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

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Humans are by far the most common race on the planet, Atlanteans and Atlantean hybrids also play an important role in the tale of the v’sori attack on Earth. Those wanting to play an Atlantean or Atlantean-human hybrid should use the racial packages listed below.

**ATLANTEAN**

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

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

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

**V’sori:** V’sori use the Atlantean template, as they are biologically the same creatures. V’sori hybrids are the same as half-Atlanteans.
**THE WANTED HINDRANCE**

Being Wanted by the v’sori doesn’t mean much in Necessary Evil: Breakout since the v’sori have sealed off the city and don’t care much about what happens within. For tales outside the prison, keep the Wanted Hindrance as usual. If playing Necessary Evil: Breakout, characters should choose an additional Major Hindrance for their particular character instead. This is in addition to the villains usual Hindrances, and is strictly to balance out their other abilities.

**RACIAL EDGES & HINDRANCES**

- **Aquatic:** Atlanteans live beneath the waves, and can survive in the depths despite the cold and crushing pressure. Their Pace in the water is equal to their Swimming skill.
- **Dependence:** Atlanteans must spend at least one hour out of every 24 submerged in water. If not, they automatically become Fatigued each day until they are Incapacitated. A day after that, they perish. Each hour spent recovering in water restores a level of Fatigue.
- **Distinctive Appearance:** All Atlanteans have blue or green skin and a nearly identical appearance to the v’sori. This causes them to stand out prominently to the rest of the populace.
- **Low Light Vision:** Hailing from the dark depths of the ocean has enhanced their vision. Atlanteans ignore penalties for bad lighting in all but pitch darkness.
- **Tough:** Atlanteans are raised in the crushing depths of the world’s deepest oceans. They start with a d6 Vigor instead of a d4.
- **Telepathy:** Atlanteans can communicate telepathically with other Atlanteans, hybrids, or v’sori. This functions just as the Atlantean version.
- **Wanted (Major):** Atlanteans are hunted with a fierce intensity by the v’sori.

**HYBRID**

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

**RACIAL EDGES & HINDRANCES**

- **Heritage:** Hybrids typically tend to reflect one of their ancestries more than the other. They may choose either a Free Edge as a human or the Aquatic racial ability.
- **Telepathy:** Hybrids can communicate telepathically with other Atlanteans, hybrids, or v’sori. This functions just as the Atlantean version.
- **Wanted (Major):** Hybrids are hunted with a fierce intensity by the v’sori.

**OTHER RACES**

Other races are built as described in the Savage Worlds Super Powers Companion, using the character’s power points as usual. Here’s a typical Street Level k’tharen.

**K’THAREN (30 POWER POINTS)**

- Super Skill (Fighting +1, Swimming +1) [2 PPs]
- Aquatic [2 PPs]
- Attack, Melee Str+1d6, Lethal [1 PP]
- Growth 2, Monster [4 PPs]
- Resistance (Psionics) [1 PP]
- Super Attribute (Strength) +3 [6 PPs]
- Super Attribute (Vigor) +2 [4 PPs]
- Super Attribute (Agility) +1 [2 PPs]
- Super Attribute (Spirit) +1 [2 PPs]
- Super Edges (Combat Reflexes, Frenzy, Improved Frenzy) [6 PPs]