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JUSTICE WHEELS

RANGER ONE



ICONS
SUPERPOWERED ROLEPLAYING
COMPATIBLE

INCLUDES ADVANCED
VEHICLE RULES

Harsh!

RANGER ONE

aka Houston Reid

Origin: Transformed

Prowess 4

Coordination 5

Strength 4

Intellect 3

Awareness 8

Willpower 5

Stamina 9

Determination 3 (if used as a PC)

Specialties

Athletics Expert

Criminology

Investigation

Martial Arts

Powers

Cosmic Power 8

Duplicated Power: Blast

Stunt Power: Binding

Stunt Power: Force Control (Force Constructs stunt only)

Limit: Ability-Linked (Awareness)

Limit: Source (Alamo)

Vehicle 5

Qualities

Epithet: Cosmic Cowboy

Connections: Texas Rangers

Identity (Secret): Houston Reid

Catchphrase : "Don't mess with Texas!"

Challenges

Enemy: Rattlestrike

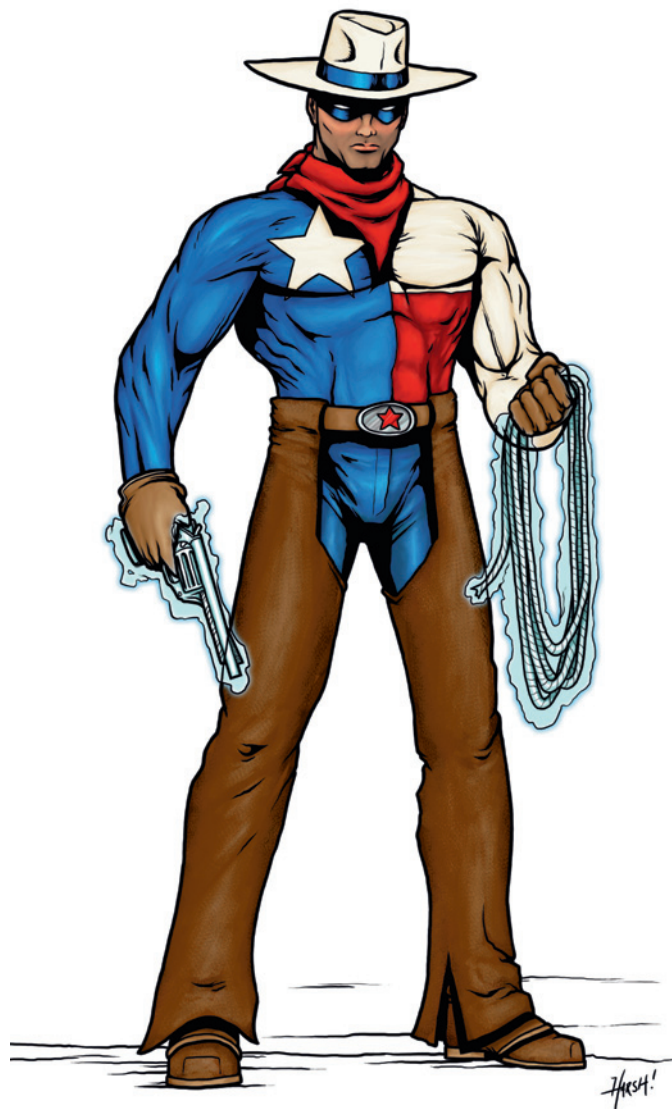
Social: Unwittingly manipulated by powerful politicians

Social: Embodies Texan and cowboy stereotypes

Point Total 47

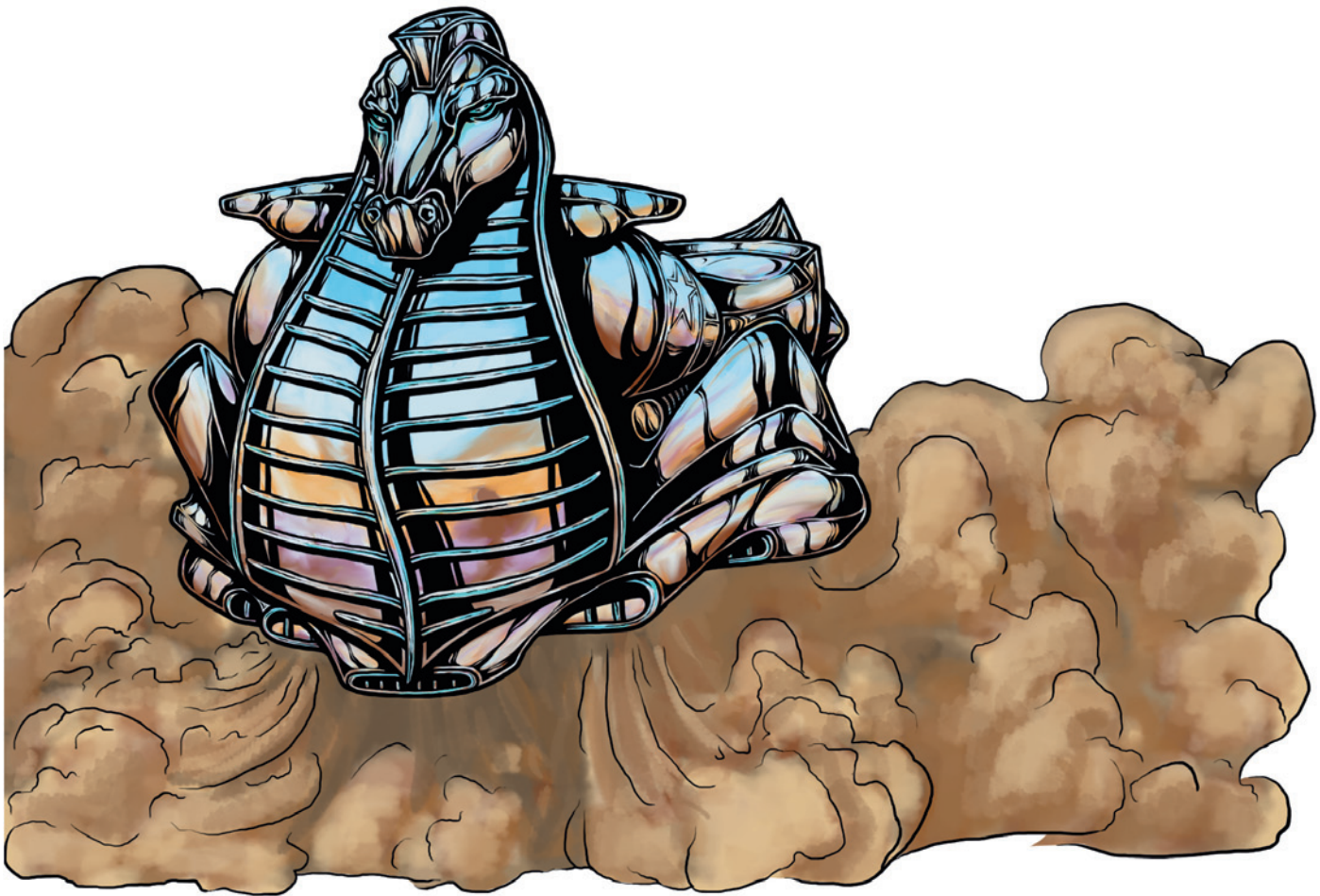
Background

When old Jed Tombaugh rang up the McAllen Field Office of the Texas Rangers and asked for someone to come check out yet another UFO sighting on his property, Houston Reid drew the short straw ...



again. To his great surprise, though, Tombaugh wasn't imagining things this time. In a narrow gorge out on Tombaugh's back forty, Houston found a dead extraterrestrial tangled in the wreckage of a one-person spacecraft.

As he poked around the ruined ship, Houston unwittingly released a wave of cosmic energy stored in the ship's space- and time-warping faster-than-light engine cells. Those energies touched and altered something deep inside of Houston's brain, binding him to the semi-sentient techno-organic spacecraft. Drawing images from Houston's memories and its immediate environment, the ship reconfigured itself into a kind of antigravity sled mimicking the shape of the horse Houston had ridden to the scene of the wreckage. The explosion of cosmic energies had killed that poor animal; now the alien spacecraft offered a part of itself to Houston as a kind of replacement.



Houston spent the rest of that day out on the Tombaugh place, struggling to understand what had happened to him. He soon discovered that Alamo, as he took to calling the “space horse,” possessed a degree of self-awareness and intelligence similar to a real horse’s. Alamo seemed to power itself by drawing on some kind of ubiquitous cosmic power source—though Houston wasn’t sure how he knew that. As the afternoon wore on into evening and Houston interacted with Alamo, Houston came to realize that his new mental link with Alamo gave him an unprecedented degree of insight into the energies that, though unseen and unsensed by most, permeated the space-time continuum. He also discovered that Alamo didn’t just draw on that power to energize itself; it was also channeling that power into Houston.

Houston kept all this to himself as he went about his daily work, driving out into the desolate countryside in the dark of night to ride Alamo and adjust to his transformed condition. Houston’s first few experiments with this energy proved destructive, felling trees and shattering large rocks. With subtle

prodding from Alamo, Houston learned to manipulate cosmic energy to other ends as well. Before long, Austin was channeling his energy blasts through a six-shooter made of cosmic force, manipulating cosmic strings to create a force lasso, and even shaping cosmic energies into “jaws of life” and similar objects familiar to law-enforcement personnel.

After several weeks had passed and Houston felt more confident in his newfound abilities, he revealed his secret to the field major in the McAllen office, who referred the matter upstream to headquarters. Quickly perceiving the potential of Houston’s new powers not only for apprehending criminals and providing security but also for public relations, the Rangers’ leadership quietly transferred Houston to headquarters and, soon thereafter, introduced the state to its first official super-powered lawman, Ranger One.

Ranger One’s adventures tend to focus on law enforcement within the great state of Texas. He often serves as a liaison between the Texas

government and independent superheroes operating in the state, especially metahumans from other states or countries whose activities bring them to Texas. Possible adventure hooks include a mastermind supervillain setting up a secret base in a sparsely populated part of Texas, clashes with Mexican drug cartels employing superpowered muscle (or selling drugs that create temporary superpowers), attacks on a national or international “superhero summit” in Dallas or Austin, and so on. Various politicians who have influence over the Department of Public Safety and its Texas Ranger Division see Ranger One might seek to manipulate Ranger One’s activities, taking advantage of his Texan patriotism to further their own political goals.

Alamo

Prowess 4

Coordination 7

Strength 6

Speed 5 (effectively Flight 5)

Stamina 5

Extras

Remote Control - Empathic Link, Unlimited Range

Invulnerability 5 - Metallic Composition

Ranger One’s vehicle (dubbed Alamo) is a flying alien contraption he recovered from the wreckage that “thinks” it’s his horse. Alamo is a quasi-sentient conveyance that appears to be composed of a single, smooth piece of metal. Alamo is also the source of Ranger One’s Cosmic Power. If Ranger One is separated from Alamo by more than visual range, his Cosmic Power level diminishes by one level per page until it reaches zero. The power level returns to normal one page after Ranger One and Alamo come back to within visual range of each other. Actual line of sight is not required; Alamo can still operate as Ranger One’s power source even while inside a nearby garage, in the back of a pickup under a tarp, behind a ground-level billboard, or obscured by similar cover, as long as Ranger One could potentially see Alamo if there were no objects in between.

If you prefer to use the Vehicle rules from Great Power, Alamo is a movement device with Handling 7, Speed (Flight) 5, and Structure 5. Alamo has Damage Resistance 5 and Telepathy 5 (Rangeless, but works only between Alamo and Ranger One). Alamo heals from Structure damage just like a character heals from Stamina damage.

Villainous Option

The villainous Houston Reid was a Texas Ranger who was just in the job for the badge and the gun, not out of any sense of patriotism or a desire to protect and serve. When alien energies gave him powers beyond his wildest dreams, he saw them as an opportunity to enhance his measly Ranger’s salary. Naming his alien horse “Stampede” and taking up the moniker “Rustler One” for himself, Reid embarked on a life of crime while still maintaining his day job as a Ranger—the perfect cover.

As Rustler One, Reid wears black jeans, shirt, hat, and mask, looking every bit the stereotypical Western bandit (in contrast to the heroic Ranger One’s patriotic garb). His capers focus on getting rich, and he’ll use his powers to steal just about anything he thinks he can successfully fence for a decent profit.

If you’re using Ranger One as a PC or heroic NPC, a mastermind supervillain could potentially clone Ranger One to create his nemesis, Rustler One. Rustler One’s powers would probably need to come from a device in this instance, unless the mastermind has the ability to empower his underlings with Cosmic Power.

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.

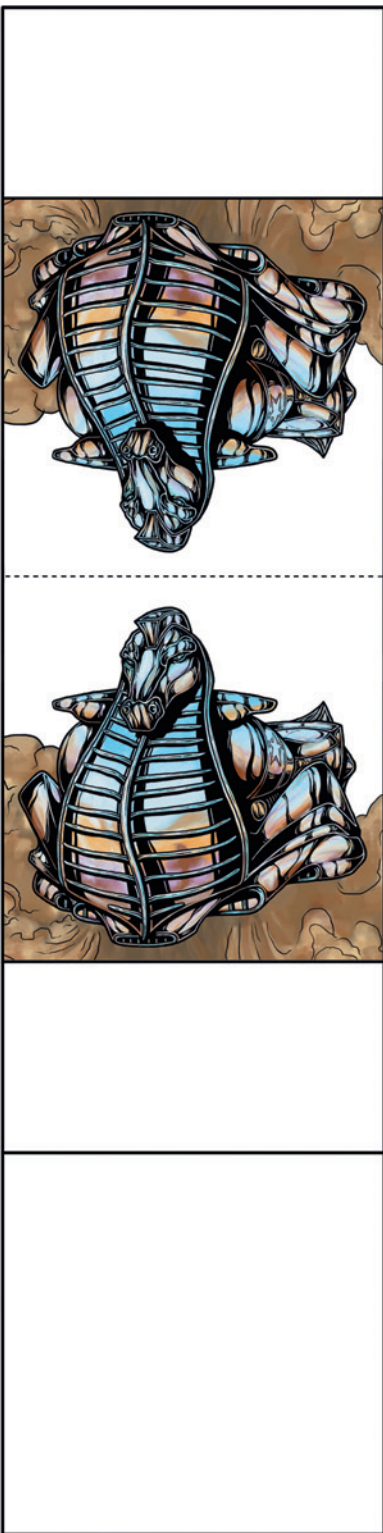
- Handle the attack per usual ICONS rules, adding an appropriate difficulty to reflect the conditions of the chase. If the other character survives and remains in the chase, proceed with the next step.
- Subtract 2 from the attacker's Speed.
- Add the Speed of the attacker to the distance, then subtract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