

VILLAINOUS ARCHETYPES 3

A GREEN RONIN PRODUCTION CREATED BY RONIN ARTS

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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.

Some of the villains make use of power modifiers found in *Ultimate Power*; these have been referenced and included in Appendix A for your convenience

TABLE OF ARCHETYPES

The following archetypes make their appearance in this supplement:

- Beast Lord** — thinks humanity are the real animals
- Disdainful Psionic** — capable of some very dangerous thinking
- Extraterrestrial Biker** — alien dude with a bad 'tude
- Manipulative Vamp** — beauty really is only skin deep
- Mindbender** — taking you on a trip
- Obsessed Genius** — a different kind of mad scientist
- Parasitic Demon** — your misery is her pleasure
- Power Leech** — draining your powers and using them against you
- Second-Rate Villain** — powerful but completely out of his depth
- Supreme Commander** — military genius

STR	DEX	CON	INT	WIS	CHA
+8/+10*	+8	+8	+0	+5	+3
26/30*	26	26	10	20	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+8	+12/+14*	+12	+9/+11*

* raging

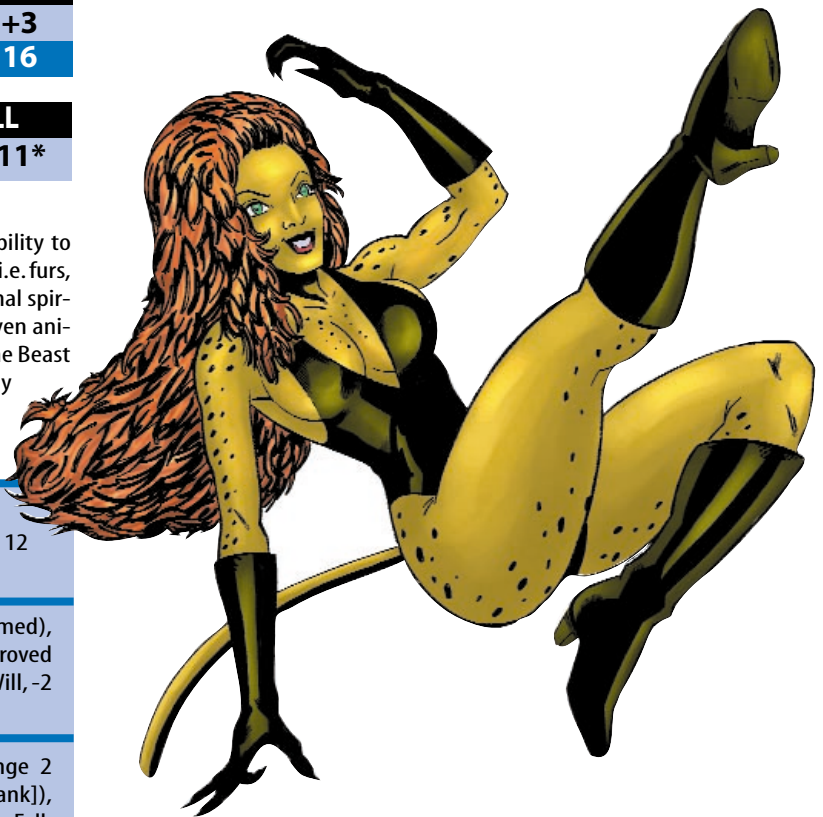
The Beast Lord possesses animal-derived powers along with the ability to control animals; the Beast Lord also frequently has animal features (i.e. furs, animal eyes, claws, tails, etc.). Beast Lords may be mythological animal spirits, ordinary animals changed by some outside effect, or humans given animal qualities as a result of genetic manipulation or magic. While some Beast Lords are little more than feral beasts satisfying their bloodlust, many see themselves as protectors of their brethren and wage a relentless war against those who would exploit them.

Skills: Acrobatics 12 (+20), Climb 12 (+20, +22 raging), Intimidate 8 (+11), Notice 12 (+17), Stealth 12 (+20), Survival 12 (+17), Swim 8 (+16, +18 raging)

Feats: All-Out Attack, Acrobatic Bluff, Attack Specialization (unarmed), Elusive Target, Endurance, Evasion 2, Fearsome Presence 8, Improved Initiative 2, Instant Up, Move-By Action, Rage 2 (+4 Str, +2 Fort/Will, -2 Def, 10 rounds), Takedown Attack 2, Uncanny Dodge (auditory)

Powers: **Animal Control 11** (Extras: Area [Burst]; Flaws: Range 2 [Touch]; *Power Feats:* Mental Link, Progression 5 [250 ft. radius/rank]), **Leaping 4** (x25), **Speed 3** (50 MPH), **Super-Movement 4** (Slow Fall, Sure-Footed 2 [one-half], Trackless), **Super-Senses 4** (Low-Light Vision, Scent, Tracking [Scent], Ultra-Hearing)

Combat: Attack +10, +12 (unarmed), Grapple +18 (+20 raging), Damage +8 (unarmed), +10 (raging unarmed), Defense +14 (+12 raging), Knockback -4, Initiative +16



If I Ran The Zoo: Angered at seeing animals caged the Beast Lord sets about freeing them from their confinement with the intention of leading them back to their homes. Although the Beast Lord's most likely target is the local zoo an animal research facility or ranch are also possibilities. The heroes will have their hands full not only with a panicked populace, rampaging animals, and the Beast Lord, but also a group of militant animal rights activists eager to help the Beast Lord, whether she wants them to or not.

The Hunter: The Beast Lord is taking revenge, striking at animal researchers, wildlife experts, ranchers, zoo employees, etc. The Beast Lord will continue her activities until the heroes stop her, something that might be made more difficult by a copycat killer (perhaps the Homicidal Psychopath) and a local media personality telling everyone werewolves are plaguing the city.

Metamorphosis: The Beast Lord uncovers a way to reverse roles turning people, including the heroes, into animals and animals into people (anthropomorphous versions of themselves). The now animal heroes must discover a way to reverse the Beast Lord's work before their minds too slip into an animal state.

"LET'S SEE HOW YOU LIKE BEING HUNTED!"

Totals: Abilities 64 + Skills 19 + Feats 24 + Powers 36 + Combat 48 + Saves 12 = 203

DISDAINFUL PSIONIC

POWER LEVEL 13

STR	DEX	CON	INT	WIS	CHA
+0	+0	+0	+10	+10	+2
10	10	10	30	30	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+15*/+0**	+5	+6	+17

* Impervious, ** without force field

Capable of killing with a thought, mentally moving massive objects, and dominating the minds of others, the Disdainful Psionic is a most daunting foe. The Disdainful Psionic sees anyone of lesser mental ability as inferior and worthy of exploitation. A gargantuan egotist, early success often causes the Disdainful Psionic to become overconfident and the villain just can't seem to resist flattery.

Skills: Concentration 12 (+22), Knowledge (behavioral sciences) 8 (+18), Notice 4 (+14), Sense Motive 8 (+18)

Feats: Attack Specialization (telekinesis) 2, Ultimate Save (Will)

Powers: **Enhanced Feats 2** (Seize Initiative, Uncanny Dodge), **Force Field 15** (Extras: Impervious), **Mental Blast 10** (Alternate Powers: **ESP 9** [all senses, anywhere on Earth; *Power Feats*: Subtle 2 (completely unnoticeable)], **Mental Blast 8** [Extras: Area (Burst)], **Mind Control 10** [Extras: Conscious, Sensory Link], **Mind Control 10** [Extras: Area (Burst), Conscious], **Telepathy 9** [anywhere on Earth; Linked **Comprehend 1** (anyone can understand)] and **Mental Transform 10** [personality]), **Super-Senses 1** (Mental Awareness), **Telekinesis 15** (Heavy Load: 400 tons; Extras: Damaging; Alternate Powers: **Suffocate 11** [telekinetic choke; Extras: Range 2 (Perception)])

Combat: Attack +7, +11 (telekinesis), Grapple +7 (+26 with telekinesis), Damage +0 (unarmed), +10 (mental blast), +11 (suffocate), +15 (telekinesis), Defense +11, Knockback -15, Initiative +0

Variations and Capers

Add or replace existing alternate powers of Mental Blast; Possession, Power Control, and Paralyze (Extras: Alternate Save [Will], Range [Perception]) are good choices. Add Flight or Teleport for enhanced mobility options. The Psionic's mind compensates for a weak body; add one or more Disability (blindness, deafness, mute, paraplegic, etc.) drawbacks. The Psionic is pure mental energy; replace Force Field with Insubstantial 4 and either add the Affects Corporeal extra to Telepathy or drop it altogether. The Psionic has permanently twisted the mind of one or more victims; give the villain ranks in the Minion or Sidekick feats.

"I AM THE SUPERIOR MIND!"

Stupid Is As Stupid Does: The Psionic has obtained the means of lowering the mental traits of others and is reducing the world's foremost intellectuals to gibbering fools. The villain might be gathering the victims' mental energies to boost his own powers, conducting a test run for a "dunce weapon", or simply want to be the smartest person on the planet.

Skeletons In The Closet: The Psionic has been spying on people using ESP, uncovering a number of secrets. The villain may use these secrets for extortion, trading silence for cold hard cash (possibly to fund some other plan), blackmail, using his leverage to become the "power behind the throne" in the heroes' city (and undoubtedly make life difficult for the heroes), or simply desire to ruin those he feels have wronged him.

You've Got To Check This Out!: The currently hottest clip on video sharing websites, a biting cartoon parody of the heroes, embeds a Psionic-supplied latent subliminal command in its viewers that forces them to attack the heroes whenever they see them. As businessmen, college students, teachers, police officers, bartenders, etc. suddenly assault them the heroes must discover why before somebody really gets hurt.



Totals: Abilities 44 + Skills 8 + Feats 3 + Powers 124 + Combat 36 + Saves 18 = 233

VILLAINOUS ARCHETYPES 3

2 OF 10

EXTRATERRESTRIAL BIKER

POWER LEVEL 13

STR	DEX	CON	INT	WIS	CHA
+16	+2	+16	+0	+3	+5
42	14	42	10	16	20

TOUGHNESS	FORTITUDE	REFLEX	WILL
+16*	+16	+4	+10

* 8 Impervious

Skills: Bluff 4 (+9), Craft (mechanical) 12 (+12), Intimidate 12 (+17), Notice 8 (+11), Pilot 12 (+14), Search 4 (+4)

Feats: All-Out Attack, Diehard, Environmental Adaptation (zero gravity), Equipment 5, Fearless, Power Attack, Startle

Powers: **Growth 2** (provides +4 Str, +2 Con; *Power Feats:* Innate; *Extras:* Duration [Continuous]; *Flaws:* Permanent), **Immunity 9** (life support), **Impervious Toughness 8**, **Regeneration 12** (bruised/unconscious 1/round, injured/staggered 1/minute, disabled 1/hour, ability damage 1/hour), **Super-Strength 4** (*Heavy Load:* 70 tons)

Device 7 (arsenal [array], easy to lose): BFG (**Blast 16** [*Power Feat:* Split Attack]); *Alternate Powers:* Boomballs (**Blast 11** [*Extras:* Area [Explosion]]), Wimp Whip (**Drain Strength 10** [*Power Feats:* Extended Reach 4 (25 ft.), Slow Fade 4 (1 hour)])

Vehicles: Spacebike (*Size:* Large; *Strength:* 40; *Defense:* 9; *Toughness:* 15; *Powers:* **Flight 6** [500 MPH; *Flaws:* Platform¹], **Space Travel 5**; *Features:* Remote Control)

Combat: Attack +10, Grapple +30, Damage +16 (unarmed or BFG), Defense +10, Knockback -12, Initiative +2

Roaring out of the depths of space with the crudeness of a hundred bike gangs, the Extraterrestrial Biker is authority's worst nightmare. Living by no rules but the villain's own, the Extraterrestrial Biker sews chaos wherever the villain appears. Bullying the weak while wheedling the strong, the Extraterrestrial Biker might be nothing more than a nuisance if the villain wasn't so powerful

Variations and Capers

Change the spacebike to another type of vehicle (i.e. a surfboard, star galleon) to give the Extraterrestrial Biker a different theme (i.e. surfer, pirate); go further by changing the bike to a minion (i.e. horse or dragon). Make the villain the Supernatural or Demonic Biker by giving him demonic qualities and powers such as Hellfire Control. Tone down the over-the-top nature of the Biker by reducing the villain's power level and traits.

"DUDE, I'M GONNA STOMP YOU!"

Raise The Roof!: The Extraterrestrial Biker has decided the heroes' planet is a great place to party! Naturally the villain's idea of a party is to trash everything in sight. When the heroes inevitably arrive to put a stop to the Biker's bash they'll find the host less than gracious to "The Man" for ruining his groove.

Most Wanted: The Biker is one the run from interstellar authorities and decides to hide out on Earth. Of course the galactic fuzz is on his trail and follow the Biker to this insignificant planet where they literally intend to leave no stone unturned in their search for him and never mind what the locals, including those guys in spandex, think.

Just Doin' My Job, Man!: The Biker comes to Earth to drag off one of the heroes or some other individual of note. The possible reasons for this are varied; the Biker could be looking for a bride, fulfilling a commission from a major galactic villain, or acting as a (supposedly) legitimate galactic bounty hunter. Whatever the case, the heroes get to chase the Biker across the galaxy trying to free his prisoner.



Totals: Abilities 84 + Skills 13 + Feats 11 + Powers 65 + Combat 40 + Saves 9 = 222

¹see Appendix A

MANIPULATIVE VAMP

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA
+2	+3	+4	+2	+2	+5
14	16	18	14	14	20

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6/+3*	+7	+7	+7

* flat-footed

The Manipulative Vamp relies on good looks, charm, and a dollop of direct manipulation to make an easy way through life, ruthlessly manipulating and exploiting those who fall under the villain's sway and kissing them goodbye when they are no longer of use. Although the Manipulative Vamp would rather use the villain's wiles to deal with opponents, if push comes to shove the villain can mix it up with surprising effectiveness.

Skills: Bluff 8 (+13, +17 with Attractive), Diplomacy 4 (+9), Notice 4 (+6), Stealth 4 (+7)

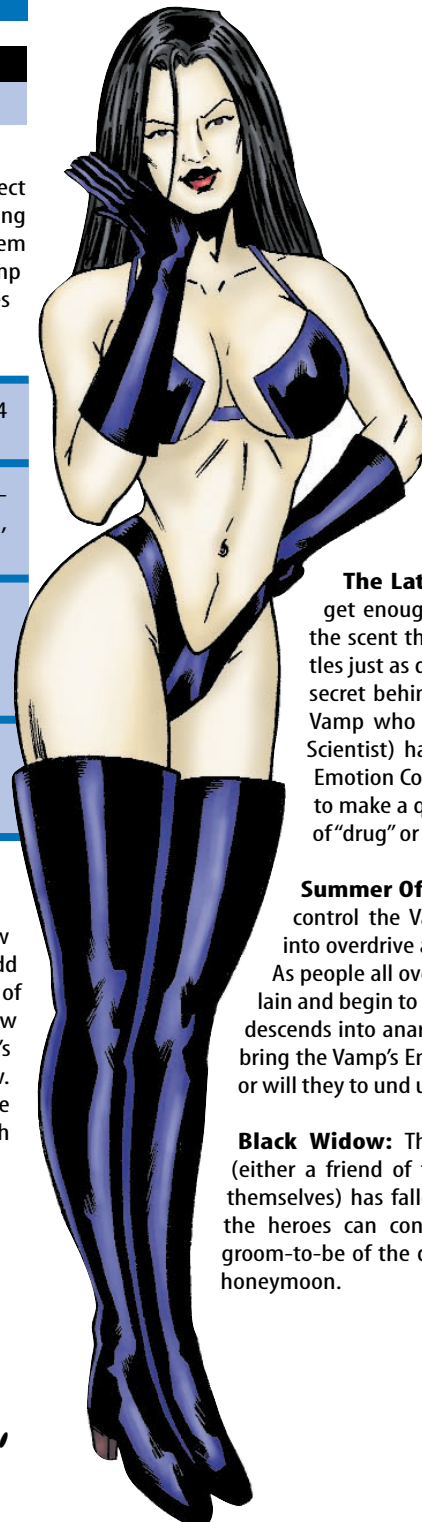
Feats: Attractive, Attack Focus (melee) 2, Attack Specialization (grapple), Defensive Roll 3, Distract (Bluff), Dodge Focus 2, Fascinate (Bluff), Grappling Finesse, Improved Grab, Improved Pin, Sneak Attack, Taunt

Powers: **Drain Constitution 10** (poison kiss; *Extras:* Insidious¹, Poison; *Flaws:* Limited [kiss only; victim must be pinned, otherwise helpless, or willing]), **Emotion Control 10** (*Power Feats:* Subtle; *Flaws:* Limited [love only]), **Immunity 2** (disease, poison)

Combat: Attack +8, +10 (melee), Grapple +14, Damage +2 (unarmed), +4 (unarmed sneak attack), Defense +12 (+5 flat-footed), Knockback -3, Initiative +4

Variations and Capers

The Manipulative Vamp can instill any emotion; remove the Limited flaw from Emotion Control. The Vamp can only affect a specific gender; add Limited (male or female) to Emotion Control. Increase the duration of Emotion Control to continuous to make it more difficult to escape and allow the Vamp to more easily have multiple victims under her spell. The Vamp's powers are pheromone based; add the Sense-Dependent (olfactory) flaw. The Vamp is a succubus; add Morph and demonic qualities. Broaden the Vamp's options with additional alternate powers for Emotion Control such as Confuse, Nauseate, or Paralyze.



The Latest Scent: People can't seem to get enough of the newest perfume, "Siren, the scent that's irresistible," snapping up bottles just as quickly as they arrive in stores. The secret behind its success is the Manipulative Vamp who (perhaps working with the Mad Scientist) has figured out how to bottle her Emotion Control. The villain might just be out to make a quick buck by selling her own kind of "drug" or could have greater ambitions.

Summer Of Love: For reasons outside of her control the Vamp's Emotion Control has gone into overdrive affecting people for miles around. As people all over the city fall in love with the villain and begin to compete for her attention the city descends into anarchy. Can the heroes find a way to bring the Vamp's Emotion Control back under control or will they to und up competing for their "true love"?

Black Widow: The city's most eligible bachelor (either a friend of the heroes or one of the heroes themselves) has fallen in love with the Vamp; unless the heroes can convince the hopelessly enchanted groom-to-be of the danger he won't make it past the honeymoon.

"HELLO THERE, HANDSOME."

Totals: Abilities 36 + Skills 5 + Feats 16 + Powers 33 + Combat 36 + Saves 12 = 138

¹see Appendix A

STR	DEX	CON	INT	WIS	CHA
+1	+2	+2	+6	+3	+5
12	14	14	22	16	20

TOUGHNESS	FORTITUDE	REFLEX	WILL
+4/+2*	+5	+5	+9

* flat-footed

The Mindbender uses mind-altering drugs to generate hallucinations in victims; these hallucinations may be shaped by the victims' own minds or "suggested" by the Mindbender. Mindbenders often use their drugs to manipulate others for personal gain or revenge, but some use them solely as a means of satisfying their intellectual curiosity, seeing everyone else as guinea pigs for their amoral experiments.

Skills: Bluff 12 (+17), Concentration 8 (+11), Craft (chemical) 12 (+18), Disguise 8 (+13), Intimidate 8 (+13), Knowledge (behavioral sciences) 8 (+14), Notice 4 (+7), Sense Motive 8 (+11), Sleight of Hand 8 (+10), Stealth 4 (+6)

Feats: Attack Focus (melee) 2, Attack Specialization (sword cane), Defensive Roll 2, Distract (Bluff), Dodge Focus 2, Equipment 1, Fascinate (Bluff), Improved Initiative, Quick Draw (draw), Redirect, Set-Up, Sneak Attack 2, Trance, Taunt, Ultimate Save (Will)

Powers: **Device 7** (hallucinogenic weapons [array], hard to lose): Sleeve-Mounted Gas Sprayer (**Illusion 10** [all senses; *Extras:* Duration 2 (Continuous); *Flaws:* Phantasms, Range 2 (Touch); *Power Feats:* Extended Reach 2 (15 feet)]); *Alternate Powers:* Drug-Laced Fingernails (**Strike 1**; Linked **Illusion 10** [all senses; *Extras:* Duration 2 (Continuous); *Flaws:* Phantasms, Range 2 (Touch)]), Gas Grenades (**Illusion 6** [all senses; *Extras:* Area (Cloud), Duration 2 (Continuous); *Flaws:* Phantasms, Range (Ranged)]), Happy Pills (**Illusion 10** [all senses; *Extras:* Duration 2 (Continuous); *Flaws:* Phantasms, Range 2 (Touch)])

Equipment: Sword Cane (**Strike 3**; *Power Feats:* Improved Critical [19-20], Mighty)

Combat: Attack +5, +7 (melee), +9 (sword cane), Grapple +8, Damage +1 (unarmed), +4 (sword cane or unarmed sneak attack), +7 (sword cane sneak attack), Defense +12 (+5 flat-footed), Knockback -2, Initiative +6

Variations and Capers

The Mindbender is immune or conditioned to his own drugs; add Immunity (own powers). The Mindbender manipulates emotions or can control other minds; change Illusion to Emotion Control or Mind Control or add them as alternate powers. Add the Triggered feat to the villain's Illusion to have the illusions activate or recur later. Limit the effectiveness of the Mindbender's Illusions by making them Sense-Dependent (olfactory).

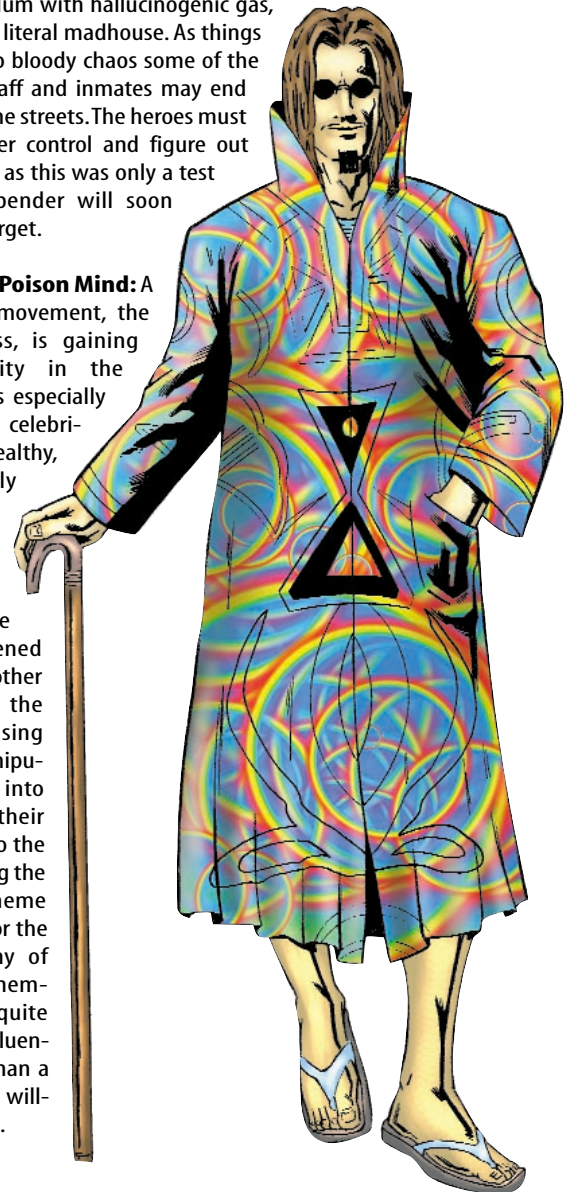
"FEELING A LITTLE STRANGE?"

Totals: Abilities 38 + Skills 20 + Feats 19 + Powers 28 + Combat 30 + Saves 12 = 147

¹See Appendix A

House Of Horrors: The Mindbender has flooded the local asylum with hallucinogenic gas, turning it into a literal madhouse. As things break down into bloody chaos some of the hallucinating staff and inmates may end up wandering the streets. The heroes must get things under control and figure out what happened as this was only a test run; the Mindbender will soon strike his real target.

Church Of The Poison Mind: A new religious movement, the Temple of Bliss, is gaining great popularity in the heroes' city. It is especially popular among celebrities and the wealthy, all who eagerly flock to hear the teachings of the "Enlightened One". Of course the "Enlightened One" is none other than the Mindbender using his drugs to manipulate followers into giving up their worldly goods to the Temple. Exposing the villain's scheme won't be easy for the heroes as many of the Temple's members are quite wealthy and influential and more than a few seem quite willing to be misled.



Will The Real Mindbender Please Stand Up: With the Mindbender behind bars someone else has taken up the villain's mantle. This new Mindbender could be a disturbed former victim of the Mindbender, a deranged copycat, or just someone looking to use the villain's notoriety for personal gain. The heroes may require the help of the original Mindbender (who won't give it freely) to put this new version away or they might find the original has escaped and is now hunting the impostor. Alternately, this new Mindbender could be the villain's protégé, someone carrying on the work until the master is freed (a goal the protégé is undoubtedly working toward).

OBSESSED GENIUS

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA
+8/+0	+8/+0	+8/+0	+9	-1	+0
26/10	26/10	26/10	28	8	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+10/+8*	+10	+10	+5

* without costume

The Obsessed Genius is completely consumed by a desire, most often with gaining revenge on a hero or group of heroes the villain blames for some misfortune. Consequently, the Genius devotes every resource to the pursuit of this obsession and will not stop until successful or dead. If there is a silver lining it is that clever foes can often use the Genius' myopic fixation against the villain.

Skills: Computers 8 (+17), Craft (chemical) 12 (+21), Craft (electronic) 12 (+21), Intimidate 8 (+8), Knowledge (physical sciences) 12 (+21), Knowledge (technology) 12 (+21), Notice 4 (+3), Pilot 4 (+12), Stealth 4 (+12)

Feats: Equipment 10, Inventor, Master Plan, Startle

Powers: Enhanced Constitution 16, Enhanced Dexterity 16, Enhanced Strength 16, Immunity 5 (mind control)

Equipment: Costume (**Protection 2**), Gas Mask, Mini-Tracer, Night-Vision Goggles, Video Camera, Parabolic Microphone, *Satchel of Goodies* (array): Stink Bombs (**Nauseate 4**; *Extras:* Area [Cloud], Range [Ranged]); *Alternate Powers:* Cherry Bombs (**Blast 5**; *Extras:* Area [Explosion]), Roman Candles (**Blast 5** [*Extras:* Autofire]), Screaming Mimis (**Dazzle 8** [auditory]; *Extras:* Area [Burst])

Vehicles: Jetwing (*Size:* Medium; *Strength:* 25, *Defense:* 10; *Toughness:* 10; *Powers:* **Flight 5** [250 MPH; *Flaws:* Platform¹], **Obscure 5** [smoke trail, visual; *Flaws:* Range (Touch); *Extras:* Area (Trail), Independent¹]; *Features:* Remote Control)

Combat: Attack +12, Grapple +20, Damage +5 (cherry bombs or roman candles), +8 (unarmed or screaming mimis), Defense +10, Knockback -5, Initiative +8

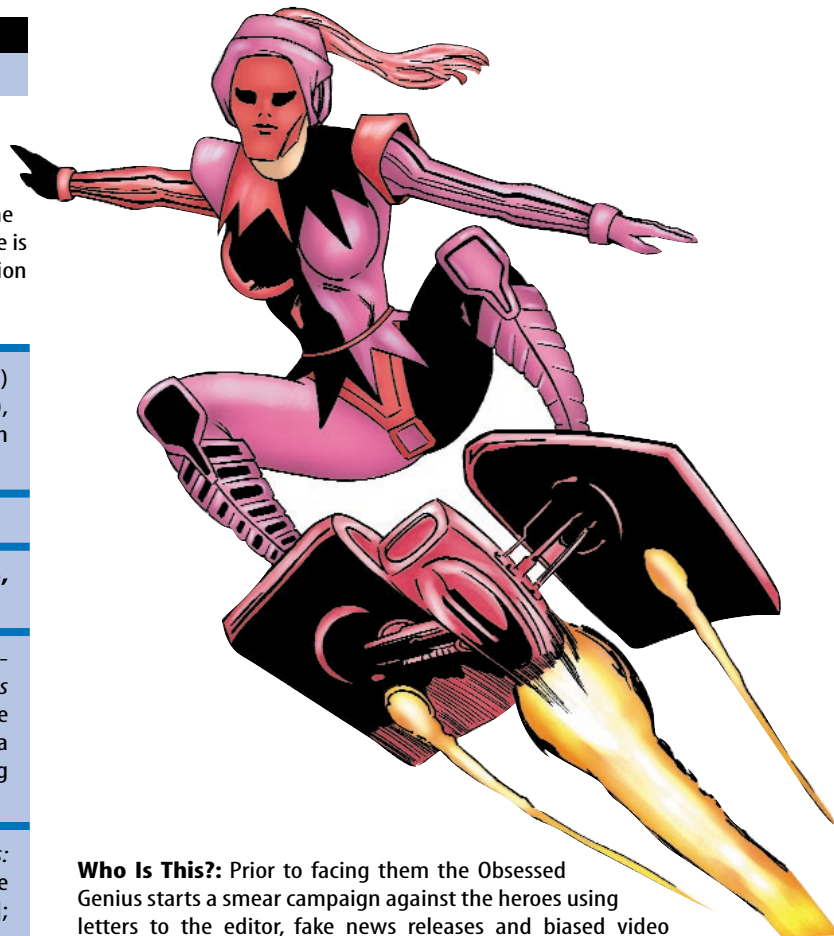
Variations and Capers

The Genius is not completely obsessed; remove Immunity 5 (mind control). Assign specific equipment/devices to the Genius to take advantage of the heroes known weaknesses (drawbacks). Instead of being a scientific mind, the Genius is someone who was given or found the powers and devices; alter the villain's skills and feats to reflect this alternate background.

"I'VE GOT YOU THIS TIME!"

Totals: Abilities 16 + Skills 19 + Feats 13 + Powers 53 + Combat 44 + Saves 10 = 155

¹see Appendix A



Who Is This?: Prior to facing them the Obsessed Genius starts a smear campaign against the heroes using letters to the editor, fake news releases and biased video footage posted on websites, threatening graffiti, calls to talk shows, etc. If the heroes have a public headquarters they can expect protestors (paid by the Genius), letter bombs, and anything else the villain can think of. This campaign continues until the Genius is ready to face the heroes or until they track the villain down.

Hostage Situation: In an obvious effort to force the heroes into a confrontation the Genius takes hostages (most likely bystanders but if possible friends of the heroes). The Genius' demands are simple: the heroes must face the villain or the hostages' lives are forfeit (they may be forfeit anyway since their sole purpose is to get the heroes to show up). Sure the heroes know it's a trap, but what choice do they have?

This Guy Just Doesn't Stop!: Having failed to destroy the heroes in her previous attempts, the Genius has seized upon the ultimate solution: destroy the entire city with the heroes in it! How the villain plans to do this doesn't really matter, the only thing of importance is that, with the stakes at their highest and the Genius at her most determined (desperate?), it's time for the final showdown!

PARASITIC DEMON

POWER LEVEL 11

STR	DEX	CON	INT	WIS	CHA
+5	+5	+5	+2	+3	+5
20	20	20	14	16	20

TOUGHNESS	FORTITUDE	REFLEX	WILL
+9	+9	+9	+7

The Parasitic Demon is a denizen of the infernal realms who, much like a vampire feeds on blood, draws sustenance from the negative emotions of mortals. Although occasionally assisting the wicked on their path to damnation, the Fiend finds it far more satisfying to corrupt the righteous, taking great pleasure in using trickery and deceit to devastating effect.

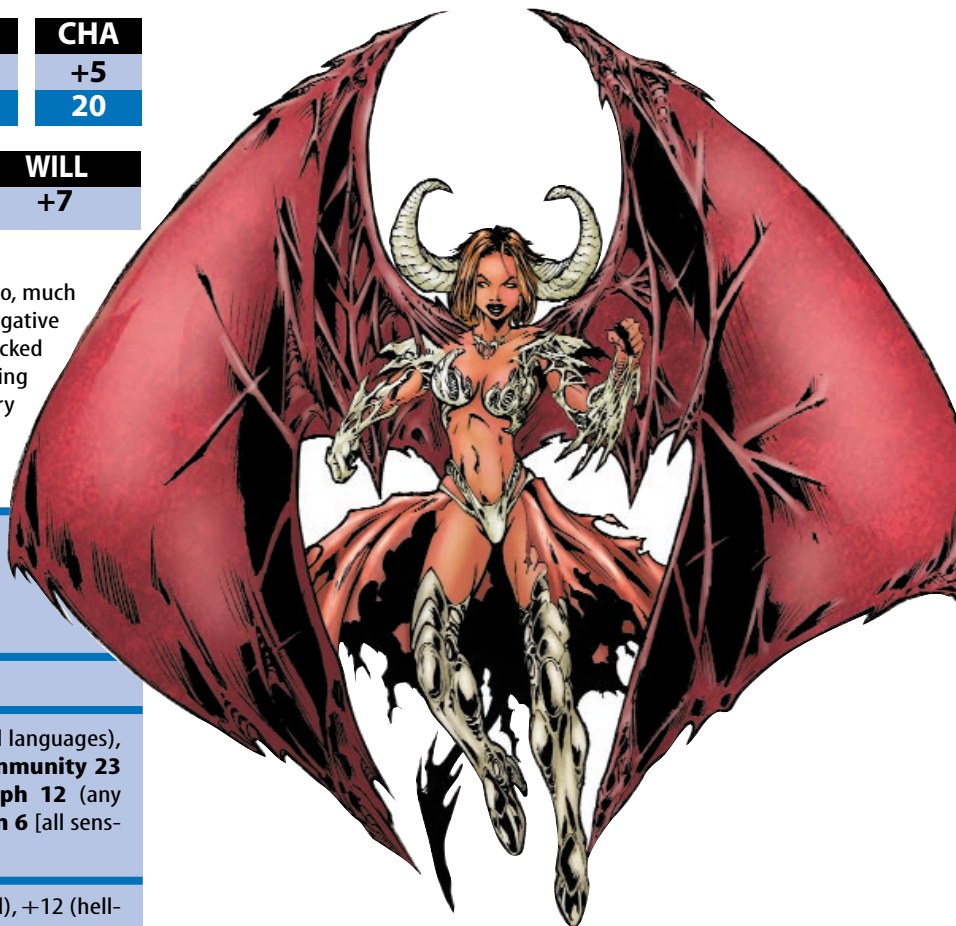
Skills: Bluff 12 (+17, +21 with Attractive), Diplomacy 8 (+13, +17 with Attractive), Disguise 0 (+65 with Morph), Knowledge (arcane lore) 4 (+6), Knowledge (theology and philosophy) 4 (+6), Notice 4 (+7), Sense Motive 8 (+11)

Feats: Attractive, Distract (Bluff), Fascinate (Bluff), Taunt

Powers: **Comprehend 3** (read, speak, and understand all languages), **Flight 3** (50 MPH; *Flaws:* Limited [only in true form]), **Immunity 23** (acid, aging, cold, disease, electricity, fire, poison), **Morph 12** (any humanoid; *Alternate Powers:* **Hellfire Control 12**, **Illusion 6** [all senses], **Nauseate 12**), **Protection 4**

Combat: Attack +10, Grapple +15, Damage +5 (unarmed), +12 (hellfire), Defense +13, Knockback -3, Initiative +5

Drawbacks: Power Loss (Flight when wings are restrained, 1 point), Vulnerable (holy attacks, +50%, 2 points), Weakness (holy ground, -1 Str and powers per 5 minutes, 4 points)



I Thought You Were Gone Forever: The Demon morphs into someone one of the heroes (or a close friend) loves and who is thought dead or missing (i.e. friend, parent, spouse, etc.). The Demon's goal is to make the hero believe this individual has returned, build a relationship, and then, when the hero is fully emotionally invested, either strike a bargain for the hero's soul in return for being reunited with the hero's loved one or have the loved one die/disappear again and feed off the hero's resulting emotional devastation.

She's Just Using You: The Demon insinuates herself to a budding Mystic. The fiend intends to use the young Mystic to perform a ritual to open a gate to the infernal planes allowing scores of demons into the world while tremendously increasing the Demon's own powers; the emotional pain caused by the Mystic's realization that he or she just started the end of the world is a bonus.

Love Is A Many-Splendored Thing: The unthinkable has happened: the Demon has fallen in love with an intended victim, one of the heroes (or a close friend). Revealing her true self she asks for understanding and protection from her infernal masters who will not be happy about this turn of events. The heroes must decide whether the Demon is telling the truth and, if so, journey to the infernal realms to bargain for her soul.

Variations and Capers

The Demon is actually a sorcerer; change Hellfire Control to Magic. The Demon is undead; change Immunity to Fortitude effects and remove the Constitution score. As written the Demon can only use her full powers when in her true form; make Morph a separate power to allow the fiend to use some or all of her powers in any form. Add the Phantasms flaw to Morph so the Demon's appearance cannot fool cameras and other such devices forcing the fiend to avoid them; you may wish to add the Phantasms flaw to Illusion as well.

"I CAN GIVE YOU
WHAT YOU WANT."

Totals: Abilities 50 + Skills 10 + Feats 4 + Powers 63 + Combat 46 + Saves 12 - Drawbacks 7 = 178

POWER LEECH

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA
+2	+3	+2	+0	+2	+3
14	16	14	10	14	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+4/+2*	+5	+7	+7

* flat-footed

The Power Leech takes powers from an opponent and makes them the villain's own, making the Power Leech stronger and the opponent weaker. Although the Leech's ability to transfer powers is limited, the villain's ability to drain powers is not; the Leech can still drain powers from an opponent even if the villain can not transfer them. Because the Leech is capable of transferring only actual powers, the villain is usually of little concern or challenge to heroes who don't have powers.

Skills: Acrobatics 8 (+11), Bluff 8 (+11), Climb 8 (+10), Disguise 8 (+11), Notice 4 (+6), Stealth 12 (+15), Swim 8 (+10)

Feats: Attack Specialization (unarmed), Defensive Roll 2, Distract (Bluff), Evasion, Seize Initiative, Sneak Attack, Taunt

Powers: **Transfer 10** (all powers at once; *Extras:* Alternate Save [Will], Total Fade; *Flaws:* Limited [traits increased must be same as traits lowered and in direct proportion], Tainted)

Combat: Attack +8, +10 (unarmed), Grapple +10, Damage +2 (unarmed), +4 (unarmed sneak attack), Defense +10, Knockback -2, Initiative +3

Variations and Capers

The Leech assumes the appearance of her victims for as long as she retains their powers; add Linked Morph to Transfer. If assuming the victim's appearance is optional, make Morph a stand-alone power Limited to individuals she has transferred powers from. Add the Slow Fade feat to reduce the rate of transferred point loss. Add the Extra Subject extra to allow the Leech to transfer powers from more than one opponent. Increase the duration of Transfer to Sustained to allow the villain to retain transferred powers for as long as the villain can take free actions; in this case the villain cannot use Transfer again until ceasing the previous use and all transferred points are lost at once (they do not fade) when the power is no longer maintained.

I Know Your Secret: While transferring powers from a hero the Leech somehow manages to learn a secret from the hero's memories. This could be anything from the hero's secret identity to the hero's family tree to the location of the hero's secret headquarters. Can the hero stop the Leech from using the secret to the villain's advantage, or will this be the key that finally allows the Leech to destroy the hero?

Change Of Heart: Once again the villain's Transfer power goes awry; this time the villain adopts the personality of the last hero the villain transferred powers from. Now considering herself one of the good guys, the Leech seeks to join the heroes in their fight for good. Faced with the choice of having a former enemy in their midst or letting the world's newest "hero" operate solo the heroes have a tough call to make, especially since no one can be certain how long the Leech's reformation will last.

All Your Powers Are Belong To Me! The Leech is suddenly able to permanently and infinitely transfer powers from opponents; this could be an evolution of the villain's powers or a temporary condition brought about by some external factor. As the Leech grows ever stronger the weakened heroes must find a way to regain their powers, perhaps even asking some of their old enemies who have also had their powers drained for help.



"WHAT'S THE MATTER?
FEELIN' A LITTLE WEAK?"

Totals: Abilities 24 + Skills 14 + Feats 8 + Powers 70 + Combat 36 + Saves 12 = 164

SECOND-RATE VILLAIN

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA
+10/+1	+11/+2	+2	+0	+0	+0
30/12	32/14	14	10	10	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+12*/+2**	+6	+13	+4

* 10 Impervious, ** without exoskeleton

The Second-Rate Villain is a small-time hood who somehow came into possession of a powerful device. Although unable to comprehend the actual nature of the device, the Second-Rate Villain is nevertheless smart enough to know a good thing when it falls in one's lap. But while the device provides tremendous powers, the Villain is still nothing more than small-time hood and lacks the imagination and drive to truly maximize the device's powers; the Villain usually ends up as a lackey to more powerful or smarter villains.

Skills: Bluff 4 (+4), Climb 4 (+14), Disable Device 8 (+8), Notice 4 (+4), Profession (thief) 4 (+4), Search 8 (+8), Stealth 4 (+15)

Feats: Attack Specialization (strike)

Powers: Device 17 (exoskeleton; hard to lose): **Enhanced Dexterity 18**, **Enhanced Feats 5** (Dodge Focus 2, Evasion 2, Power Attack), **Enhanced Strength 18**, **Leaping 5** (x50; *Alternate Powers: Speed 5* [250 MPH], **Swimming 5** [50 MPH]), **Protection 10** (*Extras: Impervious*), **Strike 2** (*Extras: Penetrating 5* [including 3 ranks of Strength bonus]), **Super-Strength 5** (*Heavy Load: 24 tons*)

Combat: Attack +6, +8 (strike), Grapple +21, Damage +10 (unarmed), +12 (strike), Defense +8 (+3 flat-footed), Knockback -11, Initiative +11

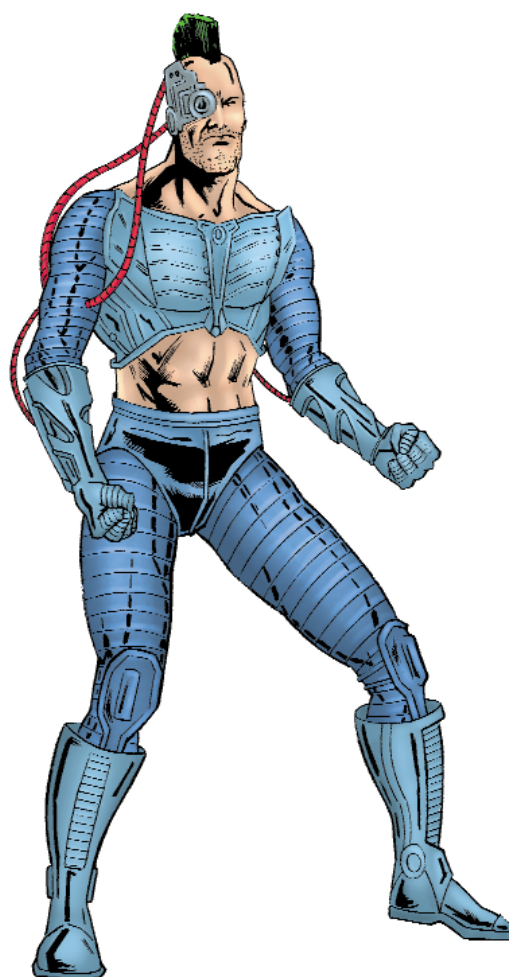
Variations and Capers

The Second-Rate Villain still doesn't fully understand the functioning of the device; add the Full Power, Power Loss, or Unreliable flaw to one or more of the device's powers. The Second-Rate Villain is getting the hang of things; add ranks in Acrobatics and additional combat feats such as Power Attack and Move-By Action. Make the exoskeleton a (relatively) permanent part of the villain (i.e. fused or grafted to the Villain's body); move all of the powers out of the Device.

Take It Back To The Dealer: The Villain's exoskeleton is malfunctioning. It may have sustained damage in a previous battle or be in need of maintenance. Since the Villain can't fix it he's decided to kidnap someone who can (i.e. the exoskeleton's creator or even a hero) and force them to do it. Alternately, the Villain goes to see another villain with repair capabilities (the Mad Scientist is appropriate) and is promptly relieved of the exoskeleton by the other villain. Knowing he can't get his exoskeleton back alone the Villain asks the heroes for help, figuring the heroes won't want the device to remain in the Mad Scientist's hands the Villain will have an opportunity to get the exoskeleton back in the ensuing battle.

This Is The Wrong Sort Of Exoskeleton: It turns out the exoskeleton is an alien artifact with a mind, or at least an A.I., of its own. Taking over the Villain's body, and perhaps even enhancing the villain's ability to fight, the exoskeleton initiates its primary programming: extinguishing all human life. Unable to control his own body the Villain can only hope the heroes can stop the exoskeleton without killing him in the process.

Big Time: Tired of being small-time and other villains' gofer, the Second-Rate Villain decides to show everyone what he is truly capable of by committing a big solo heist. Inevitably, things go wrong. Now pursued by the police, the heroes, and his fellow supervillains (who want to teach him a lesson about obedience), the Second-Rate Villain is becoming increasingly desperate and likely to do something very foolish.



"COOL!"

Totals: Abilities 10 + Skills 9 + Feats 1 + Powers 68 + Combat 24 + Saves 10 = 122

SUPREME COMMANDER

POWER LEVEL 7

STR	DEX	CON	INT	WIS	CHA
+1	+1	+2	+7	+7	+6
12	12	14	24	24	22

TOUGHNESS	FORTITUDE	REFLEX	WILL
+4/+2*	+5	+4	+11

* without undercover shirt

The Supreme Commander is a master of military strategy, tactics, and organization, a behind-the-scenes villain working through an endless supply of minions to achieve objectives. The Supreme Commander may be a master villain or serve another villain, one more powerful or with greater access to resources (i.e. Armored Megalomaniac, Alien Subjugator, Corrupt Sorcerer, or Unscrupulous Billionaire).

Skills: Bluff 8 (+14), Concentration 8 (+15), Diplomacy 8 (+14), Intimidate 8 (+14), Knowledge (current events) 4 (+11), Knowledge (history) 8 (+15), Knowledge (tactics) 12 (+19), Knowledge (technology) 4 (+11), Notice 12 (+19), Sense Motive 8 (+15)

Feats: Assessment, Distract (Bluff), Equipment X*, Evasion, Improved Aim, Inspire 5, Leadership, Master Plan, Minions X*, Precise Shot, Seize Initiative, Redirect, Set-Up, Teamwork 3, Ultimate Feat (Master Plan)

Equipment: Light Pistol (**Blast 3**), Undercover Shirt (**Protection 2** [Power Feats: Subtle])

Combat: Attack +5, Grapple +6, Damage +1 (unarmed), +3 (light pistol), Defense +5, Knockback -2, Initiative +1

*The Supreme Commander has at the villain's disposal whatever forces and equipment (i.e. troops, tanks, planes, etc.) the Gamemaster deems appropriate.

Variations and Capers

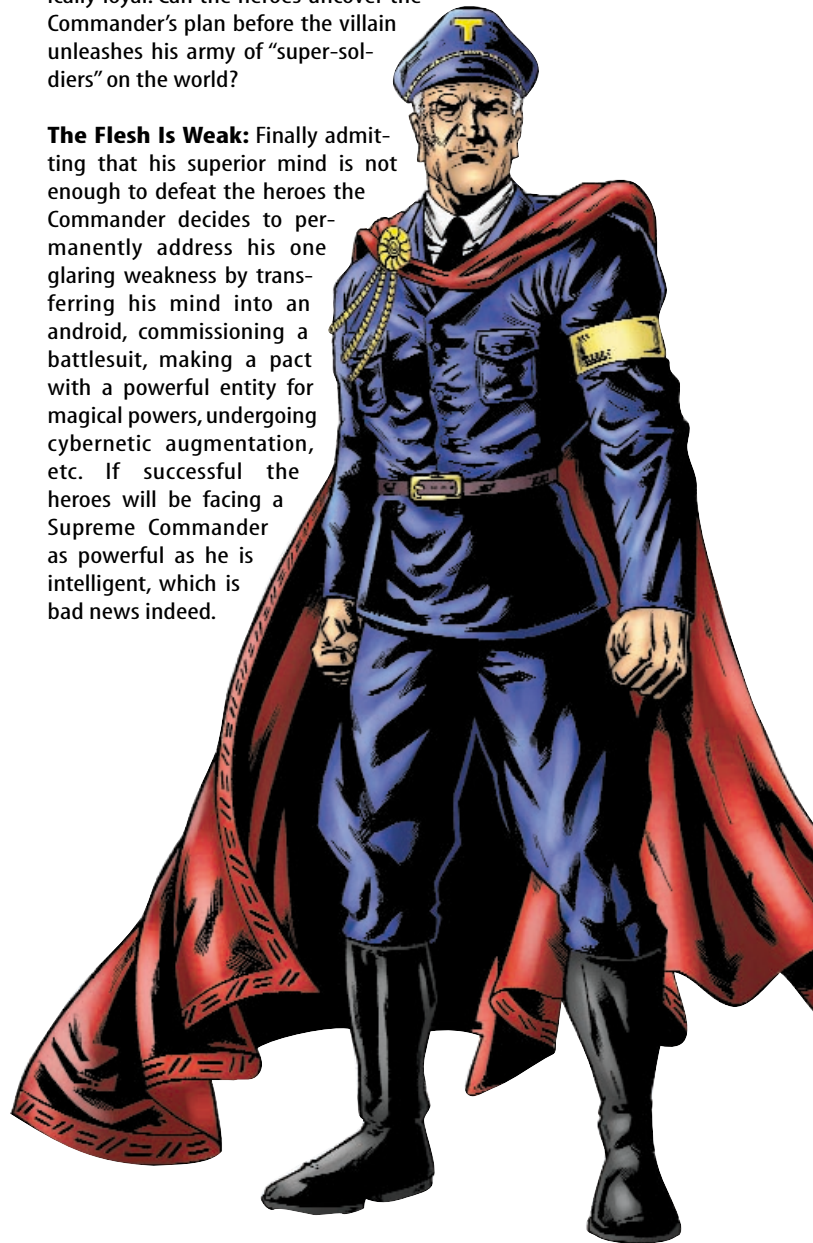
The Commander is immortal and may in fact be one or more infamous historical military leaders; add Immunity 3 (aging, disease, poison). The Commander is hands-on when necessary; add one or more Devices (i.e. laser monocle, battlesuit, cybernetic arm) to give the villain an edge over the heroes. The Commander has access to magic; give the villain Knowledge (arcane lore) and the Ritualist feat.

"I HAVE CALCULATED YOUR EVERY POSSIBLE RESPONSE; YOU CANNOT WIN!"

A Joke No Longer: A villainous organization that has never posed much of a threat suddenly becomes much more effective, coming out on top of the heroes for the first time and actually completing a number of well-executed missions. The shadowy figure behind this sudden increase is in competence is of course the Supreme Commander and the heroes need to take him out of the picture before the villain can turn his charges into an even greater threat.

Supertrooper: Tired of having his regular troops fall to the heroes, the Supreme Commander's minions kidnap the world's foremost geneticists and psychologists; the villain intends to have them create the perfect soldier: strong, tough, highly skilled, and brainwashed to be fanatically loyal. Can the heroes uncover the Commander's plan before the villain unleashes his army of "super-soldiers" on the world?

The Flesh Is Weak: Finally admitting that his superior mind is not enough to defeat the heroes the Commander decides to permanently address his one glaring weakness by transferring his mind into an android, commissioning a battlesuit, making a pact with a powerful entity for magical powers, undergoing cybernetic augmentation, etc. If successful the heroes will be facing a Supreme Commander as powerful as he is intelligent, which is bad news indeed.



Totals: Abilities 48 + Skills 20 + Feats 19 + Combat 20 + Saves 10 = 117

APPENDIX A

The following Power Modifiers appear in *Ultimate Power* and are included here for your convenience.

Independent

+0 Modifier

Applied to a sustained effect, this modifier makes its duration independent of the user and based instead on the number of power points in the effect. The effect occurs normally and then fades at a rate of 1 power point of effectiveness per round until it is gone. While it lasts, it requires no attention or maintenance from the user, like a continuous duration effect, although it can still be countered or nullified (also like a continuous effect). This is like a combination of the Duration (continuous) and Fades modifiers. An Independent Alternate Power continues to function even when the Array is switched to a different configuration. If an effect is not sustained, modify its duration before applying this modifier.

Insidious

+1 Modifier

This modifier is similar to the Subtle power feat, except Insidious makes the *result* of an effect harder to detect rather than the effect itself. For example, a target suffering from Insidious Damage isn't even aware he's been damaged, someone affected by an Insidious Drain feels fine until some deficiency becomes obvious, and so forth. A target of an Insidious effect may remain unaware of any danger until it's too late! An Insidious effect is detectable either by a DC 20 skill check (usually Notice, although skills like Knowledge, Medicine, or Sense Motive may apply in other cases as the GM sees fit) or a particular unusual sense, such as an Insidious magical effect noticeable by detect magic or magical awareness. Note that Insidious does not make the effect itself harder to notice; apply the Subtle power feat for that. So it is possible for an active Insidious effect to be noticeable: the target can perceive the effect, but not its results: for example, the effect appears "harmless" or doesn't seem to "do anything" since the target cannot detect the results.

No Saving Throw

+2 Modifier

An effect that normally allows a saving throw does not do so with the application of this modifier. Essentially, the target is assumed to automatically fail the effect's usual save. If applied to a staged effect, the target receives a saving throw, but the effect has its minimum possible effect (that of failing the save by 1) even if the save *succeeds*.

Immunity (and any other effect where a saving throw succeeds automatically) trumps this modifier; targets immune to an effect are equally immune to No Saving Throw versions of that effect.

Platform

-1 Modifier

Your Flight is reliant on some sort of platform on which you stand or sit. If you suffer any knockback while flying (see Knockback, *M&M*, page 165) or you are grappled by someone standing on the ground, you're knocked or pulled off your platform and cannot fly. You can regain the use of your flying platform by reactivating your Flight effect (which may require a Concentration check, depending on circumstances).

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