

NAME

Choose a real name and a pseudonym, like *The Doctor*, *Mysterio*, *The Mask*, or *Lord of Evil*

LOOK

Shifty Eyes, Calm Eyes, or Fiery Eyes
Wild Hair, Concealing Hood, or Fancy Hat
Ordinary Clothes, Fancy Clothes, or Rugged Clothes
Fit Body, Plump Body, or Thin Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE



ARMOR



HP



DRIVE

What motivates you? Treat your Drive as your Alignment for any moves that require Alignment:

☐ CHAOS

Break up the status quo with your plans.

☐ DOMINATION

Rule over those weaker than you.

☐ SUPERIORITY

Outsmart someone important.

☐ IDEALISM

Turn the tide against the unjust with your plans.

STARTING MOVES

ALL ACCORDING TO PLAN (INT)

When you get into danger in a location where you or someone loyal to you has had time to prepare, roll+INT. **On a 10+**, hold 3. **On a 7-9**, hold 2. **On a miss**, hold 1, but something goes horribly wrong, the GM will tell you what. Spend 1 hold and describe the preparations you activate to:

- Deal your damage to all enemies in the area.
- Open or seal a passage or escape route.
- Make an ally's failed Hack and Slash, Volley, Defend or Defy Danger work as if they rolled a 7. They still mark XP.

MONOLOGUE (CHA)

When you give a grandiose speech about your plans or motivations (actual or made up), roll+CHA. **On a hit**, you have the full attention of your audience, and they are unable to do anything until you stop talking. **On a 10+**, your speech builds up to a climactic action: gain +1 forward to any move you make at the end of your speech. **On a miss**, you should have kept your mouth shut.

MY LOYAL SERVANT

You have a servant, name and describe them. They are a hireling with no cost and no skills, and you never need to make a Loyalty move to make them do something dangerous. Your servant can never permanently be lost, although getting them back may require some work.

HEADQUARTERS

You have a home base, secret lair or personalized transport. Describe your Headquarters and give it a special name. You have 5 Headquarters Points to spend on the following tags. Unless a tag you choose indicates otherwise, by default your Headquarters is the size of a small cottage or a wagon and Immobile. Be warned, some tags overlap:

- 1 point: Terrifying, Majestic, Camouflaged (difficult to spot), Secret (no one knows about it unless you tell them), Staffed (hireling with Cost: Remain at Headquarters, 2 loyalty, and 3 in a single skill. You may pick this tag more than once)
- 2 points: Wheeled (fast in open terrain), Legged (can climb at any angle), Submarine, Opulent (+1 ongoing to parley while inside), Fortified (+1 ongoing to damage and armor while inside), Large (tower or ship-sized)
- 3 points: Siege Weapon, Library (unlimited Bag of Books while inside), Laboratory (gain one dose of any common potion or a useful quantity of any nonmagical material per day spent inside)
- 4 points: Flying, Sentient, Massive (castle-sized)
- 5 points: Doom Weapon, Enormous (mountain or island-sized)

When you set aside several days to replace your Headquarters, you may reallocate your Headquarters Points, and rename and redescribe your Headquarters. NPCs under your command may also repair or replace your headquarters, although it will take at least a week.

HEADQUARTERS POINTS:

STYLE

Choose any race, then choose your villainous (or virtuous) Style:

☐ PREPARED

Your reputation preceeds you! Everyone believes you had time to prepare, even if you didn't. You can use this as leverage for Parley.

☐ CHARISMATIC

You are unnaturally captivating. You can Monologue about pretty much any subject.

☐ SNEAKY

No one suspected it was you! **When you roll 7+ with All According To Plan**, take +1 forward.

BONDS

Fill in the name of one of your companions in at least one:

_____ knows incriminating details about me.

_____ will play an important role in one of my plans. I have foreseen it!

_____ called me mad. Mad! I'll show them!

_____ and I have a con running.



THE MASTERMIND

LEVEL _____
XP _____

GEAR

Your load is 8+STR. You start with Dungeon Rations (5 uses, 1 weight), a Short Sword (close, 1 weight), and a Disguise Kit (1 weight)

Choose one defense:

- ☐ Leather Armor (1 armor, 1 weight)
- ☐ Parrying Dagger (+1 armor, 1 weight)

Choose two:

- ☐ 2 Molotovs (near, thrown, dangerous, 1 weight each)
- ☐ Hand Crossbow (near, reload, 1 weight) and Quarrel of Bolts (3 ammo, 1 weight)
- ☐ Adventuring Gear (5 uses, 1 weight) and Healing Potion (0 weight)

Record your Headquarters and your Servant here:

ADVANCED MOVES

When you gain a level from 2–5, choose from these moves.

☐ HERO OF 1 000 FACES

When you disguise yourself as someone specific, roll+CHA. **On a 10+**, your disguise is flawless: NPCs will let slip details that help you act as that person and ignore minor mistakes. **On a 7-9**, your disguise is effective, but you gain no additional information on how to act. **On a miss**, your disguise is flawed and you will be compromised when you have the most to lose.

☐ MANIACAL

When you stand and laugh maniacally in a tense situation, roll+CHA. **On a 10+**, choose 2. **On a 7-9**, choose 1.

- Someone tries to run away.
- Someone is distracted and defenseless.
- Things suddenly get even more chaotic. The GM chooses an option from All According To Plan to suddenly happen.

☐ THAT'S JUST MY BUTLER

When they are with you, your servant is treated as if they were invisible until they do something obvious. In addition, your servant gains 6 points worth of hiring skills divided as you see fit.

☐ KEEP YOUR ENEMIES CLOSER

When you Discern Realities about someone while speaking with them, you may roll+CHA instead of +WIS.

☐ PLANS NEVER SURVIVE CONTACT WITH THE ENEMY

When you take a long time to plan a dangerous course of action, roll+INT. Something unexpected always happens while executing your plan. **On a hit**, you and your allies take +1 ongoing to actions you planned until something unexpected happens. **On a 10+**, you and your allies also each take +1 forward to your first action after something unexpected happens. **On a miss**, your enemies anticipated your plan and prepared accordingly.

☐ BOOM.

When you would deal damage with All According To Plan, deal +1d4 damage and your damage gets +2 piercing.

☐ I PREPARED FOR THIS

Add the following options to All According to Plan:

- Reveal yourself as a decoy, the real you is somewhere nearby.
- Reveal an enemy as an ally.
- Suddenly obscure an area from view.

☐ YOU'LL NEVER TAKE ME ALIVE!

If there is even a remote chance a location or a vehicle has a self-destruct method, you know where to go and how to activate it, but not what happens when you do. This also applies to your Headquarters.

☐ CAPTIVE AUDIENCE

When you roll 7+ on Monologue, you may make other moves during your Monologue just as well as if you were not speaking at all, although anyone you act against directly may defend themselves and act against you.

☐ ACE UP THE SLEEVE

Gain a **starting move** from a playbook no one else in the party is using. You may use this move at most 3 times in a session. **When you reach the end of a session**, you may replace the starting move, using the same constraints.

When you gain a level from 6–10, choose from these moves or the level 2–5 moves.

☐ IT WAS ME ALL ALONG!

Requires: Hero of 1000 Faces

When you reveal yourself after spending time disguised as an NPC, roll+CHA. **On a hit**, explain an additional plan you set in motion while in disguise, using that NPC's resources. **On a 10+**, the real NPC won't manage to interfere with your plan. **On a miss**, it's embarrassing.

☐ BACKUP PLAN

When you use All According To Plan, get +1 hold, even on a miss.

☐ I SAW THAT COMING

When you roll 7+ on All According To Plan, you may additionally treat it as if you had also rolled 7-9 on Discern Realities.

☐ ...UNLESS THEY'RE MINE

Requires: Plans Never Survive Contact With The Enemy

On a 12+ on Plans Never Survive Contact With The Enemy, instead of the normal +1 ongoing, take +1 ongoing while following the plan, even on actions you didn't plan and even after something unexpected happens.

☐ THE STARE

When you stare or point intensely at someone, roll+CHA. **On a 10+**, pick one. **On a 7-9**, the GM picks one. **On a miss**, take -1 forward against them.

- They are afraid of you, and will do everything they can to avoid dealing with you directly.
- They feel threatened by you, and will deal with you immediately and directly, at the expense of everything else.

☐ MY SECRET LAIR

Gain 5 Headquarters Points. **When you take this move**, you may reallocate your Headquarters Points, and rename and redescribe your Headquarters.

☐ SEARCH YOUR HEART

Requires: Captive Audience

When you roll 10+ on Monologue, your speech significantly impacts your audience's emotions or their opinion of you; describe how.

☐ FIVE ACES

Gain an **advanced move** from a playbook no one else in the party is using. You may not pick a multiclass move. You may use this move at most 3 times in a session. **When you reach the end of a session**, you may replace the advanced move, using the same constraints.

☐ MY LOYAL LIEUTENANT

Your servant can make basic moves as a Player Character under your control. **When you take this move**, choose stat modifiers for your servant: three at +1, two at +0, one at -1, and bond at +1. Your servant uses use your damage die and your armor. **When they take damage**, subtract that damage from the Mastermind's HP. **When you have less than half HP**, either the servant or the Mastermind is unable to continue, your choice. **When you fall to or below 0 HP**, the other is also unable to continue, and take your Last Breath as normal.

SERVANT STAT MODIFIERS:

STR DEX CON INT WIS CHA