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MUTA & MASTER

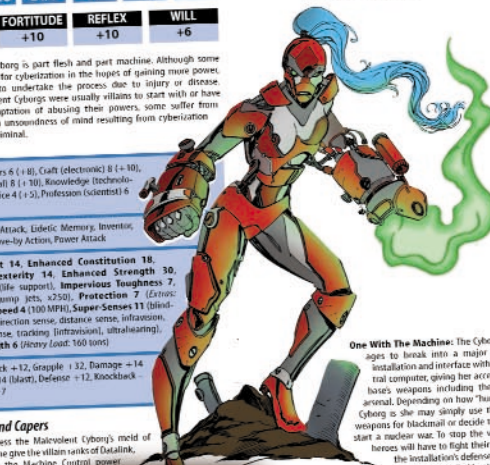
VILLAINOUS ARCHETYPES 1



POWER LEVEL 13

CON	INT	WIS	CHA
+7/-2	+2	+1	-1
24/6	15	13	9
FORTITUDE	REFLEX	WILL	
+10	+10	+6	

"I AM SO MUCH MORE
THAN I WAS!"



One With The Machine: The Cyborg manages to break into a major military installation and interface with the central computer, giving her access to the base's weapons including the nuclear arsenal. Depending on how "human" the Cyborg is she may simply use the base's weapons for blackmail or decide to try and start a nuclear war. To stop the villain the heroes will have to fight their way past the installation's defenses that are now controlled by the Cyborg.

and Capers

and the Malwarebot (Cyborg) meld of
the give life villain rank of Darklink.
the Machine Control points
the scientist doll package
offers, criminal, social
flows from extreme Cyborg
(animal effects).
seeks to the Cyborg's Bizarro
and attacks.

SUPER

to either for research
discovering people and
don't take well to the
city. Not only do the heroes have to stop the Cyborg
"upgrades" to innocent victims, they also need to find a way
how the villain has already "improved."

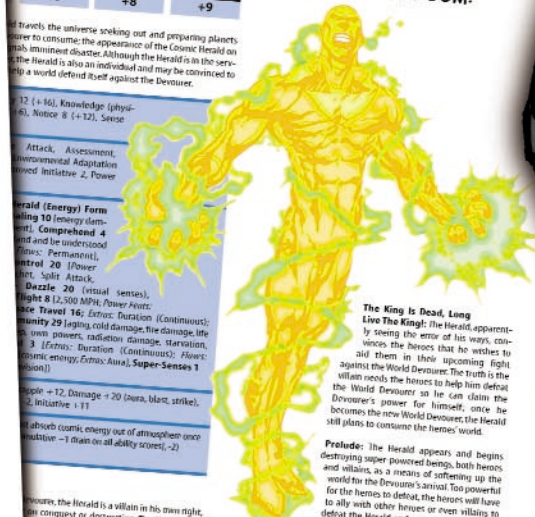
Totals: Abilities 1 + Skills 10 + Feats 6 + Powers 154 + Combat 48 + Saves 11 = 230

HERALD

DEX +3 16	CON +4 18	INT +2 14	WIS +4 18	CHA +4 18
FORTITUDE +9		REFLEX +8		WILL +8

POWER LEVEL 16

"BEHOLD THE COMING
OF YOUR DOOM!"



Thermal (Energy) Form
 Rating 10 (Energy element)
 Comprehend 4
 and be understood
 Planes: Permanent)
 Control 20 (Power
 Shot, Split Attack,
 Dazzle 20 (visual senses),
 Flight 8 (2,500 MPH, Power Feats:
 Space Travel 16; Extras: Duration (Continuous);
 Immunity 29 (aging, cold damage, fire damage, life
 to own powers, radiation damage, starvation,
 3 [Extras: Duration (Continuous); Flaws:
 Cosmic energy, Extras: Aura], Super-Senses 3
 (visual).

Apple +12, Damage +20 (aura, blast, strike)
2, Initiative +11

at absorb cosmic energy out of atmosphere and
cumulative - I drain on all ability scores - 2)

evourer, the Herald is a villain in his own right on conquest or destruction. The Herald is a lion, instead of a unicorn.

The Herald's powers by adding more power. It is not a bring of pure energy; remove impervious Protection. The Herald is an em-

Abilities 34 + Skills 9 + Traits 7 + ...

The King Is Dead, Long Live The King! The Herald, apparently by seeing the error of his ways, convinces the heroes that he wishes to aid them in their upcoming fight against the World Devourer. The truth is the Herald needs the heroes to help him defeat the World Devourer so he can claim the ruler's power for himself, once he has the new World Devourer, the Herald plans to consume the heroes' world.

le: The Herald appears and begins his super-powered beings, both heroes and villains, as a means of softening up the world for the Devourer's arrival. Too powerful to defeat, the heroes will have to team up with other heroes or even villains to defeat the Herald and prepare for the arrival of the Devourer.

Not Death: Although he has discovered the Herald must still report his news, it can prevent the Herald from going to the Devourer then the Devourer, at least not in the near future.

POWER LEVEL 9

CHA
+3
17



**ONLY
IN PDF!**

TIME TO BAG ANOTHER TROPHY!"

Totals: Abilities 40 + Skills 71 + Feats 31 + Combat 38 + Saves 9 = 139

VILLAINOUS ARCHETYPES 1

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.

TABLE OF ARCHETYPES

The following archetypes make their appearance in this supplement:

Arrogant Paragon — destined to rule all "lesser beings".

Cosmic Herald — the World Devourer's advance scout.

Criminal Prankster — the clown princess of crime.

Great Hunter — hunting the most dangerous game.

Homicidal Psychopath — giving power tools a bad name.

Malevolent Cyborg — part human, part machine, all villain.

Master Thief — don't bother to lock up your valuables.

Unscrupulous Billionaire — he who has the gold makes the rules.

Unstoppable Force — punishing bruiser.

World Devourer — the end of the world.

ARROGANT PARAGON

POWER LEVEL 15

STR	DEX	CON	INT	WIS	CHA
+17	+1	+18	+2	+2	+2
45	13	47	15	15	15

TOUGHNESS	FORTITUDE	REFLEX	WILL
+18	+19	+6	+10

The Arrogant Paragon feels superior to everyone else and inevitably the Paragon seeks to dominate all these "lesser beings." The Paragon's sense of superiority is based on the villain's impressive physical abilities and is often rooted in, or gives rise to, evolutionary or racial biases. Fortunately for the heroes, the Arrogant Paragon's beliefs usually cause the villain to underestimate the abilities of "lesser" opponents, making the villain less effective.

Skills: Concentration 8 (+10), Intimidate 12 (+14), Notice 8 (+10), Sense Motive 4 (+6)

Feats: All-Out Attack, Attack Focus (melee) 2, Diehard, Improved Critical (unarmed), Power Attack, Startle

Powers: Flight 8 (2,500 MPH), Immunity 12 (aging, life support, starvation and thirst, need for sleep), Impervious Toughness 18, Super Strength 10 (Heavy Load: 6,400 tons), Super-Senses 2 (ultravision, ultra-hearing)

Combat: Attack +13 (melee), +11 (ranged), Grapple +39, Damage +17 (unarmed), Defense +12, Knockback -18, Initiative +1

Variations and Capers

To increase the Arrogant Paragon's combat abilities give the villain the Blast power or one of the many Energy Control powers. To increase the Paragon's staying power in combat add ranks of Regeneration or Healing (limited to the Paragon). People of a like mind are often drawn to the Paragon's views of superiority; give the Paragon ranks in the Minion feat and/or a Sidekick.

I Have The Power!: The Paragon discovers, or finds someone (the Mad Scientist archetype is a good choice) to create, a device that strips other super-beings of their powers and transfers them to the Paragon. Armed with this device, the Paragon begins challenging heroes all over the world, growing more powerful with every victory. Unless the heroes stop the villain, the Paragon may soon be the most powerful individual on the planet!

"BOW DOWN BEFORE ME!"



I Am Legion!: An individual or government favorable to the Paragon's views (perhaps the Armored Megalomaniac leader of a nation or the Unscrupulous Billionaire) takes the Paragon's DNA and makes a serum used to create an army of super-soldiers for the Paragon to lead to world conquest. Of course, the Paragon may not actually have wanted to donate the required DNA, in which case the heroes may find themselves fighting alongside the villain to stop the super-soldier army. Alternately, the DNA might be used to create a bizarre, imperfect duplicate of the Paragon.

Fight Of The Century: The Paragon (perhaps with the aid of other villains such as the Kung-Fu Killer, Master of Energy, and Unstoppable Force) publicly challenges the heroes to open combat, ridiculing them in the media and even kidnapping loved ones until they accept. This could be anything from a simple attempt at public humiliation to a distraction for a more serious crime that will take place while the hero or heroes are busy with the villain; the only way the heroes will know for sure is to accept the challenge.

Totals: Abilities 90 + Skills 8 + Feats 7 + Powers 68 + Combat 46 + Saves 14 = 233

STR	DEX	CON	INT	WIS	CHA
-/+0*	+3	+4	+2	+4	+4
-/10*	16	18	14	18	18

TOUGHNESS	FORTITUDE	REFLEX	WILL
+4	+9	+8	+9

* vs. incorporeal

The Cosmic Herald travels the universe seeking out and preparing planets for the World Devourer to consume; the appearance of the Cosmic Herald on a world always signals imminent disaster. Although the Herald is in the service of the Devourer, the Herald is also an individual and may be convinced to move on or even help a world defend itself against the Devourer.

Skills: Diplomacy 12 (+16), Knowledge (physical sciences) 4 (+6), Notice 8 (+12), Sense Motive 12 (+16)

Feats: Accurate Attack, Assessment, Defensive Attack, Environmental Adaptation (zero gravity), Improved Initiative 2, Power Attack

Powers: **Cosmic Herald (Energy) Form 30** [Absorption Healing 10 [energy damage; Flaws: Permanent], **Comprehend 4** [read, speak, understand and be understood in all languages; Flaws: Permanent], **Cosmic Energy Control 20** [Power Feats: Precise, Ricochet, Split Attack, Alternate Powers — **Dazzle 20** (visual senses), **Disintegration 10**], **Flight 8** [2,500 MPH; Power Feats: Alternate Powers — **Space Travel 16**; Extras: Duration (Continuous); Flaws: Permanent], **Immunity 29** [aging, cold damage, fire damage, life support, need for sleep, own powers, radiation damage, starvation, thirst], **Insubstantial 3** [Extras: Duration (Continuous); Flaws: Permanent], **Strike 20** [cosmic energy; Extras: Aura], **Super-Senses 1** [cosmic awareness, ultravision]

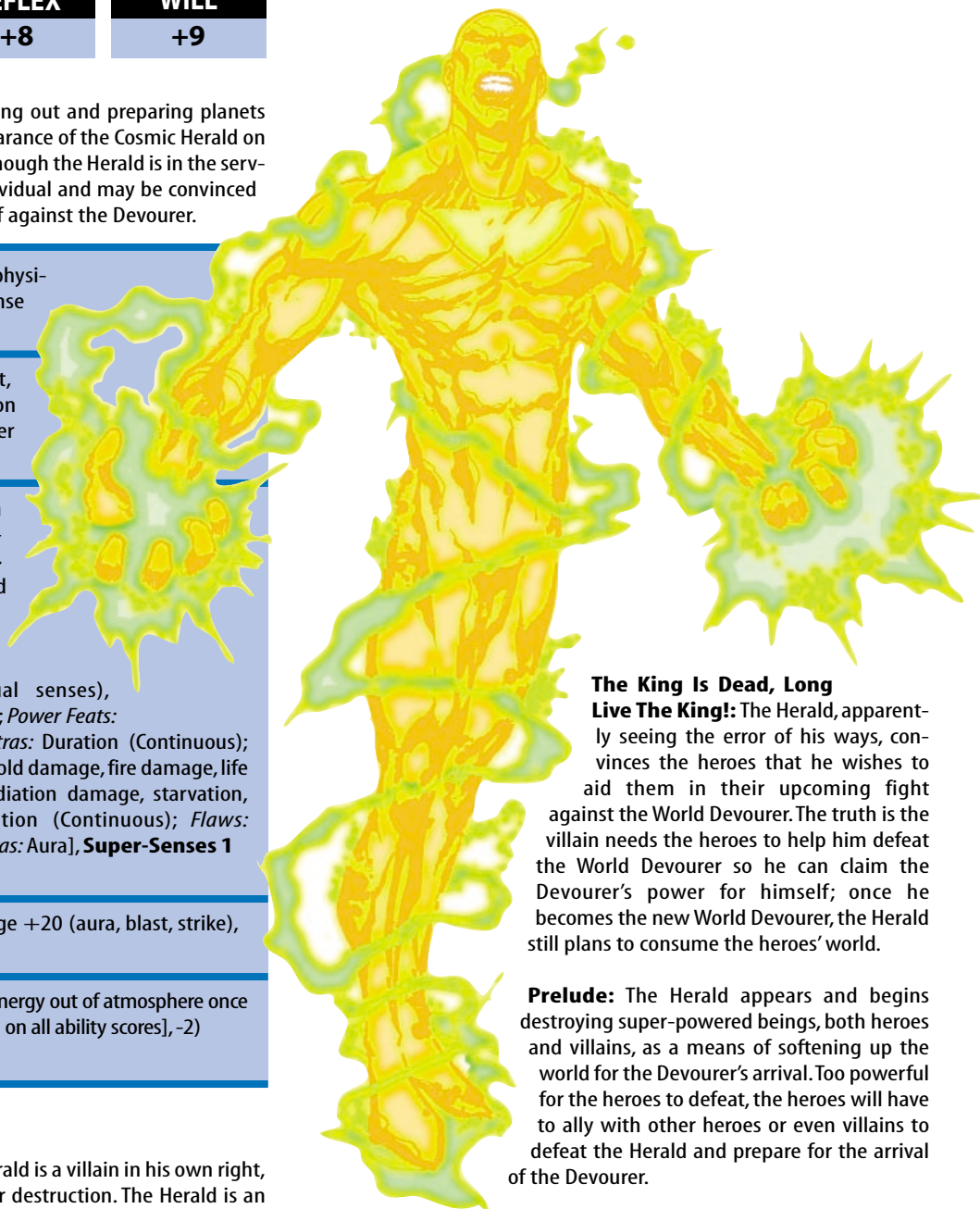
Combat: Attack +12, Grapple +12, Damage +20 (aura, blast, strike), Defense +16, Knockback -2, Initiative +11

Drawback: Weakness (must absorb cosmic energy out of atmosphere once per day; common, major [cumulative -1 drain on all ability scores], -2)

Variations and Capers

Instead of serving the World Devourer, the Herald is a villain in his own right, a powerful alien entity intent on conquest or destruction. The Herald is an advance agent of an alien invasion. Instead of cosmic origins the Herald has dimensional origins. Expand the Herald's powers by adding more powers and power feats. The Herald is not a being of pure energy; remove Insubstantial and add ranks of Impervious Protection. The Herald is an emotionless construct that cannot be reasoned with.

"BEHOLD THE COMING OF YOUR DOOM!"



The King Is Dead, Long Live The King!

The Herald, apparently seeing the error of his ways, convinces the heroes that he wishes to aid them in their upcoming fight against the World Devourer. The truth is the villain needs the heroes to help him defeat the World Devourer so he can claim the Devourer's power for himself; once he becomes the new World Devourer, the Herald still plans to consume the heroes' world.

Prelude: The Herald appears and begins destroying super-powered beings, both heroes and villains, as a means of softening up the world for the Devourer's arrival. Too powerful for the heroes to defeat, the heroes will have to ally with other heroes or even villains to defeat the Herald and prepare for the arrival of the Devourer.

Race Against Death: Although he has discovered a suitable world for the Devourer, the Herald must still report his findings to his master. If the heroes can prevent the Herald from reporting the location of their world to the Devourer then the Devourer may never learn of its existence, at least not in the near future.

Totals: Abilities 34 + Skills 9 + Feats 7 + Powers 150 + Combat 56 + Saves 15 – Drawbacks 2 = 269

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

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6/+2*	+6	+10	+8

* flat-footed

The Criminal Prankster is, pun intended, the clown prince or princess of crime. The Criminal Prankster doesn't just commit crimes, but commits them with comedic style and flair and in front of as large an audience as possible. While some Pranksters are merely annoying and see embarrassing their opponents as the ultimate success, others are homicidal maniacs out to maim and kill anyone that can't take a "joke".

Skills: Acrobatics 6 (+11), Bluff 10 (+15), Climb 4 (+7), Disguise 8 (+13), Escape Artist 10 (+15), Intimidate 8 (+13), Notice 8 (+13), Perform (comedy) 6 (+11), Sense Motive 8 (+11), Sleight of Hand 10 (+15), Stealth 10 (+15)

Feats: Accurate Attack, Defensive Roll 4, Distract (Bluff), Equipment 4, Evasion 2, Fascinate (Bluff), Grappling Finesse, Improved Initiative, Master Plan, Power Attack, Redirect, Sneak Attack, Taunt, Uncanny Dodge (mental)

Equipment:

Bag of Tricks (array): Joy-Buzzer (**Stun 7** [electricity]); *Alternate Powers* - Acid-Spray Lapel Flower (**Strike 3** [Power Feats: Extended Reach 2 (10 feet)]), Laughing Gas Bombs (**Nauseate 5** [Extras: Area - cloud]), Razor-Edged Playing Cards (**Strike 1** [Extras: Autofire; Power Feats: Thrown])

Colorful Baton (**Strike 2** [Power Feats: Mighty])

Combat: Attack +13, Grapple +18, Damage +3 (unarmed, +5 unarmed sneak attack), +5 (baton), Defense +14, Knockback -3, Initiative +8

Variations and Capers

If the Prankster builds her own toys add ranks of Craft (chemical, electronic, and mechanical) and the Inventor feat. Pranksters rarely work on their own; most have either a Sidekick and/or Minions (add the appropriate feats) to provide an always-appreciative audience. Add different sorts of toys or change the damage caused by the toys to keep the heroes guessing and to express the personality of the prankster. Combine the Prankster with the Homicidal Psychopath for a truly memorable villain.

Copyright Infringement: A local toy maker has decided to create a line of toys based on the Criminal Prankster. Unfortunately, the Prankster is not pleased and seeks revenge on the toy maker. The Prankster may decide just to destroy the factory producing the toys (and its owner) in spectacular fashion, or the villain might instead decide to take over the factory and make some "alterations" to the toys so that people will find "a surprise in every box!"

Totals: Abilities 42 + Skills 22 + Feats 21 + Combat 54 + Saves 14 = 153

"THAT REALLY
KILLED 'EM!"



Let's Play A Game: The Criminal Prankster has kidnapped someone very dear to one (or more) of the heroes. The only way for the heroes to rescue the Prankster's victim is to play by the villain's rules and make it through the Prankster's "Funhouse". Naturally, the funhouse is loaded with all the interesting traps and toys the villain's imagination can conjure up and, to make matters worse, the villain is a sore loser.

Green With Envy: Tired of not being recognized as a comedic genius, a disguised Criminal Prankster participates in a live-televised talent show. Naturally, the Prankster's material fails to impress and the villain loses the competition. Enraged, the Prankster un.masks and takes the judges and audience hostage, planning to show the whole world her sense of humor by having the hostages participate in dangerous games.

GREAT HUNTER

POWER LEVEL 9

STR	DEX	CON	INT	WIS	CHA
+3	+4	+3	+2	+4	+3
17	18	16	14	18	17

TOUGHNESS	FORTITUDE	REFLEX	WILL
+5/+3*	+7	+7	+6

* flat-footed

The Great Hunter is an expert marksman, tracker, and survivalist. The Hunter is usually hired to hunt the heroes, although the villain may target the heroes independently as the "most dangerous game." In order to even the odds against the heroes the Hunter always studies the quarry ahead of time, leaving nothing to chance and striking from ambush whenever possible; the Hunter always has an escape plan in place should the hunt not go the villain's way.

Skills: Acrobatics 6 (+10), Bluff 8 (+11), Climb 6 (+9), Concentration 8 (+12), Handle Animal 8 (+11), Notice 8 (+12), Profession (hunter) 6 (+10), Search 6 (+8), Sense Motive 6 (+10), Stealth 10 (+14), Survival 8 (+12), Swim 4 (+7)

Feats: Accurate Attack, Assessment, Attack Focus (ranged) 2, Defensive Attack, Defensive Roll 2, Dodge Focus 3, Endurance, Equipment 5, Evasion, Improved Aim, Improved Critical 2 (pistol, rifle), Improved Initiative, Master Plan, Power Attack, Precise Shot, Quick Draw 3 (draw, load, ready), Sneak Attack, Track, Ultimate Aim, Uncanny Dodge (visual)

Equipment:

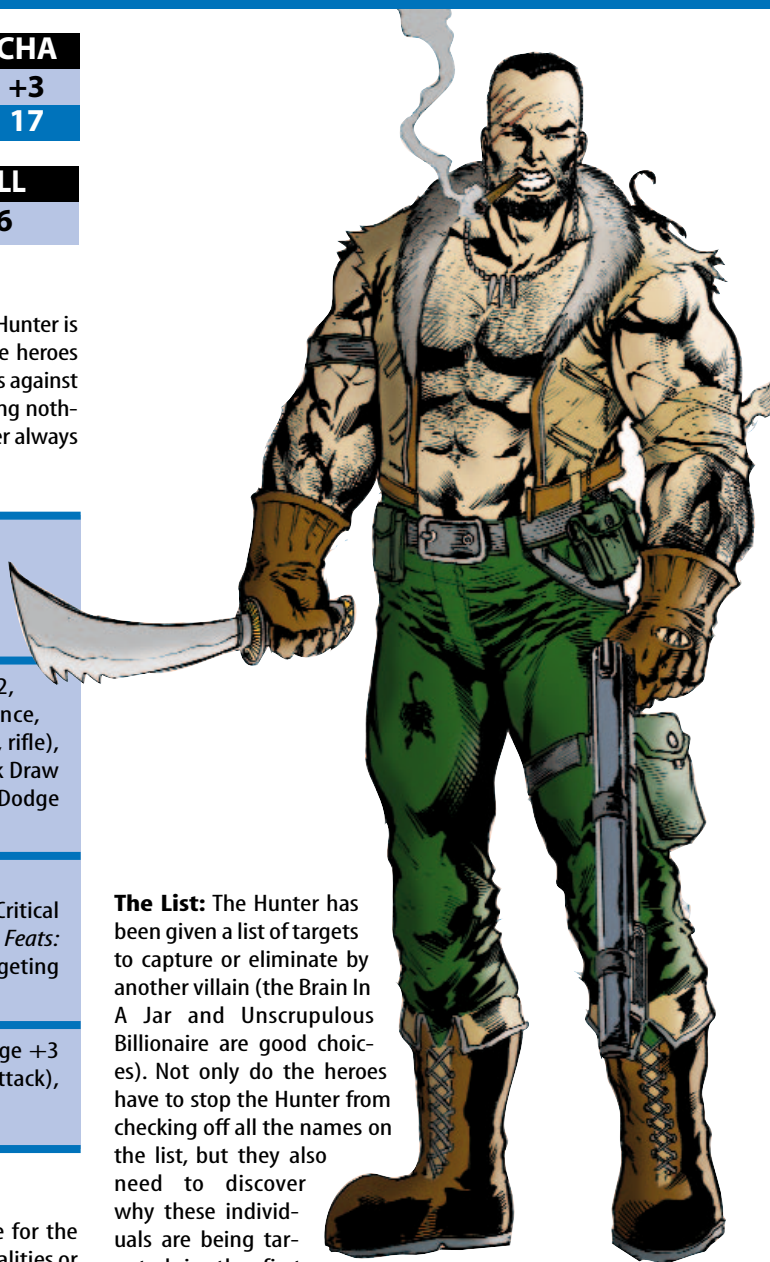
Camo Clothing, Custom Rifle (**Blast 5**; *Power Feats:* Improved Critical [19-20], Improved Range [150 feet]), Knife (**Strike 1**; *Power Feats:* Improved Critical [19-20], Mighty, Thrown), Pistol (**Blast 3**), Targeting Scope (**Super-Senses** [extended vision, low-light vision])

Combat: Attack +9 (melee), +11 (ranged), Grapple +12, Damage +3 (unarmed, +5 unarmed sneak attack), +5 (rifle, +7 rifle sneak attack), Defense +13 (+5 flat-footed), Knockback -2, Initiative +8

Variations and Capers

Give the Hunter super-science devices and equipment appropriate for the quarry the villain is targeting. The Great Hunter possesses animal qualities or powers such as Super-Senses, Enhanced Abilities, and movement powers (perhaps as the result of partaking in a magical ritual or drinking a magical potion); the Hunter may even be a shapeshifter, able to assume the form of an animal predator.

The Island: The Hunter lures or tricks the heroes to the villain's private island to hunt them. Naturally, the Hunter has studied the heroes' abilities and has appropriate measures in place to keep the heroes from leaving early; the villain may have even found a way to neutralize all of the heroes' powers (such as a Nullifying Field over the island), forcing them to rely only on their skills and abilities for survival. To make matters worse, the Hunter may have invited some of the heroes' other enemies along for the hunt.



The List: The Hunter has been given a list of targets to capture or eliminate by another villain (the Brain In A Jar and Unscrupulous Billionaire are good choices). Not only do the heroes have to stop the Hunter from checking off all the names on the list, but they also need to discover why these individuals are being targeted in the first place.

Bring 'Em Back Alive: Someone is paying the Hunter to capture heroes. The Hunter's employer may intend to display the heroes in a private zoo, have them fight in underground gladiatorial games, or study the origins of their powers in the hopes of replicating them or making evil clones. Whatever the case, the heroes will have to avoid the Hunter's snare while at the same time helping their fellow heroes escape.

"TIME TO BAG ANOTHER TROPHY!"

Totals: Abilities 40 + Skills 21 + Feats 31 + Combat 38 + Saves 9 = 139

HOMICIDAL PSYCHOPATH

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA
+4/+7*	+5	+4	+2	+2	+3
18/24*	20	18	15	14	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+7/+4**	+8/+11*	+9	+6/+9*

* raging, ** flat-footed

The Homicidal Psychopath is the stuff of nightmares, a remorseless and insane killer. Psychopaths invariably follow a pattern with their murders; clever heroes may be able to catch the villain by learning this pattern. Psychopaths can are often difficult to catch since they tend to lead rather boring lives on the surface, blending in to the general populace and never giving a hint of their true nature.

Skills: Acrobatics 8 (+13), Climb 4 (+8), Escape Artist 8 (+13), Intimidate 12 (+14), Notice 8 (+10), Profession (choose one) 4 (+6), Search 6 (+8), Sense Motive 8 (+10), Stealth 10 (+15)

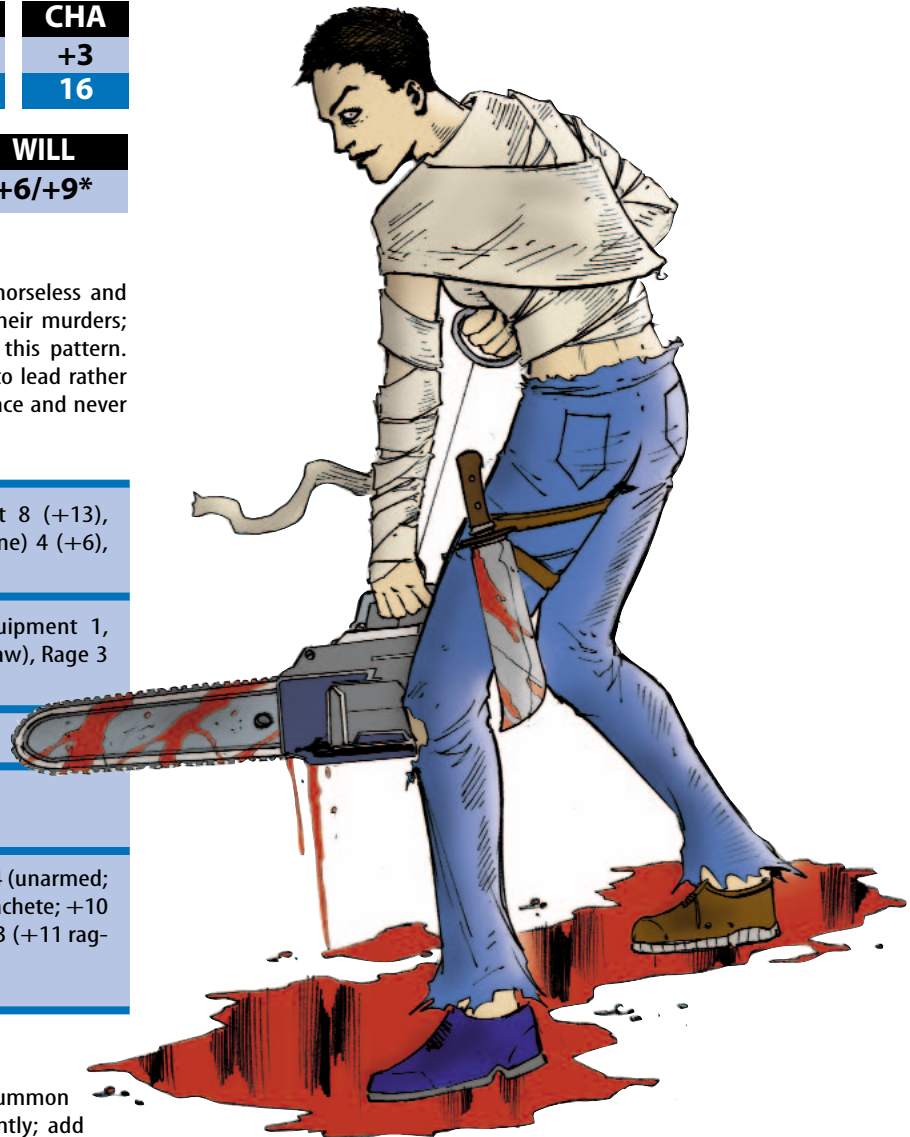
Feats: All-Out Attack, Chokehold, Defensive Roll 3, Equipment 1, Fearless, Improved Initiative, Power Attack, Quick Draw (draw), Rage 3 (10 rounds), Sneak Attack 2

Powers: Immunity 10 (mental effects)

Equipment:

Machete (**Strike 3**, *Power Feats:* Mighty, Thrown)

Combat: Attack +7, Grapple +10 (+13 raging), Damage +4 (unarmed; +7 raging/sneak attack, +10 raging sneak attack), +7 (machete; +10 raging/sneak attack, +13 raging sneak attack), Defense +13 (+11 raging), Knockback -3, Initiative +8



Variations and Capers

The Psychopath is an occultist; add the Ritualist feat and Summon Demon or Magic. The Psychopath is hard to kill permanently; add Regeneration (resurrection). The Psychopath is an ordinary person possessed by an evil spirit that will be released to possess someone else if the Psychopath is killed, perhaps even one of the heroes!

Will The Real Psychopath Please Stand Up: Although the Psychopath is behind bars someone is murdering people in the same manner. The murderer could be an unconnected copycat killer or a disciple of the Psychopath. It could be a demented "fan club," the psychiatrist treating the villain, or a murdering spirit unleashed by the Psychopath's torment (or even guilt). The Psychopath himself could be committing these murders, getting in and out of confinement either on his own or with the help (and perhaps under the control) of someone else.

End Of Days: Knowingly or unknowingly the Psychopath's murders are about to unleash a tremendous evil into the world unless the heroes stop him. The Psychopath could be a willing worshipper or agent of the evil, committing the murders to open a gate for his "master" or simply a vessel for the evil, an innocent (or not so innocent) soul possessed or trying to quiet the voices in his head.

Welcome To My Hell!: The Psychopath has managed to take over the local asylum (perhaps he allowed the heroes to capture him so that he could), releasing the inmates and taking the staff as his "playthings". The heroes have to fight their way past numerous dangerous inmates, most likely including some that they helped put there, in order to stop the madman. Of course, even if they succeed in retaking the asylum and capturing the Psychopath, they'd better do a headcount to make sure all of the inmates are accounted for.

"I'VE BEEN WATCHING YOU!"

Totals: Abilities 41 + Skills 17 + Feats 15 + Powers 10 + Combat 40 + Saves 12 = 135

MALEVOLENT CYBORG

POWER LEVEL 13

STR	DEX	CON	INT	WIS	CHA
+14/-1	+7/+0	+7/-2	+2	+1	-1
38/8	24/10	24/6	15	13	9

TOUGHNESS	FORTITUDE	REFLEX	WILL
+14	+10	+10	+6

The Malevolent Cyborg is part flesh and part machine. Although some Cyborgs volunteer for cyberization in the hopes of gaining more power, most are forced to undertake the process due to injury or disease. Although Malevolent Cyborgs were usually villains to start with or have fallen to the temptation of abusing their powers, some suffer from cyberpsychosis, an unsoundness of mind resulting from cyberization that turns them criminal.

Skills: Computers 6 (+8), Craft (electronic) 8 (+10), Craft (mechanical) 8 (+10), Knowledge (technology) 8 (+10), Notice 4 (+5), Profession (scientist) 6 (+7)

Feats: All-Out Attack, Eidetic Memory, Inventor, Master Plan, Move-by Action, Power Attack

Powers: Blast 14, Enhanced Constitution 18, Enhanced Dexterity 14, Enhanced Strength 30, Immunity 9 (life support), Impervious Toughness 7, Leaping 7 (jump jets, x250), Protection 7 (Extras: Impervious), Speed 4 (100 MPH), Super-Senses 11 (blind-sight [radio], direction sense, distance sense, infravision, radio, time sense, tracking [infravision], ultrahearing), Super-Strength 6 (Heavy Load: 160 tons)

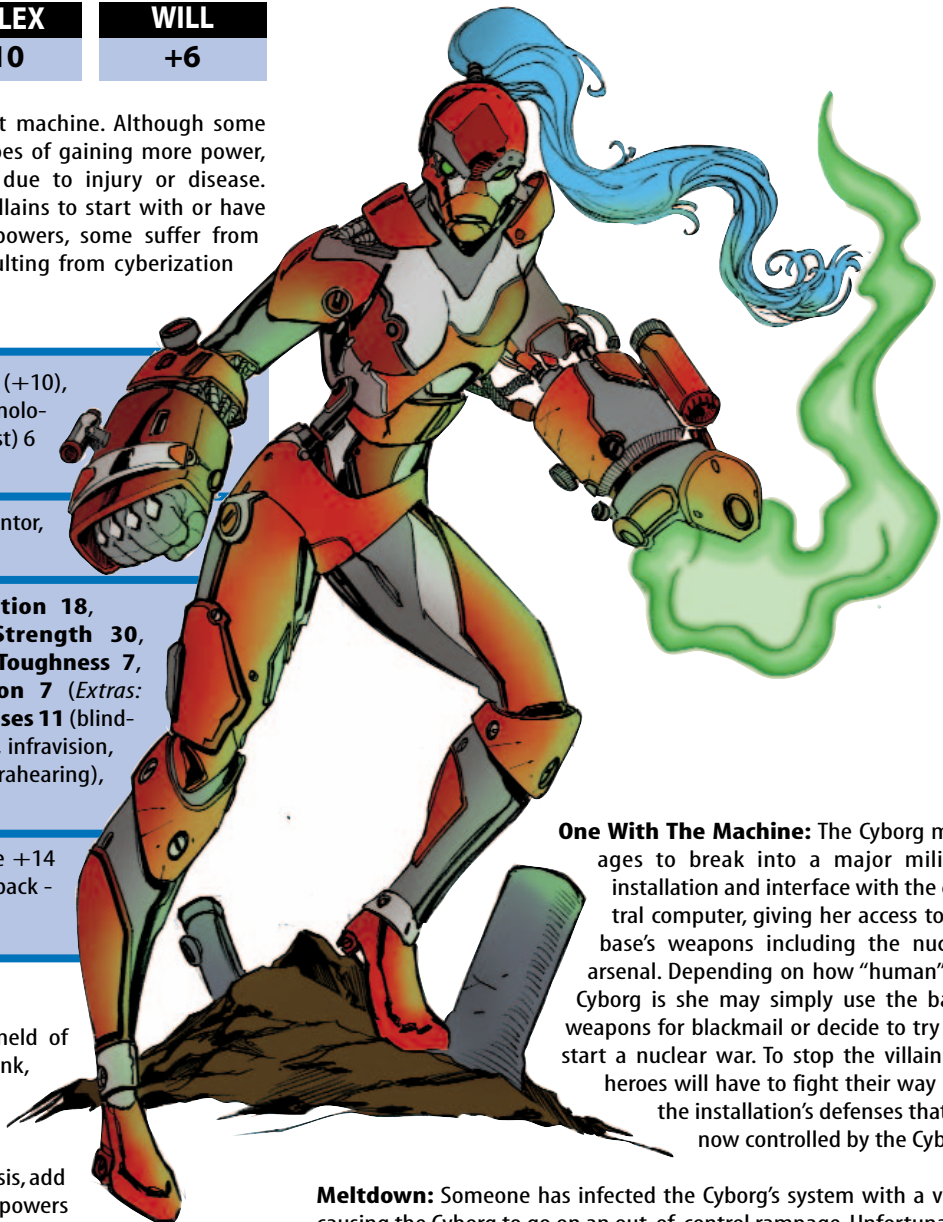
Combat: Attack +12, Grapple +32, Damage +14 (unarmed), +14 (blast), Defense +12, Knockback -14, Initiative +7

Variations and Capers

To further express the Malevolent Cyborg's meld of man and machine give the villain ranks of Datalink, especially with the Machine Control power feat. Replace the scientist skill package with another (businessman, criminal, soldier, etc.). If the Cyborg suffers from extreme cyberpsychosis, add Immunity 10 (mental effects). Add alternate powers and/or power feats to the Cyborg's Blast power to give the villain more varied attacks.

The Chop Shop: Either for research or because she is cyberpsychotic, the Cyborg begins kidnapping people and cyberizing them. Unfortunately, the Cyborg's victims don't take well to the treatment, becoming cyberpsychotic and terrorizing the city. Not only do the heroes have to stop the Cyborg from making further "upgrades" to innocent victims, they also need to find a way to stop and cure those the villain has already "improved".

"I AM SO MUCH MORE THAN I WAS!"



One With The Machine: The Cyborg manages to break into a major military installation and interface with the central computer, giving her access to the base's weapons including the nuclear arsenal. Depending on how "human" the Cyborg is she may simply use the base's weapons for blackmail or decide to try and start a nuclear war. To stop the villain the heroes will have to fight their way past the installation's defenses that are now controlled by the Cyborg.

Meltdown: Someone has infected the Cyborg's system with a virus, causing the Cyborg to go on an out-of-control rampage. Unfortunately for the heroes, the virus has also made the Cyborg significantly stronger by overloading the villain's power core. So not only do the heroes need to stop a significantly more dangerous Cyborg, they need to do so before the Cyborg's power core reaches critical mass and levels the area for miles around.

Totals: Abilities 1 + Skills 10 + Feats 6 + Powers 154 + Combat 48 + Saves 11 = 230

VILLAINOUS ARCHETYPES 1

6 OF 10

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

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6/+2*	+5	+10	+5

* flat-footed

The Master Thief is an elusive villain that often lives for the thrill of the crime more than any monetary rewards. Master Thieves may be in business for themselves or they may do work for hire, or both; many leave some sort of calling card (a playing card, a flower, a glove, etc.) at the scenes of their crime. The Master Thief is not interested in combat, especially not against superhuman foes, and will always look for ways to escape rather than fight. In fact, a hero shouldn't even catch a Master Thief in the act unless the Master Thief got careless or unlucky.

Skills: Acrobatics 10 (+14), Bluff 10 (+14), Climb 10 (+12), Disable Device 12 (+14), Disguise 8 (+11), Drive 8 (+12), Escape Artist 10 (+14), Gather Information 8 (+11), Knowledge (street-wise) 6 (+10), Knowledge (technology) 2 (+4), Notice 8 (+10), Search 10 (+12), Sleight of Hand 8 (+12), Stealth 10 (+14)

Feats: Ambidexterity, Attack Specialization 2 (unarmed), Attractive, Connected, Contacts, Defensive Attack, Defensive Roll 4, Distract (Bluff), Dodge Focus 2, Elusive Target, Equipment 4, Evasion 2, Fascinate (Bluff), Grappling Finesse, Improved Disarm, Improved Initiative, Improved Throw, Improved Trip, Improvised Tools, Luck 2, Master Plan, Power Attack, Second Chance (Disable Device), Seize Initiative, Skill Mastery (Disable Device, Notice, Search, Stealth), Sneak Attack, Stunning Attack, Taunt, Ultimate Skill (Disable Device), Uncanny Dodge (visual), Well-Informed

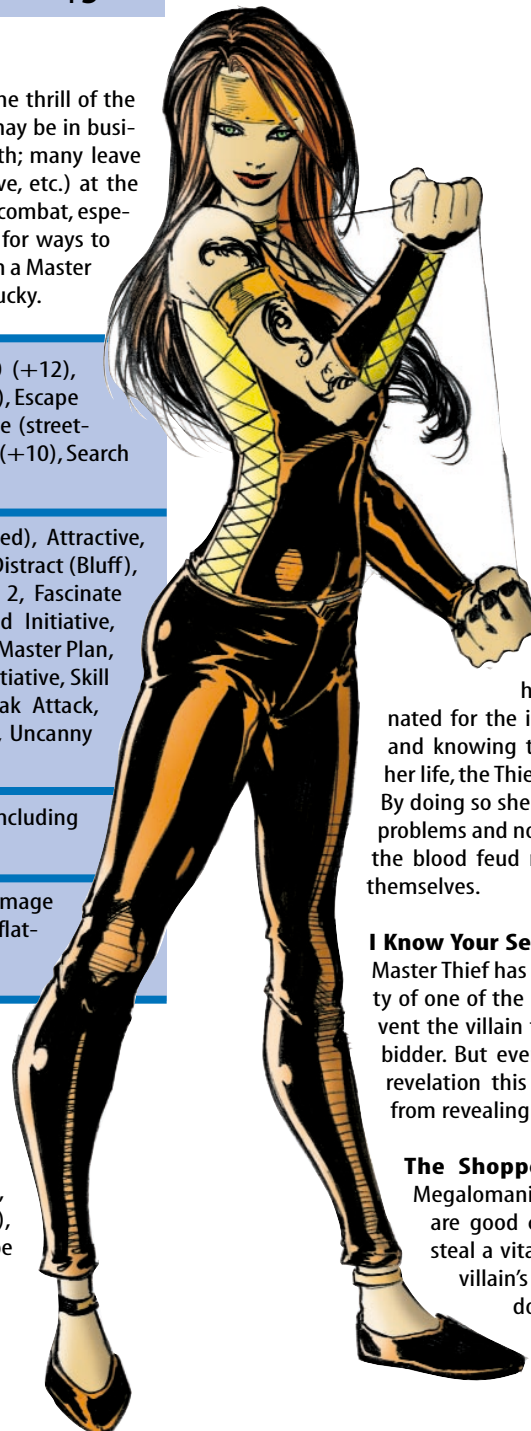
Equipment: Choose up to 20 points of equipment including vehicles appropriate for the Master Thief's current job

Combat: Attack +8, +12 (unarmed), Grapple +16, Damage +2 (unarmed), +4 (sneak attack), Defense +10 (+4 flat-footed), Knockback -3, Initiative +8

Variations and Capers

While the typical Master Thief relies on skills and equipment to get the job done, others might have powers or devices that aid them in their crimes; Anatomic Separation, Concealment, Datalink (with the Machine Control feat), Elongation, Illusion, Nullify, Obscure, Shrinking, Super-Movement (Permeate or Wall-Crawling), and Teleport are just some of the powers that would be appropriate.

"YOU REALLY SHOULD GET A BETTER SECURITY SYSTEM."



Marked For Death: During the Thief's latest caper she managed to steal an item from someone (most likely another villain) who has decided to have the Thief terminated for the insult. Beset by the owner's minions and knowing that returning the item won't spare her life, the Thief turns to the heroes to save her skin. By doing so she inevitably involves the heroes in her problems and now the heroes must find a way to end the blood feud not only to save the Thief, but also themselves.

I Know Your Secret: While on one of her heists the Master Thief has discovered proof of the secret identity of one of the heroes. Now the heroes have to prevent the villain from auctioning it off to the highest bidder. But even if they succeed in preventing the revelation this time, what is to prevent the Thief from revealing the hero's identity in the future?

The Shopper: Another villain (the Armored Megalomaniac, Brain-In-A-Jar, and Mad Scientist are good choices) retains the Master Thief to steal a vital component or components for the villain's latest diabolical device. If the heroes don't prevent the Thief from delivering the goods they'll have to contend with the device and its owner.

Totals: Abilities 31 + Skills 30 + Feats 41 + Combat 32 + Saves 12 = 146

UNSCRUPULOUS BILLIONAIRE

POWER LEVEL 7

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

TOUGHNESS	FORTITUDE	REFLEX	WILL
+2	+4	+4	+10

The Unscrupulous Billionaire is a master villain working behind the scenes and drawing on immense wealth and resources to eliminate any obstacles (including the heroes) to the villain's ambitions. Some Billionaires are unscrupulous businesspeople that use underhanded tactics to deal with their rivals. Others are ruthless crime lords, masters over vast and well-organized criminal networks. Still others are dictators and strongmen, exploiting entire countries for personal gain.

Skills: Bluff 10 (+13), Diplomacy 10 (+13), Gather Information 8 (+11), Intimidate 8 (+11), Knowledge (business) 12 (+15), Knowledge (civics) 6 (+9), Knowledge (current events) 4 (+7), Knowledge (streetwise) 4 (+7), Notice 4 (+8), Profession (CEO) 12 (+16), Sense Motive 10 (+14)

Feats: Benefit (wealth) 6, Connected, Contacts, Equipment 30, Master Plan, Minions 30, Well-Informed

Equipment: The Billionaire has 150 points of equipment available including numerous headquarters (homes, factories, etc.) and vehicles of all kinds (planes, automobiles, boats, etc.).

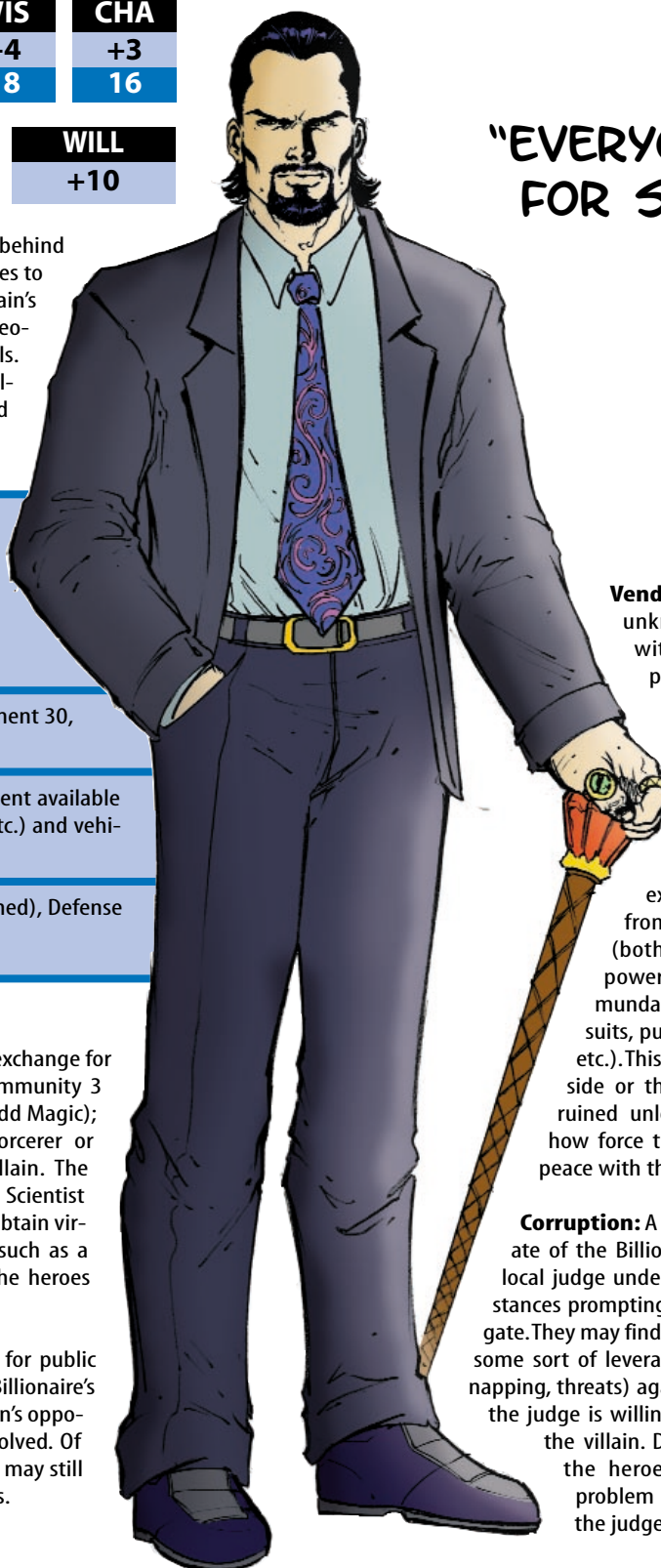
Combat: Attack +3, Grapple +5, Damage +2 (unarmed), Defense +3, Knockback -1, Initiative +2

Variations and Capers

The Billionaire made a deal with unspeakable beings in exchange for fabulous wealth. The villain might be immortal (add Immunity 3 [aging, disease, poison]) and/or have mystical powers (add Magic); combine the Wealthy Billionaire with the Corrupt Sorcerer or Vampire Lord archetypes for a truly epic master villain. The Billionaire is a brilliant scientist; combine with the Mad Scientist archetype. The Billionaire's resources allow the villain to obtain virtually anything; augment the Billionaire with Devices such as a battlesuit or a legendary mystical item to challenge the heroes directly.

Hail To The Chief: The Billionaire has decided to run for public office (i.e. mayor, senator, president). Thanks to the Billionaire's wealth and willingness to resort to dirty tactics, the villain's opponents won't stand a chance unless the heroes get involved. Of course, even with the heroes' involvement the Billionaire may still win, creating a whole new set of problems for the heroes.

"EVERYONE IS FOR SALE."



Vendetta: The heroes have unknowingly interfered with the Billionaire's plans (i.e. destroyed a lab, uncovered a secret arms deal, confiscated a drug shipment, etc.) and have thus drawn the Billionaire's ire.

The heroes can expect numerous visits from would-be assassins (both normal and super-powered) as well as more mundane obstacles (i.e. lawsuits, public smear campaigns, etc.). This will continue until one side or the other is completely ruined unless the heroes somehow force the Billionaire to make peace with them.

Corruption: A known criminal associate of the Billionaire's is set free by a local judge under questionable circumstances prompting the heroes to investigate. They may find that the Billionaire has some sort of leverage (i.e. blackmail, kidnapping, threats) against the judge or that the judge is willingly taking bribes from the villain. Digging a little deeper, the heroes may find that the problem doesn't end with just the judge.

Totals: Abilities 32 + Skills 22 + Feats 70 + Combat 12 + Saves 10 = 146

VILLAINOUS ARCHETYPES 1

8 OF 10

STR	DEX	CON	INT	WIS	CHA
+16	+0	+18	+0	+0	+0
42	10	46	10	10	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+18	+18	+2	+6

The Unstoppable Force is a tougher version of the Bulk archetype, an immovable bruiser capable of withstanding virtually any physical challenge. Although powerful enough to act alone, the Unstoppable Force is more often an agent or partner of another, more imaginative villain; the Unstoppable Force makes an excellent enforcer/bodyguard for a master villain.

Skills: Intimidate 12 (+14 size included), Notice 8 (+8)

Feats: All-Out Attack, Diehard, Fast Overrun, Improved Overrun, Power Attack, Startle, Stunning Attack, Takedown Attack

Powers: Growth 4 (provides +8 Str, +4 Con, large size; *Power Feats:* Innate; *Flaws:* Permanent), Immovable 18 (*Extras:* Unstoppable), Immunity 10 (critical hits, cold, fatigue effects, heat, pressure), Impervious Toughness 18, Super Strength 12 (*Heavy Load:* 17,500 tons, size included; *Power Feats:* Shockwave, Thunderclap)

Combat: Attack +9 (size included), Grapple +41 (size included), Damage +16 (unarmed), Defense +7 (size included), Knockback -36, Initiative +0



Variations and Capers

The Unstoppable Force is a soulless engine of destruction, perhaps an undead leviathan or an animated statue; replace the Force's Constitution, Intelligence, and Charisma scores with Immunity 30 (Fortitude saves) and Impervious Toughness with Impervious Protection. The Force is actually a device, such as magical suit of armor, which provides the villain's powers to its owner or wearer.

Clash Of The Titans: The Force has decided to settle an old score with another equally tough villain (the Hulking Brute or Arrogant Paragon are excellent choices). Whatever the reason for the fight, the two villains are battling it out in the heroes' city and are very likely to level the city before they actually hurt each other unless the heroes stop them. Of course, once the heroes arrive the villains will join up to eliminate the "pests" so that they can get back to settling things between them.

"TIME TO CRACK
SOME HEADS!"

Achilles Heel: Having recently been the subject of a painful mental attack the Force has decided to address this glaring weakness by kidnapping an eminent scientist (perhaps even the Mad Scientist) to create some mental protection for him. Another possibility is that the Force is seeking an ancient artifact that is supposed to make its owner immune to mental influence. In either case, the heroes might want to prevent the villain from gaining the mental protection, especially if they relied on this weakness to defeat the villain before.

One Of The Guys: The Unstoppable Force isn't actually a villain at heart. In fact, he just wants to be a normal guy. Unfortunately his boss has some means of leverage over the Force and no intention of allowing that. The leverage could be a vital chemical the Force needs to live, a hostage, or even a mind control power. If the heroes can break the hold the Force's boss has over him they would not only be doing a good deed, they might just gain a valuable friend.

Totals: Abilities 68 + Skills 5 + Feats 8 + Powers 99 + Combat 36 + Saves 8 = 224

The World Devourer is a being of unquantifiable power that strips entire worlds bare of life for sustenance; the Devourer's feeding often completely destroys a planet. The appearance of the World Devourer should shake the heroes' world to its foundations. As a being capable of destroying entire planets, the World Devourer is a plot device character with power level X. That is not to say that the World Devourer is omnipotent or omniscient, the Devourer may in fact have some rather restrictive limitations, but that the villain is so significantly more powerful than the heroes that they have no hope of defeating the Devourer head-on. Instead the heroes will have to look beyond a direct confrontation with the villain to halt the Devourer's predations.

Variations and Capers

Instead of a living being, the Devourer is an entity composed pure energy that feeds on a planet's "life force" like a vampire. An alternative to feeding off the planet itself is that the Devourer feeds on the thoughts of the intelligent beings of a world, leaving them mindless husks. The Devourer is a natural phenomenon akin to a traveling black hole. The Devourer is a construct or weapon built by an ancient alien race that turned on its creators and now roams through space fulfilling its original programming: destroying planets. The Devourer is an alien dimension that "consumes" worlds by drawing them into its reality. The Devourer is a massive alien craft piloted by a race of greedy aliens who long ago stripped their own planet bare of resources and now continue their civilization by doing the same to other planets.

War Of The Worlds: The Devourer learns of a world besides the heroes' that will satiate the villain's hunger. Willing or needing to consume only one of the two worlds, the Devourer decides a group of beings from each world will battle against the other with the winners' planet being spared. So the heroes, perhaps with a number of other heroes and even villains, are transported to the planet to face off against their alien opponents in a contest of the Devourer's design. Can the heroes defeat their counterparts from the other world and save their planet? Is there a way the two groups can work together to thwart the Devourer and save both their worlds?

"THIS WORLD SHALL BE HONORED WITH MY FEASTING!"

How The Mighty Have Fallen: The Devourer is dying. It could be from hunger, from wounds sustained in a battle with some another cosmic entity, or from some other cause.

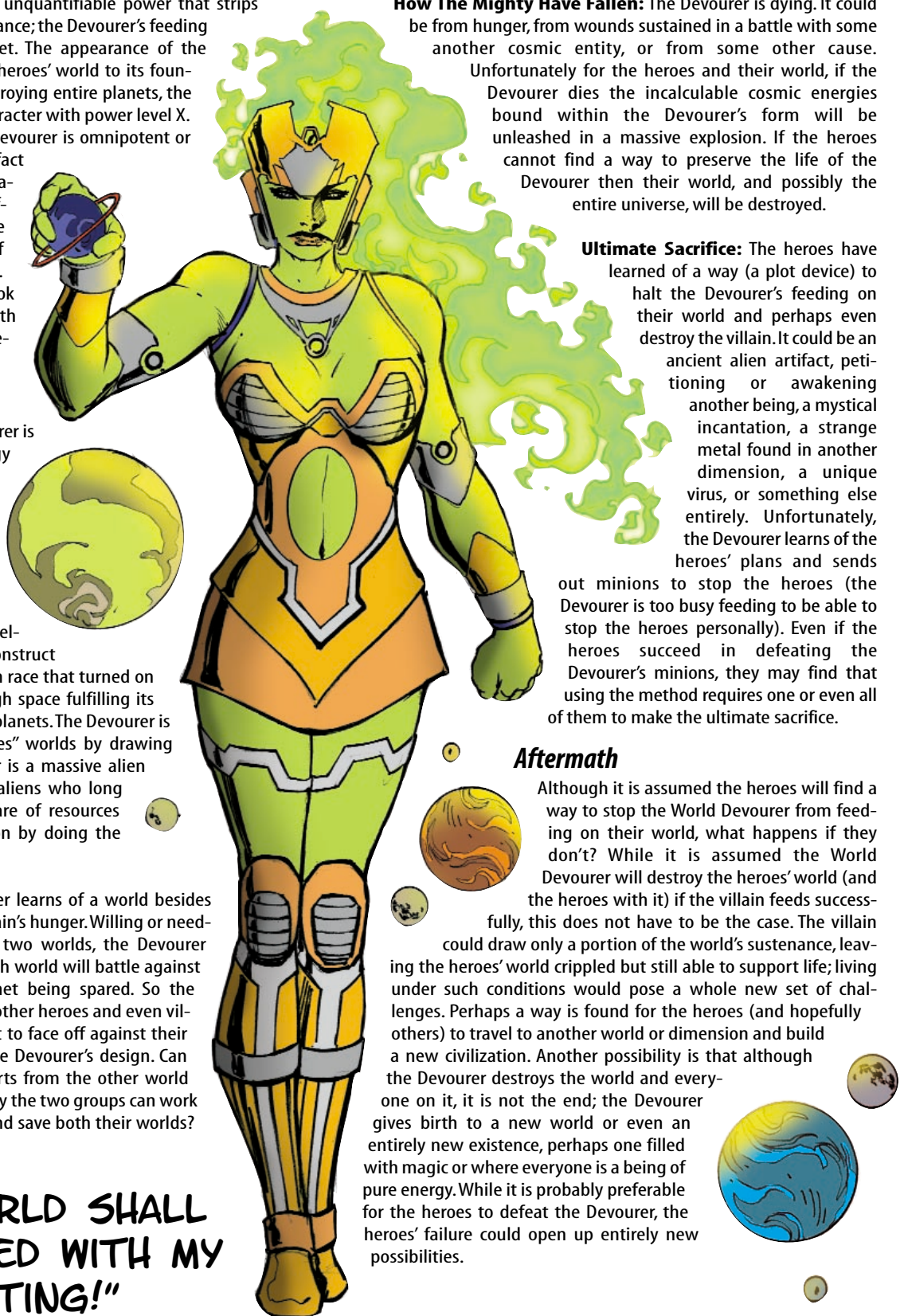
Unfortunately for the heroes and their world, if the Devourer dies the incalculable cosmic energies bound within the Devourer's form will be unleashed in a massive explosion. If the heroes cannot find a way to preserve the life of the Devourer then their world, and possibly the entire universe, will be destroyed.

Ultimate Sacrifice: The heroes have learned of a way (a plot device) to halt the Devourer's feeding on their world and perhaps even destroy the villain. It could be an ancient alien artifact, petitioning or awakening another being, a mystical incantation, a strange metal found in another dimension, a unique virus, or something else entirely. Unfortunately, the Devourer learns of the heroes' plans and sends

out minions to stop the heroes (the Devourer is too busy feeding to be able to stop the heroes personally). Even if the heroes succeed in defeating the Devourer's minions, they may find that using the method requires one or even all of them to make the ultimate sacrifice.

Aftermath

Although it is assumed the heroes will find a way to stop the World Devourer from feeding on their world, what happens if they don't? While it is assumed the World Devourer will destroy the heroes' world (and the heroes with it) if the villain feeds successfully, this does not have to be the case. The villain could draw only a portion of the world's sustenance, leaving the heroes' world crippled but still able to support life; living under such conditions would pose a whole new set of challenges. Perhaps a way is found for the heroes (and hopefully others) to travel to another world or dimension and build a new civilization. Another possibility is that although the Devourer destroys the world and everyone on it, it is not the end; the Devourer gives birth to a new world or even an entirely new existence, perhaps one filled with magic or where everyone is a being of pure energy. While it is probably preferable for the heroes to defeat the Devourer, the heroes' failure could open up entirely new possibilities.



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