CHAMPIONS
VILLAINS
VOLUME TWO: VILLAIN TEAMS

TABLE OF CONTENTS

INTRODUCTION

ABBREVIATIONS

This book uses the following abbreviations to refer to other *HERO System* books:

6E1: *The HERO System 6th Edition, Volume I: Character Creation*

6E2: *The HERO System 6th Edition, Volume II: Combat And Adventuring*

APG: *The HERO System Advanced Player's Guide*

CU: *Champions Universe*

CV 1, 2, 3: The respective three volumes of *Champions Villains.* This book is CV2; CV1 covers master villains and CV3 describes solo villains.

HSB: *The HERO System Bestiary*

HSG: *The HERO System Grimoire*

HSMA: *HERO System Martial Arts*

HSS: *HERO System Skills*

As fun and fascinating a place as it is, the Champions Universe wouldn't be nearly as exciting a setting for superhero roleplaying campaigns without one major element: the villains. Player Characters are important, but without equally as impressive adversaries, antagonists, and foils, there wouldn't be much reason for them to be heroes.

Champions Villains — a trilogy of *Champions* supplements — describes the bad guys of the Champions Universe in thorough detail. It doesn't describe every single villain, of course (three books, even big ones, aren't enough for that), but within these three volumes you'll find over 300 villains — the most important, intriguing, dangerous, and defining supercriminals in the setting. This book, Volume 2, covers *villain teams:* groups of villains (usually of roughly equal power) who form a group so they can commit more profitable crimes, protect one another, and perhaps even take over the world. (Volume 1 covers master villains, and Volume 3 solo villains.)

Although the characters in *Champions Villains* are tied to the Champions Universe setting (which is detailed in the aptly-named *Champions Universe* book), you can adapt them to your game in just a few seconds if you're not using that campaign. Just change the background, and perhaps the name, and *voila!* — you've got a new villain for your game. Nothing could be simpler.

Similarly, you should feel free to re-arrange or revise the villains in this book to suit your campaign. If you'd rather have Ogre in the Ultimates instead of Blackstar, you can easily make the switch. If you need more teams instead of solo villains, pick some likely candidates from Volume 3 and group them into a gang. If Gravitar is too powerful for your game, decrease her Characteristics and the Active Points in her powers. Each character comes with a "Campaign Use" section that includes suggestions on how to make him stronger or weaker, in case you have to adapt him to the power level of your campaign. After all, each game is a little different, so not every published character fits every GM's preferences as-is. The Campaign Use section also discusses possible ways to integrate the character into your game, interesting plot hooks associated with him, and how he'd function as a Hunted, and so on.

As an enemies book, *Champions Villains* is designed primarily for use by GMs. If you're not a GM, you may still find it useful as a source of example powers and character ideas, but get the GM's permission to read it. Some GMs may prefer to keep the information in this book secret until they reveal it during game play, and may not ever want players to read villains' character sheets.

OTHER USES FOR VILLAINS

Although all the characters in *Champions Villains* are costumed supercriminals from a Comic Book Superheroes setting, there are plenty of other ways you can use them if you're running some other type of *HERO System* game than Champions. For example, they could be:

■ a fallen god the heroes battle in a Fantasy campaign

■ a demon who tempts and attacks the heroes in an Urban Fantasy game

■ a powerful alien in a Science Fiction campaign

■ a mad scientist's creation run amok in a Pulp Hero game

Beyond that, you can adapt specific types of villains to certain campaigns. Any of the martial arts or Oriental-themed villains (such as Dr. Yin Wu, Cheshire Cat, or Spirit Fist) could appear in some form as NPCs in a Ninja Hero campaign, for example.

VILLAIN DESCRIPTIONS

In addition to a character sheet, each villain in this book has a description covering the following subjects:

Background/History: This section covers the villain's early life, origin, and general personal history.

Personality/Motivation: In many ways the most important part of a villain's entire description, this section explains how he thinks and why he does what he does. It discusses the traits that give rise to his Psychological Complications, Enrageds, and the like, but may also touch on aspects of his personality that don't rise to the level of Complications.

Quote: A memorable quote that epitomizes the villain.

Powers/Tactics: A general review of the villain's powers and how he prefers to use them in combat. This section may be short and simple, or long and detailed, since not all villains are combat-oriented.

Resources: Master villains, some teams, and some other villains have a section reviewing the resources available to them.

Campaign Use: A brief discussion of how the villain could function in your campaign, as mentioned above.

Associates, Allies, And Adversaries: Some villains have a section discussing their relationships with other members of the Champions Universe. Not every villain's description includes this section, since not every villain has notable associations.

Appearance: A description of the villain, his costume, and so forth.

Additionally, most character sheets include a sidebar of *Facts* concerning that villain. These are tidbits of information the GM can tell PCs if they succeed with a Skill Roll at the indicated penalty. ("N/R" means "no roll required" [any character knows that particular fact if necessary, or if he asks]; "K/R" means "knowable with research" [anyone can learn that particular fact after no more than an hour's research (and often much less!) using the Internet, newspaper archives, and similar readily-available sources of information].) This assumes the PCs use general Knowledge Skills like KS: The Superhuman World or KS: Supervillains. If they have more specific KSs, such as KS: Supervillains Of [City] or KS: The Crowns Of Krim, the GM should reduce the listed penalty for knowing a particular fact, or even change it to an N/R or K/R fact. If more than one fact is listed for a particular modifier, the GM chooses which one to reveal (or may reveal them all if he prefers).

MMO INTO RPG, RPG INTO MMO

The three volumes of *Champions Villains* include material based on the massively multiplayer online (MMO) roleplaying game *Champions Online* created by Cryptic Studios. While a lot of effort has been devoted to making sure the MMO content is accurately represented in these books in *HERO System* terms, MMOs and RPGs aren't the same type of game, so the same type of content isn't appropriate for each one. For example, a villain's lair in an MMO is deliberately simple, often with one room leading to another to guide game play. That doesn't make much sense for an RPG, where it's possible (and often very useful) to expand things beyond the scope of an MMO. Similarly, a villain or costume that works well on-screen in an MMO might not be as appropriate for a paper-and-pencil RPG (and vice-versa!).

Thus, the MMO-based information in this book, while containing the essence of the Champions Online presentation, may add to it, or rework it in minor ways, to make things more "realistic" and appropriate for an RPG. Characters who have one or two simple abilities in Champions Online may get fleshed out into more detailed characters with a greater variety of powers in this book, since an RPG character sheet isn't constrained by the same restrictions as an MMO. And of course, there may be some MMO secrets that you should only be able to learn by playing the MMO itself.

So don't be surprised if you see a some slight variation between the Champions Universe as portrayed in this book and the Champions Universe of *Champions Online*. The differences are just the result of the book taking the wonderful elements Cryptic Studios has created and doing even more with them.

DEPARTMENT OF DEFENSE DESIGNATIONS

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Accompanying most character sheets is an icon — a stylized A, B, Δ, or Ω — representing that villain's classification in the Department of Defense's annual *Superhuman Survey* (Alpha, Beta, Delta, or Omega). See CU 44 for more information on the Survey. If a villain doesn't have an icon, that means he's not ranked by the Survey for some reason, typically because the Department isn't aware of him. (In the case of villains who are presumed dead, the icon indicates the rank they'd have if known to be alive.)