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JUSTICE WHEELS

GALAXY WARDEN



ICONS
SUPERPOWERED ROLEPLAYING
COMPATIBLE

INCLUDES ADVANCED
VEHICLE RULES

GALAXY WARDEN

(aka Chip Carrington)

Prowess 4
Coordination 5
Strength 4
Intellect 4
Awareness 3
Willpower 5

Stamina 9
Determination 4

Specialties

Acrobatics Expert
Aerial Combat Expert
Athletics Master
Pilot Expert
Science Expert (Archeology)

Powers

Blast Device 6 (Shooting) - Energy Beam Ray Gun
Vehicle 9

Qualities

Identity : Baseball Super Star and Gentleman Adventurer
Connections : Professor Stanley Laslow
Connections : Princess Aliyana of the planet Verdania
Motivation : Find a way back home to Earth

Challenges

Enemy : Emperor Krang from the planet Krobo

Point Total 51

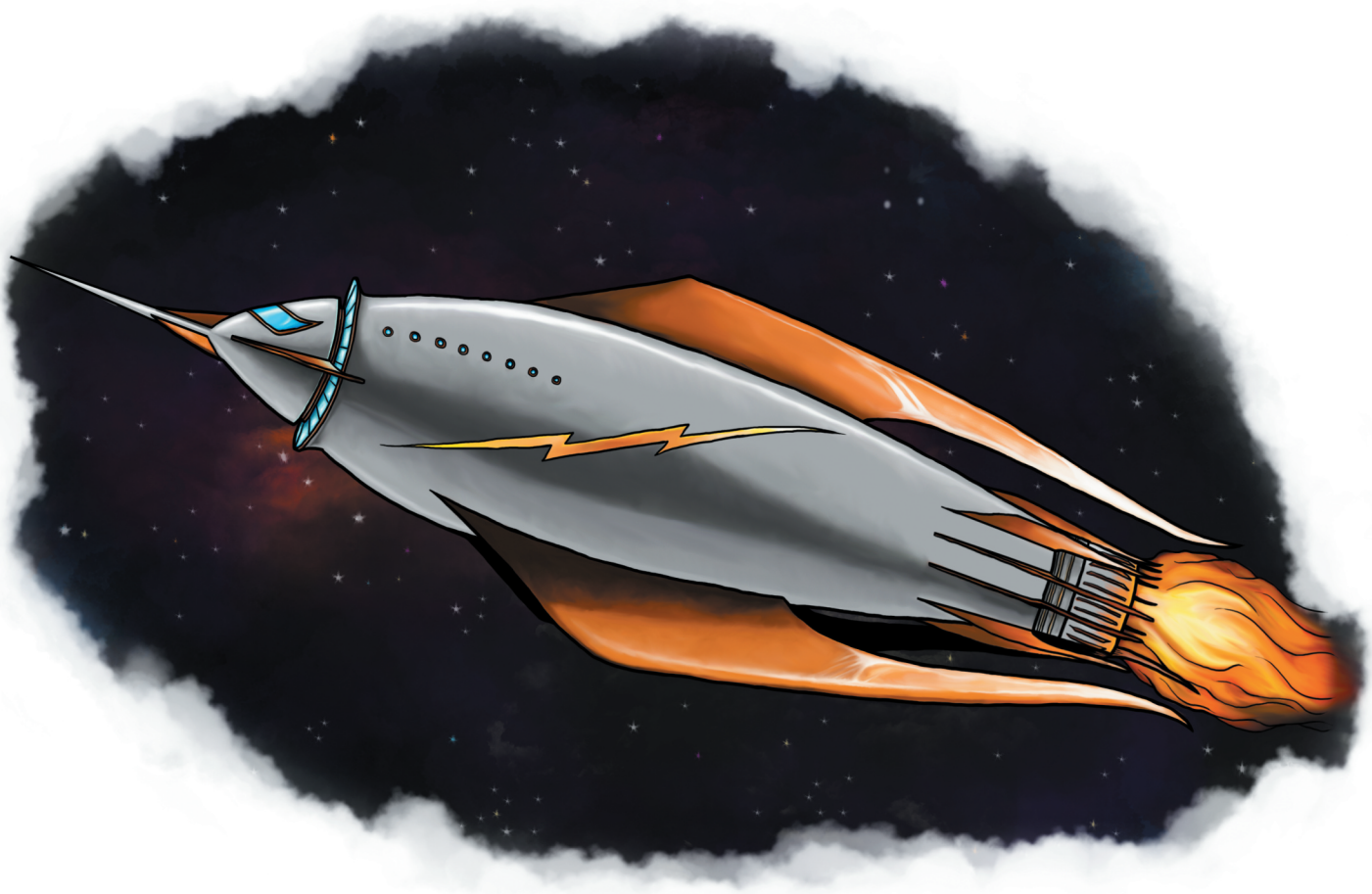
Background

Charles "Chip" Carrington was born in a small farm town in the American Midwest in 1914. Growing up on the family farm, he was the All-American boy, excelling equally in the classroom and on the baseball diamond. He even took up crop dusting just for the opportunity to learn how to pilot the planes from World War I he grew up romanticizing.



Chip attended Old Ivy University in Grimm City where he studied archeology and played shortstop for the college team. After graduation, he was drafted by the Stark City Frontiersmen and in his rookie year lead them to their first World Series Championship in 1936 and was named Most Valuable Player. The Stark City Aviation Corporation rewarded America's newest sports star with his own private plane, and soon after he developed a reputation as a gentleman adventurer in the press.

During the baseball off-season of 1939, Chip Carrington accompanied his college mentor Professor Stanley Laslow on an archeological dig to investigate ancient ruins on the Yucatan Peninsula. They discovered a mysterious cylindrical artifact in a long forgotten tomb that had no connection to the cultures known to have existed in the area. As Carrington flew his plane back to Stark City, Professor Laslow accidentally activated the strange relic and the pair were instantly transported across the galaxy into the skies of an alien planet light years away from Earth.



They were immediately set upon by strange marauding aircraft the likes of which they had never before seen. His plane damaged by energy beam weapons fired from the unknown vessels, Chip Carrington was forced to make an emergency landing. The Earth-men were rescued by friendly local inhabitants who informed them that they were on the planet Verdania and had been set upon by the evil forces of Emperor Krang from the planet Krobo.

The Verandians took Chip Carrington and Professor Laslow to their ruler, the beautiful Princess Aliyana. The princess explained to them how the merciless Krang of Krobo had conquered many planets in the sector and now had his sights on Verdania, one of the last beacons of hope against the tide of oppression stemming from the Krobon Empire.

Chip Carrington made a solemn vow to Princess Aliyana to dedicate his life to protecting Verdania and other planets from Krang until he could find a way home back to Earth. Inspired by the alien's passion, Princess Aliyana decided to reestablish the ancient order of Galaxy Wardens and named Chip

the first new Warden and her personal champion. She gave him command of one of the finest spaceships in the Verdanian fleet, the VSS Lightingstrike and a small crew, and named Professor Laslow ship's science officer.

As the Galaxy Warden, Chip Carrington and his brave crew quickly became a personal thorn in the side of Emperor Krang, thwarting his attempts to invade Verdania and other planets of the sector. Professor Laslow dedicated himself to finding a way back home to Earth, and spent much of his time researching the ancient cylindrical artifact and other promising leads uncovered on their adventures. Both Earth-men made a pact, however, to not abandon the people they were entrusted to protect until the evil forces of the Krobon Empire had been pushed back and defeated. But Krang of Krobo is as resourceful as he is ruthless, and the inhabitants of Verdania and the surrounding sector will likely need the protection of the Galaxy Warden for some time to come...

VSS Lightningstrike

Prowess 8

Coordination 8

Strength 9

Speed 10 (effectively Flight 10)

Stamina 9

Extras

Extra Passengers x2

Life Support 6 (Cold, Breathing, Heat, Pressure, Radiation, Vacuum)

Blast 6 (Shooting) - Energy Beam Cannons (Full Arc)

Force Field 5 - Cosmic Shields

Villainous Variant

As an alternative to using the Galaxy Warden as a superhero, perhaps in an alternate universe, Chip Carrington would be a notorious relic hunter and con artist working for anyone who will pay him, including the Nazis. After stealing the mysterious cylindrical artifact found by Professor Stanley Laslow in an ancient tomb on the Yucatan Peninsula, Carrington accidentally activated the device while en route to Nazi Germany aboard his plane. He found himself instantly transported to the other side of the galaxy where he was attacked and captured by forces of the Krobon Empire. Carrington managed to convince Emperor Krang to hire him and promised to provide access to a new world rich in resources for him to conquer – Earth! While Carrington serves as first officer aboard Krang's flagship, the IKS Deathstrike, he has been studying the ancient cylindrical artifact to find a way to use it again to get back home and bring the mighty space fleet of the Krobon Empire with him...

IKS Deathstrike

Prowess 8

Coordination 7

Strength 9

Speed 10 (effectively Flight 10)

Stamina 10

Extras

Extra Passengers x2

Life Support 6 (Cold, Breathing, Heat, Pressure, Radiation, Vacuum)

Blast 7 (Shooting) – Disruptor Cannons (Full Arc)

Force Field 4 – Cosmic Shields

NEW POWER: Vehicle

Written by **Daniel Gallant** and **Mike Lafferty**
Consultation and additional material by **Steve Kenson**.

Vehicle

You have a vehicle. It could be a motorcycle, car, aircraft, hovercraft, airship, space fighter, or anything that can carry you. The base vehicle has the following characteristics:

- It can carry the pilot/driver plus one passenger.
- It has a Coordination, Strength, Prowess, and Stamina equal to your power level.
- It has a Speed equal to your power level. It can travel on land, in the water, in the air, or underground as if it had an appropriate movement power (Super-Speed, Swimming, Flight, or Burrow) at the same level as its Speed.

You also get a number of vehicle build points equal to twice your Vehicle power level. You may spend these points to add extra features to your vehicle. For each vehicle build point you spend, you may add one of the following:

- Add one to your vehicle's ability scores, including its Speed.
- Add one level of an appropriate power to your vehicle, or increase an existing power by one level. (This is similar to designing a superhero using the point buy system described in ICONS, p. 17.)
- Add space for five additional passengers.
- Add a remote control that allows you to summon and control your vehicle from a distance.
- Allow your Vehicle to transform into an alternate form, built as a separate vehicle at your power level minus 1. Your vehicle can have a maximum of two alternate forms in addition to its base form (for a total of three vehicle modes).

At GM's discretion, you may obtain additional vehicle build points by lowering one of more of the default values for your vehicle's ability scores, including its Speed.

A few notes on a vehicle's ability scores

- Stamina is a measure of a vehicle's structural integrity and (to some degree) the protection it provides its driver and passengers. When a vehicle's Stamina is reduced to zero, it is considered disabled and inoperable.
- Speed is the relative speed of the vehicle in relation to other vehicles. This provides a standard measure of speed across the various movement powers. This is intended for tests during chases.
- A vehicle's Strength is a measure of its towing and/or lifting capacity.
- A vehicle's Coordination is used for appropriate tests (such as piloting or driving) instead of the character's Coordination. It may be modified by an appropriate specialty such as Pilot.
- Generally, it's recommended that the vehicle's Coordination attribute also is used for attacking with vehicle-mounted weapons. However, at the GM's discretion, a character's Coordination can be used instead. A character's Coordination should be used for attacking from a vehicle with a weapon that is not mounted on the vehicle.
- A vehicle's Prowess is used for strictly physical attacks such as ramming during vehicle combat.

Vehicles in Combat

In combat, a Vehicle acts as a partial shield for its driver and passengers. Any damage is absorbed by the vehicle's Stamina and not the characters inside. In order to hit a passenger or driver inside a vehicle, a successful called-shot maneuver (ICONS, p. 67) is necessary.

The benefit of any other defensive powers added onto the vehicle (such as Invulnerability, perhaps described as armor and bulletproof glass) or Force Field would be in addition to this default level of protection.

Some common sense is in order. A souped-up skateboard will not provide the same protection as an armored sports car, and the GM should feel free to waive this rule as she sees fit.

Chasing Without a Vehicle

Characters with an appropriate movement power can take part in a chase. This is at the GM's discretion. We suggest using the level of the movement power as the Speed attribute for the purpose of the pursuit.

In the optional chase rules appendix there's a Speed bonus chart that can be handy when dealing with pursuits that involve vehicles or characters with different powers.

Maneuvers in Vehicle Combat

On the ICONS [Truth and Justice wiki](#), Steve Kenson has written an article detailing how a character can (with a successful test) place a temporary aspect on another person or situation.

This makes a fun addition to vehicle-based combat. For example, the hero Inferno (in his customized, super-charged sports car, the Firestarter) is chasing the ice-based criminal Frostbite (who is in his modified hover-tank) through the streets of the city. Inferno attempts to use his car's flame throwers to add a "melted tank tread" aspect to Frostbite's tank. Inferno's player rolls a Coordination test and gets an effort of 10. Compared to Frostbite's difficulty of 7 (for Coordination 5 and Expert Driver), that is an outcome of 3, which is a major success. Frostbite's tank has a damaged tread for the rest of this chapter and Inferno gets a free tag for that aspect.

Team Vehicle

A team can pool their Determination and buy a vehicle, Spending their collective Determination to buy the Vehicle power at a rate of 1 to 1.

Chase Rules

The default recommendation for chase rules for ICONS is a Success Pyramid with tests based on relevant traits such as Speed or Coordination (factoring in Specialties like Piloting or Drive).

In a nutshell, a character or group of characters

would do a series of related tests in order to accumulate enough successes to equal a massive success (an effect of 5 or more) in order to catch up with a target or to escape from their pursuer.

Optionally, some Pyramid Test variations (like Balanced, Competitive, Fragile, and Triggered) for accidents, collisions, etc.) could be mixed in to add variety and customize the feel of the chase.

The following link provides more details about the [Success Pyramid and Pyramid Tests](#).

Appendix: Optional Extra-Crunchy Chase Rules

These rules present a "crunchier" alternate set of chase rules for ICONS.

In a chase there are two individuals or groups, a Chaser and an Escapee. There is no question as to who is chasing whom. The Chaser wants to catch the Escapee, and the Escapee wants to get away.

In the cases where there is no reasonable way for a party without a vehicle or a movement power to take part in the chase (either pursuing or evading), then the party with the movement power simply escapes or catches up, depending on their intent. The goal of the Escapee is to increase the distance to 11 "zones," at which point, they get away.

Note that "zones" is an abstract unit and does not necessarily mean physical distance; it could also mean they are separated by city blocks, crates in a warehouse, asteroids, a sufficient number of twists and turns in a maze, crowds in a mall – whatever would be appropriate for the scene and the characters involved.

Before starting the chase, the GM should determine the starting distance in zones between the Chaser and the Escapee:

- Start with a base of 2.
- Add 1 if the Chaser was monologuing, blinded by a handful of sand, or otherwise distracted from the chase.

- Subtract 1 if the Escapee was distracted, prone, or otherwise disadvantaged when the chase started. This will yield a result from 1 to 3.

During each panel of a chase, the Chaser and the Escapee might take the following actions:

1) Get Away – The Escapee tries to increase the distance.

- First, test between the Escapee's Coordination against the Chaser's Coordination.
- If the Escapee wins, they can add their success (i.e., the difference between the two totals) to their Speed. If they lose, they subtract the difference between the two totals.
- Add the Speed of the Escapee to the distance, then subtract the Speed of the Chaser. This is the new distance. If it is 11 or more, the Escapee has successfully made a getaway.

2) Trick – The Escapee attempts to deceive and evade the Chaser.

- The Escapee rolls a test of their Vehicle power (or other movement power being used). The Chaser rolls a Coordination test.
- If the Escapee wins, add the level of the power used to the Escapee's Speed.
- Next, add the new Speed of the Escapee to the

distance.

- Then subtract the Speed of the Chaser from the distance. If the new distance is 11 or more, the Escapee has successfully gotten away.

3) Attack – Either the Chaser or the Escapee makes a normal attack.

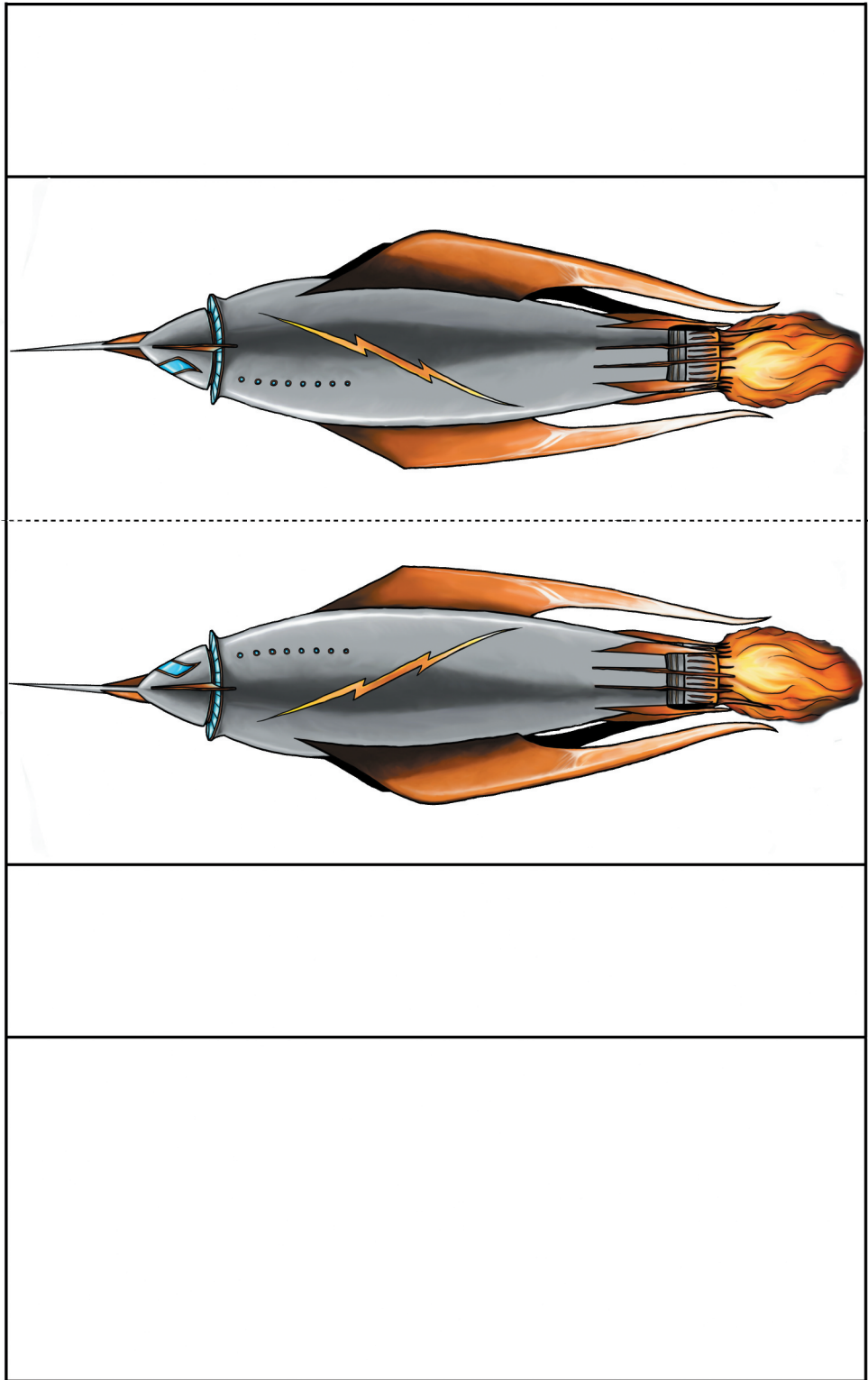
- Handle the attack per usual ICONS rules, adding an appropriate difficulty to reflect the conditions of the chase. If the other character survives and remains in the chase, proceed with the next step.
- Subtract 2 from the attacker's Speed.
- Add the Speed of the attacker to the distance, then subtract the Speed of the defender.
- If the new distance number is 11 or more, the Escapee gets away.

NOTE: Modifications to Speed are only for that round.

Optional: Relative Effectiveness of Powers

Sometimes one power will have an advantage over another. The value (obtained from the table shown below) is a bonus available to the Chaser or Escapee and can be used once each turn as a bonus to Speed or Coordination.

	Escapee								
Chaser	Flight	Super Speed	Swinging	Teleportation	Burrowing	Dimension Travel	Leaping	Wall-Crawling	No Power
Flight	0	1	1	1	2	*	1	1	5
Super Speed	1	0	2	1	1	*	1	1	5
Swinging	1	2	0	1	1	*	0	0	5
Teleportation	1	1	1	0	1	*	1	1	5
Burrowing	2	1	1	1	0	*	1	2	5
Dimension Travel	0	0	0	0	0	0	0	0	0
Leaping	1	1	0	1	1	*	0	0	5
Wall-crawling	1	1	0	1	2	*	0	0	5
No Power	5	5	5	5	5	*	5	5	0
	Bonus for Chaser	Bonus for Escapee	No Bonus			* = Escape is automatic			



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