



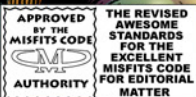
BETTER MOUSETRAP

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BETTER MOUSETRAP

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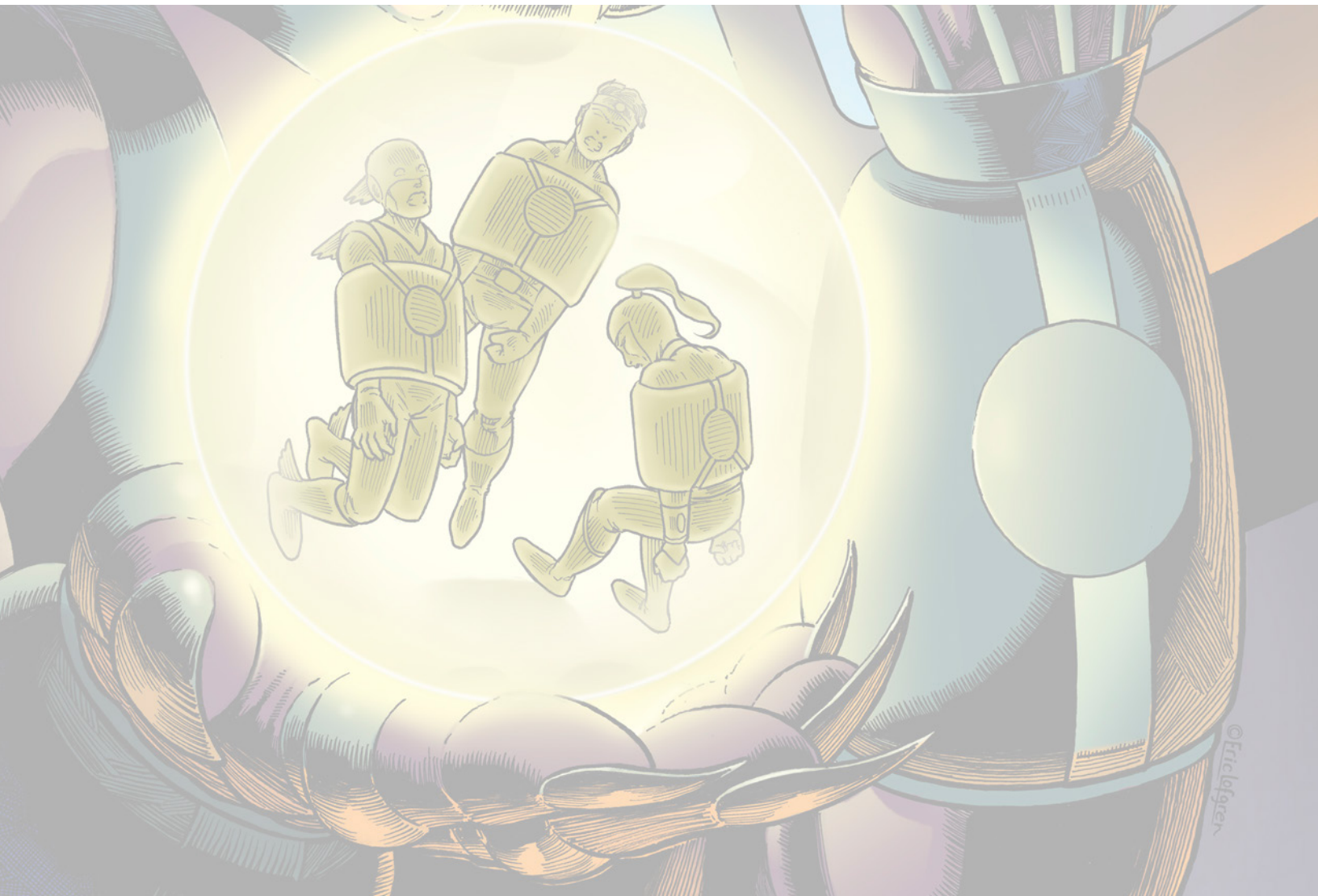


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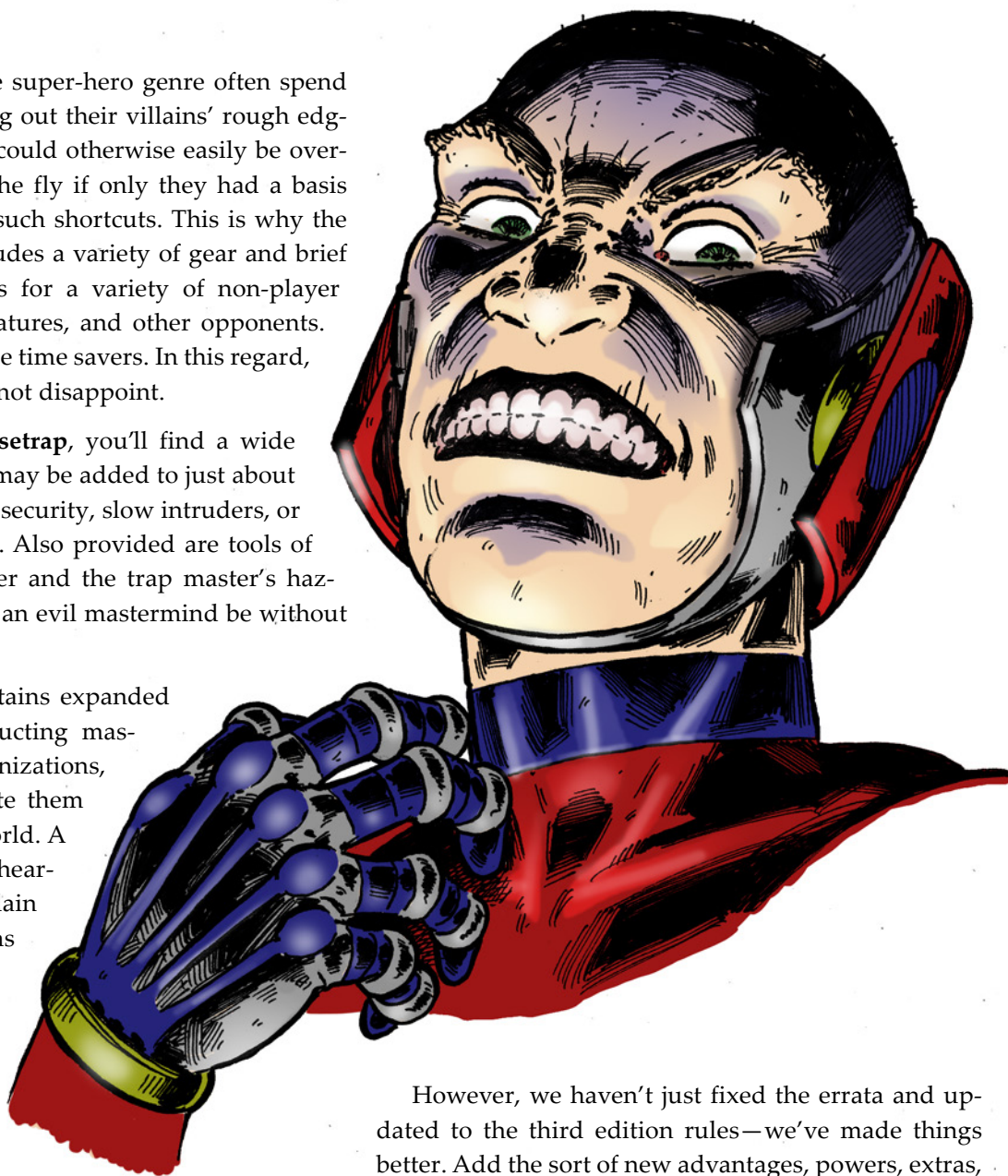
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INTRODUCTION

Gamemasters of the super-hero genre often spend plenty of time rounding out their villains' rough edges, filling in gaps that could otherwise easily be overlooked or refined on the fly if only they had a basis upon which to define such shortcuts. This is why the core book already includes a variety of gear and brief game statistic capsules for a variety of non-player characters (NPCs), creatures, and other opponents. These are all meant to be time savers. In this regard, **Better Mousetrap** will not disappoint.

Within **Better Mousetrap**, you'll find a wide selection of items that may be added to just about any location to beef up security, slow intruders, or add a taste of lethality. Also provided are tools of the villainous gadgeteer and the trap master's hazards. And what would an evil mastermind be without his army of minions?

This work also contains expanded information on constructing master villains, evil organizations, and how to incorporate them into your campaign world. A Gamemaster tired of hearing his players complain about how his villains lack imagination or trap them in a viciously monotonous cycle of fighting the same sort of conflict again and again, against villains that seem stripped directly from the comic books, will find plenty of helpful suggestions and information in **Better Mousetrap**. This is a resource intended to give Gamemasters a leg up when it comes to designing their villains to stand out while also providing players a reason to fear what the Gamemaster will throw at them.



However, we haven't just fixed the errata and updated to the third edition rules—we've made things better. Add the sort of new advantages, powers, extras, and flaws that customers of our previous products have come to expect, coupled with new art from Eric Lofgren, and you've got the ultimate villain's cookbook in **Better Mousetrap**. It has now updated and revised for the latest version of the rules, and to represent the feedback of you, the customer.

Enjoy, and go be naughty!

CONTENT SUMMARY

CHAPTER ONE: SKILLS

Better Mousetrap begins with Expanded and detailed instances of the Expertise skill.

CHAPTER TWO: ADVANTAGES

The second chapter contains new and appended advantages. Two new categories of advantages are also presented: minion and organization advantages.

CHAPTER THREE: POWERS

This chapter is filled with new extras, flaws, and power builds.

CHAPTER FOUR: RULES

Here is where you'll find new and updated or expanded complications, combat rules, and the like.

CHAPTER FIVE: MAKING A BETTER BAD GUY

This chapter contains suggestions on how Game-masters may build memorable villains, and provides some villain and minion archetypes you can employ in your games.

What is a "Metahuman"?

Throughout this work, you will see the word "metahuman" used. This is a catch-all term for an augmented being—be it human, alien, or whatever—who have abilities, technology, and power beyond that of ordinary people.

CHAPTER SIX: GADGETS AND GEAR

Information on new weapons, armor, ammunition types, deathtraps, and plenty of other treats to flesh out a well-equipped villain's bag of tricks.

CHAPTER SEVEN: THE MANY FACES OF EVIL

New rules on building organizations, and how to take a crowd of non-player characters, such as minions and creatures, and unify them into a single group entity with game mechanics of its own.

CHAPTER EIGHT: HEADQUARTERS,

More detailed—and vastly expanded—rules for building headquarters. Includes new features, flaws, and extras intended for headquarters.

CHAPTER NINE: EVIL TO THE UTMOST

Using the rules and suggestions found in other chapters, here you'll find two examples of villainous organization, CORE and Masters Inc., followed by various individual villains for use in your game.

APPENDIX: ORIGINAL FORMAT HEADQUARTERS DESIGN

This appendix contains the new headquarters information in the original format used in the core rules for those who prefer the latter to the new headquarters rules presented in *Better Mousetrap*.

