

**SUPER CRIME WAS BIG IN THE 70s AND 80s...
NOW THESE YOUNG PUNKS DO IT ALL
ONLINE AND IT'S JUST NOT THE SAME**

ONLY VILLAINS IN THE BUILDING - A 1 HOUR RPG

Decades ago you made the world fear your name and your evil schemes. Now you're out of prison, on parole, and the only people who understand are your fellow ex-supervillains. And most of them live in the Malvolio, an old apartment building on the Upper East Side. Your parole has rules: No contact with old acquaintances. No using your old devices. No going back to the Skull Lair. But someone is killing people and your old ways are all you know...

By Steve Dee - Made in 1 Hour using the G-A-M-E-S System

Make Your Villains

Put 220 points into four stats: SCHEMES, SCIENCE/SORCERY (it's both), STAMINA and SCHMOOZE. No stat may be above 90. Add a skill under each stat.

Choose a SHTICK (your supervillain vibe) and a SOURCE of your power. Choose your current (demeaning) DAY JOB. Choose a PERSON YOU'RE NOT ALLOWED TO TALK TO and some DARK THOUGHTS you can't stop thinking.

Your CAPACITY is the average of SCHEMES and SCHMOOZE, your FITNESS the average of the other two. Regain d10 of these by resting for a scene.

Doing Things

Roll d% to use your stats. You may switch the 10s and 1s if your skill applies. Whether you succeed or fail, the degree is the highest die minus the lowest die.

1-3 You succeed with a complication or condition. 4-6 You succeed completely. 7-8 You succeed and gain an edge or bonus. 9 You go too far and unleash supervillainy (evil laughter is mandatory). If you fail, subtract the effect from your Capacity or Fitness (GM decides) or add 1 to group Heat.

If you roll a a match (0 effect) then your PERSON or THOUGHTS show up to cause trouble. If Fitness or Capacity hit 0, you have to go to hospital. If Heat is greater than number of players, reset Heat but someone goes to jail.

Solving Murders

The GM creates a murder mystery. If you like it can have a difficulty equal to 40 x number of players. Reduce it by the effect rolled. When it hits 0, the mystery is revealed.

Inspiration: Crime and Complicator

1-2 Serial Killer	1-2 Ex Hero or Sidekick
3-4 Organised Crime	3-4 Landlord or Staff
5-6 Long Planned Revenge	5-6 Hobby or Day Job
7-8 Moment of Rage	7-8 Neighbour Gossip
9-0 Sex and Drugs	9-0 Sickness and Death