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# CHAPTER 1: CHARACTERS

## MASTERMIND

The Mastermind is the villain who works through his minions, operating from the shadows. Using followers as a shield, the Mastermind lives by the motto that while he can lose several times (because his followers take the fall for him, or because he is spared by his naïve opponents), he need only win once.

### REQUIREMENTS

To qualify to become a Mastermind, a character must fulfill the following criteria.

**Feats:** Henchmen, Lair.

**Skills:** Diplomacy 3 Ranks, Intimidate 3 Ranks.

**Disadvantages:** Obsession or Code (Lust for Power or Megalomania) at DSR 2 or higher. Other suitably villainous disadvantages may satisfy this requirement at the GM's discretion.

### CLASS INFORMATION

The following information pertains to the Mastermind advanced class.

**Hit Die:** 1d6.

**Action Points:** 6+ ½ character level, rounded down every time the character attains a new level in this class.

**Class Skills:** Bluff, Craft (Mechanical), Craft (Structural), Diplomacy, Intimidate, Knowledge (current events, popular culture, tactics), Sense Motive.

**Skill Points per Level:** 5 + Int Modifier.

**Class Powers:** Ability Drain (any one), Armor, Aura (any one), Deflection, Ensnaing Attack, Flight, Superhuman Charisma, Superhuman Intelligence.

### CLASS FEATURES

The following features pertain to the Mastermind advanced class.

### TALENTS

The Mastermind has three talent trees: Dark Magnetism, Master Plan, and Diabolical. Dark Magnetism allows you to recruit more followers to carry out your plans, Master Plan allows you to create the perfect strategy for your minions to carry out, and Diabolical makes you just plain *bad*. You may select a talent at 1<sup>st</sup>, 3<sup>rd</sup>, 5<sup>th</sup>, 7<sup>th</sup>, and 9<sup>th</sup> levels. Some trees have a set order that must be followed, while others provide a list to choose from. As long as you qualify, you may freely select from any and all talent trees. No talent can be selected more than once unless expressly indicated.

#### DARK MAGNETISM TALENT TREE

Your Charisma attracts others who walk the path of darkness to serve you.

**Dark Magnetism:** When recruiting evil minions (determined by allegiance, profession, feats, affiliation etc.) you add double your Mastermind level to your leadership score, rather than adding your level as usual.

**Right Hand Man:** You gain a sidekick. You may still take the sidekick, even if you have this talent, and you may take this talent more than once. However, you take a penalty to your leadership score for each additional sidekick (see the Sidekick feat for more information). Prerequisite: Dark Magnetism

**Force of Personality:** When you fight with your henchmen or sidekicks, they are very difficult to sway, either because of loyalty to you, or fear of your displeasure. As long as you are within line of sight, your minions may use your Will modifier any time they must make a Will save. Prerequisite: Dark Magnetism

**Cult of Personality:** Your followers are either so loyal, or so afraid of you, that death itself is no impediment to serving you. You suffer no penalties to your Leadership score for followers that die in your service. Prerequisite: Force of Personality



#### MASTER PLAN TALENT TREE

You foresee every contingency and construct intricate plans for your followers.

**Master Plan:** You may construct a plan granting your henchmen or sidekicks a bonus for one encounter equal to your Intelligence modifier plus two.



# CHAPTER 1: CHARACTERS

**TABLE 1-5: THE MASTERMIND**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 <sup>st</sup>	+0	+0	+0	+2	Talent	+1	+1
2 <sup>nd</sup>	+1	+0	+0	+3	Bonus Feat	+1	+1
3 <sup>rd</sup>	+1	+1	+1	+3	Talent	+2	+1
4 <sup>th</sup>	+2	+1	+1	+4	Bonus Feat	+2	+2
5 <sup>th</sup>	+2	+1	+1	+4	Talent	+3	+2
6 <sup>th</sup>	+3	+2	+2	+5	Bonus Feat	+3	+2
7 <sup>th</sup>	+3	+2	+2	+5	Talent	+4	+3
8 <sup>th</sup>	+4	+2	+2	+6	Bonus Feat	+4	+3
9 <sup>th</sup>	+4	+3	+3	+6	Talent	+5	+3
10 <sup>th</sup>	+5	+3	+3	+7	Bonus Feat	+5	+4

Formulating a master plan takes 1-6 days, and while you may do other things during this time, you may only work on one master plan at a time. You do not need to be present for your followers to carry out this plan.

**Escape Plan:** You may construct a plan to evade capture. Formulating an escape plan take 4-24 days, and while you may do other things during this time, you may only work on one escape plan at a time. You may not work on a master plan and an escape plan at the same time. When you use your escape plan, you must spend an action point. You roll an Intelligence check, modified by your Master Mind levels. Your opponents roll an Intelligence check using the highest Intelligence in the group. If you succeed at this check, your plan works flawlessly, allowing you to escape leaving little evidence as to your whereabouts (Investigate DC 30). If you fail at this check, your opponents realize what is happening in time to give chase, or have an easy time determining possible safehouses where you might have gone (Investigate DC 15). Prerequisite: Master Plan

**Death Trap:** You may construct a plan to do away with one of your foes. This is an elaborate trap with a CR equal to your character level. Building a death trap requires a Craft (Mechanics) check of 20 plus the CR of the trap, but you need not build it yourself. Your followers, if closely supervised, can do the work instead. It takes 6-36 days to formulate the idea for a death trap, and then another 11-22 man-days (10+2d6) to build it. In other words, if you roll a 12 and have 22 followers work on the construction it takes one day. You may do other things while formulating the idea for a death trap, but you can only work on one death trap at a time. You may not work on a master plan or escape plan while working on a death trap. Once the idea is completed and construction begins, you may perform other actions, including the formulation of a master plan, escape plan, or death trap. Prerequisite: Master Plan

## DIABOLICAL TALENT TREE

Other criminals respect and fear you in equal measure.

**Notorious:** Like the Renown feat, except the reputation granted by this talent is always infamy, never fame. Taking this talent also increases the DC of any Frightful Presence feat you possess by 5 (this is cumulative with that normally granted by the Renown feat, so if you take the feat and this talent the save DC is increased by 10). This talent may be selected multiple times. The reputation bonus granted by this talent stacks, but you only gain an increase in the save DC of the Frightful Presence feat once.

**Dark Tribute:** Criminals will pay you tithes in order to curry your favor. You gain wealth equal to your Mastermind level. This talent may be selected multiple times.

**Dark Revenge:** One reason you are so feared, even by others of your own kind is the way you deal with your enemies. Your bonuses to attack and skill checks granted by the Enemy and Antithesis feats are increased by +1. Prerequisite: Master Plan, Notorious, Dark Magnetism. This talent may be selected multiple times.

## BONUS FEATS

At the levels indicated you may select a bonus feat from the following list: Alertness, Antithesis, Armor Proficiency (Light), Armor Proficiency (Medium), Confident, Enemy, Frightful Presence, Home Turf, Information Network, Renown, Sidekick, Tactician, Teamwork, Toughness, Windfall. You must meet the prerequisites for any feat selected as a bonus feat.

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