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# Necessary Evil: Explorer's Edition (Savage Worlds, S2P10011)



## Synopsis

This is no simple reprint Pinnacle Entertainment's classic Savage Worlds setting with super-villains saving the earth has returned better than ever. It's reformatted to the wildly popular Savage Worlds: Explorers Edition-size paperback with updated rules. The plot has been expanded to include a new ending, giving you 110% of the story of the first edition. The new edition also has new art, with two dozen pieces added. The Fate Of The World Lies With The Scum Of The Earth! When the super heroes of the world are blown to kingdom come by an unstoppable army of invading aliens, who will save the day? Evil... The only forces left to take on the alien menace are the crafty and self-serving super-villains! Necessary Evil is a supers game done Savage Worlds style. Inside the twisted Plot Point setting are complete rules on making four-color super-powered characters, over seventy super powers, a whole pile of adventures weaving in and out of a resistance story, new Edges and Hindrances, a bestiary of out-of-this-world critters, and more! Necessary Evil requires the Savage Worlds Roleplaying Game to play, available wherever you found this book.

## Book Information

Age Range: 8 and up

Paperback: 188 pages

Publisher: Pinnacle Entertainment (February 1, 2009)

Language: English

ISBN-10: 0979245524

ISBN-13: 978-0979245527

Product Dimensions: 8.9 x 6.4 x 0.5 inches

Shipping Weight: 12.8 ounces (View shipping rates and policies)

Average Customer Review: 4.5 out of 5 starsÂ Â See all reviewsÂ (11 customer reviews)

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## Customer Reviews

This review is for the paperback Explorer's Edition of Necessary Evil. Many people have taken issue with the way super-powers are represented in the Savage Worlds: Explorer's Edition core rulebook, and they have a point. The rules presented there are more suited for a "Mystery Men" style game with low-powered supers who cannot rely on their powers being on-line just by wanting them to be. The core supers rules are substantially reworked in this setting, with super powers behaving more like most would expect them to if they were in the Fantastic Four/Superman mode of play. You

still require the core book to play, as with all Savage Worlds settings, but that only adds around ten bucks to the total cost. The conceit of this setting is that aliens have landed on an alternate Earth closely matching our own but with a few tweaks I won't spoil. All the world's superheroes were lured into a trap and annihilated (or were they?), leaving only super-villains to represent the resistance to the totalitarian alien enslavement of humanity. The players will be taking on roles as some of those super-villains. The book is split into two broad sections: A player section and a GM section. The player section includes the changes made to the standard Savage Worlds: Explorer's Edition character build and play rules. These boil down to the usual redefining of a few hindrances and edges, along with a few new examples of each, and the all-important retooling of the Arcane Background: Super Powers edge, which works very well indeed and should please those who rightfully felt the AB:SP edge was under-powered in SW:EE.

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