

# Baker's A ^ Dozen Villains

CLEVER CHARACTERS  
for use with your Role-Playing Games



# A (Baker's) Dozen Villains

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## INTRODUCTION

Whether it's writer's block or lack of time, game masters need help coming up with ideas, or more to the point, they need help coming up with the spark of an idea. Most game masters (GMs) can turn a spark into a mission with little trouble, but it is the spark or the starting point that can be tough.

This supplement, and the other Baker's Dozen supplements, is intended to do just that, supply you with the spark(s) to get you up and going. These Baker's Dozen supplements are not intended to rewrite your whole world; they are only intended to give you a starting point that you can build on or fill a gap that you haven't had the time to handle. Use the pieces that work for you; ignore the rest! That's what cheap supplements are all about!

### The Basics

OK - So we assume you are the game master and in need of a few villains to oppose your players and their characters. We assume you have a world, or at least part of one that you intend to use - enough space that you know where the characters are going to be and they can have adventures. The question is, "What adventures?"

Our thinking here is that what you need for an adventure, or a series of adventures is a villain - a good, old-fashioned bad guy for the heroes to face. OK, perhaps what you need is a not so old-fashioned villain to make your game that much more exciting. With the right villain and knowledge of your game world, the mission ideas should come easy, but just in case, we've thrown a couple ideas to kick start your mental flow.

This supplement is intended to be generic enough to cover just about every game system. Most of the characters in this book should be generic to the rules. Yes, they are geared more for fantasy games, but in many cases, at least the personalities should be easily morphed into other genres and pretty much any game. As we discussed in length in **Spark of an Idea**, switching genres can be one of the best ways to revitalize ideas.

## THE BAD GUYS

### The Wizard

Enchanter/Gangster

#### His Story

Kinzie was born to a tinker and his wife. As Kinzie grew, his father's hands became weaker and weaker (due to a disease that was slowly killing him). He taught his son the trade, needing him to do the work his hands were no longer capable of. Kinzie was a devoted son and did everything he could to aid his father. His father in turn was harsh, not cruel, but certainly uncaring, as his father had been with him.

Kinzie's father died when he was eleven, and his mother expected him to support her. Kinzie was unable to sell to standard (retail) customers because of his age, but several furniture makers were more than willing to buy the hinges and other parts he built, parts that were much smaller than the competitors' due to his smaller hands. Times were extremely difficult and his mother was continuously upset with him, but Kinzie managed to eek out a living.

When Kinzie was fifteen, his mother met up with another husband and left Kinzie. Oddly enough, he was far better off without having to support her as well. At fifteen, he was considered a journeyman tinker and was beginning to get a touch of respect. Now totally devoted to his craft, Kinzie began to design new and incredibly complicated latches and mechanisms. Though many competitors tried to copy his designs, they were never able to understand how he was using different grades of metals to achieve his results. Though never fantastically wealthy, he was building up a nice little nest egg.

Around the age of nineteen, Kinzie fulfilled his dream and enrolled in a school for mages. Though he didn't fully understand it at first, he quickly learned that sorcery and such held no interest for him. What he really wanted to learn was enchantments. He had great difficulties at first as his wealthy, younger "peers" were less than accepting of the obviously poor young man. After a year or so, some of the teachers began to realize that though they had dismissed Kinzie at first, he was in fact their most gifted and passionate student. It didn't take long at all for Kinzie