

NECESSARY EVIL - BIG LIST OF POWERS



* Modifiers and Powers marked with *italic* are unofficial ones. You can search for them in the PEG forum and in the Shark Bytes fanzine.

POWERS *	COST	MODIFIERS *	P	BRIEF DESCRIPTION
Absorption	4	<i>Extra Type (+4)</i> , <i>Transference (+3)</i> , <i>Reflection (+5)</i> / <i>Req. Activation (-1)</i>	36	This ability allows a villain to absorb damage and negate it, or even channel the energy back into his body.
Ageless	1	<i>Variable Age (+1)</i> , <i>Very Old (+1)</i>	36	The villain isn't affected by the aging process.
Altered Form	3	<i>Fall-Proof (+1)</i> , <i>Liquify (+3)</i> , <i>More Elastic (+1)</i> , <i>Replenish (+3)</i> / <i>Req. Activation (-1)</i>	36	The villain has a body of sand, water, metal, rubber, or other matter, or can stretch or manipulate it.
Animal Control	Varies 3 - 10	<i>Animal Companion (x2)</i> , <i>Shapechanger (+5)</i> , <i>Summoning (+5)</i> , <i>Superpowers (Variable)</i> , <i>Telepathic Link (+1)</i> / <i>Unique (Half)</i>	37	The villain has the ability to control animals within a number of miles equal to the villain's Spirit, and may even have a constant animal companion.
Animation	Varies 3+	<i>Herd (-2)</i> , <i>Object Limitation (-2)</i>	38	The character can animate objects and cause them to come to life.
Aquatic	1	<i>Needs Water (-1)</i>	39	The villain is native to the water.
Armor	2/4/6	<i>Heavy Armor (+2)</i> / <i>Partial Protection (-1)</i> , <i>Req. Activation (-1)</i>	39	This power represents mystical armor, power armor, or some other source of protection.
Attack, Melee	2x Lvl.	<i>Armor Piercing (+1 x 2AP)</i> , <i>Elemental Trick (+2)</i> , <i>Focus (+3)</i> , <i>Knockback (+2)</i> , <i>Nonlethal (+1)</i> , <i>Reach (+1)</i>	39	Your villain has a special melee attack.
Attack, Ranged	3	<i>Area Effect (+2/+4)</i> , <i>Armor Piercing (+1 x 2AP)</i> , <i>Elemental Trick (+2)</i> , <i>Extra Damage (+3 x d6)</i> , <i>Focus (+3)</i> , <i>Knockback (+2)</i> , <i>Nonlethal (+1)</i> , <i>Rapid Fire (+3 x extra shot)</i> / <i>Req. Material (-2)</i>	40	You have a ranged attack of some sort.
Awareness	3	<i>Danger Sense (+5)</i> , <i>Req. Activation (-1)</i>	41	Characters with awareness suffer no penalties due to bad lighting, fog, or other obscurity.
Broadcast	1	<i>Manipulation (+5)</i> , <i>More Range (+2)</i>	41	The villain can tap into and control local radio and television broadcasts.
Burrowing	2	<i>Super Tunneler (+3)</i>	41	A burrowing character may tunnel on her action.
Chameleon	3	<i>Inanimate Object (+3)</i> , <i>Voice (+2)</i>	42	This power allows the character to assume the appearance of another being or animal.
Construct	5	<i>Cyborg (-1)</i>	42	This character is a living automaton, cyborg, robot, statue, or android.
Copycat	2x Lvl.	<i>Devices (+3)</i> , <i>Extra Duration (+3)</i> , <i>Savant (+3)</i> , <i>Versatility (+3)</i> / <i>Touch (-3)</i>	42	This power allows the character to mimic the effect of any one other superpower she sees.
Damage Field	3	<i>Elemental Trick (+2)</i> , <i>Medium Template (+3)</i> , <i>Selective (+3)</i> / <i>Always On (-1)</i>	42	This power creates a dangerous aura of some kind around the character.

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Darkvision	2	Req. Activation (-1)	43	The villain can see in the dark and ignores all darkness penalties.
Decay	3	Rapid Decay (+2), Strong (+2) / Midas Touch (-2)	43	This truly terrible power destroys matter.
Deflection	1x Lvl.	Limited (Half Total), Req. Activation (-1)	44	This handy power deflects incoming ranged attacks.
Duplication	5	Extra Duplicates (+3 x Dupe), <i>Feedback</i> (-2), <i>Focus</i> (Half Total)	44	Characters and creatures possessing this ability can create exact copies of themselves.
Earthquake	1	Earthshake (+3), Trigger (+1), <i>Volcano</i> (+5)	44	Earthquake allows a character to create a small rend in the earth that can stun and entrap foes.
Elasticity	-	-	45	See Altered Form
Elemental Tricks	Special	Air, Darkness, Electricity, Fire, Cold, Light, Psionic, Radiation, Sound	45	Special
Energy Control	2	Elemental Trick (+2), Large Burst Template (+3), <i>Selective</i> (+2)	45	Energy control allows a villain to manipulate raw force or energy.
Ensnare	3	Area Effect (+2), <i>Damaging</i> (+2/ <i>Varies</i>), Ranged Attack (+2), Stronger (+3)	46	This power allows the character to restrain his target.
Explode	2	Elemental Trick (+2), Large Template (+3), <i>Selective</i> (+2)	46	Your villain has the unusual ability of being able to explode!
Extra Actions	3 x Lvl.	Repeat Action (x2)	46	This power allows you to take one additional action per round.
Extra Limbs	4 x Lvl.	Reach (+1 x 1")	47	Your villain has an additional prehensile limb of some sort.
Fear	3	Terror (+2) / Scary (-2)	48	Some characters are so menacing they cause fear in all who see them.
Fearless	2	-	48	Fearless characters never suffer from fear and intimidation.
Flight	Varies 2 - 15	<i>Space Flight</i> (+5)	48	Your villain can fly.
Force Control	2x Lvl.	Bind (+1), Flight (+4), Focus (+3), Force Field (+4), Heavy Weapon (+1), Maneuverable (+3), Medium Template (+2)	48	This power allows a character to create and control a force of pure energy.
Gifted	1	-	49	The character ignores penalties when making unskilled rolls.
Growth	2x Lvl.	<i>Hardy</i> (+4), <i>Gargantuan</i> (+5), <i>Long Stride</i> (+1), Monster (-1)	49	Growth allows a villain to become larger, increasing his Size and Strength.
Healing	2	Refresh (+2), Rejuvenation (+3), Restoration (+5), Revive (+2), Resurrection (+10)	49	Your villain can heal herself and others with a touch.
Heightened Senses	1	<i>Additional Sense</i> (+1), <i>Eagle Eyes</i> (+1), <i>EM-Sense</i> (+1), <i>Microscopic Vision</i> (+1), <i>Tracking</i> (+1), <i>Ultra/Infrasonic Hearing</i> (+1) / <i>Requires Activation</i> (-1)	50	The character's senses are heightened for some reason.
Illusion	2x Lvl.	Film Quality (+1), Psychosomatic Trauma (+2) / Targeted (-1)	50	Illusion allows your villain to create imaginary images and sounds.
Immunity	4	Req. Activation (-1)	51	Your villain has limited immunity against a particular matter or energy based attack.

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Infection	Varies 1 - 5	Strong (x2) / Always On (-2)	51	The character's touch infects her foes with a disease or other unhealthy condition.
Intangibility	5	Affects Others (+3), Ghost-striker (+5), Phaser (+2)	52	Intangibility makes the character unable to affect or be affected by physical and energy attacks or objects.
Interface	2	Code Breaker (+1), Virus (+2)	52	Your villain can interface with electronic gadgets, giving him much greater access to its inner workings than others.
Invent	2x Lvl.	-	52	This impressive ability allows an inventor to create one-off devices.
Invisibility	5	Always On (-2)	53	The character can become invisible at will.
Jinx	2	Area Effect (+2/4), Improved Jinx (x2)	53	Your enemies are constantly suffering minor slips, misfires, and other mishaps.
Lair	1	Escape Pod (+1) Research Lab (+1) Secure Access (+1), Well-hidden (+1)	54	This power grants your villain a lair.
Leaping	Varies 1 - 5	Bounce (+1), Glider (-1), Smashing Impact (+2)	54	Your villain may actually be able to leap tall buildings in a single bound.
Light	1x Lvl.	Light Beam (+1) / Always On (Halve Total), Focus (-1)	-	Your villain can emit light from his body to illuminate an area.
Malfunction	3	-	54	The villain can cause technological devices to simply fail.
Matter Control	4x Lvl.	Binding (+1), Gliding (+4)	55	The villain can shape and control a particular type of material.
Mind Control	3	Mind Wipe (+3), More Minds (+2)	56	The power to control minds is perhaps the ultimate ability. With it, the villain can contact and control another mind.
Mind Reading	3	Mind Rider (+3) / Empathic Only (-1)	56	Mind reading allows a character to read another's thoughts.
Minions	1x Lvl.	Summonable (+2), Superpowers (Variable)	56	Each time this power is taken, your character gains a faithful and reasonably loyal minion.
Negation	2 x Lvl.	More Duration (+2), Range (+3) / Restricted to Copycat (-2)	58	This handy power allows your villain to negate others' superpowers and abilities.
Paralysis	2	Extra Duration (+1) Extra Power (+1) Extra Range (+4) / Midas Touch (-1)	58	A successful touch attack causes the victim to be paralyzed for some rounds.
Parry	2/4/6	Catch and Throw (+2) / Req. Activation (-1)	58	Your villain's Parry increases his value with each level.
Plant Control	-	-	58	See Matter Control
Regeneration	5	Fast Regeneration (+5), True Regeneration (+5/+10)	58	Whether through flesh and blood that self-knit or advanced mending technology, your villain's wounds heal themselves in an amazingly short amount of time.
Shrink	3	Density (+4), Microscopic (+4) / Dwarf (-2)	59	The character can alter his form to become much smaller.
Speak Language	2	Written Word (+1)	59	Your villain can speak any language.
Speed	Varies 1 - 10	Pummel (+2), Whirlwind (+5), Water Running (+1), Vibrate (+5)	59	Your villain can run at incredible speeds.

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Storm	3	Downpour (+1), Gale Force (+1), Lightning Strike (+3)	60	The very atmosphere trembles at your villain's whims. With this power he can both summon and dispel storms.
Stun	2	Cone Template (+0/+1), Larger (+2), More Range (+2), Smarts (+1), Stronger (+2)	61	This power allows the villain to place a Template: characters within the template can be Shaken.
Super Attribute	1x Step	Req. Activation (-1)	61	This power increases your villain's attributes.
Super Edge	2	Req. Activation (-1)	61	Spending Power Points grants the villain one Combat Edge allowed in the setting.
Super Skill	1x 2 Sk. Points	Req. Activation (-1)	61	Super skill grants you points to increase your villain's skills, and usually reflects extreme training or supernatural enhancement of some sort.
Super Sorcery	3x Lvl.	-	62	These powerful beings control eldritch energies that allow them to do nearly anything at whim.
Swinging	3	Strong Line (+1x 1000lbs)	63	Villains with any kind of cord, rope, webbing, or other grappling lines can move through certain types of settings with ease.
Telekinesis	2x Lvl.	Focus (+3), Heavy Weapon (+1), More Range (+2)	63	Telekinesis is the ability to move objects or creatures (including one's self) with pure thought or will.
Telepathy	2	Broadcast (+1/+3)	63	The villain can communicate with anyone and everyone in sight through telepathy.
Teleport	3	More Range (+2x 12"), Rapid Teleport (+3), Taxi (+2), Teleport Other (+5)	64	Teleport allows a character to disappear and instantly reappear at distance.
Toughness	3/6/9	Hardy (+4) / Req. Activation (-1)	65	Your villain's base Toughness improves from mystical protection, super-strong skin, dense bones, etc.
Undead	4	Vampire (-2)	65	A rare few individuals don't let even the cold hand of death stop them from their hateful existence.
Vehicle	Varies 1 - 3	AI (+1), Secure Access (+1)	66	From rocket-bikes to assault choppers, this power allows your character to have their own super-vehicle.
Wall Walker	-	-	66	Characters possessing this power can walk on horizontal surfaces or even upside down.
Whirlwind	2	Larger Whirlwind (+2), Twister (+2)	66	The villain can create a small moveable cyclone that can scatter and disrupt his foes.
X-Ray Vision	1x Lvl.	-	-	Your villain can see through solid matter.

NECESSARY EVIL - BIG LIST OF POWERS, ver.1.2 - Created by **Andrea "Lord Lance" Parducci**. Fully realized with the free OpenOffice suite, even for PDF export.

Contact **Lord Lance** thru the PEG forum at <http://www.peginc.com/forum/profile.php?mode=viewprofile&u=6794>

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