

SINISTER SIMIAN

As apes are common characters in the comics (see **Going Ape!**, page 190), so are simian super-criminals. The Sinister Simian is just that, an intelligent (usually *very* intelligent) ape with criminal designs. The combination of intellect, super-science, and simian physical traits makes for a formidable, if unusual, supervillain. Divide the villain's Device points up into suitable devices, including weapons.

VARIATIONS AND CAPERS

Some Sinister Simians have innate powers other than just their intellect, ranging from mental powers to mystical abilities (perhaps associated with some mythological ape god or spirit) to more traditional super-powers. The Simian might have the ability to assume human form (Morph), either a human who turns into a super-simian or an ape able to disguise itself as a human. If it lacks powers in human form, this is the Normal Identity drawback.

GOING APE!

The Simian has developed a "devolution effect" for transforming humans into apes and unleashes it on the city, creating panic and mayhem as people undergo the transformation. A random factor causes some subjects to transform faster than others, and the heroes have to race to find a cure before even they are overcome by their primitive ape-like drives and succumb to the Simian's influence.

ANIMAL KINGDOM

The Simian develops a means of communicating with and influencing animals, and begins inciting an "animal uprising" against humanity. Throughout the city birds, rats, house pets, horses, all manner of animals begin turning aggressive and violent, and the problem seems to be spreading. Can the heroes contain the problem and convince the city's animal population that humans are not their enemies?

KING SIMIAN

A new device allows the Sinister Simian to grow to colossal size, granting brawn to equal his brains. The heroes have to corral the towering ape, leading to a confrontation high atop one of the city's tallest buildings, with superheroes buzzing around, and perhaps a fair hostage held in the colossal ape's grasp.



"EVOLUTION HAS DEALT A NEW HAND. YOU LOSE!"

SINISTER SIMIAN

POWER LEVEL 10

STR	DEH	CON	INT	WIS	CHA
+5	+2	+2	+7	+4	+3
21	15	14	24	18	17
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+5	+8	+8	+8		

Skills: Acrobatics 5 (+7), Climb 13 (+18), Craft (electronic) 8 (+15), Craft (mechanical) 8 (+15), Intimidate 6 (+9), Knowledge (physical sciences) 8 (+15), Knowledge (technology) 8 (+15), Notice 8 (+12), Sense Motive 8 (+12)

Feats: Acrobatic Bluff, Improved Pin, Power Attack, Stunning Attack, Takedown Attack

Powers: Device 10 (easy to lose), Growth 4 (Power Feats: Innate; Flaws: Permanent), Protection 3, Super-Senses 2 (low-light vision, scent)

Combat: Attack +8 (includes -1 due to size, Damage +5 (unarmed or by device), Defense +8 (includes -1 due to size), Initiative +2

Abilities 37 + Skills 18 (72 ranks) + Feats 5 + Powers 48 + Combat 36 + Saves 16 = 160 PP