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# JUSTICE WHEELS

BLUE JAY



**ICONS**  
SUPERPOWERED ROLEPLAYING  
COMPATIBLE

INCLUDES ADVANCED  
VEHICLE RULES

# BLUEJAY

(aka Kyle Williams)

Prowess 6

Coordination 4

Strength 4

Intellect 6

Awareness 4

Willpower 5

Stamina 9

Determination 1 (if used as PC)

## Specialties

Acrobatics

Martial Arts

Mechanics

Pilot

Weapons Expert (Bludgeons)

## Powers

Paralysis Device 6 - Taser tip on battle staff

Strike 4 (Bashing) - Battle staff

Invulnerability 1 - Leather body armor

Flight 1 - Glider wings on battle suit

Vehicle 7

## Qualities

Identity : Kyle Williams, mild-mannered engineer and lottery winner

Connections : Co-workers at Adams Aeronautics

## Challenges

Enemy : Dr. Morph. Criminal mad scientist

Weakness : Still learning the ropes

Points total: 56

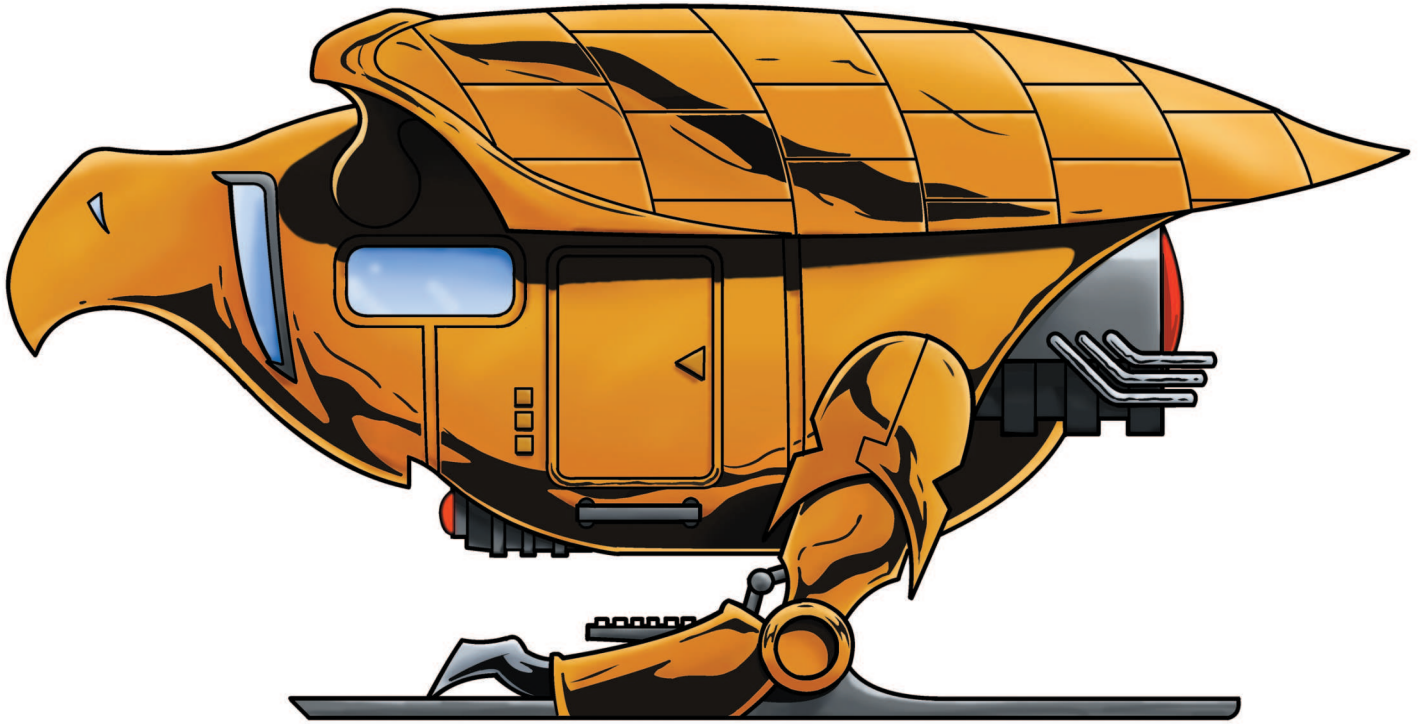
## Description

Kyle Williams was always the 'smart kid' in school with a particular aptitude for engineering. His fascination with technology began at an early age and all throughout his school life he joined with every available tech based club and activity.



Unfortunately, this did bring Kyle some unwanted attention. Attacks by jealous classmates often left him bruised and injured. Concerned, Kyle's parents insisted on him taking self defense lessons. A bookish young man, he was initially uncomfortable. However, his confidence grew as his martial skills developed. Later attempts to harass him were quickly defeated.

After college Kyle's career path took him to Adams Aeronautics, a firm that was on the bleeding edge of aviation technology. Kyle took to the work easily. Working with his passion was more like play for Kyle than a job and he soon was one of the top engineers and designers at Adams. Given his pick of assignments, he chose to join the new products team where he specialized in experimental craft design.



In addition to all of his academic and professional success, Kyle's life recently took a massive and unexpected turn: a \$900,000,000 lottery win.

Finally, Kyle had the means to achieve a lifelong ambition. Inspired by other costumed heroes he decided to spend his fortune becoming a costume vigilante so he could use his skills and talents helping those who need it most.

Using contacts at Adams, he secretly constructed the Golden Eagle, his advanced air-ship. He stepped up his martial arts training and focused specifically on fighting with a quarterstaff.

He designed a battlesuit from space-age materials, adopted the monicker of "Bluejay" and tentatively began his career as a costumed crime fighter.

He's still learning the ropes of the costume vigilante business, but has already made a name for himself amongst the criminal underworld. He notably he foiled several of the plans of Dr. Morph, an infamous mad scientist.

### **Golden Eagle** (Bluejay's airship)

Prowess 7

Coordination 7

Strength 7

Speed 7 (effectively Flight 7)

Stamina 7

#### **Extras**

Extra Passengers

Remote Control

Chameleon 4 – Camouflage Field

Invulnerability 4 – Armor

Aquatic 4



## **Villain Option**

The villainous option for Bluejay has a disgruntled Klye Williams with a massive ego and persecution complex. He feels as if the world has always spurned him for his genius – beginning with schoolyard bullies and continuing to today with his unappreciative bosses at Adams.

One day, after again being passed over for a promotion, Kyle snaps.

He steals the materials from Adams to construct the Golden Eagle and begins his reign of terror as the costumed villain the Harrier.

After violently eliminating his schoolyard tormentors and bombing Adams Aeronautics to rubble, the Harrier begins his real work.

From his secret base, the Aerie, he sells his services as a mercenary thief-for-hire to the highest bidder. He raids military bases, high tech labs and museums – stealing whatever his prize for the day is. He prefers to avoid combat, using his ship's speed and stealth to evade pursuit

## **The Harrier's Air Ship**

Prowess 7

Coordination 5

Strength 7

Speed 7 (effectively Flight 7)

Stamina 7

### **Extras**

Remote Control

Chameleon 4 – Camouflage Field

Invulnerability 4 – Armor

Blast 7 – Laser Cannon

### **Adventure Hook**

The PCs are summoned to the local military facility.

In his armored airship, the Harrier has fought his way onto the base and is currently clashing with the military police defending a top secret weapons lab.

The PCs are informed that the lab is developing a new sort of bomb that is designed to ignite all the atmospheric oxygen in a hundred square mile area.

This new weapon is called the OCD (Oxygen Combustion Device). If Harrier manages to steal it, he (or perhaps his unknown client) would be able to hold any nation on Earth hostage

# 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 Speed of your power level.
- It has a Coordination, Strength, Prowess and Stamina equal to the rolled power level.
- It can travel either underground, on the land, on the water, in the air as if it had the appropriate power at the at same level as the Vehicle Power (Burrow, Swimming, Flight, Super-Speed etc).

You also get extra features equal to twice your Vehicle power level (rounded down). Possible extra features are:

- Carry 5 extra passengers.
- Remote Control. You have a device that allows you to summon and control your vehicle from a distance.
- Add one to Speed.
- Add one to Coordination, Strength or Stamina. You can also add 1 level per point to the default travel power level of the vehicle.
- Add other appropriate powers or buy up existing powers at 1 level per point.
- Vehicle can transform (create a second vehicle form of one level less). No more than 3 different vehicle modes per vehicle.

Note: At GM's discretion, you may move points around between the various extras, and attributes to customize the vehicle.

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 (pg 67, ICONS) is necessary.

The benefit of any other defensive powers added on to 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 skate board 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 (<http://icons-truth-justice-and-gaming.wikispaces.com/Maneuvers>), 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 off 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 their target or to escape from their pursuer.

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

The following link provides more details about the Success Pyramid and Pyramid Tests: <http://icons-truth-justice-and-gaming.wikispaces.com/Success+Pyramid>

### **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 who. The Chaser wants to catch the Escapee, and the Escapee wants to get away.

( In the case 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 with a hand full of sand, or was somehow distracted from the chase.

- Subtract 1 if the Escapee was distracted, is starting prone, or disadvantaged somehow. This will yield a result from 1 to 3.

Possible actions during a panel in a chase:

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

- First roll a Coordination test between the Chaser and the Escapee.

- 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 and if it is 11 or more, the Escapee has successfully made a get-away.

**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** – A normal made by either the Chaser or Escapee.

- 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.

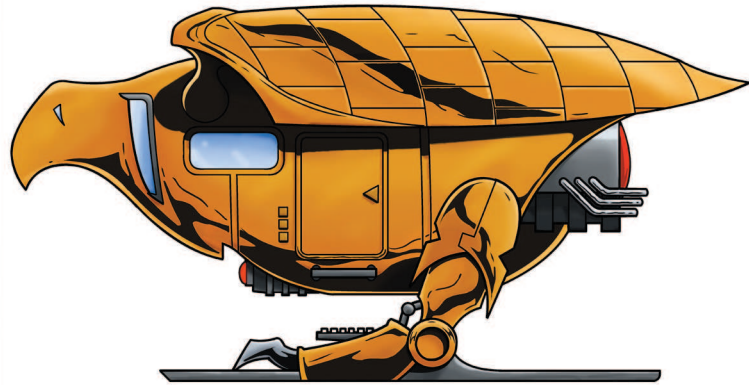
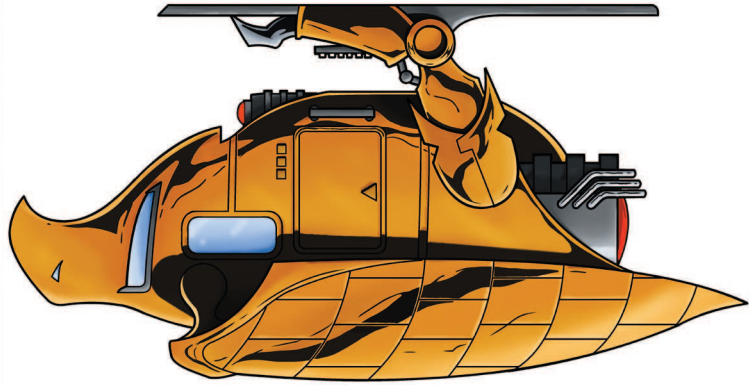
NOTE: Additions and subtractions to speed are only for that round.

Optional - Relative Effectiveness of Powers

Sometimes one power will have an advantage over another. The value (obtained from the table linked 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			

**base**





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## Justice Wheels 3

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Additional fonts from Blambot.com