

# CHAMPIONS VILLAINS

VOLUME THREE: SOLO VILLAINS





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# 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 CV3; CV1 covers master villains and CV2 describes villain teams.

**HSB:** *The HERO System Bestiary*

**HSG:** *The HERO System Grimoire*

**HSMA:** *HERO System Martial Arts*

**HSS:** *HERO System Skills*

**A**s 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 3, covers *solo villain*: villains who aren't a part of any specific team, who work as mercenaries for whoever can pay them, or who just prefer to keep to themselves. (Volume 1 covers master villains, and Volume 2 villain teams.)

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 *voilà!* — 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 and group them into a gang. For example, perhaps Black Paladin has a long-term scheme in mind and assembles a group of four other mystic villains — Doctor Teneber, Frag, Morningstar, and Talisman — into a team he calls the Pentagon. If Eclipsar 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, how he'd function as a Hunted, and so on.

As an enemies book, *Champions Villains* is designed primarily for 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.