By Shane Lacy Hensley

Based on the original *Necessary Evil* setting by Clint Black, Shane Hensley, and Scott Pyle.

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**SUPER FOES**

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

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

### RANDOM SUPER FOE TABLE

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<th>Super</th>
<th>d6</th>
<th>Super</th>
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**ASSASSIN**

A warrior type armed with blades and preternatural skill.

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

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

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

**Hindrances:** —

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

**Gear:** —

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

**BRICK**

A typical bruiser with super strength.

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

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

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

**Hindrances:** —

**Edges:** Brawny, First Strike, Improved Sweep

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

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

**CONTROLLER**

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

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

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

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

**Hindrances:** —

**Edges:** Strong Willed.

**Gear:** —
Special Abilities:
• Mind Control: Multiple Minds.
• Mind Reading: Magic or psionics.
• Super Attribute: Smarts +1.

**ENERGY BLASTER**

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

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

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

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

**Hindrances:** —

**Edges:** Marksman

**Gear:** —

**Special Abilities:**
• Damage Field: 2d6. Medium Template.
• Flight: 4× Pace. –1 to hit. Climb 2.

**SPEEDSTER**

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

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

**Skills:** Climbing d8, Fighting d10, Notice d10

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

**Hindrances:** —

**Edges:** Improved First Strike, Improved Frenzy, Quick

**Gear:** —

**Special Abilities:**
• Attack, Melee: Str+d6.
• Super Attribute: Agility +1.

**STRETCH**

An elastic foe built to grapple and squeeze.

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

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

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

**Hindrances:** —

**Edges:** Improved Sweep

**Gear:** —

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

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

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

Special Abilities:
• Absorption: Kinetic.
• Altered Form (Biological): Grapple, Reach +4.
• Chameleon: The character can mold his form to look like others and infiltrate or surprise his foes.

**STRETCH**

An elastic foe built to grapple and squeeze.

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

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

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

**Hindrances:** —

**Edges:** Improved Sweep

**Gear:** —