

# NECESSARY EVIL

EXPLORER'S EDITION: PLAYER'S GUIDE



# NECESSARY EVIL

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**SHANE'S DEDICATION:** To my cousin Liz, who fought true evil. You are so greatly missed. The world is much darker without your constant smile.

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# CHAPTER ONE: A NECESSARY EVIL

In Necessary Evil, a band of aliens lured the world's superheroes into a cunning trap and killed or imprisoned the vast majority of them. The player characters are the only enhanced beings left to save the planet—supervillains! As the alien overlords' policy is to kill anyone exhibiting paranormal powers, the only option open for such individuals is fight or flight! You can guess which option most villains choose...

## SETTING THE STAGE

Of course it started on January 1st, 2001. The first ships appeared over every major city of the planet. There was no prelude and no demands. The aliens just attacked. They were an amphibious race that combined the nastiest aspects of sharks and crocodiles with an aggression matched by neither. They were the stuff of nightmares to most. The people called them "Fins."

New York became a war zone, Tokyo burned, and even sunken Atlantis was rubble and its ruler—the legendary Aquarian—slain.

Earth's superheroes fought back immediately. The fins were terrifying, but no one ever doubted the heroes would win out in the end. After all, aliens had tried to invade Earth three times before, and earth's defenders had always emerged triumphant.

But the fins possessed advanced technology and savage bloodlust, so the losses were heavy. Earth began to worry.

## THE V'SORI

Then came the turn of the tide the people had come to expect in these epic wars of aliens and supermen. Advance forces of another alien race arrived in earth orbit—the V'sori. They claimed to be the long-lost allies of Atlantis who had been searching for their missing comrades in arms for hundreds of years. During their quest, they had grown to become the defenders of the galaxy.

The V'sori claimed the Fins—or K'tharen as they called themselves—were rampaging mercenaries who ravaged world after world, but the V'sori had fought them before and would help Earth against them now.

The world's greatest superhero, Champion of Alpha Force, flew into space to meet them. He returned later and gave a stirring speech that called for humanity to hold out for just a bit longer. They did, though the final cost in blood was great.

When the V'sori arrived, the K'tharen fleet rose to fight them. The alien ships fought a titanic battle in space, but the V'sori won out, and even beamed the images of the fleeing Fins to earth.

Humanity cheered their saviours and welcomed the advanced alien protectors with open arms. Anxious youths danced in the streets, proclaiming an era of peace and love. Less trusting commentators were booed and mocked in the national press. And some appeasement-minded governments even offered the aliens the figurative keys to their states.



### TREACHERY

Of course that's just what the aliens wanted all along. In every major city, heroes and world leaders joined together to welcome the aliens. The crowds cheered as the V'sori ships appeared overhead. Every superhero, sidekick, president, and even stars of sports, movies, and music attended these grand galas. The people of earth cheered as they watched their heroes greet the alien saviors on the news networks.

The cheers turned to screams when the V'sori ships opened fire on the gathered throngs.

Moments afterward, the K'tharen warships returned—servants of the V'sori.

Champion was standing before the cameras when the V'sori hit. They knew his weakness—radiation—and targeted him with a concentrated beam of energy that turned the hero into a pulpy mass. Massive death rays then swept over the gathered throngs, slaying thousands of heroes, officials, generals, and innocents in moments. Within 30 minutes, the unthinkable had occurred. Earth's greatest heroes were dead and its leaders vaporized.

The aliens had won.

### THE FACE OF THE ENEMY

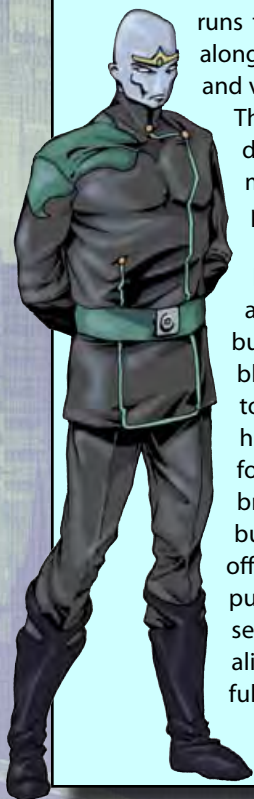
The stuff of nightmares, the K'tharen are monstrous, slaving aliens—as fearsome as they are savage. Most are well over 7' tall—every bit of which is muscle. The “fins” have humanoid forms but with a thick crocodile-like hide. Their head has a distinctive shark-like appearance, especially with the fin-ridge that runs along the top of their

skulls and their coal-black eyes. Their coloration

runs towards the darker end of the spectrum along their backs, from light greens to blue and violet, while the front is universally pale.

The K'tharen grow darker along their dorsal ridge as they age, and older members of the race can appear pure black.

The V'sori, on the other hand, can best be described as beautiful. They are tall, thin, but well-muscled, and bear a bluish complexion eerily similar to that of the Atlanteans who have lived among the people of Earth for generations. Their hair is mostly dark brown or black, and is often worn short, but with a single small braid of longer hair off to one side of the face. V'sori are rarely seen in public without their body armor, a tight suit of segmented plates composed of some unknown alien material. In battle, V'sori commanders wear full helmets with mirrored visors.



**DEFEAT**

Soon, televisions and radios around the world carried an announcement from the admiral of the V'sori fleet. Earth was now under the control of the V'sori Empire. Resistance would be met with death.

The V'sori Empire wanted Earth's resources. They needed a way to study our defenses, and then take them out with a surprise strike of surgical precision. They succeeded flawlessly. They claimed destroying more of our infrastructure and our people was counterproductive to their goal, gaining a new self-sufficient source of raw resources.

The V'sori have placed Governors in charge of the former nations of Earth. The invaders and their Fin servants are now commonplace. There isn't a single government left to oppose them, and they feel they have nothing to fear from Earth.

But they are wrong.

Earth's heroes are dead, but there are other beings with extraordinary abilities on our planet.

They are supervillains. And they are a necessary evil.

**OMEGA**

The year is 2004. The Earth has been under the control of the V'sori Empire for over two years. Humans with extraordinary abilities, commonly known as superpowers, have existed for nearly a century. Those who used their powers for altruistic reasons were known as superheroes. It is believed somewhere around 98% of them have been killed by the V'sori.

Various resistance movements have been quashed by the V'sori, but the most promising has only just begun to act—Omega. Omega was started by the greatest criminal mastermind of the modern age, Dr. Destruction. Its members are largely made up of former superhumans the world once called villains. Dr. Destruction has said that only he is the rightful ruler of the

earth—"not some alien scum from the back corners of the galaxy."

Omega is organized into cells, each of which is only aware of the other members of its own cell to prevent betrayal. Cells are contacted with their mission information through blind drops, secret codes, and most commonly, encoded radio broadcasts.

**THE FACE OF DESTRUCTION**

Dr. Destruction has been practicing supervillainy since the early 1980s. His first escapades were the stuff of comic books—bank robberies, jewel heists, and kidnappings. After being thrashed by Champion one too many times, the vengeful Destruction vanished for a few years, then returned with more power, more weaponry, and more willingness to use it.

No one knows who the doctor really is, or what his face looks like behind the mask. His powers are well-known, however. In his past battles with Champion and other superheroes he displayed inhuman strength, energy blasts, teleportation, and mind control. What inherent powers he possesses and what might come from his incredible devices is anyone's guess.

**STAR CITY**

The main action in Necessary Evil takes place in Star City. New York, Los Angeles, Chicago, and most every other major city in the US were rubble by the V'sori. Star City was left curiously untouched by the aliens' weapons of mass destruction. Large numbers of K'tharen and drones operate in the city, however, and seem to take the place of weaponry that might cause too much collateral damage.

This amazing island was created some time ago by a being of god-like power called the Outsider. The United States annexed Star Island after the Outsider was defeated and began a very expensive and high-profile scientific study of the island and its amazing ability to spawn superhumans. Two years of study at the taxpayers' expense found no



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particularly useful results so it was sold off in parcels to the highest bidder.

Exactly why the Outsider created the island Star City now sits on, why so many super-powered beings are spawned here, and why the aliens don't blast it into oblivion is a mystery your team may unravel as they fight for its survival. For now, know that Star City is your character's home, and he'd best defend it with his very life. The future just might depend on it.

### PEOPLE

Star City is home to around five million citizens, down from the eight million who lived here prior to the invasion. Most of the loss comes from those who took flight rather than

casualties, as the aliens took special care not to overly damage the island. They did settle it in force, however. A large number of citizens weren't comfortable living in such close proximity to the invaders and were allowed to flee to the mainland.

### GEOGRAPHY

Star City lies two miles off the coast of the eastern seaboard of the United States, about halfway between Boston and New York, and is roughly six times the size of Manhattan (180 square miles). The island Star City was built on was created in 1955 when the nearly omnipotent being known as the Outsider came to Earth. Other than the fact that Star City is home to an inordinate number of super-beings, the island seems completely normal.

Star City is in fact shaped like an eight-pointed star. Four large points alternate with four smaller points surrounding the large central sections called Uptown and Downtown.

Each of the points forms a subsection of the city. The large points are known by their compass counterparts: Northpoint, Eastpoint, Southpoint, and Westpoint. The small points have the more colloquial names of Beachhead (NE, known as Bright Beach pre-invasion), Tempest (SE), The Docks (SW), and Prospect Point (NW). The central area of the city is divided into two subsections: Uptown to the north and Downtown to the south.

### GETTING THERE

Star City connects to the Eastern seaboard of the United States via an amazing bridge, also built by the Outsider.



## THE WARLORD OF STAR CITY

The V'sori in charge of Star City is Warlord Grypon, an aging commander and master politician who has shown a keen interest in Star City and all of its neighborhoods, inhabitants, and architecture, no doubt due to its near-magical origin.

Grypon always travels with a bodyguard of a dozen elite K'tharen.

Christened the "Sea Bridge," this miraculous two-mile span has weathered powerful Atlantic currents, high winds, and even two super-powered terrorist attacks.

The Sea Bridge supports seven lanes of traffic: three going toward the city and three going away. The bridge lands at Westpoint, funneling traffic north or south to Uptown and Downtown respectively.

Engineers have since converted the seventh lane into a mag-lev line that runs from Providence, Rhode Island, to the Sea Bridge and on to Star City.

A bustling ferry industry has also grown up around Star City, shuttling cars and pedestrians across the two-mile stretch of ocean to Star City's Westpoint receiving station. More than a dozen ferries from two competing companies serve better than 50,000 cars and pedestrians per day.

### NORTHPOINT

Northpoint is the most heavily patrolled section of Star City that is not home to any V'sori. Once the upper middle class district, Northpoint is now the home of those humans who willingly work with the alien empire. Northpoint follows the high-rise appearance of Uptown in its southern section, then becomes a series of brownstones as one moves north.

**Mayor Perez:** Northpoint's most important human resident is Star City's current mayor, Jerry Perez. The V'sori governor appointed Perez mayor about a year ago, and he has since surrounded himself with a number of like-minded cronies. Perez' primary goal is self-preservation, but his secondary objective is rooting out any resistance cells in Star City.

He has proven himself an implacable foe of the resistance, and uses whatever resources given him by his alien overlords to hunt down any insurgents. He has used his freedom and authority to form his own Star City Police Department, and has even been allowed to arm his officers with a limited number of high-powered V'sori weapons.

**Special Ops Corps:** After winning the complete confidence of his alien overseers, Perez was allowed to create a special branch of the police to deal with superhuman menaces across the city. The Special Ops Corps, or SOCorp, was born, and with strong alien support, Perez outfitted his new officers to do battle with superhuman foes.

Since its inception, SOCorp has worked closely with the V'sori governor in busting several rings of resistance operatives, earning them the enmity of every Omegan in town. Because of this, Perez never goes anywhere in town unescorted, unarmored, or unarmed!

Perez and SOCorp are based in Northpoint's heavily guarded Public Safety Building, located on Center Avenue, the primary thoroughfare that bisects the neighborhood.

### BEACHHEAD

Beachhead is home to Star City's V'sori base, which is walled off from the rest of the city. Besides military structures, the most notable place is the old Star City Aquarium, which has been converted to a recreation facility for the aquatic V'sori and K'tharen.

More than just a fortress in a once-hostile city, Beachhead has become an enclave of safety and security where the V'sori and their most trusted allies can walk without fear of



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attack, conduct delicate research, or pursue pastimes unrelated to the business of the invasion.

The only humans allowed through the walls of Beachhead are slaves or those with special clearance from V'sori high command. Even trusted human allies like Star City Mayor Jerry Perez must make special arrangements to tread the area's heavily guarded streets, and no humans are allowed within the Star City Aquarium's sea-green walls. Many members of the resistance have speculated as to exactly what transpires within the old aquarium-turned-alien recreation center, but no one has yet been able to penetrate its security to discover what's really going on in there.

### EASTPOINT

Eastpoint is the "residential" area of Star City. Patrols here are common towards the northern edge that looks out at Beachhead, but become less common to the south. The mainly working-class residents of Eastpoint have learned to live under V'sori rule, but they primarily deal with Mayor Perez and the SCPD. Perez has worked hard to make nice with the many labor unions headquartered in Eastpoint, and a peaceful coexistence has been achieved.

Of course, there are many among the labor unions and working class who do not appreciate the V'sori presence in Star City, or the administration of their human quislings. A growing movement of labor unrest gnaws at the peaceful fabric of Eastpoint, threatening to plunge the neighborhood into a boiling cauldron of chaos. Lead by Richard Lyons, head of the local chapter of the International Brotherhood of Electrical Workers (IBEW), the Eastpoint Insurgents (as they have come to call themselves) are growing increasingly dissatisfied with the V'sori's rule in Star City. Several recent public protests have ended in violent confrontations between the SCPD and certain members of the IBEW.



## PROFILE OF A SPACE-GOD

So what does the Outsider look like? A pale, bald humanoid wearing shimmering robes of gold and red, the Outsider's yellow eyes glow with cosmic power.

His dimensions seem to change based on his whims. At one instant he is human-sized, while the next he is the size of a small building. During various confrontations with the military and Earth's super-humans, he demonstrated vast control over cosmic

energy and the fundamental matter of the universe. He also had at his command a number of powerful robotic servitors strong enough to go toe-to-toe with Earth's mightiest protector, Champion. He was only defeated when a strange alien device from his own lab was used against him, seemingly disintegrating the all-powerful being, leaving nothing but charred ground where he stood.

### TEMPEST

This aptly named section of Star City often catches the worst of any storms that hit town. Patrols are uncommon here, but the many criminal gangs of Star City tend to have family here and act more as protectors than scavengers.

A trio of highly sophisticated energy arrays are situated atop Tempest's largest tower. These cylindrical, metallic rods somehow gather the energy from any storms that lash the neighborhood and store it for use in powering the area's only factory, Burns Brewery, which borders Southpoint. The Outsiders' original intent for the energy array and the building it rests upon is unknown, but the enterprising residents of Tempest made it one of the northeast's most successful small breweries. Omegans returning from successful missions can choose from Thunderheat Stout, Hurricane Lager, Nor'Easter Pale Ale or a selection of seasonal brews.

### SOUTHPOINT

The lowest point of Star City in every way is Southpoint. The V'sori only send patrols into this wretched hive when actively pursuing someone. The only public transportation serving this unfortunate section of town is the mag-lev rail, and service is intermittent at best. Violent criminal gangs rule many of Southpoint's dilapidated streets, but the area is large enough that their influence does not stretch to its every corner. These quiet

and deserted pockets of Southpoint make excellent locations for Omega cells and safe-houses since they're somewhat insulated by the violent but unorganized street gangs.

The Tenements contain Southpoint's largest concentration of humanity, a great, ramshackle row of poorly maintained high-rises that are little more than dens of drug use and hopelessness.

### THE DOCKS

Like Southpoint, the Docks can be a hard area of town. It is the only place where humans in Star City are connected to the outside world, and unless they are guarding a special shipment, the V'sori patrols are light in this area. This lack of official presence has led to frequent late-night raids by the gangs of nearby Southpoint. The Docks are mostly shutdown at night, except for the actual pier area where workers operate under bright lights 24 hours a day.

Rumors abound of secret resistance bases and weapon caches hidden somewhere amid the maze of warehouses dotting the docks. Well-known mobster and black marketer, Willy the Fish, purportedly makes his home somewhere among the Docks, ruling over a once-mighty criminal empire that has steadily declined over the past four years since the aliens' arrival.

Many speculate that the Fish is allowed to exist by the powers that be due to a special



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agreement to supply Star City Mayor Jerry Perez and alien warlord Grypon with certain delicacies from abroad. Whether it's precious jewels from Africa or the freshest truffles from Europe, Willy the Fish is renowned for delivering the goods, but the price is always high.

### WESTPOINT

Westpoint is the industrial hub of Star City. The power and water purification plant is located here as well as some of the processing facilities for the V'sori aquaculture farms. The V'sori presence is high in these locations but moderate elsewhere. V'sori scientists continue to study and marvel at the inner workings

of the Outsider's amazing power and water plant.

Westpoint also offers visitors the once-trendy Industry Shops, a collection of retail outlets featuring artisan-level crafts, jewelry, and fashions housed in the remnants of an old sheet-metal factory. Prosperous in spite of the alien presence, the Industry Shops still attract thousands of visitors each weekend, many eager to part with their money in exchange for the merchants high-priced wares.

The Shops are also the location of the popular nightspot known as Chick's Café. The proprietor is Chick Abel, a man who, at least publicly, prides himself on complete neutrality when it comes to matters surrounding the invasion and the current alien occupation.

### THE MAN ON THE STREET

*"Yeah, I heard jokers like Mr. Cranium and Slab are fighting for the resistance now. Hell, I can remember when those two knocked over the Star City National Bank a few years back, and they're going to save us when Champion and the Alpha Force couldn't? That would be a miracle, and the V'sori have outlawed miracles."*

—John Davis, Truck Driver

The average person living on the Earth of Necessary Evil is a hardy but fatalistic soul. After the V'sori seized control, the world economy went into the tank for several long months. With the aliens enforcing martial law around the world, the sort of widespread looting and lawlessness one might expect from such an event never occurred. Soon after the destruction of Earth's leaders it became clear the V'sori were here to rule rather than destroy, so most people have remained subservient rather than face certain death.

With the V'sori and their human governors encouraging the populace to work and maintain the world's infrastructure, most

people could do little except try to resume their normal lives. Schools reopened, hospitals saved lives, and order returned to the world, though it was an order authored by an alien power. The people of Earth know they are no longer working for themselves, but rather toward some sinister purpose whose nature they may never understand. There is little vocal objection to V'sori rule, for such statements are marked seditious, and any who utter them are taken away for "re-education."

With this specter hanging over their heads, most adults are a dour lot. As hope fades, alcoholism and drug abuse are on the rise. Most humans quietly listen to whispered reports of the resistance movement, and cheer quietly when the V'sori are set back. Hearing news about the real progress of the resistance is not easy, however, as the V'sori have installed their own human sycophants in the media.

Still, with every victory the Omegans score over the aliens and their human puppets, the flicker of hope smoldering in the hearts of Earth's citizens burns a little more brightly.

Great jazz music and gourmet Cajun cuisine attract the city's best, brightest, and sometimes most notorious.

Abel's avowed neutrality has even encouraged a few brave V'sori officers and warlords to frequent the bar. They and their retinues are now regulars at Chick's on the weekends. This has led to some uncomfortable moments as alcohol sometimes makes the tensions rise between the alien and human clientele, but Chick always manages to keep the peace. As he is fond of saying, "I don't allow politics in my club."

Also situated among the artisans of the Industry Shops is the novelty store called Heroes, which sells collectibles and memorabilia related to Earth's superhuman population. The disruption this shop's wares (mainly comic books, old photos, action figures, and games) causes among the populace of Star City is small, so the V'sori have continued to allow it to operate with little interruption. The owner of the shop is Mitch Powers, a one-time history professor at Star City University. No one knows why the wheelchair-bound Powers quit his tenure-track position at SCU to run the store, but he has managed to make a go of it, moving enough product to meet his rent each month and afford a few creature comforts.

### **PROSPECT POINT**

Once the home of the rich and famous of Star City, the mansions on Prospect Point now serve as the residences of the high-ranking V'sori of Star City. The old Country Club has been transformed into a minor V'sori base, geared entirely toward protecting the residents. Mbuna and Manta transport craft can be seen taking off and landing from the area on a regular basis.

Warlord Gryphon, the V'sori leader in charge of Star City, is believed to maintain a residence at Prospect Point along with a number of his seconds. The area is also notable for a tremendous slugfest that took place above it during the final battle against the Outsider. The ultra-hero Champion battled one of the

Outsider's most vicious robot servitors to a standstill above what would become Prospect Point's Rolling Hills Golf Club. In fact, many of the sand traps and other unique features of the course were actually created by the calamitous impacts of the combatant's super-tough bodies as their melee careened up and down the beautiful landscape.

### **UPTOWN**

This section of town features glittering high-rises and skyscrapers of glass and steel. The buildings in the southern area of this section sport a more retrograde architecture. McGlothlin Park, the largest park in the city, is split between the Uptown and Downtown sections. Its once pristine, tree-lined lanes have grown out of control since the invasion, and its branches and bowers help conceal a fierce street gang that preys upon the alien occupiers.

Uptown is also the location of the campus of Star City University (SCU), a small, private university with an enrollment of some 5,000 students. SCU's campus borders McGlothlin Park, and houses one of the nation's foremost programs in robotics and electrical engineering. Since the V'sori have taken over Star City, they have kept a close eye on the research at SCU's robotics laboratory, which once had close links to several military projects.

Numerous student protests occur every month on SCU's campus, many of them ending with violent confrontations between the students and Star City Police Department officers. The SCPD have been able to contain the protestors for now, so the V'sori have not taken a direct hand against them.

### **DOWNTOWN**

Downtown architecture features heavy doses of dark stone and gothic style. The V'sori patrol this area, but confine most of their activity to mag-lev train lines. Some of the smarter gangs have learned how to survive in this area, and rumor has it that the Black Market is located somewhere Downtown.

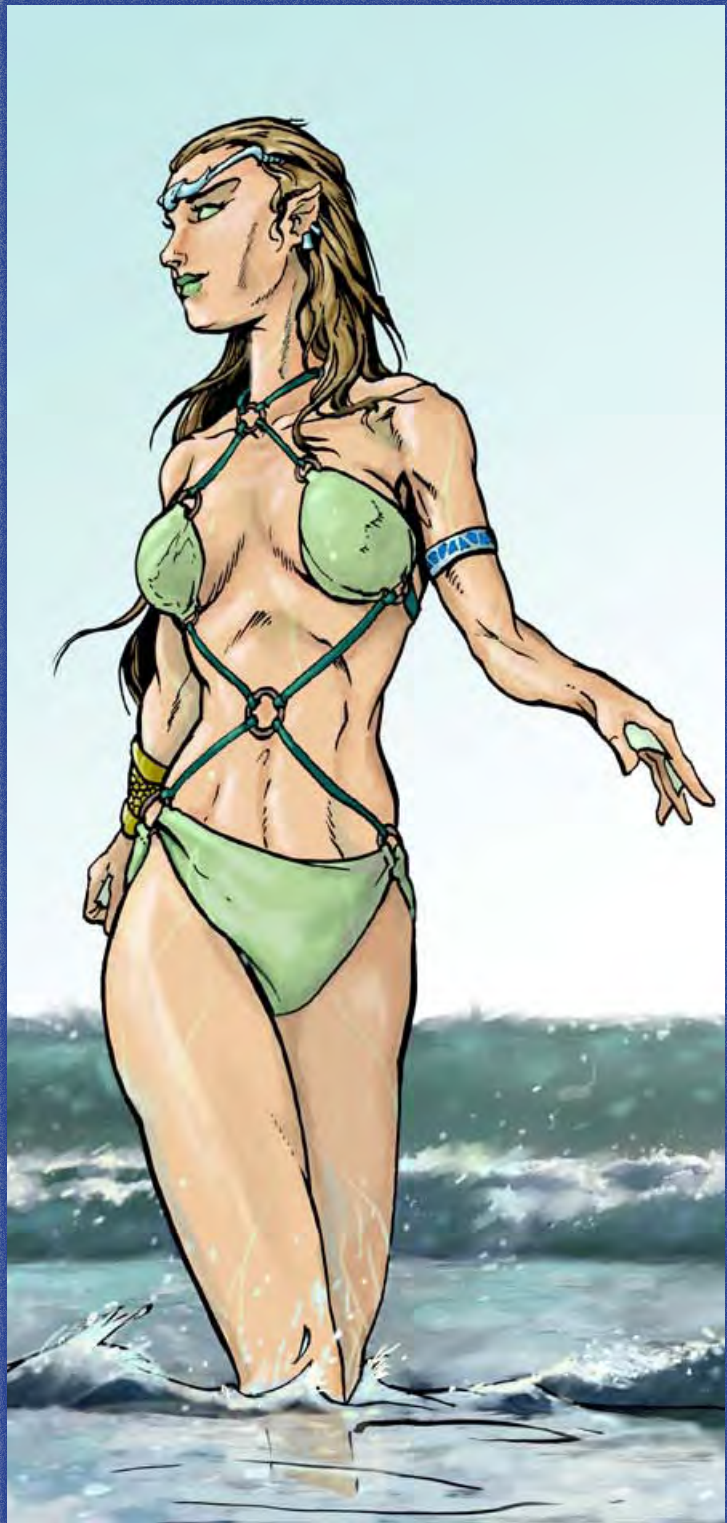


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If someone in Star City is looking for contraband of any kind, Downtown is the place to start the search. As long as you're far away from the heavy traffic of the well-policed mag-lev lines there is all kinds of underground activity to be found.

Downtown is also the home of Star City's only professional sports franchise, Major League Soccer's Star City Sentinels. The Sentinels play their games in Weston Stadium, and are owned and operated by mysterious billionaire industrialist George Weston. Rarely seen in public, Weston made his fortune trading international currencies and futures, but his true passion has always been European Football, or Soccer.

The Sentinels are extremely popular in Star City, and in accordance with the tough financial times, owner Weston has lowered ticket prices to make coming to the games more affordable. Several V'sori Warlords have even taken an interest in the team, and Weston has granted them their own private box to view the games away from the screaming crowds of human spectators.



## ATLANTIS

The once-great city of Atlantis lies deep beneath the waves of the Atlantic, somewhere within the heart of the Bermuda Triangle. Although Atlantis enjoyed friendly relations with the people of Earth, very few normal folks ever got the chance to see its glory in person. Featuring an eclectic mix of Greco-Roman architecture, pictures from the fabled city's sunken streets would sometimes find their way into magazines and newspapers, and interviews with Atlantean diplomats revealed hints of a culture both elegant and alien. They revealed a world of marbled avenues, sprawling undersea parks, and towers with spires of golden hue.

While many super-folk and high-ranking diplomats visited the undersea city over the years, the only "normal" people to do so were TV news host Sheila Glass and her intrepid cameraman Mark Winger. A personal friend of the famed Aquarian, the vivacious Glass managed to score a prime time news interview with the Atlantean King that was held within the Dome of Kings, one of the city's many magically shielded, transparent hemispheres that retained a surface-like atmosphere and temperature. From there cameraman Winger was allowed to film as far as his camera could shoot, and Glass asked the Aquarian a barrage of questions about the ancient city and its mysterious inhabitants. The Aquarian deftly dodged Glass' most sensitive questions, but did offer a few tidbits about the city's history, he indicated that the magical domes were developed to preserve the most valuable aspects of the Atlanteans' surface-world heritage.

Although few if any surface-dwellers saw it happen, the K'therans destroyed Atlantis with a massive bombardment of firepower from their fleet of attack ships. Tens of thousands of Atlanteans died, but several thousand survived to tell the tale. So far no surviving Atlantean has managed to travel back to the remnants of the sunken city and live to tell about it.

## THE REST OF THE WORLD

The Earth of Necessary Evil is a planet living under the occupation of a hostile power. As the aliens succeeded in destroying the leadership of just about every country in the world (along with most of the superheroes and conventional forces who might have opposed them), they were able to quickly fill the power vacuum by installing their own military governors and declaring worldwide martial law.

Many of the super-powered heroes and villains who escaped these lands have fled to Star City, the heart of the Resistance. Here's a quick look at some key events that happened in the rest of the world should you wish to play a refugee from one of these regions.

**Central and South America:** The aliens wasted little time stripping the rain forests here at a rate that would put even the old logging companies to shame. A number of Omega's resistance fighters, most notably those led by a former villain known as El Gigante, hide in the jungles and strike frequently at the alien's bases.

**Western Europe:** London, Prague, Berlin, Paris, and Madrid were all completely destroyed by the alien attacks. Despite this, Western Europe is the home of several extremely successful resistance cells, including one operating below the shattered remnants of Paris, France, and led by the greatest heroine of World War II, the age-resistant Partisan.

**Middle East:** It is a bitter irony that what has finally brought peace to the Middle East was its virtual annihilation. The V'sori destroyed the democratic governments of Iraq and Israel, then blasted the monarchies and dictatorships of the surrounding nations as well (even though some actually offered their allegiance).

The aliens even leveled the holy shrines of the area in an effort to (one day, at least) destroy any particular attachment to the area. Jerusalem is a pile of ash and the Dome of the Rock was reduced to little more than a few pebbles.



## NECESSARY EVIL

Despite a common foe, Arab and Israeli Omegans still will not work together. Several of the most effective Arabic cells are headed by former terrorists such as the notorious Black Scorpion.

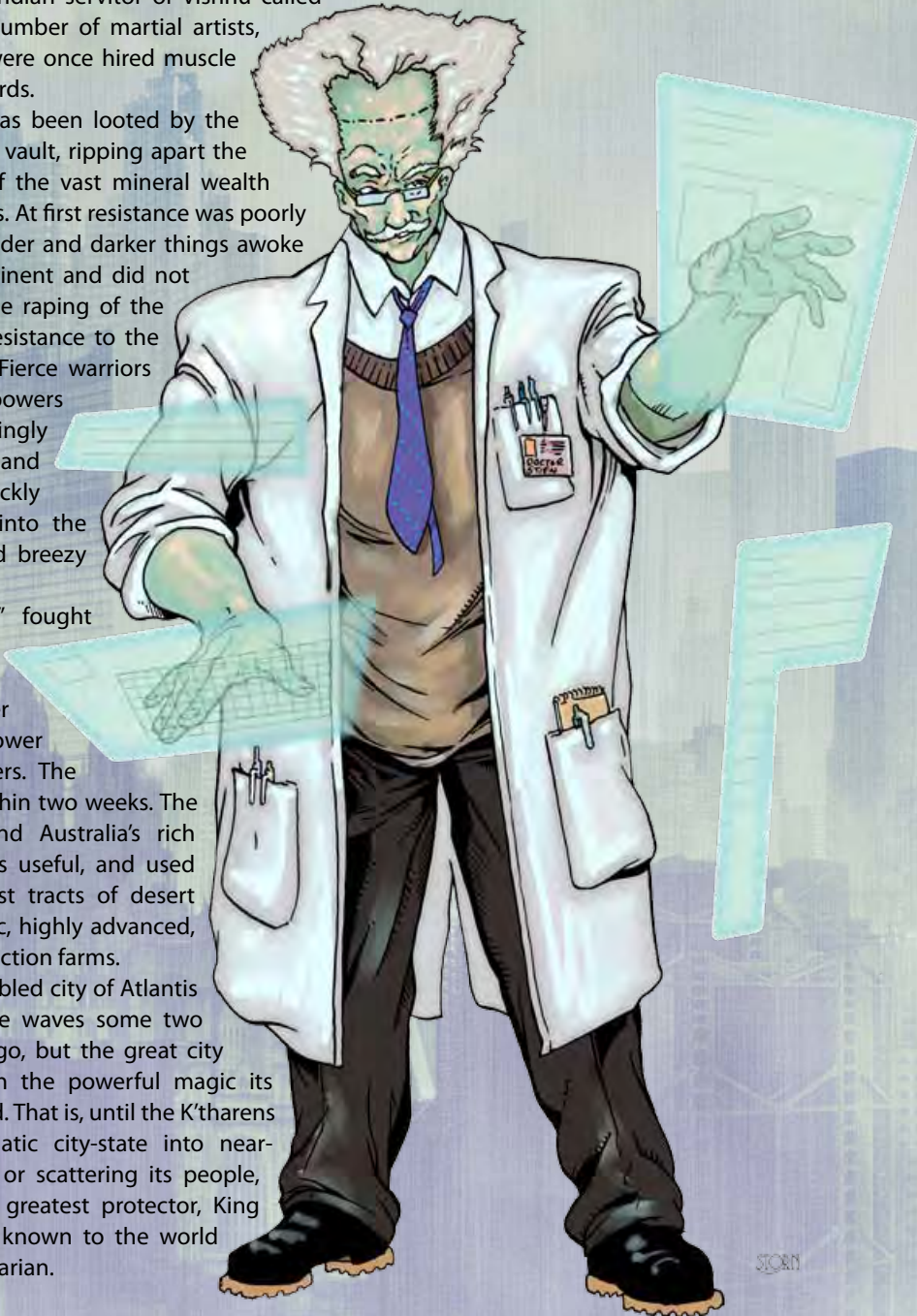
**Asia:** The governments of the most populous Asian nations—China and India—were quickly annihilated by the V'sori. Combined with devastating massacres of any organized rebellions, the people fell quickly into line. The smaller nations of the region followed suit.

Open resistance is now left to the Omegans, which includes a large number of former Yakuza from Japan, an Indian servitor of Vishnu called Deva, and any number of martial artists, most of whom were once hired muscle for Asian crime lords.

**Africa:** Africa has been looted by the V'sori like a bank vault, ripping apart the land in search of the vast mineral wealth such as diamonds. At first resistance was poorly organized, but older and darker things awoke in the Dark Continent and did not take kindly to the raping of the land, and now resistance to the aliens is strong. Fierce warriors wielding ancient powers strike, seemingly from nowhere, and then just as quickly disappear back into the thick jungles and breezy savannas.

**Australia:** "Oz" fought the V'sori fiercely, but they could match neither the aliens' firepower nor their numbers. The continent fell within two weeks. The aliens have found Australia's rich mineral resources useful, and used the country's vast tracts of desert to set up gigantic, highly advanced, solar energy collection farms.

**Atlantis:** The fabled city of Atlantis sank beneath the waves some two hundred years ago, but the great city lived on through the powerful magic its populace wielded. That is, until the K'tharens blasted the aquatic city-state into near-oblivion, slaying or scattering its people, and killing their greatest protector, King Meros, the hero known to the world above as the Aquarian.



# CHAPTER TWO: MAKING VILLAINS

This chapter helps you construct your fiendish villain! As always, it helps to begin with an idea of who or what your character is rather than jumping right into the superpowers. This time out, it might help to know what kinds of powers you're going to choose first though, so skim the powers section (starting on page 36) before you go any further. If you want to make a pyromaniac who shoots fire from his fingertips, for example, you might want to give him appropriate Edges and Hindrances to go along with it.

## 1) VILLAIN CONCEPT

### **How did your character get his powers?**

Was she the victim of a horrible accident? An experiment gone horribly wrong? Or is it the mastery of arcane magic or high-tech gadgets that gives your villain her powers?

**What sort of powers does your villain have?** Is he a super-tough and super-strong brick? A mad magician with a multiplicity of mystical might? A gadgeteer with rocket-packs for flying and a death ray pistol?

### **Why did your character become a villain?**

Why did your character become a villain? Was he a petty crook who found the means to be something more? An evil genius bent on world domination? A feared and hated mutant who wanted to lash back at the world that turned its back on him? Or is she one of the rare few superheroes who survived the V'sori attack?

## 2) RACE

Characters in Necessary Evil can be Atlantean, human, hybrid, or something else. Atlanteans, humans, and hybrids are described below. Other races—undead, constructs, or even aliens from other worlds—are also possible, but you'll create those with superpowers for literally thousands of combinations.

## 3) TRAITS

Your character starts with a d4 in each of his five Attributes: Agility, Smarts, Spirit, Strength, and Vigor. You then have 5 points to distribute among them as you choose. Raising an attribute costs 1 point, and you may not raise an attribute above d12.

You also have 15 points to buy your skills. Raising a skill by a die type costs 1 point as long as it's no higher than the attribute it's linked to. It costs 2 points per die type to raise a skill over its linked attribute.

All skills from the Savage Worlds rulebook are allowed in Necessary Evil.

**Note:** If you plan on being a super-being, check out the new Arcane Background (Super Powers) Edge. It gives super-types the ability to increase their attributes, Traits, and Edges out of super- Power Points. You can ignore the usual restrictions about not buying Traits over a d12 when using Power Points.



## 4) HINDRANCES

Hindrances allow you to define the weaknesses of your character, and in turn give you more points with which to build your villain. You may take up to two Minor Hindrances (worth 1 point each) and one Major Hindrance (worth 2 points).

### For 2 Points you can:

- Raise an Attribute by one die type.
- Choose an Edge.

### For 1 Point you can:

- Gain another Skill point (max d12).
- Gain an additional \$1000.

## POWER POINTS

Characters with Arcane Background (Super Powers) can also use their Power Points to further increase their attributes or take new Edges. See page 19 for details.

Super beings can also take one additional Major Hindrance. This only grants you an additional 5 Power Points during character creation (see page 19).

## 5) GEAR

Your character starts with \$1000 to spend on gear. A list of some common items carried by many Omegans can be found on page 27.

## 6) SECONDARY STATISTICS

Now that you've finished raising your basic Traits through Power Points and advances, it's time to determine your secondary statistics:

**Charisma** is a measure of your villain's likability, and is added to Persuasion and Streetwise rolls. Your Charisma modifier is +0 unless changed by Edges, Hindrances or Powers.

**Pace** is equal to 6", unless changed by Edges, Hindrances or Powers.

**Parry** is equal to 2 plus half your Fighting.

**Toughness** is equal to 2 plus half your Vigor.

## 7) FINAL TOUCHES

Now you can fill in your character's details. How did he hook up with the resistance? What keeps him together with the other super-villains? What are his goals? Who does he hate? Does he care about anyone or anything?



# NECESSARY RACES

Humans, Atlanteans and their hybrid offspring are by far the most common races on the planet, so most player character villains should be one of these three races. Innate super powers are much more common to these races, seemingly from some sort of genetic mutation derived from an unknown event in Earth's past. Since the first confirmed "super-powered" individual appeared in 1925, the event is presumed to have occurred sometime during that decade.

## ATLANTEAN

Atlanteans are an aquatic race that have lived on Earth for hundreds of years, appearing as blue skinned humans with gills. All of them have at least minimal psychic abilities, and many of them have highly developed powers.

Atlantis was been ruled by King Meros, also known as Aquarian to the surface world. King Meros was lost during the K'tharen attack on Atlantis, though rumors persist that he has survived.

Currently, the surviving Atlanteans are refugees as their home city of Atlantis was destroyed and the V'sori regime declared all Atlanteans enemies of the state. They exist in small, scattered communities, hiding in the depths of the ocean. A brave handful explore the surface world disguising their heritage and dodging the V'sori however they can.

### RACIAL EDGES & HINDRANCES

- **Aquatic:** Live beneath the waves, and can survive in the depths despite the cold or crushing pressure. Their Pace in the water is equal to their Swimming skill.

Atlanteans must spend at least 8 hours out of every 48 submerged in water. If denied, they begin to die. They must roll Vigor once every 8 hours or suffer Fatigue, Exhaustion, and finally death (see Savage Worlds).

- **Tough:** Atlanteans are raised in the crushing depths of the world's deepest oceans. They start with a d6 Vigor instead of a d4
- **Telepathy:** Atlanteans can communicate telepathically with other Atlanteans, hybrids, or V'sori. The range on this ability is sight. Unfortunately this makes them easier to pick up by the V'sori who gain a +2 on their Notice rolls to find Atlanteans.

## HUMAN

Humans have a diversity in appearance and manner that is matched only by their aptitude in a variety of endeavors.

### RACIAL EDGES & HINDRANCES

- **Free Edge:** Humans begin play with a free Edge of their choice. They must meet the requirements of the Edge as normal.

## HYBRID (HALF-ATLANTEAN)

Though the occurrences are rare, humans and Atlanteans can interbreed. Their progeny always have the ability to send their thoughts, and more often than not, have a greater incidence of superior psionic powers. Other features of the Atlantean parent—such as Aquatic and blue skin—are not guaranteed to be passed on.

### RACIAL EDGES & HINDRANCES

- **Telepathy:** Hybrids can communicate telepathically with other Atlanteans, hybrids, or V'sori. This functions just as the Atlantean version.
- **Heritage:** Hybrids typically tend to reflect one of their ancestries more than the other. They may choose either to take a Free Edge or Aquatic.



## ALTERED HINDRANCES

The following Hindrances work a little differently in Necessary Evil.

**Vow:** Taking a Vow to fight the V'sori isn't much of a Hindrance since that is the character's role in the setting. That particular Vow should be disallowed unless qualified in some way, such as to fight the V'sori to the exclusion of all other foes, regardless of who gets in the way, and so on.

**Wanted:** Once more, by nature of the setting, all of the villains are wanted by the authorities, which is now the V'sori Empire. The only way to get this Hindrance is if the V'sori are taking special measures to capture your character.

## NEW HINDRANCES

Below are a few new Hindrances for Necessary Evil.

### ALIEN FORM (MAJOR)

Your villain is completely alien in appearance: a glowing ball of energy, an amoeba with tentacles, a large floating brain, and so on. He suffers  $-4$  to Charisma, and his physiology is nearly impossible for humanoids to figure out. Healing rolls made to help your villain are made at  $-4$ . The numerous roleplaying instances should also be a major challenge as well—you can't get into restaurants, can't wear a flak jacket, can't fit into a car, and so on, as defined by your odd shape.

Your villain's form may grant you special perks, but these must be bought as powers. If a glowing ball of energy wants to be able to pass through walls, for example,

you'll have to take the intangibility power. In other words, if your character doesn't have a power, his form doesn't grant it to him "for free," no matter how you describe it.

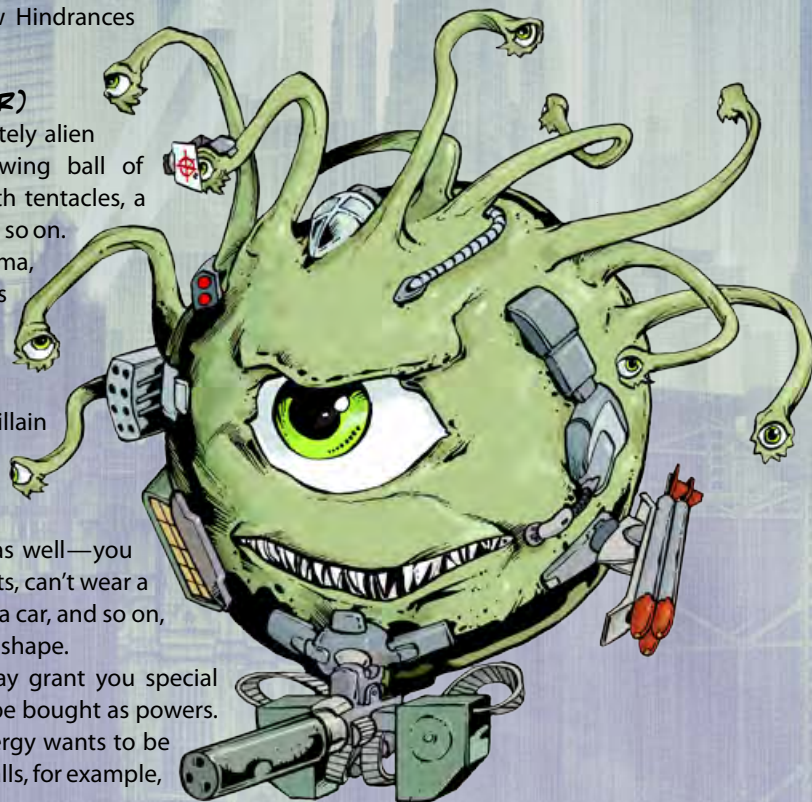
### ALLERGY (MAJOR/MINOR)

Your character suffers an aversion to a common condition or substance, such as water, fire, cold, sunlight, etc. Exposure to that substance (generally within 1" of it) inflicts a  $-4$  penalty to all your villain's Trait rolls as a Minor Hindrance.

As a Major Hindrance, all of your villain's superpowers—including Traits derived from superpowers—are actually negated until 1d20 rounds after the substance is removed or shielded somehow.

### DEPENDENT (MAJOR)

It may not be an intrepid reporter or a loyal butler, but your villain has some person to which he is completely devoted, and will do



anything to protect. This may be his wife or girlfriend, one of his children, or even a pet or minion.

The Dependent is a Novice Rank character, and while scrappy in her own right, just isn't up to par with the V'sori and their legions. For whatever reason, this doesn't stop the Dependent from getting involved—frequently and often. She constantly requires saving, reveals team secrets, or otherwise causes your villain no end of grief. Of course, every now and then, the friend might just save the villain's life as well, but such instances should be rare.

If the Dependent ever dies, your villain is heart-broken and grief-stricken for the rest of the campaign. He receives only one benny at the beginning of each game session (but Luck and other bonuses apply normally). Relief comes only after ultimate revenge. He cannot simply slay the minion who murdered his girl, he must kill the minion's boss as well and only after making them pay. Only then is the benny restriction lifted and the Hindrance "bought off."

## DISABILITY (MINOR/MAJOR)

Disabilities can include any number of physical or mental conditions that in some way effect how your character behaves or is perceived. Minor disabilities might include speech impediments, skin conditions, or learning disabilities such as dyslexia. Major

disabilities include lack of mobility (paraplegic or quadriplegic), birth defects, or major mental disorders not covered by other Hindrances.

Powers that compensate for these disabilities should downgrade or negate the disability as appropriate.

## DISTINCTIVE APPEARANCE (MINOR)

Your villain's appearance is somewhat different from others of his race (a blue skinned human, an Atlantean with a tail, a talking gorilla, etc), and is relatively easy to spot, even when out of costume. This makes the villain easier for the aliens to track down and pick out of a crowd and can even cause troublesome social problems even amongst his own people.

The appearance must be present in and out of costume to count as a Hindrance—all supervillains are distinctive in costume.

## GIMMICK (MAJOR)

Your character must change clothes, get angry, drink blood, summon mystical energy, imbibe a pill or potion, or otherwise perform some unseemly task to access his powers—all his powers.

Whatever the case, the villain can be prevented from using his powers if he cannot enact his "gimmick". The villain cannot use any of his powers—or Edges or Traits bought with Power Points—without it.

**Two Characters:** If your villain transforms into a completely different person, both

## EVIL, NOT PSYCHOTIC

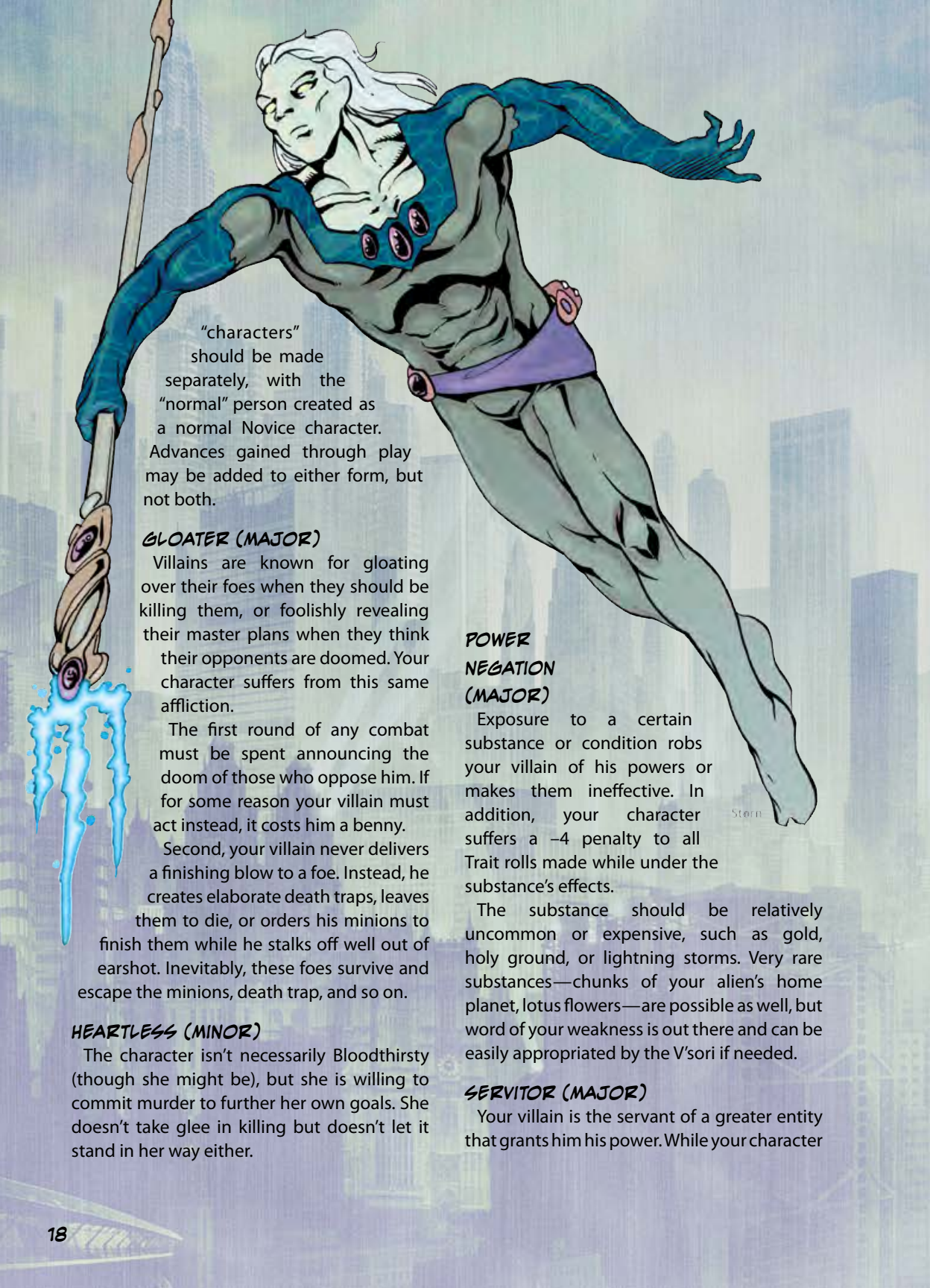
Necessary Evil is all about playing the villains of four-color comics, with their grand schemes of world domination and destruction. While these villains may be murderous and megalomaniacal, they don't tend to be mindless killers without purpose.

The super-villain you make up should at least have the potential for working with other super-villains. While playing a completely anti-social psychotic does have

its charms, it does not usually make for good team game-play.

Take some time to consider why your villain would cooperate with other villains, especially under the circumstances. Your villain could certainly murder his fellow compatriots at a later date to serve his own goals, but for the time being, he ought to realize he's more powerful with others by his side.





"characters" should be made separately, with the "normal" person created as a normal Novice character. Advances gained through play may be added to either form, but not both.

### **GLOATER (MAJOR)**

Villains are known for gloating over their foes when they should be killing them, or foolishly revealing their master plans when they think their opponents are doomed. Your character suffers from this same affliction.

The first round of any combat must be spent announcing the doom of those who oppose him. If for some reason your villain must act instead, it costs him a benny.

Second, your villain never delivers a finishing blow to a foe. Instead, he creates elaborate death traps, leaves them to die, or orders his minions to finish them while he stalks off well out of earshot. Inevitably, these foes survive and escape the minions, death trap, and so on.

### **HEARTLESS (MINOR)**

The character isn't necessarily Bloodthirsty (though she might be), but she is willing to commit murder to further her own goals. She doesn't take glee in killing but doesn't let it stand in her way either.

### **POWER NEGATION (MAJOR)**

Exposure to a certain substance or condition robs your villain of his powers or makes them ineffective. In addition, your character suffers a -4 penalty to all Trait rolls made while under the substance's effects.

The substance should be relatively uncommon or expensive, such as gold, holy ground, or lightning storms. Very rare substances—chunks of your alien's home planet, lotus flowers—are possible as well, but word of your weakness is out there and can be easily appropriated by the V'sori if needed.

### **SERVITOR (MAJOR)**

Your villain is the servant of a greater entity that grants him his power. While your character

may have his own plans, he ultimately serves his master's agenda, whatever that may be. This must be fleshed out before the game begins, so that the Game Master can devise the master's plans and what his minion's role in it may be. Regardless, the master cannot be defied. If it is, it unleashes its full power upon the defiant lackey in an attempt to show its other minions what happens to those who are disloyal.

### **TERMINALLY ILL (MAJOR)**

Your character suffers from a terminal and incurable illness and is going to die sometime soon. At the beginning of every game session, draw a card. A face card means your villain's symptoms are acting up this session. Whatever the specifics may be, he suffers a -1 penalty to all his Trait rolls this game.

If the draw is a Joker, your hero is about to die, and he knows it. At some point in the game session, preferably after accomplishing an important goal or an act of personal redemption, he dies. The Game Master should always give a dying villain a few last rounds of action to commit some noble sacrifice.

### **WEAKNESS (MAJOR/MINOR)**

Your villain is more susceptible to a specific type of attack, such as ice/cold, fire/heat, radiation, magic, darkness, light, air, sound, kinetic energy, and so on. When hit by such an attack, the attacker does +4 damage as a Minor Hindrance, or double damage as a Major Hindrance.

Your villain's weakness isn't public knowledge, but anyone who does a little research on him should find out eventually—typically after one or two encounters. The police, prior to the invasion, almost certainly know about it, which means Mayor Perez and others can give the information to the V'sori once they ask for it.

## **NEW EDGES**

The following new Edges are available to heroes and villains of Necessary Evil.

### **BACKGROUND EDGES**

#### **ARCANE BACKGROUND (SUPER POWERS)**

**Requirements:** Novice

(This Edge replaces the one originally presented in *Savage Worlds*.)

Arcane Background (Super Powers) works very differently from all other Arcane Backgrounds. You have 10 Power Points with which to buy superpowers from those listed on the following pages. No arcane skill is required. Superpowers work "at will" and require no roll unless the specific power says otherwise.

**New Powers:** Superheroes buy new powers by getting the Power Points Edge. Note that this Edge may only be taken once per Rank as usual (including once at Novice Rank), so a character's core powers likely change very little once their initial powers are selected. New Power Points may be saved up as well, so that a hero can buy a very expensive power by saving up.

This is done to reflect the particular style of comic book heroes. A fire-wielding pyromaniac doesn't gain web-shooters after a few adventures, for example, but might increase the damage of his flame strike or learn to fight better (by taking Combat Edges instead of new powers).

**Super Karma:** Superpowered characters are larger than life, with faults and responsibilities as great as their miraculous powers. Supers may take an additional Major Hindrance to grant them 5 extra Power Points during character creation.



## COMBAT EDGES

### COMBAT SENSE

**Requirements:** Seasoned, Fighting d8+, Notice d8+

This character is adept at fighting and keeping track of multiple foes. Opponents gain no Gang Up bonus against him.

### TAKE THE HIT

**Requirements:** Novice, Vigor d10+

Characters with this Edge are good at rolling with punches, are lucky, have fate on their side, or are perhaps just really tough. They add +2 to Soak rolls made to eliminate wounds.

## PROFESSIONAL EDGES

### JACK-OF-ALL-TRADES

**Requirements:** Novice, Smarts d10+

Through liberal book-learning, computer-enhanced skill programs, or just amazing intuitive perception, your villain has a talent for picking up skills on the fly.

Any time he makes an unskilled roll for a Smarts-based skill, he may do so at d4 instead of the usual d4–2.

### MECHANICAL GENIUS

**Requirements:** Novice, Smarts d6+, Repair d6+, Notice d8+

This character can improvise something when the need for a tool arises. He suffers no negative penalties on Trait rolls for lack of equipment in most situations.

In addition, given a few simple tools, props, or devices, he can generally rig simple devices to help escape from death-traps, devise weapons to match some bizarre need, or otherwise create something that's needed when such a thing isn't actually present. The extent of this is completely up to the Game Master, but creativity should be rewarded, particularly in dire situations where few other answers are possible.

## SETTING RULES

The following setting rules are in effect for Necessary Evil.

### ARCANE BACKGROUND (SUPER POWERS)

In Necessary Evil, all player characters start the game with the Arcane Background (Super Powers) Edge for free! If you want to play a character without this free Edge, you get another free Edge of your choice instead (and good luck—you'll need it!)

### UNARMED DEFENDERS

The Unarmed Defender rule is inappropriate for this genre and is ignored.

### RECURRING ROLES

Necessary Evil draws its inspiration from traditional comics like those published by DC and Marvel. In comic books, heroes and villains don't often die, though they're often beaten into unconsciousness.

Heroes who would otherwise die by the regular Savage Worlds rules are Incapacitated instead. This condition typically lasts for 1d6 days, at which point the hero can return to action. Any wounds he sustained are still in place unless they were healed somehow during the downtime.

This doesn't mean characters can't die. Particularly ruthless enemies might go out of their way to dispatch fallen villains. Death could also strike in a suitably dramatic scene as well. If a villain sacrifices himself in a spectacular fashion to accomplish some important goal, his death is real, but so is his legend.

### KNOCKBACK

The concept of super-powerful blows and blasts knocking characters all over the battlefield is a staple of the comic book genre. A successful hit by a character with a Strength of d12 or greater causes the foe to fly backwards 1d4", plus an additional 1d4" per raise on the attack roll. Only kinetic

damage causes knockback of course—poison gas, choking mist, and the like do not cause knockback.

Add +1d6 to the total damage if the victim hits a substantial object, such as a wall or tree. This must be worked out during the damage roll—before the knockback occurs conceptually. This may seem a bit awkward at first, but is much better than rolling damage a second time.

## GEAR

With the advent of super-intelligent gadgeteers making all manner of hyper-advanced equipment, it is inevitable that it would advance the general technological state of the world. Indeed there are many advanced technologies that are available on the black market and by certain high-tech companies - if the price is right.

All modern gear uses standard modern prices. New gear is listed below.

### BLACK MARKET ITEMS

Under V'sori rule, all weapons, armors, and their accessories have been outlawed, as well as certain miscellaneous gear deemed dangerous.

They can only be obtained through the Black Market and multiply all prices by 10 (including

those listed below). Characters use the normal prices when purchasing their starting gear. This equipment is considered their pre-invasion stash.

Locating an item through the Black Market requires a Streetwise roll. Botching this roll means the villain has attracted some unwanted attention!

## ARMOR

**Ablative Armor:** Designed by Bulletproof Technologies, this armor is designed to absorb the worst effects of incoming damage. While relatively cheap, this armor is bulky and degrades after withstanding a certain amount of punishment. When the wearer takes a hit that would result in a Wound, the armor takes the Wound instead, degrading one level of protection in the process. When it reaches Armor +0, the armor is destroyed.

**DuraWeave Armor:** DuraWeave armor is a form of body armor almost as light as clothing. DuraWeave is very concealable; an observer is at -4 to Notice to spot it. For double the cost, a set of clothing can be lined

with DuraWeave imposing a -6 to Notice rolls.

### Modified Fin Combat Armor:

For more protection, stolen Fin Combat Armor that has been adjusted to human size is available. The





## NECESSARY EVIL

price listed is for human-sized Fin Combat Armor; Size +1 or +2 costs half the listed price.

**Personal Combat Armor:** Personal combat armor is worn by the V'sori elite, and is highly prized by those who manage to get their hands on it.

**Tactical Helmet:** The tactical helmet is a heavy-duty helmet with integrated short-range communications and heads-up display, used primarily by SOCorp operatives.

**Z-Belt:** Limited to the realm of science fiction until recently, force fields provide the wearer

protection against energy and some kinetic attacks. First developed terrestrially by famed physicist and engineer Arthur Ziggler, copies of the Ziggler Force Belt, or Z-Belt for short, found their way into the possession of many a super-criminal. Some V'sori officers use shield technology that observers theorize works on the same principles as Ziggler's Z-Belt.

Like ablative armor, the Z-Belt provides additional protection that degrades upon absorbing damage. Unlike ablative armor, the Z-Belt can be recharged and used again without replacing the device.

### BODY ARMOR

#### STANDARD ARMOR

Type	Armor	Weight	Cost	Notes
Flak Jacket	+2 +4 vs bullets	12	80	Covers torso
Kevlar Vest	+2 +4 vs bullets	8	250	Covers torso only; negates AP 4; see SW notes
Kevlar Vest w/inserts	+4 +8 vs bullets	12	1200	As Kevlar, but ceramic inserts are +8 vs. bullets
Motorcycle Helmet	+3	5	75	50% chance of protecting against head shots

#### HEAVY ARMOR

Type	Armor	Weight	Cost	Notes
Ablative Armor	+2	10	200	Heavy Armor; covers torso, head; see notes
Duraweave Suit	+1	5	500	Heavy Armor; covers torso, arms, legs
Modified Fin Combat Armor	+2	10	1500	Heavy Armor; covers torso, arms, legs, head
Personal Combat Armor	+4	15	V'sori	Heavy Armor; covers torso, arms, legs, head
Tactical Helmet	+4	1	200	Heavy Armor; covers head
Z-Belt	+1	1	500	Heavy Armor; covers all; see notes

## WEAPONS

### HAND WEAPONS

**Electro-Lance:** First encountered during WWII when Atlantean strike teams aided the Allies against the Axis powers in the Pacific, electro-lances appear to be simple, 6' poles made of a sleek black metal. Hidden studs near the center and ends of the versatile weapon activate a powerful burst of electricity that can stun or kill even the mightiest undersea denizens.

The weapon causes 2d6 electrical damage to anyone it even touches (+2 to Fighting rolls) and gives a +1 Parry. When used underwater, the electrical damage applies to everyone

within a Small Burst Template in front of the electro-lance. Electro-lances are capable of ten blasts before requiring a recharge. They also make efficient bludgeons and defensive weapons when their charges run out (Str+d4).

**Vibro-Weapons:** Another weapon favored by the V'sori, vibro-weapons generate ultra-high frequency vibrations capable of cutting through the heaviest armor.

### RANGED WEAPONS

**Blaster Weapons:** The V'sori use a number of particle beam weapons, or blasters as they are more commonly known. These weapons have high armor penetration, and are keyed to particular V'sori by palm-print technology so they can't be used by enemies.

## HAND WEAPONS

### ARCHAIC WEAPONS

Type	Damage	Wt	Cost	Notes
Axe	Str+d6	2	200	
Battle Axe	Str+d8	10	300	
Great Axe	Str+d10	15	500	AP 1; Parry -1; requires 2 hands
Great Sword	Str+d10	12	400	Parry -1; requires 2 hands
Halberd	Str+d8	15	250	Reach 1; requires 2 hands
Katana	Str+d6+2	6	1000	AP 2
Knife	Str+d4	1	25	
Long Sword	Str+d8	8	300	
Short Sword	Str+d6	4	200	
Spear	Str+d6	5	250	Parry +1; Reach 1; requires 2 hands
Staff	Str+d4	8	10	Parry +1; Reach 1; requires 2 hands

### MODERN WEAPONS

Type	Damage	Wt	Cost	Notes
Billy Club/Baton	Str+d4	1	10	
Brass Knuckles	Str+d4	1	20	
Chainsaw	2d6+4	20	20	Roll of 1 on Fighting die hits user
Switchblade	Str+d4	1	10	-2 to Notice if hidden

### ENERGY WEAPONS

Type	Damage	Wt	Cost	Notes
Electro-Lance	Str+2d6	5	750	Reach 1, requires 2 hands, Parry +1, see Notes
Vibro-Knife	Str+ d6+2	1	500	Heavy Weapon, AP 2
Vibro-Sword	Str+d8+2	5	1000	Heavy Weapon, AP 2



## RANGED WEAPONS

### ARCHAIC

Type	Range	Damage	RoF	Cost	Wt	Shots	Min Str	Notes
Axe, throwing	3/6/12	Str+d6	1	75	2	-	d6	
Composite Bow	15/30/60	2d6+1	1	200	10	-	d6	
Crossbow	15/30/60	2d6	1	300	10	-	d6	AP 2; Reload 1
Knife	3/6/12	Str+d4	1	50	25	-	-	

### PISTOLS

Type	Range	Damage	RoF	Cost	Wt	Shots	Min Str	Notes
Blaster Pistol	15/30/60	3d6	1	V'sori	5	20	-	DT; AP 4; See Notes
Pistol (9mm - .38)	12/24/48	2d6	1	200	3	12	-	AP 1; DT
Pistol (.357 - .45)	12/24/48	2d6+1	1	250	5	7	-	AP 2; DT
Pistol (.50)	15/30/60	2d8	1	300	8	7	-	AP 2; DT
M2-HeroKiller	10/20/40	3d6	1	300	10	5	d6	HW; AP 3

### SUBMACHINE GUNS

Type	Range	Damage	RoF	Cost	Wt	Shots	Min Str	Notes
Uzi (9mm)	12/24/48	2d6	3	300	9	32	-	AP 1
POS-1 Net Gun	5/10/20	Special	-					

### SHOTGUNS

Type	Range	Damage	RoF	Cost	Wt	Shots	Min Str	Notes
Double Barrel (12g)	12/24/48	1-3d6	1-2	150	6	2	-	See SW Notes
Pump Action (12g)	12/24/48	1-3d6	1	350	8	6	-	See SW Notes
Sawed-Off DB (12g)	5/10/20	1-3d6	1-2	350	6	2	-	See SW Notes
Streetsweeper (12g)	12/24/48	1-3d6	1	450	10	12	-	See SW Notes

### RIFLES

Type	Range	Damage	RoF	Cost	Wt	Shots	Min Str	Notes
Blaster Rifle	30/60/120	3d6	3	V'sori	10	45	d6	AP 4; 3RB; See Notes
Gyrojet Rifle	20/40/80	2d10	1	800	12	20	d6	See Notes
Heavy Sniper Rifle	50/100/200	2d10	1	750	35	11	d8	HW; AP 4; Snapfire
Plasma Rifle	12/24/48	3d10	1	3000	8	12	-	HW; AP 4

### ASSAULT RIFLES

Type	Range	Damage	RoF	Cost	Wt	Shots	Min Str	Notes
Light MG	24/48/96	2d8	3	400	8	30	-	AP2; 3RB

### MACHINE GUNS

Type	Range	Damage	RoF	Cost	Wt	Shots	Min Str	Notes
Blaster MG	50/100/200	3d8	3	V'sori	15	180	d8	AP 4; See Notes
Heavy MG	30/60/120	2d8+1	3	750	20	200	d8	AP 2; Snapfire

HW = Heavy Weapon; DT = Double Tap; 3RB = 3 Round Burst

Blaster Weapons may expend three times the normal ammo to overcharge their shots, making them count as Heavy Weapons.

**Gyrojet Weapons:** A number of companies have developed specialized weapons designed for use in aquatic combat zones. Gyrojet weapons have ammunition equipped with internal mini-thrusters which propel it through the water and make the minute adjustments in course and speed necessary for accurate fire in an aquatic environment. They may be used above water but at half the usual range.

**Mauser .545 Magnum HeroKiller:** Originally developed by Revile Industries in the 1980s for the burgeoning terrorist and secret society markets, the Mauser Magnum HeroKiller, or M2-HK for short, fires over-

charged tungsten-core bullets to penetrate the thick skins of the world's super-beings.

**Plasma Weapons:** Prior to the invasion many world governments took it upon themselves to develop a weapons program that would allow them to outfit mundane soldiers with enough high-tech weapons to take down a super-powered threat without having to rely upon super-powered assistance. They have a very short range but pack a super-powered punch.

### SPECIAL WEAPONS

**Chitral Systems Mega-Taser:** Designed and developed by Pakistani weapons lab Chitral Systems, classifying the mega-taser as a no-kill weapon is a bit of a stretch. Almost any normal human being hit by a charge

## OTHER WEAPON GEAR

### WEAPON ACCESSORIES

Item	Cost	Wt	Notes
Laser Sight	50	-	+1 to Shooting rolls, cannot be combined w/scope
Ruger RE-IV Target Eye	200	1	+1 to Shooting rolls, stacks with other devices
Scope	50	1	+2 to Shooting rolls beyond Medium if you don't move
Starlight	200	2	Low Light Vision
IR Scope	400	3	Infravision

### AMMO

Item	Cost	Wt	Notes
Arrow	1/2	1/5	
Arrow, Teflon	5	1/5	AP 2; modern eras only
Bullets, small	10/50	3/50	Includes .22 to .32 caliber weapons
Bullets, medium	25/50	5/50	Includes 9mm to .45
Bullets, large	50/50	8/50	Includes .50 and most rifle rounds
HeroKiller Bullets	x20	varies	Converts standard ammo into Heavy Weapon
Quarrel	2	1/5	AP 2 (standard)
Trick Projectiles			
Adhesive	50	1	Target held in goop (see POS-2 Foam Thrower)
Bludgeon	1	1	Causes nonlethal damage
Concussion	50	1	Vigor at -2 or be Shaken
Net	100	1	Target held by Net (see POS-1 Net Gun)
Rope	50	2	Deploys up to 50" long rope



## NECESSARY EVIL

from this short-range, stubby pistol would surely suffer a severe system shock and die. The Mega-Taser was actually designed for incapacitating powerful supers on the rampage. Its high-voltage charge is ideal for stunning the superhuman metabolism of the average brick.

The mega-taser causes 2d6 electrical damage, and causes the target to make a Vigor roll at -4 or be Shaken for 1d4 rounds.

**Nullifier Gun:** Amongst the weaponry of the V'sori, the nullifier gun is potentially the most terrifying for super-villains. This weapon fires a neutralizer ray that renders inert any natural or artificial energy signature. In other words, it takes away super-powers!

Thankfully, the nullifier gun uses a special fuel found only on one of the V'sori worlds, so the guns are relatively rare. When hit, a target must make a Spirit roll at -4 or lose ALL super powers for 2d6 rounds! The nullifier gun can fire up to 5 shots before it runs out.

**POS-1 Netgun:** This shotgun-sized rifle with a bulbous barrel was developed by Seattle's Poseidon Dynamics in answer to a challenge by billionaire industrialist George Waits. A world renowned precious metals speculator and philanthropist, Waits got tired of seeing

anti-globalization protestors injured by riot policemen just trying to do their jobs. Poseidon engineered a rifle that fires a super-strong, but ultra soft net synthesized from actual spider's silk.

With a successful hit, any targets must make an Agility roll versus the attacker's Shooting result. If successful, the target gets out of the way; otherwise they become entangled in the spider-silk net, and are at -2 to Pace and skills linked to Strength and Agility until freed. The victim must make a Strength or Agility roll at -2 to get free. A raise allows the villain to break free and act this turn.

**POS-2 Foam Thrower:** Another wonder from the labs of Poseidon Dynamics, the Foam Thrower Cannon was first employed during the 1999 Conference On Super-Genetics in Star City. Riot police used Foam Throwers mounted on fire trucks to section off pockets of unruly protestors, pinning them into dead-end alleys or corralling them against buildings for later incarceration.

The foam-thrower fills an area equal to a Small Burst Template with quick-hardening foam. Anyone caught in the area of effect must make an Agility roll versus the Shooting result or be caught in the hardened foam. The

### SPECIAL WEAPONS

#### GRENADES

Type	Range	Damage	RoF	Cost	Wt	Min Str	Notes
Grenade	5/10/20	3d6	—	100	1	—	MBT
Fusion Grenades	5/10/20	3d8	—	500	1	—	HW, AP2, MBT

#### NON-KILL WEAPONS

Type	Range	Damage	RoF	Cost	Wt	Min Str	Notes
CS Mega-Taser	2/4/8	2d6	—	1000	8	d6	See Notes
Nullifier Gun	12/24/48	Special	—	V'sori	5	—	See Notes
POS-1 Net Gun	5/10/20	Special	—	500	10	d6	See Notes
POS-2 Foam Thrower	10/20/40	Special	—	2000	400	d12	See Notes
Stun Wand	—	Special	—	200	1	—	See Notes

HW = Heavy Weapon; MBT = Medium Burst Template

foam is permanent until a solvent is applied, or one wound is caused (Toughness 10, vulnerable to blunt or cutting attacks).

**Stun Wands:** When an assailant gets too close, it's often handy to have something that will take him down without taking him out. That's where the stun wand comes into play. Utilizing a complex neuro-chemical charge, the stun wand actually delivers an atomized dose of super-anesthetic to the target's exposed flesh, causing almost instantaneous numbness without harming the heart or other vital systems. Looking like little more than a 16" black plastic rod, the wand activates with the touch of a stud located in its handle.

The stun wand only works on exposed flesh. If the attacker makes a successful Touch Attack (+2 to Fighting roll), the victim must make a Vigor roll or be paralyzed. The victim is knocked prone and unable to move for 2d6 rounds.

### WEAPON ACCESSORIES

**Ruger RE-IV Targeting Eye:** Venerable gun manufacturer Ruger Arms developed the Ruger Red-Eye Targeting Eye. The system consists of a headset containing a mini-computer that scans the target area and superimposes a 3-D targeting reticle over an eyepiece, allowing the user to more easily acquire ranged targets. The targeting eye must be calibrated with the targeting mechanism on the ranged weapon in question (Repair roll), but provides +1 to Shooting rolls when in use.

### AMMO

**HeroKiller Ammo:** With the success of the M2-HK pistol, Revile Industries took the ammo design and applied it for use with more common conventional weapons. Where heroes would once laugh off a street thug with an Uzi, they now took care to disarm the criminal for fear of being shot with HK bullets.

## COMMON GEAR

### COMMON GOODS

Item	Cost	Wt
Autographnel	100	5
Backpack	50	2
Bedroll (winter sleeping bag)	25	4
Camera (disposable)	10	1
Camera (digital)	100	1
Canteen	5	1
Crowbar	10	2
Flashlight (heavy duty, 10" beam)	20	3
Handcuffs	15	2
Lantern (4" radius light)	25	3
Lockpicks	200	1
Rope (10")	10	15
Shovel	5	5
Tool Kit	200	5

### CLOTHING

Item	Cost	Wt
Camouflage Fatigues	20	-
(+1 Stealth in proper environment)		
Formal Clothing	200	-
Normal Clothing	20	-

### COMMUNICATION

Item	Cost	Wt
Cellular Phone	20	-
CommLink	N/A	1
Walkie-Talkie (2; Range 1 mile)	150	1

### COMPUTERS

Item	Cost	Wt
Desktop	800	20
Laptop	1200	5
Handheld	250	1
GPS Reader	250	1
Holographic Projector	500	-

### FOOD

Item	Cost	Wt
Fast Food Meal	5	1
Good Meal (Restaurant)	15+	-
MRE (Meal Ready to Eat; 1 meal)	10	1
Trail Rations (5 meals; 1 week)	10	5



## MISCELLANEOUS GEAR

## MEDICAL

Item	Cost	Wt
Combat Drugs*		
Red (Agility)	20	-
White (Strength)	20	-
Blue (Vigor)	20	-
Med-Stims	1000	1

## PERSONAL TRANSPORT

Item	Cost	Wt
Rocket Packs	2500	30
Warp Shunts*	5000	1

## SURVIVAL

Item	Cost	Wt
Artificial Gill	100	1

## SURVEILLANCE &amp; STEALTH

Item	Cost	Wt
Nightvision Goggles		
Passive	1000	3
Active	2500	5
Stealth Suit	2500	-

## SPECIAL

Item	Cost	Wt
Nullifier Gauntlets	V'Sori	1

\* Black Market Only

HK ammunition can be bought for any conventional ammunition type at 20 times the regular cost, but converts hits into Heavy Weapon damage!

## TRICK PROJECTILES

Trick projectiles encompass any kind of thrown or launched projectile, with prominent examples including: arrows, billiard balls, boomerangs, darts, knives, and seemingly innocuous kitchen implements. The range will vary according to the delivery system (i.e., a bow will fire a trick arrow farther than a normal person can hurl a pool ball).

**Adhesive:** Discharges a sticky, hardening goop that traps the target and holds him fast until he either breaks free or a solvent is applied. Use same rules as for the POS-2 Foam Thrower, but apply to single target.

**Bludgeon:** Ranged punch designed to incapacitate but generally not injure the target. Causes nonlethal damage.

**Concussion:** Delivers a charge of explosive or sonic force not unlike a close-range thunderclap, damaging and stunning the target with a deafening blast. The target must roll Vigor at -2 or be Shaken.

**Net:** Traps target in a super-strong nylon net that encloses on impact and grows tighter the more the target struggles. Use same rules as for the POS-1 Netgun, but apply to a single target.

**Rope:** Deploys a strong, super-thin nylon line allowing the firer to climb or swing his way across the city or out of imminent danger.

## OTHER GEAR

**Artificial Gill:** Another useful item is an artificial gill that allows breathing underwater indefinitely. This is an invaluable tool when fighting aquatic invaders!

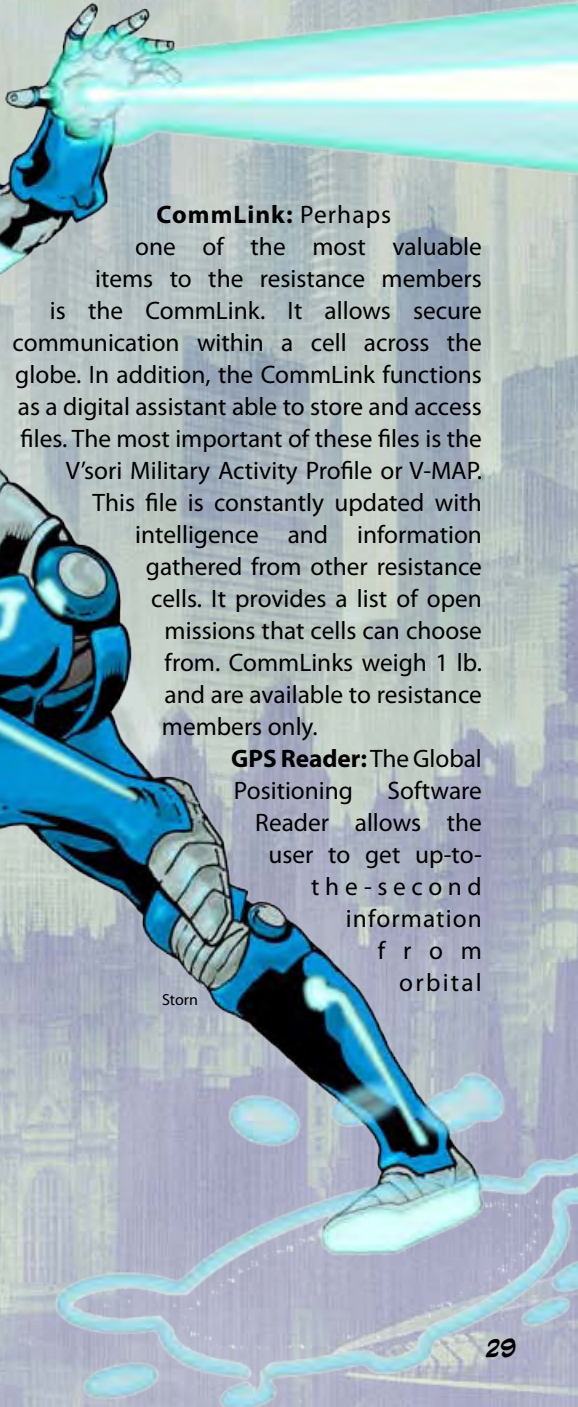
**Autograpnel:** This pistol-gripped climbing device sports several hundred yards of super-fine nylon cord that is strong enough to support hundreds of pounds of weight. More important, its spear-headed tip can be fired into rock-hard surfaces as its grappling claws deploy and bury themselves deeply in for a secure hold. Once the user is confident in the grapnel's hold, he can activate the winch action and hang on for the ride! The autograpnel has a range of 12/24/48. The grapnel is attached to a 50" long, strong nylon rope. The winch allows someone holding onto the gun (up to 300 lbs) to be pulled along at a rate of 10" per round.

**Combat Drugs:** Sadly, as society's technological advances have grown by leaps and bounds, so too has its appetite for illegal narcotics. In addition to a dizzying number of new designer drugs that can get someone high, narcotics manufacturers have developed a series of combat drugs designed to grant normal humans a boost to match supers. Known in the lab as Metazol-A, B, and C, this family of drugs is known on the street by many names, including: Cape, Supa, Met-Z, Z, and far too many others. The drugs are normally ingested as color-coded capsules, with each one augmenting a different physical attribute.

**Red** affects Agility, blue affects Strength, and white affects Vigor. All three versions have the same terrible side-effects, including long-term loss of health (liver and stomach damage) and mental instability (addiction, megalomania, suicidal tendencies).

In game terms, each pill you take boosts the respective attribute for 1d4 minutes. Taking multiple pills means multiple boosts! However, after the duration is up, the user must make a Vigor roll at a negative equal to the number of pills he took. If successful, he is simply Shaken from nausea for 1d4 rounds. If the roll is failed, they take a number of levels of fatigue equal to the number of pills taken! This means that

a character can be put to Incapacitated if the roll is failed, retching and twitching on the ground. Prolonged usage (more than 5 times a week) or botching a Vigor roll results in picking up Habit (Major: Combat Drugs), and possible later illnesses.



**CommLink:** Perhaps

one of the most valuable items to the resistance members is the CommLink. It allows secure communication within a cell across the globe. In addition, the CommLink functions as a digital assistant able to store and access files. The most important of these files is the V'sori Military Activity Profile or V-MAP.

This file is constantly updated with intelligence and information gathered from other resistance cells. It provides a list of open missions that cells can choose from. CommLinks weigh 1 lb. and are available to resistance members only.

**GPS Reader:** The Global Positioning Software Reader allows the user to get up-to-the-second information from orbital

Storm



## NECESSARY EVIL

satellites on his current position on the Earth. Current GPS Readers have been developed to the point where they may be worn on a watch-band or hung on a cord from the neck for easy access.

**Holograph Projectors:** Designed as plug-ins for modern computers and PDA's, these wondrous devices project a three-dimensional image above the screen, allowing pre-recorded messages or live chat to be displayed as moving figures.

**Med-Stims:** This remarkable nanotech device represents the pinnacle of human medical technology both before and after the V'sori invasion. Packaged in small, plastic tubular injectors, Med-stims are pressed almost painlessly into the skin of the arm or leg and provide an immediate anesthetic treatment to nearly any injury. Tiny nanotech devices then go to work, traveling to the site of the most grievous injury and repairing the damage. Of course, too much of a good thing can be bad, and most bodies can't handle more than one swarm of nanites marauding around inside of them per day. Med-stims increase the speed of natural healing to one every hour! The med-stims wear out after three hours, allowing a maximum of three healing rolls.

**Nightvision Goggles:** These goggles are designed to fit over the eyes and are kept in place by straps. Passive nightvision goggles give you the equivalent of Low Light Vision, while active nightvision goggles give you the equivalent of Infravision. Sudden bright lights may cause temporary blindness (the user becomes Shaken if they fail a Vigor roll at -4) so care should be taken in using them.

**Nullifier Shackles:** Nullifier shackles are an ingenious V'sori device that renders inert any natural or synthetic energy signature, such as those occurring in super-humans. Naturally, these shackles are much feared and hated amongst the super-human community. The shackles are very strong (Toughness 14), requiring a considerable force to break.

**Rocket Packs:** Rocket packs are backpack devices that are attached via a secure chest harness. Made popular by the Rocket Commandoes super-team, their designs were eventually copied by military and private industry, allowing them to become smaller, cheaper and more stable. The rocket packs have simple palm controls, allowing people to use both hands while the rocket is placed in "hover" mode.

In game  
terms



# VEHICLES

rocket packs allow a person to fly with an Acceleration of 6 and a Top Speed of 24, using the Pilot skill to operate properly. Fuel is expensive for the rocket packs, approximately 50 per hour of flight (maximum 5 hours).

**Stealth Suit:** Cat burglars, intelligence operatives, and freedom fighters all find stealth suits a useful tool in getting in and out of high-security facilities in one piece. This stealth suit is a head-to-toe body suit that provides a chameleon-like cloaking effect. These stealth suits can sometimes be found on the black market. The suits add +2 to Stealth rolls.

**Warp Shunts:** Appearing in the black market shortly after the appearance of the aliens (and assumed to be of alien origin), warp shunts are small short-range teleport devices, used for surprise assaults or quick escapes. These devices look like oversized plastic wristwatches with a green-glowing displays. The user can set a teleport destination within 1 mile by specifying latitude, longitude and sea level height. There is then a 5-round power-up before the teleport occurs, during which the user and all his belongings up to 100 lbs are transferred to the specified location. Alternately, the warp shunt can be used without coordinates, in which case it immediately sends the user 1 mile in a random direction! Warp shunts are one-use items, the power surge caused by the teleport burns out the circuits. Wearing more than one warp shunt is dangerous, as there is a 1 in 6 chance that a random teleport is triggered in each additional warp shunt!

Note that warp shunts are relatively rare, and are accessible only on the black market.

The era of the super-human and super-science has touched every aspect of society.

## VEHICLE NOTES

**Repulsorlift:** V'sori vehicles use a form of repulsorlift technology. This allows even their ground vehicles to achieve an altitude of up to 5" and gives all of their aircraft vertical takeoff and landing capability. Repulsorlift vehicles ignore terrain modifiers.

**Sensor Suite:** Advanced sensors incorporated into the vehicle negate situational penalties to Notice rolls.

**Submersible:** Some V'sori vehicles are designed to be fully submersible, allowing them to operate in deep bodies of water.

## CIVILIAN GROUND VEHICLES

### COMPACT CAR

This includes typical small cars such as Chevettes, Contours, Geos, and Kias.

**Acc/Top Speed:** 10/36; **Toughness:** 10 (3);

**Crew:** 1+3; **Cost:** \$5-9000

**Notes:** Air bags after 1995.

### SPORTS CAR

This includes small high-performance cars such as Corvettes, Vipers and Ferraris.

**Acc/Top Speed:** 30/56; **Toughness:** 10 (3);

**Crew:** 1+3; **Cost:** \$30-60,000

**Notes:** Air bags after 1995.

### MID-SIZED CAR

The Lexus, Intrepid, and Taurus are all good examples of classic and luxury mid-sized cars.

**Acc/Top Speed:** 20/40; **Toughness:** 11 (3);

**Crew:** 1+4; **Cost:** \$10-30,000

**Notes:** Air bags after 1995.



## VEHICULAR WEAPONS

Type	Range	Damage	RoF	Notes
AP Cannon	75/150/300	4d10+1	1	HW; AP 22; 1 action reload
HE Cannon	75/150/300	4d8	1	HW; MBT; AP 8; 1 action reload
Heavy Laser	75/150/300	3d6+2	3	HW; AP 60
Laser Cannon	100/200/400	4d8	2	HW; AP 60
Pulse Cannon	150/300/600	4d8+2	1	HW; LBT

HW = Heavy Weapon; MBT = Medium Burst Template; LBT = Large Burst Template

## LUXURY CARS

Lincolns, Cadillacs, and other very large cars are covered in this category, which is based more on their size than their actual price or features.

**Acc/Top Speed:** 20/40; **Toughness:** 12 (3); **Crew:** 1+5; **Cost:** \$20–60,000

**Notes:** Air bags after 1995; Luxury Features.

## VAN

Vans are large-capacity vehicles made to haul people or supplies. This covers everything from mini-vans to armored delivery trucks.

**Acc/Top Speed:** 20/40; **Toughness:** 12 (3); **Crew:** 1+10; **Cost:** \$10–30,000

**Notes:** Air bags after 1995. Armored models have Heavy Armor.

## SPORT UTILITY VEHICLE

SUVs are large vehicles with lots of power and sturdy frames. Most come with four-wheel drive as well, though whether a vehicle can switch “on the fly” or must be stopped depends on when it was bought and how expensive it was.

**Acc/Top Speed:** 20/40; **Toughness:** 14 (3); **Crew:** 1+7; **Cost:** \$20–60,000

**Notes:** Air bags after 1995; Luxury Features; Four Wheel Drive.

## TRACTOR-TRAILER

Tractor-trailer combos are the kings of the road. They haul large loads over both short and long distances. They always have a Citizens

Band (CB) radio inside for communication with a range of over 100 miles.

**Acc/Top Speed:** 5/30; **Toughness:** Tractor 16 (4), Trailer 14 (2); **Crew:** 1+1; **Cost:** \$150–200,000

**Notes:** Tractors with sleeper cabs can cram another two or three in an emergency.

## MOTORCYCLE (STREET)

Typical street bikes are fairly cheap. More expensive varieties, such as Harley-Davidsons, come with more features and a fair amount of prestige within certain circles.

**Acc/Top Speed:** 20/36; **Toughness:** 8 (2); **Crew:** 1+1; **Cost:** \$3–8,000

**Notes:** -

## MOTORCYCLE (DIRT BIKE)

Dirt bikes are made for abuse. They're relatively tough for their small frame and work well in rough terrain.

**Acc/Top Speed:** 15/32; **Toughness:** 8 (2); **Crew:** 1; **Cost:** \$2000

**Notes:** Reinforced Chassis (dirt bikes ignore 4 points of damage from jumps or falls due to their reinforced chassis, as long as the rider makes an appropriate Riding roll to land correctly); Off-Road Wheels (treat as Four-Wheel Drive).

## MILITARY GROUND VEHICLES

Most conventional military vehicles were utterly annihilated in the V'sori assault. While

some earth vehicles may have survived, they are not only few in number but vastly outgunned making the most common military vehicles of the day V'sori.

### V'SORI BARRACUDA

Barracudas are armored patrol vehicles. They are a commonly seen craft, used for reconnaissance and police actions.

**Acc/Top Speed:** 20/60; **Toughness:** 17/15/14 (5/3/2)

**Crew:** 2+6; **Cost:** V'sori only

**Notes:** Amphibious (Acc/Top Speed: 3/15); Heavy Armor, Improved Stabilizer; Sensor Suite (no situational penalties to Notice)

#### Weapons:

- **Heavy Laser** (Range 75/150/300; Damage 3d6+2; ROF 3; AP 60; Heavy Weapon; turret mounted)

### V'SORI KING CRAB

The King Crab is the V'sori armored assault tank. It carries their most advanced and powerful field weapons and has multiple repulsorlift engines that provide incredible speed and maneuverability. The King Crab is circular with its two main pulse lasers attached on separate extended arms. Its laser cannon and heavy lasers are mounted below the arms on bands that can rotate completely around the tank. This gives the King Crab a full 360 degree field of fire with all its weaponry making it a fierce combatant indeed.

**Acc/Top Speed:** 10/40; **Toughness:** 80/60/60 (60/40/40)

**Crew:** 6; **Cost:** V'sori only

**Notes:** Amphibious (Acc/Top Speed: 3/12); Heavy Armor, Improved Stabilizer; Repulsorlift; Sensor Suite

#### Weapons:

- **2 x Heavy Lasers** (Range 75/150/300; Damage 3d6+2; ROF 3; AP 60; Heavy Weapon)

- **Laser Cannon** (Range 100/200/400; Damage 4d8; ROF 2; AP 60, Heavy Weapon)

- **2 x Pulse Cannons** (Range 150/300/600; Damage 4d8+2; ROF 1; Large Burst Template; Heavy Weapon)

### V'SORI SARGASSO

The Sargasso is a common repulsorlift vehicle used for transporting all sorts of payloads. The cargo section is completely enclosed, but the cab area, holding the driver and up to two additional passengers, is open. Riding in the cab does provide medium (-2) cover. The Sargasso can cruise over land or water and is even submersible, but it only provides underwater life support in the cargo section.

**Acc/Top Speed:** 10/30; **Toughness:** 15 (4)

**Crew:** 1+10; **Cost:** V'sori only

**Notes:** Amphibious (Acc/Top Speed: 3/10); Repulsorlift; Sensor Suite; Submersible.

### V'SORI STINGRAY

Stingrays are the personal repulsorlift vehicles of the V'sori commanders. They are fast and maneuverable floating platforms with a raised railing that provides medium (-2) cover to its occupants. While amphibious and submersible, the Stingray provides no underwater life support to its passengers at all.

**Acc/Top Speed:** 30/60; **Toughness:** 14 (3)

**Crew:** 1+5; **Cost:** V'sori only

**Notes:** Amphibious (Acc/Top Speed: 5/15); Heavy Armor; Repulsorlift; Sensor Suite; Submersible

#### Weapons:

- **Dual Light Lasers** (Range 75/150/300; Damage 3d8; ROF 3; AP 2; Heavy Weapon; forward firing only)

## CIVILIAN AIRCRAFT

### BELL JET RANGER

The Bell Jet Ranger is a common helicopter flown around the world. It is used by a number of militaries as a light gunship/reconnaissance chopper. In the civilian world it is used by many police forces, TV news organizations, and charter services.

**Acc/Top Speed:** 20/50; **Climb:** 20; **Toughness:** 11 (2); **Crew:** 2; **Cost:** \$2000

**Notes:** -



## NECESSARY EVIL

### CESSNA SKYHAWK

The Cessna Skyhawk is typical of many small, single-engine prop planes used for recreational flying.

**Acc/Top Speed:** 20/48; **Climb:** 10;

**Toughness:** 12 (2); **Crew:** 1+3; **Cost:** \$150,000

**Notes:** -

### LEARJET

The Learjet is often used as a corporate jet or as a luxury vehicle by those wealthy enough to afford one.

**Acc/Top Speed:** 25/200; **Climb:** 25;

**Toughness:** 14 (2); **Crew:** 2+10; **Cost:** \$20 million+

**Notes:** -

### YASCHUK AERODYNE FLYING CAR

Yaschuk Aerodyne was the first pre-invasion vehicle developer to come up with

a commercially available flying car. Using advanced hovercraft technology, the YA-1 was fast and versatile but expensive to build and quickly became a status symbol amongst the rich and famous.

Because of its versatility, the YA-1s were adopted by many superheroes and supervillains, and after considerable modification became flying engines of destruction.

**Acc/Top Speed:** 25/55; **Toughness:** 10 (2)

**Crew:** 1+5; **Cost:** \$500,000

**Notes:** Repulsorlift

## MILITARY AIRCRAFT

### V'SORI MAN O' WAR

The Man O' War is the equivalent of a space battleship/carrier. In planetary engagements, they often serve as mobile command posts as well. They carry anywhere from 50 to 100 Manta class fighters, depending on their mission.

**Acc/Top Speed:** 20/400;

**Climb:** 20; **Toughness:** 90 (60)

**Crew:** 2000+1000; **Cost:** V'sori only

**Notes:** Amphibious (Acc/Top Speed: 2/10); Heavy Armor; Improved Stabilizer; Massive (The weaponry is designed to attack ships within the same size category. Against fighter sized ships, attacks are at -2, and against human sized or smaller targets attacks are at -4.), Sensor Suite (no situational penalties to Notice)



**Weapons:**

• **24 x Laser Batteries** (Range 150/300/600; Damage 4d10; ROF 3; AP 60; Heavy Weapon)

• **8 x Pulse Cannons** (Range 150/300/600; Damage 4d8+2; ROF 1; Large Burst Template; Heavy Weapon)

• **A nearly unlimited supply of Fusion missiles** (Range 200/400/800; Damage 4d10; ROF 1; Large Burst Template; AP 100; Heavy Weapon) and Sonic Torpedoes (Range 40/80/160; Damage 4d8; ROF 1; Medium Burst Template; AP 30 Heavy Weapon). Torpedoes have advance guidance systems, if they hit with a raise roll on the Critical Hit Table regardless of the damage roll.

**V'SORI MANTA**

The Manta is a multi-environment fighter vehicle. It can function in space, atmosphere, or under water. The Manta is not interstellar capable and is carried such distances upon a Man O'War battleship.

**Acc/Top Speed:** 100/1000; **Climb:** 80; **Toughness:** 18 (4)

**Crew:** 1; **Cost:** V'sori only

**Notes:** Amphibious (Acc/Top Speed: 5/25); Heavy Armor; Improved Stabilizer; Sensor Suite (no situational penalties to Notice); Submersible.

**Weapons:**

• **Laser Cannon** (Range 100/200/400; Damage 4d8; ROF 5; AP 60; Heavy Weapon)

• **8 Fusion Missiles** (Range 200/400/800; Damage 4d10; ROF 1; Large Burst Template; AP 100; Heavy Weapon)

• **4 Sonic Torpedoes** (Range 40/80/160; Damage 4d8; ROF 1; Medium Burst Template; AP 30 Heavy Weapon). Torpedoes have advance guidance systems, if they hit with a raise roll on the Critical Hit Table regardless of the damage roll.

**V'SORI MBUNA**

The Mbuna is an armored transport repulsorlift craft. It serves as a personnel carrier, prisoner transport, and assault support vehicle. Unlike most repulsorlift vehicles, the Mbuna has secondary engines that provide a limited ability to gain additional altitude. This increases the vehicle's maximum ceiling height to 300'. The Mbuna's two light laser turrets can be linked to be fired as one action; this is resolved as if one turret was fired with a +2 bonus to attack rolls and damage.

**Acc/Top Speed:** 20/60; **Climb:** 20; **Toughness:** 22 (4)

**Crew:** 1+11; **Cost:** V'sori only

**Notes:** Amphibious (Acc/Top Speed: 5/15); Heavy Armor, Improved Stabilizer; Sensor Suite (no situational penalties to Notice)

**Weapons:**

• **2 x Dual Light Lasers** (Range 75/150/300; Damage 3d8; ROF 3; AP 2; Heavy Weapon; turret mounted 135 (forward field of fire))

**MILITARY WATERCRAFT**

**ATLANTEAN SEAHORSE**

Seahorse mini-submarines are lightly armored transport vehicles designed to cover intermediate distances. During the height of Atlantis, they were commonly seen craft, used for any number of tasks from courier work to diplomatic missions.

**Acc/Top Speed:** 20/60; **Toughness:** 10 (2)

**Crew:** 2+6; **Cost:** Atlantean only

**Notes:** Amphibious (Acc/Top Speed: 3/15); Heavy Armor, Sensor Suite (no situational penalties to Notice), Submersible.

**Weapons:**

• **2 x torpedoes** (Range 40/80/120; Damage 4d10; AP 40, Heavy Weapon)

• **Wave Blasters** (Range 12/24/48; Damage 2d10; RoF 2; AP 4; underwater only).



# POWERS

What follows is a list of powers that can be used in Necessary Evil. Most powers have “modifiers” to their basic cost as well. These are special enhancements or limitations you can use to expand or limit your villain’s powers. Unless stated otherwise, all powers cost a minimum of 1 Power Point.

Most passive powers don’t require any sort of activation or skill roll, and are simply always on. However, most such powers offer the option to require activation in exchange for a slight discount. These are activated as “free actions,” but still must come on a player’s action card if in combat. That means a villain struck from ambush—before he states he’s activating a particular power—doesn’t have it.

Active powers, such as attack, ranged, require a Shooting or Throwing roll as usual, and grant bonus damage for a raise as normal.

## ABSORPTION (4)

**Trappings:** Waves of energy, body of reflected matter, magic.

This ability allows a villain to absorb damage and negate it, or even channel the energy back into his body.

Your villain’s absorption works only on a particular type of energy, such as ice/cold, fire/heat, magic, radiation, kinetic (includes bullets and punching), slicing (swords and knives), etc.

The villain must make a Vigor roll when wounded. Each success and raise eliminates a wound.

### Modifiers

- **Requires Activation (–1):** The power must be activated. This is a free action, but it isn’t the character’s “normal” state (i.e., his absorption works only when he’s actively engaged it). If taken by surprise, the power has no affect.
- **Transference (+3):** Each wound negated can be transferred to increase Strength

or Vigor one step. The increases last three rounds.

- **Reflection (+5):** This modifier actually redirects the damage back toward its source, as long as the source is within the line of sight. Every wound absorbed causes a wound to the original attacker.

## AGELESS (1)

The villain isn’t affected by the aging process. This power should usually only be purchased during character creation, but special circumstances might apply depending on the situation.

### Modifiers

- **Very Old (+1):** The character is already quite old, increasing his life experiences so that he adds +2 to most Common Knowledge rolls. To actually reflect this life, you might want to put additional points in increasing his skills as well (via super skill).

## ALTERED FORM (3)

**Trappings:** Body composed of a particular matter or energy, elasticity, telescopic arms and legs.

The villain has a body of sand, water, metal, rubber, or other matter, or can stretch or manipulate it. He can assume any basic shape, but does not actually look like other items or people without the chameleon power. The basic power costs 3 points and allows him to extend or compact his body by 50%. This gives him a Reach of 1” as well.

Rubbery bodies or those made of matter (earth, sand, water, insects, and so on) have +4 armor against attacks resulting from other matter and kinetics (including bullets, fists, etc.).

Bodies made of energy are exactly opposite (+4 armor versus energy attacks but no protection against physical damage).

### Modifiers

- **Fall-Proof (+1):** Villains with this modifier suffer half damage from falling, crashes, or similar incidents. They can never be killed by a fall or crash (though they can be Incapacitated).



- **More Elastic (+1):** Each time this modifier is taken allows the villain to further modify his size, width, and thickness by an additional 50%, and his Reach by +1". With More Elastic +2, for example, he could grow 150% larger (15' high for a typical man) and has a Reach of 3".
- **Replenish (+3):** If the villain's form is actually made of energy or matter, and he contacts an identical and substantial source of energy or matter, he may spend an action to make a Spirit roll. A success grants him +2 steps in Strength for 5 rounds, or heals one wound.
- **Requires Activation (-1):** The power must be activated. This is a free action, but it isn't the character's "normal" state (i.e., he can "flame on," but doesn't walk around on fire all the time). If taken by surprise, he is caught in his normal form.

### ANIMAL CONTROL (VARIES)

**Trappings:** "Jungle" folk, animal characteristics, high-tech devices.

The villain has the ability to control animals within a number of miles equal to the villain's Spirit, and may even have a constant animal companion.

Cost	Types of Animals Controlled
3	A swarm of rats, insects, or other vermin. A specific animal less than Large size.
5	A single Large animal. Two smaller animals.
10	A single Huge animal. Two Large animals or five animals less than Large size.



### Modifiers

- **Animal Companion (x2):** The animals are always with the villain wherever he goes. This can be as much of a drawback as it is an advantage.
- **Shapechanger (+5):** Instead of controlling animals, the villain can become them. He gains the physical Attributes of the creature if greater than his own (Agility, Strength, and Vigor) and all special abilities of the animal, including all forms of movement. This modifier cannot be combined with the other Animal Control modifiers except Unique; in which case, the character can only transform into one specific animal form.



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- **Summoning (+5):** The animal(s) can be summoned and dispelled at will. The creatures appear within 12" of the villain.
- **Superpowers (Variable):** Special creatures can be created as well. Start with the basic statistics of the animal (or a similar creature) and add Power Points at a cost of 1 point per Power Point spent.
- **Telepathic Link (+1):** The villain can call to animals via telepathy. They understand his basic instructions, and he can read their basic emotions.
- **Unique (Half):** Halve the total cost of the creature(s) if it is unique and cannot be easily replaced when slain. Replacement should be an adventure in itself, and require

a long trek to a remote location, dangerous trials, and other obstacles.

### ANIMATION (VARIABLE)

**Trappings:** Magic, nanobots, spirits.

The character can animate objects and cause them to come to life. This requires an action.

The size of the object depends on the number of points put into the power, as shown below.

A villain can animate one object up to the size allowed by his power level.

Multiple objects may be animated from lesser categories of this power. A villain with animation at level 3, for example, could give life to two 25 lb objects (level 2), or three 10 lbs objects (level 1).

## DEVICES

Not all powers are inherent to your character. Some can reside in technological or magical objects instead. Devices are basically a universal modifier that can be applied to any power in this book. The modifier is -1 for every 5 total points (and part thereof) each power costs after modifiers. Figure each type of power the device grants separately—with a minimum cost of 1. Absorption, which costs 3 points, for example, costs only 2 points if contained in a device. Armor +6 normally costs 4 points, but costs only 3 if it's a device (power armor, a vest, and so on).

(Note that a device that grants bonuses to several attributes, via the super attribute power, gets a discount only on the total since that is one "type"—not each attribute raised. The same applies to super skills, super Edges, etc.)

**Slow Activation:** Subtract 1 additional point from the power cost (each power still has a minimum of 1 however) if the power is very slow to activate or energize (taking at least 1d6 rounds to ready). Once ready, such powers can be used normally for 5+1d6

rounds before they must be reactivated. This modifier is inappropriate if the device is basically always on and ready to go, even if it takes a while to start initially.

**Example:** *Zero wears a power belt that grants him armor +9. It gets a 2 point discount for being a 6-point device (1 for every 5 points). That's a cost of 4.*

*The belt also adds 3 steps to both Strength and Vigor via Super Attribute. That's figured as a single power costing  $3 + 3 = 6$  points, so the cost here is 4 points as well.*

*The belt includes Flight at 4x Pace, costing a base 6 points (Zero knows his prices breaks) minus 2 again for a total of 4.*

*Zero's armor and attributes are slow to energize, so he subtracts 1 point from each of those powers. His Flight works normally to avoid the embarrassment (and pain) of plummeting to the earth. His final costs are 3, 3, and 4. The total value of Zero's power belt is 10 points.*

See the object's statistics below. Pace is figured as if the object "walked" based on its likely height and stride. Vehicles or other objects with inherent locomotion move at their normal Pace (a sports car has a top speed of 56 instead of that listed below).

Objects remains animated as long as the character desires, but a bit of his essence must be used to maintain their "life." This inflicts a -2 penalty to all of the character's actions until the object is no longer animated. This is not cumulative, so a character animating several objects of a lower weight than his level allows does not incur multiple penalties.

Points	Obj. Wt.	Obj. Str.	Size	Pace
3	10 lbs.	d4	-2	4
5	25 lbs.	d6	-1	4
6	50 lbs.	d8	0	6
7	100 lbs.	d10	+1	6
8	250 lbs.	d12	+2	8
9	500 lbs.	d12+1	+3	8
10	1000 lbs.	d12+2	+4	10
12	1 ton	d12+3	+5	10
14	2 tons	d12+4	+6	12
16	5 tons	d12+5	+7	12
18	10 tons	d12+6	+8	14
20	25 tons	d12+7	+9	14
22	50 tons	d12+8	+10	16
etc.				

### ANIMATED OBJECT

**Attributes:** Agility d6, Smarts d4(A), Spirit d4, Strength \*, Vigor d8

**Skills:** Fighting d6, Notice d4, Throwing d4

**Pace:** \*, **Parry:** 5; **Toughness:** 6+ (Size x2)

#### Special Abilities:

- **Armor:** Animated objects generally have armor equal to their Size.
- **Construct:** +2 to recover from being Shaken; no additional damage from called shots; immune to disease and poison.
- **Size (\*):** As above.

### AQUATIC (1)

**Trappings:** Atlantean heritage, amphibious, sealed systems, pocket re-breather.

The villain is native to the water. He doesn't have to make Swimming rolls to avoid

drowning when in water, and adds +2 to all Swimming rolls. While in the water, his Pace is equal to his Swimming skill.

#### Modifiers

- **Needs Water (-1):** The character must be completely immersed in salt water at least once every 24 hours or suffer a level of Fatigue. Incapacitated water-dwellers die 24 hours later if not immersed again. Every four hours spent immersed in salt water heals one level of Fatigue.

This limitation does make this power free.

### ARMOR (2/4/6)

**Trappings:** Body armor, a shell, powered suits.

Your villain gains 3 points of armor each time this power is purchased. This could represent mystical armor, power armor, or some other source of protection.

Armor does not stack with regular armor, such as chain mail or Kevlar. The villain takes the highest value instead.

#### Modifiers

- **Heavy Armor (+2):** The armor is considered Heavy Armor, and can only be hurt by Heavy Weapons.
- **Requires Activation (-1):** The armor must be activated. This is a free action, but isn't the character's "normal" state (i.e., he doesn't eat, sleep, and walk about in public armored up). If taken by surprise, the power has no affect.
- **Partial Protection (-1):** The armor only covers the torso of the character. The head and limbs are exposed.

### ATTACK, MELEE (2/LEVEL)

**Trappings:** Magical weapons, rock hard-fists, hands charged with energy, "super" martial arts.

Your villain has a special melee attack. Each time this power is bought adds +1d6 to his hand-to-hand attack damage, to a maximum of +6d6. This counts as a Heavy Weapon.

This bonus may be stacked with hand weapons as usual. A villain with a great sword



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(+d10 damage) and one level in attack, melee, for instance, does Str+d10+1d6 points of damage.

### Modifiers

- **Armor Piercing (+1/2):** Every point put into this attack gives your attack an AP value of 2, allowing it to bypass that many points of armor.
- **Elemental Trick (+2):** Your villain may add one option from the list on page 45. This gives his melee attack an additional "special effect" of some sort, such as an "electro punch" or some such.
- **Focus (+3):** Your villain may choose to bypass and ignore the armor of inanimate objects (not people or the armor they wear) by taking a -4 to his Fighting roll. If a villain with this ability attacks a tank

with a Toughness of 77 (60), he ignores the 60 points of armor and attacks its base Toughness of 17.

- **Knockback (+2):** Your attacks cause targets to fly back 1d4" for each success and raise on the attack roll. If you normally cause knockback, this increases to 1d10".
- **Nonlethal (+1):** Foes wounded by your attack can be rendered unconscious rather than risking death after Incapacitation. It's your choice whether any given attack is lethal or not.
- **Reach (+1):** Your villain's natural attacks have a Reach of 1". This modifier may be purchased multiple times to further extend his reach.

### ATTACK, RANGED (3)

**Trappings:** Bolts, blasts, fire, water, hi-tech guns.

You have a ranged attack of some sort. The range is 12/24/48, the damage is 2d6, and the attack counts as a Heavy Weapon.

### Modifiers

- **Area Effect (+2/+4):** For 2 additional points, the attack affects an area the size of a Medium Burst Template, or Cone Template. For 4 points it's the size of a Large Burst Template. Everyone within the template suffers the attack's damage
- **Armor Piercing (+1/2):** Every point put into this attack gives your attack an AP value of 2 (2 points is AP 4, 6 points is AP 12, etc.).
- **Elemental Trick (+2):** Your villain may add one option from the list on page 45.
- **Extra Damage (+3/d6):** Your attack does an extra 1d6 damage for every 3



additional points put into this modifier, up to a maximum of 5d6.

- **Focus (+3):** Your villain may choose to bypass and ignore the armor of inanimate objects (not people or the armor they wear) by taking a -4 to his Shooting roll.
- **Knockback (+2):** Your attack causes targets to fly back 1d6" for each success and raise.
- **Nonlethal (+1):** Foes wounded by your attack can be rendered unconscious rather than risking death after Incapacitation. It's your choice whether any given attack is lethal or not.
- **Rapid Fire (+3/extra shot):** You can fire an extra missile each action, up to a maximum Rate of Fire of 3. You suffer no penalty for these extra attacks.
- **Requires Material (-2):** You attack by hurling, throwing, or manipulating matter of some sort that you cannot create or carry with you (huge chunks of metal, shards of ice, etc.). If the material isn't present, you cannot use your power.

### AWARENESS (3)

**Trappings:** Radar, sonar, Zen training, amazing luck.

Characters with awareness suffer no penalties due to bad lighting, fog, or other obscurement. Cover modifiers for solid protection (hiding behind a wall, prone, etc.) apply normally.

#### Modifiers

- **Danger Sense (+5):** The power serves as an early warning system. All attacks against the character suffer a -4 penalty as the villain dodges ahead of the actual attack. This does not stack with deflection or parry. The character also gets a Smarts roll to detect ambushes or hidden dangers.
- **Requires Activation (-1):** Your character's awareness must be activated. This is a free action but it isn't the character's "normal" state (i.e., he doesn't walk around with his antenna up, bat ears out, etc.). If taken by surprise, the power has no affect.

### BROADCAST (1)

**Trappings:** High-tech devices, machine men, big braces.

The villain can tap into and control local radio and television broadcasts within one mile, or further with a direct feed of some sort.

#### Modifiers

- **Manipulation (+5):** This dastardly power allows your villain to not only tap into broadcasts, but to manipulate them as well. He can render any electronic image or sound, mimicing popular news anchors, pop stars, or superheroes as long as he has studied that person before.
- **More Range (+2):** The villain can tap into broadcasts within about 1000 miles each time this modifier is purchased.

### BURROWING (2)

**Trappings:** Earth control, transform to sand.

Burrowing characters can tunnel through earth at their basic Pace (and may "run" as well).

A burrowing character may tunnel on her action, and may erupt from the ground at any point within her burrowing Pace the same round if desired. Burrowers cannot be attacked while beneath the earth unless the attacker has some special means of detecting them and penetrating the intervening dirt.

Burrowers strike by erupting from beneath their opponents and taking them by surprise. When this occurs, the Burrowing character makes an opposed Stealth roll versus the target's Notice. If the burrower wins, she gains +2 to attack and damage that round, or +4 if she gains a raise. If the target wins and was on Hold, he may attack just as the burrower erupts from the ground.

Solid rock, metal, and other hard substances stop the tunneler cold.

#### Modifiers

- **Super Tunneler (+3):** The digger can tunnel through rock, metal, and other hard substances at the rate of 10 feet per minute.



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### CHAMELEON (3)

**Trappings:** Malleable form, illusionary appearance.

This power allows the character to assume the appearance of another being or animal. The character cannot emulate someone more than 2 Size levels different from himself.

Someone familiar with the original target gets a Notice roll at -2 to detect that something is off (but even then only after short range interaction). Clever roleplaying and intimate questions might also see through the disguise as well.

Chameleons do not gain any of the target's abilities or Traits—only his appearance. (A chameleon with the copycat superpower can be very convincing!)

#### Modifiers

- **Inanimate Object (+3):** The character can assume the shape of inanimate objects. The form assumed cannot vary from the villain's size by more than 50%.
- **Voice (+2):** Your villain can emulate voices as well. The mimicry is perfect enough to fool voice identification devices. Combined with an assumed form, this modifier increases the Notice roll allowed to detect the chameleon to -4.

### CONSTRUCT (5)

**Trappings:** A robot, cyborg, mass of wires.

This character is a living automaton, cyborg, robot, statue, or android. Most are products of alien technology, weird science, or the supernatural. Player character constructs in Necessary Evil do actually have emotions and can feel fear. Their emotions are often complex, however, and many quest for "true life."

Constructs add +2 when attempting to recover from being Shaken, do not suffer from Wound modifiers, and are immune to disease or poison. Constructs do not suffer additional damage from called shots.

Constructs do not heal wounds normally, and cannot recover wounds from the Healing skill or power. Repair is used instead. Each Repair

roll requires tools and spare parts (-2 modifier without tools, another -2 without spare parts) and 1d6 hours work.

### COPYCAT (2/LEVEL)

**Trappings:** Natural, born winner, fast learner, prodigy.

This power allows the character to mimic the effect of any one other superpower she sees, with a point value up to her level in this power. The power copied must be identical to the original in all ways, including all modifiers and trappings.

Copycat cannot duplicate effects created by devices, so an armored supervillain probably has very little for the copycat to mimic.

Copying a power is an action. Copied powers last for 12 hours, or until a new one is copied.

#### Modifiers

- **Devices (+3):** The power can copy device effects as well, usually by creating a similar item somehow—from metal, magic, or even tangible illusions.
- **Extra Duration (+3):** The power is retained until a new one is copied.
- **Savant (+3):** This powerful copycat can choose to alter the point cost of a target power by dropping any or all modifiers taken. (Modifiers may only be dropped from a hero's power, not added.)
- **Touch (-3):** The character must touch the original possessor of the target to copycat his power (a successful touch attack).
- **Versatility (+3):** The villain may copy multiple powers as long as the total cost is not greater than her level in this power.

### DAMAGE FIELD (3)

**Trappings:** Fiery aura, radiation, cold, spikes.

This power creates a dangerous aura of some kind around the character. The damage field must be activated, though this is a free action. Once on, it may remain that way until the villain decides to shut it down.

At the end of the character's movement for a round, every adjacent foe suffers 2d6 damage.

This counts as a Heavy Weapon. (The power does not cause damage to those the villain passes by during his movement.)

#### Modifiers

- **Elemental Trick (+2):** The villain may add one option from the list on page 45.
- **Medium Template (+3):** Everyone within a Medium Burst Template, centered on the villain, suffers the damage.
- **Selective (+3):** The villain can control who is affected by his power and who isn't.

#### **DARKVISION (2)**

**Trappings:** Bionic implants, glowing eyes, animal heritage, radar.

The villain can see in the dark and ignores all darkness penalties.

#### Modifiers

- **Requires Activation (-1):** The power must be activated. This is a free action, but it isn't the character's "normal" state (i.e., his darkvision works only when he's actively engaged it). If taken by surprise, the power has no affect.

#### **DECAY (3)**

**Trappings:** Rust, corrosion, rot.

This truly terrible power destroys matter. Each full round spent in contact with a substance destroys 10 pounds of matter.

Living beings touched by decay must make a Vigor roll or suffer a wound. Touching the victim typically requires a touch attack.

#### Modifiers

- **Midas Touch (-2):** The villain can't turn off his power. Everything he touches (except himself) with his bare hands begins to decay.
- **Rapid Decay (+2):** Each time this modifier is chosen, the amount of matter destroyed in a round doubles. It has no additional effect on living beings.
- **Strong (+2):** Vigor rolls are made at -2.





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### DEFLECTION (1/LEVEL)

**Trappings:** Swirling winds, obscurement, distortion fields, energy.

This handy power deflects incoming ranged attacks. If you want actual armor from such attacks, see armor or force control. To block melee attacks see parry.

Every Power Point spent subtracts one from Shooting, Throwing or other ranged attack rolls made against the villain.

#### Modifiers

- **Limited (Half Total):** The villain can only deflect one type of attack (fire, cold, kinetic energy, etc.)
- **Requires Activation (-1):** The power must be activated. This is a free action, but it isn't the character's "normal" state (i.e., his deflection works only when he's actively engaged it). If taken by surprise, the power has no affect.

### DUPLICATION (5)

**Trappings:** Dimensional twin, homunculus, illusions, future selves.

Characters and creatures possessing this ability can create exact copies of themselves (minus the duplication power). The copies created are Extras even if the "parent" is a Wild Card, and are completely under the creator's control.

The duplicates must stay within 5' of the creator. A dupe disappears if it moves beyond this range—voluntarily or otherwise!

Duplicates are always slightly off. Perhaps they don't sweat, don't cast shadows, etc. Those who make a Notice roll at -2 can determine whether a particular dupe is the real character or not. Note that foes don't instantly spot the original—they simply can tell whether or not a particular dupe is real or not.

The duplicates may be "dispelled" at the caster's whim, and automatically vanish if the original body is Incapacitated.

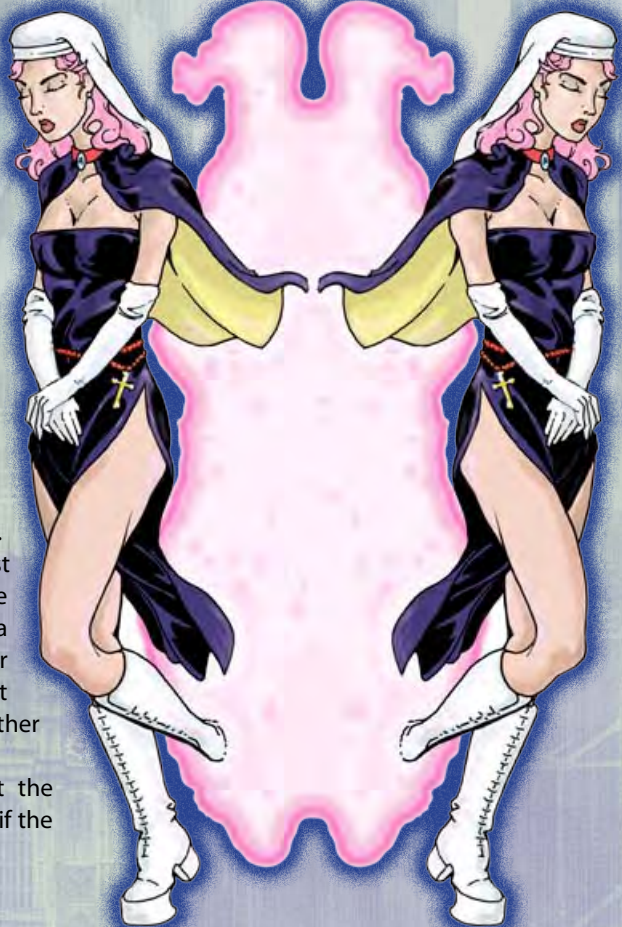
#### Modifiers

- **Extra Duplicates (+3/Dupe):** Each time this is taken the character gains another duplicate. Every two duplicates created inflicts a -1 concentration penalty to the character's Trait tests.

### EARTHQUAKE (1)

**Trappings:** Tremors, sonic vibrations, hi-tech "thumpers."

Earthquake allows a character to create a small rend in the earth that can stun and entrap foes. The crack is a shallow (two feet deep or so) crevice which races 12" from the villain in a straight line. Every target in the line of attack must make an Agility roll or be Shaken. Those who are Shaken are stuck in the crack and cannot move until they become un-Shaken.



## Modifiers

- **Earthshake (+3):** The villain can also cause a circle of earth to tremble and shake. The size of the tremor is equal to a Large Burst Template, positioned up to 24" distant from the creator. All those within must make an Agility roll or be Shaken. Normal buildings within the area of effect generally suffer significant damage. Hardened buildings suffer minor damage at best, but might be breached if the power is repeated for several minutes.
- **Trigger (+1):** If this power is used at the heart of a fault-line, such as deep within the earth at a tectonic plate, and

the villain has this modifier, the results can be catastrophic. Roll a d6 when this is attempted (no more than once per game week). On a 6, a real earthquake is triggered. The size of the earthquake and its extent depends on the fault line, but is generally a d4+3 in intensity on the Richter scale, and affects a d20 x 10 mile radius from the epicenter.

## ELASTICITY - SEE ALTERED FORM

## ENERGY CONTROL (2)

**Trappings:** Body of energy, devices, magic.  
Energy control allows a villain to manipulate raw force or energy. The controller must

## ELEMENTAL TRICKS

The following options may be selected by those who choose the Elemental Tricks modifier to a power

**Air:** A tremendous blast of air buffets over your foes. Everyone affected must make an Agility check or be knocked prone.

**Darkness:** This energy form can be used to dim the vision of your foes. Anyone hit by this power must make a Spirit roll. Failure means victims are at -2 to actions related to sight (including Fighting and Shooting) for the next 10 minutes. This effect is cumulative up to a -6 penalty.

**Electricity:** This power courses with electrically charged energy. Anyone affected by this power must make a Vigor roll or suffer an additional d6 damage from the attack. Mostly electronic foes (such as power armored villains or drones) make this roll at -2.

**Fire:** Anything affected by the villain's power may catch fire. Treat most targets as if they are one level higher for flammability. Normally volatile targets roll a d12 instead of a d6 to avoid catching fire. See SW rulebook.

**Cold:** The character's power is imbued with the frigid chill of ice. Anyone affected by this

power must make a Vigor roll or be slowed. A slowed character must discard and redraw any face cards dealt for initiative (this does not include jokers).

**Light:** A tremendous burst of dazzling light flashes along with the power. Everyone affected must make a Smarts roll or be Shaken. This counts as sunlight for vampires and the like.

**Psionic:** This power sends psychic tremors through the targets' minds. Every living being affected must make a Spirit roll or be Shaken.

**Radiation:** Radiation attacks cause an extra +2 damage. (This power may also cause long-term damage outside of combat. The victim makes a Vigor roll at +2. If failed, he gains the Terminally Ill Hindrance. If successful, the victim is forever immune to this effect from this villain.)

**Sound:** This power relies on shockwaves of sound, creating an enormous boom that can rattle the bones of it's victims. Those affected by this power must make a Vigor roll or be deafened for d6 hours. Deafened characters are treated as if they have the Major Hard of Hearing Hindrance.



## NECESSARY EVIL

choose a particular type of energy when taking this power, such as fire, kinetic energy, cold, darkness, electricity, light, psionics, radiation, or sound.

Energy control allows the user to manipulate enough energy to fill a Medium Burst Template. Within the template, fires may be nullified, air evacuated (or filled), electricity drawn or drained, etc.

Small effects—lighting a match with fire, making a cool breeze with air, etc.—Require an action but no roll. Additional effects are described below.

All powers have a range of 12”.

**Nullify:** With a Smarts roll, the controller can completely contain or otherwise negate the appropriate energy in a Medium Burst Template so that it causes no harm to those inside. Direct attacks of the same type that enter the zone do half damage.

**Damage:** Energy control can be used to injure targets by striking them with force, surrounding them with dangerous energy, dehydrating their bodies, and so on. The attack is the size of a Medium Burst Template. Everyone within suffers damage equal to 2d6. This counts as a Heavy Weapon. (If you want a more powerful attack, take the attack, ranged power separately.)

### Modifiers

- **Elemental Trick (+2):** Your villain may add one option from the list on page 45.
- **Large Burst Template (+3):** All references to a Medium Burst Template are changed to a Large Burst Template.
- **Selective (+2):** All the different powers that affect an area, such as a nullify or damage, affect everything under it unless this modifier is purchased. It allows the controller to decide who gains the protection, gets hit, etc.

## ENSNARE (3)

**Trappings:** Glue bomb, vines, electrical net, handcuffs, spider webs, sorcerous bindings.

This power allows the character to restrain his target with some sort of binding material,

whether via energy, ropes, vines, webbing, or some other binding matter.

Ensnares a victim is a Fighting roll against an adjacent foe. If the attack is successful, the victim is bound and suffers a -2 penalty to Pace and skills linked to Agility and Strength until freed. With a raise, the binding fully restrains the target, who cannot make any physical action except to try and break free.

In either case, the target may make a Strength or Agility roll at -2 to break free. A raise allows the villain to break free and act in the same round.

### Modifiers

- **Area Effect (+2):** The snare is the size of a Large Burst Template and affects every target within.
- **Ranged Attack (+2):** Targets up to 12” distant may be bound with a Shooting roll.
- **Stronger (+3):** The binding material is very tough. Those caught within it must make their Strength or Agility rolls at -4 to escape.

## EXPLODE (2)

**Trappings:** Bombs, radioactive form, gathering energy.

Your villain has the unusual ability of being able to explode! His own body is either unaffected or reforms immediately afterwards.

The villain must first “prime” himself by standing still and taking no other actions for one full round. On his next action, he (his energy, etc.) explodes for 3d6 damage in a Medium Burst Template. The villain is instantly Shaken immediately after. This is a Heavy Weapon.

### Modifiers

- **Elemental Trick (+2):** Your villain may add one option from the list on page 45.
- **Large Template (+3):** Explode uses the Large Burst Template instead of the medium.

## EXTRA ACTIONS (3/LEVEL)

**Trappings:** Super speed, adrenaline surge, temporal control, super-analytical mind.

This power allows you to take one additional action per round with no multi-action penalty. A villain with this power could take two actions at no penalty, for example, or three actions at only -2 each.

The power may be taken multiple times to gain additional actions. A villain may not perform the same action more than once in a round as usual (he can't make a gun fire faster than it would normally, or attack with a melee weapon in the same hand twice).

#### Modifiers

- **Repeat Action (x2):** This modifier allows the villain to perform the same action more than once per round. Weapons may be used twice, movement doubled, etc.

#### EXTRA LIMBS (4/LEVEL)

**Trappings:** Tentacles, tail, robotic arm, extra-dimensional manifestation.

Your villain has an additional prehensile limb of some sort. He can take an additional physical action with it every round, and does not suffer from multi-action or off-hand penalties while using it. He may also assign extra limbs to take a sustained action, such as grappling someone.

You may purchase powers that only affect the limb at the same cost as devices (1 less point for every 5 points invested in the power).

You may purchase this power multiple times for multiple limbs.

#### Modifiers

- **Reach (1/1"):** The villain's limbs have Reach at the cost of 1 per game inch.



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## NECESSARY EVIL

### FEAR (3)

**Trappings:** Cold stare, horrible visage, dark cowl.

Some characters are so menacing they cause Guts checks in all who see them. The range is 12" in good lighting, where targets can get a clear look at the villain's appearance, sense his cold vibe, etc.

The power must be activated on the villains' turn, but is a free action. (Even those who are permanently terrifying must yell, scream, glare, or otherwise "activate" the power.) No foe may be affected more than once per scene with this power.

#### Modifiers

- **Scary (-2):** The effect is permanent or inherent and subtracts 2 from the character's Charisma.
- **Terror (+2):** The Guts check is made at -2.

### FEARLESS (2)

**Trappings:** Unwavering gaze, iron will, soulless.

Fearless characters never suffer from Fear effects, and cannot be Intimidated.

### FLIGHT (2-15)

**Trappings:** Wings, jetpacks, alien abilities.

Your villain can fly. The more points put into the power, the faster he can move. If it becomes important, his climb is equal to half his flying Pace.

The number listed under Penalty is the modifier foes suffer when trying to attack the flier when he's moving at this speed. Surprise attacks against the character when he's at rest suffer no such penalties.

Points	Speed	Attack Penalty
2	Pace	0
4	2 x Pace	0
6	4 x Pace	-1
8	Pace of 48 (120 mph)	-2
10	Super Speed (240 mph)	-4
15	Sonic Speed (Speed of Sound)	-8

### FORCE CONTROL

#### (2/LEVEL)

**Trappings:** Colored energy in various shapes, force fields, tangible illusions.

This power allows a character to create and control a force of pure energy that can lift objects, form shapes, bind enemies, or act as a protective barrier. The Strength of the field is d8 initially, and each additional level in the power adds a further die step (level 4 is d12+1).

- This is its damage if used to attack, how much it can lift, and so on, just as if it were a character. Those who are hit by it suffer the force's Strength as damage (just like an unarmed attack).

The character can reach 12" with his force.

The force can form rough shapes—giant hammers, fly swatters, scoops, and so on. Fine manipulation (creating a key or a Faberge egg) isn't possible with this power.



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## Modifiers

- **Bind (+1):** The villain can use his power to restrain foes. This requires an opposed Strength roll between the target and the force. If the victim fails, he is bound and may attempt to break free on his actions with a Strength or Agility roll (his choice) opposed by the field's Strength. Once bound, a foe is automatically hit each round if the attacker desires. Roll Strength damage for the force normally.
- **Flight (+4):** The force can be used to "carry" the villain (and possibly his associates depending on Strength), basically giving him the flight power at half the level he has in this power. (Two levels in force control is equal to one level of flight, 10 levels gives level 5 flight, etc).
- **Focus (+3):** Bypass and ignore the armor of inanimate objects (not people or the armor they wear) by taking a -4 to the Fighting roll.
- **Force Field (+4):** This allows the villain to create a bubble of energy that protects whatever is inside. The field covers any one person in the villain's range. The sphere adds +1 to the Toughness of those protected for every level the villain has in force control. (This is not armor, and is not reduced by armor-piercing attacks.)  
The villain may create portals in the field at will to let allies or attacks in or out. Foes can push their way into or out of the force field by making an opposed Strength roll with the field.
- **Heavy Weapon (+1):** The force counts as a Heavy Weapon.
- **Maneuverable (+3):** Villains with this modifier may rapidly move their projection to strike many foes at once. Pick a starting point anywhere within the villains' range and move it in any path up to 1d10". Every figure touched by the path must make an opposed Strength roll (versus the force's Strength—not the character's) or be knocked prone. Those rolling a 1 on their Strength die are Shaken as well.

- **Medium Template (+2):** The villain may use Force Control to effect a Medium Burst Template (this template can be used with all of the other modifiers as well). If used for Fighting or Binding only one roll is made and applied to all foes underneath.

## GIFTED (1)

**Trappings:** Well-read, photographic reflexes.

The character ignores the -2 penalty when making unskilled rolls.

## GROWTH (2/LEVEL)

**Trappings:** Growth pills, words of power, mutated metabolism.

Growth allows a villain to become larger, increasing his Size and Strength. It takes one entire action to grow or return to the character's normal size. The character may increase his size by less than allowed if he wants.

Each time growth is purchased it adds +1 to Size, which is added directly to Toughness, and one step to the villain's Strength.

Between Size +4 to +7, the character is considered Large. If using miniatures, he now occupies a 2" square.

Between +8 to +10, the character is considered Huge, and he occupies an area 3" square if using miniatures.

Forms larger than Size+10 generally add another inch per level.

- **Monster (-1):** The villain can't turn this power off, he is always this size. This gives him a -2 to Charisma, makes him much easier to track, and makes it difficult to find gear the proper size.

## HEALING (2)

**Trappings:** Mystical glow, advanced technology.

Your villain can heal herself and others with a touch. To do so, she must spend an entire action in contact with the patient and make a Spirit roll minus the victim's wounds. Failure simply indicates a lost action. Success heals



## NECESSARY EVIL

one wound instantly, but costs the healer a Fatigue level that fades 24 hours later.

A raise does not heal an additional wound, but does prevent the healer from suffering Fatigue.

Victims with multiple wounds require multiple attempts to heal completely.

Extras can also be returned to action using the same process outlined above. The GM must check to see if an Extra has expired or not before the healer makes her roll. It generally requires a Smarts roll on the healer's part to recognize whether or not an Extra is beyond saving.

### Modifiers

- **Refresh (+2):** This power allows a villain to give her comrades a temporary respite. The healer makes a Spirit roll as a flood of healing energies floods out from her in a Medium Burst Template. Anyone within the template (friend or foe) automatically recovers from Shaken.
- **Rejuvenation (+3):** The villain can heal nonpermanent crippling injuries. This requires a Healing roll at -2 (and minus any wound penalties) and may only be attempted one time per injury. This is a separate roll from those used to treat any actual wound levels.
- **Restoration (+5):** The villain can heal permanent crippling injuries. This requires a Healing roll at -4 (and minus any wound penalties) and may only be attempted one time per injury by this character (a different healer could try again though).
- **Revive (+2):** The character can remove one Fatigue level from himself or others with a touch and a Spirit roll. Only one level per round may be so relieved. This feat may only be performed once per day on a particular victim. Any more than that requires actual food/rest/water, etc.
- **Resurrection (+10):** The ultimate healing ability is the power to raise a villain from the dead. In Necessary Evil, the body must have been dead no longer than 12 hours, and must be reasonably intact

(approximately 75%). Resurrected victims return to life with three wounds that fade at the rate of one per week, regardless of any other treatment, magic, miracles, or even the Revive modifier to this power (see below).

### HEIGHTENED SENSES (1)

**Trappings:** Animal senses, mutation.

The character's senses are heightened for some reason. He adds +2 to Notice rolls.

Some characters with heightened senses should have awareness as well. Check there for more information.

#### Modifiers

- **Eagle Eyes (+1):** The character can see details twice as far as most members of his species.
- **Tracking (+1):** Your villain has a keen sense of smell, giving him a +2 to Tracking rolls.

### ILLUSION (2/LEVEL)

**Trappings:** Sorcery, mind tricks, holograms.

Illusion allows your villain to create imaginary images and sounds. The illusions cannot actually affect the real world, but can pretend to. An imaginary monster might "pick up" a real car for example, but in truth, the car is just "blotted out" while a false one is hurled by the beast. The illusion must cover the "removed" object, and cannot mimic true invisibility.

The maximum size of the illusion is shown below.

Level	Dimensions
1	2" cubed
2	4" cubed
3	8" cubed
4	16" cubed
5	32" cubed
etc.	

#### Modifiers

- **Film Quality (+1):** Film and microphones detect and record the illusions as well.
- **Psychosomatic Trauma (+2):** Each round, the illusion may attack one target per level of the power. The illusion automatically "hits" and each target affected must make

a Smarts roll or be Shaken. Those who roll a 1 on their Smarts die suffer a wound. A second Shaken result from an illusion never causes an actual wound.

- **Targeted (-1):** The illusion affects the mind rather than creating tricks of light. Any character who wishes to “disbelieve” a particular illusion can make a Smarts roll at -2. If successful, she can detect what is real and what is false.



## IMMUNITY (4)

**Trappings:** Tough skin, magic, similar powers

Your villain has limited immunity against a particular matter or energy based attack, such as air/wind, cold/ice, fire/heat, radiation, darkness, light, steel, wood and so on. Villains made of a particular substance (such as sand

or insects) typically purchase this power for the same type of matter or energy as well.

You may choose this power multiple times to select different immunities.

Background effects of the particular energy type (walking through fire, in a nuclear reactor, etc.) are completely negated. Damage from direct attacks from the selected energy form is halved (roll normally, then halve the total).

### Modifiers

- **Requires Activation (-1):** The power must be activated. This is a free action, but it isn't the character's “normal” state (i.e., his immunity works only when he's actively engaged it). If taken by surprise, the power has no affect.

## INFECTION (VARIABLE)

**Trappings:** Sickening touch, swarm of flies, aura of corruption.

The character's touch infects her foes with a disease or other unhealthy condition. This requires a touch attack. A target struck by the attack must make a Vigor roll. If failed, the victim suffers depending on the condition caused (see below).

The character should define the specific disease caused by his infection (a nasty cold, ebola, and so on), but the effects are summed up below. These may be combined as well, so that an infection causes an instant

Shaken result and eventual death.

Cost	Condition
1	Shaken
2	Fatigued
3	Incapacitation (1d6 hours)
4	Death in 1d6 hours
5	Death (Instant)



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### Modifiers

- **Always On (-2):** The character cannot “turn off” her ability to transmit disease. She must wear clothes, gloves, scarves, and the like at all times or risk infecting her friends. She cannot take lovers, bear children, or otherwise have much of a social life.
- **Strong (x2):** Vigor rolls are made at -2.

### INTANGIBILITY (5)

**Trappings:** Becoming a mist, a ghost, a form of energy, out of phase, or a swarm of insects.

Intangibility makes the character unable to affect or be affected by physical and energy attacks or objects. The character can walk through walls or other barriers but cannot affect the physical world while intangible.

Turning intangibility on or off requires a Spirit roll, and is an action.

While intangible, any items the character carries become intangible as well, and do not function. Other beings carried by the villain do not become intangible and are dropped.

Should the villain become corporeal “inside” someone or something, both she and her victim suffer damage. A hand causes 1 wound to each, an arm causes 2 wounds, both arms causes 3 wounds, and the whole body causes 4 wounds.

**Vulnerabilities:** Some attack forms still affect intangible characters (depending on her trappings). If a character chose mist form as her trapping, for example, the GM might decide that fire or wind-based trappings still affect her normally. Similarly, a ghost might be affected by magical or spiritual attacks. Magical or psychic attacks should almost always affect incorporeal creatures.

### Modifiers

- **Phaser (+2):** The villain can phase in and out of the material world rapidly. A Spirit roll is still required, but counts as a free action.

### INTERFACE (2)

**Trappings:** Robots, cyborgs, laptops, “jacking in.”

Your villain can interface with electronic gadgets, giving him much greater access to its inner workings than others. He gains +4 to rolls involving the use of computers or other electronics.

### Modifiers

- **Code Breaker (+1):** Through the use of an audio imitator, a mini-computer loaded with lockpicking software, a retinal falsifier, or some other device, your character can open electronic locks and other protection devices with a simple Knowledge (Electronics) roll. This takes a total of four rounds, or two if the villain scored a raise on the skill roll.

### INVENT (2/LEVEL)

**Trappings:** Super genius, advanced education.

This impressive ability allows an inventor to create one-off devices that duplicate any other power in this book. A character must have a minimum Smarts of d10, a Knowledge (Engineering) of d10, and a Repair skill of d10 to take this power.

The inventor can create a device that mimics any power in this book. He does not get the discount for it being a device, however—that’s already figured into the price of this power. The cost of the power duplicated can never be greater than the creator’s level of invent. An inventor who wants to create an invisibility belt, for example, must have invent at level 5 since invisibility is a 5-point power.

The inventor can also make several devices as long as he has the Power Points in invent to pay for them. (A villain with invent at level 10 could have two 4-point devices and a third 2-point device.)

The device invented requires 10 minutes times its original cost (a 5-point invisibility belt takes 50 minutes to assemble). Ultra-tech gadgets aren’t really created in a few hours—the inventor is assumed to have been working on his many devices in his spare time, but only puts the design together when needed.

The devices created are permanent, but must be disassembled for “parts” to make a new device (thereby freeing up the Power Points to invent something new).

Devices may be given to other villains, but Trait rolls made to use the device are made at -2 as only the inventor truly understands his jury-rigged creations.

### INVISIBILITY (5)

**Trappings:** Cell alteration, stealth suit.

The character can become invisible at will.

Going visible or invisible requires an action.

Attacks made against an invisible foe suffer a -6 penalty. Invisible beings always leave some tell-tale trace for those who are looking, whether it’s a shimmer, a smell, footsteps, etc., so foes get a Notice roll at -4 to detect their presence if given some reason, or if the invisible character closes within 1” (2 yards).

### JINX (2)

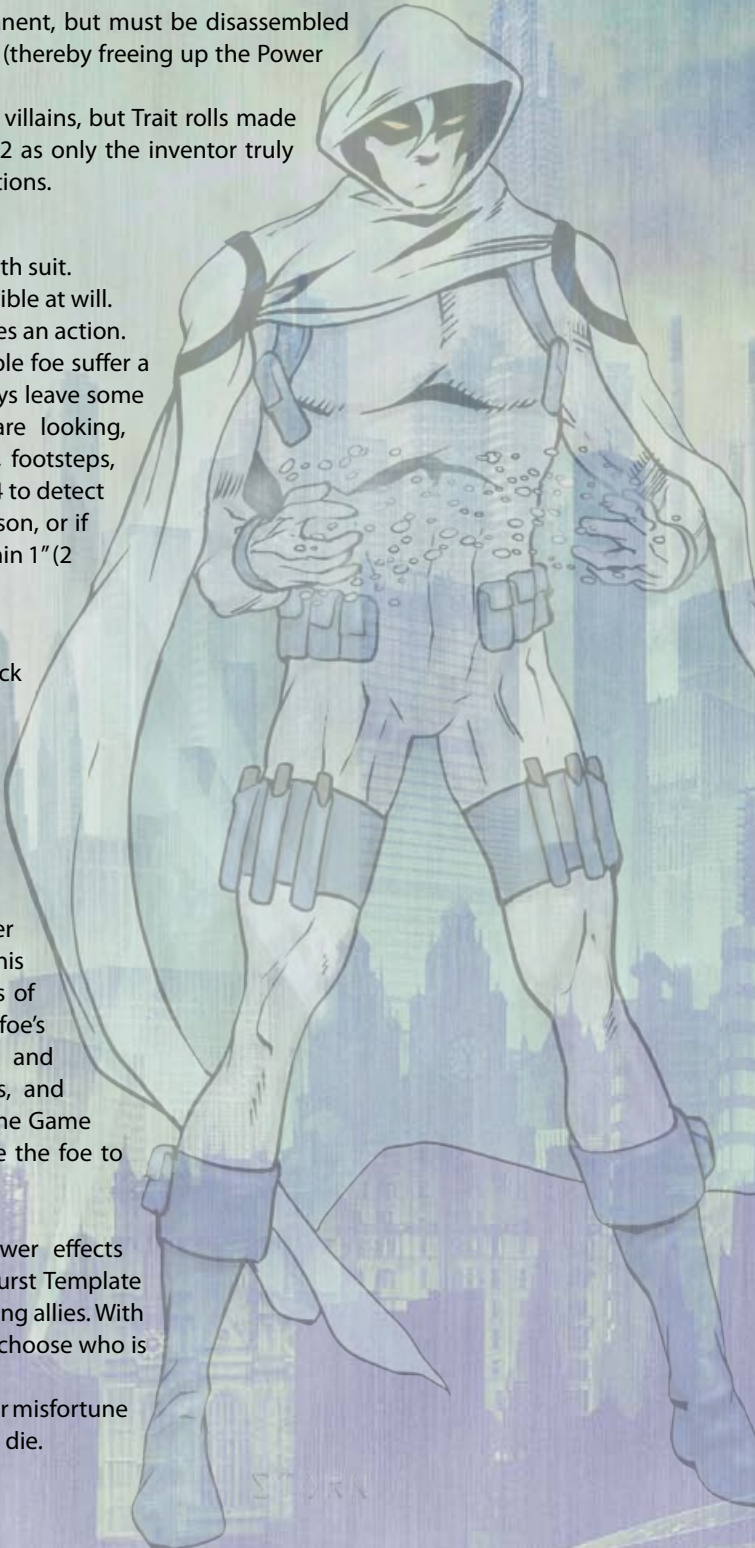
**Trappings:** Evil eye, curse, black cat.

Your enemies are constantly suffering minor slips, misfires, and other mishaps.

Any foe making a direct action against your character—whether an attack, a test of wills, or other action—suffers a mishap if his skill die is a natural 1, regardless of Wild Die. When this occurs, the foe’s weapon malfunctions, he slips and falls, a supervillain’s power fails, and so on. The exact effect is up to the Game Master, but should usually cause the foe to miss his turn at the very least.

#### Modifiers

- **Area Effect (+2/4):** This power effects everyone within a Medium Burst Template centered on the villain, including allies. With the four point version he can choose who is affected under the template.
- **Improved Jinx (x2):** Foes suffer misfortune on a roll of 1 or 2 on their Trait die.





## NECESSARY EVIL

### LAIR (1)

**Trappings:** Underground base, underwater fortress, mountaintop retreat, penthouse apartment.

This power grants your villain a lair. The lair is a relatively secure location up to the size of a small building he can retreat to when the going gets rough, as well as a place to store devices, trophies, vehicles and the like. The lair has access to all the basic necessities, and your villain can hide out there indefinitely.

You may buy powers at half cost for the lair to aid in its defense. These powers are devices that are permanently part of your lair, such as a death-ray cannon (Attack, Ranged), guards (Minions), etc.

You may also choose to pool your villain's lair together with other characters to create a super-lair, thus sharing the cost of purchasing defenses and capabilities of the lair.

#### Modifiers

- **Escape Pod (+1):** The lair has a built-in hidden escape pod that can be used for a quick escape should the lair become overrun. This can be a chute, teleportation pad, short-range rocket, etc. The escape pod is relatively small, and can only accommodate you and a couple of other man-sized people or objects that you deem worthy of escape. It will take you a mile or so away from your lair, allowing you to make good your escape.
- **Research Lab (+1):** Your lair has a workshop, library, med-lab or other appropriate area that adds +2 to a relevant skill roll (Repair, Investigation, Healing, etc.). The research lab can be purchased multiple times in order to get multiple types of labs, but bonuses never stack.
- **Secure Access (+1):** Only those people with the proper key (chip implant, keycard, mystic amulet, etc.) may gain access to the lair. Anyone else will set off an alarm that will alert everyone that does have proper access via klaxon horns, silent signal, radio broadcast, etc.

- **Well-hidden (+1):** Your lair is fairly well-hidden, either underground, underwater or obfuscated in some way. All attempts to track you down suffer a -4 to relevant die rolls when you are in your lair.

### LEAPING (1-5)

**Trappings:** Massive strength, springs, thick legs.

Your villain may actually be able to leap tall buildings in a single bound. The number of points you put into this power determines how far your villain can jump, vertically or horizontally.

Your villain automatically ignores falling damage for heights up to his vertical distance. This might occasionally be negated if he is bound or unconscious and cannot land on his feet.

**Death From Above:** If combined with a melee attack, the villain may add his level to any damage caused at the end of his jump. The victim can see it coming though, so each +1 added to damage is subtracted from the attack roll.

	Vertical Distance	Horizontal Distance
Level		
1	2"	4"
2	4"	8"
3	8"	16"
4	16"	32"
5	32"	64"

#### Modifiers

- **Bounce (+1):** The character has learned to bounce off vertical surfaces to climb higher than he might otherwise. He may scale any height as long as he has an opposing wall within half his horizontal distance to bounce off of.

### MALFUNCTION (3)

**Trappings:** Electromagnetic pulse, hexes, bad luck.

The villain can cause technological devices to simply fail. To cause a malfunction, the villain simply picks a target with 12" and makes a Spirit roll, minus the modifiers below. If successful, the device malfunctions

in some way. Devices of simple and moderate complexity just stop working. Complex devices lose a random subsystem, determined by the GM.

Particular sub-systems of complex devices can be selected as well. This incurs a further -2 penalty on the device. Causing a tank's gun to malfunction, for example, is a total modifier of -6 (-4 for Complex device, -2 for a subsystem).

#### Penalty Device

- 0 Simple (can opener, handgun, bow)
- 2 Moderate (laser rifle, car transmission, microwave oven)
- 4 Complex (tank, shielded military hardware, V'sori technology)

#### MATTER CONTROL (4/LEVEL)

**Trappings:** Concentration, magic.

The villain can shape and control a particular type of material. He may cover an area the size of a Medium Burst Template for each level of this power. Normally this is a thickness of a few (game world) inches, but these templates may be stacked together to increase the effect. The amount of material affected is shown on the table below.

Material	Weight per Level
Earth/stone/sand	10,000 lbs
Ice/water	10,000 lbs
Glass	20,000 lbs
Plants	50,000 lbs
Metal	10,000 lbs
Synthetics	20,000 lbs
Cloth	10,000 lbs

The material must be visible and within 24" to be manipulated. Any sort of manipulation, including maintaining hold, requires an action.

The Toughness of the material per section is 10.

**Distraction:** Matter can be manipulated to distract foes by showering them with

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dirt, glass, or other material. This is an opposed roll of your villain's Spirit versus their Agility. On a success anyone attacking the target gains a +2 until the victim's next action. With a raise the target is also Shaken. Multiple foes may be targeted at a -1 penalty for each (showering three foes subtracts 2 from all opposed rolls, for example).

Note that matter control does not allow your villain to make attacks with the material he controls. Take the attack, ranged power for that.



## NECESSARY EVIL

### Modifiers

- **Binding (+1):** The villain has enough speed and control over the material to bind his foes.

This requires an opposed Spirit roll versus the target's Agility. If the victim fails, he is bound and may attempt to break free on his actions by a Strength or Agility roll opposed by the villain's Spirit. Multiple foes may be "attacked" each round at a standard multi-action penalty. Maintaining the bind requires concentration, and subtracts 1 from all other rolls for each victim held.

Once bound, a foe is automatically hit each round if the attacker wants to crush him. Roll damage using the villain's Spirit die.

- **Gliding (+4):** The character can move along the matter he shapes, whether he's sliding on ice or being carried along by a piece of earth or metal. He effectively has flight equal to his level of matter control.

### MIND CONTROL (3)

**Trappings:** Concentric rings of energy, mesmerism, voodoo dolls.

The power to control minds is perhaps the ultimate ability. With it, the villain can contact and control another mind within 12" by making an opposed Smarts roll with the target. This counts as an action.

Success means the target is completely under the villain's control. If the villain also has telepathy, he has a mental link of infinite distance with his victim. The subject may now venture outside the controller's range of 12", and can mentally relay any information the controller requires.

The subjects are complete slaves, but being forced to attack loved ones or act completely against their nature allows them to make another contested Smarts roll to break the link.

Any time the controller is Shaken, sleeps, is knocked unconscious, or otherwise cannot maintain basic concentration, all minds under his control are instantly released.

### Modifier

- **Mind Wipe (+3):** The controller can manipulate the victim's memories so that he does not remember what he's done while under mind control.
- **More Minds (+2):** The mentalist can control another target each time this Modifier is bought.

### MIND READING (3)

**Trappings:** Mystical glow, concentration.

Mind reading allows a character to read another's thoughts. This is an opposed Smarts roll with a range of 12". A success detects surface thoughts but the target is aware that someone is in his head. A raise reveals deeper notions and does not betray the telepath's presence.

Entering another person's mind is always taxing. It requires an action, and automatically fatigues the villain.

Drunk or drugged targets suffer a -2 penalty to their Smarts rolls.

### Modifier

- **Mind Rider (+3):** The telepath can see, hear, taste, touch, and feel through his target's senses. Doing so lasts as long as desired but requires absolute concentration. Any other action taken while mind riding is considered a multi-action.

### MINIONS (1/LEVEL)

**Trappings:** Uniformed thugs, a gang.

What villain travels around without a band of faithful minions? Each time this power is taken, your character gains a faithful and reasonably loyal minion with the following statistics. More competent henchmen must be hired through normal roleplaying.

### Minion

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

**Skills:** Fighting d8, Notice d6, Shooting d6, Throwing d6

**Pace:** 6; **Parry:** 6; **Toughness:** 6

**Gear:** That's up to you and your wallet, mastermind.





## NECESSARY EVIL

### Modifiers

- **Summonable (+2):** You can summon your minion to you via warpgate, magical portal, rapid transport, etc. They will arrive within 1d4 rounds of summoning. This modifier must be purchased for each summoned minion.

### NEGATION (2/LEVEL)

**Trappings:** Devices, magic, parasitic touch.

This handy power allows your villain to negate others' superpowers and abilities. To do so, the villain must make a successful touch attack. He then makes an opposed Spirit roll with his target. If successful, he may reduce any of the target's powers by a number of Power Points equal to his level in negation. The reduction in Power Points affects positive Modifiers first then the base power. In the case of partial reductions of a power, characters may only use power effects they can pay for fully. A character with this power may instead negate one step of an attribute or two steps of a skill per power level to a minimum of d4.

The Power Points return after 2d6 rounds.

(To steal someone's abilities, see the copycat power.)

### Modifiers

- **More Duration (+2):** The Power Points return after 1d6 hours.
- **Range (+3):** The negator can use his power without touching his foe, at a distance of up to 12".
- **Restricted to Copycat (-2):** The negator may only effect powers he also mimics with copycat.

### PARALYSIS (2)

**Trappings:** Poison touch, fetid breath, tendrils

A successful touch attack causes the victim to make a Vigor roll or be paralyzed for 3 rounds. On the victim's fourth action after being paralyzed, he improves his condition to Shaken and may recover normally from that point on.

### Modifiers

- **Extra Duration (+1):** The paralysis lasts 10 minutes.
- **Extra Power (+1):** The victim's Vigor rolls are made at -2.
- **Extra Range (+4):** The power is tied to a ranged attack of some sort, such as special bullets, a superpower, and so on. You must have attack (ranged) to use this modifier.

### PARRY (2/4/6)

**Trappings:** Claws, fast reactions, mystic shields, "sixth sense."

Your villain's Parry increases by +3 per level. Note that you're better off increasing Fighting via the super skill power until you hit d12, when it becomes more cost-effective to increase Parry instead.

### Modifiers

- **Catch and Throw (+2):** Your villain can catch ranged weapons and hurl them back instantly. Catching a thrown projectile such as a rock or spear requires an Agility roll. Arrows and other muscle-powered projectiles require an Agility roll at -2, and catching a single bullet is an Agility roll at -4.
- **Throwing it back** is a normal Throwing roll with a range of 3/6/12. Thrown weapons such as spears cause their normal damage. Bullets, arrows, and the like cause Strength damage. This throwing roll is a free action.
- **Requires Activation (-1):** The power must be activated. This is a free action, but it isn't the character's "normal" state (i.e., his parry works only when he's actively engaged it). If taken by surprise, the power has no affect.

### PLANT CONTROL - SEE MATTER CONTROL

### REGENERATION (5)

**Trappings:** Powerful undead, mutant healing factor, magic.

Whether through flesh and blood that self-knit or advanced mending technology, your villain's wounds heal themselves in an amazingly short amount of time.

Make a Vigor roll every hour. If the roll is successful, your villain heals one wound.

### Modifiers

- **(+5) Fast Regeneration:** Your villain rolls to recover wounds every minute.
- **(+10) True Regeneration:** Your villain rolls to recover wounds every round. This can be upgraded from Fast Regeneration for 5 points.

### SHRINK (3)

**Trappings:** Shrinking pills, magic words, mutated metabolism.

The character can alter his form to become much smaller, down to 1" in height. This inflicts attack penalties as usual (-4 for medium-sized foes to target your villain). Foes are also much less likely to Notice the character as well (-4 to Notice rolls versus his Stealth).

Given an average person of 6' in height, the character loses one step of Strength (min d4-2) and Toughness (min 1) for every quarter of his original size he shrinks.

Size	Strength	Toughness
6'	0	0
3'	-2 steps	-2
1'	-4 steps	-4
6"	-6 steps	-6
1"	d4-2	1
Microscopic	0	0

### Modifiers

- **Density (+4):** The character's Strength and Toughness are not reduced.
- **Microscopic (+4):** The character can become the size of a germ. In this form he cannot generally affect or be affected by the normal world. Even poison gas doesn't affect him at this size, though diseases might manifest as gigantic monsters.

On the plus side, he can enter most any place completely unseen (even most "airtight" facilities offer no obstacle), travel through the human body (ala *Fantastic Journey*), and so on.



### SPEAK LANGUAGE (2)

**Trappings:** Devices, surface mind reading, latent skills.

Your villain can speak any language.

### Modifiers

- **Written Word (+1):** The character can read and write any language as well.

### SPEED (VARIABLE)

**Trappings:** A blur of motion, powerful legs.

Your villain can run at incredible speeds depending on the number of points you put into it, as shown below.

The number listed under Penalty is the modifier foes suffer when trying to attack the speedster, assuming he's actually in motion. Surprise attacks against the character when he's at rest suffer no such penalties. In combat, assume the speedster is always in motion unless he's bound, entangled, or the player specifically says he's stopped moving.

Points	Speed	Penalty
1	2 x Pace	0
3	4 x Pace	-1
5	Pace of 48 (120 mph)	-2
8	Super Speed (240mph)	-4
10	Sonic Speed (Speed of Sound)	-8

### Modifiers

- **Pummel (+2):** Your villain can pummel a foe with a multitude of quick strikes. This is a Fighting attack at -2 that consumes the villain's entire action, and must use either fists or small weapons no larger than knives. If the pummel is successful (he "hits"), the villain has hit with enough of his blows to seriously rattle his foe and hit his weak spots. Add the penalty others need to hit the villain to his damage roll (add +8 to damage with Sonic Speed, for example, +4 for Super Speed, etc.).
- **Whirlwind (+5):** By running in a tight circle (the size of a Large Burst Template or smaller), every creature within must make a Strength roll or be sucked into a miniature whirlwind and thrown into the air. Place all figures 1d10" away from their current position in a d12 direction (read



## NECESSARY EVIL

it like a clock face). Creatures or objects weighing over 300 pounds are not tossed, but suffer a -2 penalty until the whirlwind stops or they move out of it, which requires a Strength roll at -2.

- **Vibrate (+5):** The villain can vibrate his molecules so fast that he can actually pass through solid objects. This is particularly difficult, however, so the character can only move up to six game world inches per round (regardless of his Pace), and he automatically gains a level of Fatigue each round it's maintained. The villain may never stop inside an object. The character must have Sonic Speed before he may take this power.

### STORM (3)

**Trappings:** Thunder and lightning.

The very atmosphere trembles at your villain's whims. With this power he can both summon and dispel storms. 1d6 rounds after activating storm, a small tempest appears overhead, or an existing storm is dispelled.

The size of the storm affected is 10 miles in diameter. The power only works outdoors. In areas where storms do not typically exist (the desert), summoning a storm requires a Spirit roll at -4, and may only be attempted once per week.

When a storm is created, the accompanying rain reduces visibility to 24", extinguishes most normal fires (but not super-powered fires) within 1d10 rounds, and only volatile materials still have a random chance of catching fire from flame-based attacks.

Storm conditions inflict a -1 penalty to most actions due to slipping, difficulty hearing, and so on. The Game Master must decide if any actions are unaffected (tests of wills, soak rolls, and other "passive" rolls are generally unaffected).

#### Modifiers

- **Downpour (+1):** The rain is very heavy and comes down in thick sheets. Visibility is reduced to 12", and the ground becomes

## CHEWING THE SCENERY

Super-strong villains often use the world around them as weapons. Items with Heavy Armor count as a Heavy Weapon.

Weapon	Weight	Damage
Parking Meter	50	Str+d10
Large rock	100	Str+d12
Boulder	200	Str+d12+1
Lamp post	400	Str+d12+2
Large Tree	1000	Str+d12+3
Statue	1 ton	Str+d12+4
Car	2 tons	Str+d12+5
Truck	4 tons	Str+d12+6
City Bus	8 tons	Str+d12+7
Tank	16 tons	Str+d12+8
5-story building	32 tons	Str+d12+9
10-story building	64 tons	Str+d12+10

These items fall apart after only 1 or 2 uses (GM's call).

very slick. Deep puddles form quickly, and raw earth turns to slippery mud. Anyone running in the mud must make an Agility roll or fall prone and become Shaken.

- **Gale Force (+1):** The villain can focus the storm into a small but powerful blast once per round by making a Spirit roll. She then places a Large Burst Template anywhere within 24". All those within must make a Strength roll or be knocked prone and Shaken.
- **Lightning Strike (+3):** The villain can call down a bolt of lightning from a storm to strike a single target. This requires a Spirit roll, which acts as the character's attack skill. Powers, Edges, and other abilities that generally subtract from ranged attack rolls subtract from the Spirit roll as well. Damage from a lightning strike is 3d10 and it is considered a Heavy Weapon. It has no range modifier.

## STUN (2)

**Trappings:** Electrical attack, mild toxin, mind lash, flash of bright light, deafening siren

This power allows the villain to place a single Medium Burst Template up to 12" distant. Characters within the template must make a Vigor roll or be Shaken.

### Modifiers

- **Larger (+2):** The area of effect is a Large Burst Template.
- **More Range (+2):** The range is 24".
- **Smarts (+1):** The targets must make Smarts rolls instead of Vigor rolls.
- **Stronger (+2):** Foe's Vigor rolls are made at -2.

## SUPER ATTRIBUTE (1/STEP)

**Trappings:** Uncanny reflexes (Agility), massive brain (Smarts), power armor (Strength), religious background (Spirit), huge (Vigor).

This power increases your villain's attributes, and usually reflects some sort of supernatural enhancement. Each Power Point spent increases an attribute one step. A d12 becomes a d12+1, and so on.

(Note that derived statistics, like Toughness, round down, so that a d12+1 Vigor produces a Toughness of 6.)

### Modifiers

- **Requires Activation (-1):** The increase in attributes must be activated. This is a free action, but it isn't the character's "normal" state (i.e., he doesn't eat, sleep, and walk about in public with increased attributes). Subtract -1 from the total paid for this power, regardless of how many attributes are affected. The power always costs at least 1 point however.

## SUPER EDGE (2)

**Trappings:** Extraordinary training or background, extension of superpowers.

Spending two Power Points grants the villain any one Combat Edge allowed in the setting—regardless of its requirements (except for those which require other

## SUPERHUMAN STRENGTH

Strength over the human maximum is on a different scale than the normal d4 through d12+2. Below are the Load Limits and Maximum Weight liftable for higher Strength values. Characters with Brawny can multiply the numbers by 1.6 for the effects of that Edge.

A villain may throw an item under his load limit with a Range of 3/6/12. Items less than half the load limit can be thrown at 6/12/24.

Strength	Load Limit	Max Weight
d4	20	80
d6	30	120
d8	40	160
d10	50	200
d12	60	240
d12+1	100	400
d12+2	250	1000
d12+3	500	1 ton
d12+4	1000	2 tons
d12+5	2500	5 tons
d12+6	2.5 tons	10 tons
d12+7	5 tons	20 tons
d12+8	12.5 tons	50 tons
d12+9	25 tons	100 tons
d12+10	50 tons	200 tons
d12+11	125 tons	500 tons
d12+12	250 tons	1000 tons

Edges—so a character must still take Frenzy before taking Improved Frenzy).

Note that Power Points cannot grant other types of Edges (i.e., Background, Social, Legendary).

## SUPER SKILL (1/2 SKILL POINTS)

**Trappings:** Software programs, intensive training.

Super skill grants you 2 points to increase your villain's skills (new skills cost 2 points to buy at d4), and usually reflects extreme training or supernatural enhancement of some sort. Each Super Skill point spent increases a skill one step.



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Unlike the normal advancement, it doesn't matter if the super skill is over the linked attribute or not (though it still matters if you use regular advancements to increase the skill further).

(Note that derived statistics, like Parry, round down, so that a d12+3 Fighting produces a Parry of 9.)

### Modifiers

- **Requires Activation (-1):** The boosted skills must be activated. This is a free action, and isn't the character's "normal" state (i.e., he doesn't eat, sleep, and walk around with increased skills). Subtract -1 from the total paid for this power, regardless of how many attributes are affected. The power always costs at least 1 point however.

### SUPER SORCERY (3/LEVEL)

**Trappings:** Sorcerer supreme!

These powerful beings control eldritch energies that allow them to do nearly anything at whim. The strength of a super sorcerer lies in her flexibility. She can manipulate raw magic itself instead of focusing on only a handful of spells. (Magicians who have two or three powerful spells are easier to make by taking specific powers with a magic trapping.)

There are a number of lesser sorcerers on Earth. These dabblers use the standard Arcane Background (Magic) or (Miracles) rules. But they are far beneath the level of the world's "super sorcerers."

Super sorcerers must have Spellcasting at d8 or higher, a Smarts of at least d8 and Spirit of d8 or more.

Super sorcerers can give themselves any power in this book at will as a "spell," including any Modifiers, up to their level in super sorcery.

Each spell cast takes an action, requires a Spellcasting roll, and the sorcerer must be able to move both hands and speak.

If a 1 is rolled on the Spellcasting die (regardless of the Wild Die), the sorcerer has made a mistake in his incantations and suffers a dangerous spike in energy. He is

## BACKLASH TABLE

### 2d6 Effect

- |      |   |
|------|---|
| 2    | <b>Rift:</b> Something from another dimension has been disturbed by the sorcerer's dabbling and lashes out at him. He must make a Spirit roll -2 or die instantly. If he manages to live he may not use powers for d6 days. |
| 3    | <b>Mind Whip:</b> The character suffers a Wound and loses a permanent die in Spellcasting. He also loses the ability to use his powers for d6 days.   |
| 4-5  | <b>Mental Blast:</b> The villain takes a level of Fatigue and can't use his powers for a day.   |
| 6-8  | <b>Mystic Feedback:</b> The villain is Shaken and unable to use his powers for d6 hours   |
| 9-10 | <b>Energy Fatigue:</b> The strain of dealing with such vast power has taken its toll. He is shaken and can't use his powers for d8 Rounds.  |
| 11   | <b>Magic Shock:</b> The villain is Shaken and may not use his powers for d6 Rounds.   |
| 12   | <b>Power Surge:</b> The sorcerer taps into a particular potent source of magic and gains an extra 4 points he may immediately spend on extra modifiers.   |

automatically Shaken and all his current spells are negated.

Once cast, a spell may be maintained as long as the caster desires—it simply takes up that many of his allowable casting points. The temptation for greater power is always present however and a super sorcerer can go over the limit, borrowing additional casting points up to his level in this power. This is very dangerous and if his Spellcasting die rolls

equal to or less than the number of points borrowed, the caster must roll on the Backlash Table.

*Example: Ixua Anamza the mummy has 5 levels in super sorcery. He currently has a 3 point and 2 point power up. Feeling risky, he decides to gamble and borrow his maximum to add a 5 point attack power. He rolls a 4 on his Spellcasting die, so his spell is successful but now he must roll on the Backlash Table.*

### SWINGING (3)

**Trappings:** Web-lines, retractable cables.

Villains with any kind of cord, rope, webbing, or other grappling lines can move through certain types of settings—such as the tall buildings of Star City—with ease. The villain can travel through such environments at a Pace of 12.

In a tactical setting (on a battle map), he can move to any point within 12" that it is feasible to swing to.

The line can hold up to 500 pounds safely.

Swingers who fall can make a single Agility roll to catch themselves at the midpoint of their descent.

Swingers may also make a single Agility roll to grab someone else who is falling with their line. The roll suffers no penalties if the villain was on Hold. If not on Hold and the villain hasn't acted yet, he may discard his action card to attempt to grab a single falling victim. This is an Agility roll at -4. Lines used in this way can usually snag a falling victim up to 24" (twice his usual distance).

In either case (stopping his own fall or someone else's), the swinger can land within his usual tactical distance.

#### Modifiers

- **Strong Line (+1/1000lbs):** The line can safely hold 1000 pounds for each additional point put into this Modifier.

### TELEKINESIS (2/LEVEL)

**Trappings:** Mind over matter, force projection, magical animation.

Telekinesis is the ability to move objects or creatures (including one's self) with pure thought or will.

The range of the power is 12", and its Strength starts at d10, plus 1 die step per additional level (a d12+2 at level 4, and so on). This is the Strength used to throw objects (which still requires a Throwing roll), or damage targets with objects (by Fighting), just as if it were wielded by a character of the same Strength.

The villain always rolls a Wild Die when rolling for the power's Strength, just as if it were his own.

Actively using telekinesis counts as an action, so while a villain may use the power to carry five baseball bats, striking with each of them is still five separate actions (a -10 multi-action penalty to each).

**Living Creatures:** If the villain wants to lift a living creature, it may try to resist the power with an opposed Spirit roll with the caster. If the supervillain wins, he may pick up the target and move it up to 2d6" per round. Smashing the victim into something causes Strength damage automatically. Dropping him causes falling damage as usual.

#### Modifiers

- **Focus (+3):** Bypass and ignore the armor of inanimate objects (not people or the armor they wear) by taking a -4 to the Fighting roll.
- **Heavy Weapon (+1):** Counts as a Heavy Weapon.
- **More Range (+2):** The range of the power is 24", but still requires line of sight.

### TELEPATHY (2)

**Trappings:** Communicators, psychic connection, ethereal messenger, conference call.

The villain can communicate with anyone and everyone in sight through telepathy.

Specific known individuals who are not in sight may be reached with a Smarts roll within one mile, or a Smarts roll at -4 if further away. Once established, the connection may be maintained as desired, but requires concentration. This inflicts a -2 penalty



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to all other actions no matter how many connections are maintained.

### Modifiers

- **Broadcast (+1/+3):** The villain may contact all minds within 1 mile. This is not selective, however, and must go to every sentient mind in range. For 3 points, the message can be broadcast across an entire world.

### TELEPORT (3)

**Trappings:** A cloud of smoke, “phasing” out, change into a bolt of lightning.

Teleport allows a character to disappear and instantly reappear up to 12” distant. This counts as his movement for the round, and is not an action. Adjacent opponents do not get a free attack against the teleporting character.

The teleporter must be able to see his destination to teleport with no roll. If he’s teleporting to a place he’s previously seen, he may do so safely with a Smarts roll at -2. If he wishes to teleport to a previously unseen location, he must roll at -4. Failure means the teleporter has hit an object of some sort. He returns to where he came from and is Shaken. A roll of 1 on the Smarts die (regardless of the Wild Die) results in 3d6 damage.

The teleporter can never enter a solid space even if he tries. The power instantly returns him to his starting location as above.

**Carrying Others:** The villain can carry others with him, but this automatically causes one level of Fatigue per additional “rider.” Up to three may be carried at once, but causes instant Incapacitation. One level of Fatigue is removed for every 10 minutes of rest.

### Modifiers

- **More Range (+2/12’):** The villain’s teleport range is increased by 12” every time this is purchased.
- **RapidTeleport (+3):** The villain can teleport very rapidly, up to three times per action. The character can divide multi-actions or extra attacks over the teleportations. If the teleporter uses his ability to maneuver around a single foe and makes at least two attacks (via two weapons, the Frenzy

Edge, etc), he attacks from multiple sides just as if the foe were being ganged up on, which gives the attacker a +1 to hit (or +2 if making 3 attacks).

- **Taxi (+2):** The teleporter gets a Vigor roll to resist Fatigue caused by each additional “rider.”
- **Teleport Other (+5):** Villains with this ability can teleport others to them. If the target is friendly, the villain simply makes a Spirit roll (one individual per action, additional targets may be transferred as a multi-action). Hostile foes get an opposed Spirit roll to resist being teleported. This may be performed as a multi-action as well to move more than one foe in a single action.

### TOUGHNESS (3/6/9)

**Trappings:** Big guys, dense skin, reinforced bones.

Your villain’s base Toughness improves by +2/+4/+6, from mystical protection, super-strong skin, dense bones, etc. Note that this is different from armor because it cannot be negated by Armor Piercing attacks.

### Modifiers

- **Hardy (+4):** Your villain’s skin is so thick/dense/whatever that only the most serious damage can harm him. If he is Shaken, further Shaken results have no effect—they do not cause a Wound.
- **Requires Activation (-1):** The increase in Toughness must be activated. This is a free action, but it isn’t the character’s “normal” state (i.e., he isn’t as tough in his “normal” guise).

### UNDEAD (4)

**Trappings:** Vampires, zombie, harrowed.

A rare few individuals don’t let even the cold hand of death stop them from their hateful existence. These are the undead—vampires, zombies, liches, or spiteful revenants from beyond the grave.

The specifics of your cadavers’ abilities depend on his exact “species,” but all undead have a few things in common. Undead gain

+2 to their Toughness and do not suffer additional damage from called shots as undead do not depend on internal organs to maintain their semblance of life. Undead ignore two levels of Wound modifiers, and are immune to disease or poison.

Undead do not benefit from the Healing skill, but roll natural healing rolls once per day. They suffer a -2 Charisma in close contact due to their clammy skin and dark aura. (If your undead is decayed, take the Ugly Hindrance.)

Undead who are forced to roll on the Knockout Blow Table do not Bleed Out or suffer permanent injuries (they're merely Incapacitated until healed).

#### Modifiers

- **Vampire (-2):** The villain is a vampire. A wooden stake to the heart (-4) that causes a single wound or more Incapacitates your villain instantly though this effect ends immediately when the stake is removed unless the vampire would be Incapacitated normally. He also has an allergy to garlic (-2 to all Trait rolls if the substance is within 1"), and suffers an immediate wound if he crosses running water. Finally, a vampire must drink one quart of blood (human or otherwise) once per day or suffer a level of Fatigue that can only be removed by drinking human blood. Vampires Incapacitated by Fatigue can crawl at the rate of 1" per round, but suffer -6 to all actions while in this weakened state.

The benefits of being a vampire must be bought as powers as they are dependent on the creature's sire, which legend you believe, and so on. Most have super-strength, extra actions, altered form (mist), and mind control.





## NECESSARY EVIL

### VEHICLE (VARIABLE)

**Trappings:** Combat bike, weapons van, hovercar.

From rocket-bikes to assault choppers, this power allows your character to have their own super-vehicle.

The cost of the power depends on what the cost of the base vehicle you want to convert into your super-vehicle.

Cost	Vehicle Cost
1	Up to \$10,000
2	Up to \$50,000
3	Up to \$500,000

Powers can be purchased for vehicles at the reduced cost for devices (-1 Power Point per 5 points of powers). While the downside is that vehicles cannot be taken everywhere, the plus side is that any defensive powers affect everyone in the vehicle!

#### Modifiers:

- **AI (+1):** Your vehicle has a rudimentary artificial intelligence that allows it to follow any simple, short, programmable instructions. It has target recognition, object avoidance and location-finding capabilities, but is not capable of anything more complex than that. Example instructions include: "drive forward and release this bomb", "come to this location when I give the signal", or "attack anyone that comes within 5 yards of your front flame-thrower".
- **Secure Access (+1):** Your vehicle has ultra-high security (retinal scan, voice recognition) and can only be operated by someone with the proper access. Any unauthorized access will trigger an alarm and may activate any security defenses, including any powers built into the vehicle.

### WALL WALKER (1)

**Trappings:** Adhesive pores, super-grip, extra limbs.

Characters possessing this power can walk on horizontal surfaces or even upside down at their normal Pace (and may run). As long as the surface can support it, wall-walking characters may carry their normal load limit with them as they go.

### WHIRLWIND (2)

**Trappings:** A swirling column of wind.

The villain can create a small moveable cyclone that can scatter and disrupt his foes.

The whirlwind is the size of a Medium Burst Template, and must remain within 24" of the villain controlling it or instantly disappear. The whirlwind can be moved up to 2d6" each round.

Controlling the cyclone is an action, and it takes one full round (no other actions allowed) to conjure. (Two if indoors.)

Anyone touched by the cyclone must make a Strength roll or be knocked prone. If their Strength die rolls a 1 they are also Shaken.

#### Modifiers

- **Larger Whirlwind (+2):** The whirlwind uses a Large Burst Template.
- **Twister (+2):** The whirlwind has the strength of a cyclone. Characters must make Strength rolls at -2 or be sucked up and thrown 1d10" in a random direction (roll a d12) for 2d6 damage (+1d6 if the victim hit a solid object in addition to the ground). Thrown victims are automatically Shaken regardless of damage.

# THE ARMOR-CLAD SUPER

*"I used to be a nobody, just a minion really. Best gig I got was helping maintain one of the Architect's field bases. Then the V'sori converted him into so much ash. So I looks around at all this gear. I never had the guts to be a real villain. But I got a girl, and I'll be damned if she's gonna become fish food!"*

Armor-Clad Supers wear powered suits of armor granting them amazing abilities. Speed, strength, toughness, and often long-ranged striking ability are all hallmarks of the armor-clad avengers who battle for the Earth's freedom against the alien occupiers. Some who don the armor are merely stewards of its powers, but many Armor-Clad Supers lovingly built their suits with their own hands, and work very hard to maintain their state-of-the-art technology.

**Race:** Human

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

**Skills:** Fighting d6, Guts d6, Notice d8, Repair d8, Shooting d6, Streetwise d4

**Charisma:** 0; **Pace:** 6/Fly 12; **Parry:** 5; **Toughness:** 9 (4)

**Hindrances:** Yellow, Dependent, Bad Eyes, Loyal

**Edges:** Arcane Background (Super Powers), Power Points, Mechanical Genius

**Gear:** Armored Power Suit (see below)

**Super Powers:** (All powers in Power Armor, a Device)

- **Armor (3):** Armor +3, Heavy Armor (Full body suit of advanced materials)
- **Broadcast (1):** Extra Range
- **Darkvision (1)**
- **Force Control (14):** Level 4 (Str d12+1), Bind, Flight (2x Pace), Force Field (+4 Toughness), Heavy Weapon
- **Super Attributes (1):** (Servo-motors in armor)





# THE BLASTER

*"What's that you say? The V'sori have beefed up security at the facility, got X-ray machines and metal detectors everywhere, huh? That's OK, Fort Knox couldn't stop me and neither will these chumps. All I have to do is point my finger and they will blow up real good!"*

Blasters throw bolts of energy, hardened matter, mental force, or whatever the player creating them can conceive. They are the ultimate ranged attackers of a super team and can sometimes channel their blasting powers into other super powers.

**Race:** Human

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d4, Vigor d6

**Skills:** Fighting d4, Guts d6, Intimidate d6, Notice d6, Repair d6, Shooting d8, Streetwise d6, Taunt d6

**Charisma:** 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

**Gear:** \$1000.

**Hindrances:** Terminally Ill, Allergy (Major: Water), Disability (using powers outside of suit requires a Vigor roll or the blaster is shaken), Distinctive Appearance

**Edges:** Arcane Background (Super Powers), Strong Willed

**Super Powers:**

- **Attack, Ranged (15):** Damage 3d6, Armor Piercing (AP:2), Rapid Fire (RoF 3), Elemental Trick: Electricity



Storn

# THE BRICK

*"So how heavy you figure that V'sori shuttle craft is? Really? No sweat; it's about as heavy as that city bus full of people I once threw at a hero. Now, where did you say you want that shuttle thrown?"*

Bricks are the super-strong thugs of the comic book world. They come in many shapes and sizes, but they normally share two common characteristics, they are very strong and very difficult to hurt. (Most aren't all that bright, either.)

**Race:** Human

**Attributes:** Agility d8, Smarts d4, Spirit d6, Strength d12+7, Vigor d10

**Skills:** Fighting d8, Guts d6, Intimidate d8, Notice d4, Stealth d6, Throwing d8

**Charisma:** -4; **Pace:** 6;

**Parry:** 6; **Toughness:** 11

**Hindrances:** Clueless, Habit: Combat Drugs (Major), Distinctive Appearance, Heartless

**Edges:** Arcane Background (Super Powers), Brawny, Power Points, Take the Hit!

**Gear:** 50 Doses Met-Z, random assortment

**Super Powers:**

- **Attack, Melee (2):** +1d6
- **Fearless (2)**
- **Growth (1):** Size +1, Monster
- **Heightened Senses (1)**
- **Super Attributes (11):** (Super Strength and Vigor)
- **Toughness (3):** +2





# THE GADGETEER

*"There is no possible way that any of you philistines can appreciate the preparation that went into this plan. My exponential intellect accounted for 3,143 different variables and noted everything to the last detail. Allow me to remind you all that blowing up the V'sori outpost was not one of those details. Sometimes I almost feel that our partnership is a curse, but then I remind myself that such supernatural drivel is illogical nonsense."*

Gadgeteers make stuff, usually weird devices that accomplish incredible tasks well beyond current technology's grasp. Necessary Evil gadgeteers might be one-time evil geniuses bent on world domination, or perhaps misunderstood mad scientists finally given a chance to test their creations in real-life situations. Either way, a Gadgeteer is an invaluable addition to any Omega cell, allowing the team to intuit the natures of strange alien devices, solve technical problems on the fly, and invent new ways to wreak havoc against their foes.

**Race:** Human

**Attributes:** Agility d6, Smarts d10, Spirit d6, Strength d4, Vigor d4

**Skills:** Fighting d4, Guts d4, Investigation d8, Knowledge (Electronics) d8, Lockpicking d6, Notice d6, Repair d8, Shooting d6, Stealth d4, Streetwise d8

**Charisma:** 0; **Pace:** 6/Fly 6; **Parry:** 4; **Toughness:** 4

**Hindrances:** Gloater, Overconfident, Greedy, Cautious

**Edges:** Arcane Background (Super Powers), Jack-of-All-Trades, Investigator

**Gear:** \$1000.

**Super Powers:**

• **Super Skills (3)**

(All powers below are Devices)

• **Armor (1):** +3

• **Broadcast (3):** More Range, Manipulation

• **Darkvision (1)**

• **Flight (1):** Pace

• **Healing (1)**

• **Heightened Senses (1):** Eagle Eyes

• **Interface (2):** Code Breaker

• **Stun (1)**

• **Speak Languages (1)**



Storm

# THE SCRAPPER

*"This sword was passed down to him by his ancestors. It was forged in the heavenly fires by Shan Mu, ancient sorcerer of the Celestial Court. It can cleave through steel without chipping. I killed him for it. Now, do you honestly think the fins have a chance against me?"*

Scrappers are close-in fighters who rely on speed and agility to avoid attacks rather than soaking them like bricks. They often have a signature attack like glowing fists, claws, or a special melee weapon.

**Race:** Human

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

**Skills:** Fighting d12, Guts d8, Notice d6, Shooting d6, Stealth d8, Streetwise d6

**Charisma:** 0; **Pace:** 8; **Parry:** 8; **Toughness:** 7 (1)

**Hindrances:** Enemy (Evil Cult), Vengeful, Mean, Stubborn

**Edges:** Arcane Background (Super Powers), Fast Healer, First Strike, Fleet-Footed

**Gear:** Duraweave Suit, M2 Hero Killer w/ laser sight, 50 rounds of Hero Killer ammo, \$90 cash.

**Super Powers:**

- **Attack, Melee (5):**  
Device, Str+3d6+2 (Magic katana), Focus
- **Regeneration (5)**
- **Super Attributes (4):** (Extreme training in the martial arts.)
- **Super Skills (1)**



Storn



# THE SPEEDSTER

*"What's that, you left your lunch back at the hideout? No problem...here it is. Need anything else? Of course, you owe me now, and half of that sandwich would be a good start on the debt. By the way, I ran up to Montreal last night and the clubs were fantastic for looting! If you can find a pressure suit, I'll bring you along next time. The air-friction at 1,000 mph can be rough on your 'do though. I recommend lotsa hair gel."*

As their name implies, Speedsters move really fast. Super-fast characters are common in the comic book genre, using their incredible speed to do everything from run across water to speed-reading books to find that key fact that will help them defeat their foes.

**Race:** Hybrid

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

**Skills:** Fighting d8, Guts d6, Investigation d4, Notice d6, Persuasion d4, Shooting d4, Stealth d6, Swimming d6, Taunt d4

**Charisma:** +2; **Pace:** Supersonic; **Parry:** 6; **Toughness:** 5

**Hindrances:** Curious, Wanted (Known Hybrid), Heartless, Stubborn

**Edges:** Telepathy, Heritage, Arcane Background (Super Powers), Attractive, Lucky, Quick

**Gear:** \$1000

**Super Powers:**

- **Speed (12):** Supersonic (-8), Pummel
- **Super Attributes (2):** (Hyper-Agile)
- **Aquatic (1)**



Storn

# THE STRETCH

*"You need something done or someone killed quietly? I'm just the woman for the job. I can kill a pair of drones from across the room before they know I'm there. I'm as versatile as they come and tougher than three-day old chewing gum."*

Elastic or stretching characters have been a part of the comic book genre from almost the beginning. Although often little more than comic relief in many stories, the Stretch character in *Necessary Evil* is a dangerous, stealthy foe capable of sustaining tremendous amounts of damage while using his versatility to perform a number of tasks on the team.

**Race:** Human

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

**Skills:** Climbing d6, Fighting d8, Guts d4, Lockpicking d6, Notice d6, Shooting d4, Stealth d4, Streetwise d4, Taunt d6

**Charisma:** 0; **Pace:** 6; **Parry:** 6;

**Toughness:** 9

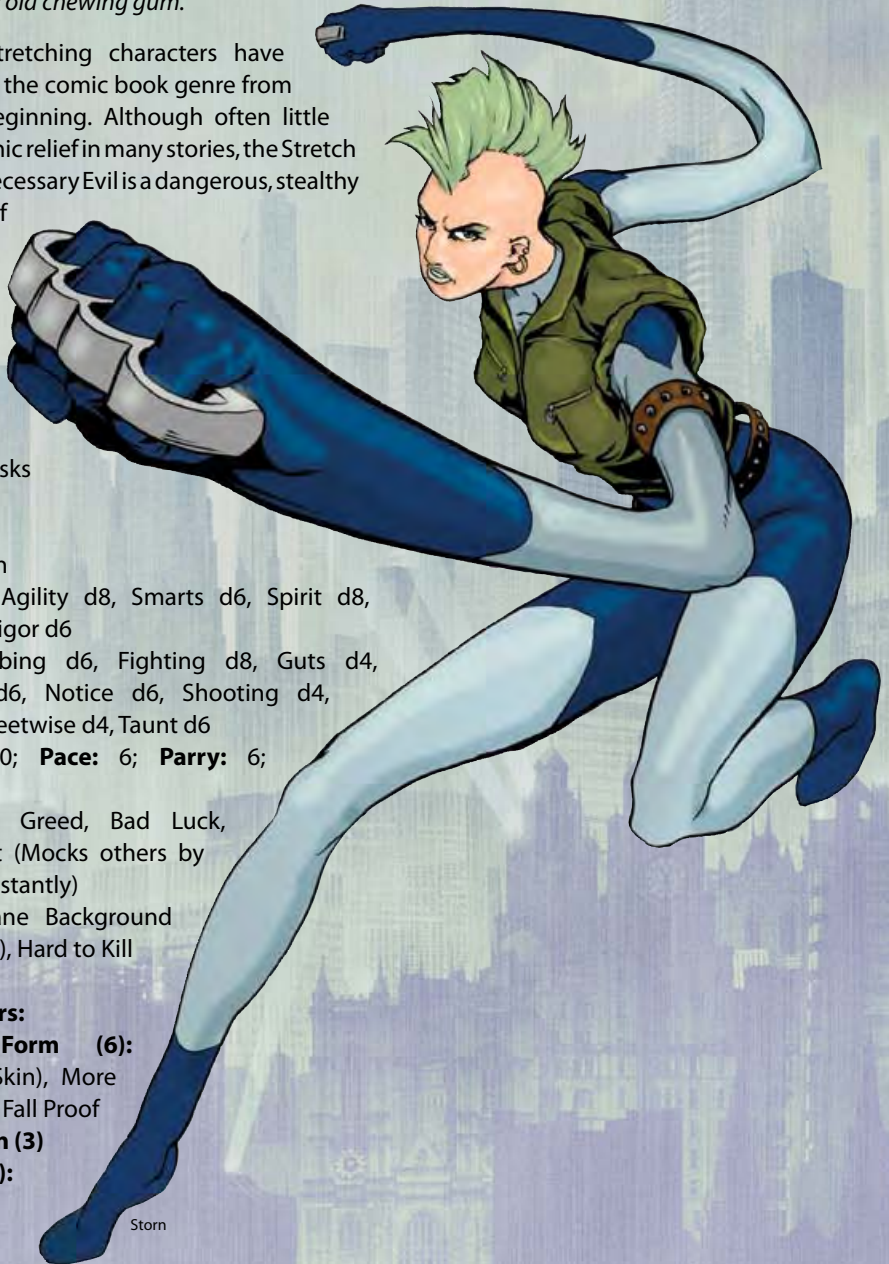
**Hindrances:** Greed, Bad Luck, Poverty, Habit (Mocks others by stretching constantly)

**Edges:** Arcane Background (Super Powers), Hard to Kill

**Gear:** \$1000

**Super Powers:**

- **Altered Form (6):**  
(Rubbery Skin), More Elastic (x2), Fall Proof
- **Chameleon (3)**
- **Ensnare (6):**  
Stronger





# THE SORCERER

*"Please don't touch that, it's from a Lemurian lamasery and it's quite old. You have come for aid, and I am at your disposal...for a price. My powers are many, and they can aid you in your battle against the alien occupiers. I can feel the winds of magic blowing in our favor. Here, gaze into this mirror, and view another world..."*

Delvers into the unknown and masters of the arcane, Sorcerers are extremely versatile characters. Whether it's seeking forbidden knowledge or blasting a fleeing alien shuttle-craft, Sorcerers will serve as valuable members of any resistance cell.

**Race:** Atlantean

**Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

**Skills:** Fighting d6, Guts d8, Knowledge (Arcane Lore) d8, Notice d6, Spellcasting d12, Swimming d6

**Charisma:** +2; **Pace:** 6; **Parry:** 5;

**Toughness:** 5

**Hindrances:** Servitor, Vow (Avenge his homeland), Heartless, All Thumbs

**Edges:** Aquatic, Tough, Telepathy, Arcane Background (Super Powers), Power Points, Charismatic

**Gear:** \$1000

**Super Powers:**

- **Ageless (2):** Very Old
- **Awareness (2):** Requires Activation
- **Fear (3)**
- **Gifted (1)**
- **Jinx (2)**
- **Super Sorcery (9):** Level 3
- **Super Skill (1)**

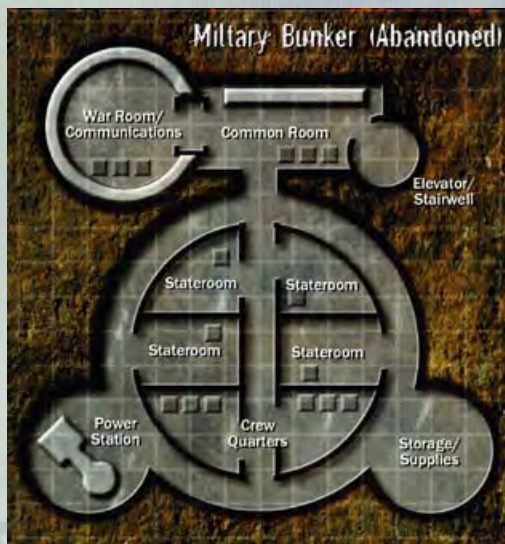


FORN

# GENERIC VILLAIN HIDE OUT MAPS











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# NECESSARY EVIL

**CODENAME:** \_\_\_\_\_

**CIVILIAN IDENTITY:** \_\_\_\_\_

**THREAT RATING (RANK):** \_\_\_\_\_

**ORIGIN OF PARAHUMAN ABILITIES:** \_\_\_\_\_

	BASE	MODS	NOTES
<b>CHARISMA</b>			
<b>TOUGHNESS</b>			
<b>PARRY</b>			
<b>PACE</b>			

**ABILITY:** D4 D6 D8 D10 D12 +

**SMARTS:** D4 D6 D8 D10 D12 +

**SPIRIT:** D4 D6 D8 D10 D12 +

**STRENGTH:** D4 D6 D8 D10 D12 +

**VIGOR:** D4 D6 D8 D10 D12 +

**HINDRANCES:**

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**EDGES:**

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4 6 8 10 12 SKILL

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4 6 8 10 12 SKILL

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4 6 8 10 12 SKILL

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**(COST) POWER RANGE DAMAGE SIDE EFFECTS-MODS-NOTES**

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