

BETTER MOUSETRAP

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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 short statistics capsules for a variety of non-player characters, creatures, and monsters. 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, weapons of the mastermind, and the trapmaster'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 and seem to trap them in a viciously boring 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**. Here is a resource intended to give Gamemasters a leg up when it comes to designing their villains to stand out while also giving players a reason to pause.

Add to this the new feats, powers, and power modifiers that *Superlink* customers have come to expect and you've got the ultimate villain's cookbook in **Better Mousetrap**. Enjoy and go be naughty!

CHAPTER 1: NEW AND EXPANDED TRAITS

Here is where you'll find new, updated, and/or revised skills, feats, powers, power feats, power modifiers and the like.

CHAPTER 2: MAKING A BETTER BAD GUY

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

CHAPTER 3: GADGETS AND GEAR

Here is where you'll find 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 4: THE MANY FACES OF EVIL

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

CHAPTER 5: HEADQUARTERS, REVISITED & REVISED

Adding much greater detail to, and vastly expanding upon, the rules for building headquarters. Included are new features, headquarters drawbacks, and power feats intended for headquarters.

CHAPTER 6: EVIL TO THE UTMOST

Using the rules found in other chapters, here you'll find two examples of villainous organization, CORE and Masters Inc., followed by a variety of individual villains to be dropped into your game.

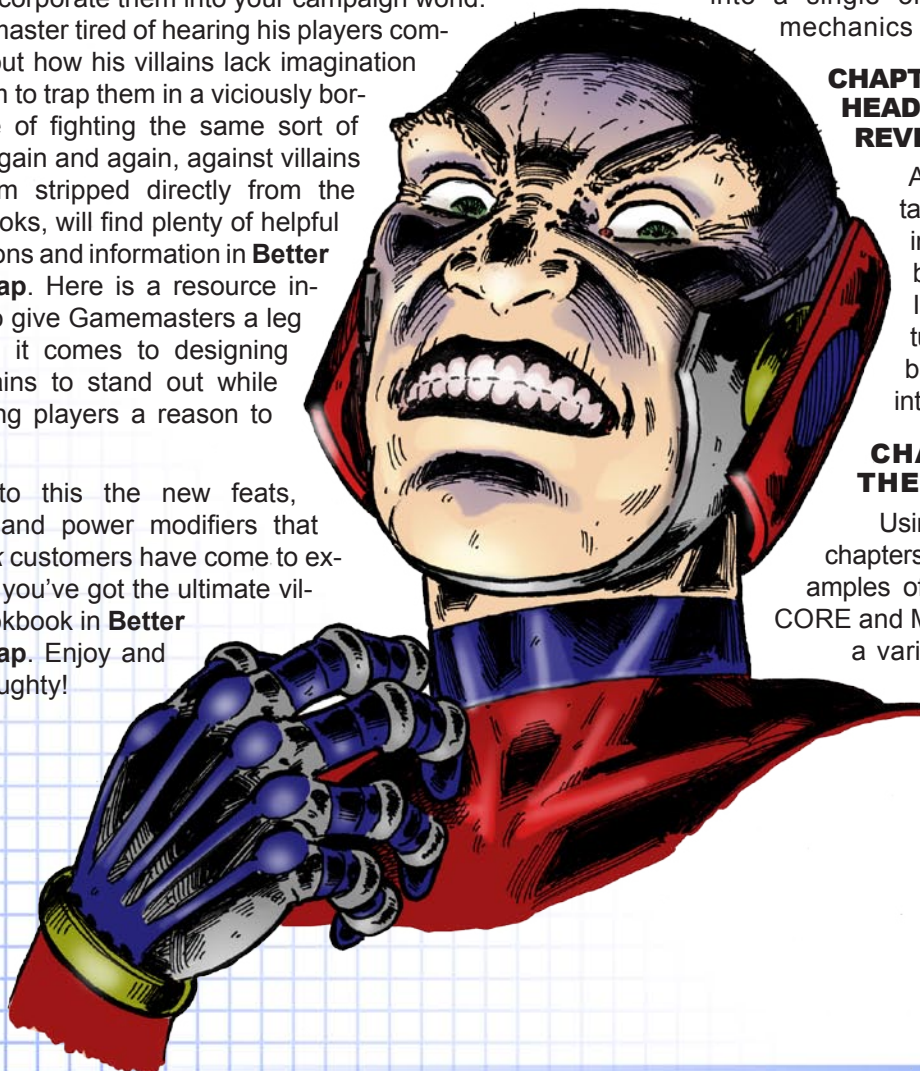


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