

11

JUSTICE WHEELS



SHAR-AA:
THE
SCREAMING
ANGEL



INCLUDES ADVANCED
VEHICLE RULES

ICONS
SUPERPOWERED ROLEPLAYING
COMPATIBLE

SHAR-AA: THE SCREAMING ANGEL

(aka Shara Brodeen)

Prowess 5
Coordination 7
Strength 7
Intellect 3
Awareness 3
Willpower 4

Stamina 11
Determination 2

Specialties

Aerial Combat Expert
Languages (English)
Martial Arts Master (Zione Screaming
Technique)
Mechanics Expert (Engineering)
Pilot Expert

Powers

Blast 5 (Blasting) - Sonic Scream
Vehicle 9 – Silent Fury Mech

Qualities

Epithet : The Screaming Angel
Identity : Warrior from an anachronistic culture of
genetically augmented women
Connections : Zack Brodeen
Motivation : To find her mother's true killer and
clear her name

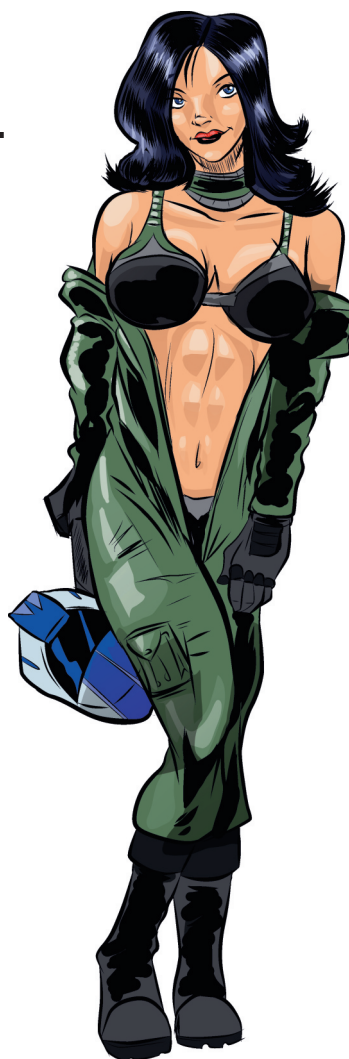
Challenges

Personal : A woman from an archaic Bronze Age
culture now living in the modern world
Enemy : The Adversaries

Point Total 53

Background

Shar-aa is the daughter of aerial photographer and
attaché to Admiral Byrd's 1926 Polar expedition
Max Brodeen and U-ma, chief biologist of the Zione
people -- a Bronze Age anachronistic culture of
genetically augmented women formerly enslaved by



a faction of extra-dimensional saurian shape shifters referred to only as the Adversaries. Brodeen's plane crashed near the rim of the Northern Polar opening leading to the Zione hollow Earth civilization. Using technology reverse engineered from Adversary technology, U-ma spear-headed nursing the crew back to health, as well as harvesting their genetic material, and subsequently wiping their memories, before returning them to the surface. The harvesting of Y-chromosomes was a necessity because, while the Adversaries' genetic enhancements have prolonged the lives of women by centuries, as well as increasing their strength, agility and other attributes, it spelled death for the men.

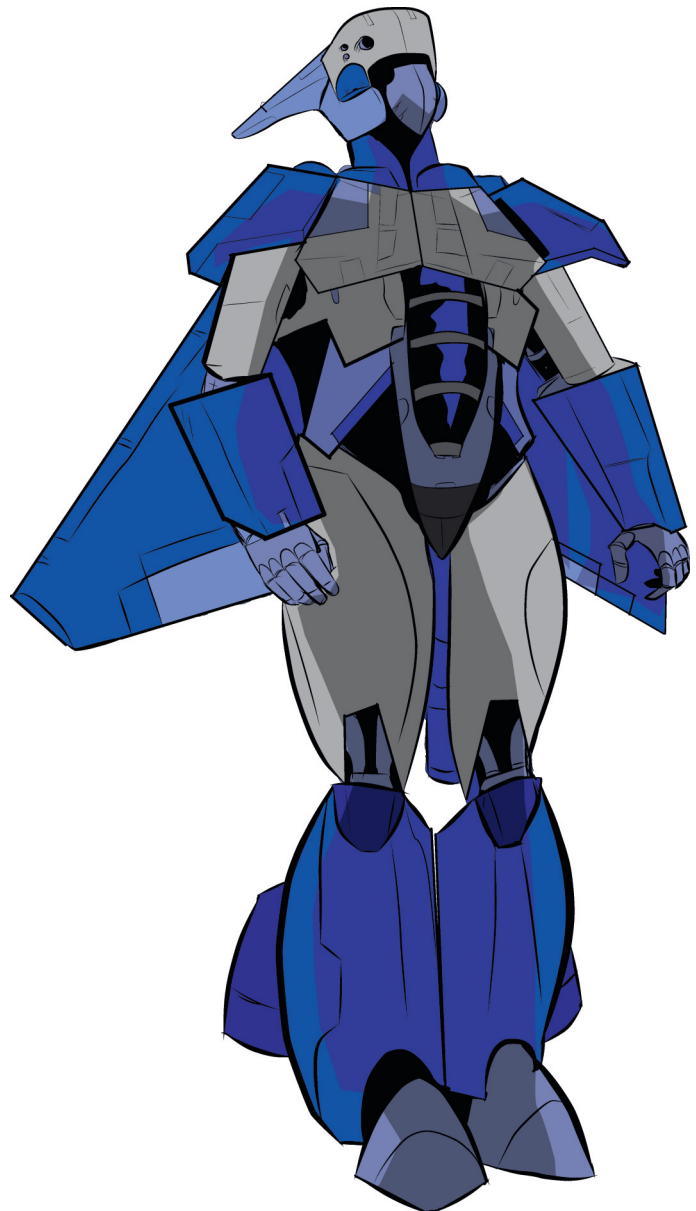
Shar-aa was raised as a learned, accomplished warrior in the finest tradition of her race. Although the Zione are wary of contact with other cultures for fear of even the slightest possibility of re-enslavement as miners, they do maintain extensive

libraries of various other human cultures obtained over millennia. They maintain a healthy respect for other "hidden" species and cultures "watching" humanity and exchange information with them. As the genetic progeny of an American, Shar-aa became fascinated with that culture and learned English. By the time she reached adolescence (around age 60), she had also earned herself a coveted position among the covert ops corps tasked with protecting the anonymity of their society.

Meanwhile, the Adversaries infiltrated the most clandestine halls of Zione government to seek their revenge, killing key members of the Zione oligarchy and replacing them with their agents. Once in place, these agents determined that Shar-aa was a threat. Due to her unusual hazel eye coloration from her novel DNA, the would-be assassin could not convincingly maintain Shar-aa's form. Rather than killing her out-right, they chose to frame her for the murder of her own mother. She was sentenced to death but escaped the only home she had ever known by using gadgets of her own design incorporated into a prototype mech built following the schematics of an ancient mining droid and enhanced with modular features inspired by anime. Yes, even anachronistic warrior women have access to the Internet.

Shar-aa is determined to discover her mother's true killer and to clear her name. In the mean time, she has decided to try her luck among her sperm donor's people. Though Max Brodeen is long dead, his great nephew Zack is an avionics engineer in the American Southwest. He welcomes Shar-aa, or Shara, as a long lost cousin from Eastern Europe. Impressed with her piloting skills, the two have become fast friends.

Shar-aa has unwittingly engaged in a number of skirmishes with would be miscreants while honing her skills using the mech, which she now calls Silent Fury. In addition to her skills as a pilot and an engineer, Shar-aa is a master of the sonic martial arts screaming technique that allowed her people to win their freedom from the Adversaries thousands of years ago. This scream causes paralysis and massive nerve damage. The blogosphere has collectively referred to her as the Screaming Angel,



after the coveted sonic martial arts technique she performs both in and outside of the Fury. No doubt both the Zione and the Adversaries have seen these blog posts. It's only a matter of time before one or both factions come calling.

The Silent Fury Mech

This mech has three forms: a humanoid "warrior" form, a "jet" form, and a hybrid form. It has sealed systems and can operate for thirty plus years using micro-ionic fusion generators. It can fire barrages of concentrated plasma pellets in jet and hybrid form and can fire a "hand-held" plasma gun in warrior mode. The mech can be holographically masked in any form. It can be made to resemble a conventional jet, or a grain silo in warrior mode, for instance, but it's actual size never changes. The ionic

generators make no sound, thus the moniker. Shara-aa achieved speeds of up to Mach 8 while escaping her homeland in jet mode. She is able to amplify her sonic scream using the Fury's external sound system.

Silent Fury Jet Form

Prowess 7

Coordination 8

Strength 8

Speed 9 (effectively Flight 9 in Jet Form)

Stamina 10

Extras

Transform x2 (Three Total Alternate Forms: Jet Form, Warrior Form, Hybrid Form)

Blast 6 (Shooting) - Plasma Pellets

Blast 8 (Blasting) - Amplified Sonic Scream

Chameleon 5 - Holographic Masking

Silent Fury Warrior Form

Prowess 7

Coordination 8

Strength 8

Speed 2 (effectively Super Speed 2 in Warrior Form)

Stamina 10

Extras

Transform x2 (Three Total Alternate Forms: Jet Form, Warrior Form, Hybrid Form)

Blast 6 (Shooting) - Plasma Gun

Blast 8 (Blasting) - Amplified Sonic Scream

Chameleon 5 - Holographic Masking

Silent Fury Hybrid Form

Prowess 6

Coordination 6

Strength 6

Speed 7 (effectively Flight 7 in Hybrid Form)

Stamina 10

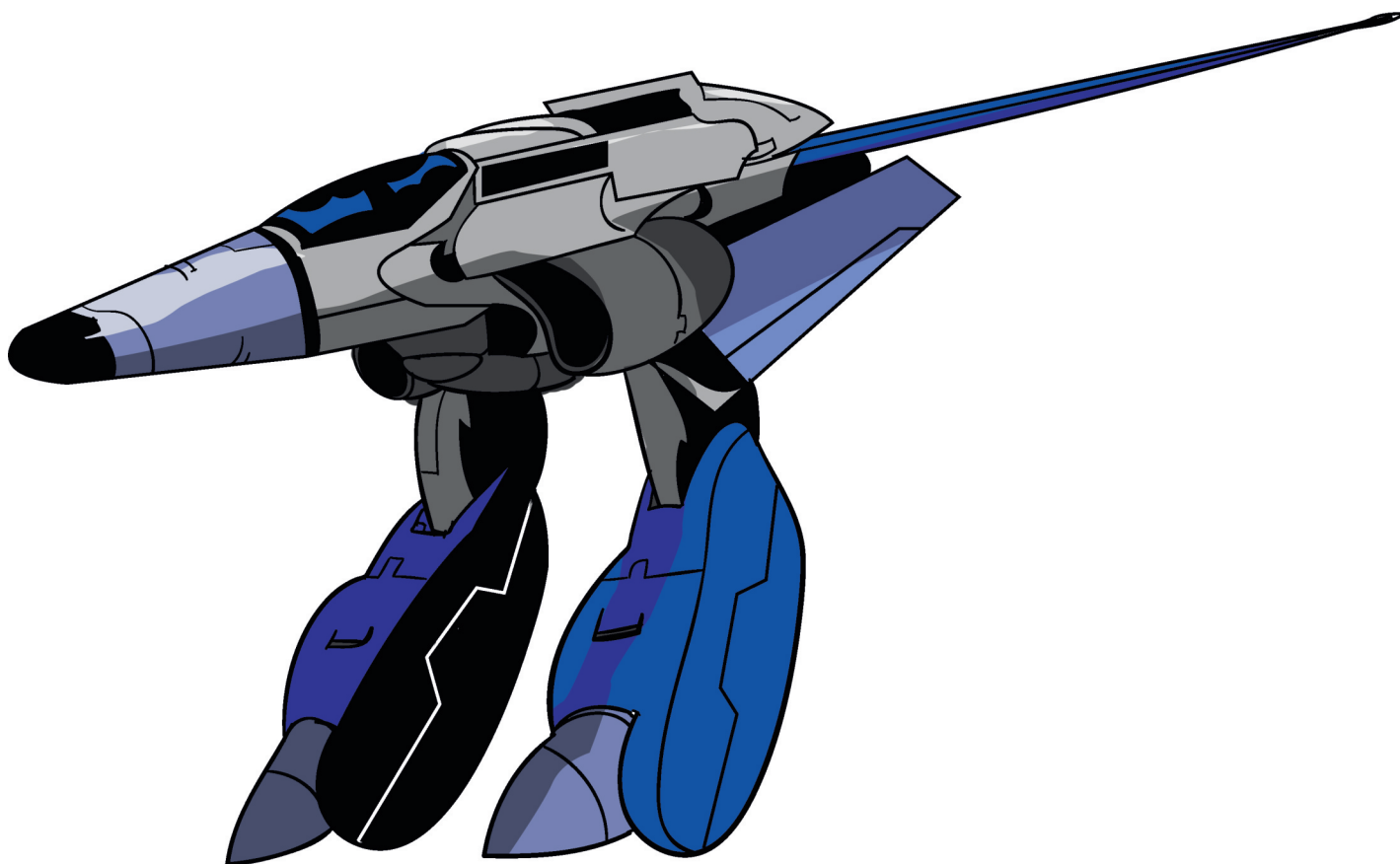
Extras

Transform x2 (Three Total Alternate Forms: Jet Form, Warrior Form, Hybrid Form)

Blast 6 (Shooting) - Plasma Pellets

Blast 8 (Blasting) - Amplified Sonic Scream

Chameleon 5 - Holographic Masking



Villainous Variant

The villainous version of Shar-aa would have killed her pacifist mother out of resentment for having coupled with a human of inferior genetic stock. Having planted evidence that her mother planned to divulge their species' greatest secrets to humanity in a revolutionary coupe, Shar-aa is hailed as a hero. She now leads a faction of her people's military bent on domination of the human species. Though in fact Shar-aa hates and resents her humanity, she has used it to her advantage by presenting herself to the American Public as the sole survivor of an extra-terrestrial race, promising advanced technology and medicine in exchange for asylum. She is a media gadfly and generally received as benevolent, if not harmless. Though she holds no official rank within the US military, she has the ears of several top-level commanders and politicians, all the while biding time and gathering data for a would-be invasion. This invasion force pilots less powerful versions of her prototype mech. She uses them covertly to stage disasters, which she can rush in and miraculously resolve. Shar-aa has thus begun to gain respect among law enforcement agencies and meta powered groups.

JUSTICE
WHEELS

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 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.

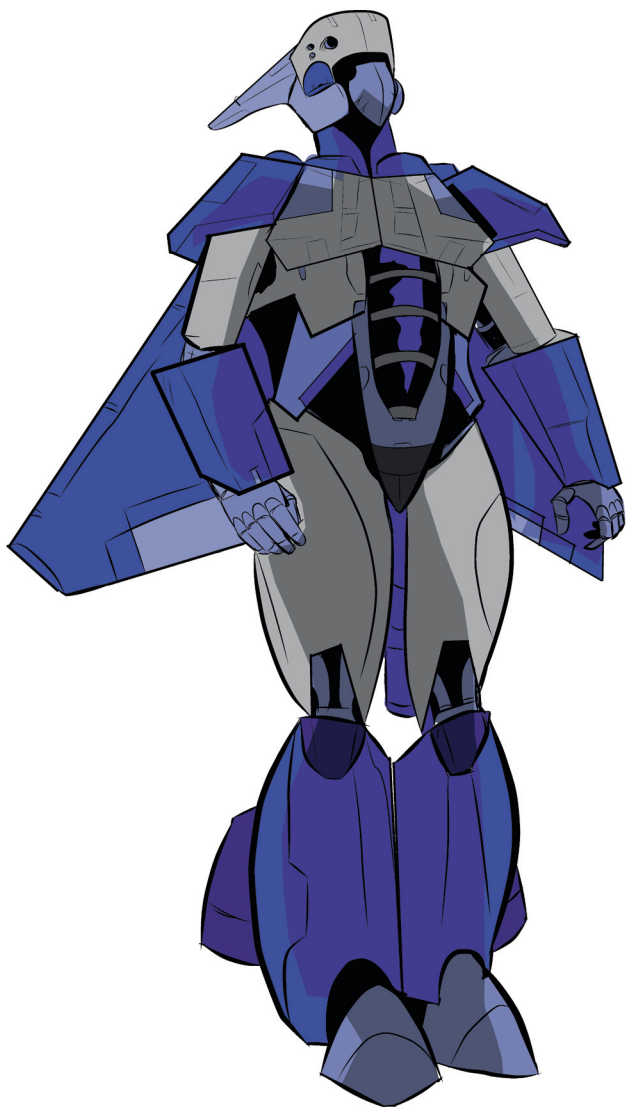
- Handle the attack per usual ICONS rules, adding an appropriate difficulty to reflect the conditions of the chase. If the other character survives and remains in the chase, proceed with the next step.
- Subtract 2 from the attacker's Speed.
- Add the Speed of the attacker to the distance, then subtract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

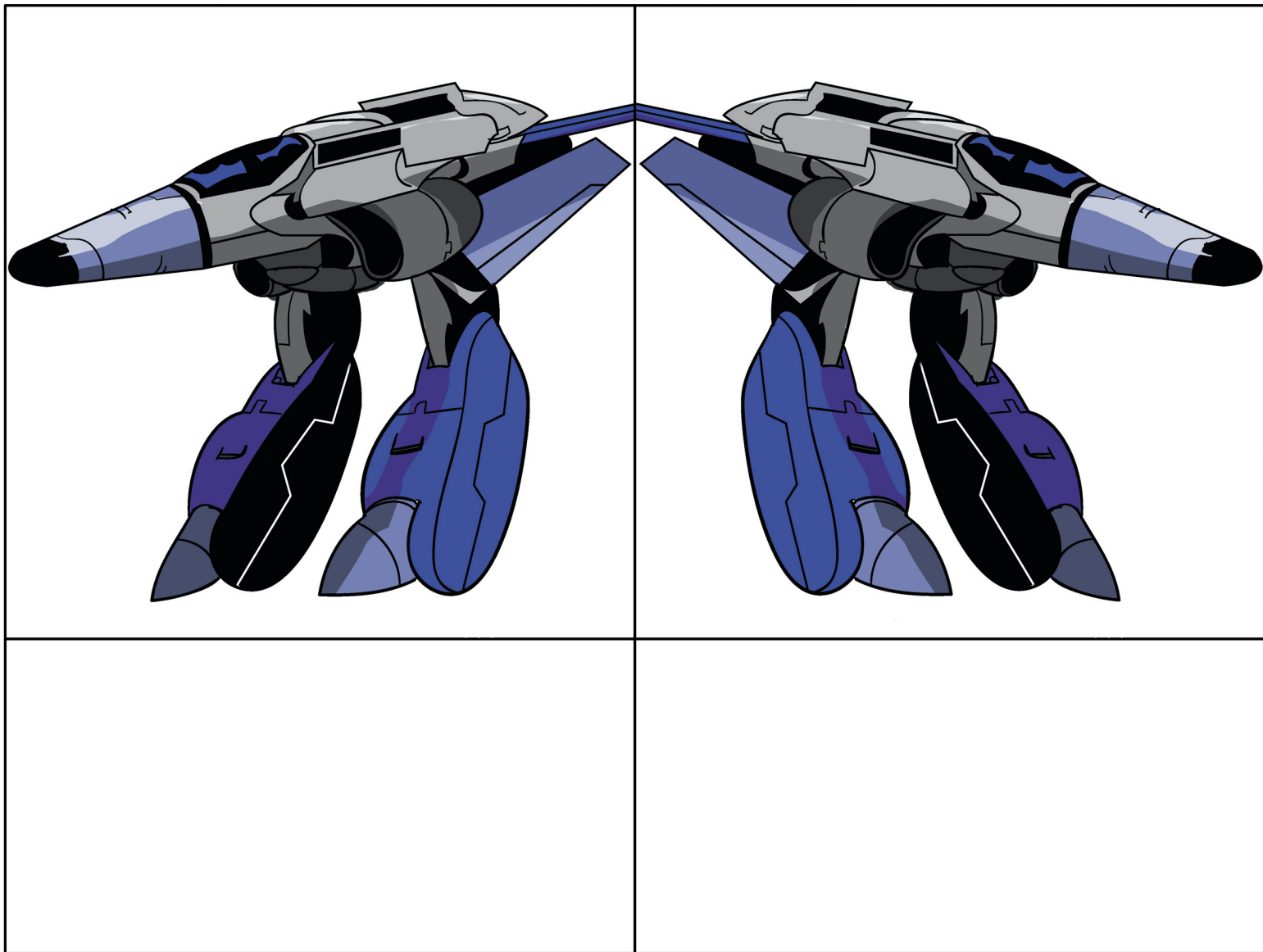
Optional: Relative Effectiveness of Powers

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			

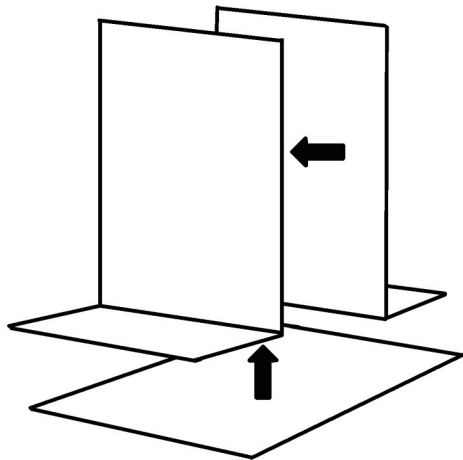


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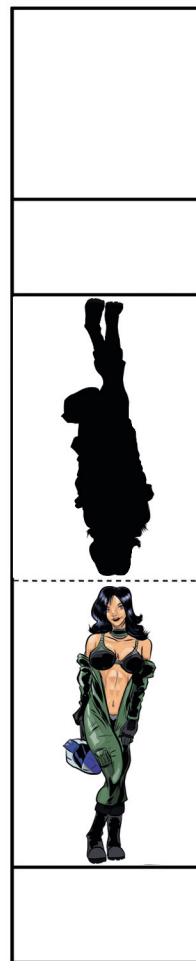
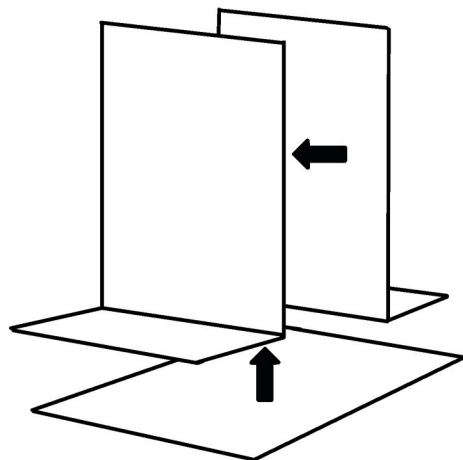


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Written by Joe Bardales

Concept by Curt Meyer

Art by Dan Houser

Edited by Chris Heard

Layouts by Adrian Smith

Cover design by Dan Houser & Adrian Smith

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