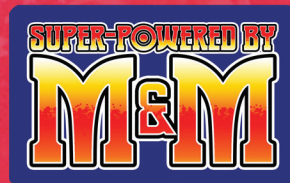


# VICIOUS VILLAINS

THE BADDEST OF THE BAD



REQUIRES THE MUTANTS &  
MASTERMIND'S HERO'S HANDBOOK BY GREEN  
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# VICIOUS VILLAINS

## THE BADDEST OF THE BAD



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If you are too incompetent to figure that out, you should seek professional help immediately. Our apologies to the vast majority of people to whom this message does not apply.

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**SPECIAL THANKS TO:**

Michael Rosenbaum, who has shown an entire generation how playing a villain is done.

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Every good hero needs a great villain. When you look at the superhero genre, the archenemies and nemeses of the heroes are typically as memorable, if not more so, than the heroes who fight them.

In this book you will find ten villains, ranging from PL6 to PL 20, for use in your M&M campaign. We hope you have as much fun playing with them as we had creating them.

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Thank you for picking up VICIOUS VILLAINS!



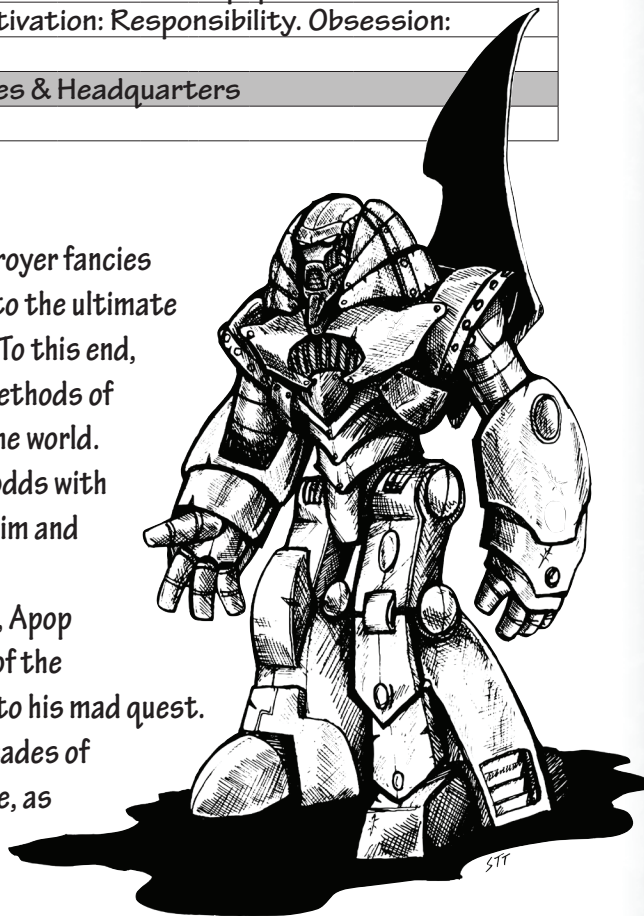


APOP THE DESTROYER (PP TOTAL 300)							
Gender	M	Height	9'	Identity		Apop	
Age	4,000	Weight	400 lbs	Base of Operations		Pyramid of Doom	
PL	20	Eyes	Yellow	Group Affiliation		Self	
Abilities (208 PP)							
STR	10	AGI	15	FIG	15	AWE	15
STA	16	DEX	15	INT	10	PRE	10
Offense (0 PP)							
Unarmed	15			Initiative	15		
Defense (1 PP)							
Toughness (STA)		21		Dodge (AGL)		14	
Fortitude (STA)		16		Parry (FGT)		14	
Will (AWE)				16			
Skills (9 PP)							
Expertise (Science)						6 (16)	
Technology						6 (16)	
Treatment						6 (16)	
Advantages (6 PP)							
Eidetic Memory, Equipment x2, Fearless, Inventor, Jack-Of-All-Trades							
Powers & Devices (88 PP)							
Growth (Innate, Permanent)						1	
Immortality						1	
Crystal of Divine Grace: Variable (Increased Duration: Continuous, Limited: Mutant Descriptor, Slow, Usable on others and self.)						12	
Complications (-12 PP)							
Removable ((Crystal of Divine Grace can be removed from Apop's chest, with some difficulty) -12), -1 to Stealth Checks Motivation: Responsibility. Obsession: Culling the weak from Humanity.							
Equipment, Vehicles & Headquarters							
Armor Suit: Protection 5 (Impervious 5)							

## APOP THE DESTROYER

Born centuries ago in Ancient Egypt, Apop the Destroyer fancies himself a God who is tasked with bringing humanity to the ultimate pinnacle of evolution before causing the apocalypse. To this end, Apop spends decades researching and refining his methods of genetic manipulation before unleashing them upon the world. In each age when he surfaces, Apop finds himself at odds with heroes and do-gooders who seek to stand between him and his ultimate goal of culling the weak from humanity.

An immortal in the truest sense of the word, Apop cannot be killed, merely rendered inert. Regardless of the damage he suffers, he invariably recovers, returning to his mad quest. Historically, a solid defeat would send Apop into decades of hiding, but in recent years he has become more active, as if he fears that he is finally running out of time to achieve his agenda.

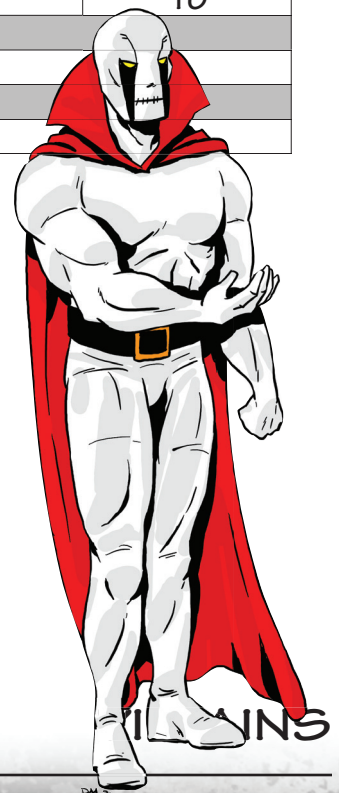




BARON VON HADES (PP TOTAL 210)							
Gender	M	Height	6'2	Identity	Public		
Age	40	Weight	215 lbs.	Base of Operations	Castle Cerberus		
PL	14	Eyes	Brown	Group Affiliation	Hadistanian Crown		
Abilities (148 PP)							
STR	10	AGI	7	FIG	14	AWE	8
STA	10	DEX	7	INT	10	PRE	8
Offense (0 PP)							
Unarmed	14			Initiative	7		
Blast	9			Ranged	7		
Defense (0 PP)							
Toughness (STA)	10			Dodge (AGL)	7		
Fortitude (STA)	10			Parry (FGT)	14		
Will (AWE)					8		
Skills (38 PP)							
Acrobatics							5 (12)
Athletics							5 (15)
Deception							6 (16)
Expertise (Politics)							6 (16)
Expertise (Science)							6 (16)
Insight							6 (14)
Intimidation							8 (16)
Perception							6 (14)
Persuasion							4 (10)
Ranged Combat (Blast)							2 (9)
Stealth							6 (13)
Technology							8 (15)
Treatment							6 (16)
Vehicles							2 (9)
Advantages (4 PP)							
Benefit (Diplomatic Immunity), Benefit (Wealth) x2, Inventor							
Powers & Devices (10 PP)							
Blast (Atomic Energy)							10
Complications (0 PP)							
Motivation: Patriotism, Responsibilities: Diplomatic Duties							
Equipment, Vehicles & Headquarters							
As needed and determined by the Crown.							

### BARON VON HADES

Emmisary for the crown of Hadistan, and it's shady ruler Lord Despair, Baron von Hades is a diplomat in only the loosest sense of the word. He dwells in America, making demands of the government, throwing temper tantrums and issuing thinly veiled threats when he does not get his way. Diplomatic immunity protects him from legal recourse, but heroes often find themselves dismantling one of the Baron's evil schemes.



CELESTIA (PP TOTAL 180)							
Gender	F	Height	6'4"	Identity		Publicly Known	
Age	25	Weight	195 lbs.	Base of Operations		Mobile	
PL	12	Eyes	Green	Group Affiliation		None	
Abilities (108 PP)							
STR	10	AGI	5	FIG	5	AWE	0
STA	19	DEX	5	INT	0	PRE	10
Offense (0 PP)							
Unarmed		12		Initiative		5	
Melee		12		Ranged		10	
Defense (20 PP)							
Toughness (STA)		19		Dodge (AGL)		5	
Fortitude (STA)		19		Parry (FGT)		5	
Will (AWE)						20	
Skills (2 PP)							
Deception						1 (11)	
Intimidation						1 (11)	
Persuasion						1 (11)	
Technology						1 (2)	
Advantages (14 PP)							
Attractive x2, Close Combat x7, Ranged Combat x5							
Powers & Devices (36 PP)							
Blast (Laser Vision)						5	
Flight						5	
Immunity (Life Support)						10	
Movement: Space Travel						3	
Complications (0 PP)							
Motivation: Responsibility, Obsession: Finding a suitable breeding population for her homeworld.							
Equipment, Vehicles & Headquarters							
None							

## CELESTIA

Celestia is a refugee from the planet Rangar-7 in the Andromeda galaxy. When her homeworld suffered a terrible plague that wiped out the entire population of men, Celestia embarked on a quest to comb the stars for suitable breeding stock to help perpetuate her people's existence.

Upon encountering the superheroes of Earth, Celestia felt that her long search may have come to a close. Superheroes seem to have desirable traits (such as power and longevity) that would be in step with the refined gene pool of Rangar-7. Celestia hopes to be able to incarcerate and transport enough male superheroes (or villains, she's not picky with regards to morality) to her homeworld in order to save her people and receive a hero's welcome upon her return.



VICIOUS

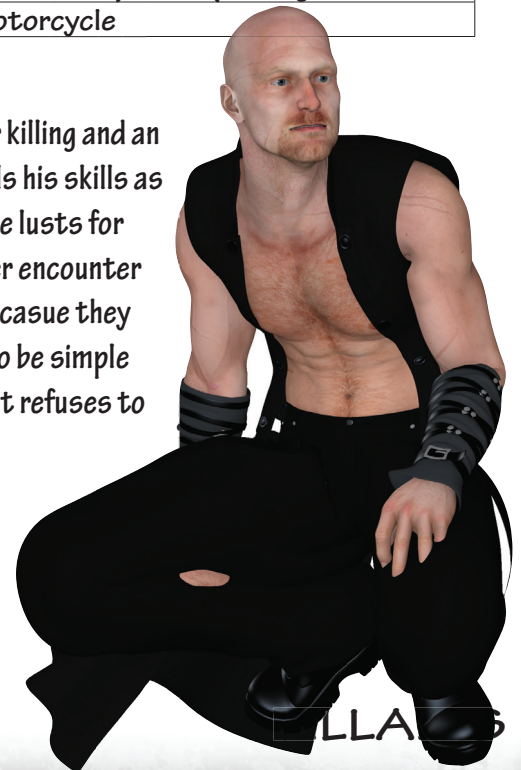
VILLAINS



CYCO (PP TOTAL 135)							
Gender	M	Height	6'	Identity	Public: Mike Mathers		
Age	38	Weight	206 lbs	Base of Operations	Mobile		
PL	9	Eyes	Brown	Group Affiliation	None		
Abilities (48 PP)							
STR	3	AGI	3	FIG	3	AWE	3
STA	3	DEX	3	INT	3	PRE	3
Offense (0 PP)							
Unarmed	9			Initiative	3		
Improvised	9			Thrown	10		
Defense (30 PP)							
Toughness (STA)			3 (6)	Dodge (AGL)	12		
Fortitude (STA)			9	Parry (FGT)	12		
Will (AWE)					9		
Skills (35 PP)							
Acrobatics							8 (11)
Athletics							8 (11)
Close Combat (Unarmed)							4 (9)
Intimidation							14 (17)
Perception							14 (17)
Ranged Combat (Thrown)							2 (5)
Sleight of Hand							14 (17)
Stealth							14 (17)
Vehicles							6 (9)
Advantages (22 PP)							
Equipment x4, Hide in Plain Sight, Improvised Weapon x5, Instant Up, Prone Fighting, Ranged Combat x5, Throwing Mastery x5							
Powers & Devices (0 PP)							
None							
Complications (0 PP)							
Motivation: Greed, Quirk: Sociopath							
Equipment, Vehicles & Headquarters							
Brass Knuckles (Damage 1, Bludgeoning), Costume (Protection 3), Knife (Damage 1, Piercing), Shuriken (Ranged Multiattack 1), Standard Motorcycle							

## CYCO

Mike Mathers is incredibly insane. He has an unmatched love for killing and an uncanny skill for doing it. Going by the handle Cyco, Mathers sells his skills as a hired assassin, not because he loves the money, but because he lusts for the kill. He is one of the most brutal villains that a hero could ever encounter and is deadly with virtually any object. Many a hero has fallen because they refused to kill Cyco when they had the chance. Believing mercy to be simple stupidity, Cyco swears to hunt down anyone who defeats him but refuses to deal a killing blow.



DECAY (PP TOTAL 150)							
Gender	M	Height	5'11"	Identity	Unknown		
Age	??	Weight	200 lbs.	Base of Operations	Mobile		
PL	10	Eyes	Black	Group Affiliation	None		
Abilities (76 PP)							
STR	4	AGI	6	FIG	8	AWE	2
STA	10	DEX	2	INT	2	PRE	4
Offense (0 PP)							
Unarmed	8			Initiative	18		
Defense (0 PP)							
Toughness (STA)	10			Dodge (AGL)	6		
Fortitude (STA)	10			Parry (FGT)	8		
Will (AWE)				2			
Skills (8 PP)							
Intimidation				10 (14)			
Stealth				6 (12)			
Advantages (6 PP)							
Fast Grab, Improved Grab, Improved Hold, Improved Initiative x3							
Powers & Devices (60 PP)							
Affliction (Grab-Based, Progressive, hindered/immobile/paralyzed)				12			
Damage (Incurable, Penetrating 8, Contagious)				8			
Suffocation (Grab-Based, Reduced Range)				12			
Complications (0 PP)							
Motivation: Anguish, Temper							
Equipment, Vehicles & Headquarters							
None							

## DECAY

Little is known about the villain that calls himself Decay. It is believed that he was the victim of a horrible laboratory accident or perhaps some kind of biological attack. Whatever made him the monster he is today is a mystery, as are the circumstances of his life prior to him gaining powers.

What is known is that his touch is incredibly toxic and the toxins it delivers are contagious. Decay is a threat not only to his victims and to the heroes who fight him, but to the entire community wherever he appears.

Some scientists have pledged to find a cure for Decay's condition if only he would turn himself over to the authorities. Given his recent killing sprees, this seems unlikely.





THE HENCHMAN (PP TOTAL 90)							
Gender	M	Height	6'	Identity	Miles Moore		
Age	35	Weight	200 lbs.	Base of Operations	Mobile		
PL	6	Eyes	Blue	Group Affiliation	For Hire		
Abilities (32 PP)							
STR	2	AGI	2	FIG	2	AWE	2
STA	2	DEX	2	INT	2	PRE	2
Offense (0 PP)							
Unarmed	4			Initiative	2		
Blunt	4			Firearms	4		
Defense (3 PP)							
Toughness (STA)			3	Dodge (AGL)	2		
Fortitude (STA)			3	Parry (FGT)	2		
Will (AWE)					3		
Skills (16 PP)							
Acrobatics							2 (4)
Athletics							2 (4)
Close Combat (unarmed)							2 (4)
Close Combat (blunt)							2 (4)
Deception							2 (4)
Insight							2 (4)
Intimidation							2 (4)
Investigation							2 (4)
Perception							2 (4)
Persuasion							2 (4)
Ranged Combat (guns)							2 (4)
Sleight of Hand							2 (4)
Stealth							2 (4)
Technology							2 (4)
Treatment							2 (4)
Vehicles							2 (4)
Advantages (0 PP)							
None							
Powers & Devices (39 PP)							
Duplication (Active, Heroic, Horde, Multiple Minions x3 (8 Minions))							3
Complications (0 PP)							
Motivation: Greed, Accident: Minions are accident-prone.							
Equipment, Vehicles & Headquarters							
Duplicate TRAITS: All Abilities at 2, Same skills as Miles							
EXCEPT Perception: 0, Treatment: 0, Technology 0							

## THE HENCHMAN

Miles Moore discovered a very unique talent during high school: the ability to make duplicates of himself. Unfortunately, Miles lacked the vision to put this ability to any remarkable use, and wound up working a string of terrible jobs, often several at a time.

Eventually he was discovered by a supervillain who offered him a new job as a henchman. Miles took to being a mook very well, and though his original patron is now in prison, Miles continues hiring himself out to the criminal underworld.

## VICIOUS



## VILLAINS

LANCE LEXINGTON (PP TOTAL 165)							
Gender	M	Height	5'11"	Identity	Public		
Age	35	Weight	210 Lbs.	Base of Operations	Lexington Tower		
PL	11	Eyes	Brown	Group Affiliation	Lancecorp		
Abilities (72 PP)							
STR	2	AGI	2	FIG	4	AWE	6
STA	2	DEX	2	INT	11	PRE	7
Offense (0 PP)							
Unarmed	6			Initiative	2		
Melee	4			Ranged	2		
Defense (19 PP)							
Toughness (STA)	7			Dodge (AGL)	2		
Fortitude (STA)	2			Parry (FGT)	4		
Will (AWE)				20			
Skills (52 PP)							
Close Combat (unarmed)							2 (6)
Deception							10 (17)
Expertise (Business)							10 (21)
Expertise (Politics)							10 (21)
Expertise (Science)							10 (21)
Expertise (Streetwise)							10 (21)
Expertise (Law)							10 (21)
Insight							6 (12)
Intimidation							10 (17)
Investigation							5 (16)
Perception							6 (12)
Persuasion							5 (12)
Technology							10 (21)
Advantages (22 PP)							
Assessment, Benefit (Status: Respected Businessman), Benefit (Wealth – Multi-Billionaire) x6, Connected, Contacts, Daze x2, Eidetic Memory, Fearless, Inventor, Jack-Of-All-Trades, Languages x3, Skill Mastery x2 (Expertise: Business, Technology), Taunt							
Powers & Devices (0 PP)							
None/As Needed							
Complications (0 PP)							
Motivation: Greed, Obsession: Acquire temporal power.							
Equipment, Vehicles & Headquarters							
As needed. Lance is wealthy beyond reason and can purchase virtually anything he desires.							



## LANCE LEXINGTON

Heir to the Lexington Aircraft fortune, Lance Lexington is a multi-billionaire inventor, philanthropist and criminal mastermind. Using his vast fortune, Lance works diligently to become the master of all he surveys. With his vast power and resources, only the most Super of Heroes can hope to stand against his plans.



SYLVIA SAVAGE (PP TOTAL 150)							
Gender	F	Height	5'7/15'		Identity	Publicly Known	
Age	29	Weight	115 lbs/800 lbs.		Base of Operations	Mobile	
PL	10	Eyes	Green		Group Affiliation	None	
Abilities (64 PP)							
STR	2/6	AGI	6	FIG	4	AWE	3
STA	2/6	DEX	6	INT	6	PRE	3
Offense (0 PP)							
Unarmed	4			Initiative	6		
Defense (5 PP)							
Toughness (STA)	2/16			Dodge (AGL)	6/4		
Fortitude (STA)	2/6			Parry (FGT)	4/2		
Will (AWE)				8			
Skills (12 PP)							
Deception							10 (13)
Expertise (Criminal)							2 (8)
Insight							4 (7)
Intimidation							2(5)/4(7)
Perception							4 (7)
Stealth							2(8)/-4(4)
Advantages (4 PP)							
All-Out Attack, Equipment, Improved Critical (Punch) x2							
Powers & Devices (65 PP)							
Alternate Form (Triggered when angry, Standard action to assume)							-2
-Damage (Adds to Strength)							10
-Growth (Increased Duration: Continuous)							4
-Leaping							9
-Protection (Impervious 6)							10
-Regeneration (Persistent)							5
-Power-Lifting							10
Complications (0 PP)							
Motivation: Greed, Temper: Sylvia is a very angry person. Her condition has only made this worse.							
Equipment, Vehicles & Headquarters							
Costume: While Sylvia's costume affords her no protection it does grow with her, allowing her to keep from ripping out of her clothes when she changes.							

## SYLVIA SAVAGE

Sylvia was a con artist. She had made her living sneaking into companies with false identification, committing corporate espionage, and living off of buried expense accounts for multinational corporations. Life was good until her job took her into a R&D facility that was experimenting with an unstable particle accelerator. Something went horribly wrong and the accelerator exploded, showering Sylvia in bizarre radiation. Now, whenever she loses her temper (which is frequently. Sylvia always had anger management issues) she grows to be a fifteen foot tall hulking brute, capable of rending steel with her bare hands.

Sylvia is desperate for a cure to her condition. Her old underworld contacts like to promise to help, if only she will let them utilize the beast within. So far, she has declined those offers.



## VICIOUS

## VILLAINS

SILVER SERPENT (PP TOTAL 150)							
Gender	M	Height	5'11	Identity	Hal Ryker		
Age	35	Weight	210 lbs.	Base of Operations	Mobile		
PL	10	Eyes	Brown	Group Affiliation	None		
Abilities (38 PP)							
STR	0	AGI	1	FIG	4	AWE	3
STA	4	DEX	2	INT	2	PRE	3
Offense (0 PP)							
Unarmed	4			Initiative	1		
Blast	2			Melee	4		
Defense (11 PP)							
Toughness (STA)	4 (16)			Dodge (AGL)	4		
Fortitude (STA)	4			Parry (FGT)	4		
Will (AWE)				11			
Skills (10 PP)							
Investigation							2 (4)
Perception							6 (9)
Persuasion							6 (9)
Vehicles							6 (8)
Advantages (0 PP)							
None							
Powers & Devices (113 PP)							
Bands of the Serpent: Create (Energy constructs. Dynamic, Continuous, Impervious, Movable, Precise, Selective)						12	
-Blast (Penetrating Dynamic Alternate Effect)						12	
-Force Field (Impervious Dynamic Alternate Effect)						12	
Flight						12	
Immunity (Life Support)						10	
Complications (-22 PP)							
Bands of the Serpent are Removable (-22 pts), Motivation: Revenge, Reputation							
Equipment, Vehicles & Headquarters							
Bands of the Serpent							

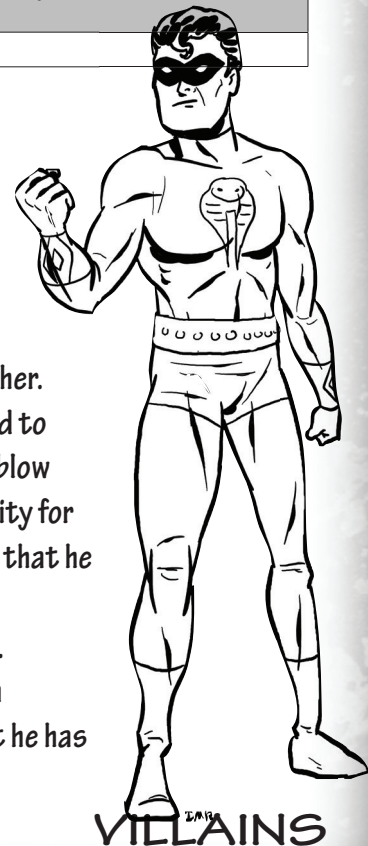
## SILVER SERPENT

Test Pilot Hal Ryker's life changed when a UFO slammed into his plane during a test flight. The dying alien inside passed the Bands of the Serpent, a powerful cosmic weapon, to Hal, making Hal promise to use them for good. Hal did. For a while the Silver Serpent was one of Earth's finest heroes.

Then a villain butchered his girlfriend and left her body in Hal's dishwasher. Hal snapped and killed the villain responsible. The rest of the city's heroes tried to stop him, but he managed to overpower them long enough to deliver the killing blow and vanish. Now, hunted by the other heroes and wanted by the villains of the city for his previous meddling, Hal has decided there is exactly one person in the world that he still cares about: himself.

The hero community knows how powerful the Bands of the Serpent are. Several heroes have nightmares about what will happen if Hal is confronted in a populated area. Some heroes think he is redeemable, but almost all agree that he has to be stopped soon.

## VICIOUS



VILLAINS



SLYTHER (PP TOTAL 120)							
Gender	M	Height	5'8"	Identity	Rand Roberts		
Age	30	Weight	180 lbs	Base of Operations	Sewers		
PL	8	Eyes	Green	Group Affiliation	None		
Abilities (68 PP)							
STR	4	AGI	8	FIG	8	AWE	0
STA	8	DEX	8	INT	-2	PRE	0
Offense (0 PP)							
Unarmed	8			Initiative	8		
Melee	8			Ranged	8		
Defense (8 PP)							
Toughness (STA)	8			Dodge (AGL)	8		
Fortitude (STA)	8			Parry (FGT)	8		
Will (AWE)				8			
Skills (15 PP)							
Acrobatics							8 (16)
Athletics							8 (12)
Perception							6 (6)
Stealth							8 (16)
Advantages (4 PP)							
Hide In Plain Sight, Move-By Action, Prone Fighting, Uncanny Dodge							
Powers & Devices (25 PP)							
Immunity (Amphibious)							1
Leaping							4
Movement: Environmental Adaptation: Water, Safe Fall, Slithering, Wall-Crawling x2							5
Regeneration (Persistent)							5
Complications (0 PP)							
Motivation: Survival, Hatred: Humans							
Equipment, Vehicles & Headquarters							
None							

## SLYTHER

Dr. Rand Roberts was one of the leading biochemists in the U.S. until an experiment went horribly awry. While Dr. Roberts was working on a powder designed to mimic reptilian regeneration for burn victims, a pair of super-powered beings crashed into his lab, causing an explosion. The raw materials of the experiment, far too potent for human use, splashed all over Dr. Roberts, mutating him into a human/serpent hybrid.

Robbed of his intellect and operating on instinct, Dr. Roberts fought his way to the sewer where he currently makes his lair. He does not remember enough of his former life to hold an intelligent conversation, let alone work toward a cure. He simply knows that he hates the humans that walk in the city above. One day, he plans to make them pay for what they have done to him.



VICIOUS

VILLAINS

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