

CREATING YOUR VILLAINS

So, you have your team of heroes, and you have a setting – but what vile villains will you set them up against? Rambunctious rogues, or devious annihilationists? Sympathetic crooks or greedy mob bosses? You might have an idea already, but the system below will help you if you don't. Through this system, you can generate your own random supervillain, using the prompts listed to decide what sort of character you want to pit against your heroes.

As with the heroic creation rules in the previous volume, these rules are *not* comprehensive. You will not be able to create a villain without the use of the **Sentinel Comics Roleplaying Game** core rulebook.

In addition to the villainous randomizer, this appendix contains modified rules for a few villainous abilities and upgrades, a new villain mastery, and four new Archetypes that you can attach to your villains to bring a new variety of enemy to the table. You will recognize these as having been used in some of the villains in this volume, and you'll see them again soon!

VENTURE COMICS VILLAIN HOUSE RULES

The following abilities are revised when creating villains for Venture Comics:

Summon Mob (Creator) / Rapid Deployment (Overlord) : Use [Power/Quality] to create a number of  minions equal to the value of your Min die,  minions equal to the value of your Mid die, or  minions equal to the value of your Max die.

Instability of Form (Legion): Whenever a Legion minion larger than a  succeeds on a save against non-[element] damage, it splits into two dice of one smaller size instead of being reduced a die size and you take 1 irreducible damage.

Hardier Minions (Villain Upgrade): Inherent Ability. When you enter the scene with minions, or deploy minions using your own abilities or by triggering the environment, increase their status die by one size to a maximum of .

GENERAL VILLAIN RANDOMIZER PROCESS

The Villain Randomizer uses a set of six die rolls to generate a villain's framework, allowing you to quickly assemble a villain from a variety of options. As always, if part of the randomizer sparks an idea, feel free to make substitutions – but sometimes, figuring out how to combine an unlikely result is the best way to get a memorable foe!

Step One: Approach and Archetype

To determine a villain's Approach, roll 2d10 on the chart below. You may pick either of the base numbers, or their combination. If you roll doubles, you may pick the base number or the number plus 10. If you want a broader range of options, roll 3d10 instead, picking any of the base numbers or their combinations. Then repeat the roll for Archetype. We recommend laying out all available Approaches and Archetypes before choosing which of each roll you will take.

RESULT	APPROACH	ARCHETYPE
1	Relentless	Predator
2	Skilled	Inventor
3	Prideful	Bruiser
4	Underpowered	Guerrilla
5	Bully	Indomitable
6	Disruptive	Overlord
7	Focused	Formidable
8	Mastermind	Inhibitor
9	Specialized	Loner
10	Overpowered	Squad
11	Generalist	Fragile
12	Tactician	Thief
13	Creator	Invader
14	Ninja	Domain
15	Adaptive	Warden
16	Dampening	Calamity
17-18	Leech	Legion
19-20	Ancient	Titan

If you receive a result of Thief, Invader, Warden, or Calamity, refer to the Archetypes at the end of this document. Do not assign dice or abilities at this time.

Step Two: Upgrades and Masteries

While your villain may not make use of Upgrades and Masteries, choosing them is an excellent way of determining their themes. Roll 2d12 on the table below and choose one for your Upgrade, then do the same for Masteries. If you roll doubles, reroll one of the dice. If you want a broader range of options, roll 3d12 instead of 2d12, rerolling any doubles. We recommend choosing your Upgrade and Mastery together, rather than sequentially.

RESULT	UPGRADE	MASTERY
1	Mook Squad	Annihilation
2	Hardier Minions	Behind the Curtain
3	Group Fighter	Conquest
4	Villainous Vehicle	Enforced Order
5	Power Upgrade	Mad Science
6	Power Upgrade	Mercenary
7	Quality Upgrade	Mysticism
8	Quality Upgrade	Profitability
9	Defense Shield	Superiority
10	Calming Aura	Total Chaos
11	Power Dampening Field	Unfathomable
12	Brainwashing Zone	Malice

The Mastery of Malice reads as follows: *When you take an action to demonstrate or indulge in cruelty, automatically succeed at an Overcome to inflict pain or fear.*

Step Three: Powers, Qualities, and Abilities.

Roll 2d10 and 2d6 on the table below to determine which categories your villain's dominant Powers and Qualities derive from, assigning the villain's two largest Power dice to the numbers rolled on the d10s in any order, and their two largest Quality dice to the numbers rolled on the d10s in any order. As before, if you are looking for more customization within your randomizer, roll 3d10 and 3d6 and pick two dice for each category.

If you receive a "Match Power" result, pick a Quality that aligns with the villain's largest Power die, and if you receive a "Suggested" result, pick a suggested Quality or Power from the villain's Approach.

RESULT	POWERS	QUALITIES
1	Pick Any Athletic	Any Information Quality
2	Pick Any Elemental/Energy	Any Mental Quality
3	Pick a Hallmark or Create a Unique Power	Any Physical Quality
4	Pick Any Intellectual	Any Social Quality
5	Pick Any Material	Match Power
6	Pick Any Self-Control	Choose a Suggested Quality
7	Pick Any Psychic	
8	Pick Any Mobility	
9	Pick Any Technological	
10	Choose A Suggested Power	

Choose the remaining Qualities and Powers from any category that supports the design of villain. We suggest making sure that your villain has at least one generally-useful Athletic or Intellectual Power, and one generally useful Physical or Mental Quality.

Now that you have your villain's design, choose their abilities from their Approach and Archetype list and assign them to your Qualities and Powers.

Your villain is now complete.

VILLAIN ARCHETYPES

The following four villain archetypes can be used to build a Venture Comics villain, or any villain for the **Sentinel Comics Roleplaying Game**.

CALAMITY

Suggested Approach Pairings: Leech, Relentless, Overpowered

Calamity villains grow more and more powerful as the scene progresses, unleashing ever-growing damage against their surroundings as the situation grows more dire.

Calamities determine their status according to the status of the scene tracker.

Status:

Scene Tracker Green: 

Scene Tracker Yellow: 

Scene Tracker Red: 

Health: +20

Abilities: Choose **two** of these abilities:

Icon	Name	Type	Game Text
	Blast Wave	A	Attack with [power], using your Max die. If the scene tracker is Yellow, Attack any targets close to them using your Mid die. If the scene tracker is Red, Attack one target with your Max+Min dice, and every other target in the scene with your Mid die.
	Charging Up	I	When the scene tracker is Yellow, any die you roll with a result of 2 or less is treated as a 3. When the scene tracker is Red, any die you roll with a result of 3 or less is treated as a 4.
	In It For The Long Haul	A	Defend with [power], using your Max die. Boost using your Mid die. Recover using your Min die.
	Pulse of Power	I	When the scene tracker advances to a new zone, immediately take an action.
	Self-Destruct	A	Attack multiple targets with [power]. If the scene tracker is Yellow, use your Max+Min dice to Attack and take irreducible damage equal to your Min die. If the scene tracker is Red, use your Max+Mid dice to Attack every target in your location and take that much irreducible damage.
	Spreading Devastation	R	When you destroy a target or deal damage that causes a target to change personal zones, roll your status die and deal that much damage to a nearby target.

INVADER

Suggested Approach Pairings: Creator, Relentless, Tactician

Invaders are here to kick ass and take names. They only move in when they have specific goals that need to be accomplished, whether that means conquering an area or stealing key equipment.

Invaders determine their status by the presence of environment threats, growing stronger as fewer complications are on the field.

Status:

0 environment minions, lieutenants, and/or challenges: 

1-2 environment minions, lieutenants, and/or challenges: 

3+ environment minions, lieutenants, and/or challenges: 

Health: +20

Abilities: Choose **three** of these abilities, using different Powers or Qualities:

Icon	Name	Type	Game Text
	Break and Enter	A	Move to a new location in the current scene, and then Attack or Overcome with [power]. Hinder with your Max die.
	Double Agent	A	Boost using [quality]. Use your Max die. One environment minion becomes a villain minion. It acts at the start of your turn.
	Move Fast and Break Things	I	Reduce [physical or energy] damage by 3 while the scene tracker is Green, 2 while it is Yellow, or 1 while it is Red.
	Ready for Anything	R	When a new environment target or challenge is created, Boost by rolling only your [power] die.
	Spread Confusion	R	When the environment targets you with an Attack or Hinder, redirect it to a hero or environment target.
	Wipe the Slate Clean	A	Overcome using [power]. Use your Max die. Attack an environment target with your Mid die. Attack any target with your Min die.

THIEF

Suggested Approach Pairings: Mastermind, Ninja, Underpowered

Thieves move through the scene taking what they want, whether it's riches from the environment or the heroes' own tools. They'll even steal the plans that you've put together and turn them against you.

Thieves determine their status by counting the number of bonuses they currently have on themselves.

Status:

No bonuses: 

1-2 bonuses: 

3+ bonuses: 

Health: +10

Abilities: Choose **two** of these abilities:

Icon	Name	Type	Game Text
	Always Take Your Cut	A	When you use a non-persistent bonus rated at +2 or higher, halve it (rounding up) instead of removing it.
	Evasive Action	R	When someone Attacks or Hinders you, you may discard one of your bonuses to reduce the Attack or Hinder result by twice its value.
	Eye for Value	I	When you gain a non-persistent bonus, increase its value by one (to a maximum of +4.)
	Leverdmain	R	Hinder using [quality]. Then move one bonus from the target to yourself that is equal to or smaller in size than the penalty created.
	Show Off	A	Attack using [power], using your Max die. Add all of your bonuses to the Attack, even if they are exclusive, then destroy them. Gain a bonus of a size equal to the number of bonuses destroyed (to a maximum +4.)
	Smash and Grab	A	Attack using [power]. Boost using your Max die. Then end up somewhere else in the scene.

WARDEN

Suggested Approach Pairings: Adaptive, Disruptive, Tactician

Wardens protect other villains or dangerous situations, pushing themselves to keep things under control until other threats have time to get off the ground, but usually falling before the end of the action.

Wardens determine their status according to the status of the scene tracker.

Status:

Scene Tracker Green: 

Scene Tracker Yellow: 

Scene Tracker Red: 

Health: +20

Abilities: Choose **two** of these abilities:

Icon	Name	Type	Game Text
	Backup	I	At the end of your turn, create a  minion. Choose the one basic action it can take. It acts at the start of your turn.
	Countermeasures	R	When a hero in the same location would take an Overcome action, Hinder them with your sole status die. Apply the penalty to their Overcome result.
	Headlock	A	Attack using [power]. Hinder that target using your Max die. That Hinder is persistent and exclusive as long as you are active, but does not apply to actions taken against you.
	The Pieces Fall Into Place	A	Boost another character using [power]. Use your Max die. You may add one box to any challenge in play.
	Restraining Field	A	Hinder using [power]. Use your Max die. The penalty applies to all actions taken in your location until the start of your next turn
	Step In	R	When a nearby ally would be Attacked, redirect the attack to yourself and Defend against it using your status die.