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JUSTICE WHEELS



BLOODTHANE



ICONS
SUPERPOWERED ROLEPLAYING
COMPATIBLE

INCLUDES ADVANCED
VEHICLE RULES

BLOODTHANE

Reginald Davidson

Prowess 4
Coordination 5
Strength 3
Intellect 3
Awareness 6
Willpower 8

Stamina 11
Determination 2

Specialties

Mechanics Master
Occult
Performance (Acting)
Deception
Drive
Performance (Music)

Powers

Vehicle 5
Necromancy 8

Qualities

Failed Sorcerer
Catchphrase : This super villain thing is really just a temporary deal. I'm going to be a DJ
Motivation : Success as a famous DJ

Challenges

Enemy : Actual Voodoo practitioners
Enemy : His disapproving sorcerer father

Point Total 50

Background

Baron Bloodthane is a two bit supernatural criminal with no greater ambitions beyond partying this next weekend. Despite his lack of ambition, with his crew of undead, he's a veritable one man street gang. Granted, since his minions are all zombies, it is a slow-moving, shambling (and moaning) street gang – but a one man street gang nonetheless



Bloodthane's MO is simple. He shows up in his massive, customized 4x4 with a crew of zombies in the back. They slouch out – intimidate their shake-down victim (convenience stores are a favorite target, but they occasionally hit banks, liquor stores, garages and roadside diners), snatch some cash and hit the road. The smoke machine built into the bed of the truck and its off-road ability has been enough to shake any law enforcement pursuit so far.

Bloodthane has been hitting progressively wealthier targets (this may be how the PCs became aware of him).

While he favors the quick snatch and grab, he has numerous other interests: he dabbles in auto theft, he runs a protection racket that shakes down the mom & pop shops in his neighborhood and smuggles military grade guns (and occasionally super-science weapons) to criminals in his city from an unscrupulous supplier in the US Army.



Dark Secret

Reginald Davidson III was the latest son in a long line of master sorcerers who have fought to protect our world from eldritch horrors of the darkest dimensions for eons.

The problem was, Reggie hated the family business and he was a complete failure at sorcerer training. The one subject he mastered was necromancy; much to the chagrin of his father who disdained that particular school of magic as something best suited to misguided teenagers.

Kicked out of the family home in disgrace and living his own, Reggie indulges his only true interest: music.

He moonlights as an underground DJ and the lion's share of his ill-gotten gains go to finance his music business. A research Test with a major success will reveal that an underground techno DJ named D3thM@gix (who has a webpage with a clear full shot of his face) bears an unmistakable resemblance to Baron Bloodthane.

Bloodthane uses some of the trappings of a voodooist as part of his criminal persona - but really has neither understanding nor respect for the religion.

Heroic Variant

The heroic variant for Bloodthane is a hard travelling wizard who roams the highways in his souped-up 4x4 righting wrongs and protecting the innocent with the help of his trusty wise-cracking sidekick, Gary the Ghoul. (Replace Necromancy with Wizardry in the statblock below for the heroic variant.)

He'd be ideal for a PC for a supernatural themed ICONS game or as a helpful NPC when dealing with dark magicians or undead.

Gary the Ghoul uses the stats for the Zombie stock character in ICONS.

Bloodthane's 4x4

Prowess 5

Coordination 5

Strength 7

Speed 4 (effectively Super-Speed 4)

Stamina 6

Extras

Extra Passengers

Blinding (Burst) 6 – Fog Machine mounted in the back

New Power: Necromancy

Written by Joe Bardales

Necromancy (x2)

Control Power

You have the ability to raise the dead to create animated skeletons or zombies that will do you bidding.

Once a day, you may create a limited number of mindless undead animated corpses, either zombies or skeletons, that will follow your simple, rudimentary commands and instructions. You may create one human (or roughly human-sized) skeleton or zombie in a day for each power level you possess in Necromancy. You must have in your immediate possession intact skeletal or bodily remains for each skeleton or zombie respectively you wish to create. All skeletons or zombies you create with this power continue to exist and serve you until destroyed (Stamina reduced to 0).

Alternately, you may use the skeletons or corpses of animals or creatures smaller than human size to

create small (e.g. wolves) undead minions at a rate of two skeletons or zombies a day for each power level you possess in Necromancy, or tiny (e.g. rats) undead minions at a rate of four a day for each power level you possess in Necromancy. Additionally, you may use the skeletons or corpses of animals or creatures larger than human size to create large (e.g. polar bears) undead minions at a rate of 0.5 a day for each power level you possess in Necromancy rounded down, or huge (dinosaurs or whales) undead minions at a rate of 0.25 a day for each power level you possess in Necromancy rounded down.

When randomly rolling characters, Necromancy can be taken in place of Wizardry.

New Stock Character: SKELETON

Prowess: 2

Coordination: 3

Strength: 2

Intellect: -

Awareness: 1

Willpower: -

Stamina: 4*

Notes: Skeletons are the animated bones of the dead that have been reanimated by magic or mad science, minions for evil sorcerers and similar foes. They are immune to all attacks that do slashing damage, but some blades can be used on the flat end to do bashing damage instead. Stats are given for human skeletons, but may be adjusted to account for the larger or smaller skeletons of other animals if desired. Human and other humanoid

skeletons do bashing damage with their fists but can wield hand-held melee weapons such as bludgeons (bashing damage) or blades (for slashing damage) if commanded to do so. Animal skeletons can do slashing damage with their teeth or claws (if they have them).

Being both dead and essentially mindless, skeletons are immune to anything that affects a living metabolism or mind, including many Afflictions and most mental powers. They have no Willpower, but Stamina equal to twice their Strength instead.

The following table presents the breakdown by power level:

NECROMANCY POWER	CREATURE SIZE/ NUMBER OF SKELETONS				
	TINY	SMALL	HUMAN	LARGE	GIANT
1	4	2	1	0	0
2	8	4	2	1	0
3	12	6	3	1	0
4	16	8	4	2	1
5	20	10	5	2	1
6	24	12	6	3	1
7	28	14	7	3	1
8	32	16	8	4	2
9	36	18	9	4	2
10	40	20	10	5	2



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 or 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.

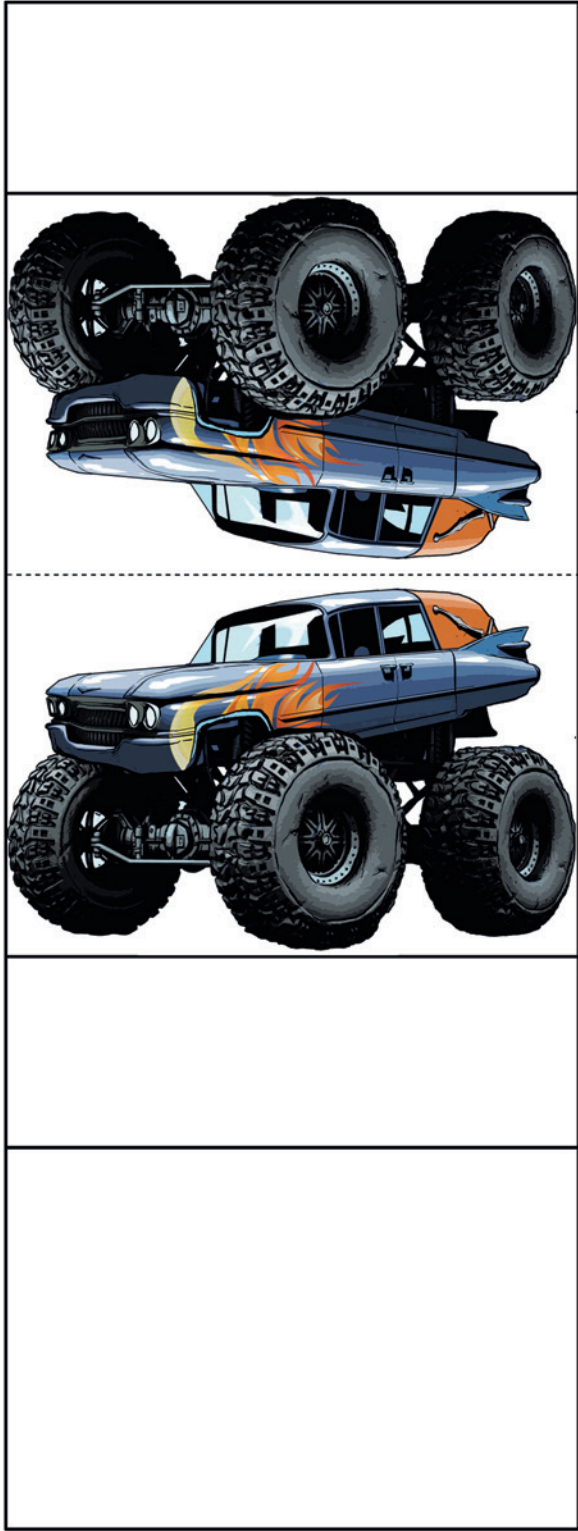
- Handle the attack per usual ICONS rules, adding an appropriate difficulty to reflect the conditions of the chase. If the other character survives and remains in the chase, proceed with the next step.
- Subtract 2 from the attacker’s Speed.
- Add the Speed of the attacker to the distance, then subtract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