



**CAPE, COWLS**  
*and*  
**Villains Foul**

**Sneak Preview**

**Gallery of Evil**

### Traits

#### BILLIONAIRE BUSINESSMAN 9 (1/1/1)

- Versatile (Resources, Hi-Tech Gadgets, \_\_\_\_\_)
- +2 Linked with CUNNING
- +2 Linked with INTELLIGENCE
- +2 Linked with MEDIA STAR
- +2 to Escape
- Link +5
- (48 Points)

#### SUPER-INTELLIGENCE 9 (1/1/1)

- +2 in Extended Scenes
- Auto-Defend
- Link +5
- (39 Points)

#### CUNNING 9 (1/2/3)

- Link +5
- (40 Points)

#### GORILLA TOUGHNESS 7 (1/1/1)

- Link +3
- (22 Points)

#### GORILLA STRENGTH 7 (1/2/3)

- +2 Linked with CANE
- +2 Linked with FURY
- +2 Linked with BUSINESS MAN (Gadgets)
- Link +3
- (32 Points)

#### BELOVED MEDIA STAR/ ODDITY 5 (3/2/1)

- Versatile (Spin-Control, \_\_\_\_\_)
- +2 to Escape
- Link +3
- (27 Points)

#### BEAT-DOWN W/ CANE 5 (1/2/3)

- Can Only Be Used to Link
- Link +3
- (20 Points)

#### GORILLA FURY 5 (1/2/3)

- Only When the Chips Are Down
- +2 Linked with STRENGTH
- +2 Linked with CANE
- Link +3
- (22 Points)

### Complications

- Given over to Primal/ Violent urges
- Overconfident

### Factoids

- British
- Suave and Debonair

### Miscellaneous

Base EC: +0 Threshold: 10 Points: 250



### Playing the Villain

In a fight, Mr. Wellington is no slouch. He might have a hidden suit of Hi-Tech Armor (BUSINESSMAN) under his impeccably tailored suit, but his greatest strength lies in his ability to manipulate the media and perception of him, as well as his methodical approach to his "business": it should be nigh impossible for Heroes to ever actually pin anything on him. He can shut down the business of a relative of a Hero, he owns many of the media outlets through shell corporations, and above and beyond that, his British accent and absolute oddity and accessibility make him the darling of everyone. He contributes generously to many charities, and loves to privately humiliate the Heroes.

### Background

For just about as long as science has been practiced, people have been conducting experiments on simians, likely because they are quite similar to humans in many ways. The general thought on the matter is that they are similar to us, therefore treatments and procedures that work on them will work on us too. Enter Professor Phineus Brackam, the world's foremost geneticist.

Professor Brackam is a widely respected scholar in his field, but several of his experiments were of a different nature than the public knew. His goal was to transform simians into the perfect slave race for humans. Using genetic alteration and cybernetic implants, he wanted to make them smarter, stronger and more docile. In this, he went overboard.

His test primary test subject was a gorilla named Alistair, a foul tempered animal with no love for humans. Brackam enjoyed the thought of turning this violent beast into his own submissive servant. Every bit of his research went into this task and no expense was spared. He even cloned a human brain (that of a deceased business tycoon named Richard Wellington), tinkered with it to ensure complete compliance and then replaced Alistair's head with it.

The result was not as he planned it. Alistair's combustible demeanor, coupled with Wellington's vast intelligence, made for an explosively dangerous mastermind. After years of torment at the hands of Brackam, the enhanced gorilla murdered him, but in such a way that it would look like a lab accident.

Naming himself Alistair Wellington, he became extremely popular with the media. An intellectual gorilla was something the world had never seen before and he was perfectly willing to play the role of the charming and witty novelty act, all the while building up his own corporation, Wellington Enterprises. The corporation was, in truth, a front for a criminal empire that he had been fostering all along.

### Issue Ideas

**I Own You:** Any tech-based Hero, or if the Heroic team has an HQ, likely doesn't know it, but they are under the umbrella of Wellington's assets. Wellington tech was likely used in the creation of the suit, and thus, he can deactivate it at any point in time (consider this a bonus, Editor-created Complication!), and because he owns and funds the base, he knows all their secrets, and can shut them down at a moment's notice!

**Dirty Business:** The Heroes know Wellington is bad news, but just cannot seem to pin anything on him. How frustrating. What happens when he begins his mayoral campaign of the Heroes' city, promising to devote a significant amount of his own money to cleaning up the city and improving the infrastructure? How will Heroes beat an opponent who is universally loved, how can stand up against the political machine?

**Monkey Business:** Wellington masterminds a rescue of all primates from the surrounding zoos. If he can be made perfect, so can his simian brothers, and after all, does he not owe it to them, and does he not owe himself a mate? Animal rights activists applaud this freeing of the simians, but Wellington has to store them somewhere, and given the very invasive procedures required, when some of the leading minds in specialized fields, military, technology, artistic, etc., go missing, it has to be more than a coincidence!



**Traits****"BOW DOWN BEFORE ME!" 15 (1)**

- Incapacitate
  - +2 vs Multiples
  - One-Shot
- (44 Points)

**LIVING BIO-TECHNOLOGY PERFECTED 15 (1/1/1)**

- IVersatile (Cybernetic Interface, Destructive Blast, Self-Repair, \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_)
  - +2 Linked with PHYSIOLOGY
  - Incapacitate
  - Auto-Defend
  - Link +5
- (77 Points)

**ENHANCED PHYSIOLOGY 14 (1/2/3)**

- Versatile (Super-Strength, Immune to Damage, Flight, \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_)
  - +2 Linked with BIO-TECH
  - Incapacitate
  - Link +5
- (75 Points)

**Complications**

- Vain
- Sees himself as a miracle
- Considers himself superior to all
- Messianic

**Factoids**

- Seeks knowledge about those inferior to him
- Wants to learn about other living beings

**Miscellaneous**

Base EC: +3 Threshold: 16 Points: 250

**Playing the Villain**

The Anomaly is very much undefined, he (it?) is new to the universe, he is just learning what he can do. His Traits reflect this.

His extra EC can be used in exciting and new ways, as well as giving him strength to recharge and buy back Setback Tokens.

His two Versatile Traits also reflect this unknown factor. This is your Anomaly, make him your own. He will likely always be something new and surprising.

**Background**

"I wasn't, and then I was... fully formed from the void. None but a god could claim this."

The Anomaly is an absolute coincidence, made in space by an accidental collision of the minerals that make him up. An incalculable fluke of fate caused a floating mass of elements to combine in just the right way to form a nearly indestructible miracle of technology. He stands alone in the universe as a creature that was never born, never invented and never conjured. He wasn't, and then he was. The Anomaly goes from planet to planet, demanding worship as the truest miracle in nature and time. An evangelist for himself.

**Issue Ideas**

**Anomalists Unite:** Somewhere out in the Great Plains, or in the desert, or in a small European country, the Anomaly has found a group of people who accept the miracle that is he. He has eliminated their reliance on normal forms of energy. It seems utopian. But when the followers of the Anomaly seek to add to their flock, when they start carrying out acts of terrorism, in the name of making the world better, in the name of the Almighty Anomaly, how will the Heroes react, especially when it seems that the Anomaly does offer up clean energy?

**Tell Me of this Thing You Call Love:** Tapping into the latent cybernetic system uniting the world in media, the Anomaly sends a message:

"I wish to speak with the greatest minds and theologians. I wish to understand your beliefs better, in the hopes that I might better understand myself. Consider this a resort of the most significant magnitude, one where questions can be asked, and possibly answered. I request that all religions send their leaders, and those among you who are skeptics as well, are welcome to attend. Let this be my olive branch, in the hopes that an understanding of your beliefs will help me understand my existence."

He has set up a perfectly climatized environment in an area previously inhospitable, a large forum, in the style of the Ancient Greeks.

But, as he ponders each speaker's beliefs, questioning them, and concluding each questioning with some paraphrasing of "How does your God explain me? Am I not a miracle manifest? Am I not evidence of the greatness of the will of a Divine?" any answer that he deems unacceptable is met with destruction (perhaps death, depending how dark you want your campaign to go).

"IF YOU ARE TOO IGNORANT TO ACCEPT MY DIVINITY, THEN YOUR RELIGION (or beliefs) ARE WRONG. YOU ARE NOT WORTHY TO STAND IN MY PRESENCE!"

Obviously, the first attack on a holy man will draw a large reaction, and should draw the attention of the Heroes.

**Traits****NECROPLASM 13 (3/2/1)**

- Versatile (Malleable, Poisonous, \_\_\_\_\_, \_\_\_\_\_)
  - Incapacitate
  - Auto-Defend
  - Link +5
- (68 Points)

**EVERYONE IS ON THE PAYROLL 9 (1/2/3)**

- Only When the Chips Are Down
  - Hint
  - Link +5
- (35 Points)

**MOB RESOURCES/ LACKEYS 9 (1/1/1)**

- Link +5
- (34 Points)

**ATTORNEY 7 (1/2/3)**

- +2 in Extended Scenes
  - +2 Linked with CUNNING
  - Link +3
- (30 Points)

**CUNNING 5 (1/2/3)**

- Link +3
- (22 Points)

**"DO YOU KNOW WHO I AM?!?"**

- Undefined- 40 Points
- (45 Points)

**Complications**

- Vengeful
- Violent
- Over-Confident

**Factoids**

- Ivy League education
- Penchant for strippers
- Loves authentic Italian food
- Fan of the theater- plays, musicals and opera

**Miscellaneous**

**Base EC: +1 Threshold: 12 Points: 250**

**Playing the Villain**

Necroplasm. That is what he calls his new form and the state of matter it is in. Contact with him is poisonous, and he is unafraid of getting his own hands dirty.

But his resources as head of the crime family are where he really shines. He will always have numerous well armed soldiers with him, and given his vast empire, has numerous other resources to call upon.

Why does a villain have Hint? Because he is often able to counter the best-laid plans of heroes (law enforcement is no problem, as most of them are on the payroll). Given that most official authority is in his pocket, conflicts with him can prove quite problematic, and it is possible that Heroes will be the ones carted away by the police.

**Background**

Consigliere Luka Milekic had it all. He was the family attorney for the Lugiowski crime family, but apparently when he didn't get young Dominic off on a speeding ticket, he made an enemy. Dominic rounded up some of his own boys and took care of Milekic. When they were done, they sealed his body in a barrel of radioactive waste.

Unfortunately, this waste, from a local snack cake factory had some very peculiar properties. When Milekic pushed his way out the barrel, he sought revenge on Dominic and "his boys" and followed that by seizing control of the entire family. He now has the resources of one of the most powerful crime families at his disposal in addition to his impressive new form and all the powers that it gives him.

**Issue Ideas**

**Time To Dance:** The family accountant has come up with a brilliant way to launder money: Dump a whole bunch of funds into a sure-to-fail Broadway production, and write it off. Unfortunately, no one checked with Ectohazard before implementing this plan, and he is now determined to make *Equus: The Musical* a success. Ectohazard makes as many of the rehearsals as possible, big name stars of stage and screen are signing up to star. Were they coerced? Investigations into the books, might very well lead to some discrepancies, and this could be just enough to put away Ectohazard for good, after all, Al Capone was jailed for failure to pay his taxes. When Ectohazard sends complimentary tickets to the Heroes, will they attend? Is he finally going straight? Can he distance himself from his former life?

**Enemies as Allies:** Anonymous tips start pouring in about gang activity with other gangs, leading the Heroes to one successful raid after another. It's all part of Ectohazard's greater plan, eliminate the competition, or rather, have the Heroes do it for him. When the dust settles, he will make his power-grab. If the Heroes catch on, what information does he have on them? What secrets do they have? And if they set up a meet, are they not doing a greater service eliminating these other operations? And what of the anonymous donation to fund the team, when the paper trail leads back to Ectohazard, how will the other gangs react?

**Traits****CREATURE OF FAE 9 (1/2/3)**

- Versatile (Invisibility, Wings, Immune to Damage, \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_)  
(43 Points)

**MAGICAL FAE BLADE 9 (1/2/3)**

- Link +5  
(40 Points)

**"PIXIE CUT" 9 (2/1)**

- +2 Linked with MAGICAL FAE BLADE
- +2 Linked with SMALL
- Incapacitate
- Only When the Chips Are Down  
(23 Points)

**SMALL 5 (1/2/3)**

- Auto-Defend
- Link +3  
(25 Points)

**PUNK ROCK ATTITUDE/ OUTLOOK 5 (2/1)**

- "More punk than you"
- Link +3  
(16 Points)

**TWO-FINGER SALUTE 5 (1)**

- One-Shot
- Only When the Chips Are Down
- Link +3  
(3 Points)

**Complications**

- Cold Iron is very damaging

**Factoids**

- Anarchist
- Foul-mouthed
- Bad attitude

**Miscellaneous**

Base EC: +0 Threshold: 10 Points: 150

**Playing the Villain**

Being of Fae origin gives her access to all sorts of "k3wl magical powerz," possibly super-strength, shapechanging, magical spells, etc.

PIXIE CUT is her signature attack, sometimes her MAGICAL FAE BLADE is coated in Fae poison, thus the Incapacitate. Save some Traits so you can link several together.

PUNK ROCK ATTITUDE could mean a nasty head butt, or just her general anarchic nature.

If things go bad for her, she may just turn invisible and/ or teleport away (powers derived from CREATURE OF FAE). She doesn't need to get into it with a bunch of squares like the Heroes.

**Background**

The curtain between this realm and the Court of the Sidhe has been breached, and while Jagged Jack comes across as distinguished, if not malevolent, Pixie is nothing but an in-your-face, screw-the-man, this-reality-sucks malcontent. She has no grand designs, she wants to destroy all that which irritates her, but is also just as likely to snatch a bottle of absinthe from a private stock and drink herself silly. She will pick fights at underground concerts, and just doesn't care too much about anything, except shaking up the staid status quo.

**Issue Ideas**

**A Fairy Tale Romance:** Something about one of the Heroes has caught the jaded eye of Pixie. The Hero might wake up to a beautiful bouquet of flowers in their room. Several things could happen here: Pixie could get very angry if she feels she is spurned by the object of her affection, using her Fae powers to make life very difficult for the Hero, even perhaps sabotaging another romantic interest/ relationship they have. Pixie might magically transport the Hero (and his/ her allies) to the Court of Sidhe while they sleep, so how will they get home? What is Pixie like in her home environs? Or maybe love conquers all, and Pixie turns over a new leaf?

**Fairy Dust:** A new drug has hit the streets. Users tell of absolute feelings of euphoria, and an almost magical feeling. But, when users start falling into deep comas that they cannot be awoken out of, or when users leap from open windows and are seen flying, only to have the drug wear off mid-flight, this might attract the attention of the Heroes. Pixie is moving fairy dust, but is going to be very hard to catch.



**Traits****SONIC SCREECH 16 (3/2/1)**

- Incapacitate
- +2 Attacking Multiples
- Can Only be Used if Linked with PISTOL (68 Points)

**HI-TECH PISTOL 9 (3/2/1)**

- Versatile (Sonic Screen Enhancement, \_\_\_\_\_)
- Link +5 (43 Points)

**FORMER TEEN HEART THROB ("THE BAD BOY") 9 (1)**

- +2 In Extended Scenes (18 Points)

**ATHLETIC 5 (1/1/1)**

- Auto-Defend
- Link +3 (21 Points)

**Complications**

- Bitter and Resentful
- Greedy
- Former Boy Band Member
- Can be hard to understand when speaking

**Factoids**

- Former Boy Band Member

**Miscellaneous**

**Base EC:** +0 **Threshold:** 10 **Points:** 150

**Playing the Villain**

Screech Owl is really good against non-hero types (normal people). His Screech has to be linked with his pistol, but Hazzenthral was kind enough to equip the pistol with other fun goodies, too. So, using his Sonic Screech, he is 16+5 every time. He might talk the talk of being far too embarrassed of his boy band background, unless it serves as some sort of advantage for him, which it isn't always. Some folks even recognize him beneath the cowl, or have heard rumors. If Heroes show up, he isn't likely to stick around long, probably emitting a screech or two to stun (Incapacitate) his opponents, and then making a break for it.

**Background**

Jeffrey Allan Boman had a golden voice. This was evident practically from the day he was born. He could sing like few others and his parents fostered this by paying for the best vocal lessons money could buy. Already an accomplished singer by the age of sixteen, he formed a boy band called the Cool Street Gang and almost immediately became the group's breakout star, leading to his departure and subsequent solo career. The world was his burrito. Or so it seemed.

With Boman on the brink of superstardom, the unthinkable happened. He was involved in a terrible car crash that left his vocal cords severely damaged. Surgeons did their best, but it was to no avail. He could only speak in a raspy voice and his singing days were over. The young man sunk into a deep depression, resulting in an anger toward the world the likes of which he never thought possible. Of all things taken away from him, why did it have to be his ability to sing? He could have

lost an arm or a leg, but no – it had to be his voice! The anger festered within him, driving him almost to the point of insanity. Meanwhile, his former band mate, Joey Mox, stepped into the limelight and gained the same amount of fame that Boman once enjoyed. He was being replaced in the hearts of his fans, driving him even closer to insanity. Anger, depression and jealousy make for a volatile combination.

Desperate to regain all that he had lost, he turned to underworld scientist Thaddeus Hazzenthral. The opportunistic scientist offered to give him a risky surgical implant that would restore his voice to the way it once was in return for a large quantity of money. Hazzenthral stressed that there were no guarantees, but he agreed without hesitation. The implant was not a success. It caused Boman to speak in a monotone, mechanical voice that simply wasn't capable of sustaining any semblance of a tune.

Boman's rage intensified. At first, the anger was directed at Hazzenthral, but the scientist explained that he warned him of the operation's risk factor. The procedure left his bank account almost empty, adding more fuel to the fire. Whatever was left of his sanity was suddenly stripped away from him when he learned that Joey Mox had won a Grammy for his debut solo album.

At last, Boman had a target for his rage. He used the last vestiges of his money to hire Hazzenthral to build a laser gun and to modify the implant so that he could emit a screeching sonic blast. When the young man showed up at Mox's penthouse apartment, the award-winner thought his old friend was going to congratulate him. Instead, Boman let loose a sonic attack so vicious that Mox's brain literally exploded.

Since that time, he has taken on the name of Screech Owl, embarking on crime sprees to regain his lost wealth, all the while expressing his constant anger and bitterness at whom-ever gets in his way.

**Issue Ideas**

**Bum Rush the Show:** Auto-Tune has seemingly made it easier for those with some degree of vocal imperfections to sing. Boman is well of this, but more significantly, the most important thing is production. When always in-demand, multiple Grammy winning producer Ruben Richards disappears in the middle of his latest production assignment, it isn't big news. He has always been known for being a bit flakey, taking to the desert in his dune buggy for over a week, with no notice. Richards still missing, Boman shows up unannounced for the CSG impromptu reunion appearance at the latest and greatest awards show, and asks producers to queue up "a little something I've been working on" the song becomes a sensation, but Richards is still missing, and audiophiles recognize the stripped down sound he is famous for, even on the power-pop dance ballad "Feel My Pain." What will Boman do for a follow-up?

**B-Side Comeback:** The entertainment world is full of has-beens plotting their comeback. Screech Owl has "acquired" enough money for the time being, and isn't really all he wants is the chance to be famous again. Still wanted for questioning in the US, he is an icon in some European countries, and seeks asylum there. Film crews follow him as he begins work on his comeback album. He makes no secret of hiding his identity as Boman or Screech Owl. As the cameras roll, he explains that any press is good press. As his story becomes more and more compelling, US authorities are frustrated that he is flaunting his wanted status, and they ask the Heroes, who have no official capacity working for the government, to bring him in. Will they answer the call? Will the cameras be rolling? Boman seems to have learned how to work the camera, will that be enough to ruin the Heroes? After all, does anyone care about right or wrong?

**Traits****IMPERVIOUS TO HARM 13 (1/2/3)**

- Auto-Defend  
(54 Points)

**SUPER-STRENGTH 9 (1/1/1)**

- Link +5  
(34 Points)

**RUTHLESS WARRIOR 9 (1/2/3)**

- +2 per Setback Token
- +2 if Pushing
- +2 vs Psychic Attacks/ Fear
- +2 Linked with STRENGTH
- +2 Linked with BLADE
- +2 Linked with FAST
- Link +5  
(52 Points)

**BLADE OF AGES 9 (1/1/1)**

- +2 against Magic
- +2 to dispel/Negate Magic
- Link +5  
(38 Points)

**SUPERHUMANLY FAST 7 (1/1/1)**

- Link +3  
(22 Points)

**Complications**

- Overconfident
- Doesn't fully understand Modern World

**Factoids**

- Immortal

**Miscellaneous**

Base EC: +0 Threshold: 10 Points: 200



Brent Sprecher

**Playing the Villain**

Vibora is all about death and destruction. Hit fast, hit hard, Link Traits and hit as hard as you can. The BLADE OF AGES can be used to Negate a Magic Trait, dispel an Immobilizing Trait, etc.

**Background**

When University of São Paulo archaeologist Gehenna Ferreira found the 8,000-year-old remains of what appeared to be a noblewoman of some previously unknown civilization in a cave in the Amazon, she inadvertently released Vibora Carna, an infernal parasite that plagued the lost kingdom of the On peoples thousands of years before the rise of the Olmec civilization. Ferreira actually discovered Vibora Carna's prison, not her tomb, and by removing the ceremonial Dagger of Ages from the heart of the creature's desiccated corpse freed its spirit to latch onto Ferreira.

Still weak from centuries of imprisonment and curious about the modern world, Vibora Carna remained dormant in Ferreira until she was ready to take control. When she finally emerged, Ferreira's consciousness was consumed altogether, leaving only Vibora Carna and the creature's insatiable lust for death and destruction.

The creature known as Vibora Carna is an ancient evil dating back to the dawn of time. It existed in spirit form for millennia before developing a curiosity about corporeal sensation and taking possession of a young On woman. In the On woman, as in Ferreira, Vibora Carna is superhumanly strong, swift and resilient to all poisons, diseases and conventional injuries. Her ruthlessness knows no bounds and she is utterly without fear for she knows that she can never truly be destroyed. With the Blade of Ages, she also possesses an indestructible weapon capable of destroying powerful magical spells and wards.

**Issue Ideas**

**Onnie Appleseed:** Vibora needs a mate. Someone powerful enough to sire her offspring. Seems like the sort of archetype a superheroic type might very well fulfill. Once she settles on a mate, she will attempt to kidnap or capture the hero in question. Perhaps the Hero is not a Player Character, but an ally.

**The Rise of a Kingdom:** In the lands that were once home to the Olmec civilization, a temple rises from the ground, the trees and foliage for miles around begin withering. A zombie army arises from the earth. This clearly is Vibora's doing. What evil shall she bring, and for what purpose?