TOOLS means that Sitcom might have a gun, a bulletproof vest, a set of safecracking tools, etc. PRATFALL is not only his ability to perform pratfalls worthy of Jack Tripper, but also means that Heroes facing off against him will be subject to their own stumbles. The Trait SHENANIGANS is even more potent, and is the time honored, groan-worthy situations that always occur, be it something falling on a character about to hit Sitcom, or a character needing water to do an appropriate spit-take. LAUGH TRACK is, to use crunchier RPG terms, a psychic-based effect, causing the Heroes to be humiliated for their actions. Once per Issue, Sitcom is able to BREAK THE FOURTH WALL following the tradition of many sitcom stars before him, and perhaps gain some insight to a character's Complication, or to find a way to escape, or to pull off the perfect heist.

Background

From a tender age, Milton Gressman became addicted to watching television, especially sitcoms. He watched them day and night, remembering every scene, every line and every nuance of every episode of hundreds of different shows. These programs were his escape from an abusive father and a neglectful mother. He immersed himself in these happy, loving families of the small screen so as to forget all of his domestic troubles.

Somewhere along the line, his mind gave way to the constant tension and violence that so defined his home life. It simply snapped like a twig. His sense of morals became lost somewhere between Television Land and the real world, as did his ability to live a productive life. He spent his teenage years in and out of mental hospitals. It was in these “fine” institutions that his mind was further tinkered with by the criminally insane patients who bragged about their various crime sprees. He too could go on crime sprees and have such amazing tales to tell in the future.

Using his guile and cunning, Gressman made good his escape and immediately devised a criminal identity for himself. As a tribute to all of those wonderful old TV shows he grew up on, he would call himself Sitcom. Furthermore, every crime he would commit would somehow involve his beloved TV shows. A good villain, he insisted, must have a theme.

*“Happy Days are upon us,
so give me your Cheers and
take things One Day at a
Time!”*

Issue Ideas

A Very Special Episode: Something truly horrible happens to one of the Heroes or someone close to them, and Sitcom is involved. When confronted about this, Sitcom is deadly serious, but also gives the Heroes a wink, and explains to them, off-camera, that this is indeed a “Very Special Episode” and that everything will be resolved by the end, and everything will go back to normal. Make this something topical and appropriate to your series.

The Sam and Diane Factor: Maybe one of the Heroes has feelings for another Hero or NPC, or an NPC has feelings for one of the Heroes. Either way, fans have been wondering how long this could go on. Sitcom knows this is too often the death of greatness, and will not let such a situation happen, breaking up their dates, pointing out the other character’s flaws, explaining how it will never work. Either way, this could be an arc happening in the background, but Sitcom shall not be denied. Sexual tension makes for better comedy.

Traits**MARTIAL ARTS 5 (1/2/3)**

- Link +3
- +2 Linked with RAPIER
- +2 Linked with STRENGTH
- +2 Linked with REFLEXES
- +2 when Pushing

(30 Points)

ENHANCED STRENGTH 5 (1/1/1)

- +2 when Pushing
- +2 with two or more Setback Tokens
- Link +3

(22 Points)

ENHANCED REFLEXES 5 (1/2/3)

- +2 when Pushing
- +2 with two or more Setback Tokens
- Auto-Defend
- Link +3

(29 Points)

CHEMIST 4 (1/1)

- +2 in Extended Scenes

(8 Points)

RAPIER 1 (1/1/1)

- Link +1

(7 Points)

BACKUP ARSENAL 1 (1/2)

- (Gun, Explosives)
- Only When the Chips Are Down
- Link +1

(4 Points)

Complications

- Family

Factoids

- Immortal

Miscellaneous**Base EC: +0 Threshold: 10 Points: 100*****Playing the Villain***

Push it. Push it real good. Suicide Jack knows he can't be killed, and his brain almost achieves a nirvana-like state the closer he gets to what we might call death.

Manipulate the Usage of Traits and go for the kill with his MARTIAL ARTS. Rolling multiple dice, he might very well get a natural 12, and doubling MARTIAL ARTS, and with all the Situational Bonuses, could put the total well over 30. Not bad for a 100-point Villain!

Background

Arden Wayler was a promising chemist and neural engineer who worked for a UK research firm in Wiltshire, England, in the early '80s. Though officially tasked with researching neuropathology-related disorders such as Alzheimer's disease, Wayler secretly spent a vast majority of his time developing a radical neuron regeneration treatment that he hoped would help cure his wife's inoperable brain tumor and the seizure disorder afflicting his four-year-old daughter.

Fired when it was discovered that he was using company resources to procure cadavers for use in his experiments, Wayler broke into the laboratory and stole all of his materials, specimens and several pieces of expensive medical equipment essential so that he could continue his research. Combining viable human stem cells, post-mortem human stem cells, amphibian stem cells and eukaryotic (algae) matter, Wayler developed a vaccine that he believed would not only cure his wife and daughter, but prolong their lives indefinitely, as well as his own. Wayler injected the three of them with the vaccine and they all died painfully slow, agonizing deaths.

Wayler woke up three weeks after his death on a slab in a laboratory at Porton Down, a UK government military science park. Wayler escaped and was devastated to find out what had happened to his wife and child. Blaming their deaths on the government for firing him, Wayler started a vendetta against the British government, first as an anonymous bio-terrorist, then as the costumed mercenary-for-hire Suicide Jack.

Wayler's vaccine granted him superhuman strength and reflexes, as well as an incredible regenerative ability that activates whenever his brain ceases operations, effectively rendering him immortal.

Issue Ideas

Hit Me, Hit Me: Suicide Jack knows he cannot die. All the benefits of this are potentially offset, or perhaps enhanced, by the fact that he draws some satisfaction out of physical violence, out of coming close to death. He starts planning ridiculous crimes, hoping to get caught, hoping to get beaten up. He will not quit until he is taken out of commission. And he develops a crush on one of the Heroes, and he especially enjoys getting beat up by them, going for that rush, focusing his attacks on other characters, taking them out quickly, so he can face off against the one Hero. Pushing is possible, as is not defending or attacking to his full potential.

Love is Immortal: Suicide Jack believes that his wife and child are not dead, but were blessed with the same immortality as he was. He will stop at nothing to reunite with them. Scientists and military personnel are going missing. The Heroes look into it and discover the story of Arden Wayler. But what else will they uncover? Why did they not want Wayler, but did want the wife and child? Some sort of breeding program? Will Heroes work to stop Suicide Jack, or will what they discover lead them to offer their assistance?

Traits**IMPERVIOUS TO HARM 13
(1/2/3)**

- Auto-Defend
- (54 Points)

SUPER-STRENGTH 9 (1/1/1)

- Link +5
- (34 Points)

RUTHLESS WARRIOR 9 (1/2/3)

- +2 per Setback Token
 - +2 if Pushing
 - +2 vs Psychic Attacks/ Fear
 - +2 Linked with STRENGTH
 - +2 Linked with BLADE
 - +2 Linked with FAST
 - Link +5
- (52 Points)

BLADE OF AGES 9 (1/1/1)

- +2 against Magic
 - +2 to dispel/Negate Magic
 - Link +5
- (38 Points)

SUPERHUMANLY FAST 7 (1/1/1)

- Link +3
- (22 Points)

Complications

- Overconfident
- Doesn't fully understand Modern World

Factoids

- Immortal

Miscellaneous

Base EC: +0 Threshold: 10 Points: 200

***Playing the Villain***

Vibora is all about death and destruction. Hit fast, hit hard, Link Traits and hit as hard as you can. The BLADE OF AGES can be used to Negate a Magic Trait, dispel an Immobilizing Trait, etc.

Background

When University of São Paulo archaeologist Gehenna Ferreira found the 8,000-year-old remains of what appeared to be a noblewoman of some previously unknown civilization in a cave in the Amazon, she inadvertently released Vibora Carna, an infernal parasite that plagued the lost kingdom of the On peoples thousands of years before the rise of the Olmec civilization. Ferreira actually discovered Vibora Carna's prison, not her tomb, and by removing the ceremonial Blade of Ages from the heart of the creature's desiccated corpse freed its spirit to latch onto Ferreira.

Still weak from centuries of imprisonment and curious about the modern world, Vibora Carna remained dormant in Ferreira until she was ready to take control. When she finally emerged, Ferreira's consciousness was consumed altogether, leaving only Vibora Carna and the creature's insatiable lust for death and destruction.

The creature known as Vibora Carna is an ancient evil dating back to the dawn of time. It existed in spirit form for millennia before developing a curiosity about corporeal sensation and taking possession of a young On woman. In the On woman, as in Ferreira, Vibora Carna is superhumanly strong, swift and resilient to all poisons, diseases and conventional injuries. Her ruthlessness knows no bounds and she is utterly without fear for she knows that she can never truly be destroyed. With the Blade of Ages, she also possesses an indestructible weapon capable of destroying powerful magical spells and wards.

Issue Ideas

Onnie Appleseed: Vibora needs a mate. Someone powerful enough to sire her offspring. Seems like the sort of archetype a superheroic type might very well fulfill. Once she settles on a mate, she will attempt to kidnap or capture the hero in question. Perhaps the Hero is not a Player Character, but an ally.

The Rise of a Kingdom: In the lands that were once home to the Olmec civilization, a temple rises from the ground, the trees and foliage for miles around begin withering. A zombie army arises from the earth. This clearly is Vibora's doing. What evil shall she bring, and for what purpose?

Traits**ALIEN ROBOT 30 (3/2/1)**

Versatile (Indestructible, Super-Strength, _____, _____)

+2 if Pushing

+2 if Recharged

+2 if Linked with SHACKLES

Incapacitate

Cannot be Used with more than 1

Detriment Die

Auto-Defend

Link +5

(157 Points)

SHACKLES 15 (1/2/3)

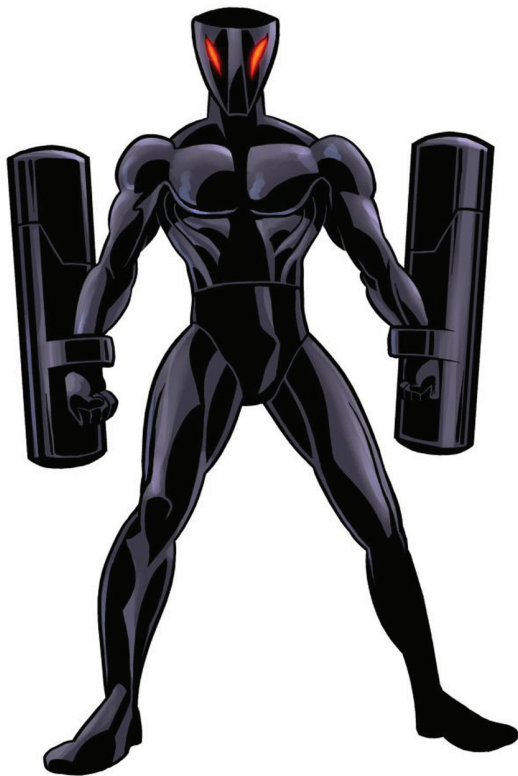
Versatile (Flight, Hard Light, _____, _____)

+2 if Linked with ROBOT

Incapacitate

Link +5

(77 Points)

***Playing the Villain***

Is XARTG (always all caps) super-intelligent? What else can his ROBOT form do? This is your XARTG, make him your own. Perhaps his self-repair sequences make him subtly different each time he is encountered. Have fun with his Versatile traits.

Complications

- Technology
- Subject to reprogramming
- Over-confident

Factoids

- Will not let himself be taken prisoner

Miscellaneous

**Base EC: +2 Threshold: 14
Points: 300**

With that said, take a second look at XARTG: His highest Trait is 30, with several Situational Bonuses, and his other Trait is 15, and, he has extra EC and a high Threshold. His ROBOT body cannot take punishment without having to be repaired, so he will use that extra EC to Recharge (as well as whatever is in the EC Pool). Describe this as part of his self-repair sequence, make it flavorful! But with his Traits, he should be a Villain who will have Heroes very, very worried. This is the point. He should be terrifying. Stack everything, Push, Recharge, Link.

Background

XARTG is an alien criminal escaped from an interplanetary prison. He wears enormous indestructible cylinders on his arms that are actually shackles, meant to hold prisoners immobile. XARTG learned the control phrase and although the shackles are impossible to remove, they contain immense power. On top of being used as weapons, they can enable their wearer to fly, create hard light forms, lock immovably into position, extend as pistons and any number of as-yet-undiscovered uses.

"I may wear my shackles proudly wherever I go. but I will never again be a prisoner. Do you hear me? Never!"

Issue Ideas

Even Robots Need Love too: XARTG has an artificial intelligence, and thus, he has feelings. And, now he has developed feelings for another robot, possibly a hero, possibly a villain. And he wants to prove his love, so, he is not committing any wrongdoing. But, what happens when his overtures are unwelcome?

Kill 'Em All: Nuclear missiles are launched. More than one. XARTG announces that this is the beginning of the end of the human race. First, the Heroes must stop the missiles, and then they must stop XARTG.



CHAPTER 3

Villain Teams

Strength in Numbers

Many (perhaps even most) Villains prefer to go it alone when it comes to their nefarious activities. After all, there's something to be said for not having to play nice with others, as the old adage goes. There's another adage, however, that can also be adhered to: there's strength in numbers. This is the adage that other, less fiercely independent, Villains live by. It's certainly a credible tactic. The idea is simple, really: meddling superheroes will find it more challenging to thwart multiple supervillains than just one supervillain.

This section presents you with five complete teams, ranging in size from a duo to groups of six. Nothing tests a superhero team's mettle more than battling a supervillain team... and with the chapter that follows, you'll have ample selection to choose from.

Organization

Given that teams require a slightly different format than solo Villains, we felt it worthwhile to take a moment to explain it.

We kick off each team entry with a two-page spread. The first page is devoted to an illustration of the team. The second page presents you with a history of the team, tips for playing the team and some Issue ideas to give your imagination a bit of a kickstart.

One team is handled a bit differently: The Elemental Ninja

Assassin Force. Due to their very nature (and similarity between the members), we have the two-page spread as normal, but all the characters are presented in the next two-page spread.

They Have Issues... But Not Individually!

You'll undoubtedly pick up on the fact that the team-based Villains lack their own individual Issue ideas. This is because these Villains were created specifically as members of a team. As such, they are tied to the team's Issue ideas.

Does this mean that you can't use them as solo Villains? Of course not. Historically speaking, it's not uncommon for supervillains to strike out on their own from time to time as the story demands. Sometimes, it's a permanent removal. Other times, it's nothing more than a one-shot thing.

Either way, you should feel free to snatch these Villains up for solo action whenever you please; you'll just have to devise your own Issue ideas for them.

Conversely, you can also customize the teams by dropping in new members, possibly rotating them in and out as need. In the comicbooks, this kind of "revolving door" stuff happens all the time. Therefore, it's perfectly within boundaries of the genre to follow suit.

In short, these are your Villains. Do with them as you please.



The Blister Pack

Team Background

It was a quiet morning in the luxurious waiting room of St. Roch's Medical Centre, with only a handful of people around. There was Conrad York, the charismatic Hollywood action movie star about to turn serious actor, there to consult a specialist over his severe, stress-induced acid reflux. The star NFL quarterback Kevin Turner sat a few seats away, anxiously waiting to have a benign but unsightly growth removed from his chest.

Having been dragged away from her research into plasma fusion, the experimental physicist Violet Simone was there too, demonstrating her usual endless patience by accompanying her bratty little sister Jade, who'd been ordered there by their mother to see a pediatrician regarding her chicken pox (which is such a kid's disease and this is totally a waste of time and God why won't she let me grow up?!?!).

Also present was Leo Hopkins, the acclaimed anthropology lecturer and a recent recipient of a transplanted kidney. His surgeon, the young hotshot Doctor Jin Akiyama, was there as Hopkins was being discharged, to remind him once again to avoid all unnecessary contact with people as his body adjusted to the prescribed immunosuppressant drugs.

All was well until, due to a terrible administrative error, a biohazard container was carried through the waiting room that held dangerous medical waste - including the radioactive organs of a fatally injured superhero who St. Roch's doctors had recently failed to save. As fate would have it, it was at that precise moment that the mix of a dozen different maladies and residual atomic power reacted, blowing a hole through the side of the container and spraying everyone present with irradiated sickness.

Those affected were rushed to the intensive care unit, their bodies mutating right before the shocked doctors' eyes. It wasn't until their violent escape the next day that anyone realized what damage had also been done to their minds...

Since the accident, those six people have discarded their former identities and ambitions: York's film career, Simone's research, even Kevin Turner's upcoming marriage to his long-term boyfriend have all been abandoned in favor of a new and malevolent goal. Those six people have become - now and forever - the Blister Pack!

Engaged in a permanent campaign of "germ warfare," the Blister Pack see themselves as the defenders of disease - the murderous attacks made against their bacterial brothers by callous humans will no longer be tolerated! They target prominent doctors, blow up hospitals, destroy medical research - anything they can do to promote the spread of sickness. In fact, the only plague they don't like is humanity, but that's okay - they're working on a cure right now...

Issue Ideas

And From This Sickness, Health! There are organizations that do not believe in vaccines, both religious organizations, and individuals operating under the belief that vaccines can lead to harm. The Blister Pack makes an appearance at one of their gatherings (in a church, at a rally), and infects many of the people, but not to the point of death, instead vaccinating them (involuntarily). Those in the scientific community praise the Blister Pack and call for them to serve as ambassadors to countries in the developing world where vaccines are needed. Will the Heroes be willing to forgive the Blister Pack for their past crimes and support them? Will the Blister Pack embrace this role? After all, several members were intellectuals and media stars in their previous identities.

Physician, Heal Thyself: Of all the members of the Blister Pack, the Twinge's gift is the one with the greatest cost, and he doesn't like being in constant pain. Calling upon his surgical training, the Twinge thinks he has found a cure. But, having a bit of a villainous bent, he is unwilling to test it on himself, so he decides to try it out on his fellow members without their knowledge. It starts simply enough: One or more other members of the pack have one less Usage for each Trait that has been blessed to them because of their condition. Heroes may notice they are weaker when encountered. The next encounter, all the other members will have 2 less Usages total available to them for each Trait, as Twinge perfects his formula. The third appearance may well have one or more of the other members "depowered" after just one Usage of one Trait. Will the other members of the Pack find the mole and treachery? Will the Twinge approach the Heroes after he has healed himself, offering to cure them as well?

Traits**ACIDIC BLOOD 11 (1/2/3)****(Sickness)**

- +2 to Attack Multiples
- +2 to Counter-Attack (see p 28 of CC&VF core book)
- +2 if Used to Defend against a Melee Attack
- +2 if Used to Attack after Defending against Melee Attack
- +2 per Setback Token taken by opponent from ACIDIC BLOOD
- +2 per Sickness Setback Token taken by opponent
- +2 if any EC was used for "Healing" (56 Points)

SERIOUS ACTING CHOPS 7 (1/1)

- +2 to Aid Others
- Link +3 (20 Points)

ACTION STAR 5 (1/1/1)*"I do all my own stunts"*

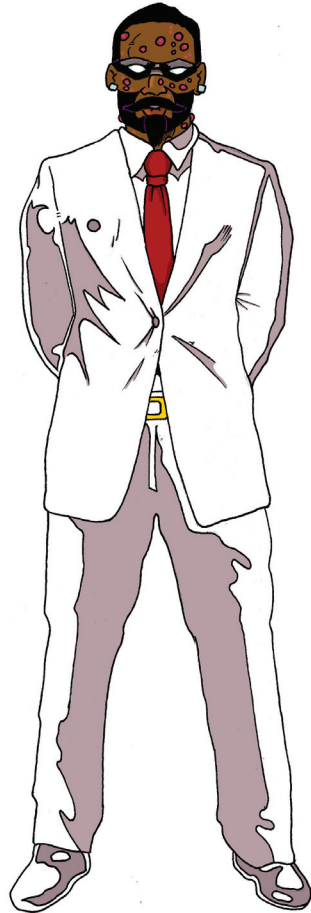
- Versatile (Martial Arts, In Great Shape, Stunts, _____, _____, _____)
- +2 if Used for Martial Arts or Stunts
- Auto-Defend
- Link +3 (32 Points)

Complications

- Bitter - now, will never show his acting range on screen
- Foolhardy - is totally willing to put himself into incredibly dangerous situations
- Loves attention and press

Factoids

- Team Leader
- Former Hollywood action star making the transition to "serious" acting

Miscellaneous**Base EC: +3 Threshold: 16 Points: 150**

"I don't know if it's even worth my time to kill you - you're strictly B-list."

Playing the Villain

Note the extra EC. Mister Blister is able to heal, and his ACIDIC BLOOD often damages those who attack him in melee, splashing them. Use this extra EC to remove Setback Tokens and Counter-Attack.

He is strong, tough, and as an ACTION STAR, has a slew of tricks up his sleeve. He loves his role as leader, and with his +2 to Aid Others, can get to the Cosmic tier so he can help his allies. He pops blisters to spray folks with his ACIDIC BLOOD, and given all the Situational Modifiers, this Trait can get very high if the stars of sickness align!

Background

Gun-Kata. Mutant Mash-Up. King Ninja. KickFist 1, 2 and 3. Those were just some of the high-adrenaline action movies that had propelled Conrad York into the Hollywood A-list. But that wasn't enough: York had always wanted to make the move to serious acting and then, in time, directing. He had used his star power to force rewrites to some of his latest films, giving him a chance to showcase his dramatic range. It was working, too. Critics were starting to see him as someone with serious acting chops and not just a martial artist with a ton of charisma.

But then his grand career plans came crashing to an end, in a spray of mutagenic waste in a hospital waiting room. Even if the accident had not warped his mind, his career was finished – no one wanted to act alongside a guy who might accidentally maim them if one of his unsightly boils unexpectedly popped. There is just enough of the original Conrad York left to be bitter over this, yet he retains the same swagger and confidence that made him a star. As the imposing leader of the team that bears his new name, “Mister Blister” still enjoys the limelight: In his distinctive, all-white suit (fashioned from the acid-resistant fibers used in lab coats, as anything else would dissolve with indecent haste), he mixes it up with cops and capes alike, delivering his message of germ liberation to the world – and looking damn good while doing it.

ED. NOTE: GROUP TACTICS

Sickness! Each member of the Blister Pack has a Trait with Sickness attached. Because of their infectious nature, each time any one of them gives an opponent a Setback Token with a Sickness Trait (Primary or Secondary), this compromises the Hero, and makes them more susceptible to further attacks. Outgrowth is the brick, Patient Zero will likely not be much of a factor early on in a fight, but as he begins assimilating individuals, he will prove very problematic. The Twinge is the one to be the most scared of, but as noted, he is a glass cannon, he will go down quickly, but likely not before delivering some serious damage.

If there are not 5 individuals nearby (bystanders + Heroes), Zero may decide to assimilate his teammates (perhaps this is a tactic that could be used against the Blister Pack?), as he is mindless without 5 individuals assimilated. Scummy might not even be seen, given her size, and will just try and make life difficult for Heroes, infecting them.

If an Editor is feeling particularly nasty, perhaps any Hero taken out by the Blister Pack suffers from lingering effects (having only 3 Setback Tokens available to them, see p. 103 of the CC&VF core book, regarding long-term injuries). This propels the Blister Pack to archenemy status!

Traits

GROWTH 9 (1/2)

(Sickness)

- +2 per Sickness Setback Token taken by opponent
 - +2 Linked with STRENGTH
 - Cannot be used with more than one Detriment Die
 - Once Used for the first time, must be Used for each action
 - Link +5
- (31 Points)

SUPER-STRENGTH 9 (1/2/3)

- +2 Linked with GROWTH
 - +2 Linked with BRAWLER
 - Link +5
- (44 Points)

HEIGHTENED TOUGHNESS 9 (1/2/3)

- +2 Linked with GROWTH
 - Auto-Defend
 - Link +5
- (45 Points)

BRAWLER 5 (1/1/1)

- Link +3
- (18 Points)

Complications

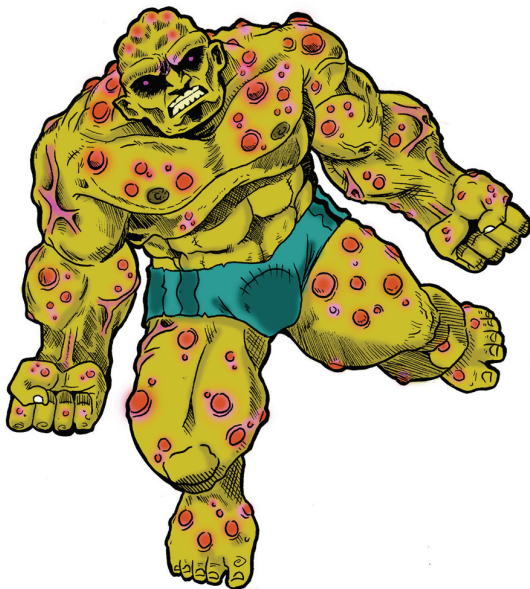
- Always wants to be the best

Factoids

- Former star quarterback
- Frat boy/Bro attitude

Miscellaneous

Base EC: +1 Threshold: 12 Points: 150



*"I may not be a pretty
boy like you, Small Fry, but
you're about to learn*

***THAT SIZE
MATTERS!"***

Playing the Villain

Once Outgrowth GROWS (he grows to 20 feet tall), he must Use GROWTH in each action, and once he has accumulated 1 Detriment Die, he shrinks back to his regular size.

He has extra EC so he can Recharge this Trait. Outgrowth is the very stereotypical "brick" of the Blister Pack, and loves to mix it up in melee.

Background

Loud, lewd and arrogant, Kevin Turner was the quintessential bullying jock all through high school and turning pro footballer did nothing to change that. His intimidating temper and violent aggression on the football field became legendary (it was rumored that game officials were too scared of the guy to reign him in). He was equally forceful when it came to his sexuality: Other professional athletes might have been nervous about publicly coming out, but Turner just showed up to a game one day with his boyfriend, daring anyone to say something about it. All in all, Turner was a very lucky man, blessed with a career that actually rewarded the kind of brutish behavior that would have got him fired anywhere else.

He was rather less fortunate on the day that he took a blast of irradiated sludge to the face and became the hulking, humanoid tumor known as Outgrowth. Now he is the muscle for a whole new team and the strong right arm of Mister Blister, who he seems to serve loyally and without question. This is partly because even Turner can't out-alpha someone with Blister's sledgehammer charisma, but mainly because he was a huge fan of Conrad York's action movies (a fact that he'd never admit to). Turner was a vain man before his transformation and anyone mocking his disfigurement is guaranteed a beat-down of truly epic proportions. If not immediately, then inevitably – Turner's ability to hold on to a grudge is practically a superpower in itself.

*Traits***ASSIMILATION 20 (1/2/3)**
(Sickness)

- +2 per sickness Setback Token taken by opponent
 - +2 per individual Assimilated
 - +2 Linked with Hive Mind
 - Can only be Used via touch
 - Can only be Used to Auto-Defend after Assimilating at least 1 individual
 - Auto-Defend
- (91 Points)

HIVE MIND 9 (1/2/3)

- +2 per individual ASSIMILATED
 - +2 if Trait of individual being Used is greater than 9
 - Link +3
- (42 Points)

BRILLIANT ANTHROPOLOGIST 6 (1/1/1)

- Can only be Used after ASSIMILATING 5 individuals
 - Not-A-Finisher
 - Link +3
- (17 Points)

Complications

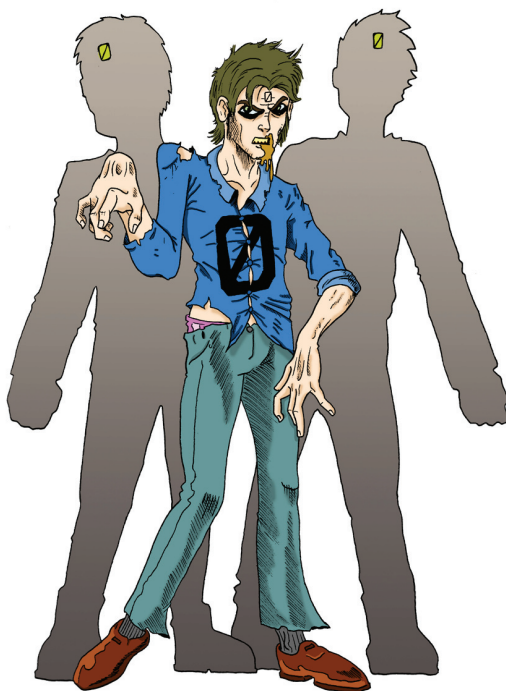
- Zombie-like

Factoids

- Academic

Miscellaneous

Base EC: +0 Threshold: 10 Points: 150



"I like to think of myself as a people person"

Playing the Villain

Before Zero ASSIMILATES five individuals, he is at a bit of a disadvantage: He cannot access any intelligence, and acts as a zombie, unable to speak, moving slowly, etc.

An Editor may even want to activate this Complication, taking him out of combat for a while at the start of a Scene, not defending in any way, but still acting only to try and use his ASSIMILATION.

An assimilated character may still act on their own, but when Zero acts, he can have them act, using either ASSIMILATION or HIVE MIND.

Background

Leo Hopkins has visited every continent on the planet, and most of the countries. He is fluent in eleven different languages, was the first outsider to make contact with the mysterious Yari tribe of the Amazon rainforest and can get a pretty mean tune out of a Polynesian nose flute. As a world-renowned professor of anthropology, Hopkins shared his infectious enthusiasm for the diversity of humanity with countless students, opening their eyes to the wonders of cultures from all around the world.

As Patient Zero, Hopkins now strips his victims of all individuality and forces them into his homogeneous hive-mind. He is instinctively compelled to assimilate those around him, initially to allow him just to function (for unknown reasons, he must draw upon the processing power of other peoples' brains in order for his own mind to emerge), but then for the addictive thrill of expanding his consciousness, of seeing the world through a hundred eyes, of acting upon the world with a thousand arms, of marching with a million feet.

Patient Zero is most commonly employed by the rest of the Blister Pack as crowd control, at which he excels (he simply becomes the crowd). When in his lone, zombie-like state, they typically tie him down to a chair to prevent his random wanderings and make sure he is fed and watered. Little do they know that deep down, there is still a part of Leo Hopkins left, a part that is horrified by his actions as a supervillain, and longs to be restored to his former self. Unfortunately, the only time he would ever be able to express this is after assimilating some innocent bystanders, and by then he is usually too caught up in the rush of the experience to listen to his dwindling conscience.

Traits**HEAT GENERATION 15 (1/2/3)****(Sickness)**

- +2 per Sickness Setback Token taken by opponent
 - +2 Linked with RAGE or if Rage Complication Activated
 - +2 Linked with SPEED
- (67 Points)

SUPERHUMAN SPEED 9 (3/2/1)

- +2 Linked with RAGE or if Rage Complication Activated
 - +2 Linked with REFLEXES
 - Link +5
- (44 Points)

HEIGHTENED REFLEXES 9 (1/2/3)

- +2 Linked with RAGE or if Rage Complication Activated
 - +2 Linked with SPEED
 - Auto-Defend
 - Link +5
- (47 Points)

BERSERKER RAGE 9 (1/1/1)

- Fickle
 - If Fickle does not work, must activate Berserker Complication
 - Can only be used to Link
 - Link +5
- (22 Points)

SCIENCE WIZ 7 (1/1)

- +2 in Extended or Contested Scenes
 - +2 if dealing with experimental physics
 - Cannot be Used in any Action with BERSERKER RAGE Linked
 - Link +3
- (20 Points)

Complications

- Berserker Rage- may very well attack allies
- Cannot sit still

Factoids

- Science Nerd
- Speaks very quickly using lots of science jargon

Miscellaneous

Base EC: +0 **Threshold:** 10 **Points:** 200*



*"I'm going to come at you so fast, you'll be dead before I've even moved! Well, not literally, as that would be impossible in a relativistic universe, but that doesn't matter now because I'm totally going to make you die—
eDIEDIEDIERRAAAAARRRG—
GHHH!!!"*

Playing the Villain

*Pyrexia should only have 1 or 2 Setback Tokens, to simulate her restless nature and physical instability. She may very well burst into flames after she takes her last Setback Token, or just twitch and run around senselessly.

Pyrexia's BERSERKER RAGE is a real crapshoot. If it works, she is a whirling dervish of carnage and mayhem. If it doesn't work, she will attack everyone for that action, friend and foe, and bystanders. After this action, her Complication is over, but the damage may well be done.

Background

Her friends and family always described Violet Simone as patient, introverted and dutiful. Violet suspected that this really meant “doormat,” but didn’t say anything about it as she was, well, patient, introverted and dutiful. These were qualities that served her well in the field of experimental physics, though. By studiously and doggedly applying her powerful intellect to research into plasma fusion, Violet had made some major breakthroughs and was on the verge of a discovery that would have seen her name mentioned in the same breath as Galileo, Newton and Einstein.

But that was before the accident that transformed her into the febrile fury known as Pyrexia. Now she can barely sit still for sixty seconds, let alone spend hours poring over experimental data. She’s still brilliant, though. On those occasions when her team-mates can get her to focus on a problem of science or engineering, she tends to solve it with startling speed.

Many of those who have studied Pyrexia’s descent into villainy believe that the frustration over what was lost to her must be the cause of her often uncontrollable rage. Other, more cynical observers think that, after a lifetime of duty and repression, she simply allows herself to lose control, just to enjoy the rush of destruction. Either way, Pyrexia leaves a trail of fiery mayhem wherever she goes.

Traits**INFECTIOUS TOUCH 19 (1/2/3)**
(Sickness)

- +2 per Sickness Setback Token taken by opponent
 - +2 Linked with TINY
 - +2 Linked with FLIGHT
- (87 Points)

TINY 9 (1/1/1)

- +2 Linked with FLIGHT
 - Auto-Defend
 - Link +5
- (39 Points)

FLIGHT 5 (3/2/1)

- +2 Linked with TINY
 - Link +3
- (24 Points)



"Oh, I'm no threat to you - not like that guy right behind you, look!!! Hee, sucker!"

Playing the Villain

Scumbelina (or "Scumby" as her sister calls her) flits about in combat, flying, using her size to her advantage.

Her TOUCH is her primary attack, and, and she can use it to Counter-Attack in melee, but usually relies on her FLIGHT and TINY to avoid getting hit.

Complications

- Easily distracted
- Temper tantrums

Factoids

- 14-year-old girl
- Computer whiz

Miscellaneous

Base EC: +0 Threshold: 10 Points: 150

Background

The younger sister to Violet, Jade Simone was small for her age. At under five feet tall, strangers always assumed she was younger than her fourteen years. This was an endless source of aggravation for Jade, who was desperate to be treated as an adult – not that this stopped her from using the appearance of youthful innocence to her advantage whenever convenient, usually to shift the blame for her various cruel pranks and acts of psychological bullying.

All hopes of being treated like a grown-up died on the day Jade was transformed into Scumbelina, the tiny terror. At just three inches tall, Jade is still playing the innocent, but these days it's to trick unwary opponents into dropping their guard long enough to dose them up with a custom-made plague. She is perhaps the most sadistic member of the team, never missing an opportunity to mess with someone's head, or their immune system.

During one of Pyrexia's calmer moments, Jade talked her sister into rigging up a voice-activated computer that the tiny villain could use to access the net. She spends most of each day on various social media sites under a variety of pseudonyms and manages the Blister Pack's official Facebook page, utilizing a series of anonymizing proxy servers to avoid being tracked down by the authorities (with little else to do in her free time, Jade has become quite the computer whiz). She serves as the Pack's information officer, alerting them to tempting new targets and tracking the public lives of those annoying "heroes" – and dreaming about what delightful new diseases to infect them with next...

Traits

PSYCHIC BLAST 25 (1/2/3)

(Sickness)

- +2 per Sickness Setback Token taken by opponent
 - +2 for Counter-Attack
 - +2 if Twinge has taken a Setback Token
 - Auto-Defend
- (120 Points)

HEIGHTENED SENSE OF TOUCH

9 (1)

- Link +5
- (22 Points)

BRILLIANT SURGEON 7 (1/2)

- +2 in Extended Scenes
 - +2 Linked with TOUCH
 - Link +3
- (24 Points)



Playing the Villain

Afflicted with a kind of super-hyperalgesia (sensitivity to pain), that makes the slightest injury agonizing, but allows him to deliver massive blasts of psychic energy that can rip through steel and concrete. The ultimate 'glass cannon' - he can dish out huge amounts of damage, but the slightest injury sends him reeling. However, anyone striking him will experience the pain he feels, through psychic feedback. His greatly heightened sense of touch makes tasks of manual dexterity much easier.

* The Twinge should only have one or two Setback Tokens.

Complications

- Zombie-like

Factoids

- Academic

Miscellaneous

Base EC: +3 Threshold: 16 Points: 150

The Extra EC can only be used to Counter-Attack or Recharge PSYCHIC BLAST, and he should always Counter-Attack. Additionally, Twinge cannot use EC to remove Setback Tokens.

Background

As a fiercely intelligent perfectionist, it was almost inevitable that Jin Akiyama would graduate top of his class from Harvard Medical School. In the years that followed, even after achieving his dream of becoming one of the country's top surgeons, it was to his credit that he never lost sight of why he went into medicine: Jin always found time to get to know his patients, to reassure them and answer their questions, a practice that he considered to be just one more part of the healing process.

"The one good thing about living in a world of pain is that you have plenty to share"

In a cruel twist of fate, it was one such act of kindness that exposed him to the incident that created the Blister Pack. Perhaps that is why, after his transformation into the Twinge, he seems so devoid of compassion. Now he only uses his skills as a physician to patch up his team-mates after their latest super-brawl (though he would have to admit that trying to make sense of their bizarre anatomies does provide him with an interesting challenge).

The Twinge takes great pride in his rigid self-control. Understandably, as it is the only reason why the constant pain that he suffers has not driven him completely insane – and is consequently the least likely member of the Blister Pack to be goaded into foolish action. His attacks are typically carried out with a precision that is, not surprisingly, surgical. On those rare occasions when he has given in to anger, he has been known to level entire neighborhoods.



Concept by Barak Blackburn; Art by Stephen Shepherd

Elemental Ninja Assassin Force

Team Background

Little is known of the Elemental Ninja Assassin Force. They do not appear often, and it is believed that they serve a larger ninja family, who assigns them to missions as needed, perhaps to the highest bidder, perhaps furthering the goals of their clan. There are five members, each imbued with secret ninja training and ancient powers of the five elements.

Issue Ideas

Being ninjas, Heroes will likely not encounter the ENAF's handiwork until it is too late. They are a formidable team, individually tough, but very difficult to beat as a team. So, Issues featuring them should be epic on a human scale.

Ninja Ties Run Deep: An influential senator has angered the ninja clan, and goes missing. Investigation indicates the Elemental Ninja Assassin Force is involved. Why? Perhaps the clan can be appeased only by the senator pushing through a controversial bill. Perhaps the senator has fallen in love with a young woman tangentially related to the clan.

NvN: Any characters with a ninja-like background may be seen as rivals, and thus the ENAF might be sent to act against them. Have them show up and ambush the Hero (or Villain). Start with targeted non-player characters, perhaps a mentor to a player-character Hero, perhaps a Villain. But continue the attacks. Set the stage for an epic trip to Japan where ninja-based Heroes must reintegrate themselves into a culture they left. And are ninjas not without honor? Maybe a final battle, the heroic team against the ENAF, winner redeems their clan.

ED. NOTE: SHARED TRAITS -- A REFRESHER

ENAF have three Shared Traits. This means they each put a number of Design Points into a pool, and all have access to these Traits, but Usages remain the same for all of them: If Red Ninja Uses ONI SOUL DRAINING ATTACK one Usage is recorded, if Earth Ninja follows up with the same Trait, a second Usage is recorded. All of their shared Traits are Usable Only When the Chips Are Down, which translates to the fact they can only Use these Traits when they, as an individual character have 2 Setback Tokens. Thus, if Blue Ninja wanted to act next, but did not have 2 Setback Tokens, he would be unable to Use ONI SOUL DRAINING ATTACK (or any of their other Shared Traits).

For simplicity at the gaming table, any Shared Traits can be written on a separate sheet of paper (or index card) and left in the center of the table, thus if any character wanted to Use them, they could record their Usage.

Additionally, due to their Sentai like design, multiple characters can Use the same Trait and Team-Up, gaining all the benefits of Teaming-Up!

Blue Ninja

Traits

WATER POWERS 9 (3/2/1)

- Versatile (Tidal Wave, Drown, Hydra Blast, _____, _____, _____)
- Incapacitate • Link +5 (51 Points)

NINJA 9 (1/1/1)

- Versatile (Stealthy, Secret Martial Arts, Fade Away, _____, _____, _____)
- Link +5 (43 Points)

WATER FORM 5 (1/2/3)

- Auto-Defend • Link +3 (25 Points)

NINJA CHAIN 5 (1/1/1)

- Link +3 (18 Points)

BRAINY 5 (1/1)

- Link +3 (14 Points)

+49 Points Into Shared Traits

Complications

- Honorable • Overthinks

Factoids

- The Smart One • Nerdy

Miscellaneous

Base EC: +0 Threshold: 10 Points: 200

Earth Ninja

Traits

EARTH FORM* 12 (1/2/3)

- Link +5 • Auto-Defend (55 Points)

EARTH POWERS 9 (1/2)

- Versatile (Earth Control, Wall of Stone, _____, _____) • Incapacitate
- Link +5 (39 Points)

NINJA 9 (1/1/1)

- Versatile (Stealthy, Secret Martial Arts, Fade Away, _____, _____, _____)
- Link +5 (43 Points)

CALTROPS 5 (1/1)

- Link +3 (14 Points)

+49 Points Into Shared Traits

Complications

- Honorable • Slow (of mind and body)

Factoids

- The Big Guy
- Doesn't like being called the Brown Ninja

Miscellaneous

Base EC: +0 Threshold: 10 Points: 200

* EARTH FORM gives him heightened strength, hardened skin, etc.

White Ninja

Traits

AIR POWERS 9 (1/2/3)

- Versatile (Vacuum, Air Blast, Force Field, _____, _____, _____)
- Incapacitate • Link +5 (51 Points)

NINJA 9 (1/1/1)

- Versatile (Stealthy, Secret Martial Arts, Fade Away, _____, _____, _____)
- Link +5
- Auto-Defend
- +2 Linked with SHURIKEN (48 Points)

FLIGHT 9 (1/1/1)

- Link +5 (34 Points)

SHURIKEN 5 (1/1/1)

- Link +3 (18 Points)

+49 Points Into Shared Traits

Complications

- Honorable
- Always follows orders

Factoids

- The Leader

Miscellaneous

Base EC: +0 Threshold: 10 Points: 200

Green Ninja

Traits

WOOD (PLANT) POWERS 9 (3/2/1)

- Versatile (Plant Control, Communicate with Plants, Poison Pollen, _____, _____, _____)
- Incapacitate
- Link +5 (51 Points)

NINJA 9 (1/1/1)

- Versatile (Stealthy, Secret Martial Arts, Fade Away, _____, _____, _____)
- Link +5
- Auto-Defend (46 Points)

GROWTH* 9 (1/1/1)

- Link +5
- +2 to Attack Multiples (36 Points)

BO STICKS 5 (1/1/1)

- Link +3 (18 Points)

+49 Points Into Shared Traits

Complications

- Honorable
- Ditz
- Eye Candy

Factoids

- The Chick

Miscellaneous

Base EC: +0 Threshold: 10 Points: 200

* GROWTH covers an increase in strength and durability, as well as the obvious, getting larger!

Red Ninja

Traits

FIRE POWERS 9 (1/2/3)

- Versatile (Immolate, Flight, Force Field, _____, _____, _____)
- +2 Linked with FLAME BLAST
- Link +5 (51 Points)

NINJA 9 (1/1/1)

- Versatile (Stealthy, Secret Martial Arts, Fade Away, _____, _____, _____)
- Link +5
- Auto-Defend
- +2 Linked with KAMA (48 Points)

FLAME BLAST 9 (1/1/1)

- Link +5 (34 Points)

KAMA 5 (1/1/1)

- Link +3 (18 Points)

+49 Points Into Shared Traits

Complications

- Honorable
- Bull-Headed
- Butts heads with the Leader (White Ninja)

Factoids

- The Lancer
- Gay

Miscellaneous

Base EC: +0 Threshold: 10 Points: 200

Shared Traits

Traits

ONI SOUL DRAINING ATTACK 20 (1/2/3)

- Only When the Chips Are Down (78 Points)

MEGA ONI DEVASTATING ATTACK 20 (3/2/1)

- Only When the Chips Are Down
- +2 vs Multiples (80 Points)

ANCESTRAL SECRET NINJA ONI FIVE ELEMENT STRIKE 21 (1/2/3)

- Only When the Chips Are Down
- +2 vs Multiples
- +2 if used after being Recharged (87 Points)



Darrel Miller

DM/3

Grave Danger

Team Background

This group of fiends would never have existed had it not been for Kaitlin Ross, the woman better known as Electromancer. She figured that if she could surround herself with a select collection of other dark souls, there would be nothing or nobody that could stand in her way of obtaining greater power.

Her first recruit was a victim of circumstance rather than by design. Hotshot police investigator Jackson Cray was looking into her vile activities and ended up dead as a result. Using her powers of resurrection, she brought him back to life in a twisted zombie form that maintained much of his own personality (albeit a twisted version of it).

Next came the skeletal martial artist often called Bonechiller. Necronia, a demonic being residing in the nether realms, had all but enslaved him in return for allowing him to cheat death. Bonechiller sought to sever her control over him and it was Electromancer who came to his aid, using her own dark magic to free him. Out of gratitude, he joined her group and is extremely loyal to her.

She specifically set out to find two other beings who had caused some alarm around that time, namely Shadowcreeper and Tattie-Bogle. Though it required a great deal of coaxing and manipulation, both of them agreed that there is indeed strength in numbers and that they could all help each other out in various ways.

Despite her lust for power and her penchant for being a control freak, Electromancer uses the group to not only pursue her own goals, but also to pursue the goals of the other members of the team. She's crafty enough to know that she can best earn and maintain their loyalty by being fair to them.

Issue Ideas

Army of Death: Grave Danger wants to raise an army of the dead by going to a local cemetery or morgue. What happens if they raise a deceased but powerful superhero? What about a whole team of reanimated superheroes?

Artifacts and Relics, Oh My: Having some basis in the dark arts, Grave Danger is very interested in any ancient artifacts with a malevolent history, maybe the new mummy exhibit at the museum, ancient tomes, or any items of great magical power.

The Paw of a Dead Monkey: Another Villain (or even Hero), one with a tragic past (deceased loved one) requires the assistance of Grave Danger in returning their loved one from the great beyond. But Villains tend to betray one another, and now the Villain needs the help of the Heroes as Grave Danger is unhappy with the non-delivered promised payments.

ED. NOTE: GROUP TACTICS

Gravesludge, Tattie-Bogle and Bonechiller are the melee combatants, wading into combat with Heroes. Shadowcreeper will try to slink away to the shadows. If she "vanishes," as Editor, you can just skip by her "Shadowcreeper does what she does" -- so, be very cryptic and vague. Obviously she needs shadows to hide, so it is no surprise that as a team they prefer to work in darkness. Electromancer will serve as support for the group as well as contributing ranged attacks. Tattie-Bogle's LEAPING ability keeps him in the game with movement-based characters. Gravesludge would be best served against a brick type character, Bonechiller is good against a more agile foe, Incapacitating them if possible by sinking his blade deep within their living-flesh. Shadowcreeper can be a wild-card, entering and leaving combat, building up her attack, Incapacitating foes to assist her allies.

Traits**COLD AND ICE GENERATION 10 (1/1/1)**

- +2 if Used to Attack Multiples
 - Versatile (Ice Shield, _____)
 - Incapacitate
 - Link +5
- (45 Points)

MARTIAL ARTS MASTER 7 (1/2/3)

- +2 Linked with SWORD
 - +2 Linked with AGILITY
 - +2 vs other Martial Artists
 - Link +3
- (32 Points)

SWORD 5 (1/1/1)

- +2 Linked with MARTIAL ARTS
 - +2 Linked with COLD AND ICE
 - +2 Linked with STRENGTH
 - +2 if Used to Incapacitate
 - Incapacitate
 - Incapacitate can only be Used if Linked with COLD AND ICE
 - Link +3
- (26 Points)

HEIGHTENED STRENGTH 5 (3/2/1)

- Link +3
- (22 Points)

HEIGHTENED AGILITY 5 (1/2/3)

- Auto-Defend
 - Link +3
- (25 Points)

Complications

- Honorable
- Only wants revenge against Necronia
- Seeks Redemption?

Factoids

- His undead form's greatest drawback: he misses food.

Miscellaneous

Base EC: +0 Threshold: 10 Points: 150



"I do not fear death, For it is something that I have already experienced and overcome."

Playing the Villain

Bonechiller is all about the Links. Stack up the Links, gain as many Links as possible for maximum effect.

He channels the cold through his sword to freeze his opponents. Against other martial artists he also gains an advantage, so seek them out in combat.

Background

"Nice" was never a word used to describe martial arts master Akihiro Takashita. In fact, it was never even a word placed within the same sentence as his name. In short, he was an abusive, hateful and cold-hearted man whose domineering behavior drove away anyone who ever cared for him. Many people mellow with age -- not Takashita. If anything, his bitterness and bad attitude became worse with each passing year.

He eventually found a woman who loved him unconditionally; a meek, shy woman named Kyoko who didn't mind his controlling nature. She was a lovely lady who treated him like a king, trying to please him in all things. All her effort was in vain. Takashita returned her devotion with physical and emotional abuse, resulting in her death.

When her father, a powerful Yakuza leader by the name of Akira Adachi, found out, he had his daughter's murderer tortured for weeks on end before finally dispatching him. During his final hours of life, a demonic entity calling herself Necronia appeared to Takashita with a proposal. She would bring him back from the dead in return for his obedience. With one foot in the grave, he desperately agreed.

When Akihiro Takishita returned to this world, it was as a skeletal being with enhanced strength, increased agility and the ability to generate cold and ice. Angry about his new physical form, he sought to betray Necronia and it was the woman named the Electromancer who helped him sever the entity's control over him.

Traits

ELECTRICITY CONTROL/ DISCHARGE 11 (1/2/3)

- Versatile (Force Fields, Blast, _____, _____)
 - +2 Attacking Multiples
 - +2 Linked with NECROMANCY
 - Incapacitate
 - Auto-Defend
 - Link +5
- (63 Points)

REANIMATE DEAD 9 (1/2/3)

- +2 Linked with NECROMANCY
 - Can only Use if Pushing
 - Editorial Choice (must spend EC to use)
 - Not-a-Finisher
- (29 Points)

DARK CHARISMA 7 (1/2)

- +2 Assisting Others
 - Link +3
- (22 Points)

NECROMANCY 5 (1/2/3)

- Link +3
- (22 Points)

Complications

- Easily winded

Factoids

- Control freak
- Has dark ambitions

Miscellaneous

**Base EC: +1 Threshold: 12
Points: 150**



Playing the Villain

ELECTRICITY CONTROL is her bread and butter, but she will burn out quickly. Fortunately, she is the "leader" of Grave Danger, and therefore brings more to the table.

Her DARK CHARISMA is primarily used to assist her teammates.

Her study of NECROMANCY was not as thorough as it might have been.

REANIMATE DEAD: She has to Push and use EC to use this power. It drains her. And it might seem to have little use in combat, but, given that most of her teammates are undead, she can actually assist her teammates with it, recharging their necrotic energies, either assisting their attack or defensive rolls. She does have some extra EC to help her with this, and if the focus of an Issue or story-arc, she can certainly tap into the pool of EC outside of combat. Well, it still drains her, and serves primarily as a plot device.

Background

From the time she was a little girl, Kaitlin Ross was a hateful, bitter person with a morbid fascination with death and a thirst for arcane knowledge. This led her to the dark arts... specifically necromancy. In her early twenties, she came into possession of a spell that would allow a vessel to channel lightning through it and bring the dead back to life. The spell didn't go quite as planned. Instead of the lightning dissipating once the spell was cast, its energy remained trapped in Kaitlin's body. Over time, she learned to harness it and even master it entirely. This was, to her, a sign from the dark gods that she was destined to be their harbinger of evil.

"Like electricity itself, death is something I control completely. I can kill you and then bring you back as my minion. It is empowering."

Kaitlin can emit electricity from her body, focusing it either to bring the dead back to life in a zombie-like state or to cause great pain to her enemies. Over the years, she has learned to use her power to create force fields of solid electrical energy, create power surges in electrical-based equipment and even control existing electrical currents.

Traits**SUPER-STRENGTH 10 (1/1/1)**

- +2 Linked with OOZE
(34 Points)

SUPER-TOUGH 9 (3/2/1)

- +2 to Counter-Attack if Linked with OOZE
- Link +5
(42 Points)

FORMER POLICE INVESTIGATOR 7 (1)

- +2 in Extended Scenes
(12 Points)

OOZE 5 (1/2/3)

- +2 to Counter-Attack
- Link +3
(24 Points)

UNDEAD 5 (3/2/1)

- Link +3
- Auto-Defend
(25 Points)

Complications

- Slow
- Zombie

Factoids

- Still (mostly) intelligent

Miscellaneous

Base EC: +1 Threshold: 12 Points: 150

***Playing the Villain***

What does UNDEAD mean? No need to breathe. No pain receptors. Immune to mind-altering powers and effects, etc.

What about Zombie as a Complication? Head shots take him down. He loses focus due to an overwhelming desire for brains.

He has extra EC so he can use Counter-Attack without having to tap into the pool of EC, but also to increase his Threshold. Zombies are hard to take down after all.

Being a FORMER POLICE INVESTIGATOR allows him to set up their crimes well, as he knows the way the criminal mind works, and knows the method law enforcement uses to find criminals. So, he can make sure they leave a crime scene clean of evidence, can provide a distraction, and maybe even hack into a police response system to provide misdirection.

His STRENGTH is not Linkable, but he can use his UNDEAD Trait to boost it, as he is unconcerned with muscles tearing to accomplish a Herculean task.

Background

The zombie known as Gravesludge was once Jackson Cray, a renowned police investigator whose ruggedly handsome appearance, impressive physique, natural charisma and his sharp mind made him a media darling. A few years ago, he took on a case of a most perplexing nature – investigating a rash of corpse thefts. After a short time, he learned that the person responsible was a woman named Kaitlin Ross. He tracked her down to an abandoned warehouse and attempted to arrest her, only to be attacked by five zombies that she had just created. Just as Cray was finishing off the last undead minion, Ross plunged a ceremonial dagger into his back, killing him instantly. He didn't stay dead for long, however, as the woman used her powers to resurrect him into the most powerful zombie she had ever created. For reasons unknown even to her, he maintained most of his mental faculties, though his mind was now twisted and evil.

*"I'm not your grandfather's
zombie!"*

Cray's already impressive physical strength and stamina have been heightened to extreme levels, allowing him to easily lift busses over his head and shrug off even the most severe damage. Furthermore, he secretes disgusting-looking ooze from his pores, which burns anyone who comes into contact with it.

Traits

HIDE IN SHADOWS 14 (1/2/3)

- +2 Linked with SPIDER-APPENDAGES
 - +2 if Used after Auto-Defend
 - +2 per round skipped not "attacking"
- (62 Points)

SPIDER-APPENDAGES 9 (1/2/3)

- Versatile (Climb Walls, Poison, _____, _____)
 - +2 to Attack Multiples
 - +2 to Incapacitate
 - Incapacitate
 - Link +5
- (52 Points)

"I'M JUST A LITTLE GIRL" 5 (2/1)

- Auto-Defend
 - Link +3
- (19 Points)

DEMONIC POSSESSION 5 (1/1)

- Versatile (Toughness, _____)
 - Link +3
- (17 Points)

Complications

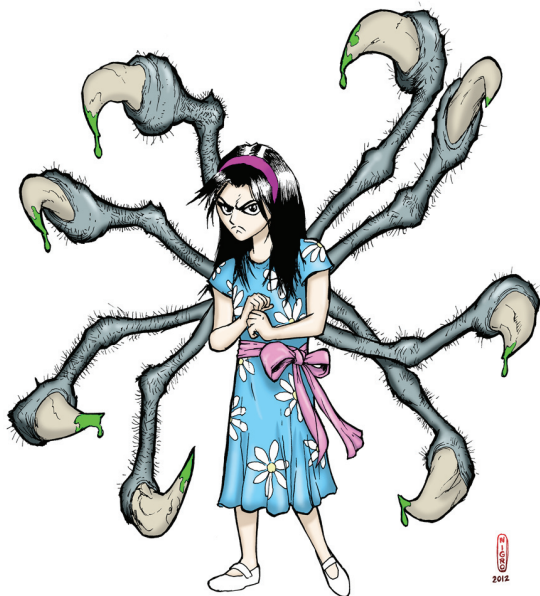
- Little Girl

Factoids

- Little Girl

Miscellaneous

Base EC: +0 Threshold: 10 Points: 150



"So, tell me. How does it Feel to be killed by a little girl?"

Playing the Villain

"Little Girl" -- Trait, Complication, and Factoid? Yup. Trait: She will use this to gain an advantage, maybe she can be saved? No one wants to unleash a building-shattering punch on an innocent little girl. She also likes the things little girls like, and might get distracted by a *My Little Horsie* figure, or maybe the demon doesn't fully have possession of her for just that moment.

Shadowcreeper will try and soften up foes Incapacitating them, but will also hide in the shadows, avoiding combat as long as possible, and finally striking with an element of surprise.

Background

Most people regard demonic possession merely as something seen in bad horror films. The orphan named Marinda Rasmussen was no different. Much to her eternal delight, however, she was wrong.

Marinda's parents died in a car crash when she was an infant. Custody was awarded to her Aunt Bernice and Uncle Gerald, who raised her until she was almost three years of age. Highly religious people, they began to sense a certain darkness in her, a darkness that they just couldn't live with. As such, she was sent to live in an orphanage, where she was treated poorly by those in charge. Her darkness intensified as a result.

One night while Marinda was sleeping, a shadowy, spider-like figure approached her, offering her an escape from this hellish life of abuse and misery. She eagerly accepted. At once, the demon took residence in her body, thinking that it would dominate the young girl's psyche and control her body entirely. It was wrong. Marinda's will was indomitable, allowing her to maintain control of herself, while still making use of the demon's powers. She was the master and the demon within her was her slave.

Marinda's vengeance on her tormentors was neither swift nor painless, leaving behind a cluster of corpses as she made her escape.

Traits**INSPIRE FEAR 16 (3/2/1)**

- Auto-Defend
 - Incapacitate
 - +2 if Pushing
 - Can Only Be Used After Auto-Defend is Used
 - Cannot be Used to Target Multiple Opponents
- (69 points)

BODY MADE OF STRAW AND CLOTH 9 (1/1/1)

- Link +5
 - Versatile (Stretching, Light and Flexible, Hard to Damage, _____, _____)
- (43 Points)

SUPER-STRENGTH 5 (1/1/1)

- Link +3
 - -2 When the Chips Are Down
 - +2 if Recharged
- (18 Points)

LEAPING 5 (1/2/3)

- Link +3
 - Cannot be Used if SUPER-STRENGTH has Detriment Dice
- (20 Points)

Complications

- Made of Straw and Cloth
- Creature Made of Magic
- Can be Magically Dispelled
- Spirit of Wife In There Somewhere

Factoids

- Murderous Spirit

Miscellaneous

**Base EC: +0 Threshold: 10
Points: 150**



"Fear is my most potent weapon."

Playing the Villain

LEAPING as the rigors of combat wear on Tattie-Bogle, his body will lose bits of straw, and make it impossible for him to leap.

His STRENGTH will amp up if he Recharges it.

He must look into the eyes of a foe to INSPIRE FEAR, so he can only do it against one foe at a time, and only after he has taken a bit of a beating. His Auto-Defend should be described as him staring into the eyes of a foe as they try and attack him. His eyes flare and activate this ability.

Background

The wife of a Scottish laborer named Lachlan Garrow perished in a house fire in 1757, leaving him quite unhinged. He became obsessed with the notion of bringing his beloved back to life, for he simply couldn't bear to go on without her. This led him down the dark path of witchcraft.

Eventually, he came across a ritual that would return her spirit into the body of a scarecrow; an unsuitable vessel, to be sure, but he was a desperate man. Garrow performed the macabre ceremony without hesitation, though something went awry. Very awry. It's true that something entered the scarecrow's husk. However, it wasn't his wife's spirit, but something of a much more sinister cast; something with murderous intent. Garrow was slain by it immediately.

Now inhabiting this body of cloth and straw, the unknown being from the netherworld stalks the earth, thirsting for bloodshed.

Tattie-Bogle (a Scottish slang term for "scarecrow") possesses superhuman strength. Its lack of bone structure makes it abnormally flexible as well, and it can stretch its limbs up to about fifteen feet. This combination of strength and a lightweight body makes leaping long distances a breeze. Furthermore, gazing into its fiery eyes can inspire abject fear in even the most stalwart of souls.



Lockke and Lode

Team Background

What's better than a gun-toting mercenary? Two gun-toting mercenaries! That was the thought process behind the formation of this formidable duo. The two soldiers-for-hire actually first encountered each other as adversaries. It just so happened that Lockke's client learned that his long-time rival had procured a mercenary to kill him. Not to be outdone, the man responded by hiring a mercenary of his own with the intention to kill the rival. This put the mercs on a collision course that couldn't be avoided.

Coincidentally, during their stalemated battle, they discovered that they were both being betrayed by their respective employers. It was decided that they would team up to teach both bosses a lesson they wouldn't soon forget. After this was accomplished, Lockke and Lode agreed to stick together and form a long-term partnership.

Issue Ideas

"Do I hear One Billion?": An experimental military weapon is stolen, all signs point to Lockke and Lode. But maybe instead of stealing it for a particular person, they look to ransom it off to the highest bidder in a supervillain auction.

I Got Your Back: What happens when a foreign dignitary (with the appropriate diplomatic immunity) hires Lockke and Lode to be his bodyguards?

Crossing the Line: A despicable Villain does something despicable to a child or group of children. This doesn't sit well with Lockke, and he decides to take the law into his own hands. He offers Lode enough funds to make it worth his while, and off they go. Normally Villain-on-Villain violence might not be worth the attention of the Heroes, but what if they go after the Villain in his secret ID. What if they decide to kill the Villain? What if it occurs as the Villain is being taken on his perp-walk? Will the Heroes stand with or against Lockke and Lode.

ED. NOTE: TWO-MAN TACTICS

One is a non-powered merc; the other a cybered-up career criminal, but they work well together, like a well-oiled machine. Although LOCK AND LOAD might imply only ranged combat, Lockke will sometimes lay down a suppressing fire while Lode wades into combat smashing with his ARM. But they are also able to spread out the battlefield, each firing their guns. They have extensive contacts in the military and merc fields, so access to cool gear is part of what they are about. Lockke tends to prefer ranged combat, while Lode will be all over the place, embracing his incredibly powerful AR as well as unloading his GUNS on any foe who might run from him. They will use this to assist one another with their attacks, getting extra dice and causing lots of mayhem.

Traits**LOCK AND LOAD 9 (1/2/3)**

- Can only be used Assisting Lode or being Assisted
- +2 if Linked with BIG-ASS GUN (34 Points)

LIFELONG MILITARY MAN 7 (1/1/1)

- Versatile (Tactics, _____)
- +2 Assisting Others
- Auto-Defend
- Link +3 (30 Points)

BIG-ASS GUN 7 (1/2/3)

- +2 Attacking Multiples
- +2 if Recharged
- Link +3 (30 Points)

PORTABLE ARSENAL 5 (3/2/1)

- +2 When Attacking Multiples
- Link +3
- Only When the Chips Are Down (20 Points)

Complications

- Not "evil" compared to some villains
- In it for the money
- Will NEVER allow a child to be harmed

Factoids

- Family man
- Mercenary

Miscellaneous

Base EC: +3 Threshold: 16 Points: 150

**Playing the Villain**

Look at that EC and Threshold! He's one tough son of a gun (like what I did there? Raised in the military, son of a gun. Hah!).

Lockke is basically a 100-point merc bumped up to 150 points because of his partnership with Lode. If they ever split, remove his LOCK AND LOAD Trait and 1 Point of EC (and 2 Points of Threshold) and shave 4 more points off, and he is a perfectly viable 100-point character. He will use that extra EC to stay in the fight and recharge his BIG-ASS GUN.

Background

Having grown up on various army bases where his father served, the military life is just about the only life Brian Lockke has ever known. As soon as he was old enough to enlist in the Army himself, he did exactly that, eventually moving out from his father's sizable shadow to become one of the most respected soldiers in the military. He served admirably for well twelve years, taking on and succeeding in missions his superiors thought were impossible.

"I'm here to do two things: chew bubblegum and kick ass. And I'm all out of... ah, to hell with it, I'm just gonna kill you."

Lockke thought he could simply leave that life behind and become a regular citizen – a house in the suburbs, a white

picket fence, a wife, kids and an SUV. He was wrong. He tried desperately to make it work, but soldiering was in his blood. After six years of living in turmoil, he left without an explanation to his family and embarked on a career as a mercenary. Despite his disappearance, he still sent his wife and kids plenty of money; enough, in fact, that they'd never want for anything again. When you're as good as Lockke, merc work can be very, very lucrative.

Regardless of what one might think, Lockke isn't an evil man; he's a product of his lifelong exposure to the military. He was groomed to be a soldier and has excelled at it thusly. Killing comes as easy to him as breathing, though he still has scruples. Foremost among these scruples is that under no circumstance will he harm a child.

Traits**CYBERNETIC ARM 9 (2/1)**

- Versatile (Strength, Cyberlink, _____, _____)
 - Auto-Defend
 - Link +5
- (40 Points)

LOCK AND LOAD 9 (1/2/3)

- Can only be used Assisting Lockke or being Assisted by Lockke
 - +2 Linked with BOOST
 - +2 if BOOST is recharged
- (36 Points)

CRIMINAL NETWORKS SPECIALIST 5 (1/1)

- +2 in Extended Scenes
 - Link +3
- (16 Points)

CYBERNETIC EYE 5 (1/1/1)

- Link +3
- (18 Points)

TWIN PISTOLS 5 (1/2/3)

- +2 Linked with EYE
 - Link +3
- (24 Points)

CYBERNETIC ADRENALINE BOOST 5 (1/2/3)

- Only When the Chips Are Down
 - Can only be used to Link
 - Link +3
- (16 Points)

Complications

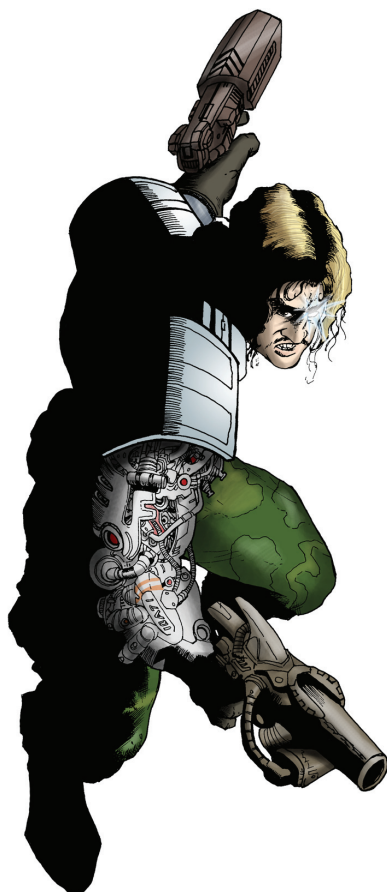
- In debt to Araxx
- In it for the money
- Adjusting to cybernetics

Factoids

- Career criminal

Miscellaneous

Base EC: +0 **Threshold:** 10 **Points:** 150

***Playing the Villain***

Lode's CYBERNETIC EYE has the full range of infrared, low-light and targeting systems.

His CYBERNETIC ARM is quite an impressive piece of technology, granting him some defensive capabilities as well as strength.

The CYBERNETIC ADRENALINE BOOST was a nice afterthought, as his human body needed to be able to withstand the rigors of the cybernetics. As he took more damage, the technology amped up his capabilities.

Background

Patrick Lode closely followed in his father's rebellious footsteps, riding a motorcycle, kicking ass, taking names and thumbing his nose at the law at every opportunity. The difference between the two was that his father was more or less a good ol' boy with a bit of a mean streak, whereas Patrick had greater ambitions; ambitions that would lead him to commit crimes of a higher magnitude than simply beating people up, stealing vehicles and swiping cash. He aimed higher and higher until he found himself working for various organized crime families as a "troubleshooter" of sorts. If a mobster wanted someone dead, he'd see to it that it happened. If a mobster wanted a building destroyed, he was the man for the job. Or if a mobster wanted to cripple a rival family through violence, he'd get the job done.

Eventually, this led to disaster for Lode. A shadowy supervillain named Araxx hired him to eliminate a superhero that had been a thorn in his side. Taking down normal humans was one thing; tackling someone with superpowers was quite another. Lode, despite being one tough customer, was out of his league. The ensuing battle went awry and ended with him losing an arm and an eye, though he at least managed to escape.

Araxx paid for him to receive cybernetic arm and eye replacements as well as formal combat training... in return for some pro-bono work. This arrangement worked out nicely, as Lode became far more formidable than ever before and only had to pull off a few free jobs for it. That was a satisfactory trade-off as far as he was concerned.

"I accept cash... all of it up front."



The Snack Pack

Team Background

The Snack Pack is the brainchild of one Thaddeus Hazzenthral, a twisted under-world inventor of some note. After the Little Madison snack cake company rejected one of his brilliant (but unsafe) contraptions, he swore revenge on them and subsequently landed himself in the "big house". Years later, he escaped from prison, deciding to show the world that he was no mere crackpot scientist. His idea was to form a team of supervillains who had also suffered humiliating losses thanks to those damnable cherry pies, sponge cakes and similar tasty goodies.

Hazzenthral's first two recruits were crooks whom he had already had dealings with – Jailbird and Night Knight. The former was eager to jump on board, but he had to coax the reformed Night Knight to don the armor once more. His final three recruits – Dollface, Bully McGee and Marshal Art -- had to be sprung from the penitentiary.

With his new team in place, Hazzenthral was finally ready to prove his criminal worth to the world!

Issue Ideas

The Infinity Filling: The main producer of their beloved snack cakes has gone out of business. Now, the Snack Pack must acquire as many of their crave-worthy cakes as possible. Surgical strikes at delivery trucks, distribution centers, even convenience and grocery stores should bring Heroes out to investigate.

Feed Me More: For a darker take on things, what if the Snack Pack decides that more and more people need to know the true awesomeness of their preferred pastry-like foods? They break into the manufacturing center and drop a little something into the batter. This "something" incites a voracious need to consume as many of these delicious snacks as possible, inciting riots and panic in the streets. Of course, the Snack Pack must know an antidote? Right? Antidote? Come on, Snack Pack, you wouldn't really do something like this without an exit strategy, would you? And no hero would ever succumb to such a desire. Right?

Action Items: The Snack Pack goes legit (sort of). Known for their love of luscious delights, the parent company, in need of a boost in sales, has unofficially sponsored the Snack Pack, failure or success is unimportant. Any press is good press, as long as they get the brand name out in the public eye, the parent company is happy. Parent company posts bail quickly, letting the Snack Pack strike again and again, planning heists with a high media profile, but little chance of success. Maybe even trying to tap into the international market: "The Snack Pack is going to blow up the Eiffel Tower, Leaning Tower of Pisa, and Big Ben!"

ED. NOTE: AN HOMAGE

Before you start to think that the whole "snack cake" thing is absurd and random, let us assure you that it is absurd, but not random. From 1977 to 1982, both of the major comic companies featured a total of roughly 250 different Hostess snack cake advertisements. Each advertisement was a single-page comic story that typically ended with the hero defeating the villain (usually a campy, over-the-top, gonzo bad guy) by appealing to his or her apparent addiction to these delicious treats. The Snack Pack is our own little homage to these outlandishly charming cretins.

Traits**SUPERHUMAN PHYSIOLOGY 12 (1/2)**

- +2 Linked with Bully
 - +2 if Used after activating a snack cake complication
 - +2 Used with Detriment Dice
 - Auto-Defend
- (46 Points)

BULLY 5 (3/2/1)

- -2 if Opponent is Bigger or Stronger
 - Link +3
- (20 Points)

THE MUNCHIES III 9 (1)

- Can only be used after MUNCHIES I and II
 - +2 Ganging up with other MUNCHIES
 - Incapacitate
 - Cannot be used with Detriment Dice
- (16 Points)

THE MUNCHIES II 7 (1)

- Can only be used after MUNCHIES I
 - +2 Ganging up with other MUNCHIES
 - Incapacitate
 - Cannot be used with Detriment Dice
- (10 Points)

THE MUNCHIES I 5 (1)

- +2 Ganging up with other MUNCHIES
 - Incapacitate
 - Cannot be used with Detriment Dice
- (8 Points)

Complications

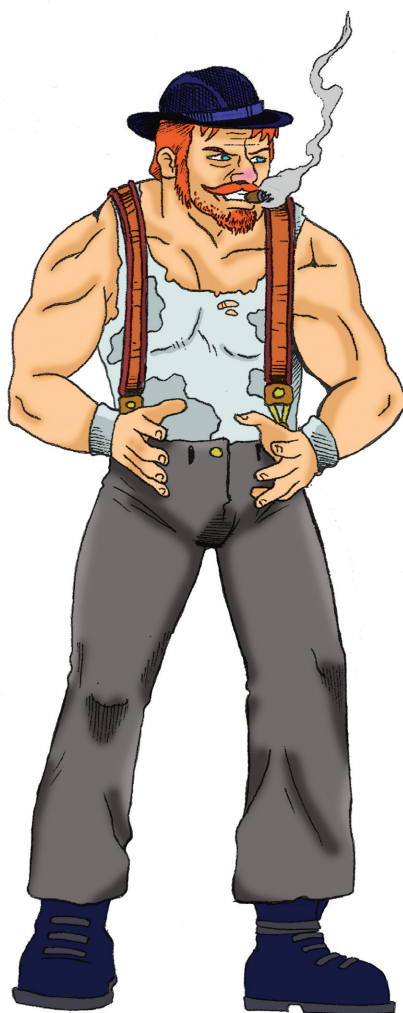
- Cannot resist those snack cakes
- Just a bully

Factoids

- From a rough neighborhood
- Has a juvenile sense of humor

Miscellaneous

Base EC: +0 **Threshold:** 10 **Points:** 100

**Playing the Villain**

All members of the Snack Pack have The MUNCHIES, and they have found that if they work with one another, they can be quite effective at making those do-goodnik Heroes succumb to these delicious delights.

He's a bully with all that implies. He preys on those weaker than him, is scared when someone is stronger. He is pretty strong though. Because of his SUPERHUMAN PHYSIOLOGY, he may need to take a break in the middle of the fight to recharge his energy!

Background

Some people just aren't happy unless they're pushing smaller people around. James McGee is one such person. In short, he's a bully, which explains how he accrued that moniker during his days on the streets of Brooklyn. While it's true that he was always known as a tough customer, it's equally true that he often avoided fights with anyone larger than him. Of course, at 6'6" and 290 pounds, just about everyone was fair game.

As he grew older, his strength, stamina and appetite grew to superhuman proportions (perhaps it was the contaminated river water he swam in as a youth), yet his ambition and maturity lagged behind. Even as a grown man, he spent most of his days hanging out on street corners, taking money from smaller guys and being a disruptive louse.

When the Little Madison snack cake company built a factory in the neighborhood, all the locals seemed to carry the spongy treats

"You'd best hand over them Fruit pies, boyo, unless ya want my knuckles imprinted on yer ugly mug."

on them. Bully McGee delighted in snatching them away and eating them himself. This is how he became so enamored with the cakes. Eventually, he attempted to take over the factory so that he could eat all of them that he wanted. His attempt was thwarted by a superhero who was significantly smaller than him and Bully McGee landed in prison for his efforts.

Traits**DOLL MINIONS 15 (3/2/1)**

- Auto-Defend
 - Incapacitate
- (66 Points)

THE MUNCHIES III 9 (1)

- Can only be used after MUNCHIES I and II
 - +2 Ganging up with other MUNCHIES
 - Incapacitate
 - Cannot be used with Detriment Dice
- (16 Points)

THE MUNCHIES II 7 (1)

- Can only be used after MUNCHIES I
 - +2 Ganging up with other MUNCHIES
 - Incapacitate
 - Cannot be used with Detriment Dice
- (10 Points)

THE MUNCHIES I 5 (1)

- +2 Ganging up with other MUNCHIES
 - Incapacitate
 - Cannot be used with Detriment Dice
- (8 Points)

Complications

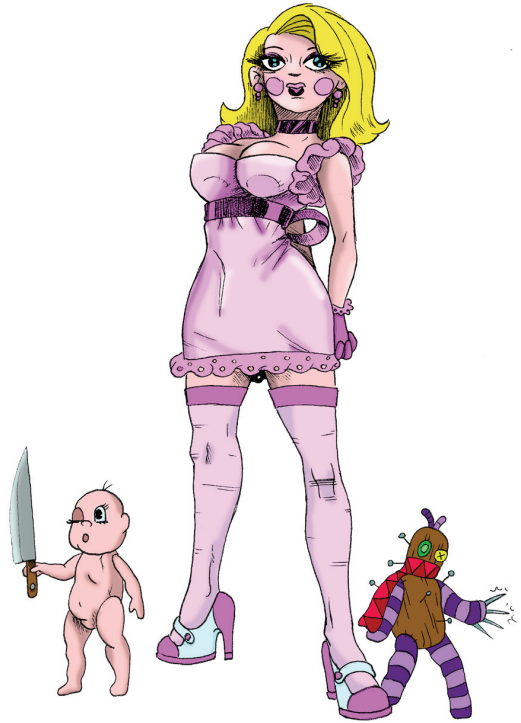
- Cannot resist those snack cakes
- Greedy

Factoids

- Only cares about what people can do for her

Miscellaneous

Base EC: +0 Threshold: 10 Points: 100

***Playing the Villain***

All members of the Snack Pack have The MUNCHIES, and they have found that if they work with one another, they can be quite effective at making those do-good-nik Heroes succumb to these delicious delights.

Dollface has one other Trait? Why? That's all she does, send her MINIONS after folks, to fight, protect, rob, steal. Although they are quite effective early in a Scene, they will lose effectiveness very quickly. Hit 'em fast, and hit 'em hard.

Background

Libby Dahl was a street urchin with dreams of becoming more. "More" was always a word that resonated in her mind and her lust for obtaining it knew no bounds, leading her down the path of crime. After years of petty theft and burglary, the nineteen-year-old girl planned one last heist that would give her all the "more" she could ever want. She methodically broke into the mansion of millionaire Jasper Morgan to steal his valuables. Things went awry and she was caught. Morgan struck a deal with her. If Libby would marry him and become his trophy wife, he would treat her to a life of luxury instead of reporting her. She accepted the offer. True to his word, he showered her in lavish gifts, including a vast collection of porcelain dolls. Libby soon learned that she could animate these dolls with her mind, though she kept this a secret.

*"There's simply no such
thing as TOO MUCH
welath."*

After a short time, Libby's lust for "more" returned, as she realized that all the wealth belonged to her husband and not to her. She arranged a fatal "accident" for Morgan, leaving her with his fortunes. Eventually, this was not enough and she once again turned to crime. Unfortunately for her, she was defeated by a superhero... with the help of some delicious snack cakes. Failure to resist the lure of "more" crème filling proved to be her undoing.

The Fiendish Thinker

Traits

(MAD) GENIUS INVENTOR 16

(1/1/1)

- Versatile (Death Ray Visor, _____)
 - Auto-Defend
- (66 Points)

The MUNCHIES III 9 (1)

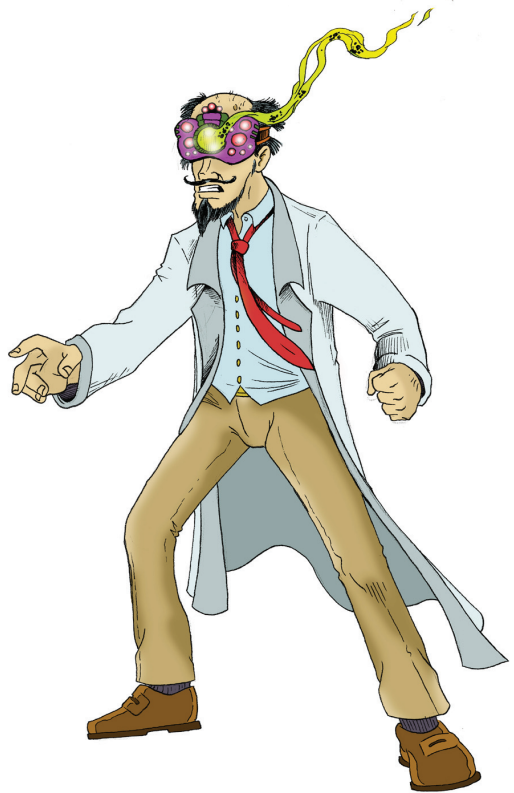
- Can only be used after MUNCHIES I and II
 - +2 Ganging up with other MUNCHIES
 - Incapacitate
 - Cannot be used with Detriment Dice
- (16 Points)

The MUNCHIES II 7 (1)

- Can only be used after MUNCHIES I
 - +2 Ganging up with other MUNCHIES
 - Incapacitate
 - Cannot be used with Detriment Dice
- (10 Points)

The MUNCHIES I 5 (1)

- +2 Ganging up with other MUNCHIES
 - Incapacitate
 - Cannot be used with Detriment Dice
- (8 Points)



Complications

- Cannot resist those snack cakes
- Lots of afterthought, not necessarily a lot of forethought
- Foiled Again!

Factoids

- Has a closet full of ugly sweaters
- Tried to get an infomercial business created in the early 90s, starting with "The Cereal Filler," a contraption that allowed users to make their own cereal at home. Those infomercials only aired in Kansas and he sold only 62.

Miscellaneous

Base EC: +0 Threshold: 10 Points: 100

Playing the Villain

All members of the Snack Pack have The MUNCHIES, and they have found that if they work with one another, they can be quite effective at making those do-good-nik Heroes succumb to these delicious delights.

Thinker is great at making stuff, even on the fly.

Background

The Little Madison snack cake company rejected inventor Thaddeus Hazzenthral's proposal for a machine that could create tastier treats at a much faster speed. According to them, the design was unsafe due to the fact that it utilized nuclear energy without proper containment protocols. Hazzenthral became enraged at this decision, swearing to exact revenge!

Little did he realize, the company took his threat seriously and hired a superheroic mercenary to protect their assets. Good move. As it turned out, Thaddeus Hazzenthral

"The world has never seen a mind as brilliant, cunning and capable as mine."

had created three large robots and led them into the factory, armed with a visor capable of emitting death rays. Before too much havoc could be unleashed, the mercenary saved the day by distracting Hazzenthral with an armload of golden, cream-filled snack cakes. The Fiendish Thinker (as he dubbed himself) was carted off to prison immediately.

After years of plotting vengeance upon the world, Hazzenthral recently escaped by creating explosive devices out of various items and substances found in the prison. At long last, he is free!

Traits**BALL AND CHAIN 6 (1)**

- Link +3
(12 Points)

HEIGHTENED STRENGTH 5 (1/1)

- +2 Linked with BALL AND CHAIN
 - +2 Linked with TALONS
- (14 Points)

HEIGHTENED AGILITY 5 (1/2/3)

- Auto-Defend
 - Link +3
- (25 Points)

WINGS 2 (3/2/1)

- Link +1
(10 Points)

TALONS 1 (1/1)

- Link +1
(5 Points)

THE MUNCHIES III 9 (1)

- Can only be used after MUNCHIES I and II
 - +2 Ganging up with other MUNCHIES
 - Incapacitate
 - Cannot be used with Detriment Dice
- (16 Points)

THE MUNCHIES II 7 (1)

- Can only be used after MUNCHIES I
 - +2 Ganging up with other MUNCHIES
 - Incapacitate
 - Cannot be used with Detriment Dice
- (10 Points)

THE MUNCHIES I 5 (1)

- +2 Ganging up with other MUNCHIES
 - Incapacitate
 - Cannot be used with Detriment Dice
- (8 Points)

Complications

- Cannot resist those snack cakes
- Always gets caught

Factoids

- Has lofty criminal ambitions, but not the brains to bring them to fruition

Miscellaneous

Base EC: +0 Threshold: 10 Points: 100

***Playing the Villain***

All members of the Snack Pack have The MUNCHIES, and they have found that if they work with one another, they can be quite effective at making those do-goodnik Heroes succumb to these delicious delights.

He's not the best flyer, or most offensively capable foe... yet (but with his HEIGHTENED AGILITY and WINGS, he should be able to hold his own for a bit against attacks).

Jailbird might be the one member of the Snack Pack who could eventually branch out on his own, maybe moving up to 150 Design Points, maybe forsaking his love of snack cakes for an actual career as a costumed criminal (redistributing the Points dedicated to MUNCHIES, getting more proficient with his BALL AND CHAIN—the 1 Usage is meant to imply a lack of proficiency with it).

Background

Mac Gibbons spent most of his life behind bars, starting at the tender age of eleven. Every time he would be released from lock-up for one crime, he'd commit another, which would inevitably land him right back where he started. It was a vicious cycle. This was helped along by the fact that his criminal vision always far exceeded his criminal ability. That is, he always managed to somehow botch any crime he planned. He placed the blame on everything and everybody else, but the truth was that he wasn't half as smart as the thought he was. Ambitious? Yes. Smart? Not even close.

After dozens of failed crimes, Gibbons came to the conclusion that he would be more successful if he possessed superpowers. To these ends, he hooked up with an inventor named Thaddeus Hazzenthral, who agreed to give him what he sought in return for a handsome sum of cash. When everything was said and done, Mac Gibbons walked away with birdlike wings, talon-tipped feet and superhuman levels of strength and agility.

*"I may be a habitual
screw-up, but I'll
never again fall
victim to the delicious
spongey goodness and
cream filling of Zappers.
Ah, who am I kidding?
Those things are
amazing!"*

Despite his newfound powers, his next caper ended in disaster for him. A costumed superhero suckered him into a trap using tasty snack cakes as the bait. The criminal once again found himself back in prison.

Traits

"I AM THE LAW 'ROUND HERE" 9 (1)

- Can only be used to Link with LAWMAN
 - One-Shot
 - Link +5
- (17 Points)

KUNG-FU COMBATANT 5 (1/2/3)

- Auto-Defend
- (21 Points)

LAWMAN 5 (2/1)

(12 Points)

CROOK 5 (1/1/1)

- +2 in Extended Scenes
- (16 Points)

THE MUNCHIES III 9 (1)

- Can only be used after MUNCHIES I and II
 - +2 Ganging up with other MUNCHIES
 - Incapacitate
 - Cannot be used with Detriment Dice
- (16 Points)

THE MUNCHIES II 7 (1)

- Can only be used after MUNCHIES I
 - +2 Ganging up with other MUNCHIES
 - Incapacitate
 - Cannot be used with Detriment Dice
- (10 Points)

THE MUNCHIES I 5 (1)

- +2 Ganging up with other MUNCHIES
 - Incapacitate
 - Cannot be used with Detriment Dice
- (8 Points)

Complications

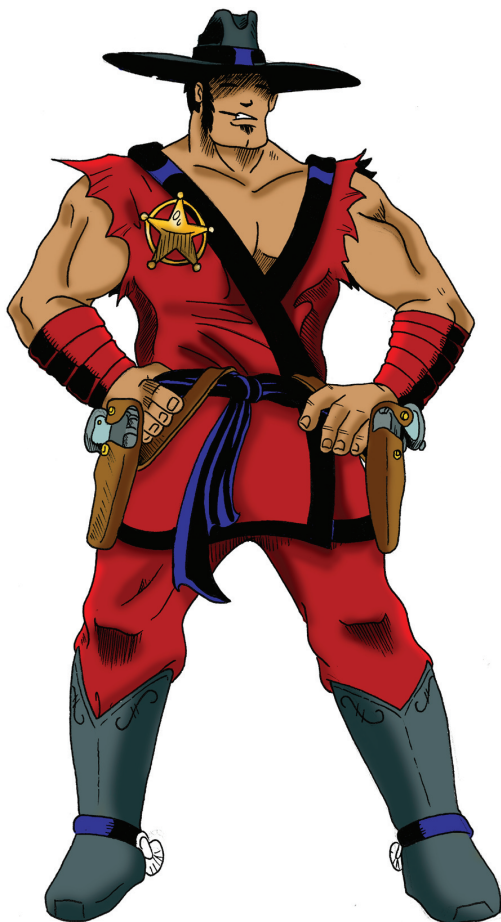
- Cannot resist those snack cakes
- Not really all there
- Former big-time movie star

Factoids

- His voice changes drastically, imitating whichever of his screen character personalities is at the forefront at any given time.

Miscellaneous

Base EC: +0 Threshold: 10 Points: 100



Playing the Villain

All members of the Snack Pack have The MUNCHIES, and they have found that if they work with one another, they can be quite effective at making those do-goodnik Heroes succumb to these delicious delights.

Note that none of the three movie-title type Traits are Linked. Why? Because he can only use one of them at a time. His LAWMAN Trait includes his guns, gun-slinging, horse-riding, etc. Opening a Scene with him declaring he is the law and opening fire sets a really fun tone! Or maybe save that for after he gets beaten up a bit.

Background

Movie star Art Marshall specialized in action flicks. In fact, he had three relatively successful film franchises: "The Lawman", "Kung Fu Combatants" and "Crooks Like Us", each of which has spawned several movies. They may not win any Academy Awards, but they've garnered a rabid fan base nonetheless and he has gained praise for doing all of his own fight scenes and stunts. Sadly, during one of these stunts (in "The Lawman Strikes Again"), Marshall took quite a nasty fall, resulting in severe brain damage and leaving him comatose.

"Hi-yawww!"

When he awoke from the coma two weeks later, his ability to distinguish reality from fantasy was gone. Everything was blurred. In his now demented mind, he was a hybrid of the three characters he portrayed on the silver screen: an Old West Marshal, a martial artist and a crook. Thus began the criminal career of Marshal Art!

Being a method actor, Art has accumulated a lot of knowledge about crime, not to mention that he actually learned gun-slinging and kung fu. These factors made him a formidable criminal and he orchestrated a crime wave that is still talked about today. It all ended when he succumbed to a costumed hero wielding snack cakes and was sent to prison.

Traits**LUNAR POWER SOURCE 9 (3/2/1)**

- Auto-Defend
 - Can only be Used to Link
 - Fickle
 - Link +5
- (33 Points)

HISTORY PROFESSOR 5 (1/1)

- +2 in Extended Scenes
 - Link +3
- (16 Points)

LUNAR POWERED ARMS AND ARMOR 3 (1/2/3)

- +2 Linked with LUNAR POWER SOURCE
 - +2 if Recharged
 - +2 if LUNAR POWER SOURCE Recharged
 - +2 at night
- (17 Points)

THE MUNCHIES III 9 (1)

- Can only be used after MUNCHIES I and II
 - +2 Ganging up with other MUNCHIES
 - Incapacitate
 - Cannot be used with Detriment Dice
- (16 Points)

THE MUNCHIES II 7 (1)

- Can only be used after MUNCHIES I
 - +2 Ganging up with other MUNCHIES
 - Incapacitate
 - Cannot be used with Detriment Dice
- (10 Points)

THE MUNCHIES I 5 (1)

- +2 Ganging up with other MUNCHIES
 - Incapacitate
 - Cannot be used with Detriment Dice
- (8 Points)

Complications

- Cannot resist those snack cakes
- New to this villain thing

Factoids

- Family man

Miscellaneous

Base EC: +0 Threshold: 10 Points: 100

**Playing the Villain**

All members of the Snack Pack have "THE MUNCHIES," and they have found that if they work with one another, they can be quite effective at making those do-goodnik Heroes succumb to these delicious delights.

Oh, if only this armor worked better than it actually does! The Fickle LUNAR POWER SOURCE is to show just how unreliable it is. Without the LUNAR POWER SOURCE operating well, the armor is just a suit of armor.

His PROFESSOR Trait might just make him a blowhard most of the time, but maybe sometimes he might have some sort of insight.

Background

Lunar-powered armor fashioned to look like a medieval knight. That's the only thing that separated Marvin Anderson, a history professor-turned-supervillain, from common, two-bit crooks. Unlike most ne'er-do-wells, Anderson had no history of criminal behavior, nor did he exhibit any signs that he harbored a desire to partake in illegal activities. No, he was a simple family man who had grown bored with his comfortable but stagnant life. Everything about his existence was boring: His marriage lacked passion, his routine never changed, and he hated his job. All of these things factored into his decision to create a dual identity as a supervillain. Taking a hefty chunk of cash from his life savings, he hired an underworld scientist named Thaddeus Hazzen-thrall to craft for him a lunar-powered armor, shield and sword.

"Behold my new and improved lunar armor! With it, I will... oh, hey, look! Snack cakes!!"

As he soon found out, it takes more than high-tech gadgets to embark on a career in villainy. On his first outing, he was soundly defeated by a spandex-clad do-gooder with a creative mind and some snack cakes. Anderson was sent to prison for his actions, but he was out after six years. Since then, he has managed to keep his life on track, though he recently received a visit from Hazzenthral, who has urged him to return to his criminal ways using a new and improved suit of power armor!

CHAPTER 4

"A Brave New World"

This chapter presents Editors with a new Issue to run For their groups. Please read no Further if you plan on playing this as a Hero. It is truly meant For the Editor's Eyes only!

Little Girl Lost

Many children have imaginary friends. What if they were not imaginary? Aria Cadenski was always trouble, not a bad kid by any stretch of the imagination, but always getting into mischief. To compound issues, when she was barely able to speak, she was able to communicate with anything electronic. It was as natural to her as walking is to most two year olds. She could communicate with the television, she could sit down at her father's desktop computer and make it do exactly what she wanted. This was what she knew. Add to the fact that her brain was essentially the fastest computer ever imagined, her ability to process and retain information, and to problem-solve was unmatched by anyone or anything.

Her father was a chess player. He taught her the basics, and in no time, she was beating him. She would make a game of it to see how few moves she could do it in. She read up on Fischer Random Chess, and still was able to handily defeat him or anybody. Her father had purchased her a chess computer. Well, now she had even more of an unfair advantage. She was able to interface with the machine, and it was over.

Aria Cadenski in a video game arcade was no fun for anyone, except those watching her.

But all Aria really wanted was a friend. Someone to care about her for her. Her parents did, sure. And she was friendly enough, and attractive enough that she was popular in high school. But no one knew what it was like to live with her power set. Her mind was constantly problem-solving, working on ways around things. She could not help but absorb information. She also could not help but use it to suit her own needs, as she deemed appropriate. This made her very dangerous. Because she had no real friends, she was always looking for a challenge, something to keep herself amused.

Several years ago, when Steve Jobs took the stage to show off the latest Apple doo-dad, right at the moment as he turned on his gadget, every computer across the globe popped up a window:

```
WELCOME TO THE 2G NETWORK
XXOO
G33k Grrl
```

And with that began her first stint in prison.

She willingly admitted she'd hacked every computer across the globe, mainly to show the world that "Apples can be hacked. Anything can be hacked! I'm doing you a service. You should be thanking me!" She refused legal representation, was sentenced to serve her time in a specially constructed prison, half a mile deep inside of a mountain, where she would not be able to access any technology. There was no metal allowed anywhere near her. She made do with candlelight, and plastic.

But never once did she complain. Now, when XARTG (see p. 78) was on the loose, the government came calling. They would release her if she would help them. They were desperate.

She smiled that smile of hers and agreed to help.

That was several years ago. Now, Ms. Cadenski is ready to unleash her next great plan upon the world. However, G33k Grrl may be a Villain in this iteration, but she is not a killer, and would rather avoid unnecessary death, damage, and destruction. Her motivation is founded slightly from greed, but more, she is bored. She is that child in class who is too smart, easily bored, and prone to get in trouble. Except, in this case, the world is her classroom, and she is way too smart.

Using a scheme similar to the concept in the movie *Office*

Space, for years, she has been siphoning off small amounts of money from every financial transaction across the globe. Millions of transactions every day equal millions of dollars. Now, Ms. Cadenski is not all that bad, she donates to causes she believes in. But she has also been building a nest egg, a rainy day fund, and well, the skies are getting grey.

She finds the whole costumed hero and villain thing kind of absurd, so, she is going to take a stand on that issue. But, what good is a prank if no one is pranked?

So, her plan is in motion.

She has assembled many supervillains to help with her task.

Many have been given a \$1 million fee to commit a crime they might normally want to commit anyway. The only stipulation is that they must do it exactly when she wants them to. She gives them the details of the crime, the location, and the time. For some of the other Villains, she is just setting them up.

At no point has she identified herself to any of them. Using her vast knowledge of what makes everyone tick, and knowing the secrets of Heroes and Villains alike, she was able to contact them without a trace, and give them the stipulations of her agreement.

So, none of the Villains have any idea who is orchestrating this affair.

Given her powers, she is easily able to remove any digital fingerprints from any action of hers, and is savvy enough to avoid any physical evidence.

So, where do the Heroes fit in? Well, as she determined long ago, it is no fun playing against a foe that has no chance of winning, so, she wants an opponent. She is going to ask the Heroes to stop her, setting up clues along the way.

The Heist(s)

The Federal Reserve Bank of New York currently holds approximately \$415 billion dollars worth of gold bullion.

Ms. Cadenski knows that acquiring wealth is easy, but, doing so in grand fashion is much more fun!

Magic and technology, a world where people can fly, anything is possible. A powerful sorcerer could make all that bullion disappear. LAME. She likes to get her hands a little bit dirty.

So, after watching *Die Hard with a Vengeance*, she thought “That looks like fun!” and decided to tweak the basic scenario and make it her own.

Every supervillain needs a hook. But, finding impossible to solve

riddles is not too much fun... and way too easy.

So, she has secretly assembled many, many Villains to act according to her plans on this day.

She is also going to string along the Heroes, daring them to find and apprehend her.

ED. NOTE: EDITOR'S EDITORIAL CONTROL

GG is the main Villain here, and much of what she does happens off-panel, such as disabling the security and communications of the bank. Die/dice rolls will not need to be made unless Heroes are somehow actively opposing her. But what about when Heroes do oppose her, such as if they try and hack against her? Most of the time, these will be Contested Scenes, so Usages will Refresh for each one, but in an Extended Scene, how should an Editor determine how many Usages GG has? Don't sweat it.

Additionally, each Issue of this story-arc, the Editor should allocate at least half of the pool of Editorial Control to GG for her use only. The hired Villains just do not have enough EC available to them. Setting up GG as the main Villain requires her to have the EC.

So, here we will break down the overall timing and details of the Heist, and the clues.

1. Priming the pump – as you prepare to run this, you will want to start laying the groundwork. About a month prior, a silent alarm is tripped in a bank in Manhattan, in the middle of the day. Police rush to the scene, only to find nothing wrong. This continues at banks and municipal and government buildings throughout the city for the month. Sometimes, three or four alarms are tripped at a time, at all hours of the day. No one can uncover the cause of these alarms tripping, and authorities have to respond, but, it is getting old, and thus the alarms are becoming very tiresome and authorities are numbing to them. The response has been to set up a system of checks involving telephone calls and confirmations.

2. The key to finding her is solving the elaborate riddle she has set up for the Heroes. The riddle is based on the Dvorak keyboard layout (which appeals to the tech-nerdy side of her), but also in the classical composer Dvorak.

3. She doesn't care if she gets caught. She is not at the actual scene of the crime and has more than enough faith in her abilities to hold her own, and if need be, will activate Heroic Complications, to avoid getting caught.

4. The riddle itself – she will direct characters to a website, and all they have to do is type in the correct password to access it, and once within, they will be able to get her location.

5. The solution to her riddle will be the first ten notes of Dvorak's *New World Symphony*, but will need to be entered as if the person was using a Dvorak keyboard <http://wbic16.xedoloh.com/dvorak.html>. Given that she is giving them the actual website, it is also setting up an Extended Scene if the Heroes choose to try and hack in. Information on how to run this will be included here, and Editors can also read pgs. 9-12 of this book for more hints on how to get the most out of your Extended Scenes. (Savvy Kickstarter backers will notice this music was played in our video!). The first ten notes are: EEDEBCCBCG, but if one was using a DVORAK keyboard and touch typing, the correct solution to the riddle is: DDHDNIINIU. If Heroes type in the solution without converting to Dvorak layout, consider sending them somewhere far, far away, where maybe there is copy of *Die Hard With A Vengeance* giftwrapped for them, and a box of chocolates or some such silliness.

6. The crimes themselves that the Heroes are led to have nothing in common, except that they will keep the Heroes from the location of the actual

crime, and that they will have the Heroes on a wild goose chase for as long as it takes G33k Grrl to steal all the gold!

7. Clues will be delivered by The Courier (see p. 26), an unaligned super who uses her talents to deliver messages. Both Heroes and Villains (and anyone with the right amount of money) use her services as she asks no questions, and no questions are asked of her. Some folks decide to save the world, some folks decide the world is their oyster to be pillaged, and some people find an applicable career for their superpowers!

The Real Heist

It happens in the background, but depending on how you want to present this Issue, it is possible that Heroes will stumble upon some of the clues about the real heist along the way. If you tend to run Issues chock-full of details, planting seeds for stuff to happen way down the road, you can build up to it nicely.

In order to move all the gold, GG has orchestrated the theft of 14 dump trucks from a sanitation facility in New Jersey. Being a sanitation facility in New Jersey, perhaps this hasn't made the news or been reported, as it might be related to the mob, and they tend to keep their business private.

14 drivers are needed, but finding 14 teamsters with rap sheets who want a cool million dollars

for a no-questions-asked job is relatively simple, but obviously, if just one of them opens his mouth, the Heroes might catch wind of it.

GG will disable the bank's security systems as well as putting a cell-phone block on the building, effectively taking the entire bank off the grid in terms of communications in and out. The Elemental Ninja Assassin Force will enter just after this is done, right before the bank is scheduled to close for the day. Blue Ninja will be on crowd control upstairs, while Red Ninja and White Ninja will oversee opening the vaults downstairs. Once that is done, Red Ninja will assist Blue Ninja on crowd control, while White Ninja will oversee the loading of the trucks, which will be down by Earth Ninja and Green Ninja. Once a truck is filled with gold, it will leave via New York City Water Tunnel No. 3, which is a tunnel that heads north out of NYC.

No Plan Survives Contact with the Enemy

That may be the case, but G33k Grrl sure has tried to get her ducks in a row. It is very possible that her plan will go off just as planned, but because her plan involves so many people, and perfect timing, and because she is expecting the Heroes to follow the bread crumbs she is leaving, anything could happen.

ED. NOTE: PHONING A FRIEND

There is a lot to these clues. Part of the burden here will fall on the Editor to help players along in solving them. But, what happens if they don't? Here are some potential answers to that question:

- G33k Grrl likes playing cat and mouse, so, for the clues to get Heroes from one crime scene to the next, she may TXT them a hint, or even give them a clue over their phones/ communicators.
- Because the crimes are happening whether or not the Heroes arrive in time, they may indeed arrive after the crime has been started, or even after it is all over (some of the Villains may do their business, and make their escape).
- Editorial Control! Because of the open-ended nature of EC, perhaps Heroes can find some way to use that to their advantage.
- Heroes fail. They don't have the appropriate Traits. The media holds them accountable, given their very public new GG-designed costumes. Will they re-design their characters, picking up some new Traits? Will GG become a thorn in their side down the road again?

What it boils down to is this: GG wants to play along with the Heroes; she doesn't really want to get caught, but maybe wants to find some worthy adversaries. If she had wanted to commit this crime and not get caught, that would have been very doable (and the same holds true for many supervillain crimes).

But this is the story of the Heroes. It is no fun to be informed "news reports indicate that the NY branch of the Federal Reserve Bank has been emptied of all the gold, authorities are investigating the matter." Sometimes crimes happening the background can add to a larger picture, but if players feel totally helpless, if their Heroes are helpless, they probably won't have too much fun. Yes, many calculating, intelligent supervillains could pull off wonderful crimes without getting caught. The conceit of superheroic comicbooks is that they instead put on some tights and make a grand show of things!

Heroes may discover where she is before the end of the heists. She has planned for this, and will be ready and waiting for the Heroes and offer them a choice. They could try and take her in, but if so, they will have no heads up on the rest of the heists, and she cannot be held responsible for any crimes committed by others. The bad press will be on their hands.

If Heroes stumble upon the bank heist, GG is more than happy to let the Elemental Ninja Assassin Force take care of them, and she will pack up her stuff and vanish, but not before sending the characters a message via smartphone: “Looks like you uncovered my plan, maybe I shouldn’t have choreographed the whole thing, but what fun is that? There are still (insert number of heists remaining) heists that will happen. I’m just too lazy to stop them. Have fun, hero-types! I’m sure you’ll hear from me soon, I’ve got other schemes already brewing! TTFN. XXOO- GG”

Heroes run by players who have flipped through *Gallery of Evil* might think to try and find the Eyewitness (see p. 42) (or maybe the Heroes have a moment of inspiration, perhaps via a Hint?). Chances are he knows where GG is. But how will they find the one who doesn’t often get found? Do they have to commit a crime of their own and appeal to him? Do they try and appeal to him as one of the heists is going down?

Villains being villainous, they often stumble on their own feet, and/or turn on each other. Will one of the Villains being puppet-mastered by GG decide to turn on her? Perhaps an anonymous TXT sent to the Heroes offering to help. Maybe they jump the gun on the timing, or don’t show up at all.

If any of these things happen, GG will not be happy. She will let the TXT through, but will also assist the Heroes in taking the Villain down, giving them whatever info might be helpful, as well as selling out the Villain with any crimes committed by them and unknown yet to authorities. Or maybe the Villains are unable to keep a low profile waiting for their cue.

Conclusion

So, G33k Grrl, she’s begging to be caught, yes?

Not exactly.

She is sassy, sarcastic, always optimistic, has a bit of a potty mouth, and always knows what she is doing.

She is totally willing to activate Complications to stay out of trouble.

She tried to ensure that no innocents would seriously get hurt, and although there was some collateral damage, it wasn’t too much.

But more importantly, she has

some serious information she is more than happy to leverage: "Hey, look what I did for you! Y'all rounded up a bunch of wanted supervillains, all because of me. How cool is that?"

"You *could* take me to prison, but, given how easily I got all of these villains to do my bidding, might you consider that I could lead you to other villains?"

"The damage, sure, I can write you a check to cover that."

Or, maybe the Heroes beat her up and she is carted off to jail. It happens. And supervillains usually find a way out of jail, too!

ED. NOTE: WHAT FOLLOWS

On the following pages, you will find all the notes mentioned in the Issue itself, along with everything you, the Editor, need to know about them, including the note text, the clues within each note, the set-up, etc.

Lastly, you'll find the game stats for G33k Grrl, who has already been written up in the core rulebook. However, this is a more potent version of the character. The version here is simply a one-pager with all the necessary game stats.

Note #1

Courier will show up, looking a bit tired, as she is carrying new costumes for all the Heroes, in a large duffel bag, each one labeled, as well as a large cardboard screen.

The note is delivered in an envelope, as they all are.

Courier will hand one of the Heroes the note first, then set up the screen, put down the duffel, and take the costumes out.

If the Heroes try and engage her, she will be somewhat cagey, the general understanding is that she delivers, no questions asked. She isn't unpleasant, but she isn't going to give up any information.

The costumes are hellacious, bright, gaudy, non-contrasting colors, probably revealing way too much skin. The point of the costumes is to be as embarrassing as possible.

Courier will offer to take the Heroes' old costumes, saying she has been instructed to return them. If Heroes refuse, she will just shrug.

CLUES IN THE NOTE:

- The E is the first note in the symphony.
- New World refers to Dvorak's New World Symphony.
- Right Keys – again referring to the New World Symphony.

The Note can be found on page 147!

Note #2

This clue will be delivered in an envelope along with two shiny pennies.

THE SET-UP:

Mad M. Flutterby is at the museum, attempting to free all of the butterflies from their captivity, creating quite a scene.

Mad M. Flutterby isn't all there.

It wasn't too hard for G33k Grrl to convince her that there were atrocities being done to her butterfly kin at the butterfly exhibit.

CLUES IN THE NOTE:

E soffitto e pareti

- This is a musical number from *Madame Butterfly* (by Giacomo Puccini), it translates to Ceilings and Walls.
- E is the second note in the *New World Symphony*.
- This leads to the membership reference, which references the American Museum of Natural History Butterfly Conservatory Exhibit.
<http://www.amnh.org/calendar/the-butterfly-conservatory3>
- Spider, ant, or wasp references the *Butterfly Song*.
<http://havefunteaching.com/songs/science-songs/butterfly-song/>
- And lastly, the two shiny pennies and Mr. Jiminy reference Flutterby:
<http://www.chacha.com/question/why-did-the-butterfly-flutter-by>
- “Flutterby” was the term used for Butterflies until Mr. Jiminy down the road invented a machine in 1912 to fly, when he named this the “flutterby” so anyone who used the name had to give him 2 shiny pennies for copyright laws.

The Note can be found on page 147!

Note #3

This note is delivered in an envelope.

THE SET-UP:

Frill Neck and Delilah Samson are waiting at the XXX Building for Ectohazard and some of his cronies. Frill Neck is looking to move in on Ectohazard's turf, and has brought along some muscle (what better muscle than the strongest woman in the world?) to help him accomplish this. Ectohazard will show up in large black SUV accompanied by a second SUV (windows tinted on both) filled with goons (the goons are already factored into Ectohazard's Traits, or if you want, you can whip up some NPCs with 100 points, give them each 1 or 2 Setback Tokens).

Ectohazard thinks he is going to meet up with Frill Neck to purchase some alien technology that he hopes to add to his already extensive arsenal of illicit arms.

Once Ectohazard steps out of the SUV, there will be tense standoff, and Ectohazard will ask to see the goods. Frill Neck has no idea what he is talking about and will send Delilah in right away to rough him up.

Getting to the meet-up: This is a fictional location, so place it however far from the Heroes current location you want. The goal here is to have the Heroes Use some Traits in an Extended Scene getting there as soon as possible. If they do not have much in the way of movement-based powers, let them try and get creative. How many rounds should it take? Go with your gut, 1-4 rounds, I would say. Perhaps 1 to find the location. And then however many more it might take them depending on their Traits. Yes, distance and speed is very wibbly-wobbly in CC&VF, and that is okay. Maybe it only takes them 2 rounds, and they get there and see Frill Neck and his goons waiting.

Should Heroes enter the fray, Villains on both sides will likely focus their attention on the Heroes. Ectohazard will likely Use his Traits to get away untouched, claiming that Frill Neck is the one at fault here, and claiming his hands are clean.

CLUES IN THE NOTE:

Not too much to decipher here. GG is telling the Heroes where to go.

The Note can be found on page 148!

Note #4

Note delivered in an envelope.

THE SET-UP:

There is indeed a money train in NYC, a railcar that carries revenue to a central location for deposit. The money is guarded by police, but don't worry too much about them. This is a superhero comicbook after all. GG has delivered the information on the money train to Freight Train. Pelham 123 is the train traveling on the 6 line. Freight Train plans on breaking into the train at high speed, ripping the doors off and taking as much as he can. He will strike from the abandoned City Hall subway stop, which will give him enough space to get up some speed and rip the doors off the train and board.

City Hall Subway Station:

http://www.huffingtonpost.com/2010/11/10/the-hidden-abandoned-city_n_781669.html#s179141

Depending on how much you want to stress the Heroes out and Use up their Traits, you could have the train scheduled within minutes of when they get the note, or you could give them several red herring trains. Freight Train knows exactly which one it will be, and is lying in wait, watch in his hand, he might even wait at a stop prior to the City Hall Stop and speed ahead to the City Hall stop (ahead of the train, up the stairs and down the street.... Up to you. He is faster than the train, so it isn't too big a deal.

Due to his power set, he is ideally suited to a heist like this, and GG didn't have to prod him too much, an anonymous email sent to him with exact info was all that was needed to secure his participation.

THE CLUES:

- Elizabeth Cotten, a quick internet search will uncover, is most famous for a freight train song.
- Jennifer Lopez' first album was called *On the 6* directly referencing the #6 subway line.
- Woody Harrelson and Wesley Snipes starred in *White Men Can't Jump*, but also in *Money Train*.
- Walter Matthau starred in the original *The Taking of Pelham One Two Three*. Denzel Washington starred in the remake. Pelham 123 is the actual specific train traveling on the 6. Heroes will have to be creative to uncover this, the subway authority would have this info, but it isn't common knowledge, it is more an internal naming protocol.

Lloyd Dobler was the name of John Cusack's character in *Say Anything*.

Michael Corleone is the name of Al Pacino's character in the *Godfather* films.

The two of them co-starred in the film *City Hall*.

The Note can be found on page 148!

Note #5

Note delivered in an envelope

THE SET-UP:

G33k Grrl has anonymously contacted the Blister Pack (see pgs. 82-95) and told them that there is a strain of smallpox located at the Center for Disease Control.

This is all they need to get on board with an idea. Imagine reintroducing smallpox to the world. How amazing would that be?

But is G33k Grrl really that evil? Well, given that most folks have been vaccinated against smallpox, the risk is minimal. And maybe, just maybe there is no smallpox strain at the CDC. After all, Ms. Cadenski may be a Villain, but she's not out and out evil. She is using Heroes and Villains as her pawns in a very large middle finger salute of a joke to everyone else, just trying to keep herself entertained.

Now, this presents a larger dilemma: The Blister Pack are truly nasty, despicable Villains whose agenda is reprehensible. What happens if they find out they were sent in harm's way, just for the amusement of another Villain?

THE CLUES:

- Blisters on your fingers:
 - The B in Blisters is the fifth note in the *New World Symphony*.
 - The Blister Pack is the villainous team the Heroes will face.
- Helter Skelter is a red herring leading back to the Blisters on Fingers, which is spoken in the song "Helter Skelter" by the Beatles (and certainly blisters happen with smallpox).
- Think small, you muddy rascal:
 - small as in small pox
 - pox comes from "muddy rascal" which references the line, "A pox damn you, you muddy rascal, is that all the comfort you bring me?" (*Henry IV* Part 2)
- SEE = C
- Develop = D
- Centrally = C (and also Center) as in CDC: Center for Disease Control.

So, feel free to give the Heroes (and the Players) whichever clues they might uncover.

The Number 9 is a reference to "Revolution 9," which is also on the *White Album* by the Beatles, but is most notable for the lyrics being "Number 9" repeated over and over again. *The New World Symphony* is also officially labeled *Symphonie No. 9*.

The Note can be found on page 149!

Note #6

This note is delivered in an envelope.

THE SET-UP:

Pixie has a bit of an anarchistic attitude about things, so when she was offered a large sum of money to say screw you to “the man”, she jumped at the chance.

There is an upscale men’s clothing store located where CBGB was, and that malevolent creature of Fae is bringing her own brand of justice to the couture clothing contained within. Armed with a Sharpie, she is flitting around, avoiding detecting, marking up as many of the clothes as she can.

THE CLUES:

Solving the jumbled words gives the letters to the last word which is CBGB, the now-closed, world famous music venue showcasing pioneering punk and new wave bands. Currently renting space in the same location is an upscale men’s clothing store.

All the words are songs by the Pixies, and hey, it just so happens there is a supervillain named Pixie.

The Note can be found on page 149!

Note #7

This note is delivered in an envelope, an envelope that smells like the Number 1 perfume.

THE SET-UP:

Galaxia likes pretty things. Galaxia has been informed that this very rare perfume is going up for auction. GG knows Galaxia’s tendencies well enough to know that although she could bid for and win the perfume at the auction house, Galaxia tends to not pay for something when she can take it. She has secured a bidder number, but once the item goes up for sale, she will reveal herself and take it!

Unless the Heroes decide they want to stop her.

CLUES:

- Coup d’état in Espanol refers to the 1978 attempted coup in Spain called Operation Galaxia, referencing Galaxia.
- Coco is Coco Chanel, she of the Chanel Number 5 perfume, one of the most famous perfumes in the world.
- Number 1 reference’s Clive Christian’s Number 1 perfume, the diamond refers to the limited edition bottles of this that include an actual diamond in bottle. There were only five produced for sale.
- The last one (for the sake of the *CC&VF Universe*) is going up for auction at a most prestigious auction house.
- Grabbing a number refers to the auction process.
- Star power refers to Galaxia and her costume and name motif.

The Note can be found on page 149!

Note #8

This note will be delivered in an envelope.

THE SET-UP:

Beat is at a record store. She isn't in costume and is easily recognizable. GG dropped some hints on a DJ forum that the record store in question had recently unearthed some rare vinyl. So, Beat isn't doing anything wrong, but given the fact that she is certainly wanted by the authorities, this could be a good grab for the Heroes.

THE CLUES:

- Pretty simple here.
- Scratch and Groove refer to DJing and records.
- A vinyl record has only one groove on it.
- So, to find a groove, one might want a record store.
- There is a famous vinyl record store on Broadway.
- Broadway being the musical street, home to Broadway musicals.

The Note can be found on page 149!

Note #9

This clue is delivered in a box, the clue itself is written on a piece of paper, but in the box is a small chalkboard (like maybe 10"x12"), the type students would have used in a classroom back in the one-room schoolhouse days, and a piece of chalk.

THE SET-UP:

GG has arranged for there to be a free snack cake promotion at Washington Square Park. She has also told the Snack Pack about this, figuring they might want to help distribute the snacks they love so much, or at least keep them away from those who do not appreciate them.

THE CLUES:

- Snack refers to the Snack Pack.
- $X = 5$. You have 5 apples if you take 5 apples from a group of 8.
- The popular president #43 is Al Gore, Jr., who won the popular election. His father is Al Gore, Sr., who served as a Class 1 Senator. The man who served 5 terms before him is Washington C. Whitthorne.
- The square symbol literally means Square.

Washington
Square

- And the Parking symbol = Park

Washington Square Park

The Note can be found on page 150!

Note #10

The final clue will be delivered in an envelope, and Courier will also deliver the Heroes' costumes back to them. Even if they took their costumes, these will be their spare copies, or if not that, then replicas.

THE SET-UP:

As the Heroes are catching their breath after (hopefully) defeating the Snack Pack, Courier will show up, help herself to a snack cake, and deliver the final note.

If Heroes re-don their costumes, she will leave her current location, just as she is promising to do. Will her heist go off without a hitch? That is up to the Heroes, if they can piece the clues together.

If Heroes decipher her location, and still have their costumes on, it may very well be a chase to find her, but she has a head start, and they are all the way across town.

CLUES:

- The first letter of the note is the final note in the second measure.
- Simon Says references the villain in *Die Hard With a Vengeance*, which was the inspiration for her heist.

The Note can be found on page 150!

And Now... The Notes!

Below are all the notes referenced in the previous pages. You should print them out or photocopy them, so that the players can mull them over as they receive them.

NOTE #1

Everything you know is about to change. This is the start of the New World, one where I get to make the rules. First off, if you're going to wear costumes, you might as well do it right. I've sent some new attire for you to don, and some cardboard screens, as there just are not many actual phone booths left in Manhattan, I don't want you to be too embarrassed. So, please if you will, don these new costumes, and be sure to explain to everyone who might ask, that you have decided to change your costume. Don't let the layfolk know what is really going on, you'd ruin all the fun! If you're stubborn enough to not play along, well, I'll just take my toys and go home, and you'll have to carry it on your conscience that you were unwilling to do what was needed to be done to stop me. Oh, and to make life easy, I'm just hanging out waiting for you, if you want to know where, all you have to do is go to g33kgrrllorg and enter the right keys! Hope you ate your Wheaties this morning, it's gonna be a fun day! Courier will be sure to meet up with you to let you know where to go next!

</threatening note>

Loes

GG

NOTE #2

E soffitto e pareti

Ceilings and walls?

Check.

And even doors and windows.

And tickets can be had for only \$25, but only \$1250 for members.

Hope you have paid your membership fee, and hope you have it in your wallet which you have somehow secreted away in your spandex.

Maybe adopt a temporary spider, ant, or wasp motif for your costume.

Get ready, Mr. Jimmy!

NOTE #3

Did you ever notice how all these aliens look like things already on earth, just bipedal and larger?

Okay, so maybe I'm doing a bit of an Andy Rooney impression. It sounds a lot funnier when I say it aloud, sitting here, waiting for you.

<pout>

So, you come from a galaxy, far, far away, and all you know is crime stuff. What do you do? Set yourself up doing crime stuff. Watch the Godfather and the Sopranos? Or just do what every really lazy crime lord does, and go after another crime lord, and take over his turf, but usually you want to bring along some muscle.

That's right, superheroes, it's the daily double, two capers in one! I've set it all up for you! How awesome am I?

"Superhero Spandex team, we have a situation at the XXX Building, eyewitnesses have reported seeing a large, bipedal lizard, possibly Frill Neck, Ectohazard. Please send all units."

Now, wasn't that mighty kind of me to set you up that way?

Have fun, and hey, be careful out there.

Oh, and instead of 60 minutes, how about 60 seconds? That's how long you have before they are scheduled to meet up. Ectohazard is very punctual.

Ü

Wes

GG

NOTE #4

Elizabeth Cotten song

Also singing a song in a movie starring Woody Harrelson, Wesley Snipes, and either Walter Matthau (RIP) or Denzel, with appearances by Lloyd Dobler and Michael Corleone.

NOTE #5

Blisters on your fingers?

Too much Htelter Skelter in your life?

Think small, you muddy rascal

And then, ask yourself where might you SEE such a thing Develop, if you were thinking Centrally?

Don't fret too much, we're maybe halfway there. And this doesn't reference that Number 9 song yet!

Bum Bum BUMMMMMMM!

NOTE #6

CUASTC _ _ _ ○ _ _ _

RIOBAUC _ _ _ _ ○ _ _ _

ATGHCNG _ _ _ ○ _ _ _

ERASEDB _ _ _ ○ _ _ _

○ ○ ○ ○

NOTE #7

Coup d'état en Espanol?

Coco had it wrong, number 5 isn't where it's at.

Number 1, with a big ole diamond!

So, grab yourself your own number and raise your hand up high.

Or, if you're like some people, use your star power.

NOTE #8

Be you from New York, Alaska, or Nantucket

I would tell you to suck it

You're maybe halfway there

So, please don't despair

And your dignity, I took it.

There is a supervillain named Beat

Who I really think you should meet

But, where will you find her?

Don't scratch your head and be a whiner

Find a groove on that musical street.

NOTE #9

Crimefighting is hard work. How about a snack?

Something healthy?

X=Number of apples you have if you take 5 apples from a group of 8.

((Father of popular President #43, Class 1) minus X)2 + 

NOTE #10

Good job!

G33k Grrl loves you! ♡

Hope you had fun!

TTYS

Traits

ATECHNOKINESIS 23 (1/2/3)

- +2 in Extended Scenes
 - +2 in Contested Scenes
 - +2 Linked with SMARTER
- (107 Points)

SMARTER THAN YOU ARE 9 (1/2/3)

- Auto-Defend
 - Link +5
- (43 Points)

KNOWS EVERYBODY'S WEAKNESS 9 (1/2/3)

- +2 Linked with SMARTER
 - +2 Linked with DATABASE
 - Link +5
- (44 Points)

LIVING, BREATHING, ENCYCLOPEDIA DATABASE 9 (1/1/1)

- Link +5
- (34 Points)

GUN-FU 5 (3/2/1)

- Link +3
- (22 Points)

Complications

- Cocky
- Not particularly enthused about hurting anyone
- Loyal

Factoids

- Sassy
- Sarcastic
- Flirty
- Potty Mouth

Miscellaneous

Base EC: +0 Threshold: 10 Points: 250



Playing the Villain

Technokinesis sounds cool, and it is even cooler in action. GG can link up with any piece of technology, no computer needed. Consider her the ultimate hacker, with a very strong wi-fi connection. She is the idea of an organic computer made perfect.

When opposing Heroes in Extended or Contested Scenes, use that pool of EC liberally to keep her in the game, Push if needed.

But, trying to go up against her with any sort of tech, Heroes will likely find themselves woefully unprepared, and she is not above delivering Setback Tokens to ensure that folks cannot stop her. If Heroes try and hack any of her tech, she will strike back with a vengeance, destroying their technology if needed.

THE END...



Kargorr Sez:

The end?? Bah! It's not the end until Kargorr says it's the end! And I've not said it's the end! I mean, I said "It's the end", but it's NOT the end!

ahem

Now, my pitiful readers, I see you have made it all the way to the end of this tome. You endured till this point, and were probably pondering this question just as much as I... How can those dreadful authors claim to have created a meaningful book about villainy if that book does not have ME in it? ME, KARGORR, the most diabolical villainous overlord ever! I came here to rectify that unbearable situation. After all, it goes without saying that Kargorr could teach all the clowns and buffoons mentioned in this gallery a lesson. All of them. They all look up to me and tremble as they very well should.

Kargorr's time is extremely precious, so I shall graciously grant you a look at the essentials of my noble character record, put together by these misguided humans. I had to remind them of a few things there, of course... See for yourself.

Go ahead! Turn the page, you half-witted bottom-feeder!

Traits**VILLAINOUS MONOLOGUING 20 (2/1)**

("My Hamlet at summer stock is still spoken of highly amongst those who were fortunate enough to witness this magnificence.")

- Can Only Be Used Once/ Scene
- Incapacitate • +2 vs Multiples (79 Points)

INTERPLANETARY WARLORD 14 (3/2/1)

- Versatile (Resources, Wealth, Armies at His Beck and Call, _____, _____)
- Incapacitate (67 Points)

SCEPTER 9 (1/2/3)

- Link +5 (40 Points)

ARMOR 9 (3/2/1)

- Auto-Defend
- Link +5 (43 Points)

WILL OF IRON 9 (2/1)

- Link +5 (31 Points)

HOVER CHARIOT 5 (1/2)

- Link +3 (16 Points)

PILOT 5 (1/1/1)

- Link +3 (18 Points)

AGILITY 5 (1)

- Fickle • Link +3 (6 Points)

Complications

- A real klutz (**Kargorr Sez:** "Grrr, look at my Traits! I have AGILITY! I am as agile as a Taloorian space-rabbit!")
- Obsessed with Destroying the Allegiance (**Kargorr Sez:** "Feh! This is my noble calling, not some silly Complication!")
- Temper tantrums (**Kargorr Sez:** "What are you talking about? One does not become an INTERPLANETARY WARLORD if one is prone to acting childish. You're a big stinky-head, and I'm not going to help with Cartoon Action Hour: Season 3!")

Factoids

- The most opinionated jerk you are likely going to meet anywhere
- Cartoon villain habits
- Enjoys ranting about his incompetent minions
- Well groomed
- Has an obscure job providing color commentary in an RPG book

Miscellaneous

Base EC: +0 Threshold: 10 Points: ~~150~~
300

**Playing the Villain**

Look at the MONOLOGUE! Why does it have 2 Usages if it can only be Used Once/scene? To emulate him getting 2 dice to roll, and attacking multiples with a Detriment Die, which in this case cancels his one Benefit Die. The 9 Points "wasted" were well worth it to make it more effective.

He is a WARLORD; he may very likely have awesome hi-tech weapons, armies of space battleships, all sorts of fun stuff. Kargorr is not to be trifled with. All should bow before him!

Kargorr Sez: "Good job with the butt-kissing, Blackburn! Kargorr shall let you live... for now!"

Background

This version of our friend Kargorr is based on his guest appearances in a few issues of *The Magnificent Muse*, *Vector Summer Spectacular*, and *Terrapin Man's Adventures in Space*. Those comics all came out within a relatively short time-span in 1985, while the comicbook publisher was still acting under the impression that a cross-promotion with KidFun Toys' new Galactic Heroes would be a really lucrative idea. Of course, given the quality of the Galactic Heroes episodes, it wasn't. The Galactic Heroes franchise still got more out of the deal than the comicbook company, since the scheduled appearances of Muse, Vector and some of their friends in the cartoon never materialized. The show was cancelled early in its run, so those cross-promotional episodes were never made. Only a few posters, stickers, and collector cards depicting those characters next to the Galactic Heroes logo were made, and Terrapin Man and Boy Frog actually made it into a single mini-comic for the Galactic Heroes action figures that summer, briefly helping out Jason Bravesteel. With the way the cartoon was headed, all creators involved would soon rather forget about that project, of course.

Kargorr, however, was not forgotten by all fans of the comic series, and remains an often ridiculed cult villain. Just ask the right people on fan forums, blogs, and at conventions. Even the occasional full-on Kargorr cosplay was attempted recently. The above stats are rather flattering to this villain and may make him appear more competent and threatening than he ever was in either the cartoon series or the comics.

Kargorr Sez: "Norbert, that is crazy talk... and Kargorr will not tolerate such a thing! I demand that you consult with Barak Blackburn regarding how to speak about me! He knows how to get on my good side!"

KARGORR RETURNS...

For better or worse, there will indeed be more by Kargorr for everyone in the pages of *Cartoon Action Hour: Season 3*... the new edition of the Origins-nominated RPG from Spectrum Games, coming to you soon!

Kargorr Sez: "What do you mean, 'for better or worse?' Of **course**, it's for better, you pathetic fool! My participation is certainly the only good thing about that wretched product!"

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VILLAINS BY POINT TOTAL

100 pts.

Appropriator, the 20
Beat 22
Bully McGee 120
Courier 26
Deadball 32
Dollface 122
Eyewitness, the 42
Fiendish Thinker, the 124
Jailbird 126
Marshal Art 128
Night Knight 130
Suicide Jack 74

150 pts.

Bionic Bigfoot 24
Bonechiller 102
Darkshifter 30
Electromancer 104
Freight Train 30
Frill Neck 46
G33k Grrl 151
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200 pts.

Anachronisma 16
Blue Ninja 98
Delilah Samson 34
Earth Ninja 98
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Pyrexia 90
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Revenant 68
Vibora Carna 76
White Ninja 98

250 pts.

Alistair Wellington 14
Anomaly, the 18
Dr. Devastation 38
Ectohazard 40
Jagged Jack 52
Lord Malice 56
Mad M. Flutterby 58

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