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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: 4.2 out of 5 stars 13 customer reviews

Best Sellers Rank: #961,739 in Books (See Top 100 in Books) #29 in Books > Science Fiction & Fantasy > Gaming > Savage Worlds #142118 in Books > Children's Books

Customer Reviews

I purchased the original hardback edition some time ago. The biggest change was updating to match the explorer's edition of Savage Worlds. This edition also expands the setting's finale. I've looked at other superhero games (including Silver Sentinels and GURPS: Supers), and this has to be one of the simplest, and straight forward rules mechs for a superheroes game, but that is to expected from Savage Worlds. To play this setting you do need a copy of Savage Worlds Explorer Edition (\$9.95). This is the generic source material and it contains all the basic rules you'll need to run the game.

Necessary Evil does not reprint the basic rules. Instead it points out differences, additions, and focuses on superpowers and the campaign. Plot: without spoiling the plot, Necessary Evil casts the players as supervillians who are forcefully recruited to fight against an alien occupation. The world's heroes were tricked into letting their guards down and the aliens destroyed them. Now the players, as supervillians, represent the lesser of two evils and must drive off the aliens.

If you are familiar with Savage Worlds, this game takes no time at all to get right into. If you're not familiar with Savage Worlds, I recommend becoming so, it's a fantastic game, and needed to run this, as well as Deadlands Reloaded (another amazing game). In Necessary Evil, you play supervillains fighting off a greater menace to humanity. Creating characters could not be simpler. You have points you spend on buying powers. Powers are very basic, with the flavor being added by your imagination. You could take the invisibility power, and then say whether your casting a magic spell, wearing a high tech cloaking device, or have "mutant powers". Then there are additional effects for each power. Perhaps the power isn't always "active", and must say when your turn it on, the power might be cheaper to purchase. Or being able to "Fly" faster might cost more than being able to hover and running speed. The book has a full story campaign in it, that is pretty fun to play, but with any supers it wouldn't take much to write your own adventures, even on the fly. I highly recommend this game. It's a great game to run when introducing new people into the world of role-playing. For an in depth review, watch the Game Geeks review on Youtube.

great story and a good system to play in

... but the book quality and lay out are nice. Soft cover, all color great art, 9x6.5 dimensions, has all the info one will need to run the campaign (other than a Savage Worlds core book). I will be running this in a few months for a group of 6 players.

well done, fun stuff

I looked at some Savage Worlds sourcebooks: Necessary Evil, Winterweir, Hellfrost, Fantasy Comp, Super Powers Comp, Bedlam City, Dawn of Legends, Necropolis 2350, Shaintar, Legends of Steel. I've ranked those in what my opinion are Best to Worst. A new Savage Worlds core book should come out in August 2011. Necessary Evil, Super Powers Comp, and Dawn of Legends have somewhat interchangeable superpowers lists. Necessary Evil has the most interesting campaign,

with plenty of plot twists and vile villains. Oddly, the PCs will also be villains, since most of the superheros got killed. Glossy, solid, full-color, digest sized. And now out of print (\$\$\$) - but it might be reprinted. It is one of the best RPG books I've seen. Super Powers Companion has the most villains. Powers in the front, Villains in the back. Glossy, solid, full-color, digest sized. That's the book on sale on this page, and I'll definitely recommend it for a supers Savage World campaign. In my opinion, Savage Worlds has the best production quality in the RPG market (Pathfinder is #2). Dawn of Legends has a somewhat rambling worldbook. Nothing really grabbed me after an hour, but there are a number of villains detailed. However, it does have the most material of the three books. Not glossy, 8.5x11 sized, grayscale, more fluff than I care for.

Exactly what I wanted in perfect condition.

I paid the extra \$5.00 dollar to get the Limited Edition Hardcover. What I received was the softcover book with a "Limited Edition Hardcover," sticker stuck to the back. Good supplemental material inside for adding to a Super Powers game, and I would have been happy if it had only cost me \$16.99, but definitely not worth \$24.99.

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