Hard-luck kid
Recovered libertarian
Terminal cancer survivor
Bonded/demonic A.I.

Personal Identity:
Who are you? What
drives you? What else
do you care about?

Nefarious Virtue:
What is your goal?
How do you want the
world to be different?

Shatter the cultural grasp of
Rand-Reaganism
Level economic inequality

For creating **Points of the Plan**, see pages 83–86 of
With Great Power. Write them on the **Fan Faves** sheet.

INTRUDER
Villain's Name

Your Twist:

Mastermind

Villain Twists—see pages 29–30
and 66 of *With Great Power.*

**Powers and
Resources:**
What can you do that
others cannot? What
pressure can you bring
to bear on those who
would stand in your way?
What sort of followers
share your goals and
assist you in your efforts?

Amazing espionage
Charismatic messaging
Brutal mind control

Others' Supporting Cast:
Who else do you play?

RED			
Adventurous	Personal	Scheming	Villainous
Amazing	**Passionate**	**Intuitive**	**Superlative**

Vibrant • Powerful • Strong • Fast • Uncontrollable
Amok • Hot • (Incontestable) • Potent • Unilateral
(Bold) • Forceful • Loud • Energetic • Changing
Impossible • Abrupt • Furious • Terrified • Alone

BLUE			
Adventurous	Personal	Scheming	Villainous
Tenacious	**Thoughtful**	**Methodical**	**Virtuous**

Responsible • (Inspiring) • (Careful) • Authoritative
Trustworthy • Cold • Negotiated • Skilled • (Purposeful)
Nuanced • Quiet • Steady • Calm • Reassuring
Safe • Mysterious • Grateful • Hopeful • Together

FAN FAVES

Remember: At least one panel in this row must echo a panel above.

Remember: At least one panel in this row must echo a panel above.

When all panels are full, Gloating begins!

SUBPLOTS

Something previously unnoticed affects the scene. Write an unanswered question with a visual cue.

?

?

?

?

?

?

VILLAIN PLAN

Point One:
- □ Alter infrastructure
- □ Create new asset
- *Destroy:* □ institution □ opponent
- □ Discredit/Disarm opponent
- □ Distract opponent
- □ Force compliance
- □ Instill fear
- □ Revenge
- ☒ *Seize:* □ asset □ resource
- □ pawn □ hearts and minds
- *Subvert:* ☒ asset □ resource □ institution

Details:

Leads:

Point Two:
- □ Alter infrastructure
- □ Create new asset
- ☒ *Destroy:* ☒ institution □ opponent
- □ Discredit/Disarm opponent
- □ Distract opponent
- ☒ Force compliance
- □ Instill fear
- □ Revenge
- *Seize:* □ asset □ resource
- □ pawn □ hearts and minds
- ☒ *Subvert:* □ asset □ resource ☒ institution

Details:

Leads:

Point Three:
- □ Instill fear
- □ Revenge
- ☒ *Seize:* □ asset □ resource
- □ pawn ☒ hearts and minds
- □ *Subvert:* □ asset □ resource □ institution

- □ Alter infrastructure
- □ Create new asset
- ☒ *Destroy:* ☒ institution □ opponent
- □ Discredit/Disarm opponent
- □ Distract opponent
- □ Force compliance

Details:

Leads: