

THE BRAIN IN A JAR

The Brain in a Jar is a truly “cerebral” villain: a disembodied brain kept in a container and sustained by life-support equipment. The Brain is primarily a plotting villain, operating through minions and underlings. However, most Brains also possess various mental powers, ranging from psionic abilities like telepathy and telekinesis to the power to influence electronics over a network or mystical powers, possibly including Possession. The Brain may exult in its current “evolved” state or seek to acquire a new body, perhaps targeting one of the heroes for this “honor”!

VARIATIONS AND CAPERS

The brain belongs to some infamous villain from the past (Hitler, Stalin, Mordred, etc.). The “brain” is actually a disembodied intellect, such as an artificial intelligence, a digitized personality, or a spirit lacking a physical body, in which case the “life support” device is some other equipment allowing it to function. Alternately, the brain might be an entire severed head kept alive in a similar manner.

BODY SNATCHER

The Brain decides it needs a body to match its magnificent mind, so it comes up with a scheme to kidnap the ideal victim and transplant itself into his or her body. Perhaps the intended victim is a friend or loved one of one of the heroes, or even one of the heroes themselves! Alternately, the Brain could attempt to construct an ideal body for itself, stealing the necessary parts and technical information to do so.

ALL IN YOUR MIND

The Brain uses its psionic powers to trap the heroes in a “mindscape” of its making, where its power reigns supreme. Can the heroes navigate their way through the darkness recesses of the collective unconscious to find their way back to their waking selves before it’s too late? What traits can they depend on in the mindscape and how can they tell what’s real and what isn’t?

ALL YOUR BRAINS BELONG TO US

Psychically gifted people are mysteriously disappearing and the heroes are asked to investigate. Perhaps one of the victims is a friend or fellow hero. It turns out the Brain is arranging the kidnappings in order to hook the victims up to create a powerful “psychic network” it controls, vastly enhancing its own psionic powers. For a grotesque variant, maybe the brains of the victims have been removed in order to add them to the “network,” leaving the heroes with the dilemma of what to do with them after the Brain is defeated.

BRAIN IN A JAR

POWER LEVEL 14

STR	DEH	CON	INT	WIS	CHA
—	—	+0	+11	+7	+2
—	—	10	32	24	14
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+15	+4	+0	+11		

Skills: Concentration 12 (+19), Diplomacy 8 (+10), Gather Information 8 (+10), Intimidate 8 (+10), Investigate 8 (+19), Knowledge (choose one) 16 (+27), Knowledge (one other) 16 (+27), Notice 8 (+15), Sense Motive 16 (+23).

Feats: Connected, Eidetic Memory, Second Chance (mental power saves)

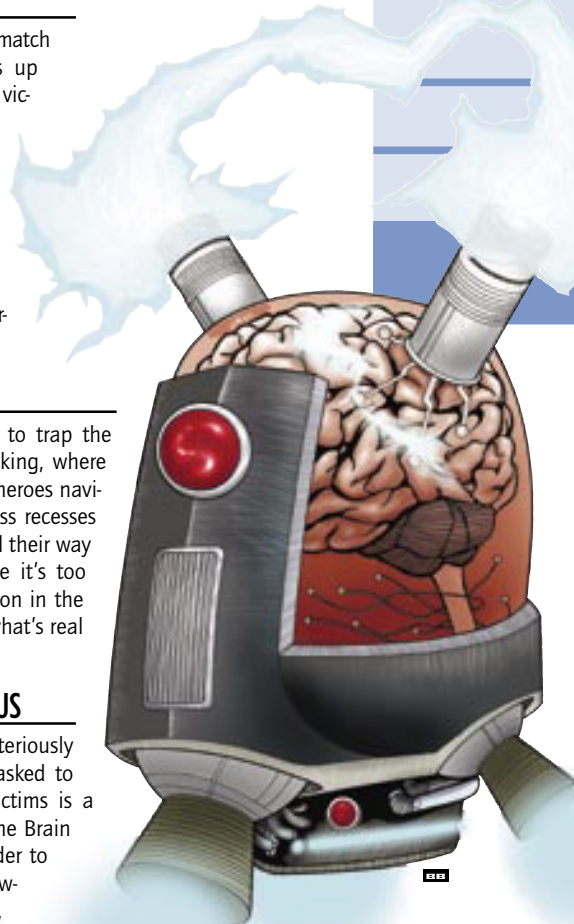
Powers: **Device 6** (support tank, hard to lose), **ESP 10** (sight, hearing, and mental senses), **Super-Senses 5** (Danger Sense, Mental Awareness [Ranged, Extended x2]), **Telepathy 14** (Power Feats: Alternate Powers—**Illusion 8** [all senses; Flaws: Phantasms], **Mental Blast 7**, **Mind Control 14**)

Support Tank: **Immunity 9** (life support), **Protection 15** (Impervious 6)

Combat: Attack +0, Damage +7 (mental blast), Defense -5, Initiative +11 (Int-based).

Drawbacks: Disability (disembodied brain, very common, major, -5 points)

Abilities 20 + Skills 25 (100 ranks) + Feats 3 + Powers 100 + Combat 0 + Saves 12 - Drawbacks 5 = 155 PP



“THE BODY IS IRRELEVANT WHEN I HAVE THE UNLEASHED POWER OF THE MIND!”