

Creating villains

Villain should be about 10 points. Since villains do not have a pluck stat, pluck points gained during character creation are instead converted to attack or defense.

VILLAIN MOTIVATIONS

The best villains always represent the expected taken to an unexpected extreme. Start with the kind of theme you'd use for a hero, then ramp up the ego and insanity to ridiculous levels.

There are basically five types of super villain motivations -

1. The Rejected - Picked on, rejected, and pushed aside by society. This villain just wants to show that they are too powerful to reject now. Their schemes are grand attention getters. Particularly narcissistic villains may

even believe they're doing this on behalf of other downtrodden souls.

2. The Hero's Past - In the past, the hero's actions took something very dear from this person, leaving them nothing but hatred and pain. They will do increasingly destructive things to hurt the hero in a similar fashion.

3. The Hero's Reflection - This nemesis is exactly like the heroes - minus any drive to do good. They do evil simply because they can.

4. The Lost - This villain's humanity has been lost or taken, or they've just gone completely insane. They have a dedication to a "higher" purpose or larger entity outside of the scope of mortal fools. This villain is an Idealist convinced that only they can save the world from itself and if a few eggs have to be broken in the process so be it.

5. The Egotist - This villain who just wants it all. Their schemes are intended to cow governments into submission, but their schemes are overthought and unnecessarily complex.

VILLAIN SCHEMES

A villain's scheme must come from their own experiences. Start by asking how they view things like justice or revenge? Or tyranny or oppression? These are the things your villain wants to either overcome or become.

Suppose your villain is a hyper-intelligent toddler. A toddler's life may be filled with toys and cartoon characters, but it's also filled with enforced naps and bed times, high chairs and strained peas, and diapers. It's possible a super villain toddler would try to rid the world of sleep in order to be free of nap time forever without

considering the impact that would have on others.

CREATING SIDEKICKS

A villain will always have a lieutenant to make sure their plans are carried out. Sidekicks are also built on around 10 points. However, a sidekick will always be less powerful than the villain they serve.

DESIGNING MINIONS

Minions need a theme that matches that of the villain or the villain's sidekick. Treated with endless contempt, minions continue on in the villain's service until forced to stop.

An average minion group is 15 points, with 10 drive and 5 attack.



The heroes and villain clash. The villain should be dangerous, but the major threat here should be the mechanisms of their scheme. The villain, and any minions they may have left, should serve only to delay or prevent the characters from stopping it.

possible villain name and collect a few clues about the villain's plan. They might even get a glimpse of the villain's lair, or at least find out where it's located. Don't hide what the villain has already accomplished as this is information the heroes need. It's also invaluable to listen to the players as they try to figure things out. Sometimes, they'll give you a better idea than you had originally. Don't be afraid to use incorporate their ideas into the game if they're better than what you've got planned. 3. Confrontation - The heroes locate the villain and put together a fair idea about what they're up to. The villain now gives their speech about why they're doing it.

Adventure
Comic book adventures can be reduced to three scenes -
1. The Introduction - start with action. The party have a reason for going to the same place at the same time and end up in the middle of a minion attack. The minions have a mission that is one of the final stages of the villain's secret plan. The heroes should have reason enough to fight the minions. They are left with a motivation to find out who's behind the attack and what they're up to. This entire first scene is run in reaction to the minions' attack. 2. Investigation - The heroes turn ears and bend elbows to find out who's behind the attack. They'll quickly climb their way up an information chain until they have a