

BLACK SCARAB

aka - Professor Randall Winger

Prowess 6 Coordination 5 Strength 5 Intellect 5 Awareness 4 Willpower 3

Stamina 8 Determination 2 (if used as PC)

Specialties

Acrobatics Martial Arts Athletics Investigation Computers Mechanics Stealth Expert Drive

Powers

Wizardry 4 (Gadgets (Intellect)) Blast (Explosive Anhk-Shaped Shuriken) Swinging (Grappling Hook Gun) Blinding (Scarab-Shaped Flash Bang Grenade) Strike Device 4 (Bashing) - Escrima Sticks

Qualities

Identity : Professor of Archaeology Motivation: Do bidding of Maat - ancient Egyptian goddess of Justice

Challenges

Personal : Loner

Social: Grim

Weakness : Haunted by visions of Maat -- the Egyptian goddess of justice

Point Total 45

Description: While on an archeaological dig excavating a temple of Maat in Memphis, Egypt, Professor Randall Winger experienced a vision. He believes the goddess Maat visited him personally



and charged him with restoring justice to the decadent modern world.

Keeping his epiphany to himself, Winger began a second life when he returned home.

Using skills as an inventor and engineer, he crafted an array of crime fighting gear. Guided by his visions of Maat (and through much diligent training) Winger has also become a profecient hand-to-hand combatant; he believes he is practicing a long lost fighting style that was practiced by Maat's followers during the time of the pharaohs.

Adopting the code name Black Scarab, and clad in a costume that is a modern version of the priestly vestments of the clerics of Maat, he patrols the streets, rooftops and alleys of his city, meting out justice to the guilty.



Black Scarab's Vehicle: Fortified Assault Logistical Conveyance aka F.A.L.C.O.N.

Prowess 4 Coordination 6 Strength 7 Stamina 7

Powers

Super Speed 4 - Performance Engine Leaping 2 - Super-charged Turbo Booster Blast 5 (Blast) - Hidden Machineguns Invulnerability 4 - Armor Plating Supersenses 2 - Radar, Thermal Imaging (Sensor Array) Invisibility 3 - Limited to car itself. Temporary Stealth Field (4 pages at a time)

Villain Variant:

If you want to use the Black Scarab as a villain, play up the crazy. Winger believes he's restoring "balance to the modern world" at the behest of an ancient goddess; but his definition of balance is skewed. The justice system, the government, the super-hero establishment -- they're all corrupt and compromised beyond redemption.

The only way to truly restore balance is to burn it all down and rebuild from scratch. Goaded on by his persistent hallucinations of the goddess Maat, Black Scarab wages a one man terrorist war - bombing prisons, military bases, government buildings and super-group headquarters. He finances his operation by looting banks and local businesses.



Open Game License

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses

and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered

Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish

updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc. Fudge System Reference Document, Copyright 2005, Grey Ghost Press, Inc.; Authors Steffan O'Sullivan and Ann Dupuis, with additional material by Peter Bonney, Deird'Re Brooks, Reimer Behrends, Shawn Garbett, Steven Hammond, Ed Heil, Bernard Hsiung, Sedge Lewis, Gordon McCormick, Kent Matthewson, Peter Mikelsons, Anthony Roberson, Andy Skinner, Stephan Szabo, John Ughrin, Dmitri Zagidulin. FATE (Fantastic Adventures in Tabletop Entertainment),

Copyright 2003 by Evil Hat Productions LLC; Authors Robert Donoghue and Fred Hicks.

Spirit of the Century, Copyright 2006, Evil Hat Productions

LLC. Authors Robert Donoghue, Fred Hicks, and Leonard Balsera.

Icons, Copyright 2010, Steve Kenson, published exclusively by Adamant Entertainment in partnership with Cubicle Seven Entertainment, Ltd.

Justice Wheels 1, Copyright 2012 Fainting Goat Games. Author Mike Lafferty.

The following is designated as Product Identity, in accordance with Section 1(e) of the Open Game License, Version 1.0a: All Characters and their associated descriptions, backgrounds, and related information

ICONS Superpowered Roleplaying is a trademark of Steve Kenson, published exclusively by Adamant Entertainment. The ICONS Superpowered Roleplaying Compatibility Logo is a trademark of Adamant Entertainment and is used under the ICONS Superpowered Roleplaying Compatibility License. See http://www.adamantentertainment.com for more information on the compatibility license.

Justice Wheels 1 Written by Mike Lafferty Art by Scott Harshbarger Layouts by Adrian Smith Cover design by Dan Houser & Adrian Smith Additional fonts from Blambot.com



HEAD OVER TO http://www.indiegogo.com/justice-wheels AND HELP MAKE THE FULL JUSTICE WHEELS LINE A REALITY