

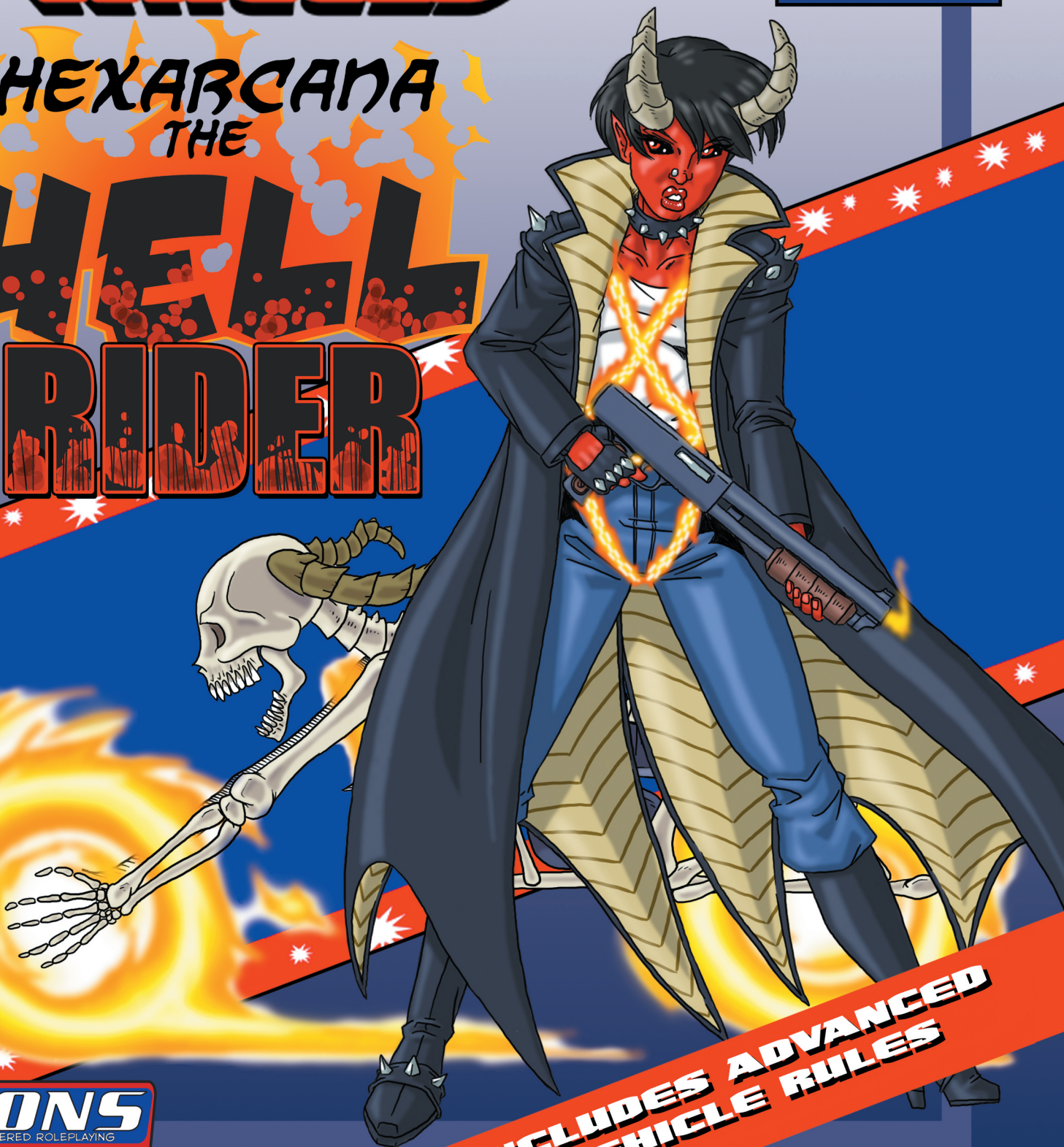
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JUSTICE WHEELS



HEXARCANNA
THE

HELL RIDER



INCLUDES ADVANCED
VEHICLE RULES

ICONS
SUPERPOWERED ROLEPLAYING
COMPATIBLE

HEXARCANNA: THE HELL RIDER

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

Stamina 12
Determination 1 (if used as PC)

Specialties

Weapons (Guns)
Drive
Occult Master

Powers

Binding 4 - Infernal Binding Chains
Blast 6 (Blasting) - Cursed Shotgun
Emotion Control 3 (Fear)
Invulnerability 2 - Tough Demon Hide
Vehicle 4

Qualities

Epithet : Devil Without a Cause
Epithet : Supernatural Firebug
Identity : Demon who killed her summoner
Connections : Hell's legions
Motivation : Causing chaos, enjoying freedom

Challenges

Weakness : Takes 2 extra damage from holy water or religious relics
Weakness : Can be summoned by any mortal who knows her True Name (Desiden the Chained One)
Enemy : Servants of good
Personal : Still bound to serve her old demonic masters

Point Total 50

Description

Hexarcana was a soldier in the demon legions of the 27th Infernal Dimension. She'd spent eons in service to her demon lords in their eternal war against the



Celestial Realms — eons that consisted of war, blood, advances, retreats and battles by the thousands.

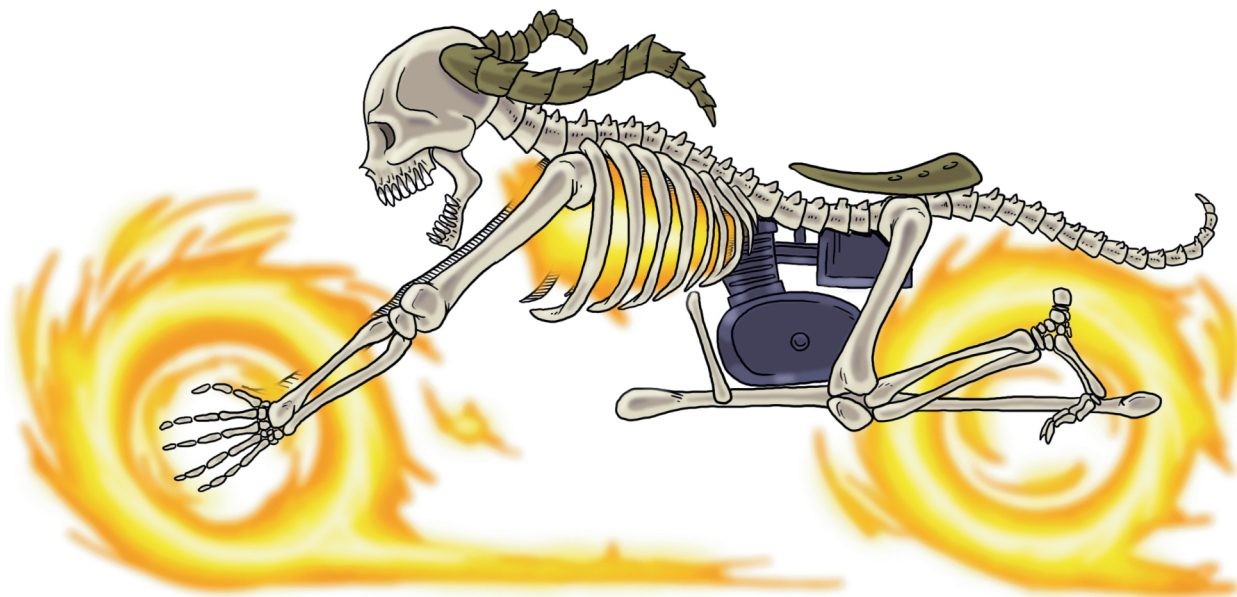
Frankly, it was getting a bit dull.

Then, one lucky day, she was summoned by a hack sorcerer in rural Texas who had learned her true name from an old book he'd acquired via questionable means.

Fortunately for her, and unfortunately for him, his ability to correctly pronounce incantations written in ancient languages was far more solid than his skill in correctly transcribing binding circles.

“Never summon what you cannot control,” they say.

He brought her from her home dimension with his musty old ritual and informed her that she was to be his slave and grant him the magical power and occult knowledge he needed to carry out his grand schemes.



She laughed. Then she calmly walked out of his crudely drawn circle. Then she told him how things would-actually-be.

She bound him with her own sorcery and left him to starve. Then she used one of the rituals from the wizard's book to summon a lesser demon that she transformed into a conveyance to get her around this backwater mortal world.

And then she set out to have a good time.

She knew that her dark lords would eventually notice that she was missing and send out other demons to bring her back to serve in their legions. But she also knew it would take them a while to get around to that. She wanted to enjoy the first taste of freedom she'd had in millennia.

Hexarcana (the name she gave herself to avoid using her "true name" around mortals) is a petty thug who happens to have some supernatural powers. She chiefly enjoys living a wild life after spending an eternity fighting in the demonic legions' never-ending war against Paradise. She's chiefly on vacation.

She stages minor crime sprees to finance her good times. She will rob banks or stores to get herself the money and supplies she needs. But causing chaos is more of a hobby than a calling for her. She does, however, have a passion for setting things on fire — things such as churches, schools, hospitals. She has

no greater motive for this than to enjoy watching things burn.

Also, she isn't discreet and has drawn a lot of media attention. An internet video of her robbing and burning down a gas station in Arkansas went viral. Several remixes were made; the most famous incorporated a heavy metal soundtrack to the images of her torching the building and driving off into the night. In the resulting popularity, the 'net has nicknamed her "Hell Rider." Although she's not overly fond of the name, it has a certain dramatic flair that appeals to her.

The PCs are likely to come into contact with her after tracking down a crime spree that involves several incidents of armed robbery as well as a series of particularly spectacular arsons along a major highway.

Demon Bike

Prowess 4

Coordination 5

Strength 5

Speed 4 (effectively Super-Speed 4)

Stamina 3 (provides no protection in combat)

Extras

Wall-Crawling 2

Leaping 2

Blast 4 (Blast) — Hellfire blast from flaming wheels

Adventure Hook

Hexarcana's day of reckoning has come.

Noyux, her old master from the 27th Infernal Dimension, has contacted her. In order to avoid punishment for deserting him, she must carry out a ritual that would open a portal and allow him to invade our reality.

As fond as she is of our world, Hexarcana has no desire to incur the wrath of Noyux, so she is acceding to his demands.

A helpful mystical NPC (with a name like Dr. Arcane or the Imaginary Drifter) contacts the heroes to inform them of the scheme. He lets them know that Hexarcana is riding her demon chopper toward

Devils Tower in Wyoming. In her possession is the Obsidian Dagger – an ancient Mayan artifact she stole from the Smithsonian. If she reaches Devils Tower with the artifact and performs the Ritual of Severing, she will create a portal that will allow her demon lord and his armies to stream into the continental US.

Their best bet will be to ambush her on the road before she gets to her destination and begin the incantation. Caution is well-advised, though. She's traveling with several toughs from a motorcycle gang she has duped into helping her. (Use the Thug from the ICONS Stock Character section to represent these antagonists. Give them all Blast 4 (Handgun) as well.)



Hero Variant

Hexarcana was a fallen angel who had long ago come to regret joining the rebellion against the Holy Light. When she is summoned to our world, she overpowers her summoner and relishes her newfound freedom.

Instead of embarking on a nihilistic crime spree, Hexarcana resolves to begin redeeming herself. She will become a protector of this world – particularly from demonic forces. She sets out on the road, hunting down any demons she finds and using her occult knowledge to combat evil sorcerers and wielders of black magic.

She knows that one day her demonic masters will come looking for her. Until that time, she's going to do all she can to safeguard our world against eldritch threats.

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 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.

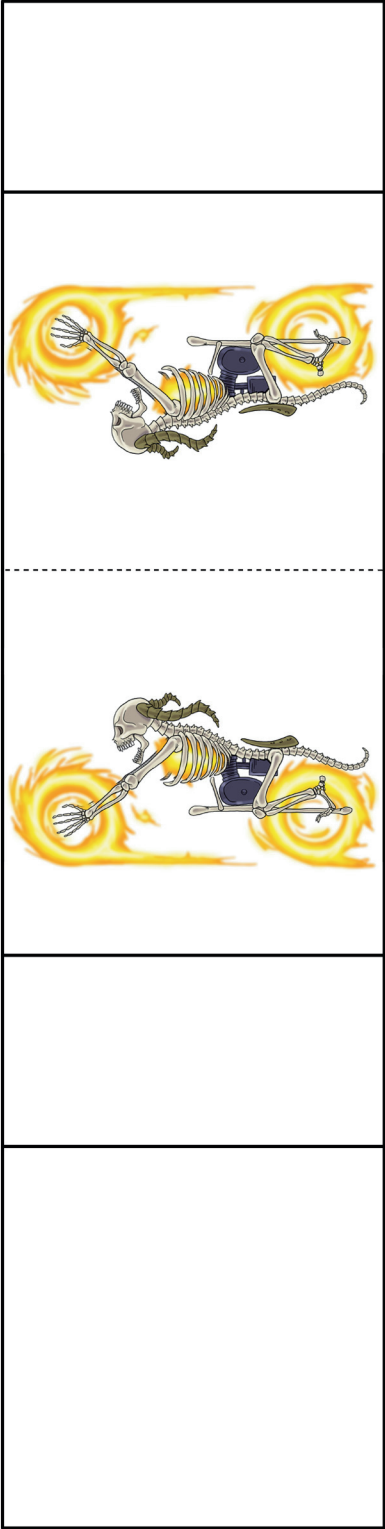
- Handle the attack per usual ICONS rules, adding an appropriate difficulty to reflect the conditions of the chase. If the other character survives and remains in the chase, proceed with the next step.
- Subtract 2 from the attacker's Speed.
- Add the Speed of the attacker to the distance, then subtract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