18

JUSTICE WHEELS

FAINTING GOAT GAMES

GORDO THE CLOWN

ICONS SUPERPOWERED ROLEPLAYING COMPATIBLE

INCLUDES ADVANCED VEHICLE RULES

Gordo the Clown

aka Emmet Rice

Abilities

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

Stamina 9
Determination *

Specialties

Drive
Performance (Acting)

Powers

Wizardry 5 (Gadgets (Intellect)) - Various Circus Themed Weapons
Blast (Exploding Juggling Pin)
Strike (Strongman Mallet)
Paralysis (Joy Buzzer)
Vehicle 5
Duplication 8

Qualities

Motivation : Cause Chaos
Motivation : Become Filthy Stinking Rich
Magical Multiplying Mountebank of Malfeasance

Challenges

Enemy : Police
Personal : Pyrophobia – fear of fire. Open flame terrifies Gordo

Background

Emmet Rice was Gordo – the headliner of the Havilini Brothers Circus. He entertained children of all ages and loved his life.

Emmet was severely injured in a freak stage accident involving a fire juggler that left him burned over 90 percent of his body. He was kept in a medically-induced coma while skin grafts were performed. Even after the procedure was complete took him almost two years to wake up.

When he awakened, Emmet found himself deeply in debt and abandoned by the circus.

Despondent, he wound up joining a criminal gang. One night during a heist at a chemical plant, Emmet was exposed to a unique, mutagenic compound that painfully interacted with his damaged physiology and gave him the ability to create duplicates of himself.

Realizing that he was now a one man gang, Emmet struck out on his own. He takes equal delight in causing chaos (from staging high profile attacks in public places like businesses, military facilities and even schools and churches) and accumulating wealth by knocking over retail outlets, banks and robbing armored cars.

He realizes he should retire out of country with the loot he's acquired, However, as a showman, Emmet loves the fame and notoriety he's built up in this second act of his clown career.

Gordo's Clown Car

Prowess 6
Coordination 4
Strength 5
Speed 4 (effectively Super-Speed 4)
Stamina 6

Extras
Extra Passengers
Wall Crawling 4 - Sticky Tires
Invulnerability 1

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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Concept by Cameron Mount
Written by Mike Lafferty
Art by Scott Harshbarger
Edited by Chris Heard
Layouts by Adrian Smith
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