



# VILLAINOUS ARCHETYPES 2

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# VILLAINOUS ARCHETYPES 2

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## INTRODUCTION

This *Mutants & Masterminds* supplement offers Gamemasters a total of ten new villainous archetypes to challenge the heroes with. Each villainous archetype features suggestions for variations of the archetype as well as a trio of capers appropriate for the villain.

Most of the villainous archetypes make use of the Attack/Defense trade-off rule to adjust their maximum attack, defense, damage, and Toughness save bonuses. Skills are listed with the number of ranks after the skill name and the total skill bonus listed in parenthesis. For example: Bluff 5 (+8), means the character has 5 ranks of Bluff and a total bonus of +8 when making Bluff checks.

All of the villainous archetypes are designed to present a certain level of challenge for a power level 10 game. If the game operates at a higher or lower power level the Gamemaster may wish to increase or decrease the villainous archetypes' power levels on a one-for-one basis.

### TABLE OF ARCHETYPES

The following archetypes make their appearance in this supplement:

- Alien Subjugator** – coming to rule your world.
- Artificial Intelligence** – coldly logical computer program.
- Cold War Relic** – disillusioned supporter of the state.
- Corrupt Government Agent** – you just can't trust the government.
- Cthuloid Horror** – that which may eternal lie.
- Deadeye** – anything's a weapon in her hands.
- Dead Man Walking** – frighteningly powerful zombie.
- Estranged Sidekick** – protégé gone bad.
- Swarm** – buzz, buzz, you're dead.
- Time Traveler** – a danger in any time.

# ALIEN SUBJUGATOR

POWER LEVEL 19

STR	DEX	CON	INT	WIS	CHA
+24	+1	+22	+10	+5	+6
58	13	54	30	21	22

TOUGHNESS	FORTITUDE	REFLEX	WILL
+28	+24	+8	+10

The Alien Subjugator is a brilliant and powerful warlord from another dimension, a master villain whose already powerful alien nature is enhanced by advanced technology. Possessed of an overriding (and perhaps pathological) need for conquest, the Subjugator continuously seeks new worlds to add to the villain's empire.

**Skills:** Concentration 16 (+21), Intimidate 20 (+26), Knowledge (tactics) 12 (+22), Knowledge (technology) 12 (+22), Notice 8 (+13), Sense Motive 8 (+13)

**Feats:** Assessment, Diehard, Equipment X\*, Fearless, Minions X\*, Power Attack

**Powers:** **Cosmic Energy Control 24** (Power Feats: Alternate Powers — **Blast 16** [Extras: Autofire], **Blast 16** [Extras: Area (explosion)], **Blast 24** [Extras: Area (cone); Flaws: Range (touch)], **Blast 23** [Power Feats: Ricochet, Split Attack], **Blast 16** [Extras: Penetrating], **Dazzle 24** [all visual senses; Extras: Area (burst); Flaws: Range (touch)], **Disintegration 12**), **Device 16** (Moebius Armor; hard to lose), **Device X\***, **Immunity 16** (aging, fatigue effects, life support, need for sleep, starvation and thirst, own powers), **Super Strength 10** (Heavy Load: 40,000 tons)

**Moebius Armor:** **Communication 9** (anywhere on a planet; Extras: Area; Power Feats: Dimensional, Selective, Subtle), **Comprehend 2** (speak and understand all languages), **Flight 5** (250 MPH), **Impervious Toughness 10**, **Mind Shield 10**, **Protection 6** (Extras: Impervious), **Super-Movement 2** (dimensional movement, alien dimensions; Extras: Portal; Power Feats: Progression 5 [250 ft. x 250 ft.])

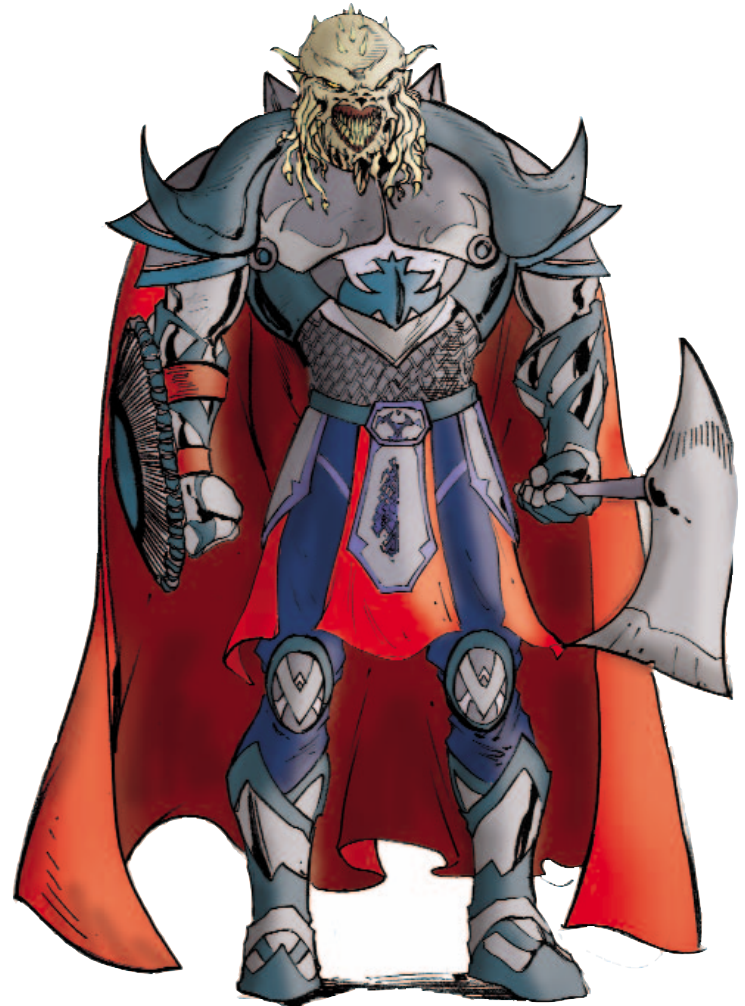
**Combat:** Attack +14, Grapple +48, Damage +24 (unarmed), +24 (cosmic energy blast), Defense +12, Knockback -22, Initiative +1

\*the Alien Subjugator has conquered numerous planets and dimensions that provide the villain with virtually inexhaustible devices, equipment, and minions

## Variations and Capers

The Subjugator is an interstellar threat; instead of access to dimension-travel technology the Subjugator's technology centers on space travel (i.e. massive starships) and interstellar communication. The Subjugator's "technology" is mystical in nature; the villain may in fact be a demon leading hordes of lesser demons or a god commanding legions of fallen warriors. The Subjugator's "dimension" is actually an alternate Earth, one where Rome never fell or the Axis won World War II. If the Subjugator also builds his own devices, add the Inventor feat and ranks in the appropriate Craft skills.

"YOUR PATHETIC WORLD  
SHALL FALL!"



**Loose Lips Sink Ships:** Prior to launching his invasion the Subjugator plans to gain control of the world's key infrastructure by replacing (through clones or Master of Disguise archetypes) or controlling (through implants or Puppeteer archetypes) key figures (politicians, union leaders, heads of nuclear power plants, generals, etc.). Inevitably someone the heroes are close to will be affected, alerting the heroes to what is going on. But will they be able to discover the true extent of the Subjugator's plan in time to alert the world to the imminent threat?

**D-Day!** The Subjugator's forces attack, pouring through dimensional gates that suddenly open up in all the world's major metropolises. In the early hours of the invasion it is up to the heroes and their allies to try and close these gates in an effort to keep as many of the Subjugator's forces from crossing over as possible. After that it's a desperate fight to the finish as the heroes and the rest of the world's forces try to keep their world from falling into the villain's clutches.

**Rebels With A Cause:** The rebels of a dimension or world under the Subjugator's control contact the heroes (or perhaps bring them there against their will), hoping that they can aid them in their fight to free their planet. Will the heroes become the stuff of legend, or be crushed under the heel of the Subjugator's war machine?

**Totals:** Abilities 138 + Skills 19 + Feats 4 + Powers 155 + Combat 52 + Saves 14 = 382

STR	DEX	CON	INT	WIS	CHA
-/+10*	-/+2*	-	+15	+15	+2
-/30*	-/14*	-	40	40	15

TOUGHNESS	FORTITUDE	REFLEX	WILL
+18*	-	+2	+20

\*robot body

The Artificial Intelligence is an advanced computer program capable of actual thought. Able to transfer itself into any computer system, the A.I. often uses a robotic body or other appropriate device in order to interact with the world directly. A.I.'s see emotion driven beings as imperfect, incapable of making correct decisions and either seek to subjugate or eliminate them.

**Skills:** Computers 14 (+29), Craft (electronic) 12 (+27), Craft (mechanical) 12 (+27), Disable Device 8 (+23), Knowledge (technology) 12 (+27), Notice 10 (+25), Search 8 (+23)

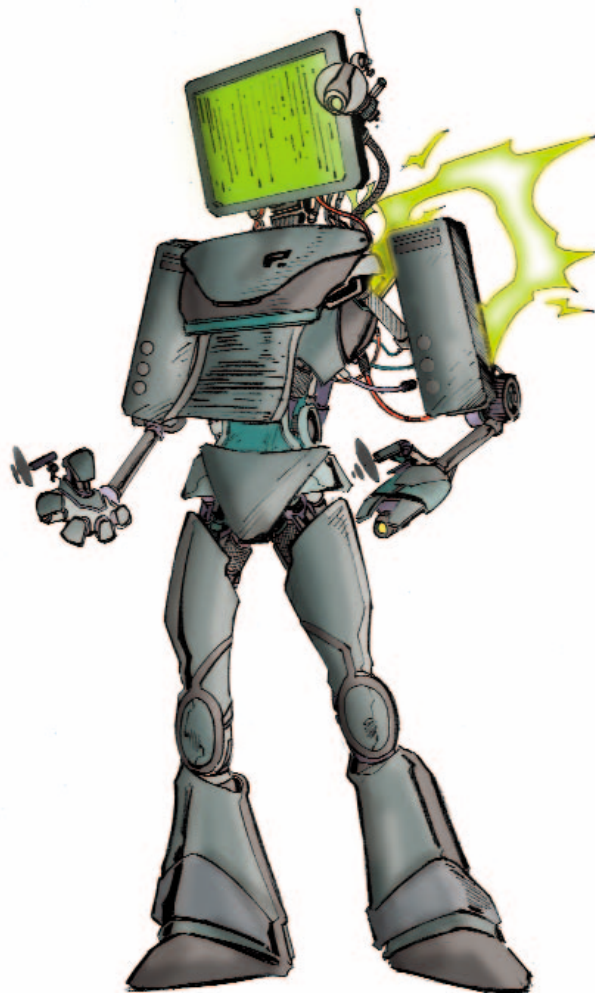
**Feats:** Eidetic Memory, Fearless, Jack-of-all-Trades, Master Plan, Well-Informed

**Powers:** **Comprehend 3** (read, speak, and understand all languages), **Datalink 10** (Power Feats: Machine Control, Alternate Powers – **Teleport 10** [data transfer; Flaws: Medium – data pathways]), **Device 39** (robot body, hard to lose), **Immunity 30** (Fortitude), **Insubstantial 3**, **Mind Shield 5**, **Quickness 6** (x100; Flaws: Limited – mental tasks only), **Super-Senses 1** (time sense), **Teleport 2** (download/upload; Flaws: Limited – computers, Short-Range)

**Robot Body:** **Blast 18** (Power Feats: Alternate Powers – **Disintegration 9**), **Enhanced Attack 12**, **Enhanced Defense 12**, **Enhanced Dexterity 14**, **Enhanced Strength 30**, **Flight 6** (500 MPH), **Protection 18** (Extras: Impervious), **Super-Senses 8** (Direction Sense, Distance Sense, Radio, Microscopic Vision 3, Ultra-Hearing, Ultravision), **Super-Strength 5** (Heavy Load: 12 tons)

**Combat:** Attack +12, Grapple +27, Damage +18 (blast), +10 (unarmed), Defense +12, Knockback –18, Initiative +2

**Drawbacks:** Disability (immobile, -5 points), Weakness (each time robot body breached by critical hit, -1 cumulative drain on all robot traits, -2)



**Uninvited Houseguest:** The A.I. downloads itself into the heroes' headquarters and takes control of the HQ's systems, turning them against the heroes in an effort to eliminate them. It also gains access to any secret information (i.e. secret identities, weaknesses, etc.) that the HQ's computer system might contain. If the heroes do not have a headquarters of their own then the A.I. takes over the headquarters of another hero team or a suitable military facility (perhaps with the intent of unleashing a nuclear holocaust).

**Something's Different About You:** The A.I. downloads itself into a heroic robot, android, or computer, suppressing or erasing the resident programming; it may even take over a sufficiently advanced battlesuit (with or without the owner inside). The A.I.'s most likely reason for doing this is so that it can ambush the heroes when they are at their most vulnerable, but it may also need the "disguise" to gain access to somewhere or someone.

**Y2k Redux:** The A.I. creates a virus, or spreads itself as the "virus," to bring down the worldwide computer network and plunge the world out of the Information Age. The A.I. may be working for or with another villain whose own network is unaffected (the Armored Megalomaniac or Unscrupulous Billionaire are good choices). Or it may simply desire to control the network and use it to be named ruler of the world (for the world's own good, of course).

"YOUR PATHETIC WORLD  
SHALL FALL!"

**Totals:** Abilities 45 + Skills 19 + Feats 5 + Powers 229 + Combat 0 + Saves 0 – Disability 7 = Total 291



STR	DEX	CON	INT	WIS	CHA
+7	+7	+7	+4	+4	+4
24	24	24	18	18	18

TOUGHNESS	FORTITUDE	REFLEX	WILL
+9*	+12	+12	+9

\* +7 flat-footed

Once considered a hero of capitalism or communism, the Cold War Relic is now an uncomfortable reminder of the past, abandoned and forgotten by the system the Relic swore to protect. Finding it impossible to adjust to life in a new era of peace and cooperation, some Relics turn their skills to crime as a way to make a living. Others feel a deep sense of betrayal and actively work to undermine the system they formerly served, either for revenge or out of a deluded desire to return their country back to some imagined ideal.

**Skills:** Acrobatics 8 (+15), Climb 8 (+15), Computers 4 (+8), Disable Device 12 (+16), Escape Artist 8 (+15), Gather Information 8 (+12), Intimidate 12 (+16), Knowledge (tactics) 12 (+16), Knowledge (technology) 8 (+12), Language (English or Russian, German, Chinese, French), Notice 12 (+16), Profession (soldier) 8 (+12), Search 12 (+16), Sense Motive 8 (+12), Stealth 8 (+15), Survival 8 (+12), Swim 4 (+11)

**Feats:** Ambidexterity, Assessment, Defensive Roll 2, Distract (Intimidate), Endurance, Evasion 2, Improved Initiative, Instant Up, Jack-of-All-Trades, Master Plan, Move-by Action, Power Attack, Skill Mastery 2 (Acrobatics, Climb, Disable Device, Escape Artist, Intimidate, Notice, Sense Motive, Stealth), Startle, Takedown Attack, Uncanny Dodge (visual), Well-Informed

**Powers:** Device 3 (aegis; easy to lose)  
Aegis: **Shield 5, Blast 3** (thrown aegis; *Power Feats:* Mighty, Ricochet 3)

**Combat:** Attack +16, Damage +7 (unarmed), +10 (aegis), Defense +17 (+6 flat-footed), Initiative +11

## Variations and Capers

Although no longer supported by the system the Relic still has access to forgotten or archived weapons technology; add various caper-specific devices and equipment (including headquarters) to the Relic. Certain individuals and organizations in the Relic's system secretly share the villain's views and continue to support him; give the Relic the Benefit (Security Clearance), Connected, and Contacts feats as well as access to Minions.

**Götterdämmerung:** The Relic has gained access to another relic of the Cold War, a nuclear bomb or doomsday device, and is threatening to use it. This could be a simple attempt at monetary extortion or an effort to force the government to abdicate in favor of the villain. Alternately the Relic is nihilistic, seeing the present state of the system as beyond salvage and in need of a "cleansing".

"I AM A TRUE PATRIOT!"



**Personal War:** While his country may have stopped fighting the Cold War, the Relic hasn't. He's out to settle an old score with a former foe that is now an influential member (i.e. high-level politician, ambassador, powerful businessman) of the new system. If the heroes don't stop the Relic from getting to his target it will sour relations between the two nations and perhaps even lead to war.

**Extradition:** The Relic has managed to steal a top-secret research project (i.e. a serum that creates superhumans, designs for a new battlesuit, etc.) and fled the country, finding asylum in a rogue state. It is up to the heroes to recover the project, but they'll have to do so covertly. If caught, the heroes will trigger an international incident and the government will disavow all knowledge of the heroes' activities.

**Totals:** Abilities 66 + Skills 36 + Feats 20 + Powers 9 + Combat 56 + Saves 15 = 202

# CORRUPT GOVERNMENT AGENT

POWER LEVEL 6

STR	DEX	CON	INT	WIS	CHA
+1	+1	+2	+3	+3	+2
12	12	14	16	16	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+7*	+5	+3	+8

\* +5 flat-footed, +2 without vest

Although employed by the government, the Corrupt Government Agent works on a separate agenda. While some Agents work for themselves, most work for someone else such as a secret organization within the government, a foreign government, or a powerful individual (the Unscrupulous Billionaire is an appropriate choice). Some Agents might even be under the control of an alien entity, perhaps one being held in some secret government facility.

**Skills:** Bluff 6 (+8), Diplomacy 8 (+10), Drive 4 (+5), Gather Information 6 (+8), Intimidate 10 (+12), Investigate 8 (+11), Knowledge (civics) 6 (+9), Knowledge (current events) 4 (+7), Knowledge (streetwise) 6 (+9), Knowledge (tactics) 4 (+7), Notice 6 (+9), Profession (government agent) 6 (+9), Search 8 (+11), Sense Motive 10 (+13)

**Feats:** Assessment, Attack Focus (ranged) 2, Benefit (security clearance), Chokehold, Contacts, Defensive Attack, Defensive Roll 2, Equipment 4, Improved Aim, Leadership, Master Plan, Well-Informed

**Equipment:** Cell Phone, Commlink, Handcuffs, PDA, Hold-Out Pistol (**Blast 2**), Heavy Pistol (**Blast 4**), Undercover Vest (**Protection 3**; *Power Feats: Subtle*)

**Combat:** Attack +8 (ranged), +6 (unarmed), Grapple +7, Damage +4 (heavy pistol), +1 (unarmed), Defense +5, Knockback -3, Initiative +1

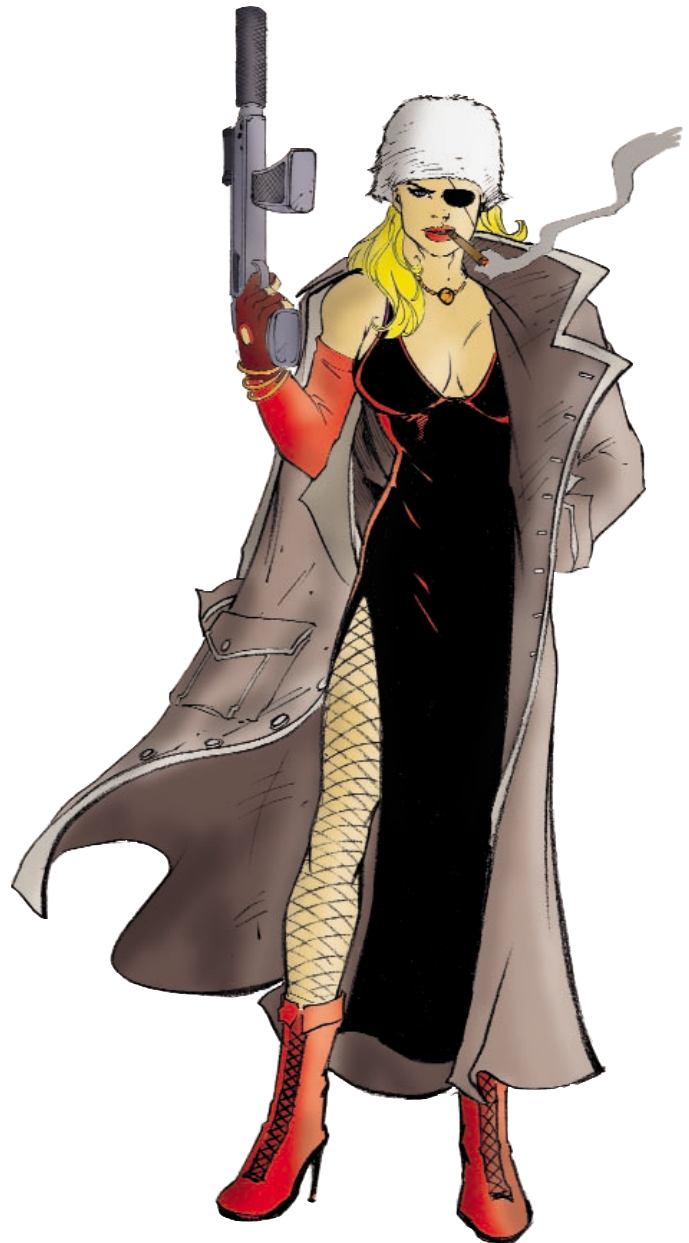
## Variations and Capers

The Agent is a member of a foreign government and has the Benefit (diplomatic immunity) feat. The Agent's security clearance gives him access to the latest technology and weaponry; give the Agent mission-appropriate devices. The Agent is the head of a department or section; give the agent some Minions (other agents) and perhaps even a Sidekick (second-in-command).

**Cover-Up:** Something that isn't supposed to exist has escaped from a top-secret government lab (the Hulking Brute or Savage Man-Beast would be good choices) and is terrorizing the heroes' city. The Agent has been given the task of (and resources for) recovering the "project" and removing evidence of its existence by "any means necessary."

**Double Agent:** Someone (the Agent) with access to highly classified data is stealing government secrets from a top-secret facility. Unable to trust anyone on the inside, the government turns to the heroes to ferret out the mole and find her paymaster. The heroes will have to tread carefully because if the Agent discovers they are on to her she'll go to ground or try to have them eliminated.

"THAT'S STRICTLY ON A NEED-TO-KNOW BASIS."



**Frame-Up:** The Agent needs the heroes' unique talents for a very dangerous and politically sensitive mission. However, as the mission is also morally (and perhaps legally) questionable the heroes aren't likely to do it. No problem; the Agent simply frames the heroes (or someone they care about) for a crime (perhaps employing the Master of Disguise) and threatens to reveal the information unless the heroes cooperate. Not only will the heroes have to survive the mission, they'll also have to decide whether the Agent will keep her word.

**Totals:** Abilities 24 + Skills 23 + Feats 17 + Combat 22 + Saves 10 = 96

# VILLAINOUS ARCHETYPES 2

4 OF 10



The Cthuloid Horror is a nightmare creature of unfathomable nature and horrific power, an ancient and (almost) forgotten god that inflicts madness on all those that learn of its existence. Thankfully the Cthuloid Horror is rarely, if ever, directly encountered; as a power level X plot device character actual direct encounter with the Horror usually results in the immediate destruction or permanent insanity of all but beings of equal power (power level X). Thankfully, the Horror is ordinarily suspended in an eternal state of undeath, awaiting the time when it may once again walk the living world. The not-living-yet-not-dead "god" may be resting in a mausoleum at the bottom of the ocean, floating in the ether of an alternate dimension, or trapped in a great statue hidden in the deepest, darkest jungle.

## Hints of Horror

That is not to say that the "sleeping" Horror does not impact the world, far from it, it only means that the heroes are not likely to encounter the Horror directly (at least not until the end). Instead, they slowly learn of the Horror's existence by encountering its servants. Mad priests, tribal shamans, and Corrupt Sorcerers (see M&M p. 214) and their cultists (see M&M p. 226) seek the release of the Horror from its prison by engaging in unspeakable rites. The degenerate remnants of races that long ago worshipped the Horror stalk the shadowy corners of the world, often working or even interbreeding with the cultists for their own dark purposes. All manner of monsters connected to the Horror roam the world, their presence suggested in the "legends" of such creatures as the Chupacabra and Wendigo. Finally there is the lunatic whispering ominously about the end of the world, the Homicidal Psychopath (see **Villainous Archetypes 1**) killing people to placate the voices in his head, and others (un)fortunate enough to have had dream-contact with the Horror.

## Variations and Capers

The Horror is the most powerful example of a lost race that walked the world eons ago; it may be the last of its kind or "lesser" versions of the Horror may still roam the hidden places of the world. The Horror is a star-spawned alien entity that was brought to the heroes' world either by some cosmic cataclysm or simply by accident. The Horror is not a being but the powerful doomsday machine of an ancient alien civilization. The machine can correspond with the thoughts (worship) of intelligent beings aware of its existence but its alien nature drives them mad; "awakening" the "god" actually activates the machine to its purpose.

**Don't Go Into The Woods:** A friend of the heroes goes missing while on vacation. It could be in the local woods or in some remote corner of the world. Of course the heroes' friend has fallen into the clutches of one of the Horror's servants. He could be the next sacrifice of a cult, enslaved by an ancient underground race, a snack for a local "demon", or the victim of a serial killer; even if it is too late for the heroes to save their friend, at least they'll still have a chance to put a stop to the evil and learn of the Horror's existence.

**Dream A Little Dream:** One of the heroes begins having disturbing, shadow-filled dreams that show vague images of unspeakable rites taking place in a jungle. These dreams persist and, in addition to preventing the hero from getting necessary rest, will slowly drive the hero insane. The only way to stop the dreams is to find the place in the dreams and journey there to face whatever evil awaits.

**Madness Rising:** The Horror is awakening! As its consciousness expands, the Horror makes dream-contact with more and more individuals all over the world (including perhaps the heroes). Assailed by visions of a "Horror In The Deep", many are driven to madness (this madness may also affect villains or other heroes). As civilization begins to collapse under the weight of the increasing number of lunatics and fear in its midst the heroes must find the cause of the Horror's awakening and stop it before the entire world descends into anarchy.

## Defeating the Horror

The Horror is truly immortal; while it may be defeated, it is beyond the means of the heroes (and perhaps anything) to actually "kill" the Horror; the best the heroes can ever hope

for is to drive the blasphemous entity back into its state of undeath where it will lie being worshipped and inflicting madness on the unfortunate until summoned forth once again.

"SHLURSKREEEEEE  
TCHOKDYSCHYS-MAH!"



STR	DEX	CON	INT	WIS	CHA
+3	+7	+3	+2	+2	+2
17	25	17	14	14	15

TOUGHNESS	FORTITUDE	REFLEX	WILL
+5*	+9	+13	+8

\* +3 flat-footed

Although possessing no actual superpowers, the Deadeye's unusual talents nonetheless make her a formidable opponent. Able to use just about anything as a weapon, from a bolt stripped from a car to a knocked-out tooth to a postcard snatched from a display rack, the Deadeye makes a very effective assassin and usually works as one.

**Skills:** Acrobatics 8 (+15), Climb 8 (+11), Intimidate 10 (+12), Knowledge (streetwise) 6 (+8), Notice 8 (+10), Profession (hit man) 8 (+10), Search 8 (+10), Sense Motive 8 (+10), Sleight of Hand 14 (+21), Stealth 10 (+17)

**Feats:** Accurate Attack, Acrobatic Bluff, All-Out Attack, Ambidexterity, Assessment, Blind-Fight, Defensive Attack, Defensive Roll 2, Distract (Intimidate), Dodge Focus 3, Elusive Target, Equipment 1, Evasion, Fascinate (Intimidate), Grappling Finesse, Improved Aim, Improved Critical (Throwing Mastery), Improved Initiative, Power Attack, Precise Shot 2, Quick Draw 2 (draw, ready), Ranged Pin, Sneak Attack, Throwing Mastery (*Extras:* Autofire) 3, Ultimate Aim, Uncanny Dodge (visual)

**Equipment:** The Deadeye carries multiples of a signature "harmless" item to use both as weapon and calling card. Appropriate items include cards, bee-bees, jacks, dice, or poker chips. Such items are usually personalized with the Deadeye's symbol.

**Combat:** Attack +15, Grapple +22, Damage +3 (unarmed), +3 (throwing mastery), Defense +15 (+6 flat-footed), Knockback -3, Initiative +11

## Variations and Capers

The Deadeye is not only very good, but also very lucky; add 5 ranks of the Luck feat. The Deadeye specializes in a signature ranged or thrown weapon; remove the Throwing Mastery feat, add the appropriate Equipment ranks, and reduce the villain's attack bonus to account for any increased weapon damage. The Deadeye is also an accomplished Martial Artist; add the appropriate combat feats to represent the villain's style. Combine the Deadeye with the Master of Disguise to make a truly formidable assassin.

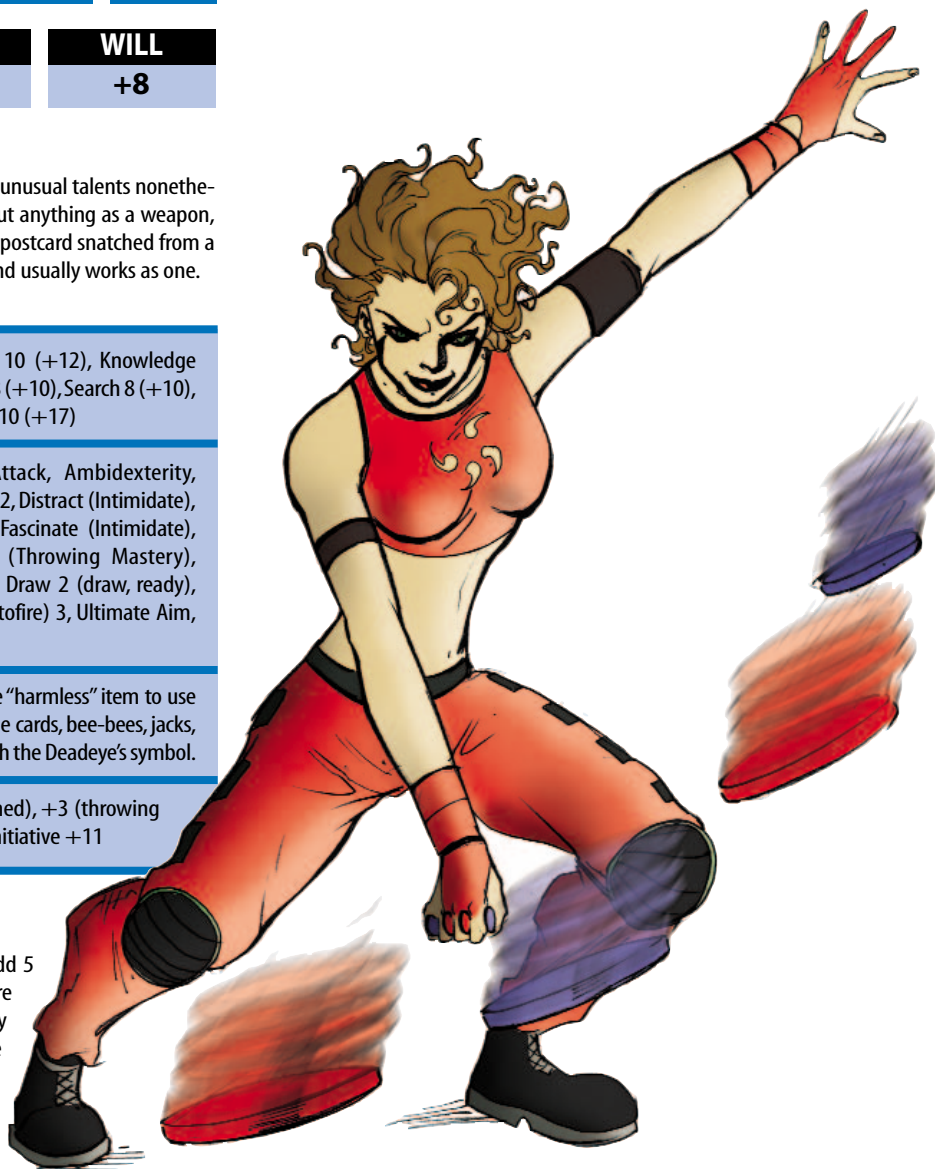
**The Big House:** The Deadeye is going to jail, but it was all too easy (the villain may have even turned herself in). The heroes just know that the Deadeye wanted to be caught, but why? Most likely the villain wants to kill someone on the inside. Unfortunately, the only way to find out the villain's real plan is for the heroes to go undercover in jail, a risky proposition considering that many inmates would like nothing more than to get their hands on the heroes that put them there.

**Death In The Crowd:** The heroes learn, or are informed, that one of the local crime families has retained the services of the Deadeye to eliminate a local politician campaigning against corruption and mob influence. The heroes will have to protect the politician on the campaign trail (and perhaps against her will) from an assassin that could strike at any time with any kind of weapon.

**Gang War!** The Deadeye is on a killing spree, bumping off members of various local crime families. Naturally, the families are blaming each other; unless the heroes put a stop to the Deadeye's activities and find out who (if anyone) is paying her, something that could be tricky if the Deadeye's employer is also using her to thin out the undesirables from the family's own ranks, the city will be engulfed in a brutal gangland war.

**Totals:** Abilities 42 + Skills 22 + Feats 36 + Combat 54 + Saves 18 = 172

"HERE'S MY CARD!"





STR	DEX	CON	INT	WIS	CHA
+18	+0	-	-3	+0	-2
46	10	-	4	10	6

TOUGHNESS	FORTITUDE	REFLEX	WILL
+18	-	+2	+10

The Dead Man Walking is someone that, almost always against their will, has been brought back from the dead into a state of unlife. Disconnected from their previous humanity, most Dead Men are terribly powerful zombies. However, some manage to, at least for a time, reestablish a spark of their humanity. Unfortunately, such brief episodes of lucidity are often as much curse as blessing as the Dead Man must come to grips with the reality of what he has become.

**Skills:** Intimidate 18 (+16), Notice 6 (+6)

**Feats:** All-Out Attack, Chokehold, Fearless, Fearsome Presence 16, Power Attack

**Powers:** **Immunity 30** (Fortitude saves), **Protection 18** (Extras: Impervious), **Regeneration 17** (+14 recovery bonus, Resurrection; Power Feats: Persistent, Regrowth), **Super-Senses 2** (darkvision), **Super-Strength 8** (Heavy Load: 1,920 tons)

**Combat:** Attack +8 (unarmed), Grapple +34, Damage +18 (unarmed), Defense +8, Knockback -18, Initiative +0

## Variations and Capers

The Dead Man has additional immunities (magic and mental powers are particularly appropriate). The Dead Man's attacks cause horrible, cursed wounds; add the Incurable (unarmed damage) power feat. The Dead Man's Strength and Toughness vary with each incarnation (and perhaps the opponents he fights). Add additional ranks to Regeneration to reduce the time between recovery checks.

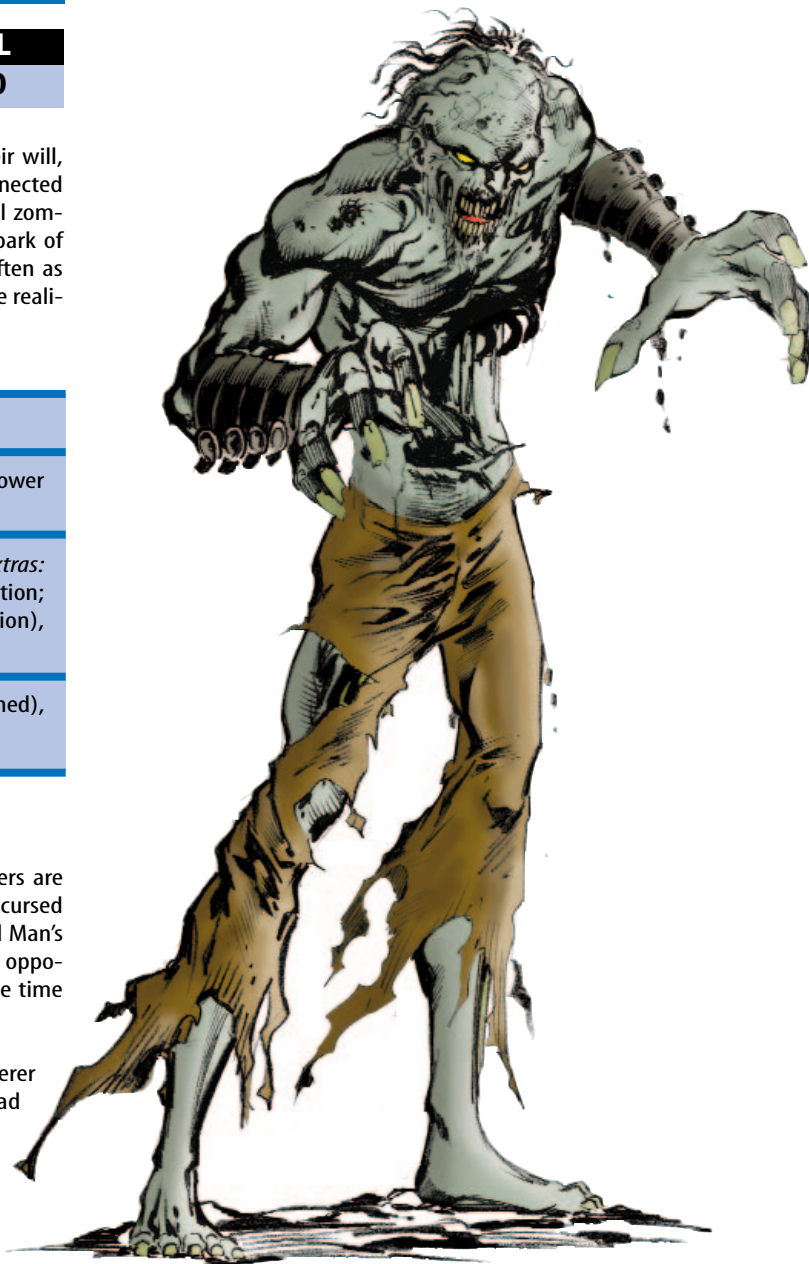
**Revenge!:** Another villain summons the Dead Man (the Corrupt Sorcerer is a good choice) with the intent of controlling him. However, the Dead Man will not be controlled and turns on his would-be master. Unless the heroes intervene there will be lots of collateral damage as the Dead Man and his summoner battle it out across the city; in fact, if the Dead Man is powerful enough, the summoning villain may ask the heroes for help in saving his own hide!

**Happy Holidays:** Halloween, Samhain, the Day of the Dead, or some other such event with mystical overtones pours massive mystical energies into the Dead Man, driving him into a rage while making him nigh invulnerable (consider him a plot device character with power level X for the duration of the event). It's going to be a long night for the heroes as they do what they can to limit the damage the Dead Man causes until the dawn comes and weakens the villain enough for the heroes to have a chance at stopping him.

**Oops!:** Some college students accidentally summon the Dead Man during an initiation ritual or while reading from an ancient text for "flavor" during a roleplaying game. Panicked, the students flee and the Dead Man goes on a rampage, tearing up the campus and trying to kill those that summoned him. While the heroes may be able to "kill" the Dead Man, the villain will keep returning until the heroes can get those involved in his summoning to reverse the spell.

**Totals:** Abilities 16 + Skills 6 + Feats 20 + Powers 101 + Combat 32 + Saves 12 = 187

"THE PAIN!"



# ESTRANGED SIDEKICK

POWER LEVEL 9

STR	DEX	CON	INT	WIS	CHA
+2	+3	+2	+2	+3	+3
14	16	14	14	16	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+7*	+5	+9	+9

\* +4 flat-footed, +2 without costume

The Estranged Sidekick is the former partner or aide of a hero that has turned against the beliefs and teachings of her mentor (and often her mentor as well). Some Sidekicks feel betrayed or abandoned by their mentor at a crucial moment and now seek revenge. Others grew disgusted with living in their mentor's shadow. Still others saw their mentor's methods and teachings as too pacifist and restrictive and broke with their mentor to dispense their own brand of violent vigilante justice.

**Skills:** Acrobatics 6 (+9), Bluff 8 (+11), Climb 6 (+8), Computers 6 (+8), Disable Device 6 (+8), Disguise 6 (+9), Drive 4 (+7), Escape Artist 4 (+7), Gather Information 4 (+7), Intimidate 6 (+9), Investigate 4 (+6), Knowledge (streetwise) 6 (+8), Notice 6 (+9), Search 6 (+8), Sense Motive 6 (+9), Sleight of Hand 6 (+9), Stealth 10 (+13)

**Feats:** Defensive Roll 3, Elusive Target, Equipment 4, Evasion 2, Power Attack, Set-Up, Sneak Attack, Teamwork, Uncanny Dodge (auditory), Taunt

**Equipment:** Costume (**Protection 2**), Grapple Gun (**Super-Movement 1** [swinging])

Utility Belt (array): Bolas (**Snare 4** [Extras: Linked **Trip 4**]), Flash-Bangs (**Dazzle 3** [auditory and visual; Extras: Area - burst]), Shrapnel Grenades (**Blast 4** [Extras: Area - explosion]), Smoke Bombs (**Obscure 4** [visual; Extras: Area - cloud]), Throwing Blades (**Strike 2** [Power Feats: Mighty, Thrown])

**Combat:** Attack +12, Grapple +14, Damage +2 (unarmed, +4 unarmed sneak attack), +4 (throwing blade, +6 throwing blade sneak attack), Defense +11, Knockback -3, Initiative +3

## Variations and Capers

The Sidekick has a true hatred for her former mentor and fervently plots the hero's demise; add the Master Plan feat and Favored Opponent (mentor and former associates) feats, increasing the Sidekick's power level as necessary. The Sidekick here is assumed to be in her late teens/early adulthood. If she's grown up since leaving her mentor increase her traits (i.e. abilities, skills, saving throws, attack and defense bonuses), adjusting the Sidekick's power level as necessary.

**Join The Dark Side!:** The Sidekick has allied herself with one her mentor's foes (she may have even become the villain's sidekick!) and the two now plot against the hero. Of course, whether her new ally/mentor truly sees the Sidekick as an ally or as nothing more than a convenient and expendable pawn is an open question.

"I'M GOING TO SHOW YOU HOW GOOD I REALLY AM!"



**Reluctant Savior:** Now that the Sidekick has broken with her mentor, one of her mentor's old enemies sees the Sidekick as easy pickings. Whether the hero wants to or not, the Sidekick will need to be saved, if not out of a sense of duty or loyalty then to prevent public shame or keep the Sidekick from betraying the hero's secrets.

**Boomerang:** A contrite Sidekick returns to her mentor. Saying and doing all the right things, the Sidekick seeks to get back into the hero's good graces. The Sidekick could be truly repentant, or setting her mentor up for the ultimate betrayal. Alternately, the Sidekick could have bitten off more than she can chew and is hoping that her mentor can pull her fat out of the fire, leaving again when the danger is past.

**Totals:** Abilities 30 + Skills 25 + Feats 16 + Combat 46 + Saves 15 = 132

# VILLAINOUS ARCHETYPES 2

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STR	DEX	CON	INT	WIS	CHA
+0	+4	+4	-2	+1	+0
10	19	18	6	13	11

TOUGHNESS	FORTITUDE	REFLEX	WILL
+8	+8	+8	+4

The Swarm is an entity made up of thousands of tiny creatures, most often insects, possessing a collective intelligence and powers beyond those of its individual members. Some Swarms are alien entities. Others are mutations or evolutions of normal creatures, the accidental byproducts of pollution or careless experimentation, or bioweapons purposefully engineered for their task.

"WE . . . ARE . . . SWARM!"

**Skills:** Notice 8 (+9), Stealth 8 (+12), Survival 8 (+9)

**Feats:** All-Out Attack, Favored Environment (aerial), Fearless, Improved Initiative, Move-By Action

**Powers:** **Swarm Form 13** (mutated wasps; **Anatomic Separation 5** [Extras: Variable Split], **Drain Constitution 6** (toxic sting; Extras: Poison), **Elongation 2**, **Flight 3** (50 MPH), **Immunity 16** (critical hits, disease, mental effects, poison, radiation, starvation), **Insubstantial 1** [Extras: Duration (continuous); Flaws: Permanent], **Protection 4**, **Super-Senses 5** [radius (vision), scent, track (scent), ultravision])

**Combat:** Attack +11, Grapple +12, Damage +6 (Constitution drain), Defense +9, +1 attack or dodge bonus in the air, Knockback -4, Initiative +8

**Drawbacks:** Involuntary Transformation (scattered into individual members when unconscious, -3 points)

## Variations and Capers

The Swarm is composed of crawling insects; substitute Super-Movement 2 (slithering, wall crawling) and/or Burrowing for Flight. Substitute Strike (bite) for Drain Constitution if the Swarm is non-toxic. To reflect a higher consciousness increase the Swarm's Intelligence and give it mental powers such as Force Field, Mental Blast, Mind Control, and Telekinesis. Depending on their nature, Swarms might have some form of Energy Absorption. Add ranks of Growth to create a truly monstrous Swarm.

**What's That Buzzing?:** Scientists exploring the deep dark jungle come upon an ancient temple dedicated to an unknown deity. Entering the temple they awaken its guardian Swarm, which deals with the intruders by using them as hosts for its brood. Not only will the scientists be so much grub food if the heroes don't hurry, but the heroes will also have to contend with a multitude of Swarms, each of which will attempt to fly off and establish its own territory to continue the cycle.

**A Day At The Beach:** It's a perfectly ordinary day when one or more Swarms descend upon a tourist beach. Panic ensues as holiday-goers scramble to save themselves, causing all manner of chaos and interfering with the heroes' attempts to deal with the situation. While the Swarms are dangerous, what is even more dangerous is the corporation or villain (perhaps one and the same) that is behind this genetic experiment gone awry.

**Queen Bee:** Another villain (the Corrupt Sorcerer or Mad Scientist seems apt) is somehow creating or summoning Swarms and using them to commit various crimes (i.e. kidnapping, assassination, theft, etc.). While stopping the villain should end the Swarm threat, there's no guarantee that one or more of the Swarms, once freed from the villain's control, won't become even more dangerous.

**Totals:** Abilities 17 + Skills 6 + Feats 5 + Powers 65 + Combat 40+ Saves 11 - Drawbacks 3 = Total 141

# TIME TRAVELER

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA
+1	+3	+1	+2	+1	+1
12	16	12	14	12	13

TOUGHNESS	FORTITUDE	REFLEX	WILL
+11*	+4	+8	+5

\* +1 without force field

The Time Traveler is a villain that has use of a time-traveling device in order to commit crimes. Usually the Time Traveler is a petty thief that somehow got lucky, but the villain could just as easily be a bitter or jealous scientist (perhaps the Mad Scientist archetype) or another villainous archetype; combine the Time Traveler with the Armored Megalomaniac to get a time-traveling conqueror.

**Skills:** Acrobatics 4 (+7), Bluff 8 (+9), Climb 4 (+5), Disable Device 8 (+11, +19 with arm pack), Knowledge (streetwise) 4 (+6), Knowledge (technology) 4 (+6), Notice 8 (+9), Search 8 (+9), Sense Motive 8 (+9), Sleight of Hand 4 (+7)

**Feats:** Distract (Bluff), Taunt

**Power:** **Device 2** (arm backpack; hard to lose), **Device 6** (force field harness; hard to lose), **Device 2** (gravity boots; hard to lose), **Device 4** (holosuit; hard to lose), **Device 3** (time belt; hard to lose), **Device 5** (wrist blasters; hard to lose)

**Arm Backpack:** **Additional Limbs 2** (Extras: Linked **Elongation 2**, **Enhanced Skill 2** [Disable Device +8], **Strike 4**)

**Force Field Harness:** **Force Field 10** (Power Feats: Selective; Extras: Linked **Immunity 9** [life support]; Impervious)

**Gravity Boots:** **Flight 5** (250 MPH)

**Holosuit:** **Morph 10** (humanoids)

**Time Belt:** **Super Movement 3** (temporal movement, any point in time; Extras: Portal; Power Feats: Progression 3 [50 ft. x 50 ft.])

**Wrist Blasters:** **Kinetic Control 12** (Alternate Powers: **Telekinesis 12**)

**Combat:** Attack +8, Grapple +9, Damage +12 (wrist blaster), Defense +9, Knockback -10, Initiative +3

"DID I COME AT A BAD TIME FOR YOU?"



**It's Hard To Get Parts For This:** The time-traveling device begins to malfunction, perhaps as the result of a battle with the heroes, causing time itself to move backward. This effect may be localized to the heroes' city or it might be worldwide. As time marches backwards strange things happen. Building styles change, technology regresses affecting the equipment and perhaps even devices of the heroes, the heroes' costumes are turned into Renaissance clothing, etc. If the heroes don't find some way to reverse the effect, they'll soon find themselves facing dinosaurs in a swamp that used to be their city and perhaps even devolving themselves.

**Dark Future:** The Time-Traveler decides to get rid of the heroes by preventing them from becoming heroes in the first place; the villain could try anything from simply eliminating the heroes' younger selves to preventing the accident that gave a hero his powers. Naturally, the heroes catch wind of this (perhaps a fellow hero suddenly disappears or loses her powers), and must now find a way to travel back in time in order to protect their younger selves from the Time-Traveler.

## Variations and Capers

Instead of several devices the Time Traveler has a battlesuit; place the powers of the various devices into the battlesuit. The Time Traveler collects ancient mystical artifacts. The Time Traveler can call different versions of herself from other time streams; add ranks of Duplication. The time-traveling device has greatly expanded powers over time; add ranks of Time Control. The time-traveling device is limited; it can only be used to travel into the past or future and back to the villain's present. Add ranks in Teleport to allow the villain to not only travel to any period in time, but also to any place.

**History Lesson:** Caught in the act, the villain attempts to flee from the heroes by racing through time, leading the heroes on a merry chase through various eras of history. This is a chance for the heroes not only to adventure in different times, but also to meet personalities of the age.

**Totals:** Abilities 19 + Skills 15 + Feats 2 + Powers 88 + Combat 34 + Saves 12 = 170

# VILLAINOUS ARCHETYPES 2

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