

# Envision

## A

# VILLAIN



POWERED BY  
**FATE**



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# VILLAIN

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## Part 1 - Envision a Villain



### OVERVIEW

Superheroic role-playing games live and die on the quality of the villains facing the players. No matter how cool the superheroes are, the players will lose interest if they do not face sufficiently challenging and interesting foes. Creating a great super villain is one of the key skills of any GM who wants to run a superhero game.

But what makes for an interesting villain? In general, a villain must hit the right spot in three main categories: combat effectiveness, back-story, and plot lines. They must challenge the entire team in a fight, but cannot be so strong that they cannot be defeated at all. A useful villain is memorable but does not overshadow the main protagonists of the game. Their schemes should be compelling, but not so simple that the players reject them as a boring cliché. Nor should they be so complex that the players lose track of them altogether.

While this supplement focuses on villains, it is applicable to creating any superpowered NPC in a Fate based game. It is a convention of the superhero genre for heroes to fight each other the first time they meet, so an antagonist can easily become an ally later on. I will remain focused on writing villains because they are the primary cannon fodder for your campaign's heroes. Let's get started by talking about Fate.

### Using Fate for Superheroes

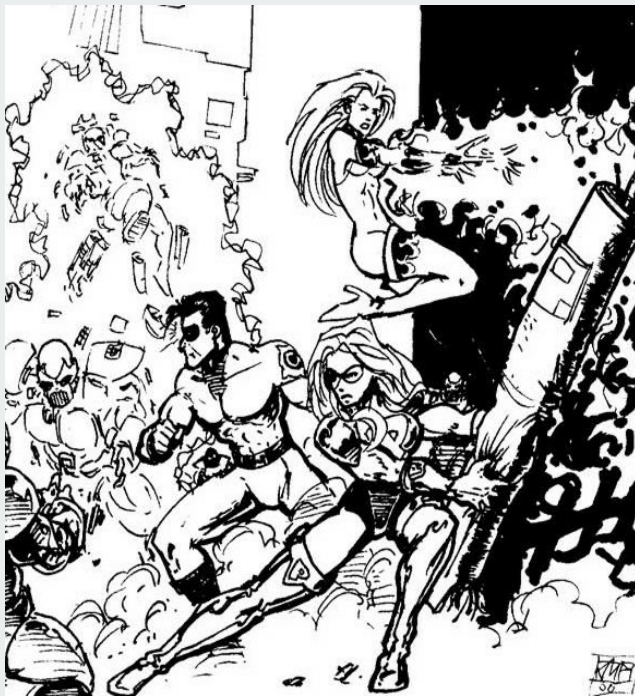
Fate gives players some control over the narrative through the use of Fate points and

players, being players, will tend to hoard them until important encounters, like for example, fighting a super villain. If the players all have two or three Fate points to throw around, they could easily defeat a villain in a single round through some clever point spends. As a GM, this means that every encounter with a named super villain needs some structure and preparation. The following tips can help:

1. Give players a chance to spend Fate points before they meet the villain: fights with minions, rescuing civilians from disasters, or investigating the schemes of the villain are all example scenes you can run before the villain makes their entrance.
2. Villains have Fate points and should use them: by default in Fate Core, the GM has a pool of Fate points equal to the number of players for all the NPCs in a scene. However, Fate Core has two ways to increase your Fate point pool, compels to switch scenes and concessions. While it is easy for a villain to simply use their points to counter those spent by the players, a GM should spend Fate points in more creative ways. Powering a stunt or establishing useful story details creates a more exciting challenge than simply invoking aspects to boost attack or defense rolls.
3. Be sure to compel the aspects of PCs at key moments: Review the aspects of every PC in the game. Write them down on a note card as a reference is helpful. Compel aspects in ways that will help the villain in a fight with the players. For example, a brash or impulsive character could be compelled to rush into an obvious trap or ambush. A noble or honorable character could focus on rescuing an innocent bystander rather than confront the villain. A character with a dark background could have their past brought up by the villain, causing them to make a Will test to avoid taking mental stress.

These tips can help balance a Fate game so that the players do not overwhelm a major antagonist with the use of Fate points alone. However, no matter how carefully you manage Fate points, a badly designed villain will still fall in battle without much of a fight. When making a villain, you need to be aware of how they differ from player characters and how they will survive against an entire team of heroes.

## FIGHTING SUPERHEROES



Combat in the superhero genre often revolves around a rock/paper/scissors style of powers management. A character in bullet-proof power armor easily defeats one who can shoot normal firearms with uncanny accuracy, but the character with metal claws can defeat the power armor just as easily. Physically powerful fighters are felled by psychics and magicians, while those characters are susceptible to super scientists. Player characters can rely on their teammates when they face an opponent that can target their weakness but most villains are expected to stand against all of the player characters at the same time. If a villain is just too powerful to fight, the players will

typically lose interest in the game. When every type of power is vulnerable to another power, how can a lone villain expect to put up a fight without making them invincible? A clever GM has several ways to build a powerful but conquerable foe.

In Fate, characters have physical and mental stress to measure how much damage they can survive before being defeated. Typically, Athletics is used to defend against attacks that inflict physical stress, while Will is used to resist mental attacks. Villains need to have good scores in those skills, regardless of character concept, just so they stand a chance against a team of player characters, who will undoubtedly have ways to attack both their physical and mental health. Creating a villain with an Athletics of +6 but a Will of +0 is a villain who will be defeated very easily as soon as the players figure that out. A villain with a +3 in both Athletics and Will is better off than the unbalanced villain. Of course, a villain with a +4 Athletics and +2 Will also works because villains should have a weakness, but it should not be such a glaring weakness that it makes them pushovers. It often helps to boost the skills of a villain above the average player character, so that all of the players are necessary to fight them.

Even if the villain has superior skills and abilities, many GMs find that their carefully crafted villain is easily taken out. This often happens because of the multiple action problem. One villain usually only gets one action per combat turn, but every player gets an action. When players work together as a team, they can multiply their effectiveness in battle. One player creates an advantage for others to exploit, thus accomplishing more than they could on their own. Villains need an edge to stand up to teamwork. A few common tactics include:

1. Give the villain their own team: A squad of minions or a few named lieutenants with their own superpowers can do a lot to even the odds for a villain. Teamwork is a powerful advantage and having two similar teams of superhumans fight each other is a satisfying challenge for most players. Of course, not every villain should have their own squad of minions. Some villains work better as lone wolves.

2. Environmental hazards and traps: Heroes often have to track down and defeat a villain in a lair where the villain has a home turf advantage. Be sure to play this up as much as possible. Traps and hazards can level the playing field in the defender's favor quite easily. For example, a mutant villain might live in a radioactive waste dump. When the players attack her, they begin to suffer radiation damage from merely being in the dump. Furthermore, the radiation heals the mutant. The players must now deal with the radiation if they want to succeed or flee and hope they can find the villain another day.

3. Fight Dirty: A good villain never fights fair. You should always try to avoid fights where all the players and the villain simply take turns attacking each other on a flat battlefield. That is quite boring. Instead, the villain should ambush them or have innocent civilians as hostages nearby. Telepathic or mystical villains could attempt to use the secrets of the player characters against them. Most importantly, the villain should know when to cut their losses and run. A villain that the players have to fight several times is a more memorable one than one they defeat in their first battle.

4. Counter the powers of the players: Villains should try to weaken superheroes by countering their powers. Establish scene aspects that favor the villain. For example, if the villain knows that one of the heroes can control fire, a few fire open hydrants would

create the scene aspect "Soaked to the Skin" which could help the villain defend against the hero's attacks. If the heroes all have mystical powers, a villain with a high tech device that temporarily negates magic could be more than a match for them.

It is possible to mix and match these tactics to create a powerful villain. A single villain can change tactics over time - perhaps starting with a team of allied villains, and then switching to fighting dirty and using traps when her allies are arrested. Keep the players guessing but reward clever ideas. If they can successfully determine what the villain's tactics will be and plan for them, don't negate their work by changing it all of a sudden or introducing new elements. Let them savor their victory. Remember that you can always create more villains with even more dangerous powers and tactics. The next generation of villains should learn from the victories of the heroes. Their plots should be even more compelling.



## PLOTLINES



When a campaign begins, villains don't need a very complex plot. Simple bank robbers or drug dealers can suffice. The Big Issues you've worked out with your group should provide some ideas. Villains with unique storylines and schemes are more entertaining than generic career criminals. Think about why your villain is actually a villain. What makes them an antagonist? Does it stem from their powers or are those only a means to an end?

In many ways, a good villainous plot should be a dark mirror to the heroes that fight it. Idealistic heroes should face fanatics and zealots while dark and noir heroes should face depraved and corrupt villains. In all cases, your villains should embody the Big Issues of the campaign.

By their role in the game, villains need to be risk takers who defy societal norms to pursue their own agenda. They cannot be passive or weak-willed. Their personal desires push them to break the law, after all. Some

GMs prefer to focus on the mechanics of the villain's plot - what are they plotting to do and how will they accomplish it? Let's make up a villain named Corrosion. She can create and control acid. We will stat her out in the next section, but first we will see how the same villain can be used to design several different scenarios.

For example, the GM could decide on a bank heist accomplished by unusual means - perhaps Corrosion melts through adjacent walls with acid and then escape through a tunnel carved under the sewers of the city. She has the power to create and control powerful acid, telekinetically spraying it onto any target within her line of sight. The heroes are only contacted after the robbery, because the bank did not discover the theft until after Corrosion had left. The heroes must investigate the tunnels left behind, figure out who robbed the bank and find her.

Others prefer to think about the motivations of the villain first and weave a plot from that. Let's say that Corrosion needs money to pay off a debt from a powerful criminal syndicate or her family in another country will be killed. Looking for a quick score, the villain finds out about illegal high stakes card games held at a nearby mansion. She raids the mansion, killing several gangsters and wounding a dozen high profile patrons with acid. The police are not called, but when multiple victims suffering from acid burns show up at different hospitals, a contact of the player characters notifies them. Corrosion pays off the syndicate but now has a price on her head. The heroes must find her before a high-powered assassin does.

You could also determine what kind of scenario would be most entertaining to your players and reverse engineer a villain and plot from that. Let's say your players are all playing high-tech heroes: a cyborg, a gadgeteer, and an AI that controls a swarm of small robots. They enjoy set piece fights and solving puzzles. Fighting killer robots in-

side a giant spaceship sounds like a good set piece fight, and hacking the computer of the spaceship could be a good puzzle.

So, in this case, Corrosion finds an ancient UFO buried in the desert. Realizing that the salvage from the craft would be worth a fortune in the black market, she melts a tunnel into the command center of the ship and turns it on. The UFO releases hordes of killer robots and revs up its reactors to fulfill its pre-programmed mission of destroying all life on Earth.

Corrosion tries to stop the UFO but gets trapped in the communications center of the ship. She manages to contact the heroes using the alien equipment, warning them of the impending threat. The PCs must fight their way through the UFO in order to disable the ship's reactors. Disabling the reactors requires turning off various machines in a certain order or a puzzle for the players to solve, in other words. Meanwhile, Corrosion will take advantage of the heroes to grab some alien technology and escape. She may help the heroes if it means helping herself at the same time.

### Example Villain - CORROSION

Regardless of which approach you use, you need to stat out the character. We can either use the standard player character creation rules or the opposition main NPC creation rules. PC creation rules create a well-rounded character while opposition character creation rules make a more focused and less complex character. Most of the time, the opposition character creation rules are good enough, so we will use them. After all, the NPC does not need to be completely fleshed out, like a PC. They are only going to be in the game for a short time, compared to a PC. Spending too much time on creating the villain means less time to create the next scenario.

For this example, the group has decided the Big Issue is a notorious super thief on a

crime spree in the city. I want to throw my group a curve ball, so we'll create our own Power Theme, Acid Projection (see below).

I have left Corrosion's backstory ambiguous, so you could easily write up your own Aspects to fit the Big Issues of your game. Aspect creation for NPCs is no different than creating Aspects for player characters. Some possible Aspects could include:

Unconventional Bank Robber

In Debt to the Mob

Caustic Personality

Ruthless and Reckless

High Tech Looter



The guidelines suggest that the NPC has at least a few skills one or two points above the maximum of the player characters. The average maximum skill for a PC in a Fate game is +4, so we will give Corrosion one skill at +6 and two skills at every rank below that. We don't need to worry about spending skill points for her. Remembering that Corrosion will need a high Physique and Will to defend against the PCs, we will use this array of skills:

Fantastic (+6) Shoot

Superb (+5) Crafts, Physique

Great (+4) Athletics, Will

Good (+3) Burglary, Notice

Fair (+2) Contacts, Stealth

Average (+1) Deceive, Fight

For powers, the Venture City rules for Fate Core use the stunt mechanics. Powers are suites of stunts related thematically by origin or source. The immense flexibility of stunts in Fate Core makes this a powerful way to add character to your villains Power suite.

As I mentioned earlier, Corrosion can create and manipulate acid. She attacks her foes by spraying acid on them. As per the Fate rules, all ranged attacks use the Shoot skill and the type of weapon does not matter usually. However, acid lingers and melts, so we'll cover that by creating a stunt as an enhancement to Energy Blast.

Corrosion can dig tunnels with her acid, which can be structurally represented by her Crafts skill. In order to dig a sound tunnel, Corrosion needs to make a Crafts check. If she fails, the tunnel collapses as it is dug. Another stunt can represent this ability. Phasing from the Venture City SRD provides an excellent template.

NPC villains should have at least 6 points in Powers and Stunts combined. Corrosion should have at least one stunt to counter the powers of the player characters. For example, you could give her a gang of minions she could summon on a Contacts skill roll, if you want her to have her own team to fight the heroes. We'll give her the Leader stunt. Alternately, Corrosion could even the odds by creating deadly traps for the player characters. With her ability to sculpt through solid materials, she could easily create hidden acid pits or other traps to fight her foes.

**Trap master:** Once per scene by spending a Fate point, Corrosion can declare that a concealed pit of acid is in the path of a character that has just moved. Corrosion makes an opposed Crafts skill check against the character's Notice. If Corrosion succeeds, the character falls in a pit of acid and suffers physical stress equal to the margin of success, with a minimum of 1 physical stress. The character also gains the temporary Aspect 'trapped' and suffers the same stress every round until they escape (an overcome obstacle action). The aspect is removed when the character escapes.

For this example, we'll stick with the Leader stunt. The possibilities with Corrosion are endless. Here's the final version:



STORM



## CORROSION

Corrosion was a petty thief who specialized in looting abandoned factories and industrial sites for copper wiring and other salvage. While looting a long abandoned factory, she found a secret lab inside the basement. Corrosion tried to dismantle the machinery but accidentally released a strange gas that knocked her out. When she awoke, she discovered she could create and manipulate acid. Since then, she has become an ambitious thief, each heist with a larger take than the last. She is impulsive and has yet to suffer a serious defeat, so she is overconfident. She believes that she is destined to become the greatest thief of her generation.



## ASPECTS

- Unconventional Bank Robber
- In Debt to the Mob
- Caustic Personality
- Ruthless and Reckless

## SKILLS

Fantastic (+6) Shoot  
Superb (+5) Crafts, Physique  
Great (+4) Athletics, Will  
Good (+3) Burglary, Notice  
Fair (+2) Contacts, Stealth  
Average (+1) Deceive, Fight

**Stress:** 4 Physical, 4 Mental, 1 extra Mild Consequence

## POWER PROFILE

**Corrosive Acid:** Corrosion can project blasts and streams of acid at will, giving her an incredibly destructive attack. She's also incredibly tough, strong, and ruthless.

**Power Theme:** Acid Projection (see below)

### Power Breakdown:

- **Energy Blast (Acid):** Corrosion can make a Shoot attack to spray acid on her foes.
  - o *Enhancement - Acid Spray:* If you spend a Fate point, the acid remains on a foe, causing one additional stress the next turn, as it melts through the foe. Corrosion is immune to her own acid.
  - **Burrow:** You can use Crafts to burrow through walls and other physical barriers. A standard interior wooden door is a Fair (+2) obstacle, while thicker barriers of sturdier materials provide more opposition.
    - o *Enhancement - Tunneling:* If you burrow through a barrier, there's a permanent hole.
    - o *Enhancement - Escape Plan:* Once per session, Corrosion can spend a Fate point to create an escape tunnel that forms as fast as she can run.

**Special Effects** (trigger on success with style):

- Area Attack
- Inflict Condition

**Drawback:** Visibly Corrupted

**Collateral Damage Effect:** Meltdown (see below)

**Cost:** 5

## OTHER STUNTS

**Leader:** With a Contacts roll, you can call up a gang of henchmen to fight for you. They are Average (+1) quality nameless NPCs that will obey your orders for the rest of the scene. However, if you succeed with style, they are Fair (+2). If you spend a Fate point, they are Good (+3).

**Cost:** 1

## NEW POWER THEME: ACID PROJECTION

You are volatility incarnate.

**Base Acid Projection:** Your powers involve creating acid out of thin air. You are infused with the essence of corrosion, your every breath toxic.

## ENHANCEMENTS

**Acid Spray** (requires Energy Blast): If you spend a Fate point, the acid remains on a foe, causing one additional stress the next turn, as it melts through the foe.

**Burrow:** You can use Crafts to burrow through walls and other physical barriers. A standard interior wooden door is a Fair (+2) obstacle, while thicker barriers of sturdier materials provide more opposition.

**Escape Plan:** Once per session, you can spend a Fate point to create an escape tunnel that forms as fast as you can run.

## COMMON POWER SYNERGIES

- Energy Blast
- Harm
- Natural Weapon

## DRAWBACKS

It is harmful to be in your presence. You are surrounded by a **toxic cloud**.

You are consumed by rage over something.

It makes you **mad as hell**.

## COLLATERAL DAMAGE EFFECT

**Meltdown:** You can use your acid to melt away an entire zone. Living targets have some resistance and only take 2 physical stress, while inanimate targets are more ad-

versely affected—virtually everything, including the walls and the floor, smokes and melts.



## Part 2 - More Sample Villains

### DOCTOR ANNIHILATION

#### ASPECTS

- Megalomaniacal Tyrant
- Twisted Code of Honor
- Born to Rule
- We're Not So Different, You and I
- Master of his Chosen Discipline

#### SKILLS

Fantastic (+6) Lore  
Superb (+5) Physique, Crafts  
Great (+4) Deceive, Resources, Will  
Good (+3) Contacts, Fight, Shoot  
Fair (+2) Empathy, Investigate  
Average (+1) Athletics, Stealth  
**Stress:** 4 Physical / 4 Mental, plus 1 extra  
Mild Consequence

#### POWER PROFILE

**Power Obsession:** Doctor Annihilation has access to the best toys. He's been gathering power and knowledge his entire life. Twisted by a need for vengeance or dominance, He's become a monster for the whole world to fear.

#### Power Breakdown:

- **Gadgeteering**
  - o Useful Devices
- **Super Strength**
- **Super Toughness**

**Special Effects** (trigger on success with style):

- Area Attack
- Forced Movement

**Drawback:** No Empathy

**Collateral Damage Effect:** Handmade Off Button

**Cost:** 4

#### OTHER STUNTS

- **Lust for Power:** Whenever Doctor Annihilation spends his turn monologuing or actively pursues an item of power at the cost of all other actions, he regains a Fate point.
- **Master of his Domain:** When fighting in his own lair, Doctor Annihilation may

spend a Fate point to activate his lair's defenses, which activate at the end of the round. These defenses may either attack (using Fight or Shoot, as applicable) at +4 or create an Advantage for Doctor Annihilation and his allies.

- **Minions!:** Doctor Annihilation summons a legion of his trained guards (at least two per player character). These are Average quality NPCs that last until defeated or until the end of scene. If Doctor Annihilation makes a +3 Contacts roll, these NPCs are of Fair quality. If he spends a Fate point, they are of Good quality.

**Cost:** 3



The "Doctor Annihilation" archetype should be a familiar one to any comics fan: the megalomaniacal dictator, ruling over some small country with an iron fist. While this archetype can come in many forms--technological, arcane, or empowered--the Doctor Annihilation archetype features many notable similarities.

Firstly comes a focus on Lore. At the exclusion of all else, including combat ability, the Doctor Annihilation archetype focuses on a lust for knowledge and power. This is not to

say that Doctor Annihilation is a combat-pushover; it's just that Doctor Annihilation would rather let his minions do the dirty work while he pursues some other, loftier goal. Consider framing encounters with Doctor Annihilation as a race: the heroes need to keep Doctor Annihilation from reaching some item, from finishing some computer program, or from completing an eldritch ritual, all the while holding off his dread legions.

Oftentimes, Doctor Annihilation sees something of himself in one of the heroes. If Doctor Annihilation is technologically based, he might feel akin to a power-armor wearing hero. If an arcane master, he might see a kinship with a wizard hero or a hero gifted by some eldritch power. Consider offering the hero a chance at alliance or a mutually beneficial relationship.

Lastly, consider the possibility of the Doctor Annihilation archetype as a "last-ditch alliance" against some greater threat. Doctor Annihilation might have some key piece of information or a plot-relevant McGuffin necessary to defeat a more powerful villain. While Doctor Annihilation may or may not betray the heroes at some critical point, the players should always be questioning his motives.



## THE JEKYLL & HYDE

### ASPECTS

- Man with Two Lives
- Brilliant Mind, Brutish Body
- Unethical Experimenter
- Can't Keep it Contained
- Inferiority Complex

### JEKYLL STATS

Great (+4) Lore, Crafts  
Good (+3) Will, Investigate  
Fair (+2) Resources, Contacts  
Average (+1) Empathy, Notice  
**Stress:** 2 Physical / 4 Mental

### HYDE STATS

Superb (+5) Fight  
Great (+4) Physique, Athletics  
Good (+3) Provoke  
Fair (+2) Notice  
Average (+1) Will  
**Stress:** 4 Physical / 3 Mental

### POWER PROFILE

**Chemistry Gone Awry:** The Jekyll & Hyde has tried to wright some terrible wrong by creating a cure or new medicine. But it didn't turn out the way he expected and now experimenting on himself has led to this.

### Power Breakdown:

- **Enrage the Beast:** If the Jekyll & Hyde takes any Stress while in Hyde form, he automatically increases his Fight, Physique, and Athletics ratings by 1 until the Jekyll & Hyde transforms back into his Jekyll form.
- **Natural Weapon**
- **Super Strength**
- **Super Toughness**
  - o Master Super Toughness
- **Transformation:** The first time Jekyll & Hyde takes Stress while in his Jekyll form, he may automatically transform into his Hyde form. A Jekyll & Hyde in Hyde form can be forced to transform back to Jekyll

via a successful Empathy vs. Fight test.

**Special Effects** (trigger on success with style):

- Extra Action
- Physical Recovery

**Drawback:** Destructive Rage

**Collateral Damage Effect:** SMASH!

**Cost:** 6

### OTHER STUNTS

- Grappler
- Heavy Hitter

**Cost:** 2

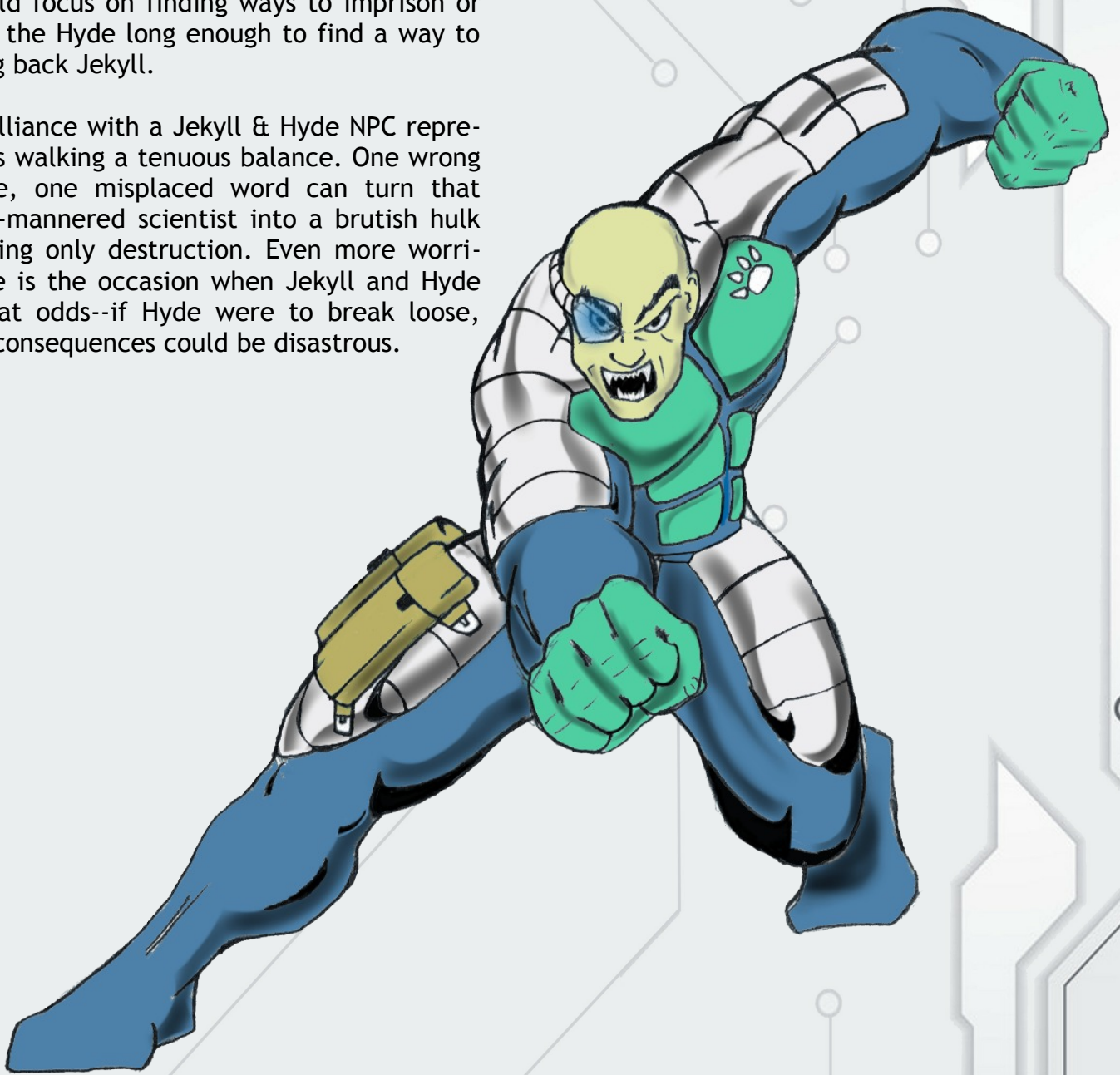


A classic comics-archetype, the Jekyll & Hyde takes its name from the eponymous Robert Louis Stevenson book, in which the brilliant Dr. Jekyll seeks to unlock his primal side, via Edward Hyde. Superheroes and villains often traverse this mind-body divide through super-science, sorcery, or mutation. Running a Jekyll & Hyde means running, effectively, two separate characters simultaneously. This is represented by the two pairs of stats, based on which form the Jekyll & Hyde is in at any given time. While the Jekyll half of the character is entirely mentally based--a gifted scientist, witty, and

knowledgeable--the Hyde is entirely physical. Jekyll focuses on Lore, while the Hyde is all about the Fight. Oftentimes, the Jekyll & Hyde is saddled with issues of inadequacy: the Jekyll wishes the acclaim and power that only the Hyde can bring, despite his brutish nature.

Attempting to defeat the Jekyll & Hyde in its preferred form should prove to be an exercise in futility. At best, the Hyde's physicality can be held off, delayed, or kept at bay, but never outright defeated. Heroes should focus on finding ways to imprison or hold the Hyde long enough to find a way to bring back Jekyll.

An alliance with a Jekyll & Hyde NPC represents walking a tenuous balance. One wrong move, one misplaced word can turn that mild-mannered scientist into a brutish hulk seeking only destruction. Even more worrisome is the occasion when Jekyll and Hyde are at odds--if Hyde were to break loose, the consequences could be disastrous.



## THE HERO HUNTER

### ASPECTS

- The Most Dangerous Game
- The Thrill of the Hunt
- You're Just Another Target
- My Skill Against Yours
- Guns For Hire

### SKILLS

Superb	(+5)	Shoot, Stealth
Great (+4)		Crafts, Deceive
Good (+3)		Fight, Notice, Athletics
Fair (+2)		Investigate, Burglary,
Physique		
Average (+1)		Drive, Contacts, Will
Stress:		3 Physical / 3 Mental

### POWER PROFILE

**Call of the Wild:** Hero Hunters are often individuals motivated to alter themselves in dramatic ways to achieve their goals, whether for vengeance or more often, sport. Choose a power source befitting the concept you have in mind, like tech, chemistry, or foul magic.

#### Power Breakdown:

- Super Agility
- Super Strength
- Super Toughness

**Special Effects** (trigger on success with style):

- Inflict Condition
- Extra Movement

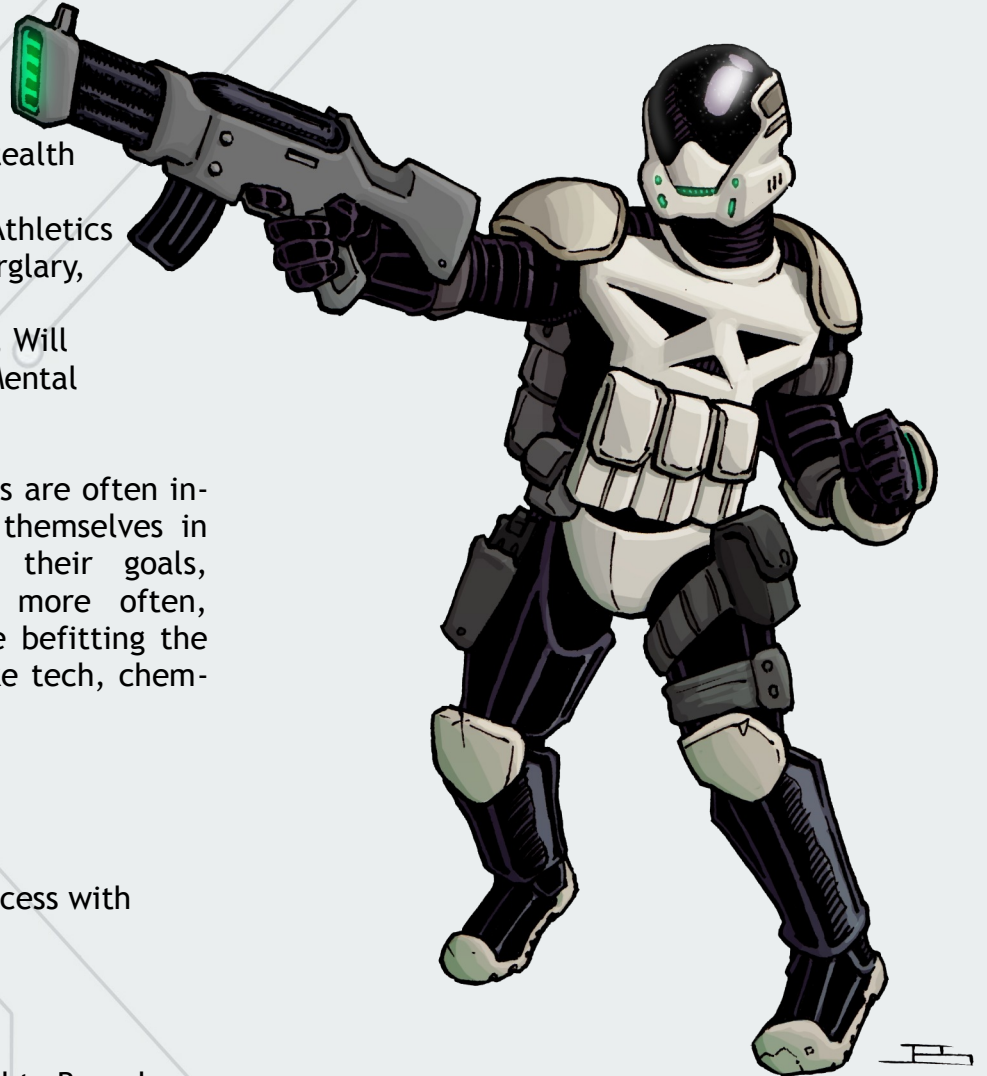
**Drawback:** Restless

**Collateral Damage Effect:** Mighty Bound

**Cost:** 3

### OTHER STUNTS

- **Master of Traps:** The Hero Hunter can spend a Fate point to automatically place a trap--an explosive, a snare trap, or some other devious device--in the path of a hero. This trap can either deal Stress, using The Hero Hunter's Crafts ability to attack, or to automatically create an Advantage with 1 free activation.
- **Vanish:** The Hero Hunter can spend a Fate point to disappear, even in plain view,



as per the “Ninja Vanish” stunt (*Fate Core*).

- **Take Him Alive:** The Hero Hunter may regain a Fate point whenever she receives a penalty for attacking in a non-lethal manner, in the hopes to capture a hero alive, rather than kill the hero.

- **Tracker:** If the Hero Hunter succeeds on a Notice attempt to locate a hidden hero, she automatically may create a free Advantage against that hero, with one free invocation.

**Cost:** 4

The Hero Hunter differs from many other villains: rather than avoid confrontation with would-be heroes, The Hero Hunter actively seeks out heroes to challenge, whether for a paycheck or for a test of her formidable abilities. The Hero Hunter often shows no interest for world domination or for unrestrained terror. Rather, facing down heroes allows her a veneer of superiority.

The Hero Hunter often relies on hit and run, ambush-style tactics that favor stealth and subterfuge. Consider placing several environmental challenges alongside The Hero Hunter, particularly those that might put civilians or other bystanders in danger. A burning building, a half-built skyscraper, or a primeval forest at night could all provide unique challenges that The Hero Hunter would surely take advantage of.

A Hero Hunter often can add additional challenge to encounters with already-existing villains in your campaign. Perhaps one of your villains hires The Hero Hunter to delay or stall the heroes, while completing some other objective. Alternatively, said villain could confront the heroes themselves, using The Hero Hunter’s potent stealth abilities to level the playing field.

## THE CRIME LORD



### ASPECTS

- I Know a Guy...
- An Offer You Can't Refuse
- I'm Simply an Entrepreneur
- Every Man has a Price
- An Organization in the Shadows

### SKILLS

Fantastic (+6) Contacts  
Superb (+5) Deceive, Resources  
Great (+4) Provoke, Investigate  
Good (+3) Notice, Will  
Fair (+2) Burglary, Physique, Rapport  
Average (+1) Drive, Athletics, Shoot  
**Stress:** 3 Physical / 4 Mental

### POWER PROFILE

**School of Hard Knocks:** Whether they're a mutant, an accident, or self-made, Crime Lords are tougher and stronger than a small army of lesser thugs.

#### Power Breakdown:

- Super Toughness
- Master Super Toughness
- Super Strength



**Special Effects** (trigger on success with style):

- Mental Recovery
- Physical Recovery

**Drawback:** Can't Feel Much of Anything

**Collateral Damage Effect:** Bullet Proof

**Cost:** 3

#### OTHER STUNTS

**Surrounded by Guards:** Once per scene, Crime Lords can test Contacts to call upon their nefarious allies. On a result of +2 or more, the allies are Fair. On a result of +3 or more, the allies are Good. If the Crime Lord spends a Fate point, the Crime Lord calls upon a named NPC, complete with their own stats and Fate points.

**Do You Know Who I Am?:** The Crime Lord can intimidate foes by using Contacts, as per "The Weight of Reputation" (*Fate Core*).

**You Think I'm Going to Jail?:** The Crime Lord has enough personal wealth to escape nearly any law or legal entanglement, as per "Money Talks" (*Fate Core*).

**Tracker:** When Crime Lords put themselves at a distinct disadvantage in pursuit of a new source of revenue or power, they regain a Fate point.

**Cost:** 4

The Crime Lord archetype varies significantly from many others in the sense that Crime Lords are often utterly disinterested in actively fighting. They have no real reason to antagonize the heroes, outside of removing any interference to their business. This does not mean that a Crime Lord is unskilled in combat--many Crime Lords throughout comics history demonstrate at least some combat acumen--but rather that a Crime Lord would much prefer to have their underlings do the fighting, while they themselves focus on the long-term planning and expansion of their criminal empire.

The Crime Lord archetype focuses primarily on its use of Contacts and Resources. Enough money and enough people in the right places can cover nearly anything The Crime Lord could possibly want. A well-played Crime Lord should seem like their agents are *everywhere*, consistently making heroes ask whom they can actually trust.

Consider utilizing The Crime Lord's expertise in this area to undo or thwart otherwise positive acts that the heroes might accomplish. A captured villain may escape police custody, necessary records may be redacted or destroyed, all because of The Crime Lord's long-reaching influence. If you take this route, this use of influence should come with the concurrent risk of exposing some greater link to The Crime Lord.

Crime Lords often have some greater scheme in mind, which should not always be apparent to initial investigations. Further, their machinations should reach up into the higher echelons of society, including politicians, law enforcement officers, and even other superhumans. Consider putting some critical piece of information in a Crime Lord's custody, pushing the heroes into a more investigative role.



## THE MANIPULATOR

### ASPECTS

- A Wink and a Smile
- You Were Born to be Ruled
- Half-Truths are Easier to Swallow
- A Labyrinth of the Mind
- Surrounded by Sycophants

### SKILLS

Fantastic (+6) Deceive  
Superb (+5) Rapport, Will  
Great (+4) Contacts, Notice, Resources  
Good (+3) Investigate, Lore, Provoke  
Fair (+2) Burglary, Fight, Shoot  
Average (+1) Drive, Physique, Stealth  
**Stress:** 3 Physical / 4 Mental, 1 extra  
Mild Consequence

### POWER PROFILE

**Mind Master:** The Manipulator has keen, if twisted, insight into the minds of sentient beings. His powers often lead to horrifying results and the enrichment of the Manipulator.

#### Power Breakdown:

- Influence
  - o Master Influence
  - o Convincing
  - o Familiar Presence

**Special Effects** (trigger on success with style):

- Area Attack
- Inflict Condition

**Drawback:** No Empathy

**Collateral Damage Effect:** Puppetry

**Cost:** 4

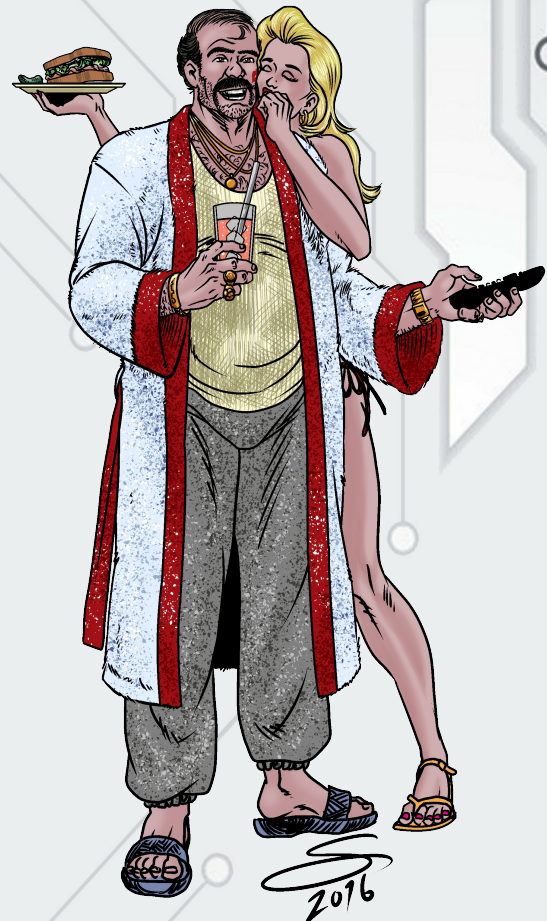
### OTHER STUNTS

**The Big Reveal:** Whenever the Manipulator reveals a master plan or demonstrates his superiority to his foes by revealing how he has used and abused those foes, The Manipulator regains a Fate point.

**Muddle Minds:** Given enough time to converse with a target, The Manipulator may use Deceive to inflict Mental Stress.

**Probing Questions:** The Manipulator can use Rapport to learn a target's Aspects, in place of Empathy, as per the "Okay, Fine!" Stunt (Fate Core).

**Cost:** 3



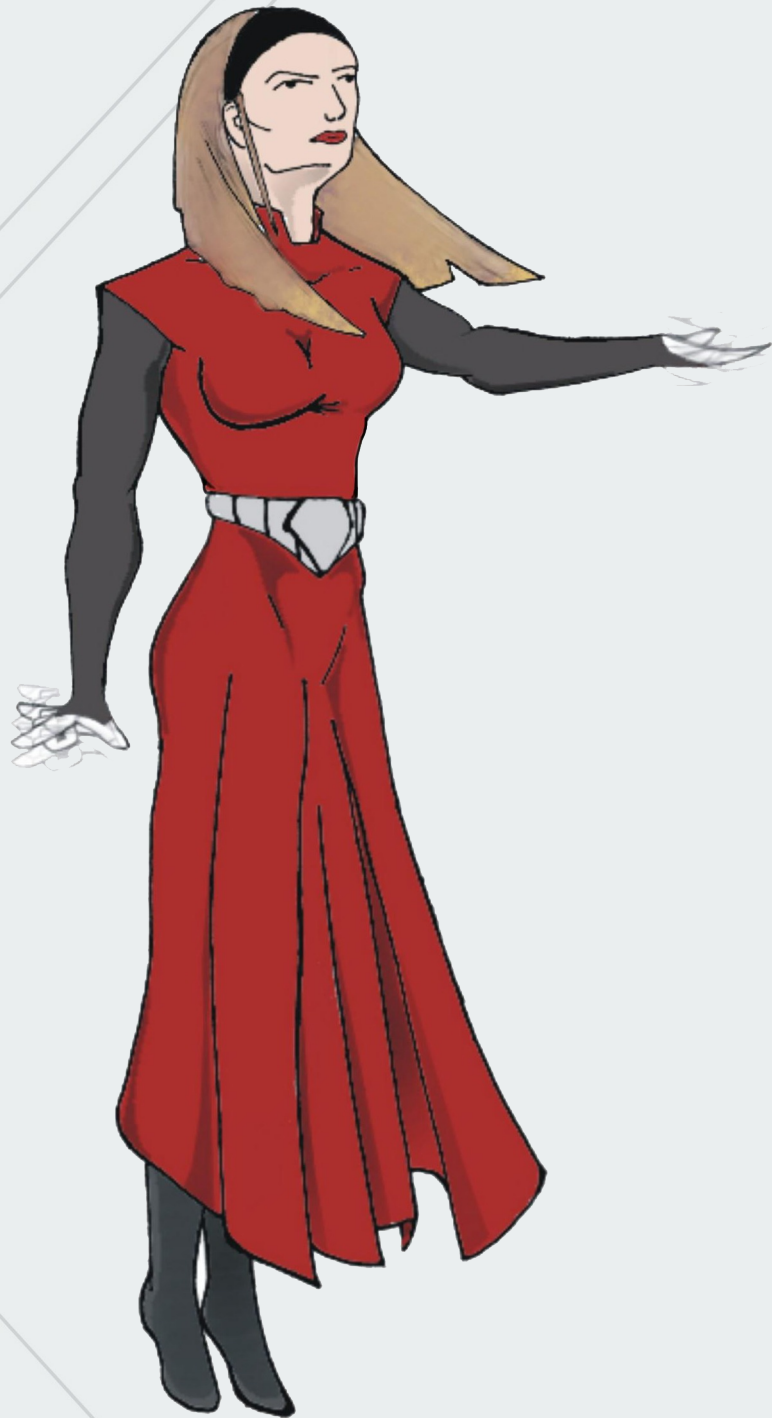
While The Crime Lord archetype focuses on manipulation on a systemic, organizational level, the Manipulator archetype takes a much more personal approach to their villainous schemes, carefully choosing specific targets to control, manipulate and deceive. The Manipulator often has some sort of esoteric ability to control or muddle minds, often sowing dissention in the heroic ranks or even causing heroes to fight one another inadvertently.

The most classic usage of a Manipulator villain is through mind-control. While this tends to be a delicate issue with many groups, a crafty GM should speak to a poten-

tial mind-control target's player and provide a plan of attack. Oftentimes, a player will be eager to latch onto such a plot, as it offers a unique roleplaying experience as well as the chance to be a little villainous. Consider approaching such a player a session or two in advance of an encounter with a Manipulator characters and get their input on potential plots.

Manipulators are not relegated to mind-control, however. Manipulators are at their best when talking: sowing dissension in heroic ranks, planting lies and half-truths in people's minds, and setting one force against another for his own benefit. Consider placing a Manipulator villain in a position inaccessible to the heroes, but providing the Manipulator with a webcam channel, a radio broadcast, or some other method of mass communication. The scenario could easily become a race against time, with heroes torn between staving off riots and with locating the Manipulator himself.

Consider pairing the Manipulator villain with a brutish, more combat-centric henchman, capable of defending the Manipulator, should their location be discovered. Consider even using a Jekyll & Hyde villain or even a Hero Hunter, capable of doing the "dirty work" while the Manipulator focuses on their grand scheme.



## THE CAT BURGLER

### ASPECTS

- All About the Score
- Just a Shadow in the Night
- Oooh, Shiny!
- Not Here to Fight
- They Won't Need This Anyway

### SKILLS

Superb	(+5)	Burglary, Stealth
Great (+4)		Deceive, Athletics
Good (+3)		Fight, Notice, Investigate
Fair (+2)		Physique, Resources
Average (+1)		Drive, Contacts, Will
<b>Stress:</b>		3 Physical / 3 Mental

### POWER PROFILE

**Finely Honed Skills:** The Cat Burglar has trained her body to a superheroic degree. Where she trained and what traditions she might follow are up to you.

#### Power Breakdown:

- **Super Agility**
  - o Cat's Landing
  - o Uncanny Dodge

**Special Effects** (trigger on success with style):

- Extra Movement
- Extra Action

**Drawback:** Can't Resist a Challenge

**Collateral Damage Effect:** Hair Trigger Reaction

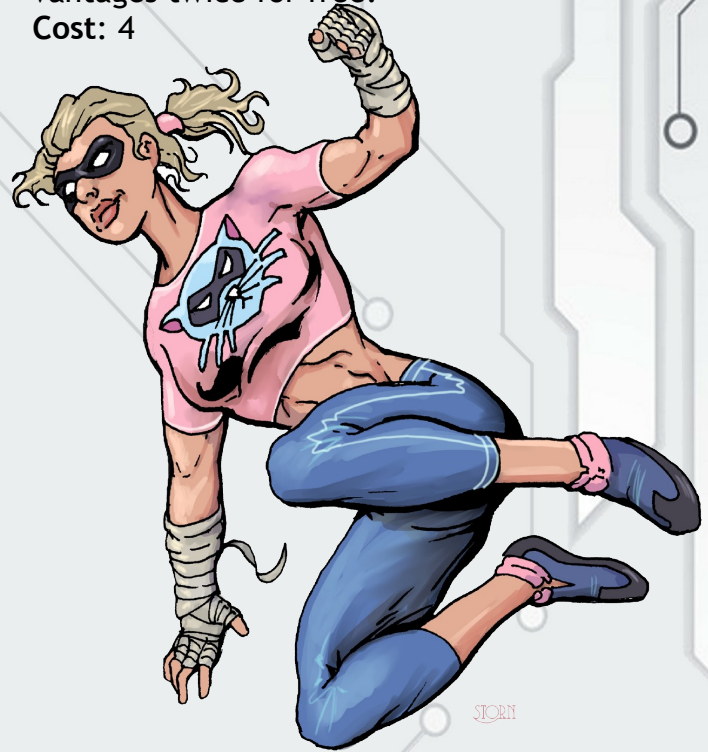
**Cost:** 3

### OTHER STUNTS

- **Vanish:** The Cat Burglar can spend a Fate point to disappear, even in plain view, as per the "Ninja Vanish" stunt (Fate Core, p. 126).
- **Infiltrator:** The Cat Burglar gains +2 on any Burglary or Stealth rolls made to create advantage when attempting to enter a secured location.
- **Knife in the Dark:** The Cat Burglar may use Stealth to attack a target, providing that the target does not know the attack is coming. This attack deals Physical Stress.
- **Eyes on the Prize:** The Cat Burglar

may use Investigate to create advantages related to a specific target or item that she wishes to steal. If The Cat Burglar spends a Fate point, she may invoke the created advantages twice for free.

**Cost:** 4



Much like the Crime Lord or the Manipulator archetypes, the Cat Burglar archetype does not focus primarily on sheer combat ability. Rather, the hallmark of a Cat Burglar-type villain is her skill in stealth and infiltration. The Cat Burglar would much rather get in, acquire their target, and get out of a location without ever encountering the heroes or confronting them. When pressed into combat, the Cat Burglar archetype prefers to stick to the shadows, picking off individual heroes as they attempt pursuit.

One unique way to utilize a Cat Burglar villain is to infiltrate a hero's base or sanctum, in an attempt to steal either information or equipment that formerly belonged to another villain. Doing so transforms a well-built, well-secured heroic base into a unique battleground while simultaneously providing a sense of possession and urgency on the part

of the players. Be careful not to deprive said player of any hard-earned reward for over-long, but placing a heroic stronghold in jeopardy motivates players to shore up defenses, update security, and investigate who would be so bold as to attack their own home base.

Another potential Cat Burglar plot could involve the framing of a hero. Heroes often leave plenty of evidence of their heroic deeds behind at crime scenes; it would be a relatively easy thing for a well-trained Cat Burglar to steal some evidence, plant it at the scene of another crime, and shift blame

onto a hero for crimes of their own doing. Thwarting the Cat Burglar then involves tracking down the true perpetrator and collecting enough evidence to exonerate the heroic comrade. Consider framing a hero whose player will be missing for an extended period or a friendly NPC, so as not to exclude any players currently at the table.

Cat Burglar archetype villains typically work best alone, as their high Stealth and Burglary abilities often do not coordinate well with less-skilled comrades. That said, skilled and resourceful Cat Burglars often will employ other (read: louder) allies as distractions for would-be heroes. Such Cat Burglars attempt to engage their actual target unbeknownst to the heroes, who themselves would have to divide their forces to engage both the Cat Burglar and their 'distraction.'



# More Fainting Goat Fate!

Fate Accelerated Edition is a great system for running supers.

Villains: Accelerated is a treasury of supervillains statted up and ready for action right now in FAE.

Villains: Accelerated contains

Professor Hebanon - Demonic Mad Scientist with a split personality in the tradition of Jason Blood/The Demon and Bruce Banner/Hulk

Megafauna - a fun-loving, size-changing villain who lives for the joy of super-combat

Cold-Blooded - ice cold, superhuman Godfather

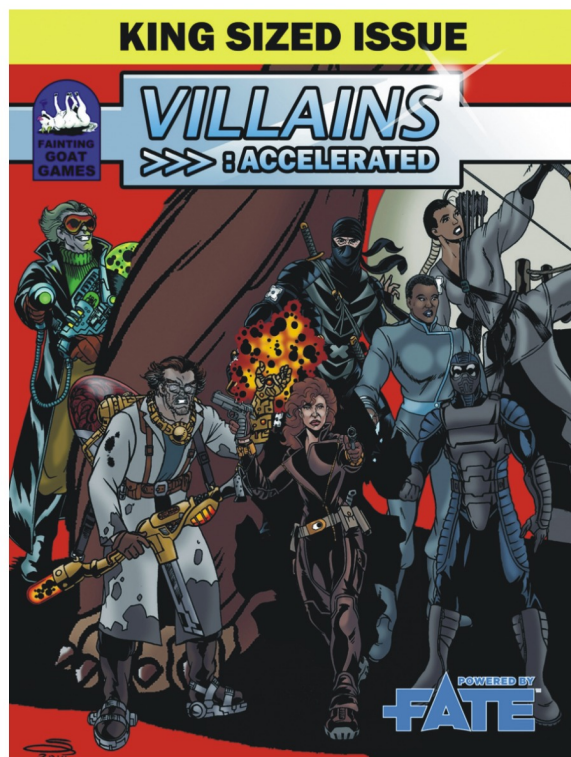
The Interceptor - freelance super-thug who specializes in helping drive off superheroes

Xiphos - Obligatory Badass Super Ninja

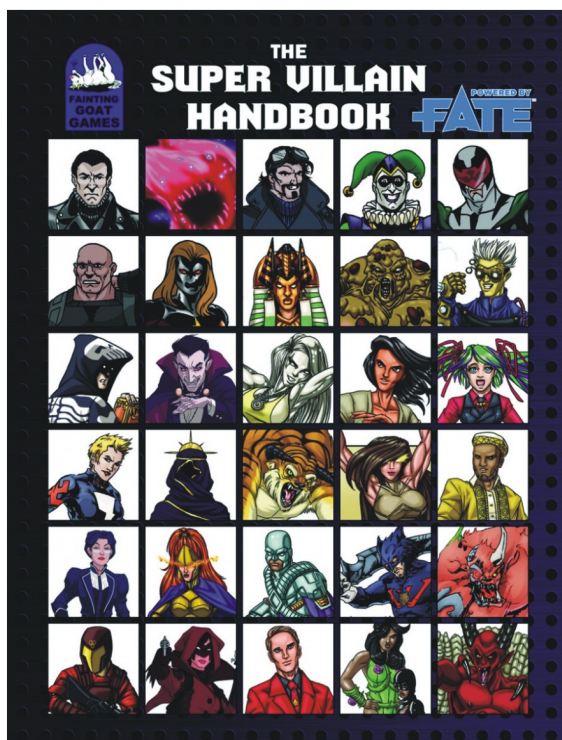
Dr. Lucas Westerly - a mad scientist in the mold of colorful characters like Victor Frankenstein and Rotwang.

Hoodwink - a self-styled "revolutionary" superhuman who promises to tear down the existing social order.

Dead Eye - Mysterious scourge of the underworld who secretly is working for one of the city's top crime families



<http://tinyurl.com/ze86ybd>



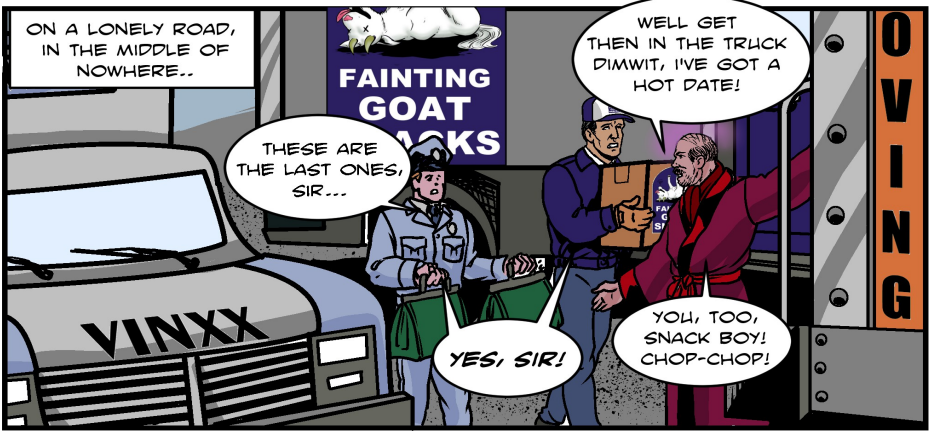
It's true, super villains are a secretive lot. Other than the occasional slip of megalomania during world domination broadcasts, most super villains keep the essence of who they are and what they do under tight wraps. Dr. Comics (That would be Dr Tondro... Shh. It's a secret) has tapped every informant, minion, and ex-villainous love interest he could get his hooks into to divulge the secrets of what makes a super villain tick.

The Super Villain Handbook covers forty archetypes for various super villains that one might encounter throughout comics. While the book was created with ICONS in mind, there are many reasons that this is an essential resource for GMs of any superhero game.

The book classifies super villains not by what they can do (for example, "control magnetism") but by their role in the story ("I must make the world safe for my people!"). In such roles, we see everything from the lowly Crime Boss to the Cosmic Menace. This allows villains of all types and power sets to fill different roles at the table without coming across as poorly re-skinned clones.

# THE MANIPULATOR - VS - CORROSION

## IN: DOUBLE-CRIME DOUBLE-CROSS



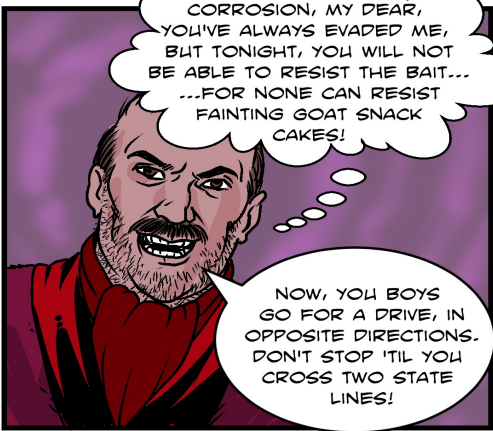
ON A LONELY ROAD,  
IN THE MIDDLE OF  
NOWHERE...

THESE ARE  
THE LAST ONES,  
SIR...

YES, SIR!

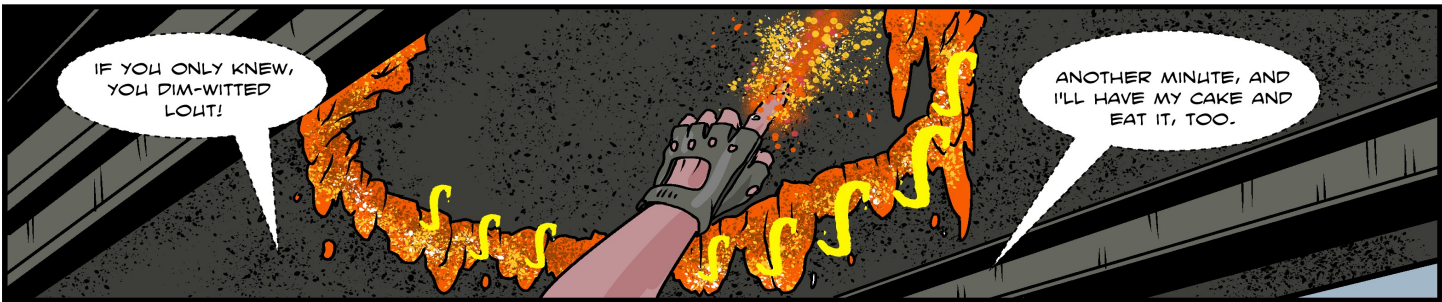
WE'LL GET  
THEN IN THE TRUCK  
DIMWIT, I'VE GOT A  
HOT DATE!

YOU, TOO,  
SNACK BOY!  
CHOP-CHOP!



CORROSION, MY DEAR,  
YOU'VE ALWAYS EVADED ME,  
BUT TONIGHT, YOU WILL NOT  
BE ABLE TO RESIST THE BAIT...  
...FOR NONE CAN RESIST  
FAINTING GOAT SNACK  
CAKES!

NOW, YOU BOYS  
GO FOR A DRIVE, IN  
OPPOSITE DIRECTIONS.  
DON'T STOP 'TIL YOU  
CROSS TWO STATE  
LINES!



IF YOU ONLY KNEW,  
YOU DIM-WITTED  
LOUT!

ANOTHER MINUTE, AND  
I'LL HAVE MY CAKE AND  
EAT IT, TOO.

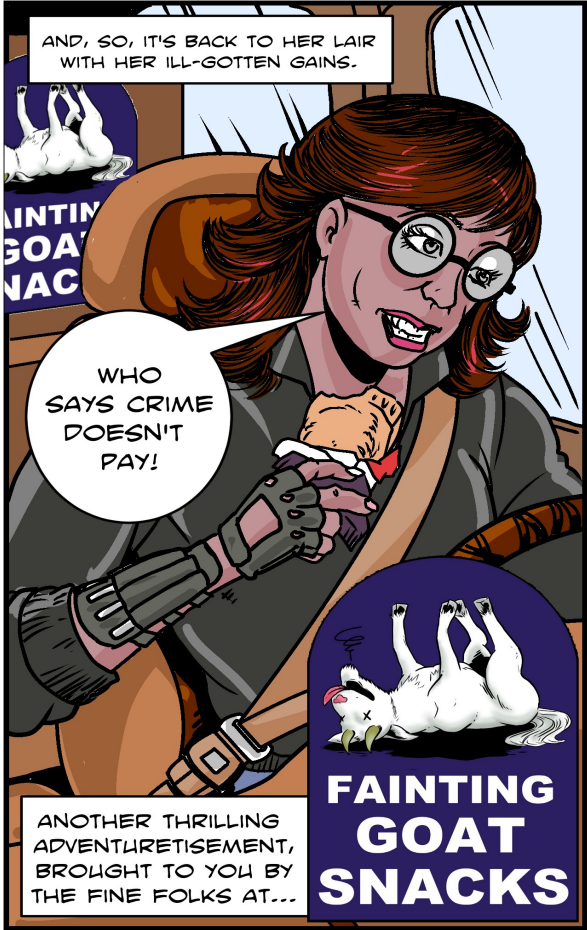


AND, AFTER HER ACID SPRAY DOES  
IT'S WORK, THE PRIZE DROPS  
TO THE ROAD!



SO LONG,  
LOSERS  
AND THANKS  
FOR  
PLAYING!

IT'S GETTING  
HARDER AND  
HARDER TO  
GET THESE  
CAKES, BUT  
WORTH IT!



AND, SO, IT'S BACK TO HER LAIR  
WITH HER ILL-GOTTEN GAINS.

WHO  
SAYS CRIME  
DOESN'T  
PAY!

ANOTHER THRILLING  
ADVENTURETISEMENT,  
BROUGHT TO YOU BY  
THE FINE FOLKS AT...

**FAINTING  
GOAT  
SNACKS**