

STAR CITY



FEEDING FRENZY

The Rules Meister fields your Necessary Evil rules questions...

Welcome to the second issue of **Shark Bytes!** In this ongoing column, I will try to provide answers to your burning questions about the Savage Worlds rules. Just because these answers may be “official” (i.e., Shane or Zeke has given the nod), does not necessarily mean that they are “correct”. Always remember the Golden Rule: “The correct answer to any question about the rules is the one that makes your game fun—everything else is superfluous!” This issue, let’s get **EVIL!** Yes, it’s time to answer your questions about Necessary Evil, a setting near and dear to my heart. Now, let’s take back the world!

Attributes, Edges, and Hindrances

Question: *What’s the deal with increasing Power Points and attributes at character creation?*

Answer: Edges that are limited per Rank, such as Extra Power Points, are limited no matter how they are taken. So if a character takes Extra Power Points as an Edge during character creation, they cannot take it again until Seasoned Rank.

Attributes are limited to being increased once per Rank when using a level-up. So Attribute increases during character creation do not count towards the limit of increasing them once per Rank by leveling up.

Question: *When you take the Extra Power Points Edge is there any limit to what you spend your points on?*

Answer: Only if the GM sets them. In general, points should be spent to enhance powers the character already has, but gaining new powers that fit the character’s design is fine. And, if your GM allows it, there is always the ever popular “radiation accident” or its equivalent which could allow a character to completely redesign their powers. Those instances should obviously be used with strict control.

Question: *If your Strength goes beyond 1d12, you get 1d4 of knockback, but does it also count as a Heavy Weapon?*

Answer: No, for that you need to take *attack, melee*.

As an optional rule, the GM may allow any Strength higher than a d12+2 to act as a Heavy Weapon since this exceeds what any “normal” human would be capable of achieving.

Question: *Is there a point at which Toughness derived from Vigor would be the equivalent of Heavy Armor?*

Answer: No. For that, a character would have to take the Toughness power with the Heavy Armor modifier.

However, if a GM were to use the optional Strength rule above, then to balance things out they should also allow a modifier (+3) to Super-Attribute: Vigor, allowing Toughness derived from it to act as Heavy Armor if bought above d12+2.

Question: *Do the heightened senses power and the Alertness Edge stack?*

Answer: Yes.

Gear and Equipment

Question: *How does the electro-lance work when it is out of charges?*

Answer: It works exactly like a staff, doing Str+1 damage. Consider it official errata that the electro-lance also has Parry +1, no matter how it is used. This will be added in the revision.

Question: *What is the price and weight of an autograpnel?*

Answer: The price is \$100, and the weight is 5 pounds.

Question: *What are the effects of camouflage clothing?*

Answer: Camouflage clothing provides a +1 bonus to Stealth in the environment for which it is designed.

Question: *Does the Armor from a Z-belt or DuraWeave stack with other Armor?*

Answer: Armor does not stack in *Savage Worlds* no matter what the source. You should always use the highest Armor rating. One of the big advantages to the Z-belt is that it provides full coverage and can’t be bypassed with a Called Shot.

Powers

Question: *What skill do you use to hit with attack, ranged?*

Answer: Under the general description of powers in the *Savage Worlds* rulebook, it says to use Shooting or Throwing. Which one depends on the trappings for the power, but that's fairly simple to determine. If the power is described as physically thrown (for example, tossing balls of flame), use Throwing. In all other cases, use Shooting

Question: *Why does attack, melee cause less knockback (1d4) than attack, ranged (1d6)?*

Answer: Because the 1d4 knockback modifier for *attack, melee* only applies to characters with Strength less than d12. Any character with a d12 or higher Strength already does 1d4 of knockback, and as it states under the modifier for *attack, melee*, taking the knockback modifier for them increases it to 1d10. It was felt to best mimic the genre, knockback on ranged attacks should fall somewhere between the knockback of a "martial artist" and the knockback of a "powerhouse."

If you want something more "equal," feel free to give *attack, ranged* a natural knockback of 1d4, increasing to 1d10 with the modifier.

Question: *Does telekinesis start with d8 Strength at level 1 or d10 Strength?*

Answer: The text is incorrect, but the example is accurate. *Telekinesis* starts at a d8 Strength and goes up 1 step for each additional level.

Question: *What's the difference between telekinesis and force control?*

Answer: *Force control* actually creates a physical presence that *telekinesis* does not. Other than that, there's not much.

Question: *Does telekinetic strength provide knockback like normal Strength?*

Answer: Yes. *Telekinesis* acts just like a second Strength Attribute that can be used at range.

Question: *Why isn't there a focus or Heavy Weapon option for telekinesis?*

Answer: These will be added in the revision. In addition, focus will also be added as a modifier to *force control*.

Question: *If I have extra actions with the repeat action modifier and a form of movement that provides an attack penalty, is the penalty increased for the additional actions?*

Answer: No. Each action is separate, and while the character can use an *extra action* for movement with that modifier, it doesn't change the penalty from their speed.

Question: *How do you handle decay and infection against someone who has armor?*

Answer: *Decay* and *infection* both require skin contact to affect another character. In most cases this will require a Called Shot for the Touch Attack. Furthermore, *decay* requires a full round of contact to destroy inanimate matter; otherwise, there is no discernable effect in combat (though the GM could apply effects after combat or after multiple hits).

Question: *Why isn't there a power like boost/lower trait, precognition, etc)?*

Answer: Two reasons. One, the powers presented in *Necessary Evil* are the ones that were deemed most appropriate for the setting. They weren't designed to mimic every possible design or possibility but to fit the story and genre. And two, there simply wasn't enough room to cover every power imaginable. With the framework provided, it should be possible to come up with whatever additional powers you may wish. For example, if I wanted a *boost trait* power, I would use *copycat* as my starting point, and just change the base effect from mimicking any power seen to only being able to enhance abilities that exist. Add a +2 modifier to be able to affect others in addition to yourself, and you're done. For *lower trait*, there is *negation*.

Question: *Do powers with multiple modifiers like force control allow you to use them all at the same time?*

Answer: Yes, within the normal rules for multiple actions. This does not mean that every modifier used results in a multiple action penalty, only those requiring an action to use. So the flight modifier of *force control* can be used with any other effect since normal movement does not require an action. On the other hand, if you wished to attack one target with *force control* and use *bind* on another, that would incur a multiple action penalty, as both powers require an action. Once the *bind* is created though, the character could perform other actions at no penalty as long as they did not use the *bind* to damage the target. The same applies to creating a *force field*; creating one takes an action, but maintaining one does not.

Question: *Should altered form's Armor bonus be a Toughness bonus? I don't see how a guy made out of water is more vulnerable to AP bullets than normal bullets.*

Answer: *Altered form* covers every different form possible. Overall, it was felt that Armor best suited the power as a whole. Optionally, the GM may allow the bonus to be changed based on the specific form. He may allow +2 Toughness instead of +4 Armor against the specific attack type. In addition, the GM may allow some forms to switch out which type of attacks they are resistant to. For example, a matter form resistant to energy or an energy form resistant to physical attacks.

Question: *What are the categories of physical damage for immunity?*

Answer: *Immunity* is a little confusing. It works against damage from a source, not necessarily a type. The first sentence under *immunity* should read, "Your villain has limited immunity against a particular matter or energy based attack, such as air/wind, cold/ice, fire/heat, radiation, darkness, light, electricity, sound, and so on." Thus against physical sources, a character could be immune to attacks by metal, wood, bugs, etc. Note that while "cold" and "ice" consist of separate physical and energy types, they are close enough in source to count as a single type of immunity.

Question: *Isn't darkvision just a trapping of the awareness power?*

Answer: Not really. *Darkvision* only affects lighting penalties, while *awareness* affects any kind of obscuring effect like fog, smoke, etc. The problem is that they cost the same. An official erratum is that *awareness* now costs 3 points for the base effect.

Question: *Does the attack penalty from danger sense stack with the one from speed?*

Answer: Yes, but note that the base cost of *awareness* has increased to 3 (see above) and that none of those penalties apply to area effect attacks.

Question: *Can a Super purchase toughness at level 0 with Heavy Armor for the 3 points it costs for heavy armor?*

Answer: No. You have to purchase the base power to take the modifier.

Miscellaneous

Question: *Just how fast is "super" and "sonic" speed?*

Answer: "Super" flight or speed would provide a Pace of 96 if you needed to keep track of it. Generally, at that level, I just said, "Put yourself where you want to be." "Sonic" levels of movement represent any speed from the speed of sound or higher. At this point, the mechanical effects of any further speed in combat are pretty much irrelevant, and it is up to the GM to determine what the maximum attainable speed for his game would be. This could be Mach 10, the speed of light, or, my preference, an individual determination based on the character's powers. At it's minimum though, it should at least represent somewhere near the speed of sound or about 750 mph. That equates to a minimum Pace of 300.

Well, that wraps up this special EVIL edition of *Feeding Frenzy*. Remember to send in your questions, and until next time...Stay Savage!

If you have a rules question for the Rules Meister, please email it to editor@sharkbytes.info. If you have a burning question that can't wait, check out the *Savage Worlds* Forums or the FAQ in the File section of the *Savage Worlds* Yahoo Group.

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SUPER ADVENTURE SEEDS

21 Adventure Seeds for Use in any Savage Supers Campaign

The Man Behind the Mask

Before his mysterious disappearance, a major villain reveals that he has been masquerading as a superhero the player characters have trusted for quite some time. The characters are initially unsure at what point the villain replaced the hero they trusted, as well as how much “secret” information the villain may have learned in the interim. It is also possible that the hero never existed at all, but was simply a cover identity for the villain the whole time.

The Official Seal of Approval

An official government body sanctions the character’s super team. The sanctioning organization assigns a normal human administrative liaison to the team who insists on accompanying the team on all missions. The liaison routinely has to be protected from harm or rescued from the clutches of certain doom on nearly every mission, forcing the team to be extra cautious or to “pull their punches” on many occasions, as there is now always at least one “innocent bystander” in the way.

Out of Retirement

Older versions of the team’s heroes appear at a critical moment in an adventure and fight alongside the team’s enemy, helping him to escape. These are actually future versions of the same characters that have traveled to the past in order to prevent something from happening (or to ensure something does) that will have a profound effect on the future history of the world.

A Foul Wind

An oceanic salvage team brings a crashed alien ship to the surface, and strange substances within the ship begin mutating first the salvagers, then the populace of the Hawaiian resort down wind. The heroes need to contain the situation before it gets out of control.

Welcome to the Club

A hero encounters an opponent he is unfamiliar with, but who seems to be well aware of the hero’s powers, skills, and limitations. If the hero manages to outsmart and defeat this mysterious opponent, the opponent is revealed to be another hero in disguise. He informs the hero that he has passed a qualifying test for an established super team and is extended an offer of membership.

If you can do it, so can I

A cult that grew out of a sci-fi fan club has kidnapped several geneticists and begun systematic thefts of genetic engineering equipment and volatile chemicals. Their goal is to transform themselves into superheroes, despite their obvious start on the path towards super villainy.

An Offer They Can’t Refuse

The War on Terror breeds strange bedfellows. The President signs an Executive Order offering a general amnesty for virtually all super villains provided they sign a loyalty oath to the government and begin operating as super soldiers. Putting even more pressure on reluctant super villains is the fact that if they don’t accept the amnesty, they know they will quickly be hunted by former comrades who decided to sign up.

A Compromising Situation

A Golden Age super villain, long believed dead, turns out to be the mysterious benefactor backing the superhero team. The team may now question the purpose of their past missions as they may have been secretly furthering the villain’s cause. This may also mean their headquarters can no longer be considered free from bugs or monitoring equipment. Any communication devices used by the heroes may also have been subject to monitoring. Their secret identities may have been compromised as well.

Does This Cape Make Me Look Fat?

As a promotional gimmick, a world-renowned fashion designer offers all of the world’s superheroes (and even the more stylish and darkly popular villains) free costume makeovers. The whole look of the metahuman community changes quickly, as even the most iconic heroes decide the time’s come to revamp their often-dated looks. This could provide a bit of comic relief for the players.

Passing the Torch

The Liberator is an unusual super villain. He’s never worked for revenge, money, or power. He’s just a man with a cause he’s followed outside the boundaries of the law. As super villains go, in fact, he’s not that bad: strictly honorable, accepts surrenders, minimizes collateral damage, and tries to avoid hurting civilians. Now he’s flying towards the heroes headquarters carrying a white flag and offering an exchange: if the team of heroes will throw their reputations and powers into helping his cause succeed legally, he’ll surrender and stand trial for his crimes. The Liberator is quite honest and truthful in his intentions, and the heroes should know he can probably be trusted. That said, he’s not willing to be killed out of hand and is ready for a fight if his bargain is not accepted. He’ll return fire if fired upon by anyone: the heroes, police who don’t recognize the flag of truce, other superhero teams who haven’t gotten the message, and opponents of his cause.

Vacationus Interruptus

Despite being extremely cold-blooded, a reptilian mutant (possibly another character or friend of the characters) has decided on the perfect vacation from crime fighting: a ski trip to Vail, Colorado. Just keeping the foolhardy, but determined, reptile alive in the extreme cold is a challenge, and the layers upon layers of clothing the reptile is swaddled in seem initially hilarious. But nobody's laughing when some super powered leg breakers show up in town hoping to steal from the filthy rich ski crowd.

Something Around Here Stinks

A pheromone-controlling metahuman has been making the rounds of the club scene, where his services are in demand as the new "It" sex drug. The right pheromones can lower inhibitions, increase pleasure and virility, block conception, even temporarily alter sexual orientation for a particularly wild night. Chaotic fun gives way to horror when the pheromone manipulator is kidnapped and perhaps even dissected by a right-wing extremist who wants to use the super's unique biology as a "cure" for homosexuality.

Mommy, Where do Henchmen Come From?

Where do super villains find their hordes of willing henchmen? Investigation into this mystery reveals one of the great secrets of the Cold War: a race of genetically engineered, mindless super soldiers created to fight the Communist menace who, when left unused, are stored in suspended animation. At the dawn of the current heroic age, some villains found the soldiers' container units. Programming the drone army to obey simple commands, the villains have made billions hiring them out as cannon fodder to criminals and terrorists. And the best part is the government can't officially prosecute the villains without revealing the existence of this forbidden eugenics program.

Live Fire Exercise

The US Army has opened a dimensional portal into Valhalla, the Norse land of the dead. What better place, the Pentagon reasons, to conduct live fire training exercises than a mystic realm where warriors killed in battle are resurrected every sunset?

Beneath the Radar

A newly emerged metahuman begins ignoring local laws—shoplifting anything he wants, refusing to pay taxes or even to stop for traffic cops—minor offenses. He's confident that the local cops can't stop him, and big time superheroes aren't interested in small-fry like him. How far does this go?

Ennui

An obsessed, genius level scientist has invented a telepathic virus that renders the infected incapable of violence or ill will. Within days side effects become apparent—all trace of emotion or drive vanishes over time along with violence. The characters must fight their growing ennui and discover a cure...all without raising a fist in anger.

Supers in Space

A lifepod from the International Space Station makes an emergency landing in the Great Lakes during winter. Though the crash and extreme cold are probably fatal to the astronauts aboard, the pod's black box recorder survives. The images recorded would give anyone pause; the ISS fell to a relentless hoard of small-time super villains. All bear new equipment that allows them to survive and maneuver in space, and all use their powers in frighteningly effective new ways. Who trained and equipped these one time underachieving thugs, and what do they want with the captured ISS?

This is Some Good S...

A genetically engineered strain of marijuana is out on the street. An unfortunate side effect, or fortunate, depending on how you look at it, of the drug is that it grants users short-lived, minor superpowers.

Catch Me if You Can

A B&E expert and self described "building hacker" calling himself Kid Crypto gets his kicks by breaking into the most heavily fortified buildings on the planet. The characters have just received a challenge from the Kid, warning them their secret lair is next.

My Biological Clock is Ticking!

The most beautiful, respected, powerful super heroine in the world wants to have a baby, but not a husband. While she's seeking genetically superior seed, the tabloids are having a field day.

Rocky Mountain Riot

A prison riot has taken place at the largest supers prison in the United States, and the President himself has requested the characters go in and quell the uprising. From what the government knows at this time, there was a power spike in the electrical grid sometime shortly after midnight, which caused some of the maximum-security containment cells to flicker on and off. This allowed one of the more powerful villains to use his energy powers to overload the containment field and blow the grid all together. Once he was free, he quickly used his powers to free some of his cohorts, who took over the entire prison in a matter of minutes. At this point, the villains have freed most of the supers in the prison and are demanding the release of other supers at the nation's three other maximum-security prisons. The prison in question is located high in the Rocky Mountains. The only way to reach the prison is by gondola, helicopter, or by foot. The supers have taken the entire guard staff hostage, about 40 men and women, and are saying that they will kill one person every hour until their demands are met. The supers have given the U.S. government 48 hours to comply with their demands. While most of the supers at the prison are low-level thugs who would probably not kill an innocent person, several are powerful, ruthless villains who would have no qualms about killing the hostages.

...V'SORI VISION

A Necessary Evil Sabotage Mission, by Mark Aylor

In Westpoint, close to the border of Prospect Point, a factory is being refit to build the latest product of the V'sori scientists—a visor capable of detecting not only supers but latent supers. The initial production run is just starting. As it gears up and they figure out how to alter the visors to work for other races, they will be produced for Fins, SOCorp, and finally Drones. It will become very dangerous to be a super (hero or villain) on Earth when this happens. Either way, the factory, or at least the workings of it, must be destroyed before the visors roll out. Dr. Destruction would like to get his hands on one of the visors. If it can be modified to work for humans or used by an Atlantean it could be a valuable recruiting tool.

A CALL TO ARMS

Dr. Destruction contacts the players when they select this mission:

"The V'sori have something up their sleeves and it isn't good. They recently raided one of our most dependable cells, and two others are working to extricate them.

"Another cell contacted me about a new device the V'sori are preparing to produce. I do not have any details other than the location of the factory they are refitting to manufacture it. Whatever it is, it allows the V'sori to detect those with super powers. You must put this factory out of action before they start producing these devices. If at all possible, bring one back so we can analyze it."

PROJECT: ALL SEEING EYE

The raid on the Omega cell was the direct result of a test of "Project: All Seeing Eye", the development of a visor that allows the V'sori to "see" active or latent supers. It is the brainchild of the V'sori scientist Bromak. Bromak is carrying a grudge in more ways than one. His past projects have failed, been sabotaged, taken over by other scientists, or cancelled due to one Shocklord or another politicking against his ideas. This time he has the chance to succeed and he vows he will not fail.

Bromak also bears a deep grudge against Omega. He was badly injured when an Omega raid destroyed the lab he was working in almost two years ago. He started working on Project: All Seeing Eye shortly after recovering from those injuries. In his spare time, he worked out to improve his chances the next time an Omega raid tried to destroy one of his projects. Bromak used a prototype visor to find a member of the Omega cell "Dread Calling". Bromak followed him to the cell's hideout and called in a Fin strike team. Dread Calling was caught completely off guard and all its members were captured or killed.

Knowing an Omega raid on the factory is likely, Bromak has set various traps for unsuspecting villains trying to break in and sabotage it. Silent alarms are rigged around the entire fenced-in perimeter and in the building to notify Bromak the moment any unauthorized person enters the area. The following list of

precautions is far from all-inclusive. Feel free to add any other evil ideas you come up with along the way:

- **Drones:** 12-20 Drones are also protecting the factory. They converge on the villains once it becomes obvious the traps do not deter them. The Drones will attempt to ambush the characters when they enter the building itself.
- **Laser Cannon Mounts** (Range 30/60/120; Damage: 3d6; ROF 3; HW, AP4, Toughness: 20(10); Shooting d6): The Laser Cannons are mounted high up on the walls and are impossible to hit from the ground unless the villain has a *ranged attack, flight, leaping*, or is at least 20' tall. Six Laser Cannon mounts protect the front gate and at least a pair of them covers any particular stretch of the minefield outside of the factory building, making the navigation a less than pleasant experience. 1d4+1 of these weapons are encountered at any given time inside the factory itself.
- **Mine Field:** The fenced off open area outside the factory proper is mined with a variety of surprises. Roll a d4 to determine what type a particular mine is. Stats for each type of mine can be found in the Gear section of the *Savage Worlds* rulebook:
 - Anti-Personnel Mine
 - Anti-Tank Mine
 - Bouncing Betty
 - Claymore Mine
- **Sealed Gas Room:** When the villains walk into this room, the doors slam shut behind them. The doors have a Toughness of 30(15). Gas is released into the room as soon as the doors close. Players trapped inside must make both a Spirit roll and a Vigor roll each round as long as they are in the room. A failed Spirit roll results in the negation of a power or skill as the *negation* power. Roll randomly to determine the power or skill affected. A failed Vigor roll results in the character gaining a Fatigue level. The effects fade at the rate of one level per ten minutes out of the gas or per five minutes if they rest and do nothing else.

If the villains succeed in destroying the manufacturing capabilities of the plant and Bromak is at the point of death or capture, he sets off the self-destruct device in the facility. The heroes have little time and must act fast to escape the building before it goes off. Deal everyone an action card immediately after Bromak activates the self-destruct. On the second round, deal a card for the self-destruct—it goes off on that card. Anyone caught inside the building when it blows takes damage from the blast (4d8, HW, AP8) and is thrown 1d10" from the building. Should they hit a solid object, add an additional d6 of damage to the blast damage.

If the players take too long on this mission, make too much noise (like setting off mines in the minefield), have too easy a time of it, or need to be chased away to save Bromak or prevent looting of the facility, a Fin strike team or two will show up to put an end to the issue.

AFTERMATH

If Bromak manages to escape, he retrieves information from the monitoring devices throughout the factory to identify the villains, or at least document as much as he can about them, and hunt them down. He still has a working prototype of the visor and uses it to search out the villains and exact his revenge on them.

If the players capture a visor, an Atlantean character will be able to use it. When Dr. Destruction contacts the team after the mission, he asks about the visor. If the villains want to keep it, they will have to lie to him. Otherwise he insists they send it to him through a set of blind drops and couriers.

If they recover the visor and give it to Omega, Dr. Destruction says:

"You succeeded again. Congratulations! The destruction of the factory has saved many an Omegan from the clutches of the V'sori. The visor will help us to find and recruit others to our cause. There are many out there who are anonymous, hiding in the shadows, unknown to even themselves. We need to find them before the V'sori do. We need them in our fight against the aliens. Keep it up and we shall be victorious!"

If they do not recover the visor or do not give it to Omega, Dr. Destruction says:

"Congratulations. The destruction of the factory has saved many an Omegan from the clutches of the V'sori. I regret we could not recover one of the visors. There are many out there who are anonymous, hiding in the shadows, unknown to even themselves, that could have been found and recruited to our cause. We need to find them before the V'sori do. We need them in our fight against the aliens. We will have to find another way."

Bromak (Wild Card)

Bromak tries to leave the dirty work to the Drones and traps. He will put up a fight should the villains corner him. He has an escape route planned, but will only use it if he is vastly outnumbered.

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

Skills: Fighting d8, Guts d8, Knowledge (V'Sori Science) d10, Notice d8, Repair d8, Shooting d10, Swimming d10

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 10

Edges: Aquatic, Low Light Vision, Telepathy.

Hindrances: Vengeful (major)

Gear: Personal Combat Armor (Heavy Armor +4), Blaster Pistol with laser site (Range 15/30/60; +1 Shooting; Damage 3d6; DT; HW; AP 4), Vibro-Sword (Str+4; HW; AP 8)



CASTING WITHOUT THE CAPE

Adapting Necessary Evil super powers to fantasy settings, by Joel Sparks

Clint Black's Necessary Evil campaign setting introduces a host of fabulous new powers for Savage Worlds, but they are all in the form of super-heroic abilities that would overwhelm a typical swords and sorcery campaign. Still, that's no reason not to make some of these new powers available to arcane spellcasters. Developed through application of secret formulae and dark rituals, here then are ten new powers for the Arcane Background (Magic), adapted from the superpowers of Necessary Evil.

FLASH

Rank: Seasoned

Power Points: 3

Range: Small Burst Template centered on caster

Duration: Instant

Based on: *Damage field*

Trappings: Energy burst

Effect: Casting *flash* is an attack. Magical energy flares out from the caster in a Small Burst Template centered on the caster, doing 2d6 points of damage to all adjacent targets (friend or foe).

IRON FORM

Rank: Veteran

Power Points: 4

Range: Self

Duration: Instant

Based on: *Absorption*

Trappings: Strike a pose!

Effect: Casting *iron form* is as simple as flinching. Just before a melee blow lands, the caster becomes completely rigid, like a statue, and takes no damage from the blow. Instead, he is knocked back 1" (more for extremely powerful blows; such as when the attacker achieves a raise on the Fighting roll) and must make an Agility roll or fall prone. The caster must see the attack coming, so *iron form* is not usable against missiles, spells, surprise attacks, or when the opponent has The Drop. It can be used against physical impacts that are not strictly attacks, such as hitting the ground after a long fall or being struck by a car. In all cases, the caster must cast *iron form* before the damage for the blow is known.

LEAP

Rank: Seasoned

Power Points: 1

Range: Self

Duration: Instant

Based on: *Leaping*

Trappings: Eating a dried grasshopper

Effect: With this spell, the caster makes a single prodigious jump in any direction. He can *leap* 4" horizontally (with at least a 10' ceiling), or 3" straight up. The *leap* can come before, during, or after the caster's normal Pace. If he runs at least 6" before jumping, the horizontal distance increases to 5".

MIND LINK

Rank: Veteran

Power Points: 6

Range: Sight

Duration: 3 (2/round)

Based on: *Telepathy*

Trappings: Concentration; a meaningful meeting of the eyes

Effect: *Mind link* establishes full two-way, silent communication, in words or images, between the caster and one target. The target can choose to resist the spell with Spirit, or can simply allow the link to take place. If the target is out of sight, but known to the caster and within one mile, the caster can make a single Smarts roll to establish the link. If he fails, Power Points are expended regardless.

MURDOCK'S EYE OF BAT

Rank: Seasoned

Power Points: 3

Range: Self

Duration: 3 (1/round)

Based on: *Awareness*

Trappings: Swallowing a bat head; smearing bat dust on the eyelids and ears

Effect: The caster becomes capable of echolocation. He ignores all penalties for darkness, concealment, fog, etc., for most purposes. *Murdock's Eye of Bat* senses only shapes and movement, so the caster cannot perceive colors or read with it. Pouring rain or other similar environmental circumstances render this power useless.

PARALYTIC RAY

Rank: Seasoned

Power Points: 3

Range: 3/6/12

Duration: 3

Based on: *Paralysis* (extra range)

Trappings: A sickly grey beam of light darts from the pointed finger

Effect: If the *paralytic ray* hits, the target must make a Vigor roll or be unable to move at all for three rounds. This paralysis cannot be maintained beyond the initial duration.

PHANTASM

Rank: Seasoned

Power Points: 4

Range: Smarts

Duration: 3 (2/round)

Based on: *Illusion*

Trappings: Subtle gestures and mutterings

Effect: *Phantasm* fills a Small Burst Template with visual and audible illusions under the caster's control. The illusions are generally believable, but if it becomes necessary to create an exact image or voice to fool someone familiar with the original, roll a contest of Smarts. It is possible to cover people and objects with the appearance of being "not there", but if the covered targets move the illusion is spoiled.

PHANTASMAL NEMESIS

Rank: Veteran

Power Points: 6

Range: Smarts

Duration: 3 (2/round)

Based on: *Illusion* (psychosomatic trauma, targeted)

Trappings: Your worst nightmare!

Effect: *Phantasmal nemesis* focuses on the mind of a single target and creates a personal hallucination, a terrifying apparition from the depths of that person's subconscious. No one else can perceive the threat; not even the caster knows what it is. The apparition locks the victim in vicious combat, but what is really happening is a contest of the victim's Smarts with the caster's Spellcasting skill. Roll one contest each round on the victim's turn. The *phantasmal nemesis* is autonomous and the caster need not be concentrating on the contest. If the victim loses, he is Shaken; further Shaken results have no effect. If he rolls a 1 on his Smarts die, he suffers a wound. If he beats the spellcaster's roll with a raise, he sees through the delusion and the *phantasmal nemesis* disappears.

REED'S FANTASTIC ELONGATION

Rank: Seasoned

Power Points: 4

Range: Self

Duration: 3 (1/round)

Based on: *Stretching*

Trappings: Rubbery flesh, unpleasant creaking noises

Effect: The caster's body becomes outrageously pliable, giving him +1 Reach and allowing him to stretch his body parts (legs, torso, arms, neck, etc.) up to 3 feet. When the spell expires, the caster's form snaps back to normal. If the GM judges that the caster is in a particularly extreme form when this happens, he must make a Vigor roll or be Shaken.

TREMOR

Rank: Veteran

Power Points: 8

Range: Smarts x2

Duration: 1 (4/round)

Based on: *Earthquake* (earthshake)

Trappings: Great rumblings from below; stamping of invisible giants

Effect: This spell shakes the earth within a Large Burst Template. Everyone in the area of effect must make an Agility roll or be Shaken; on a roll of 1, the person also falls prone. Other Agility rolls and Agility-based skills are at -2 in the tremor's area, and Running is impossible. Weak structures collapse, things fall from shelves, and non-reinforced buildings suffer minor damage.



The beauty of the *Savage Worlds* system is that adapting material from other games or sources is relatively simple and straightforward; with that in mind, I present a list of links to some of my favorite super hero resources.

The Superhero RPG Webring:

<http://u.webring.com/hub?ring=shrpq>

The Champions (HERO) RPG:

<http://www.herogames.com/Champions/index.htm>

PRIMUS:

<http://www.mactyre.net/scm/primus.html>

The Mutants and Masterminds HQ:

<http://www.mutantsandmasterminds.com/>

The Cartoon Action Hour RPG:

<http://www.zmangames.com/CAH/>

Superhero Teams:

http://members.optusnet.com.au/xmen_campaign/xmen/contacts/supertteams.htm

Marvel Comics and DC Comics:

<http://www.marvel.com/>

<http://www.dccomics.com/>

Necessary Evil Rules Questions

Question: The parry power has a modifier for Catch and Throw. Isn't this a more appropriate modifier for deflection than parry?

Answer: It could be used with *deflection*, depending on the trappings and GM approval. It was simply felt to be a more common extrapolation of *parry*, with the reflexes and ability developed to block a melee attack leading to being able to perform the same effect against a ranged attack. For that matter, Catch and Throw could also be a modifier for *speed* if it provides a -1 or better penalty to attack rolls.

Question: Can you use modifiers from one power on a different power, even if it isn't listed?

Answer: It all really depends on the specific modifier, but, yes, there are definitely some that could be switched around as long as the GM allows it.

Question: Can someone with the awareness power "see" (whether it is detect, hear, whatever) someone who is invisible? How about in total darkness? How does it differ from darkvision?

Answer: Yes. *Awareness* bypasses any kind of obscurement, even if it only affects an individual target. *Awareness* does specifically say, "bad lighting" and any "other obscurement." Darkness falls in those categories since it is the absence of light. Just to clarify, "darkness" in *Savage Worlds* covers all penalties for lighting and/or illumination: from Dim (-1) to Pitch Dark (-6). So, *awareness* negates all penalties for that plus any other form of obscurement. It would be like sonar, as described in its possible trappings.

Darkvision only covers penalties for darkness and/or lighting. *Awareness* says the character "suffers no penalties" due to those factors. It does not say the character bypasses them totally. So *Stealth* still works, but the modifiers to *Notice* for darkness or other obscurement do not apply. It also says that cover modifiers for solid protection apply normally, and specifically gives the example of hiding behind a wall.

Question: Will the power malfunction work on a construct? If it does, is it an opposed Spirit roll with the attacker at -4 due to it being a "complex device"?

Answer: I'd say that's pretty accurate, though I'd probably use Spirit vs. Vigor (for the construct). In such a case, I'd probably rule that a successful *malfunction* causes a wound as opposed to determining the "sub-system" affected. Keep in mind this should also depend somewhat on trappings too. A construct that is a mystical golem would probably be unaffected by *malfunction*.

Well, that wraps up this installment of *Feeding Frenzy*. Remember to send in your questions, and until next time...Stay Savage! If you have a rules question for the Rules Meister, please email it to editor@sharkbytes.info. If you have a burning question that can't wait, check out the *Savage Worlds* Forums or the FAQ in the File section of the *Savage Worlds* Yahoo Group.



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DOUBLE DOWN

A Recovery Mission for Necessary Evil, by Mark Aylor

INTRODUCTION

Milton Forrester is a petty criminal and a gambling addict. He became a criminal to pay off his gambling debts and hasn't looked back since. He recently lost a large sum of money to someone with major league V'sori connections. Unfortunately, he was also doing some work for Omega at the time and offered to repay the debt with "...everything I know about Omega". What he knows isn't much, but any little piece of information is enough to hurt Omega!

THE MESSAGE

Dr. Destruction's recorded message for this mission:

"Milton Forrester has betrayed us. He has arranged a meeting with a V'sori Battle-Master named K'mang. This meeting will occur, only not as planned."

"You are to intercept Forrester and keep him under wraps. I have arranged for you to link up with Guy 'Mimic' Marquess, who will take his place for the meeting with K'mang. You must protect Mimic while he meets with the V'sori Battle-Master. Our intention is to have Mimic pass along disinformation about our efforts to the V'sori. If there is trouble, ensure that he is extracted safely. Mimic is Omega's best infiltrator, a talent we can not afford to lose. Forrester, on the other hand, is expendable. Learn everything he knows about Omega before dropping him from a very high place."

FINDING FORRESTER

The players have little time to find Milton. He is in hiding waiting for the meeting. He knows he is a dead man if he is found by Omega before this. A Streetwise roll at -2 leads the villains to Arlene Tolman, Milton's sometimes girlfriend. If the Streetwise rolls fail, the players can talk to Willy the Fish, Valerie Ramirez, or some other contact they may have to get a lead on her.

Arlene lives in a tenement in Southpoint. The players arrive just as four Quisling Gang Heavies and a Quisling Gang Leader (NE p.140) show up to put an end to Arlene. The fight takes place in the building, just outside Arlene's apartment. The Quislings are also looking for Milton due to his past associations with Omega. They intend to "send him a message" by murdering Arlene.

Once the gangers are defeated, Arlene still needs to be threatened or intimidated to reveal Milton's location. The villains can easily bully her using the threat of the Gangers who just tried to kill her.

THE CATCH

Milton is hiding out in the upscale Northpoint apartment of Simon Stevenson, to whom he owes the money that got him into this mess. Simon is a City Councilman and owns a casino in Star City where Milton incurred the debt. Simon is out when the players show up, but he could be useful to Omega in the future.

The security on the apartment requires a Lockpicking roll at -4 to bypass. If the break-in attempt fails, a SOCorp unit (1d4+4, NE p.140) will arrive in 5-10 minutes. If they successfully break in, Milton does or says anything to convince the villains to spare his life. He even tells them the truth! This is a good thing because Mimic needs the time with Milton so he can better imitate him and get the meeting particulars and anything else important from him. Milton, on the other hand, is buying time so he can trigger the silent alarm. If he succeeds, the SOCorp unit shows up in less than five minutes.

THE DILEMMA

Milton is needed alive until after the meeting just in case there is a follow-up meeting or something else comes up. The question is how to keep Milton under wraps until after the meeting. Do they take him along or split the team? If they bring Milton along, THE MEETING plays out as is. If they split up, divide the forces appropriately between the two groups—K'mang pried the information telepathically from Mimic and sent half his strength to recapture Milton.

THE MEETING

The meeting is scheduled immediately after the villains get what they need from Milton and decide whether to split up or take him along. It takes place at a sunken open air restaurant with lots of good vantage points to watch from. It starts off without a hitch, then suddenly K'mang pulls his blaster and shoots Mimic (Guy fails his acting roll, K'mang's telepathy succeeds, some detail Milton forgot to mention, etc.). It is a serious enough wound to incapacitate him but not kill him outright.

When the villains try to rescue Guy, a Fin force descends on them from their hiding place (a K'tharen Commander and 6-10 individuals, depending on group strength). K'mang also participates in the fight. The villains are forced to rescue Mimic and get out. If more Fins are needed, have them arrive in groups of five (plus another Commander if necessary).

If the group split up in THE DILEMMA, the second squad of Fins is also enough to force the villains to grab Milton and flee or kill him outright (add another K'tharen Commander in this case). He must not be captured by the V'sori or the information he was going to give K'mang will be pried from him.

THE CAST OF CHARACTERS

The majority of characters involved in this scenario are described in the *Necessary Evil* sourcebook as noted in the text above. The main characters are detailed hereafter.

Milton Forrester

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

Skills: Fighting d4, Gambling d6, Guts d4, Investigation d4, Notice d6, Shooting d4, Stealth d6, Streetwise d6

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

Hindrances: Greedy, Habit (Gambling), Quirk (Doesn't look people in the eye)

Gear: Z-belt (Armor+1), vibro-knife (Str+2; HW; AP8)

Guy "Mimic" Marquess [Wild Card]

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

Skills: Fighting d6, Guts d4, Investigation d8 Knowledge (Acting) d8, Notice d8, Shooting d6, Stealth d6, Streetwise d8

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

Edges: Alertness, Ambidextrous, Investigator

Hindrances: Dependant (handicapped sister), Loyal (Dr. Destruction), Overconfident, Pacifist (Minor)

Super Powers:

- Chameleon: Voice (5)
- Copy-Cat: 5 levels, Versatility (13)
- Fearless: (2)

Gear: Z-belt (Armor+1), vibro-knife (Str+2; Heavy Weapon; AP8)

BattleMaster K'mang [Wild Card]

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

Skills: Fighting d10, Guts d10, Intimidation d8, Knowledge (V'sori Politics) d6, Notice d8, Persuasion d8, Shooting d10, Swimming d10, Taunt d8

Pace: 6; **Parry:** 7; **Toughness:** 10

Edges: Combat Reflexes, Command, Inspire, Natural Leader

Hindrances: Mean and Murderous (Minor)

Special Abilities:

- Aquatic (Pace 10")
- Low-Light Vision
- Psi-Projection
- Telepathy.

Super Powers:

- Attack, Ranged: 12/24/48; 2d6; AP 8; Cone Template. (Mind Blast)
- Stun: Large Burst Template; Smarts roll or be Shaken. (Synapse Shock)

Gear: Personal combat armor (+4, Heavy Armor), blaster pistol (15/30/60; 3d6; Shots 20; Double Tap; Heavy Weapon; AP 4), vibro-sword (Str+4; AP 8; Heavy Weapon)

AFTERMATH

Guy is hurt badly enough to require medical attention immediately. This is a perfect lead in for THE RED CROSS (NE p.133) or talking to The Hippocratic Oath if they have already finished this Savage Tale. Mimic will recover.

They also have moral dilemma in deciding what to do about Milton (and possibly Arlene). He has information about Simon Stevenson who is a V'sori sympathizer they should try to get if they remember, and they still have Dr. Destruction's message of "...dropping him from a very high place".

After the mission, Dr. Destruction contacts them:

"Well done. It is unfortunate that Guy was hurt and the disinformation he tried to pass will be discarded, but it will put the V'sori on their toes. From now on they will have to take extra care with the information they receive. Next time, it could very well lead to a trap. I hear Guy will recover thanks to your quick response. Excellent work. He is an asset we can not afford to lose."

UNTIL NEXT MONTH...STAY SAVAGE!

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BOYS OF BRAZIL

A Necessary Evil Search and Destroy Mission, by Mark Aylor

INTRODUCTION

The V'sori did indeed have advanced scouts on Earth during WW II, and South America is where they and their Nazi puppets fled when it became apparent all was lost. After 50 years of hiding out in the South America jungle, they were not joyful when the V'sori finally invaded, and they were far from inactive during those years.

The German and V'sori scientists used early genetic experiments combined with V'sori knowledge and genetic samples from several races to create horrors no man should ever know. They decided to release some of these creatures to chase off both the local rebels and the V'sori invaders. They were more than content to continue as they had for another 50 years. However, the scientists made one mistake. A mistake they would not live to regret.

Now the horrors plaguing the area are drawing a lot of attention to the area, and Dr. Destruction wants the characters to check it out.

"There is something peculiar going on in the jungles of Brazil. We lost contact with the rebels living in the jungle fighting the V'sori. We have intercepted V'sori transmissions that their patrols have been attacked also. The messages make claims of terrible creatures attacking anything that moves. Whoever, or whatever, is doing this is taking out both sides. We need to talk to them and get them on our side before the V'sori do.

Go there, find out who or what is doing this, and either recruit them or put an end to this so we can reestablish communications with the rebels."

WELCOME TO THE JUNGLE

Once the team gets to Brazil, they must make contact with the rebels there. If not, then they will have to wander in the jungle until they run across something.

Once they get close to the rebel base, they will hear a yell. It is a rebel patrol being hit by one of the resultant horrors of the Nazi and V'sori experimentation. They should arrive just in time to hear the dying words of the last rebel, "Andador de Morte" (Death Walker). They can try to find the rebel camp. It is not far away. A slaughterhouse awaits them. Whatever Andador de Morte is, it eats what it kills. Play up the eeriness of the jungle and the feeling they are being watched.

As the villains make their way through the jungle, the occasional Hunters will attack them. They will always attack with surprise. If they are spotted or sensed, they will melt back into the jungle. If the villains managed to find a guide before leaving for the jungle, the guide abandons them the first time one of these creatures' attack. The beasts usually hunt in small packs of 3-5 but will occasionally hunt in larger packs of up to 10 (depending on the size of your group). They first try to pick off stragglers.

The V'sori/Nazi base is hidden underground. It takes someone with knowledge of where the base is or a Notice roll at -6 to find it. Until they do, there is a 1 in 6 chance per hour of

an ambush by 3-5 Hunters. Use a staggered d6 to determine the number (1-3 = 3, 4-5 = 4, 6 = 5). If these prove no challenge to your group, try a large pack.

THE BASE

When they finally find the base, it is a blood bath. A power outage resulted in the release of the nastier creatures. It is underground, dark, and gruesome. There are dead V'sori and Nazi scientists everywhere—half-eaten. It is tense with the sounds of things skittering around in the dark. These are other failed experiments. For the most part these things will hide and avoid contact with the villains. They know what is loose and are content to remain unnoticed. Play up the bloody gore of the base, the Nazi paraphernalia, the eclectic mix of V'sori and older human technology a lot of it in ruins. There should be occasional flickering emergency light sources. Throw a few Little Horrors at them along the way.

The players should be able to find all sorts of information on the genetic experiments and the resulting creatures in the computer systems. Once again, play up the monstrosity of the information and the footage along with the information. The Hunters and Little Horrors while dangerous were the precursors to the real terrors that are the Andador de Morte.

The research information the players find here give details on these creatures. They were originally human children kidnapped from the area or born in a test tube then genetically altered to include DNA from several other species. The remaining creatures use the base as a den to hunt from. There are several of them hiding here. The villains should only encounter 1-2 of these at a time. They are *extremely* dangerous with up to 4 attacks a round.

The final recording from one of the German scientists:

"One of them succeeded in cutting the power again. Two of the others were waiting when we tried to by-pass it. How they got out, I don't know. They have been picking us off one by one. At least the base is sealed. When we are all dead, they will starve to death in here. I don't know if I am the last one or not. The last person I saw was one of the V'sori. He locked himself in a storage room yesterday, but the door was torn open when I went by today.

"I think the only reason I'm still alive is because of Traugott. He is flesh of my flesh after all. The others seem to follow him as much as they follow anyone or anything that is. Once they get hungry though, even Traugott will not be able to protect me. It is just a matter of time now.

"Something's coming... Traugott? Is that you? Ah, my son. Come in. I will be right with... Urk! At least...it...was...you..."

Blood sprays the camera obscuring the view. A vague shape moves in the background but is indeterminate through the blood.

HUNTERS

Hunters were one of the V'sori/Nazi scientists' successes. They are terrifying creatures designed to hunt, kill, and survive. They hold vaguely humanoid shapes, but that is the only thing about them that is recognizable. They have an extra pair of vestigial limbs that serve no purpose. They have red glowing eyes, razor sharp teeth and claws, a shiny black exoskeleton, and are very fast. They are cunning, but not smart. They will use surprise to attack their prey from the ground or trees using all cover available to them. They exude a pheromone that causes terror in its prey.

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d12, Vigor d12

Skills: Climbing d8, Fighting d10, Notice d8, Stealth d8, Tracking d8

Pace: 8 (d10 running); **Parry:** 7; **Toughness:** 10

Edges: Combat Reflexes, Fleet Footed, Frenzy, Quick

Special Abilities:

- **Claws/Teeth:** +2, Heavy Weapon
- **Darkvision:** Suffers no darkness penalty.
- **Fear:** Opponents make a Guts check -2.
- **Fearless:** Immune to Fear and Intimidation.
- **Hardy:** Second Shaken does not cause a wound.
- **Toughness:** +2 Toughness, Heavy Armor

LITTLE HORRORS

The Little Horrors are failed V'sori/Nazi test subjects. They are about the size of a rat or cat but bear no resemblance to any creature on earth. They have six legs and scuttle around in dark. Their eyes glow a sickly yellow-green in the presence of light.

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

Skills: Climbing d6, Fighting d8, Notice d6, Stealth d6

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

Edges: Combat Reflexes, Quick

Special Abilities:

- **Claws/Teeth:** +1, Heavy Weapon
- **Darkvision:** Suffers no darkness penalty.
- **Small Size:** -2 Toughness, -2 to be hit.
- **Toughness:** +1 Toughness

ANDADOR DE MORTE [Wild Card]

The Andador De Morte is the culmination of the V'sori/Nazi experimentation. The scientists endearingly called them their "boys." Unlike the Hunters, these creatures are actually intelligent. They understand German and V'sori, though they are incapable of speaking it. From the tapes, it is even clear that they even took orders and went on missions. These horrors look more alien even than the Hunters. They are 7 feet tall, have a hard spiny exoskeleton, and an extra pair of fully useable limbs. They exude the same fear pheromone the Hunters do, but in a much stronger concentration that could allow beings with super senses to detect them.

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

Skills: Climbing d12, Fighting d12, Notice d8, Stealth d10, Swimming d10, Tracking d8

Pace: 10 (d10 running); **Parry:** 8; **Toughness:** 13

Edges: Combat Reflexes, Combat Sense, Fleet Footed, Improved Frenzy, Improved Nerves of Steel, Quick

Special Abilities:

- **Aquatic:** Water Movement equals pace.
- **Awareness:** Suffers no penalties due to bad lighting, fog, or other obscurement.
- **Claws/Teeth:** +4, Heavy Weapon
- **Extra Limbs:** 2 extra limbs (two extra attacks each round)
- **Fear:** Opponents make a Guts check at -2.
- **Fearless:** Immune to Fear and Intimidation.
- **Hardy:** Second Shaken does not cause a wound.
- **Toughness:** +4 Toughness, Heavy Armor
- **Wall Walker:** The creatures move at their pace on any surface including on or up walls and even on ceilings.

AFTERMATH

Hopefully the villains will decide to wipe this vile place from the face of the earth, destroy all the information there and bury it so it may never be found again.

Dr. Destructions Message:

"You did well to destroy and buried that foul place. Some things should never see the light of day, and that base and what was in it, is one of them. I am also impressed that you managed to come out of there alive. Let us hope that nothing else did..."

UNTIL NEXT MONTH... STAY SAVAGE!

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**Don't forget to stop by the
Shark Bytes website on
February 20th for B.D. Flory's
sneak peek of Deadlands:
Reloaded!**

TEAM DYNAMO

An Omega Resistance Cell for Necessary Evil, by Bob Bretz

THE HISTORY OF TEAM DYNAMO

Back in the glory days of the superhero lived a mild-mannered technician named William Gardner. One day, an experimental power generator he was working on malfunctioned, engulfing him in strange energies. Awakening from a coma weeks later, he discovered that he had developed the ability to move at superhuman speed. He designed a costume, as all superheroes are wont to do, and assumed the name Dynamo. After several months of amazing deeds as a solo hero, his existence was brought to the attention of The Champion, who invited him to join Alpha Force. He quickly joined the team and began the next step in his illustrious career.

Dynamo, both as a solo operator and as a member of Alpha Force, gained many enemies. The most notorious banded together into a loosely organized team called the Death Dynamos; taking on the name of their enemy to help tarnish it's meaning. The motivating force behind the Death Dynamos was a genius, by way of nuclear mutation, gorilla named Agor (also known as The Atomic Ape). Agor saw his team as having two main goals. Obviously, the first was the destruction of their enemy, Dynamo. The second was to provide support to each member in times of need. Agor also had a third ulterior motive, namely to assemble a power base from which to launch his evil plans and eventually support his claim to overlordship of the Earth. But I digress...

Super-villains who gained a reputation by battling Dynamo (and usually being defeated by him) were recruited into the Death Dynamos. It became an inside joke amongst the members of this "exclusive club", that in order to become a member of the team, you had to be defeated by their arch-enemy! Membership crested at twenty villains; however, those active at any given time depended on who was currently in prison.

One of the Death Dynamos, known as Professor Proteus, traveled to New York City to save his family when the K'tharen forces first attacked Earth. During the fight to retrieve them, he was overwhelmed, and just before they fired on him, Dynamo appeared on the scene and rescued them. After defeating several of the aliens, the hero was finally overcome by sheer weight of numbers. Proteus, after having been saved by Dynamo, simply watched him die at the hands of the alien invaders. Ironical, isn't it? With the K'tharen's attention diverted, Proteus and his family fled New York City.

As the invasion continued its course, Proteus realized the inevitable outcome and decided that it would be in his best

interests to gather the remaining Death Dynamos for mutual support.

Unfortunately, Agor and several other members were being held at a high-security prison in upstate New York. Proteus gathered fellow members Charger, Leaper, Ramrod, and Smasher, and prepared to make a good old-fashioned prison break; however, shortly after they arrived, the K'tharen attacked the facility hoping to kill as many of the super-villains as possible. Proteus' Team was able to free all their captured members, but Charger, Ramrod and Smasher were killed by the K'tharen in the process. Leaper was badly injured and would later have to have his left arm amputated.

Now free, the Atomic Ape resumed his role as leader and organized the remaining team members into a resistance cell.

After a few raiding missions to gather supplies, their existence came to the attention of Dr. Destruction. The Doctor requested that the Death Dynamos become an Omega Cell. Although some team members wanted to refuse the offer, Agor agreed to the Doctor's terms—after all, mutual support had always worked for them, and Agor figured that belonging to any organization put together by Doctor Destruction would probably be worth it in the long run.

In light of their new role and to in some way honor the sacrifice Dynamo made for Professor Proteus, Agor renamed their cell Team Dynamo...

TEAM DYNAMO: KEY MEMBERS

The current roster of the Team Dynamo Omega Cell consists of fourteen super-villains. Many are original members, dating back to the pre-invasion days, but just as many are fairly new to the team. Detailed hereafter are seven villains which the GM can use as NPCs (or players could use a Player Characters; given GM approval). The other seven members are left for the GM to develop as needed or as "open slots" for players to insert their own creations.

AGOR, THE ATOMIC APE

When an experimental, nuclear-powered satellite malfunctioned and crashed into the City Zoo's Ape House, it drew the attention of one of the resident gorillas. The inquisitive ape was mutated by the radioactivity leaking from the damaged device, increasing its brain (and intelligence) and granting it some limited form of control over radiation.

Developing a form of sentience, the ape grew to hate humanity for the way it treated him and the other gorillas.

When the opportunity presented itself, he made his escape; however, the sight of a large gorilla walking down the middle of Main Street drew the attention of the authorities. The ape defended itself with its newly gained powers, which caused the hero Dynamo to respond. Ultimately defeating the ape, Dynamo became the target of his anger and of an unquenchable thirst for revenge. The ape would take the name Agor, the Atomic Ape and after several failed attempts to kill the hero, which only resulted in lengthy prison terms, he decided to form a team of like-minded villains to aid him in defeating his hated foe. And so The Death Dynamos were formed.

Agor was in prison when the K'tharens attacked Earth. After being rescued by Professor Proteus, Agor re-organized the team into a resistance cell. He named the group Team Dynamo, with the idea of honoring their former enemy for his sacrifice and to help make it clear they were organized to "fight the good fight." This, of course, is all a ruse; Agor hopes to position himself as a "reformed villain" so when they ultimately defeat the invaders, he can take over. He still acts in a villainous manner, just not going so far as to be perceived as a threat to the human population.

Agor is self-centered and a bit megalomaniacal, but generally has good relationships with his team. Most of the Dynamos respect him and will follow his orders, but may question them. He views Professor Proteus as a sort-of second-in-command and highly respects his intelligent opinions; but his decision is final.

Race: Gorilla
Rank: Veteran
Attributes: Agility d10, Smarts d12+2, Spirit d10, Strength d12+1, Vigor d6
Skills: Fighting d8, Healing d6, Intimidation d6, Investigation d8, Knowledge (Biology) d12, Knowledge (Chemistry) d10, Knowledge (Physics) d12, Persuasion d8, Repair d8, Shooting d8
Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 5
Gear: \$1000
Hindrances: Curious, Distinctive Appearance, Gloater, Heartless
Edges: Ambidextrous, Arcane Background (Super Powers), Brainiac, Charismatic, Power Points (x3), Scholar (Knowledge: Biology and Knowledge: Physics)
Super Powers:
 Decay (3)
 Energy Control (5): Radiation, Elemental Trick
 Lair (2) Research Lab
 Leaping (2) Pace 4" Vert./ 8" Horiz.
 Super Attribute (3) (Super Agility)
 Super Attribute (4) (Super Smarts)
 Super Attribute (4) (Super Strength)
 Super Skills (2) Biology and Physics

CHARGER II

When Charger died during the disastrous prison break mission, he left behind a teenage son, John. Unknown to his father, John had developed the ability to control and project electrical energy. When he learned that his father had died trying to save

others, John tried to deal with the loss by convincing himself his father died a hero.

He took on the role of Charger and decided to take revenge on the alien invaders; making his way to attack a K'tharen Armory. Destined for certain death, John was fortunately noticed by Agor, the Atomic Ape; who detected a large electrical disturbance in the area. John was discovered on the street outside the armory by Agor and recruited into Team Dynamo before he came to the attention of the V'sori.

Agor realized that John believed his father was a hero. Using this diluted belief; Agor was able to convince John that Team Dynamos' goals were heroic. Apparently it worked, as John has convinced himself they are fighting the good fight; even though they must occasionally use villainous tactics to survive.

Race: Human
Rank: Novice
Attributes: Agility d10, Smarts d6, Spirit d6, Strength d4, Vigor d8
Skills: Climbing d6, Fighting d6, Guts d8, Notice d6, Persuasion d4, Shooting d8
Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6
Gear: \$1000
Hindrances: Clueless, Delusional (believes Team Dynamo are heroes), Loyal, Power Negation (water)
Edges: Arcane Background (Super Powers), Fast Healer, Luck
Super Powers:
 Attack, Ranged (12) 3d6, Elemental Trick (Electricity)
 Energy Control (2) Electricity
 Super Attribute (1) (Super Agility)

COMP-U-TRON

Comp-U-Tron was created by Dr. Michael Miller, one of the lead scientists for Dynotech Industries, a robotics company. When Dr. Miller realized that the company was going to sell his creation to the military, he tried to smuggle the robot, and all of his notes and files relating to its creation, out of the facility; however, as they made their escape, Dynotech Guards intercepted them. In the ensuing melee Miller was shot and mortally wounded. His death caused something within Comp-U-Tron's programming to trip and he killed the guards and made good his escape.

These events caused Comp-U-Tron to view all humanity as a danger. The logical outcome, in his incomplete programming, was that humanity should be destroyed. He began pursuing this goal in earnest by destroying a dam which caused massive flooding. But the Dynamo appeared on the scene and was able to stop him.

After this defeat, Dynamo became Comp-U-Tron's primary focus as his robotic programming rated him as the highest threat in the area. After several failed attempts to kill Dynamo, he was recruited into the Death Dynamos by Agor. Although he didn't want to work with humans, the fact that Agor was a gorilla allowed the ape to convince him to work with the team. Agor also convinced him that his fellow super-villains were being persecuted by humanity and were actually allies. Apparently,

this tactic worked as Comp-U-Tron became an active member; modifying his programming to see some humans as worthwhile.

However, this would all change when the K'tharen attacked Earth. His contempt for most of humanity evolved to include the attacking aliens. Comp-U-Tron attempted to Interface with a V'sori Man O' War Spacecraft and take control of it. He succeeds for a while, but the V'sori noticed him and sent a power surge through the interface damaging his programming. The result was that his personality programming reverted back to when he was little more than a remote-controlled automaton. He retained all his knowledge, just none of the personality he developed. The Atomic Ape found him and took him back to his base to try and reprogram him.

Comp-U-Tron now serves as Agor's lackey and will follow the other teammate's orders as long as they don't contradict the ape's orders. Whether or not any of his more evolved personality returns remains to be seen.

Race: Robot
Rank: Seasoned
Attributes: Agility d6, Smarts d10, Spirit d4, Strength d12+3, Vigor d10
Skills: Fighting d6, Intimidation d6, Knowledge (Electronics) d10, Knowledge (Physics) d8, Notice d6, Repair d10, Shooting d6
Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7
Gear: \$1000
Hindrances: Disabled (Major, see description above), Distinctive Appearance, Gloater, Heartless, Vengeful (Major)
Edges: Arcane Background (Super Powers), Brainiac, Power Points
Super Powers:
 Armor (8): Heavy Armor
 Construct (5)
 Darkvision (2)
 Interface (2).
 Super Attribute (1) (Super Smarts)
 Super Attribute (5) (Super Strength)
 Super Attribute (2) (Super Vigor)

THE GAUNT

Jason McCowen, an ordinary scientist retained by Astor Chemicals to conduct research on contagious diseases, was exposed to an unknown alien bacterium brought to the lab for testing. Jason employed a number of advanced techniques in an effort to unlock its secrets; however, all of them failed. Becoming frustrated, he subjected the samples to high levels of radiation, and in doing so caused a containment breach. The exposure infected him with a disease-causing touch and enhanced recuperative abilities; at the cost of causing him to look like a zombie.

Unfortunately, the process had also made him terminally ill. Not willing to trust the authorities (possibly a mistrust caused by his condition); he took up a life of crime to gain resources in order to fund his search for a cure for his condition. Raiding a power plant for parts where Dynamo was working in his civilian identity, he was taken into custody by the hero. After escaping from prison, he was recruited into the Death Dynamos.

Jason was egotistical, selfish and arrogant before the accident, and became even more so after it. He cares virtually nothing for his fellow teammates, but understands that there is strength in numbers. Jason is always on the hunt for a cure to his condition and may even abandon his teammates during battle if he believes there is a lead to a cure. The Dynamos generally don't like him, but recognize his brilliance and are willing to tolerate him in exchange for his services.

Race: Human
Rank: Novice
Attributes: Agility d6, Smarts d8, Spirit d4, Strength d6, Vigor d10
Skills: Fighting d6, Intimidation d8, Investigation d8, Knowledge (Biochemistry) d8, Notice d6, Shooting d6, Stealth d6
Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 8
Gear: \$1000
Hindrances: Disabled (Major, Epilepsy), Distinctive Appearance, Mean, Terminally Ill
Edges: Arcane Background (Super Powers), Nerves of Steel
Super Powers:
 Fear (3)
 Infection (3)
 Regeneration (5).
 Super Attribute (2) (Super Vigor)
 Toughness (1)

SOUNDWAVE

David Ramon was always good with communications equipment. He became a successful disc jockey who figured out how to take control of the city communications systems. Becoming mad with power, he tried to hold the city hostage. The hero Dynamo was able to get past David's sound-controlling devices.

Once free, he was contacted by Agor to join the Death Dynamos; which he did immediately as he was in need of a hideout. David created a sonic control suit and took the name Soundwave. He now serves as Team Dynamos' communications expert and is frequently called upon to decode V'sori communiqués.

Race: Human
Rank: Novice
Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6
Skills: Fighting d6, Knowledge (Electronics) d12, Knowledge (Communications Systems) d12, Notice d8, Repair d12, Shooting d8, Streetwise d6
Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 3
Gear: \$1000
Hindrances: Arrogant, Greed (minor), Hard of Hearing (minor), Phobia (major, Claustrophobia)
Edges: Arcane Background (Super Powers), Power Points
Super Powers:
 The following are all part of his sonic manipulating suit:
 Attack, Ranged (7): 3d6, Elemental Trick (Sound)
 Broadcast (4): Manipulation
 Force Control (8): d12, Force Field, Bind
 Speak Language (1)

PROFESSOR PROTEUS

Anthony Wortham was always a whiz with technology. At the age of 12 he disassembled the family car; much to the dismay of his father. He earned his PhD in engineering at age 17. After witnessing several power-armored heroes and villains, he knew it was within his ability to build a better suit of armor than any of the one's he had seen.

He had come up with a brilliant design; but unfortunately, the money ran out. With remote-controlled robots, Anthony was able to break into banks and get away with millions. After completing his armor, there was a news report that showed the hero Dynamo building a scratch-built machine in a split second. The news commentator said that Dynamo must be the best engineer on the planet. That was enough to convince Anthony to hunt down the hero and challenge him to a duel.

He took the name Professor Proteus and challenged Dynamo. Unfortunately for Proteus, Dynamo was able to disable his armor at super-human speed. Taken into custody, he was released shortly thereafter on a technicality. Agor was impressed with Proteus' technical knowledge and invited him to join the Death Dynamos. He accepted, so he could one day get revenge on Dynamo.

Proteus would never get the chance to defeat Dynamo in battle. Dynamo saved Proteus and his family before being killed by the invading aliens. Escaping from the aliens, Proteus decided it would be best to pool together as many of the Death Dynamos he could find and so organized the prison raid mission. He made it through the disastrous raid, but some of his fellow teammates were not so lucky. Proteus now works as the teams' resident technology expert. Deciphering the secrets of V'sori technology is his primary focus these days.

Anthony knows he is the best human engineer on the planet; however, the alien invaders have proven to be even more technologically advanced and as such, he now has a new goal, to be the best engineer in the universe. His association with the Dynamos puts him in a position to steal and study the alien's technology. Eventually, he will master it.

Race: Human

Rank: Seasoned

Attributes: Agility d6, Smarts d12, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d6, Knowledge (Electronics) d12, Knowledge (Engineering) d12, Notice d8, Repair d12, Shooting d8, Streetwise d6

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

Gear: \$1000

Hindrances: Arrogant, Cautious, Dependent, Heartless

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

Super Powers:

Invent (10)

Super Attribute (2) (Super Smarts)

Super Skills (3): Electronics, Engineering, Repair

The following are all part of his armor:

Armor (3): Heavy Armor

Attack, Ranged (4): 3d6

Broadcast (1)

Flight (2): 6"

LEAPER

Brad Jenkins was born with incredibly muscular legs. While in high school, he learned that he could leap extreme distances. The son of a poor family, Brad decided to use his new found abilities to earn money. When crime turned out to be his best option, he became the super-villain Leaper and began to rob armored cars while they were in route to their destinations. This, of course, brought him to the attention of Dynamo. Leaper would prove to be one of few super-villains able to escape capture by the hero. This would bring him to the attention of Agor and the Death Dynamos.

When the K'tharen attacked Earth, Leaper assisted Professor Proteus in attempting to rescue their teammates from prison. During the disastrous raid his left arm was severely injured and later had to be amputated. Leaper now serves as a member of Team Dynamo and is wanted by the V'sori authorities.

Brad's goals used to revolve solely around the accumulation of wealth, but following the invasion and subsequent massacres, have somewhat changed. Although greed still motivates him, he has grown to view his teammates as a sort of family. As such, he will frequently be seen looking after them in a "fatherly" sort of way.

Race: Human

Rank: Novice, with 3 advances

Attributes: Agility d12+2, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d10, Notice d6, Shooting d6, Stealth d8, Streetwise d6, Taunt d6

Charisma: 0; **Pace:** 6; **Parry:** 7 (+1 unencumbered)

Toughness: 5

Gear: \$1000

Hindrances: Distinctive Appearance, Greed (Minor), One Arm

Edges: Acrobat, Arcane Background (Super Powers), First Strike

Super Powers:

Attack, Melee (5): +2d6, Knockback

Leaping (5): 16" Vertical / 32" Horizontal, Bounce

Super Attribute (4) (Super Agility)



NOTABLE FORMER MEMBERS

CHARGER I

John Greene, Sr. was an electrical power line worker who, while working atop a line pole, was struck by a power surge. Unknown to John at the time, an experimental power generator had an overloaded and back surged through the lines. Knocked unconscious, he awoke to discover that he now was able to generate and project massive amounts of electrical energy. Suddenly he had power unlike anything he's ever known.

Dynamo, in his civilian identity, was present when the generator surged. He changed into costume and investigated what had happened along the power lines. Coming upon the scene he discovered John, who proclaimed "I am Charger, feel my power!" A battle ensued, but Dynamo was able to defeat him. When he was released from prison, Agor recruited him into the Dynamos.

Somehow, his son would also develop similar powers, and after his death as a hero, at least in his son's eyes, John, Jr. would take up the role to continue his father's heroic career.

LADY DYNAMO

Lady Dynamo appeared on the scene claiming to be from an alternate dimension where the roles of women and men had been reversed. Those who are men in this dimension are women in her dimension and vice versa, or so she would have the world believe. While claiming to be the alternate world's version of Dynamo, she was in fact a criminal from that dimension.

Masquerading as a hero alongside Dynamo for a short while, she gained the public trust in order to later take advantage of an adoring public. Dynamo would be forced to stop her attempt to rob the First National Bank and had her imprisoned. Agor, naturally, recruited her into the Death Dynamos after breaking her out of prison.

During an attempt to kill Dynamo with her new teammates, she was caught in an Anti-Gravity Trap that caused her to disappear from this dimension. What became of her has never been determined and she has yet to resurface, if indeed she ever will.

MIND MAIDEN

Kathy Kinder was always able to get a "feel" for what folks were thinking. She seemed able to guess what her bosses and co-workers were plotting and how best to exploit that information. As a stock broker, she was uncanny in her ability to get the jump on others and made a lot of money on Wall Street. Eventually, she slipped up and revealed her psionic gifts. She was soon arrested for insider trading.

After her release from prison, she was contacted by Agor to join the Dynamos; the first such recruit who had not first battled the hero Dynamo.

During the K'tharen invasion, Kathy was able to read the mind of a K'tharen Commander and learned his plans to attack the prison holding Agor and several other Dynamos. By this point, Professor Proteus' attack on the facility was already

underway. Kathy mentally contacted Agor and warned him of the coming attack, but during the transmission she was apparently shot from behind by a K'tharen Soldier.

The assumption is that she died, but her dying thought to Agor was how to evade K'tharen Patrols; she died saving the lives of her teammates.

RAMROD

Jason Rodderick was a colleague of William Gardner's (Dynamo's alter-ego) and was engulfed and altered by the same experimental energies. Jason, however, in addition to super speed, also manifested the ability to generate a field of energy around himself (thus allowing him to ram opponents at high speed and emerge uninjured).

Always a competitive person, Jason took the name Ramrod and challenged Dynamo to a race. He was fast, just not fast enough. Enraged, he attacked Dynamo, and in doing so, revealed his true nature. He was sent to prison for assault and when released was recruited into the Dynamos, lured by a chance for revenge.

During the prison raid, he tried to block a K'tharen heavy weapons blast that was aimed at his friend Smasher, but the blast proved too powerful for his protective field. He died saving the life of his friend, who ironically would die soon afterwards.

SMASHER

John Swafford was a thief hired to steal blueprints from the facility William Gardner worked at. Using an exo-frame power suit, he was making good his escape when he ran into Dynamo. A battle inevitably ensued. During the melee, John tried to punch Dynamo, but struck the experimental generator that granted Gardner his powers instead. The device was destroyed (and thus no more people would be mutated by it) but John was covered in its energies. He didn't develop super speed powers, but was instead granted super strength and invulnerability. He was ultimately defeated by Dynamo and imprisoned. On his release, he was recruited into the Dynamos.

During the prison raid, he was saved by his friend, Ramrod; but at the cost of his friend's life. Enraged, he went berserk and killed several K'tharen. But in his rage he failed to dodge several powerful blasts. He died, but took many of the enemy with him.

USING TEAM DYNAMO IN YOUR CAMPAIGN

Team Dynamo is an example of an "old school"-style villain team that has survived the initial invasion. If used in a campaign it should be made clear that the team has suffered greatly during the invasion and afterwards and has been scarred—both physically and spiritually—in the process. In order to maintain this style, by the end of the campaign several more of the team should die or be severely injured. They are the forbearers of the next age of super-humans, the phoenix of a new age of villains. The team is available for use by both the players (as Team Dynamo members) and the GM (to use as a source for adventures and background information).

The team stands at fourteen members; the seven mentioned above and seven empty slots available for the

Gamemaster to populate with player characters or NPCs of their own design.

The players could have a pre-existing connection to the team or be recruited by Agor. As mentioned earlier, this material is adaptable as needed to suit a *Necessary Evil* Campaign.

The exact location of Team Dynamo's base has been left vague so the game can be set wherever the campaign dictates. If the game follows the Plot Point Adventures detailed in *Necessary Evil*, then the team could travel to Star City to conduct their missions and return to their base upon completion. Be as flexible with the material as is needed.

TEAM DYNAMO PLOT POINTS

The ten plot points provided by the *Necessary Evil* Sourcebook are, naturally, the best place to start for adventures for Team Dynamo, but following are a few Mini-Plot Points that are more directly related to the backgrounds and stories related to the team. It might be a good idea to run one of these adventures between those provided by *Necessary Evil*. Feel free to devise daring adventures for your campaign set within the Team Dynamo Story as you see fit. After all, these Plot Points are intended to help aid your campaign and get the most fun out of your *Necessary Evil* game.

EPISODE A: SPLINTER IN THE MIND.

The word on the street is that people all over the city have been acting strangely for the past few days. Soundwave breaches V'sori Communications and uncovers intelligence reports about a special project called Mindwave. The project's goal is to find a way to gain control of super-humans via mind control technology. However, something seems to have gone wrong.

If the team decides to investigate, they will find the facility lightly guarded, with some of the K'tharen and Drone Guards dead.

Traveling through the facility, the players will be attacked by inanimate objects suddenly coming to life.

Eventually, the players will come to a woman who is encased in a suspended animation system. It is, in fact, the Dynamos former teammate Mind Maiden. She was not killed, but instead was wounded and captured. If Agor is on the mission, he will be enraged by the treatment of his friend, who he seems to care about more than anyone would have believed.

If revived, she will reveal that she can use the project's technology to cause a surge of psionic energy that will kill hundreds of K'tharens and V'soi within a mile radius, but possibly at the cost of her life. If they players try to stop her, she will prevent them and use the technology. Immediately afterwards, she will fall, apparently dead.

After the team returns to their base, they learn that Kathy has projected her mind into the base computer. Possibly, someday, she will be able to return to her body. In the meantime, the players may be able to find a way to contact her within the circuitry of the computer.

EPISODE B: THE GAUNTLET

The team gets a lead that a powerful superhuman is being held at a secret prison. If the players go to the rescue, they will find that it is a trap set by a V'sori Warlord name G'ter.

The players must travel through the facility (which is filled with all kinds of vicious traps). If they survive the traps, G'ter will attack them himself in a powerful armor suit (use the Armor-Clad Super, but double the armor value and increase the Super Attributes 3 steps).

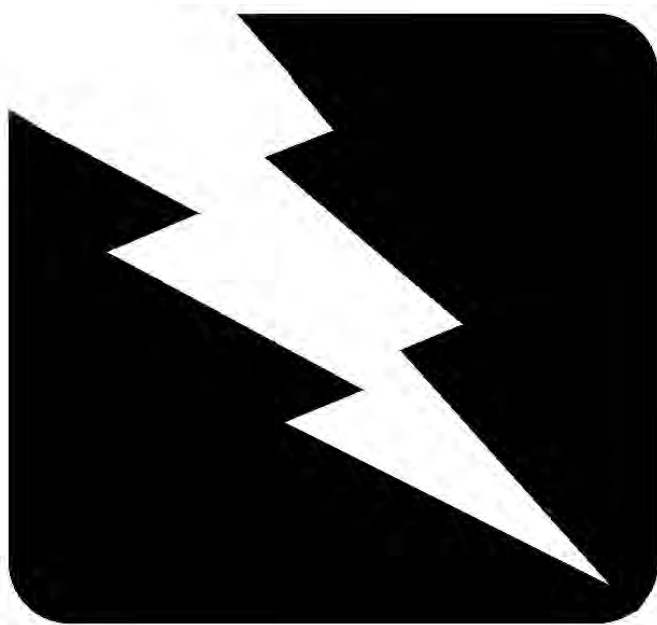
EPISODE C: GHOST IN THE MACHINE

A freak thunderstorm strikes Comp-U-Tron, somehow rebooting his memory and returning him to his former personality. Enraged by being, effectively, a slave to his teammates, he will attempt to take control of any computer in the team base. The players must defeat the robot before he draws the attention of the V'sori. If at all possible, the players should be encouraged to find a way to defeat him without destroying him, possibility even scrambling his circuitry again so he returns to his pre-awakened state.

EPISODE D: THE TRAITOR WITHIN

The satellite that granted Agor sentience has a secret; it was actually carrying the digitized mind of a V'sori Scientist named Agor. Apparently, he was punished by the Overmind for a failure and had his mind stripped from his body and placed within the device. When it crashed on Earth, Agor's intelligence escaped and found the closest empty mind it could, the ape's! Mutating the creature with the radiation of the satellite, he now had the perfect body to get his revenge on his former master.

Over the course of the campaign, the players should be given clues to Agor's true nature. Once they discover the truth, the campaign may take a dramatic turn.



LOCAL HERO

A NECESSARY EVIL RECONNAISSANCE MISSION, BY MARK AYLOR

A new shopping mall in Eastpoint is reason enough to raise more than a few eyebrows among the resident blue-collar workers living there. But when Mayor Jerry Perez announces he will attend the grand opening, everyone is stunned. No one believed Mayor Perez would show his face in Eastpoint, even with protection, because of the tension between the SCPD and the IBEW. Richard Lyons and the Eastpoint Insurgents will be there to protest. This is a powder keg waiting to go off!

Omega MUST have a cell there to recon the situation and keep an eye on what happens.

ENTER OMEGA

Dr. Destruction contacts the players when they select this mission.

"Omegas,

"Go to the new Eastpoint Mall grand opening ceremony and keep your eyes open. Something isn't right. Mayor Perez and a large contingent of SCPD will be there as will Richard Lyons, the IBEW, and the Eastpoint Insurgents. You will need to be disguised. We cannot let it be known we are present unless absolutely necessary.

Report anything that happens immediately! This situation is a powder keg waiting to go off. Try to be inconspicuous. There will be more police there than you can shake a Stun Wand at. If something happens, don't get involved unless you have no other choice. This isn't our fight, but what happens here could make a difference to us."

BEHIND THE SCENES

When Mayor Perez heard they wanted a new mall in Eastpoint, he jumped at the chance to push the project through. Here was an opportunity to gain points with the Eastpointers and possibly even put an end to Richard Lyons. He outlined his plans to his V'sori masters and they agreed to it in principle. However, if it backfires, Mayor Perez's political life will be very short indeed.

The plan: Find a local who is anti-V'sori as well as openly hostile to the IBEW and the Eastpoint Insurgents. Perez found just the right man for the job in Daniel Ortiz.

THE HEART OF HATE

Daniel hates the IBEW and Lyons. Daniel is a family man who fell on hard times shortly after the V'sori arrived. His wife died from meningitis and left him to care for his daughter. Raising her and working to earn enough to provide for the both of them has put a strain on him. The IBEW did little to help the struggling dad and Daniel resented it. He still paid his dues, even though they were a drain on his poor financial situation.

When his daughter was killed several months later by a drunk driver (who also happened to be an IBEW member) it pushed Daniel over the edge. He cursed the V'sori, the IBEW (and Lyons in particular) and swore he would have his revenge. The opportunity came when Agent Max Colby made Daniel an offer—kill Lyons and he would be rewarded. What he didn't say was how Daniel would be rewarded.

THE HAND BEHIND THE WEAPON

Agent Max Colby kept an eye on Daniel after he made the initial contact. He helped Daniel out in little ways—always behind the scenes and in a manner that would not draw any attention to him—while preparing him for the assassination.

When Ortiz attempts to kill Lyons, Colby will have an SCPD unit ready to descend on him and arrest him for the murder. Ortiz is the fall guy—a local guy with nothing to lose. Mayor Perez is blameless, and may even endear himself to the Eastpointers for apprehending the local hero's killer.

THE SETUP

There are at least fifty police officers around the stage when Mayor Perez presides over the opening ceremonies and there are over one-hundred IBEW members and Eastpoint Insurgents there to protest. Before the ceremony starts, there is hostility in the air between the two groups—protesters chanting and SCPD silently holding their interlocking shields with tear gas ready and billy clubs raised. It is a tense and stressful situation. Make sure the number of SCPD, Insurgents, and the publicity at the event are enough to make the players hang back and not get involved in the brewing fight.

The players should arrive plenty early to start checking out the situation. They should “accidentally” overhear a conversation between a couple of officers who are assigned to watch Daniel Ortiz and arrest him once the assassination occurs. If the players try to contact Dr. Destruction to relay this information, he is unavailable, their Commlinks are jammed, or something forces them to make the decision on their own. Be prepared to have Richard Lyons killed if the players decide to not get involved. It would be a blow to the Insurgents, but not the end.

RICHARD LYONS

Necessary Evil, page 71.

DANIEL ORTIZ

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

Skills: Fighting d6, Notice d6, Shooting d6, Stealth d6, Streetwise d6

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

Gear: M2-HeroKiller (Range 10/20/40, Damage 3d6, DT, HW, AP 4)

AGENT MAX COLBY (WILD CARD)

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

Skills: Fighting d8, Guts d8, Intimidation d8, Knowledge (Bureaucracy) d6, Notice d8, Persuasion d6, Shooting d8, Stealth d8, Streetwise d6

Pace: 6; **Parry:** 6; **Toughness:** 10 (4)

Edges: Marksman

Gear: Personal Combat Armor (Armor +4, Heavy Armor), Blaster Pistol (Range 15/30/60, Damage 3d6, Shots 20, DT, Heavy Weapon, AP 4)

ORTIZ WATCH SQUAD (5)

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

Skills: Fighting d6, Guts d4, Intimidation d4, Investigation d4, Notice d6, Shooting d6, Streetwise d6

Pace: 6; **Parry:** 5; **Toughness:** 6 (1)

Gear: Duraweave Suit (+1, Heavy Armor) and M2-HeroKiller (Range 10/20/40, Damage 3d6, DT, HW, AP 4)

ENDGAME

Whether Lyons survives or not, a riot starts at the first sound of shots fired. The players should try to avoid both the SCPD and Eastpoint Insurgents. Use SOCorp Operatives for the police and Quisling Gangsters armed with chains, clubs, knives, and pistols (1 in 10) for the Insurgents. The Insurgents should outnumber the police by at least 2:1.

Should the players try to stop or capture Daniel Ortiz before or after the assassination, Agent Max Colby tries to take him from the players, or barring that, kill him. Ortiz probably won't talk of Agent Colby's involvement, but Max won't leave anything to chance.

AFTERMATH

No matter what happens, there is no link to Mayor Perez. If things go bad and Agent Colby is linked to the assassination attempt, he is hung out to dry as “...a rogue agent working on his own”.

If Richard Lyons is killed, Benny or one of the other members of the IBEW takes over. If Lyons is rescued, the players can establish relations with the Eastpoint Insurgents to gain information and additional allies for the fight against the V'sori. Either way, if Daniel Ortiz's situation becomes public, it makes the IBEW more compassionate towards the rest of the populace and gains them more support in the long run.

Once the villains make their report, Dr. Destruction addresses them. He is secretly pleased should the players rescue Lyons as he hopes to use the opportunity to work with the Eastpoint Insurgents. Tailor the following depending on the results.

If they save Lyons:

“Well done. You took a valiant risk exposing yourselves and have prevented the loss of another ally. Granted the Eastpoint Insurgents want nothing to do with Omega, but we are all on the same team in the end.”

“If you can, leverage the relationship with Lyons. If we can get the Eastpoint Insurgents to work with us, we will be on our way to liberating Star City.”

If they let Lyons die:

“It is a shame Lyons could not be rescued. The Eastpoint Insurgents, while refusing to work with us, have been an asset to the resistance movement as a whole. We will have to wait and see who steps up to run things. Then we can make contact with them and try to build an alliance.”

“At least you were not harmed. Losing an Omega cell in this situation would have been devastating.”

Strength in Versatility

New power modifiers for *Necessary Evil*

by Chris "JackAce" Hartmann, with members of the Pinnacle forums

Super villains come in all varieties. Each has a very specific set of abilities, limitations and unusual weaknesses. While the powers and modifiers from the *Necessary Evil* setting book already present myriad possibilities, a true villain will always seek new ways to fulfill his devious schemes. The following list contains a number of additional modifiers for existing super powers, as well as a few completely new Powers and Hindrances to help you create the villain of your dreams (or nightmares).

New Modifiers

Device

Handheld: The standard rules for devices assume that the device is worn (like armor) or in some other way attached to the villain's body (belt clip, wristband, mask, etc.). If operation of the device requires the use of one or both of the villain's hands (like a sword, pistol or flashlight) the total cost of each power is reduced by one more point (remember, though, that no power can cost less than one point). The device will then be subject to such rules as Quick Draw and suffers the usual -2 penalty if used with the wrong hand.

Absorption

Additional Type (+4): The villain can absorb damage from more than one source. Each time this modifier is selected, you may choose another type of energy to be absorbed.

Ageless

Variable Age (+1): The villain can alter her apparent age. She could appear as a little girl, an old crone or anything in between. She can age or rejuvenate at a rate of a decade per minute (a year per round).

The rejuvenation process granted by this power has no effect on the villain's wounds, only her general biological condition.

Altered Form

Liquefy (+3): The villain can turn his body into liquid or another similarly malleable form of matter (like sand or gel). This allows him to pass through tiny openings (like a keyhole) or meshed objects (like nets or cages).

Turning into liquid and reassuming solid shape both count as separate actions, but they can be performed within the same round. The villain can remain in the liquid state as long as he wishes, but as long as he does he suffers the same penalty as if he was Shaken. That means he cannot perform any actions other than slow movement. Reassuming solid shape automatically removes the Shaken condition, unless the villain also became Shaken for some other reason. While he

is in liquid form, it is almost impossible to wound the villain. However, as with the intangibility power, there may still be a few ways to harm him.

Animation

Herd (-2): The villain can animate groups of small objects, but never a single very large one. He may only animate multiple smaller objects as detailed in the original power's description. No single object under the villain's control may be larger than half his actual level of animation.

Object Limitation (-2): Choose a specific type of objects (statues, toys, books, etc.) The villain can only animate objects of that type.

It's up to the GM to decide how specific the limitation has to be. "Only vehicles" still leaves the villain with lots of opportunities, while "only Volkswagens" would put a serious restriction on the power's usefulness.

Construct

Cyborg (-1): This villain is part machine and part living creature. Unlike a real robot, he does have at least one vulnerable biological body part which can be targeted with a Called Shot. Such a shot suffers a -4 penalty to hit and causes +4 damage.

Damage Field

Always On (-1): The villain can not turn this power off. Any person coming close to him will be subject to the damage field. This tends to make social interaction rather difficult. This effect cannot be combined with the Selective modifier.

Duplication

Feedback (-2): Whenever a duplicate is damaged, the villain must make a successful Vigor roll or be Shaken.

Focus (Half Total): The villain must have access to a specific item or material in order to create his duplicate. Without the required focus, he cannot use the power. For example, a villain with the ability to summon his mirror image would require the presence of a mirror for his duplicate to step out of. If the villain has a body of sand, earth or other kind of matter, he might require a certain amount of the same matter to copy himself.

Earthquake

Volcano (+5): This use of the power summons a fountain of lava to burst from the ground.

The fountain can only be created on solid ground and no more than 5" away from the villain. This requires an entire round and cannot be combined with any other actions.

The lava spatter covers a Large Burst Template and causes 2d10 damage to everything in the area. The core of the eruption, which has the size of a Small Burst Template, counts as a Heavy Weapon.

After the eruption, the lava drains back underground, leaving only a patch of broken and scorched earth, which counts as Difficult Ground.

Ensnare

Damaging (+2/+4): The snare does damage to the ensnared target. The basic version cost +2 points and deals 1d6 damage each round after the target had his chance to break free. If the target escapes the snare, he takes no damage. For an additional +4 points, the damage increases by 1d6, to a maximum of 5d6. Note that this damage never counts as a Heavy Weapon.

Explode

Selective (+2): The villain can select who within the area of effect of their explosion is damaged.

Flight

Space Flight (+5): Your villain can fly right out of the atmosphere and continue to move in outer space. Without gravity or air friction to slow him down, there is theoretically no limit to the velocity he can reach. His Flying Pace acts as Acceleration in space.

This power also protects the villain from the most obvious hazards of deep space: hard vacuum, cosmic radiation and high velocity microdebris have no effect on him. He is not truly immune to these effects, he rather ignores their presence. This means that he does not gain any protection to similar dangers when he returns to the atmosphere.

Growth

Long Stride (+1): Your increased size comes with long legs that let you move in longer strides than a normal-sized person. You may add your Size modifier to your Pace.

Hardy (+4): Whenever your villain increases her Size to +4 or greater, she also gains the benefit of being Hardy. If she is Shaken, further Shaken results have no effect—they do not cause a Wound.

For obvious reasons this modifier can only be chosen if the villain already has at least four levels of growth.

Gargantuan (+5): If your villain's Size reaches +9, she counts as a Gargantuan creature. She now has Heavy Armor and all melee attacks count as Heavy Weapons. She can also attack smaller creatures or objects by stepping on them. In this case she adds the difference in Size between her and the target to her damage total. Of course, the villain also needs at least nine levels of growth to choose this modifier.

Heightened Senses

Additional Sense (+1): The villain has an additional sense that normal people lack. He might be able to sense electricity, bio-forms, magic or what ever else the player can come up

with. The new sense should work similarly to one of the natural senses, so detecting something will require either line of sight, range of sound, or close proximity.

Microscopic Vision (+1): The villain can see tiny details that others would need a magnifying glass to make out. He can also “zoom in” even closer to see microscopic objects, but this requires his full concentration and prevents him from using any skills except those that are directly connected to his microscopic analysis (typically Notice and appropriate Knowledge skills).

Ultra/Infrasonic Hearing (+1): Your villain can hear sounds that are either above or below the frequency range of the normal human ear. He can choose this modifier twice to hear in both ranges.

EM-Sense (+1): The villain can sense the presence of electromagnetic fields. This allows him to “track” radio broadcasts (but not listen to the message) or active power lines.

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 senses only work better when he's actively engaged them). If taken by surprise, the power has no affect.

Intangibility

Affects Others (+3): The villain is capable of turning another person or creature intangible as well. They must be in constant contact with the villain to remain intangible and are subject to the same benefits and limitations the power provides. The player can spend a bennie to allow more than one person or creature to be intangible. If the villain wanted to use this power on an unwilling target, he must make a touch attack; to maintain his grip for following rounds requires maintaining a grapple.

Interface

Virus (+2): The villain can upload an extremely aggressive virus into any computer system.

This requires a Knowledge (Computers) skill roll that does not benefit from the normal +4 modifier. Any defense systems the target computer has will modify the result or even make an opposed roll, GM's choice.

On a successful roll the target system is infected and stops working until repaired. With a Raise, the system is damaged beyond repair and must be replaced entirely.

Invisibility

Always On (–2): The villain is always invisible. If she wishes to engage in any kind of social interaction, she must take special measures to conceal her unusual appearance.

Leaping

Glider (–1): The villain uses wings or some kind of levitation to glide through the air. He can use his leaping power only to jump horizontally or vertically down, but never up.

Smashing Impact (+2): After a leap your villain can use the energy of her fall to cause significant damage to structures

around her point of impact. Earth, concrete and brickwork will crack and crumble within a radius equal to the villain's level in leaping. Characters caught in the impact zone must make an Agility roll or be Shaken.

Mind Reading

Empathic Only (-1): The villain can only read a target's emotions and not their thoughts.

Minions

Superpowers (Variable): You can choose superpowers for your minions at the same cost as for your villain. The power points are spent only once and can affect any number of minions.

Paralysis

Midas Touch (-1): The villain can't turn off his power. Every person he touches (except himself) with his bare hands will be paralyzed.

Shrink

Dwarf (-2): Your villain is always small. Pick a height of 3' or smaller and apply the modifiers given in the Size Modifiers table to your Traits.

Speed

Water Running (+1): The villain can run across water as if he were running on solid ground. He can change directions while on water, but must remain in constant motion to stay above the surface.

Stun

Cone Template (+0/+1): Instead of the Medium Burst Template, the power can affect an area determined by the Cone Template. Unlike a real flame weapon, the Cone Stun does not give targets a chance to dodge out of the cone. This option does not cost additional points if the Cone Template completely replaces the Medium Burst. If you want your villain to be able to use both options, it costs +1 point.

New Powers

Light (1/Level)

Trappings: Headlights, Flames, The Glow

Not everyone can see in the dark. Thanks to this power not everyone needs to. Your villain can emit light from his body to illuminate an area with a radius of 4" per level. Within this area all darkness penalties are removed. Note that this means the villain's foes will be able to see him too! The villain can activate and deactivate this power at will as a free action.

Modifiers:

Always On (Halve Total): The villain cannot turn the light off. He is glowing constantly.

Focus (-1): The villain cannot produce the light from his own body. He requires some kind of item to make it glow.

This is not a specific item (unless the power is supposed to be a device), but a relatively common item (a log of wood, a light bulb, etc.).

Light Beam (+1): Instead of a diffuse glow, the villain can cast a tight beam of light. This beam can be directed to illuminate the area of a Medium Burst Template at a distance of up to 6" per level. Enemies within the illuminated area suffer no darkness penalty when targeting the villain because they can aim for the light's source.

X-Ray Vision (1/Level)

Trappings: Intense stare, X-Ray goggles, ESP

Your villain can see through solid matter. For each level of this power, his gaze can penetrate 1" of light materials like paper, cloth or skin/muscle tissue. Denser materials like metal or concrete halve the depth of penetration. Lead, and some other extremely dense materials, cannot be penetrated by X-Ray vision at all.

The villain can adjust his depth of penetration to any level he wishes up to his maximum level.

New Hindrances

Out of Control (Minor)

The villain is not fully in control of her super powers. Her powers tend to activate themselves unexpectedly, especially in times of great emotional agitation. Whenever the character is in a stressful/embarrassing/frightening situation, she needs to make a Spirit roll or one of her powers goes off involuntarily. For this sake, normal combat should not be classified as "stressful," but a confrontation with an old archenemy or some other major foe would.

Unusual Diet (Minor/Major)

Your villain's metabolism works differently than that of a normal human, and as a consequence he requires some kind of food that is not normally considered edible. For a Minor Hindrance the substance he requires is unusual but relatively common (metal, stone, electricity). If this is a Major Hindrance, your villain's food of choice is very rare, expensive and/or difficult to get (diamonds, plutonium). As an alternative, the source of the villain's food could mark him as a true monster in the eyes of the general public (human brains). The villain is able to chew the food he needs to eat, but that does not mean that a metal eater can just take a bite out of a battle tank. That would require the Melee Attack power and possibly the Focus modifier. The villain is still capable of eating normal human food; he just doesn't get any sustenance from it. If you want normal food to be harmful to your villain, choose an appropriate Allergy or Disability as well.

Other Suggestions

The following options did not quite make it into the list above as full-fledged modifiers. Application of the following modifiers should be done with care, as they could easily be exploited to gain "free points" or other unreasonable

advantages. Still, the GM might want to allow his players to use them if they come up with entertaining ideas about how their powers are supposed to work.

Natural Ability

This modifier can—theoretically—be applied to any power; it will work much better for some than it will for others.

Instead of a human being with unnatural powers, the villain is actually a member of some completely different species, and his “powers” are indeed perfectly natural abilities for his race. As a result, the powers affected by this modifier can never be negated, nullified or in any other way taken away from him.

Natural Abilities are almost always powers which are “always on,” but in some cases even an active power could be classified as natural.

It is even possible to apply this modifier to a device. In this case, the device is not supernatural in origin, but simply very well-made.

Natural Ability can make the villain very powerful in certain situations, and the Power Point cost should reflect this. In some cases, increasing the cost by 1 per 3 points may be enough, but this could easily be increased to doubling the total cost.

As an alternative, the GM might decide to use Natural Ability as a Background Edge. This Edge can be chosen several times (but only at character creation), each affecting any one of the character’s starting powers.

Power Link

This is a general modifier that is used to link two or more powers together. Linked powers can only ever be used in conjunction with each other. There are two basic ways this can work:

1. Activation of either power automatically activates the other one.

The villain can never activate only one of the affected powers. He either has all of them active or none at all.

Example: If Damage Field and Armor are linked, the “force field” protecting the villain will always cause damage to adjacent targets too. He can’t have his protection without causing damage, and he can’t “zap” folks without having his armor up.

2. Activation of one power is required to gain access to the other.

The primary power must be of the kind that is activated when needed and stays on until the villain decides to deactivate it again. The secondary power could be either active or permanent.

Examples: A villain with Shrink and Flight linked would only be able to fly while he is in his shrunken form.

If Melee Attack is linked to Invisibility, the villain can only deliver her “sneak attack” while invisible.

In very rare cases it might be possible to link a passive power to an active one, like Regeneration linked to Decay (the villain will only regenerate while decaying something else). However, this basically transforms a passive power into an active effect and would probably require the entire rules for the power to be rewritten.

Due to the sheer number of different possibilities for combinations, some of which could be quite limiting, with others hardly noticeable in actual game play, it is virtually impossible to set a specific power point modifier for the Power Link. It’s up to the GM to decide how great the disadvantage of having linked powers really is, and thus how much cheaper the powers in question should actually become.

Super Edge

Requires Activation (–1): This will work quite well for some of the available Edges, but not at all for others. In general, “requires activation” can be applied to any effect that would normally be “always on,” including all the passive and defensive Combat Edges (Block, Dodge, First Strike, etc.). However, for Edges that grant a certain bonus to a specific action the character performs (like Marksman or Sweep), the –1 modifier would basically be a free point. Since activation is a free action, the character could simply activate the Edge right before he used it, and after that he wouldn’t need to worry about it anymore.

