



NECESSARY EVIL SUPER FOES



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SUPER FOES

Necessary Evil 2 features a lot of fights between the gangs of the New York City Prison and the player character villains. Sometimes the Game Master will want to boost the adversaries' threat level with one or more super powered foes.

The six template presented here are generic foes (or allies!). Customize each with a name and power trappings and drop them in the game as you like. If you need a particular power or ability, just add it, especially if your villains have fought these archetypical foes before.

RANDOM SUPER FOE TABLE

| d6 | Super | d6 | Super |
|----|------------|----|----------------|
| 1 | Assassin | 4 | Energy Blaster |
| 2 | Brick | 5 | Speedster |
| 3 | Controller | 6 | Stretch |

🔦 ASSASSIN

A warrior type armed with blades and preternatural skill.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d10, Vigor d8

Skills: Climbing d10, Driving d6, Fighting d12, Notice d8, Stealth d10, Throwind d10

Cha: —; **Pace:** 6; **Parry:** 10; **Toughness:** 6

Hindrances: —

Edges: Assassin, Improved Block, First Strike, Improved Frenzy

Gear: —

🔦 SPECIAL ABILITIES:

- **Attack, Melee:** Str+3d6. AP 4. (Powered sword or other blade.)
- **Swinging:** Pace 12.
- **Super Attribute:** Agility +1.

🔦 BRICK

A typical bruiser with super strength.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+2, Vigor d10

Skills: Climbing d8, Driving d6, Fighting d10, Notice d8

Cha: —; **Pace:** 6; **Parry:** 7; **Toughness:** 11

Hindrances: —

Edges: Brawny, First Strike, Improved Sweep

Gear: Bricks might carry iron pipes or other blunt weapons (Str+d6), but often pick up pieces of scenery instead.

🔦 SPECIAL ABILITIES

- **Attack, Melee:** Str+2d6. Stackable.
- **Super Attribute:** Strength +2.
- **Toughness +3:** Bricks are thick and dense.

🔦 CONTROLLER

A mentalist or psionic can quickly disable and confuse even strong minds.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Driving d6, Fighting d6, Notice d10

Cha: —; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: —

Edges: Strong Willed.

Gear: —

EVEN MORE SUPERS

Special Abilities:

- **Mind Control:** Multiple Minds.
- **Mind Reading:** Magic or psionics.
- **Super Attribute:** Smarts +1.

💡 ENERGY BLASTER

Pick an energy type for this super, then decide if she can fly (already added in since most can).

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Driving d6, Fighting d6, Notice d6, Shooting d10

Cha: —; **Pace:** 24; **Parry:** 5; **Toughness:** 5

Hindrances: —

Edges: Marksman

Gear: —

Special Abilities:

- **Damage Field:** 2d6. Medium Template.
- **Energy Control:** Damage 2d6. Area Effect. Range.
- **Flight:** 4× Pace. -1 to hit. Climb 2.

💡 SPEEDSTER

This super-powered being uses speed to overwhelm and elude his foes.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d10, Vigor d8

Skills: Climbing d8, Fighting d10, Notice d10

Cha: —; **Pace:** 24; **Parry:** 7; **Toughness:** 6

Hindrances: —

Edges: Improved First Strike, Improved Frenzy, Quick

Gear: —

Special Abilities:

- **Attack, Melee:** Str+d6.
- **Speed:** 4× Pace. Blinding Reflexes. Catch and Throw. Pummel.
- **Super Attribute:** Agility +1.

💡 STRETCH

An elastic foe built to grapple and squeeze.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d10, Vigor d6

Skills: Climbing d10, Fighting d8, Notice d6

Cha: —; **Pace:** 6; **Parry:** 6;

Toughness: 5

Hindrances: —

Edges: Improved Sweep

Gear: —

Looking for even more foes? Don't forget the *Savage Worlds Super Powers Companion* lists dozens of additional supers of every threat level. They can be used as-is, you can use the statistics but change the background and trappings, or you can use those as a base template and increase (or decrease) their power levels as you see fit.

There's also a completely free Super Villains Supplement available on the *Necessary Evil* page at www.peginc.com.

Of course the real fun of the game is creating your own, especially some smug, self-righteous, crusader the villains can battle more than once. Keeping a character like that alive can be a bit tricky when your party is particularly cold-blooded, but if the group isn't willing to play along with the super villain trope of never just killing their foes when they're down, having them be ethereal, ageless, undying, or some other Special Ability you make up might do the trick. Don't worry if something you want to create isn't a "real" power from the *Super Powers Companion*. Those are balanced for *players*. Game Master characters should be given whatever you need to make them a challenge in your game!

Special Abilities:

- **Absorption:** Kinetic.
- **Altered Form (Biological):** Grapple. Reach +4.
- **Attack:** Melee: Str+d6. Reach 4.
- **Chameleon:** The character can mold his form to look like others and infiltrate or surprise his foes.

• **Super Attribute:** Agility +1. Strength +1.

