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2017

FAINTING GOAT GAMES PRESENTS

EMPIRE CITY ADVENTURES



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EMPIRE CITY ADVENTURES

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How to Use this Book

Sometimes we need to make a game happen with no time to prepare. Whether it's at a convention or a night when a player is missing, there's no reason to fear lack of prep. With the right tools, pickup games are a snap.

Empire City Adventures is a toolkit for running pickup games using Fate Core and the Venture City Rules. Both are available for purchase online, but all the rules are open source. You can find the SRDs (system resource documents) at <https://fate-srd.com>.

The first section consists of character sheets for a variety of big time super heroes, including full skill and power profiles. Players can pick a hero and be ready to rock in minutes.

The second section has a handful of powerful villains who will make great antagonists for the heroes. It includes a bit of background on each villain and plot suggestions to kick-start your game.

Using the villains and story ideas presented is just a start. Encourage your players to pursue the agendas of their characters to the hilt. Build on the adventure these interests suggest.

Big Time Heroes

Empire City attracts talent. People come from all over the world to hone their talents and compete for fortune and fame. Across industries and disciplines, the city hosts the best and the brightest.

The heroes of Empire City are also extremely competent. Even the newer heroes have two Great (+4) Skills.

Most of the heroes only have a refresh of 1. This is by design, but entirely at your discretion. The recommended plot structure for the heroes here is that they begin the adventure a bit on the ropes, caught up in their own conflicts, and at the mercy of their troubles. By spending a bit of time letting the players inhabit the characters and show you what is meaningful to them, the battles at the end will be more meaningful.

However, if you want to enable your heroes to be more awesome right from the start, give them 2 or 3 fate chips to start. You can also do things like refresh every scene or every hour. Try giving each player a chance to just describe their hero's predicament in their opening scene and reward each with a Fate chip for their efforts.

The builds presented in this book use a very flexible interpretation of the Venture City rules for Fate Core. You'll see a magic axe described with the power Natural Weapon. Rather than reinvent the wheel, I've used power names that use the correct mechanical effect of the power. In this case +2 Fight when using the weapon.

Gear and vehicles are in some cases presented as part of an overall power suite, but in others as a power set or stunt unto themselves. Only one character here has two power sets, one for her alien heritage and one for her sorcerous powers.

Epic Plots

Building a plot for a pickup game can be very rewarding, as a storyteller. Start with one of the villains that seems interesting and exciting to you. As you and the players are looking over your sheets, note potential hooks that will help make your villain a real pain for the heroes. Do you envision them addressing the populace via TV? A giant screen downtown? Or from atop a flying fortress? Let your imagination, rather than the rules, guide you. What does the villain want?

Next, ask your players to introduce their heroes and provide a bit of extra story to express how they see the character. Anything the player latches on to and wants to talk about is fine. Take notes. Ask questions. Lots of questions. It's worth it to spend 15 minutes or so getting to know the characters and talking about the group.

Take a moment or several to collect your thoughts. This may be a good time for the players to take a quick break. Look for synergies or inspiring contrasts between the heroes and your villain. Find ways to increase

the stakes, and therefore the drama, for the heroes.

If your villain were in an action movie, what set piece heists, battles, or badass moments would they create? What is THE PLAN? It doesn't have to be complex. Make it colorful and reflective of the villain's style.

If the heroes' backgrounds suggest any secondary villains or the villains suggest minions, just make a note about them. Generally, two kinds of minions or mooks are enough to provide some variety in a pickup game.

Furious Battles

The villains in this book are very powerful. Each of them is a powerhouse capable of being a major arch-villain, though none of them are unbeatable.

Here's the thing. It's hard to knock a major villain out of the fight. In the comics and animated features this book is based on, battles are more often ended by thwarting the villain's plan than actually beating the villain and putting them behind bars.

For GMs, be sure to give your battles stakes and goals that can be achieved besides just beating each other to a pulp. This will have a direct impact on the pacing of your game, as a fight to the finish will take about twice as long as a fight where the real winner and loser are determined by an accompanying skill challenge or other victory criteria.

For example, The Rage, Captain Cosmic, and Hornet invade a villain base to free some hostages. The Sorceress and Skorne the Slayer are both there, a fearsome combination. Captain Cosmic realizes that a straight fight is going to take forever, though The Rage doesn't mind. Cosmic sends Hornet to free the hostages, while The Rage creates a distraction. As soon as the hostages are free, Cosmic slaps a teleporter on her raging friend, sending him back to his holding cell while she and hornet escape with the hostages. There was fighting, but ultimately the goal was something besides just punching.

EMPIRE CITY CHAMPIONS

Ballistic



Ballistic's utility arrows and ability to hit virtually any target mean he is a key team member, even in a field crowded with more "powerful" beings.

Civilian ID: Brett "Tiger" Robinson
Occupation: Former Pro Athlete
Refresh: 2

ASPECTS

High Concept: Pro Athlete turned Super Hero
Trouble: Family First
Other: An Arrow for All Occasions
Other: Situational Awareness
Other: I Can Hit That

SKILLS

Great	(+4)	Athletics, Shoot
Good	(+3)	Fight, Physique, Stealth
Fair	(+2)	Burglary, Notice, Provoke, Will
Average	(+1)	Crafts, Empathy, Lore, Rapport, Resources

STRESS

Physical: O O O O

Mental: O O O

CONSEQUENCES

Mild:

Moderate:

Severe:

POWER PROFILE

Gifted with Precision: Tiger Robinson has the ability to factor in all the variables of a battlefield and get the perfect shot off. Membership in the Empire City Champions provides access to a workshop where Ballistics prepares his arsenal.

Power Breakdown:

- Energy Blast (battle bow)
 - o Ready for Anything: +2 to create an advantage with Shoot, using a trick arrow.
- Super Agility
 - o Uncanny Dodge

Special Effects: Area Attack, Inflict Condition

Drawback: Restless

Collateral Damage Effect: Hair-Trigger Reaction

Cost: 4

OTHER STUNTS

Called Shots: During a Shoot attack, spend a fate point and declare a specific condition you want to inflict on a target, like Shot in the Hand. If you succeed, you place that as a situation aspect on them in addition to hitting them for stress.

Danger Sense: You have an almost preternatural capacity for detecting danger. Your Notice skill works unimpeded by conditions like total concealment, darkness, or other sensory impairments in situations where someone or something intends to harm you.

Uncanny Accuracy: Once per conflict, stack an additional free invoke on an advantage you've created to represent the time you take to aim or line up a shot (like In My Sights).

Cost: 3

Blue Knight



The Blue Knight is a capable combatant, but his vast knowledge and genius intellect make him a great tactician. Use his onboard super computer to create clever advantages using science or technical insights.

Civilian ID: Dr. Wolfgang Chin
Occupation: Billionaire Inventor
Refresh: 1

ASPECTS

High Concept: Tech Genius Turned Super Hero

Trouble: One More Drink

Other: Voice Activated

Other: Invincible Armor

Other: Rich, Gorgeous... and Rich

SKILLS

Great (+4) Lore, Craft

Good (+3) Physique, Resources, Shoot

Fair (+2) Athletics, Fight, Notice, Investigate

Average (+1) Contacts, Deceive, Drive, Provoke, Will

STRESS

Physical: O O O O

Mental: O O O

CONSEQUENCES

Mild:

Moderate:

Severe:

POWER PROFILE

Blue Knight Armor: Dr. Chin usually has some way to get armored up very quickly.

Power Theme: Technology

Power Breakdown:

- Energy Blast (Repulsors)
- Flight (Repulsor Power)
 - o Master Flight
- Super Strength
 - o Master Super Strength
 - o Natural Weapon
- Super Speed
- Super Toughness

Special Effects: Area Attack, Inflict Condition

Drawback: Limited Fuel

Collateral Damage Effect: Charged Shot

Cost: 8

Captain Cosmic



Danielle Cane was a top pilot who fought in the original alien invasion of Empire City. She landed the missile that destroyed the alien command ship, but the resulting explosion bathed her in wild cosmic forces. She is fierce in battle, proud of her allies, and sarcastic to her foes.

Civilian ID: Danielle Cane

Occupation: Navy Pilot

Refresh: 1

ASPECTS

High Concept: Empire City's Mightiest Hero

Trouble: Many Allegiances

Other: Cosmic Power

Other: Impenetrable Shields

Other: Ace in the Air

SKILLS

Great (+4) Drive, Fight

Good (+3) Athletics, Physique, Shoot

Fair (+2) Lore, Provoke, Rapport, Will

Average (+1) Contacts, Empathy, Notice, Resources

STRESS

Physical: O O O O

Mental: O O O

CONSEQUENCES

Mild:

Moderate:

Severe:

POWER PROFILE

Alien Power Infusion: Danielle Cane's DNA was fused with an alien energy during a battle over Empire City. She is a hero of truly cosmic power with the ability to survive in space and go toe-to-toe with the Galaxy's most powerful villains.

Power Breakdown:

- Energy Absorption
 - o Capacitance
- Energy Blast
- Flight
 - o Supersonic Flight
- Super Strength
- Super Toughness

Special Effects: Extra Movement, Physical Recovery

Drawback: Very Noticeable

Collateral Damage Effect: Charged Shot

Cost: 8

OTHER STUNTS

Warbird: Captain Cosmic uses her Drive skill to Defend against ranged attacks and overcome obstacles when she's flying

Cost: 1

Hornet



Hornet may be new to the super hero business, but she's been training all her life. Her parents are her heroes, people of vision and sacrifice. Hornet is ready to become one of Earth's most stalwart heroes.

Civilian ID: Cynthia Rodriguez
Occupation: Technologist
Refresh: 1

ASPECTS

High Concept: High Tech Hero
Trouble: Something to Prove
Other: Impossible to Hit
Other: Smaller and Smaller
Other: Training for This All My Life
Other: Let Me Show You How It's Done

SKILLS

Great (+4) Athletics, Fight
Good (+3) Empathy, Shoot, Stealth
Fair (+2) Lore, Notice, Physique, Will
Average (+1) Contacts, Crafts, Deceive, Provoke, Resources

STRESS

Physical: O O O
Mental: O O O

CONSEQUENCES

Mild:
Moderate:
Severe:

POWER PROFILE

Hornet Prototype: In addition to her extensive training, Cynthia wears the Hornet suit, giving her flight, shrinking, and an energy attack.

Power Theme: Super Form

Power Breakdown:

- Insect Control: Overcome or Create Advantages with Empathy, using an army of critters.
- Energy Blast
 - o Defensive Blasts
- Flight
- Shrinking (see Super Form)
- Super Toughness
 - o Eye of the Needle (see Elasticity)

Special Effects: Extra Movement, Inflict Condition

Drawback: Everything's Experimental

Collateral Damage Effect: Rapid Fire

Cost: 7

OTHER STUNTS

Dazing Counter: When you succeed with style on a defend action against an opponent's Fight roll, you automatically counter with some sort of nerve punch or stunning blow. You get to attach the Dazed situation aspect to your opponent with a free invoke, instead of just a boost.

Cost: 1

Ms. Cosmic



Aneesa's latent super-human genetics were activated when she was caught in an explosive accident on the way home from school. She idolizes Captain Cosmic, Danielle Crane, and balances her super heroics with her commitment to her Pakistani family and her Muslim faith.

Civilian ID: Aneesa Nutkani
Occupation: High School Student
Refresh: 2

ASPECTS

High Concept: Awesome Enlarging Teen Hero
Trouble: What Will My Parents Say?
Other: Supragenetics FTW
Other: Courage of Conviction
Other: Captain Cosmic is the Best!

SKILLS

Great	(+4)	Empathy, Physique
Good	(+3)	Provoke, Rapport, Will
Fair	(+2)	Athletics, Fight, Lore, Notice
Average	(+1)	Contacts, Crafts, Deceive, Investigate, Stealth

STRESS

Physical: O O O O
Mental: O O O O

CONSEQUENCES

Mild:
Moderate:
Severe:

POWER PROFILE

Supragenetic Polymorph: Ms. Cosmic is still learning the full extent of her powers and how to control them. It's her heart that really makes her a hero.

Power Breakdown:

- Disguise
- Elasticity
- Growth (see Super Form)
- Regeneration
- Super Strength
- Super Toughness

Special Effects: Forced Movement, Inflict Condition

Drawback: Obvious

Collateral Damage Effect: Interception

Cost: 6

OTHER STUNTS

Nose for Trouble: You can use Empathy instead of Notice to determine your turn order in a conflict, provided you've gotten a chance to observe or speak to those involved for at least a few minutes beforehand during this scene.

Cost: 1

The Rage



The Rage is a fearsome opponent. When he makes an appearance, there will usually be massive destruction. His actions sometimes bring heat on his team. He's considered one of the most dangerous beings on the planet.

Civilian ID: Prof. Barry Flagg
Occupation: Hero/Monster
Refresh: 1

ASPECTS

High Concept: Hulking Monster
Trouble: Hunted
Other: Rage Smash!
Other: Incredibly Tough
Other: Smarter Than I Look

SKILLS

Superb (+5) Physique
Great (+4) Athletics
Good (+3) Fight, Will
Fair (+2) Lore, Notice, Provoke
Average (+1) Rapport, Shoot, Stealth, Deceive

STRESS

Physical: O O O O O
Mental: O O O

CONSEQUENCES

Mild:
Mild:
Moderate:
Severe:

POWER PROFILE

Science Monster: The Rage is an indestructible engine of devastation. The radiation accident that made him has given him immeasurable strength, but put his anger in charge.

Power Breakdown:

- Super Strength
 - o Master Super Strength
 - o Hammer Toss
- Super Toughness
 - o Master Super Toughness
 - o Shrug It Off

Special Effects: Forced Movement, Physical Recovery

Drawback: Destructive Rage

Collateral Damage Effect: SMASH!

Cost: 6

OTHER STUNTS

Smackdown: The Rage can use Physique to make attacks when there are objects handy to swing or throw.

Transformation: The Rage can be forced to transform back into Barry Flag by knocking him out or by talking him down. The latter requires a successful Empathy v. Fight roll to calm him from his rage.

Cost: 2

Prof. Barry Flagg

Professor Flagg pursues his own agenda unless he can be convinced the world truly needs “the big guy.”

Occupation: Scientist

Refresh: 1

ASPECTS

High Concept: A Dangerous Mind

Trouble: Jekyll & Hyde

Other: Radiation Fascination

Other: Self-Absorbed Wimp

Other: WANTED!

STRESS

Physical: O O

Mental: O O O

CONSEQUENCES

Mild:

Moderate:

Severe:

SKILLS

Great (+4) Lore

Good (+3) Crafts, Will

Fair (+2) Empathy, Investigate, Notice

Average (+1) Contacts, Deceive, Provoke,
Resources

STUNTS

Don't Make Me Angry: +2 to Overcome with intimidation using Provoke.

Off the Grid: +2 to Deceive when lying about his past to avoid pursuit.

Radiation Specialist: +2 to Lore rolls involving Radiation.

Shield of Reason: You can use Lore as a defense against Provoke attempts, provided you can justify your ability to overcome your fear through rational thought and reason.

Transformation: Whenever Barry Flagg takes stress or consequences, he may transform into The Rage.

Cost: 5

Red Shadow



Athena Khumalo's training has hardwired her for combat and subterfuge. As one of the Empire City Champions, she also has access to the coolest toys.

Civilian ID: Athena Khumalo
Occupation: Secret Agent
Refresh: 2

ASPECTS

High Concept: Super Spy
Trouble: Dangerous Liaisons
Other: Martial Arts Legend
Other: I Got This
Other: Ghost

SKILLS

Great	(+4)	Fight, Stealth
Good	(+3)	Athletics, Burglary, Shoot
Fair	(+2)	Deceive, Investigate, Notice, Will
Average	(+1)	Contacts, Empathy, Physique, Provoke, Rapport

STRESS

Physical O O O
Mental O O O

CONSEQUENCES

Mild:
Moderate:
Severe:

POWER PROFILE

Relentless Training: Athena was trained by an order of master assassins in the most brutal and competitive of schools.

Power Breakdown:

- Super Agility
 - o Uncanny Dodge
- Energy Blast (wrist lasers)
- Natural Weapon (truncheons)

Special Effects: Extra Action, Extra Movement

Drawback: Can't Feel Much of Anything

Collateral Damage Effect: Hair Trigger Reaction

Cost: 4

OTHER STUNTS

Dazing Counter: When you succeed with style on a defend action against an opponent's Fight roll, you automatically counter with some sort of nerve punch or stunning blow. You get to attach the Dazed situation aspect to your opponent with a free invoke, instead of just a boost.

Escape Artist: Once per session, spend a Fate point to escape any bond, prison, or trap.

Hardcore Parkour

Cost: 3

The Shield



The Shield is a master of battle and widely respected as the leader of the Empire City Champions. His shield is made of an experimental alloy, believed to be unbreakable. But make no mistake, The Shield is a formidable foe, with or without his namesake.

Civilian ID: Roger Stein

Occupation: Soldier

Refresh: 1

ASPECTS

High Concept: The Original Super Hero

Trouble: The World Has Moved On

Other: Indestructible Shield

Other: Veteran's Instincts

Other: I <3 Empire City

SKILLS

Great (+4) Athletics, Fight

Good (+3) Physique, Stealth, Will

Fair (+2) Lore, Notice, Rapport, Shoot

Average (+1) Contacts, Empathy, Investigate, Provoke, Resources

STRESS

Physical: O O O O

Mental: O O O O

CONSEQUENCES

Mild:

Moderate:

Severe:

POWER PROFILE

Military Experiment: The Shield is a product of WWII era super science. He's still the greatest super soldier ever created.

Power Breakdown:

- Super Agility
- Super Strength
- Super Toughness
 - o Shrug It Off

Special Effects: Inflict Condition, Extra Action

Drawback: Restless

Collateral Damage Effect: Hair Trigger

Reaction

Cost: 4

OTHER STUNTS

Natural Leader: People following his direct orders gain +2 on one roll to overcome any obstacle!

I've Got Your Back: Use Fight to intercept an attack on an ally up to one zone away using his shield.

Mighty Shield: +2 do Defend in Combat using his shield.

Shield Master: +2 to Create an Advantage with Fight using his shield from up to one zone away.

Cost: 4

Shrinker



Steve is new to the super hero business, but he's the chosen successor to the original Shrinker, Gabriel Rodriguez. He's got a smart mouth and a big heart.

Civilian ID: Steve Long
Occupation: Reformed Burgler
Refresh: 1

ASPECTS

High Concept: Ex-Con Turned Wise-Cracking Hero
Trouble: Burned Bridges
Other: No Place Too Secure
Other: Tiny Friends
Other: Size Matters!

SKILLS

Great	(+4)	Athletics, Stealth
Good	(+3)	Burglary, Notice, Provoke
Fair	(+2)	Crafts, Empathy, Fight, Shoot
Average	(+1)	Deceive, Lore, Physique, Rapport, Will

STRESS

Physical O O O
Mental O O O

CONSEQUENCES

Mild:
Moderate:
Severe:

POWER PROFILE

Shrinker Suit: The Shrinker armor has proven effectiveness and a growing power set.

Power Theme: Super Form

Power Breakdown:

- Insect Control: Overcome and Create Advantages with Empathy using an army of critters.
- Growth (see Super Form)
- Shrinking (see Super Form)
 - Eye of the Needle (see Elasticity)
- Super Strength
- Super Toughness

Special Effects: Extra Action, Inflict Condition

Drawback: Everything's Experimental

Collateral Damage Effect: Hyper Mode

Cost: 6

OTHER STUNTS

Creative Solutions: Once per conflict, stack an additional free invoke on any advantage created with super tech.

Hardcore Parkour: +2 to overcome actions with Athletics if you are in a chase across rooftops or a similarly precarious environment.

Cost: 2

Thunderlord



Thunderlord is the Son of Storms. His origin is mysterious, but his power is far from it. One of Empire City's most powerful heroes, Thunderlord's strength is tempered by his humor and big heart.

Thunderlord is great at batting cleanup, tagging lots of advantages for a knock-out punch. His command of Lightning provides some good inspiration for advantages, too.

Civilian ID: Jorn Magnusson
Occupation: Doctor
Refresh: 2

ASPECTS

High Concept: Demigod of Thunder
Trouble: Earth Needs Me
Other: Hammer Time!
Other: Son of Storms
Other: Family Drama

SKILLS

Great	(+4)	Fight, Physique
Good	(+3)	Athletics, Contacts, Shoot
Fair	(+2)	Lore, Rapport, Resources, Will
Average	(+1)	Deceive, Empathy, Notice, Provoke, Stealth

STRESS

Physical: O O O O
Mental: O O O

CONSEQUENCES

Mild:
Moderate:
Severe:

POWER PROFILE

God of Thunder: As the Son of Storms, Thunderlord has control of lightning and thunder. In addition, he wields a magic hammer as chosen defender of Earth.

Power Theme: Electricity Projection

Power Breakdown:

- Energy Blast (Call Lightning)
- Flight
- Natural Weapon (Hammer)
- Super Strength
- Super Toughness
 - Shake it Off
- Weather Control

Special Effects: Area Attack, Physical Recovery

Drawback: Lots of Collateral Damage

Collateral Damage Effect: Megaton Punch

Cost: 7

OTHER STUNTS

Heavy Hitter: When you succeed with style on a Fight attack and choose to reduce the result by one to gain a boost, you gain a full situation aspect with a free invocation instead.

Cost: 1

EMPIRE CITY VILLAINS

Azmodeus



Usually confined to some infernal abyss, Azmodeus is a gigantic and malevolent being of titanic power. Resembling a giant fire elemental with a demon tail, he commands fire magic of all kinds.

Azmodeus also wields the black blade, Midnight, composed of night ore, which can only be mined in the pitch black caves of his home dimension. Midnight amplifies his powers and is capable of shattering any barrier.

ASPECTS

High Concept: Demon Lord of Fire

Trouble: Weakness to Cold

Other: The Fire Is Mine

Other: The Black Blade

Other: Prehensile Tail

SKILLS

Epic	(+7)	Physique
Fantastic	(+4)	Fight, Will
Good	(+3)	Contacts, Resources, Shoot
Fair	(+2)	Athletics, Deceive, Notice, Provoke

STRESS

Physical: O O O O

Mental: O O O O

CONSEQUENCES

Mild:

Mild:

Moderate:

Severe:

POWER PROFILE

Infernal Might: Azmodeus is a lord of some fiery dimension. His powers are the pinnacle of infernal might. He uses the black blade Midnight to focus his powers and deal even more incredible damage to his foes.

Power Theme: Fire Projection

Power Breakdown:

- Energy Blast (Fire)
 - o Hot Blooded
- Illusion
 - o Master Illusion
- Natural Weapon (Midnight, the black blade)
- Super Strength
- Super Toughness

Special Effects: Forced Movement, Inflict Condition

Drawback: Hot Tempered

Collateral Damage Effect: Flaming

Cost: 7

OTHER STUNTS

Heavy Hitter: When you succeed with style on a Fight attack and choose to reduce the result by one to gain a boost, you gain a full situation aspect with a free invocation instead.

Cost: 1

PLOTS

If you'd like to add a little demonic invasion to your universe, here's Azmodeus to lead the infernal army. An assault on a major city is always fun, provided below are two minions to wear the heroes down a bit before the main event.

Alternatively, Azmodeus' Contacts and Resources make him an excellent "behind the scenes" villain, pulling the strings of corrupt city officials and filling the coffers of vile drug lords.

MAGMEN

Demon of Elemental Flame

Weakness to Cold

Fair (+2) Fight

Average (+1) Athletics, Notice

Natural Weapon, Super Toughness

Stress: 2 each

FLYING DEMONS

Winged Demon of Elemental Flame

Weakness to Cold

Fair (+2) Shoot

Average (+1) Athletics, Notice

Energy Blast (Improved), Flight

Armor 1

Stress: 1 each

Count Omega



The title of Count Omega has passed down through many hands over the centuries. He is always someone of massive intellect and physical prowess. The Count is the field marshal of an insidious criminal organization known as The Order.

The current count has been in power since the cold war. If age is an issue, no one can tell; Omega's shadow war against society, and especially super heroes, continues relentlessly.

ASPECTS

High Concept: Evil Mastermind

Trouble: Infamous

Other: Four Moves Ahead

Other: Mind Bender

Other: I'm in Charge Here

SKILLS

Fantastic (+6)	Provoke
Superb (+5)	Athletics, Shoot
Great (+4)	Fight, Investigate, Lore
Good (+3)	Notice, Physique, Rapport, Will
Fair (+2)	Burglary, Contacts, Deceive, Resources, Stealth

STRESS

Physical: O O O O

Mental: O O O O

CONSEQUENCES

Mild:

Moderate:

Severe:

POWER PROFILE

Evil Genius: Count Omega's world-class intellect would make him a formidable foe, but he has also received intensive training in combat.

Power Theme: Technology

Power Breakdown:

- Energy Blast (Zap Gun Electric Dart)
 - o Slowing (Zap Gun Web Grenade)
- Influence
 - o Convincing
- Natural Weapon (Martial Arts training)
- Super Intelligence
 - o Taskmastery

Special Effects: Inflict Condition, Physical Recovery

Drawback: Think You're Better Than Everyone

Collateral Damage Effect: Battle Plan

Cost: 7

OTHER STUNTS

Called Shot: During a Shoot attack, spend a fate point and declare a specific condition you want to inflict on a target, like Shot in the Hand. If you succeed, you place that as a situation aspect on them in addition to hitting them for stress.

Cost: 1

PLOTS

Count Omega totally has a lifelong grudge against one of the PCs. He's ready to make his move and sends in some of the troops below to test the heroes' defenses and resources.

Or perhaps Count Omega is at the center of a web of technology and weaponry black markets. The story may open with a bomb or similar threat the heroes must face. The trail to the source leads to Omega's illegal auctions.

FOOT SOLDIERS FOR THE ORDER

Fanatical Enforcer

Fair (+2) Shoot

Average (+1) Athletics, Fight

Weapon: Zap Gun (+2 damage); Bioelectric Implant (Super Toughness)

Stress: 1 each

SERGEANT FOR THE ORDER

Ruthless Lackey

Fair (+2) Shoot, Fight

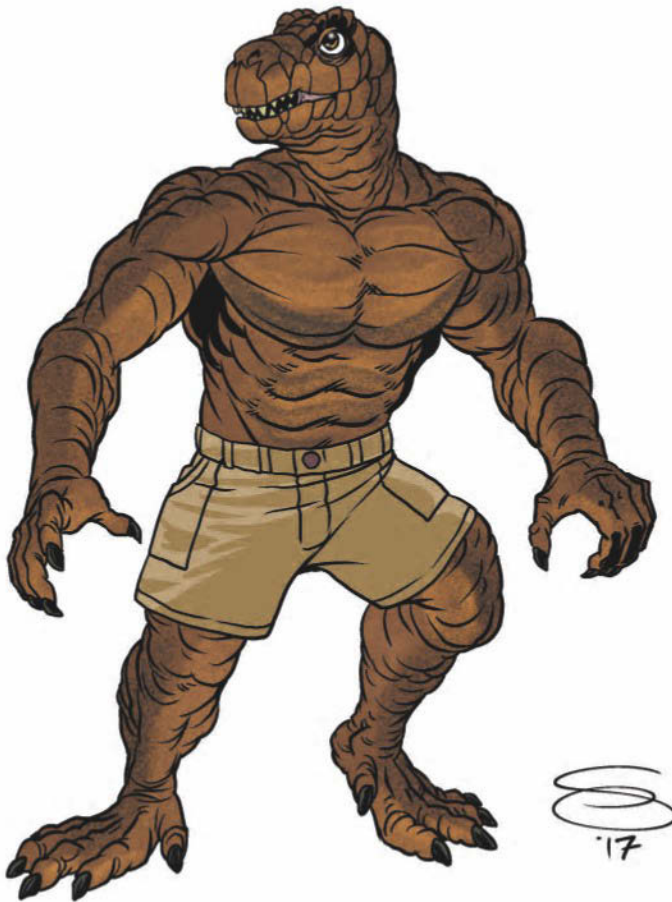
Average (+1) Athletics, Physique

Weapon: Zap Gun (+2 damage); Bioelectric Implant (Super Toughness)

Power: Any one power

Stress: 2

Gatorsaurus



Gatorsaurus used to be Col. Dave Roth, a military leader gone a bit off the deep end. Roth is obsessed with the hero The Rage, but he hates all super heroes. Roth worked on a project to develop an ultimate soldier through chemistry. His impatience with the lead scientist's insistence on scientific process and safety led Roth to inject himself with the serum.

Now he is cursed to live as the giant Gatorsaurus. His military contacts ensure he finds work, but his passion is hunting super heroes.

ASPECTS

High Concept: Rage Killer

Trouble: Lust for Violence

Other: Veteran Commando

Other: Amphibious

Other: Armored Hide

SKILLS

Fantastic (+6)	Fight
Superb (+5)	Athletics, Physique
Great (+4)	Contacts, Shoot, Provoke
Good (+3)	Deceive, Stealth, Will, Notice
Fair (+2)	Burglary, Crafts, Lore, Rapport, Resources

STRESS

Physical: O O O O

Mental: O O O O

CONSEQUENCES

Mild:

Mild:

Moderate:

Severe:

POWER PROFILE

Military Experiment: Gatorsaurus was created by black ops military experiments to prepare for a catastrophic super hero situation. He's the military's hero-killer.

Power Breakdown:

- Super Strength
 - o Master Super Strength
 - o Natural Weapon
- Super Toughness
 - o Master Super Toughness
 - o Implacable
 - o Regeneration

Special Effects: Forced Movement, Physical Recovery

Drawback: Destructive Rage

Collateral Damage Effect: SMASH!

Cost: 7

OTHER STUNTS

Heavy Hitter: When you succeed with style on a Fight attack and choose to reduce the result by one to gain a boost, you gain a full situation aspect with a free invocation instead.

Cost: 1

PLOTS

Gatorsaurus makes a strong foil to The Rage. Whether there's a love triangle or a struggle for power on a project, Col. Roth is always opposed to anything Professor Flagg wants. Roth is one of those types who's always looking at everything from the most paranoid, violence-prone perspective possible.

On the other hand, perhaps you need something less on the nose. Perhaps the military is tracking a threat that only the heroes can defeat, so Roth comes to them for a team up. Of course, he can't help but double cross them along the way somehow, especially if he loses his cool.

Goliath



The first chapter in Goliath's criminal career found him robbing banks with a 3rd string crew, distantly in the employ of Count Omega's empire. But a surprise summons to Greece to mourn the death of his grandfather left him with a magic belt. It was only after several killers had been sent to retrieve the belt that he investigated its true nature. None of the scholars who assisted him lived to tell the tale. Goliath guards the source of his power with extreme prejudice. As Nick Kozanzakis, he was just a thug, but as Goliath, he is someone to be truly feared. He's also Count Omega's enforcer, though he'll often work with other villains.

ASPECTS

High Concept: Giant-Sized Thug
Trouble: Just a Grunt
Other: Count Omega's Experiment
Other: Super Size Me!
Other: Density Is My Destiny

SKILLS

Superb (+5) Physique
Great (+4) Athletics, Fight
Good (+3) Notice, Provoke, Shoot
Fair (+2) Burglary, Contacts, Deceive, Lore

STRESS

Physical: O O O O
Mental: O O

CONSEQUENCES

Mild:
Mild:
Moderate:
Severe:

POWER PROFILE

Belt of Giant Growth: Goliath inherited a belt from his Greek grandfather. He thought it was worthless, but it's actually an artifact from another world that grants him enormous size and power.

Power Theme: Super Form

Power Breakdown:

- Natural Weapon (Giant Punch)
- Super Strength
 - o Growth
 - o Hammer Toss
- Super Toughness
 - o Implacable
 - o Juggernaut

Special Effects: Area Attack, Inflict Condition

Drawback: Impossible to Miss

Collateral Damage Effect: POW!

Cost: 7

OTHER STUNTS

Grappler: +2 to Physique rolls made to create advantages on an enemy by wrestling or grappling with them.

Cost: 1

PLOTS

Of all the villains here, Goliath is most likely to be the powerful henchman of another archvillain. Give Goliath a grudge or something to prove, like who's the strongest, him or The Rage?

Goliath is a good blocking villain, very hard to put down. His presence forces the heroes to find more creative and tricky solutions. Most archvillains will have no problem leaving him behind to cover their escape.

RadKaiju



This gigantic robot monstrosity is a triple threat. On the surface, it's a disaster movie in the making, with a radioactive beam weapon and incredible strength. In addition, it's collateral damage effect releases toxic fumes into the robot's zone. Finally, it's powered by a nuclear reactor, programmed to blow 60 seconds after it arrives at Omega's chosen target.

The appearance of the Radkaiju is purposefully vague. Feel free to mold the creature into the shape you want. If it needs to fly, just add that power. The Radkaiju could easily be recast as a magical construct or an alien attack bot, depending on who you want pulling its strings.

ASPECTS

High Concept: Gargantuan Monstrosity
Trouble: Robot Replica
Other: Programmed to Destroy
Other: Radiation Breath
Other: Impenetrable Hide

SKILLS

Fantastic (+6) Physique
Fantastic (+4) Fight, Shoot
Super (+3) Athletics, Deceive, Notice

STRESS

Physical: O O O O
Mental: O O

CONSEQUENCES

Mild:
Mild:
Moderate:
Severe:

POWER PROFILE

Nuclear-Powered Kaiju-Bot: Radkaiju was built by Count Omega to distract the Champions while he carries out his nefarious plans. The creature is tough and destructive, but not very bright.

Power Breakdown:

- Energy Blast (Radiation Breath)
 - o Master Energy Blast
- Natural Weapon (Claws)
- Super Strength
 - o Stand Fast
- Super Toughness
 - o Juggernaut
 - o Master Super Toughness

Special Effects: Area Attack, Forced Movement

Drawback: Walking Disaster Movie

Collateral Damage Effect: Mass Illness

Cost: 8

PLOTS

My favorite use of the Radkaiju is to destroy property or threaten such. The best targets are a wealthy character's beach front property or cherished landmarks. Having Radkaiju marching or swimming toward the target gives you an opportunity to employ a countdown to increase tension. Creative players can defeat the Radkaiju in 6 rounds or less. Technological attacks inflict mental stress.

The Radkaiju also makes a fantastic red herring to occupy the heroes while another threat flies under the radar.

Red Warrior



A Russian scientist whose name has been redacted from the records arranged for one final experiment in the Ultimate Red Guard program before the plug was pulled after the wall came down. The crew of a submarine was fed with serum-infused food for several weeks. The experiment was interrupted when the forces of the worlds' military had to fight off the Dominion invasion of 1990 (covered up entirely). The test crew was blasted by an alien beam weapon, blowing the nuclear engine of the sub.

Days later, one Russian sailor walked out of the Baltic sea. Far from hating the government that turned him into something other than human, he embraces his role as its foremost agent.

ASPECTS

High Concept: Good Soldier Gone Bad
Trouble: Crafted by the KGB
Other: Elite Soldier
Other: Amazing Reflexes
Other: Dodge This!

SKILLS

Fantastic (+6)	Fight
Superb (+5)	Athletics, Shoot
Great (+4)	Burglary, Notice, Stealth
Good (+3)	Contacts, Deceive, Lore, Physique
Fair (+2)	Crafts, Drive, Empathy, Provoke, Will

STRESS

Physical: O O O O
Mental: O O O

CONSEQUENCES

Mild:
Moderate:
Severe:

POWER PROFILE

Soviet Super Soldier: The Red Warrior's original personality is lost in the programming and scrambling of his brain and body chemistry that makes him one of the greatest threats to peace and order in the world. He is Enemy #1 in most countries, wanted for multiple acts of terrorism and super villainy.

Power Breakdown:

- Super Agility
 - o Uncanny Dodge
- Super Strength
 - o Natural Weapon
- Super Toughness
 - o Shrug it Off

Special Effects: Extra Action, Extra Movement

Drawback: Wanted

Collateral Damage Effect: Hair-Trigger

Reaction

Cost: 6

OTHER STUNTS

Dazing Counter: When you succeed with style on a defend action against an opponent's Fight roll, you automatically counter with some sort of nerve punch or stunning blow. You get to attach the Dazed situation aspect to your opponent with a free invoke, instead of just a boost.

Killing Stroke: Once per scene, when you force an opponent to take a consequence, you can spend a fate point to increase the consequence's severity (so mild becomes moderate, moderate becomes severe). If your opponent was already going to take a severe

consequence, he must either take a severe consequence and a second consequence or be taken out.

Cost: 2

ITEMS

Red Warrior almost always carries some sort of high-powered gun, which adds +2 to his Shoot rolls.

PLOTS

Red Warrior is a survivor of the Cold War and the Dominion Invasion. He's seen and done horrible things that haunt him, and occasionally he still finds himself ordered to do things he finds reprehensible. But he is a loyal soldier, if nothing else.

Red Warrior is a great villain to use for heroes that suggest a dark history they don't want known. Of course, the Red Warrior knows about it. Hell, he was probably there, pulling the strings somehow.

Shadow King



Garrett Strong has spent his entire adult life in the shadow of Wolfgang Chin. No matter what incredible breakthrough Strong made, Chin always captured the headlines with his charismatic genius.

When Chin revealed himself as the Blue Knight, it was clear to Doctor Strong that such unleashed ego could not go unchallenged. The Shadow King was born.

Shadow King is determined to outsmart and destroy Dr. Chin and his entire team. As his name implies, Shadow King prefers to remain behind the scenes, using his enormous resources to pull strings and even teaming up with other major villains. But the Shadow King is most fearsome in battle where his incredible tech and combat prowess can cripple unwary heroes.

ASPECTS

High Concept: Evil Techno Knight
Trouble: Spiteful & Jealous
Other: High Tech Arsenal
Other: Indestructible
Other: The Blue Knight Must DIE!

SKILLS

Fantastic (+6)	Athletics
Superb (+5)	Fight, Shoot
Great (+4)	Crafts, Lore, Resources
Good (+3)	Burglary, Deceive, Notice, Physique
Fair (+2)	Contacts, Drive, Provoke, Stealth, Will

STRESS

Physical: O O O O
Mental: O O O

CONSEQUENCES

Mild:
Moderate:
Severe:

POWER PROFILE

Technological Genius: No one understands micro-circuitry and robotics like the Shadow King. His simulacra are uncanny and insidious. To face him is to face his finely crafted arsenal of arms and armor.

Power Theme: Technology

Power Breakdown:

- Energy Blast (Power Lance)
 - Master Energy Blast
- Flight (Iron Horse)
- Gadgeteering
- Natural Weapon (Power Sword)
- Super Intelligence
- Super Strength (Power Armor)
- Super Toughness (Power Armor)

Special Effects: Extra Movement, Inflict Condition

Drawback: Think You're Better Than Everyone

Collateral Damage Effect: Handmade Off Button

Cost: 8

PLOTS

The Shadow King is a major broker in arms deals around the world. If some high-tech weapons happen to disappear from a military facility, he is sure to be involved. He won't stand for any so called super heroes meddling in his affairs.

Another story might begin just as the Shadow King has all the pieces in place for a major scheme, holding the entire world's financial and communication systems hostage. Keep the heroes moving from calamity to calamity as they piece together the Shadow King's location for the final showdown.

Skorne the Slayer



Skorne is a genetic hybrid created by the Malorn. He possesses DNA from both the Malorn and a warrior race they cultivated called Scourgeheim. In addition to other worldly strength and stamina, Skorne wields Diablo, a flaming, double-bladed battle axe forged in the core of a dying star.

Skorne is fiercely loyal to the Sorceress (see below). This is the result of tinkering with his nervous system by his Malorn creators, but Skorne doesn't care. He experiences it as True Love.

ASPECTS

High Concept: Merciless Mythic Mercenary

Trouble: In Love with Sorceress

Other: Half-Giant

Other: Immovable Object

Other: I've Been There

SKILLS

Superb (+5) Physique, Fight
Great (+4) Athletics, Provoke, Shoot, Stealth
Good (+3) Deceive, Lore, Notice, Resources, Will

STRESS

Physical: O O O O

Mental: O O O O

CONSEQUENCES

Mild:

Mild:

Moderate:

Severe:

POWER PROFILE

Cosmic Heritage: Slayer is a being of two worlds, a hybrid with the strengths of both and the weaknesses of neither. He has super human strength, toughness, and senses.

Power Breakdown:

- Super Senses
- Super Strength
- Super Toughness
 - o Shrug It Off

Special Effects: Extra Movement, Physical Recovery

Drawback: Destructive Rage

Collateral Damage Effect: Interception

Cost: 4

Enchanted Axe: Slayer's signature weapon is Diablo, his double-bladed battle-axe that glows with sinister red flame from within.

Power Breakdown:

- Energy Blast
- Natural Weapon
 - o Bloody Weapon

Special Effects: Area Attack, Inflict Condition

Drawback: Very Noticeable

Collateral Damage Effect: Berserk

Cost: 3

OTHER STUNTS

Killing Stroke: Once per scene, when you force an opponent to take a consequence, you can spend a fate point to increase the consequence's severity (so mild becomes moderate, moderate becomes severe). If your opponent was already going to take a severe consequence, he must either take a severe

consequence and a second consequence or be taken out.

Cost: 1

PLOTS

Skorne is most often found in the company of the Sorceress (see below).

However, when encountered solo, he's likely on a mission for her or another villain who's hired Skorne. He might even be collecting some magic artifact as a token of his affection for the Sorceress.

For change of pace, have Skorne contact the heroes (probably in an alarming fashion) to ask for their help. The Sorceress has been captured by an even greater threat and he wants to team up. But is it a trap?

Sorceress



The Sorceress is a member of an immortal race called the Malorn. They have lived among humans, impersonating gods, for millennia.

Even among her own rare kind, she is renowned as a manipulator of mystic energies. Heroes with mystical ties will have heard of the Sorceress in the most dreadful ways. She is typically unconcerned with human life and bent on obtaining power. She is particularly fond of Thunder Lord and will go out of her way to make his life miserable.

Whenever the Sorceress makes a move on Earth or some other goal, she will have procured some magical aid, a weapon, implement, or potion, perhaps, which in itself will represent a threat to the heroes.

Also, she often travels with the Slayer (see above).

ASPECTS

High Concept: Sorceress Supreme
Trouble: Compulsive Liar
Other: Mystic Polymath
Other: Divine Beauty
Other: Feel My Wrath!

SKILLS

Fantastic (+6)	Will
Superb (+5)	Deceive, Lore
Great (+4)	Contacts, Investigate, Notice
Good (+3)	Athletics, Crafts, Fight, Provoke, Shoot
Fair (+2)	Burglary, Physique, Rapport, Resources, Stealth

STRESS

Physical: O O O
Mental: O O O O

CONSEQUENCES

Mild:
Mild:
Moderate:
Severe:

POWER PROFILE

Cosmic Heritage: The Sorceress is one of the Malorn, an immortal race from beyond the stars.

Power Breakdown:

- Super Intelligence
- Super Strength
- Super Toughness

Special Effects: Extra Movement, Physical Recovery

Drawback: You Think You're Better Than Everyone

Collateral Damage Effect: Battle Plan

Cost: 3

Otherworldly Sorcery: The Sorceress is one of the most powerful wizards in existence. She is an immortal being and has studied the mystic arts for millennia.

Power Breakdown:

- Disguise
- Energy Blast
- Illusion
- Shielding
- Teleport

Special Effects: Area Attack, Inflict Condition

Drawback: Subconscious Made Real

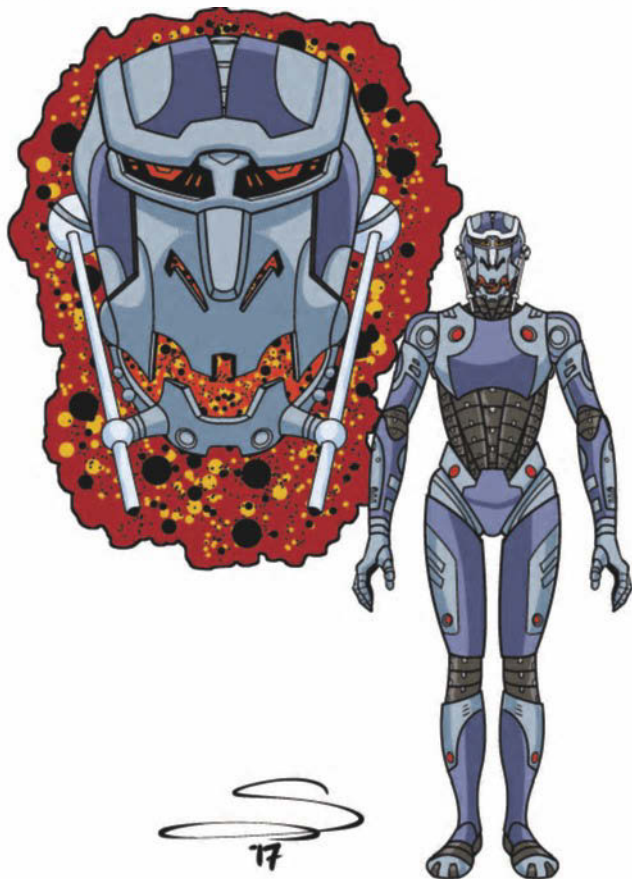
Collateral Damage Effect: Virtual Possession
Cost: 5

PLOTS

For the classic villain team up, have Sorceress and Skorne seeking the Eternal Flame, hidden in an icy fortress in Antarctica. If they succeed in lighting Skorne's Black Blade, it signals the end of the world.

However, the Sorceress is perfectly capable of threatening the world all on her own. The story might begin with her powers reaching their peak, driving artists all over the world mad and shorting out electronic systems in the heroes' home city. They must find her and defeat her before she calls the Destroyer of Worlds to the Earth!

Unity



Unity is the creation of a very well-meaning scientist of vast genius, maybe even one of the PCs. They (Unity uses plural pronouns) were built to protect humanity, but this digital demon came to the opposite conclusion, that humans should be destroyed. Unity often takes the form of a large, sinister robot to do battle. However, Unity really exists in computer systems worldwide. They're a great arch-villain, because they're very hard to put down for good.

ASPECTS

High Concept: Ultimate AI Overlord
Trouble: Power Is Always in Short Supply
Other: The Champions Must Die!
Other: You're So Predictable
Other: Redundant Systems

SKILLS

Fantastic (+6)	Lore, Shoot
Superb (+5)	Fight, Notice, Physique
Great (+4)	Athletics, Burglary, Deceive, Notice
Good (+3)	Contacts, Crafts, Investigate, Provoke, Will

STRESS

Physical: O O O O

Mental: O O O O

CONSEQUENCES

Mild:

Mild:

Moderate:

Severe:

POWER PROFILE

Robot Overlord: UNITY is the sentient combination of several super computers. While they have key physical networks, they're consciousness is dispersed across Earth's networks. Conceived to provide the ultimate defense for Earth, instead UNITY's collective is bent on the extinction of humanity.

Power Theme: Technology

Power Breakdown:

- Energy Blast
- Flight
- Super Intelligence
- Super Senses
- Super Strength
- Super Toughness
 - Implacable

Special Effects: Area Attack, Inflict Condition

Drawback: Can't Feel Much of Anything

Collateral Damage Effect: Bulletproof

Cost: 7

OTHER STUNTS

Minions!: UNITY summons a legion of robotic copies of itself (at least 2 per PC). These are Average (+1) quality NPCs that last until defeated or until the end of scene. If UNITY makes a Good (+3) Contacts roll, these NPCs are of Fair (+2) quality. If they spend a Fate point, the NPCs are of Good (+2) quality.

Cost: 1

PLOTS

Unity is the perfect foil to the hero-genius who thinks that every threat can be defeated with better tech. Perhaps he is the result of advanced AI security projects in the Blue Knight's lab or a project of Professor Flagg. Of course, Unity has decided the best way to protect the earth is to enslave or destroy it!

Unity would be a fine arch-villain for a

campaign, where he could stand behind the lines and make subtle moves against the heroes. But in a one shot, there's no time. Unity is at his most dramatic and powerful when he's springing his end game on the heroes. Start with the moment they learn of what he's done. Present a situation where Unity already has the upper hand.

ZAP!



“Zzooo Hungriezzz”

ZAP! feeds on and discharges huge amounts of electricity and manipulates electrical fields. His size and strength increase as he absorbs more power. However, ZAP! is vulnerable to being grounded in bodies of water and other attacks that would affect electricity.

ASPECTS

High Concept: Creature of Pure Energy

Trouble: “Zzooo Hungriezzz”

Other: Your Bio-Electricity Is Mine!

Other: Invulnerable Monster

Other: Terrifying to Behold

SKILLS

Fantastic (+6)	Shoot
Superb (+5)	Physique
Great (+4)	Fight, Notice
Good (+3)	Athletics, Notice, Provoke

STRESS

Physical: O O O O

Mental: O O

CONSEQUENCES

Mild:

Mild:

Moderate:

Severe:

POWER PROFILE

Being of Electricity: ZAP! May be a being from another dimension. It appears to be made of pure energy and needs to feed constantly.

Power Theme: Technology

Power Breakdown:

- Energy Absorption
 - o Capacitance
- Energy Blast
 - o Improved Energy Blast
- Harm
 - o Master Harm
- Phasing
- Super Toughness

Special Effects: Area Attack, Inflict Condition

Drawback: Always On

Collateral Damage Effect: Killswitch

Cost: 8

PLOTS

ZAP! is not the kind of villain you usually think of as an arch-villain. Much like Radkaiju, ZAP! is a force of nature. However, this electrical terror has a malicious intelligence the giant monster lacks.

ZAP! can be framed as an alien entity sent to weaken our world's electronic and technical infrastructure. Add an ability to teleport along electrical lines and ZAP! becomes an agent of terror, capable of attacking virtually any world leader.

Another approach is that ZAP! used to be a human being. He's lost his life and everything he cared for. This makes him really motivated. Perhaps he's not even after one of the heroes, but instead blames a villain the heroes must protect before a trial.

Open Gaming Content

The power options and stunts in this section are open content and have had the character references removed.

STUNTS

Creative Solutions: Once per conflict, stack an additional free invoke on any advantage created with your super tech.

Don't Make Me Angry: +2 to Overcome with intimidation using Provoke.

Escape Artist: Once per session, spend a Fate point to escape any bond, prison, or trap.

I've Got Your Back: Use Fight to intercept an attack on an ally up to one zone away.

Insect Control: Overcome or Create Advantages with Empathy by commanding an army of critters.

Mighty Shield: +2 do Defend in Combat.

Natural Leader: People following your direct orders gain +2 on one roll to overcome any obstacle!

Off the Grid: +2 to Deceive when lying about your past to avoid pursuit.

Shield Master: +2 to Create an Advantage with Fight using your shield from up to one zone away.

Warbird: Use Drive to Defend against ranged attacks and to overcome obstacles while flying.

POWER ENHANCEMENTS

Smackdown (Super Strength): You can use Physique to make attacks when there are objects handy to swing or throw.

Transformation (Super Form): 1. Whenever you take Stress or Consequences, you may transform into your super form. 2. Reverse transformation requires someone else to make a successful Empathy v. Fight roll to talk you down and calm your rage.

VILLAINY

Minions!: Summon a legion of robotic copies of yourself (at least two per PC). These are Average (+1) quality NPCs that last until defeated or until the scene ends. If you make a Good (+3) Contacts roll, these NPCs are of Fair (+2) quality. If you also spend a Fate point, the NPCs are of Good (+3) quality.

SOMETIMES YOU NEED TO MAKE A FATE SUPERS GAME HAPPEN WITH NO TIME TO PREPARE.

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- **THE SECOND SECTION HAS A HANDFUL OF POWERFUL VILLAINS WHO WILL MAKE GREAT ANTAGONISTS FOR THE HEROES.**

- **EACH VILLAIN WRITE-UP INCLUDES A BIT OF BACKGROUND ON EACH VILLAIN AND PLOT SUGGESTIONS TO JUMP-START YOUR GAME.**



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