

JUICIOUS VILLAINS II

MYSTICAL MONSTERS



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VICIOUS VILLAINS II

MYSTICAL MONSTERS



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Our apologies to the vast majority of people to whom this message does not apply.

CREDITS

WRITTEN BY:

Travis Legge & Tony Kurtz

EDITED BY:

Travis Legge

ART DIRECTION BY:

Travis Legge

LAYOUT & TYPESETTING BY:

Travis Legge and Darius McCaskey

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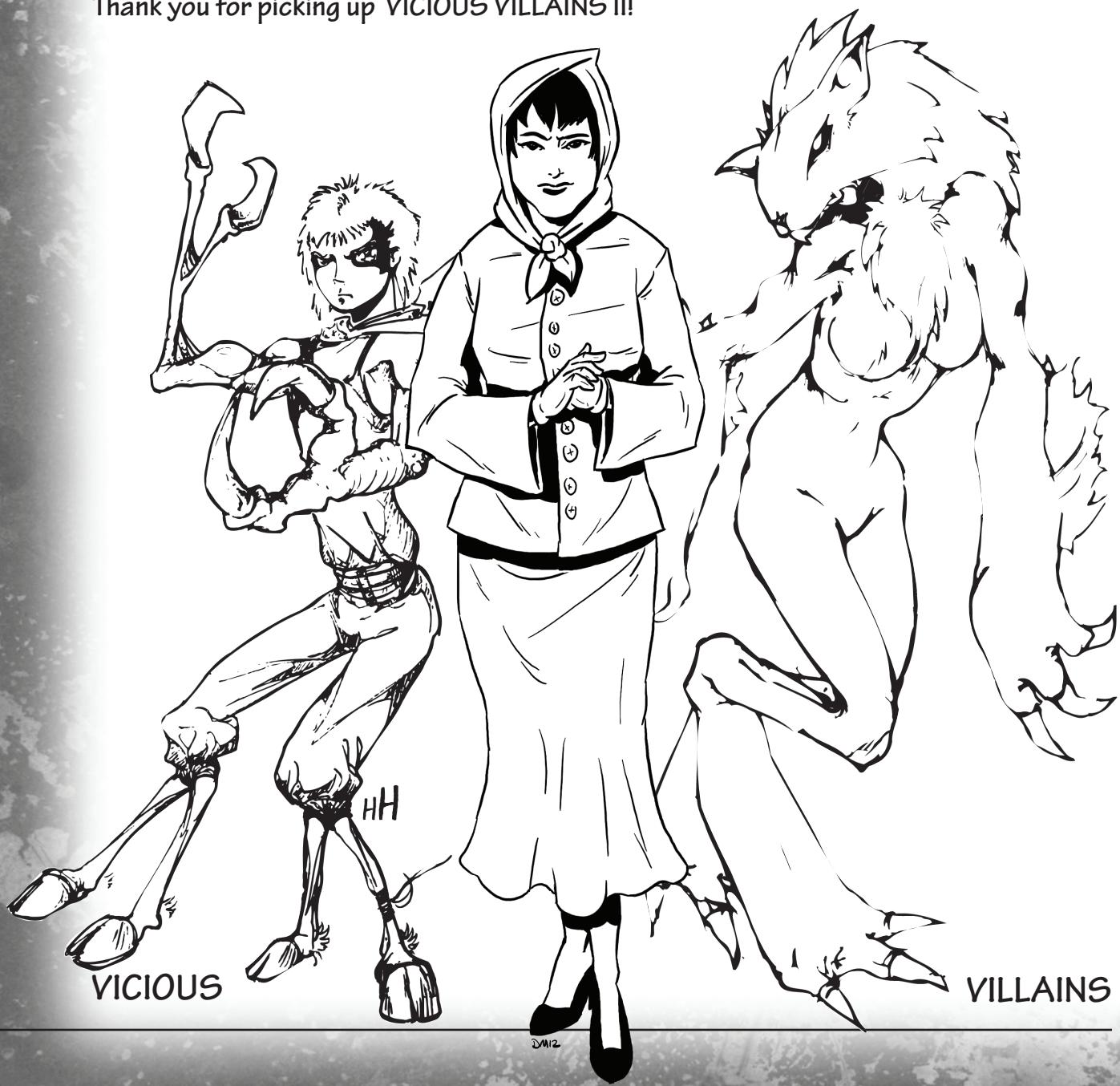
MORE villains!

Based on the success of our previous supplement VICIOUS VILLAINS: THE BADDEST OF THE BAD (available at <http://rpg.drivethrustuff.com/product/1048981>) we have decided to put together another collection of bad guys and girls for use in your M&M campaign!

In this book you will find eight villains, ranging from PL6 to PL 15. We have also introduced a few rules tweaks to help enrich your game including new complications and new rules regarding the Artificer and Ritualist Advantages!

We hope you enjoy this .pdf! Please check out our other gaming materials, films and comics at <http://www.aegisstudios.com>

Thank you for picking up VICIOUS VILLAINS II!



THE ARCADIAN

Princess Elvyne of Arcadia was born in the wild kingdom of the Fae. Though noble born and groomed to eventually assume the throne of Arcadia, Elvyne had little interest in politics. She was a free spirit, even for a faerie. A notorious prankster and troublemaker, Elvyne loved to torment her brothers and sisters with practical jokes and elaborate pranks. Above all, she loved assisting in the Harvest. The Harvest is the seasonal journey made to the realm of Man to collect children and replace them with changelings. Elvyne was greatly amused by the idea of bringing human babes into Arcadia and leaving behind fae children in their stead. To her, the Harvest is simply another elaborate joke and anyone who sees it differently (human parents, the authorities, superheroes) are simply stodgy.



fuddy-
duddy

sticks in the mud who need to get a life.

Though mercurial and arguably insane (at least by human standards) Elvyne is ultimately a noble creature. If she gives her word of honor she feels duty-bound to uphold it. Beyond that she finds herself involved in all manner of mischief at every opportunity.

Elvyne's control over plant life (via the Animate Plants power, detailed on page 12 of this book) and affinity for animals leads her to stick mostly to rural environments, though on occasion she makes an exception.

VICIOUS

VILLAINS

AUSPEX (PP TOTAL 165)							
Gender	F	Height	5'5"		Identity	Publicly Known	
Age	26	Weight	120 Lbs.		Base of Operations	The Sanctum	
PL	11	Eyes	Purple		Group Affiliation	None	
Abilities (62 PP)							
STR	0	AGI	2	FIG	2	AWE	7
STA	4	DEX	2	INT	7	PRE	7
Offense (0 PP)							
Dagger	4			Initiative	2		
Thrown	2			Blast	6		
Defense (5 PP)							
Toughness (STA)		4		Dodge (AGL)		2	
Fortitude (STA)		4		Parry (FGT)		2	
Will (AWE)					12		
Skills (55 PP)							
Close Combat (Knives)						2 (4)	
Deception						10 (17)	
Expertise (Magic)						10 (17)	
Expertise (Streetwise)						10 (17)	
Expertise (Theology)						10 (17)	
Insight						10 (17)	
Intimidation						6 (13)	
Investigation						6 (13)	
Perception						10 (17)	
Persuasion						6 (13)	
Ranged Combat (Blast)						4 (6)	
Sleight of Hand						10 (12)	
Stealth						10 (12)	
Treatment						6 (13)	
Advantages (5 PP)							
Attractive, Equipment x2, Luck, Ritualist							
Powers & Devices (38 PP)							
Magic (Dynamic Alternate Effects Below)						10	
-Affliction (Concentration, Cumulative, Progressive)						4	
-Flight						10	
-Luck (Area, Selective)						4	
-Mind Control						5	
-Mind Reading						10	
-Move Object (Precise)						9	
-Nullify (Broad: Magic)						10	
-Regeneration (Persistent)						10	
-Teleport (Accurate, Extended, Portal)						4	
Complications (0 PP)							
Reputation (Public Criminal Record), Temper (Auspex is ESPECIALLY vengeful)							
Equipment, Vehicles & Headquarters							
Headquarters (Townhouse: Size -1, Toughness 12, Dedicated Workshop: Ritualist, Dimensional Portal, Grounds, Isolated, Library (Occult), Living Space, Sealed (Magical Wards), Secret							

AUSPEX

Arguably one of the most powerful sorceresses on Earth, Odessa Lynch is a magical prodigy. Her parents both held the rank of Adeptus Exemptus in the Order of the Golden Dawn. Her first books were alchemical texts and she was raised in the practice of magic. While her mother cautioned that permitting her to access so much power at such a young age was detrimental to her development, her father simply saw her as incredibly gifted and entitled to seize the great power locked within her. As such, he encouraged her studies, rushing her through the ranks of initiation in the Order and teaching her a host of potent spells and rituals. Ambitious to a fault, Odessa took to the teachings with vigorous tenacity and grew to love the power that magic brought. Tragically, her mother's concerns proved valid and as Odessa entered her teenage years she began to abuse her power at every opportunity. When her mother attempted to place restrictions on her, Odessa retaliated with rage. When her father, deeply disturbed by Odessa's actions, joined in the censure, Odessa challenged him to a Wizard's duel. Emerging the clear victor, Odessa demanded the family's holdings as her prize, including her father's lands and occult libraries. Turning her parents out onto the streets, Odessa returned to her pursuit of ultimate power.

Soon, Odessa learned that academia and ritual will only take a magus so far in life. In the modern world one also needs money. To fund her research (and her increasingly expensive tastes) Odessa turned to a life of crime. Hiring out her considerable magical talents, Odessa soon gained a reputation as the go-to girl for villains looking for a little hocus pocus to help fuel their schemes.

Unfortunately, running with supervillains led Odessa, under the assumed name Auspex, into the path of a band of superheroes. Woefully unprepared for conflict with the capes and tights set, Auspex found herself arrested and imprisoned. A few bribes and a spell or two later she got herself an early release, but Auspex is now a known supercriminal. Her anonymity is shattered and her reputation tarnished. This upsets Odessa to no end and she has dedicated her life to seeking revenge, not only on the superheroes that arrested her, but on the entire superhero community.



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AZMODEUS (PP TOTAL 339)							
Gender	M	Height	Variable	Identity		Irrelevant	
Age	Infinite	Weight	Variable	Base of Operations		Hell	
PL	15	Eyes	Variable	Group Affiliation		The Fallen Host	
Abilities (160 PP)							
STR	10	AGI	10	FIG	10	AWE	10
STA	10	DEX	10	INT	10	PRE	10
Offense (0 PP)							
Attacks	10			Initiative	10		
Defense (25 PP)							
Toughness (STA)		15	Dodge (AGL)		15		
Fortitude (STA)		15	Parry (FGT)		15		
Will (AWE)					15		
Skills (16 PP)							
Deception						6 (16)	
Expertise (Theology)						5 (15)	
Insight						5 (15)	
Intimidation						6 (16)	
Perception						5 (15)	
Persuasion						5 (15)	
Advantages (8 PP)							
Diehard, Luck x7							
Powers & Devices (130 PP)							
Variable (Affects Others or Yourself, Reaction, Perception, Ranged)						10	
Complications (0 PP)							
Hatred (All things good and holy), Prejudice (People tend to dislike demons).							
Equipment, Vehicles & Headquarters							
As Needed.							

AZMODEUS

Azmodeus, the stoker of the fires of Hell, is one of the fallen Host. An honest to badness demon, Azmodeus retains all the power of one of the architects of creation. He is capable of doing virtually anything imaginable. Eons of damnation have driven him quite mad. Recently he was freed from the prison of Perdition by a wizard with more power than sense. After killing the foolish magus that dared to summon him, Azmodeus set out to discover what havok he could wreak in this new world. It wasn't long before Azmodeus found himself in conflict with Earth's heroes. He was defeated by a band of heroic sorcerers, but escaped before they could banish him back to Hell. Now, in hiding, Azmodeus plots his revenge against man, God, and the Superheroes that dare to protect the earth.



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THE COUGAR (PP TOTAL 120)					
Gender	F	Height	5'4"/6'6"	Identity	Secret
Age	19	Weight	105/350 lbs.	Base of Operations	Mobile
PL	8	Eyes	Blue/Blue	Group Affiliation	None
Abilities (36 PP)					
STR	O (*1)	AGI	O	FIG	O
STA	O (*1)	DEX	O	INT	4
Offense (0 PP)					
Unarmed	O		Initiative	O	
Defense (19 PP)					
Toughness (STA)	4 (*5)	Dodge (AGL)			4
Fortitude (STA)	4 (*5)	Parry (FGT)			4
Will (AWE)				11	
Skills (10 PP)					
Deception					3 (11)
Expertise (Art)					2 (6)
Expertise (Magic)					2 (6)
Expertise (Theology)					2 (6)
Investigation					3 (7)
Stealth					6 (6)
Treatment					2 (6)
Advantages (7 PP)					
Animal Empathy, Attractive x2, Diehard, Hide in Plain Sight, Jack-of-All-Trades, Seize Initiative					
Powers & Devices (64 PP)					
Shapeshift (Limited: Only Woman-Panther form)					8
*Growth (Innate)					1
*Leaping					2
*Protection (Impervious)					6
*Regeneration (Persistent)					5
*Strike (Claws adds to Strength)					5
*Senses (Olfactory: Accurate, Acute, Danger Sense, Tracking)					8
Complications (-16 PP)					
Shapeshift is Limited and Uncontrollable (Triggered by night fall every night except the new moon) Identity: Secret, Secret: The nature of the curse.					
(Traits marked with *represent the Woman-Panther form)					
Equipment, Vehicles & Headquarters					
None					

THE COUGAR

Jenny Williams has a terrible secret. While backpacking in the Appalachians she was attacked by a horrific cat-like creature. While her hiking companion was killed and devoured, Jenny survived the attack. Overwhelmed with grief and nearly crippled from her injuries, Jenny was nearly at the breaking point. While recovering in the hospital from her injuries, her life took a dark turn for the worse. Under the light of the moon, Jenny transformed into a Werepanther, filled with rage and hungry for human flesh. When the sun rose she had returned to human form and her wounds had healed. Stealing some clothes to cover herself, Jenny went on the run. She's been running ever since. Running from the law, running from the beast and running from herself.

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COUNT ERICH GREY (PP TOTAL 216)							
Gender	M	Height	6'1"		Identity	Secret	
Age	2,000	Weight	200 lbs.		Base of Operations	Mobile	
PL	10	Eyes	Brown		Group Affiliation	None	
Abilities (104 PP)							
STR	8	AGI	6	FIG	10	AWE	4
STA	8	DEX	6	INT	2	PRE	8
Offense (0 PP)							
Unarmed	10		Initiative	6			
Defense (8 PP)							
Toughness (STA)	8		Dodge (AGL)	11			
Fortitude (STA)	9		Parry (FGT)	11			
Will (AWE)				9			
Skills (4 PP)							
Athletics				3 (11)			
Deception				1 (9)			
Stealth				4 (10)			
Advantages (6 PP)							
Fast Grab, Uncanny Dodge, Hide in Plain Sight, Grabbing Finesse, Accurate Attack, Improved Grab							
Powers & Devices (136 PP)							
Immortality				15			
Concealment (Visual, Auditory)				6			
Flight				10			
Insubstantial (Mist Form)				4			
Mind Control				8			
Senses (Acute Visual, Hearing)				4			
Impervious Toughness				8			
Regeneration				5			
Damage (Bite)				1			
Complications (-38 PP)							
Immortality is Limited (vulnerable to a stake through the heart or decapitation) -15							
Toughness is Limited (inapplicable to staking/decapitation) -15, Mind Control is Limited (Requires eye contact) -8							
Vulnerable to sunlight (Loses 1 Stamina per turn of contact), Addiction: Human blood							
Equipment, Vehicles & Headquarters							
None							

COUNT ERICH GREY

Count Grey has spent the last two millenia hunting humans for blood. The years have not been kind to the Count and he remembers very little of his past. Eons of nightly hunting, maintaining false identities, gaining and losing loved ones, friends and enemies has driven the Count irrevocably insane. Now he is little more than a bloodthirsty madman, cursed to stalk the night, wandering in his lonely madness.

In his rare moments of lucidity, the Count claims that there is a cure for his horrific condition and that he desperately seeks it. He knows that a human wizard of some repute (he's not certain which and details regarding the story change each time he recites it) holds the key, an ancient Book of the Dead.

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GHOST SERPENT (PP TOTAL: 135)					
Gender	F	Height	5'6	Identity	Publicly Known
Age	65	Weight	-	Base of Operations	Mobile
PL	9	Eyes	Brown	Group Affiliation	None
Abilities (62 PP)					
STR	1	AGI	7	FIG	9
STA	4	DEX	4	INT	2
Offense (0 PP)					
Melee	9			Initiative	15
Defense (11 PP)					
Toughness (STA)		8	Dodge (AGL)		10
Fortitude (STA)		6	Parry (FGT)		10
Will (AWE)					5
Skills (11 PP)					
Acrobatics					1 (8)
Insight					4 (6)
Expertise (Magic)					8 (10)
Perception					2 (4)
Sleight of Hand					3 (7)
Stealth					3 (10)
Vehicles					1 (5)
Advantages (4 PP)					
Improved Initiative x2, Ritualist, Well-Informed					
Powers & Devices (59 PP)					
Ghost: Concealment (Visual, Linked)					3
-Flight (Linked)					3
-Immunity (Suffocation, Linked)					2
-Insubstantial (Linked)					4
Nullify (Mutant Descriptor)					4
Snake Bite (Combat Knife: Weaken (Physical Attributes – Broad, Progressive, Simultaneous; Linked)					6
-Strike (Linked)					6
Complications (-14 PP)					
Snake Bite is Easily Removable (-14 pts), Motivation: Vengeance against Superheroes, Weakness: Ghost Serpent takes normal damage from Iron and cannot pass through Iron when in ghost form.					
Equipment, Vehicles & Headquarters					
None.					

GHOST SERPENT

The assassin known throughout the criminal underworld as the Ghost Serpent was once a humble Palestinian housewife. Her home was hit by a stray rocket during one of the many border skirmishes in her homeland. She died covered in the blood of her two children. Her rage was so strong that her spirit remained behind, making her a ghost. Walking the earth as a restless shade, she eventually encountered a medium who shared her lust for blood, if not her emotional motive. The medium agreed to train the Ghost Serpent in using her ghostly abilities in exchange for service as an assassin. The Ghost Serpent agreed and has killed for hire ever since. In between jobs, she often returns to her homeland to make attacks of a more personal nature.



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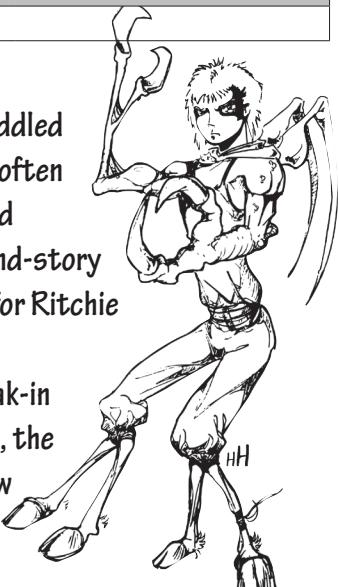
TUNNEL RAT (PP TOTAL: 105)						
Gender	M	Height	5'5"	Identity	Public	
Age	16	Weight	145 lbs.	Base of Operations	Abandoned tunnels	
PL	7	Eyes	Brown	Group Affiliation	None	
Abilities (48 PP)						
STR	4	AGI	3	FIG	2	AWE
STA	3	DEX	3	INT	1	PRE
Offense (0 PP)						
Unarmed	2			Initiative	23	
Defense (4 PP)						
Toughness (STA)		3		Dodge (AGL)		7
Fortitude (STA)		3		Parry (FGT)		2
Will (AWE)					4	
Skills (12 PP)						
Athletics						4 (8)
Deception						4 (8)
Insight						4 (8)
Perception						4 (8)
Persuasion						4 (8)
Stealth						4 (7)
Advantages (2 PP)						
Move-By Action, Uncanny Dodge						
Powers & Devices (39 PP)						
Burrow (Penetrating)						10
Super-Speed						5
Senses (Danger, Darkvision, Direction)						4
Complications (0 PP)						
Destitute (New Complication: a character possessing the "Destitute" Complication is utterly without money and may not have any sort of conventional equipment or Headquarters. They live in squats and are unable to amass any wealth or possessions unless they steal it or salvage it from the trash. If the character DOES manage to gain wealth of any substantial kind it must be accompanied with a new complication to replace "Destitute."), Hideous (New Complication: A character possessing the "Hideous" complication is so deformed and inhuman that the average person who encounters him will automatically assume he is a monster and treat him with fear or revulsion. This may, at GM discretion offer a bonus to intimidation rolls, a penalty to Persuasion rolls, or various other social consequences as he deems appropriate.						
Equipment, Vehicles & Headquarters						
None.						

TUNNEL RAT

Ritchie Lombard was born in a horrible part of town. his mother was a drug addled prostitute, his father a mystery. in order to feed himself (as his mom would often forget) Ritchie took to running for a local drug dealer. Ritchie's small size and athletic build made him a great runner and soon he moved up to being a second-story man. Pulling B&Es for the local gang brought more money and for a while life for Ritchie got comparatively good, if dangerous.

Then he was pointed at an especially dangerous target. Pulling a break-in on a local witch, Ritchie was caught in the act. Rather than calling the police, the witch laid a horrible curse on Ritchie, turning him into an accursed freak. Now Ritchie lives in the abandoned tunnels beneath the city, plotting revenge on the witch and the gang that abandoned him.

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THE VICTORIAN (PP TOTAL 90)							
Gender	F	Height	5'7	Identity	Secret		
Age	25	Weight	135 lbs.	Base of Operations	Penthouse Apt.		
PL	6	Eyes	Brown	Group Affiliation	None		
Abilities (44 PP)							
STR	1	AGI	2	FIG	1	AWE	6
STA	2	DEX	2	INT	4	PRE	4
Offense (0 PP)							
Unarmed	1			Initiative	2		
Defense (8 PP)							
Toughness (STA)		2		Dodge (AGL)		2	
Fortitude (STA)		6		Parry (FGT)		1	
Will (AWE)					10		
Skills (26 PP)							
Deception						4 (8)	
Expertise (Magic)						6 (10)	
Expertise (Theology)						6 (10)	
Insight						6 (12)	
Intimidation						6 (10)	
Investigation						2 (6)	
Perception						6 (12)	
Persuasion						4 (8)	
Sleight of Hand						6 (8)	
Stealth						6 (8)	
Advantages (0 PP)							
Artificer, Benefit x3 (Wealthy), Fascinate x3 (Deception, Intimidation, Persuasion),							
Fearless, Ritualist, Skill Mastery (Expertise: Magic), Ultimate Effort x2 (Expertise: Magic, Will Saves)							
Powers & Devices (0 PP)							
Complications (0 PP)							
Motivation: Greed, Fame: The Victorian is WELL known in her home city as a mystic/psychic. Her illicit activities are secret, for the moment.							
Equipment, Vehicles & Headquarters							
Apartment (Size -2, toughness 6, Dedicated Workshop: Artificer 1, Dedicated Workshop: Ritualist 1) Cost: 0							

THE VICTORIAN

Victoria Hamilton was always obsessed with old things. Thrift stores, swap meets and bargain bins were her favorite things. During high school she came across an old diary at a swap meet for a quarter. She picked it up and it opened a whole new world for her. The diary was a book of shadows belonging to a witch from the 1800s. Immersing herself in the hand-scrawled texts, Victoria taught herself the magical arts, and amazingly the spells worked!

Dropping out of high school, Victoria set up shop as a psychic, using ritual magic to add authenticity to her “business.” Soon she was raking in money from the gullible, which she then reinvested in the acquisition of occult artifacts. She now runs a lucrative business trading in occult items, often acquired through illicit means.



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NEW POWER: ANIMATE PLANTS

You can grant plants mobility and limited awareness, allowing them to carry out your commands. Your power may also grow them to considerable size. Animated plants can grab and hold targets, flail with limbs, vines, or branches, or become shambling soldiers, in the case of animated trees.

Plant controllers often apply the Multiple Minions and Horde modifiers to this power, allowing them to animate entire groups of plants at once. While animated plants are typically minions, this power might have the Heroic modifier, removing the minion template from the animated plants.

Animate Plants: Summon Animated Plant, Controlled, General Type • 4 points per rank. A couple of sample animated plants are given here. Apply additional ranks of Growth to create even larger and more formidable versions.

Animated Tree PL8 STR 8 STA 8 AGL -2 DEX 0 FGT 4 INT — AWE 0 PRE —

Powers: Branches (Extra Limbs 4), Giant (Growth 8, Permanent, Innate), Plant (Immunity 2 (Suffocation))

Advantages: Improved Grab

Offense: Initiative -2, Unarmed +4 (Close, Damage 8)

Defense: Dodge 0, Parry 4, Fortitude 8, Toughness 8, Will

Immune

Totals Abilities -16 + Powers 23 + Advantages 0 +

Skills 0 + Defenses 10 = Total 17

Giant Fly-Trap

PL7 STR 6 STA 6 AGL 0 DEX 0 FGT 6

INT — AWE 0 PRE —

Powers: Crushing Jaws (Strength-based Damage 2), Giant (Growth 6, Permanent, Innate), Plant (Immunity 2 (Suffocation))

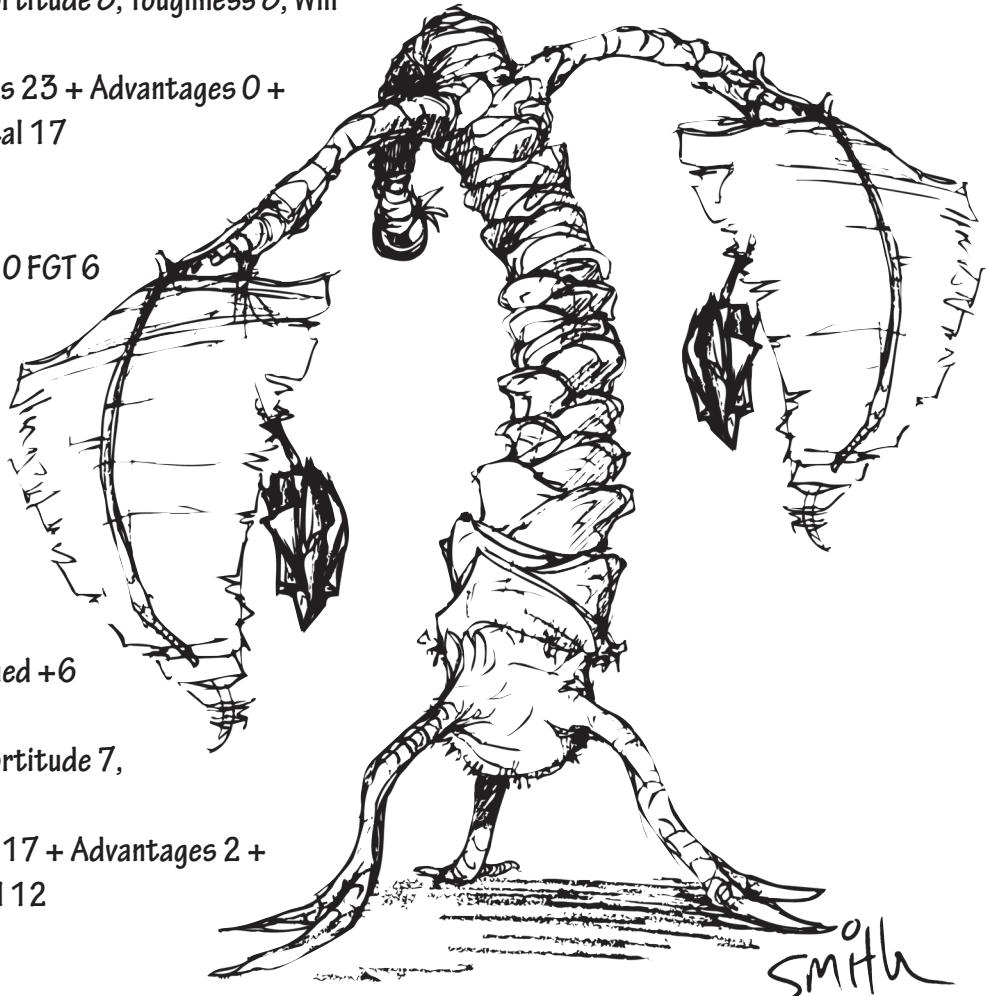
Advantages: Improved Grab, Improved Hold

Offense: Initiative +0, Unarmed +6 (Close, Damage 8)

Defense: Dodge 0, Parry 6, Fortitude 7, Toughness 6, Will Immune

Totals Abilities -8 + Powers 17 + Advantages 2 +

Skills 0 + Defenses 1 = Total 12



ADVANTAGES: ARTIFICER VS RITUALIST

The following rules offer an alternate system for the Artificer and Ritualist Advantages, separating them and granting each unique bonuses and drawbacks.

Artifact:

The Artifact advantage allows characters to create limited-use magical “devices” which hold a number of charges. To create an Artifact, the Artificer defines its effects and its cost as if purchasing the effects during character creation. This cost is used for the necessary skill checks and determines the time required to create the Artifact. Artifacts are subject to the same power level limits as other effects in the series.

DESIGN CHECK

First, the Artificer must design the Artifact. This is an Expertise (Magic) skill check. The DC is 10 + the Artifact’s total cost, including all modifiers except Removable, which does not apply to Artifacts, as they are temporary by nature.

Designing an Artifact requires an hour’s work per point of the Artifact’s cost. You can make a routine check to design an Artifact. You can reduce the rank of the design time, taking a -5 circumstance penalty on the check for each -1 time rank reduction.

Design Check = DC 10 + Artifact’s point cost

If the check is successful, you have a design for the Artifact. If the check fails, the design is flawed and you must start over. With three or more degrees of failure, the designer is not aware of the design flaw; the design seems correct, but the Artifact won’t function (or at least won’t function properly) when it’s used. For this reason, the GM should make the design check

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secretly and only inform the player whether or not the character appears to have succeeded.

CONSTRUCTION CHECK

Once the design is in hand, the character can construct the Artifact. This requires four hours of work per point of the Artifact’s cost, so an Artifact costing 10 points takes 40 hours (about a week’s work normally, or working two days straight without rest) to construct. When the construction time is complete, make an Expertise (Magic) skill check. The DC is 10 + the Artifact’s point cost and you can make it as a routine check. You can reduce the rank of the construction time, taking a -5 circumstance penalty on the check for each -1 time rank reduction.

Construction Check = DC 10 + Artifact’s point cost

Success means the Artifact is complete and functional. Failure means the Artifact doesn’t work. Three or more degrees of failure may result in a mishap, at the GM’s discretion.

USING THE ARTIFACT

Once the Artifact is complete, it is good for use in one scene, after which it breaks down or runs out of power. If the character wishes to use the Artifact again, there are two options.

The first is to spend the necessary points to acquire the Artifact as a regular power, part of the



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character's traits; in this case, the Artifact qualifies for the Removable flaw and, once purchased, can be used again like any power. The second is to recharge the Artifact. This takes one minute of game time and requires an Expertise (Magic) roll at a DC equal to the initial Design Check + the number of times the Artifact has been previously recharged. If this check is failed by more than 5, the Artifact is destroyed and may (At GM's discretion) cause a magical backlash, damaging the character as if he were being subjected to a Magic Blast attack at ranks equal to the highest ranked trait of the Artifact. Therefore, recharging Artifacts is rarely done due to the immense danger involved.

Example: Your hero needs to whip up a mind-shielding device to confront the bad guy, who has seized control of his teammates. Immunity to Mind Control (a common Affliction effect) cost 5 points, so the Expertise (Magic) check is DC 15 (10 + 5) and takes 5 hours. Your hero's skill bonus is +15, so he succeeds automatically. The construction check is also DC 15 (10 + the device's cost).

It takes 20 hours. Your hero again succeeds automatically on the check. However, that's 25 hours total to build the mind-shield, and the bad guy plans to send his new "puppets" into action in just a few hours. Even taking a -15 check penalty to cut the time to one-eighth only takes it down to just over three hours. Your hero needs that device right now, so he's going to need to speed things up....

JURY-RIGGING ARTIFACTS

An Artificer can Jury-Rig an Artifact normally. Jury-Rigged Artifacts can be recharged normally.

MISHAPS

At the GM's discretion, three or more degrees of failure, or a natural roll of 1, on any Expertise (Magic) skill check involving the Artificer

Advantage may result in some unexpected side-effect or mishap. Exactly what happens depends

heavily on the Artifact. Artifact mishaps can become a source of adventure ideas and put the heroes in some difficult situations. They may also be considered Complications and offer the consummate awards. Mishaps may (and often do) occur in tandem with backlash generated by recharging an Artifact. Magic is nothing if not unpredictable.

Ritualist

The Ritualist Advantage functions much like the Artificer Advantage (using the same skill checks) with the following alterations:

DESIGN:

While the Design process for a Ritual is similar, the design time is greater. To design a Ritual the character must spend 4 hours per point cost of the Ritual's effect. If the Character succeeds the Design Check DC by more than 5, however, he may Archive the ritual, noting it on his sheet. Future castings of that Ritual no longer require Design Checks.

CONSTRUCTION/CASTING

Casting a Ritual takes 1 minute per point cost of the Ritual's effect and requires an Expertise (Magic) Check at a DC equal to 10 + the Ritual's point cost.

JURY-RIGGING

A character may ONLY Jury-Rig a Ritual that he has already Archived (see above). To Jury-Rig a Ritual, the character must first pay the costs normally associated with Jury-Rigging. Jury-Rigging a Ritual allows the character to perform the ritual in a number of rounds equal to its cost. An Expertise (Magic) check against a DC equal of (15 + the ritual's cost) is needed to successfully perform the ritual. Failure means the ritual does not work and the time and effort is wasted.

MISHAPS

Rituals are subject to Mishaps, just like Artifacts (see above).

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