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JUSTICE WHEELS



BAD WATER KNIGHT



ICONS
SUPERPOWERED ROLEPLAYING
COMPATIBLE

INCLUDES ADVANCED
VEHICLE RULES

The Badwater Knight

Real Name: Michael Doucet

Abilities

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

Stamina 9
Determination 4 (if used as PC)

Specialties

Martial Arts Expert
Occult Expert (Demonology)
Weapons Expert (Blades)

Powers

Blast Device 5 (Blasting) - Templar Demon
Hunting Sword
Strike 6 (Slashing) - Templar Demon Hunting
Sword
Vehicle 4

Qualities

Connections : Knights Templar
Motivation : Duty

Challenges

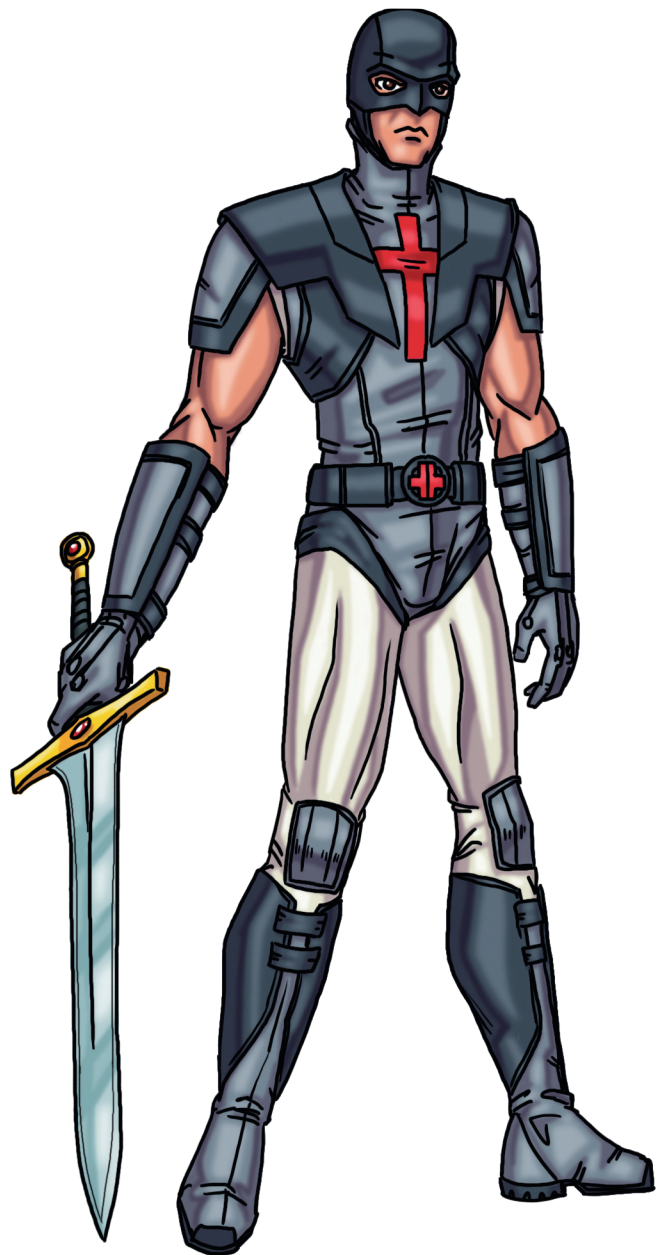
Enemy : Demons
Enemy : Abraxas

Point Total 53

Background

Michael Doucet is a Cajun airboat operator and alligator tour guide. During the day, he gives wealthy visitors airboat tours of the Louisiana Bayou. By night, he protects the Bayou from supernatural threats as an undercover agent for the modern incarnation of the Poor Fellow-Soldiers of Christ and of the Temple of Solomon -- also known simply as the Templar Knights.

Doucet's family originally hailed from France where his ancestor Philippe Doucet was a member of the original Templar Knights (whose sons would eventually follow him into the order, establishing a family tradition).



While guarding pilgrims on their way to Jerusalem, Philippe learned the secret mission of the Templars was fighting demonic incursions. As secret agents for the pope, the Templars were dispatched anywhere Hell's influence was felt to be reaching physically into the physical world. Vatican seers had detected that a hell-gate had been conjured into existence in the desert of the Holy Land, and the Templars used the Crusades as a cover for their demon hunting missions.

It was a long, bloody and hard fought campaign (and the distraction of fighting the Crusades didn't help matters), but the Templars managed to eradicate the demons who had invaded our world and destroy the actual hell-gate itself.



After the Crusades, the Templars continued their mission of hunting down and banishing demons - even as their fortunes declined. When the Knights were disbanded and discredited in the early 1300s, the order went underground (all the while maintaining its steadfast mission against hell's minions.)

The Templars have survived into the modern today as a secret society of demon hunters. With a massive underground bunker headquarters in Nova Scotia and access to the latest in military gear and occult knowledge, the Knights Templar dispatch agents throughout the world to deal with infernal incursions. Over the centuries, the Templars have expanded the scope of their mission to include protecting humanity from all supernatural threats. They are now as likely to clash with vampires, werewolves, eldritch horrors from other dimensions or evil sorcerers as they are with hellspawn.

Michael Doucet, following in the long established family tradition beginning with Philippe Doucet during the Crusades, is a modern Templar Knight. He has been dispatched by Templar HQ to guard over the Badwater, a bayou haunted by an imprisoned demon (Abraxus) that is slowly breaking out of its tomb due to coastal erosion.

Badwater Knight's Airboat

Prowess 5

Coordination 7

Strength 5

Speed 4 (effectively Super-Speed 4 – limited to travelling on the surface of water)

Stamina 5 (provides no protection in combat)

Extras

Remote Control

Villainous option

An evil version of the Badwater Knight could have betrayed the Templars and is working in conjunction with Abraxus (after releasing the demon) to open a series of hell gates across the American South. The Templars might have contacts the PCs to stop this plot before the entire southern half of the US is infested with hellspawn.

The Badwater Knight's

Foe: Abraxus

Abilities

Prowess 5
Coordination 7
Strength 8
Intellect 3
Awareness 3
Willpower 4

Stamina 12
Determination -

Specialties

Underwater Combat
Wrestling
Occult Master

Powers

Blast 6 (Blasting) - Hellfire Breath
Strike 5 (Slashing) - Claws and Teeth
Extra Body Parts 6 (Tail (Fast Attack)) - Tail (Fast Attack)
Mind Shield 3

Qualities

Connections : Legions of Hell (currently can't contact due to being bound)
Motivation : Sow Chaos in the World of Mortals

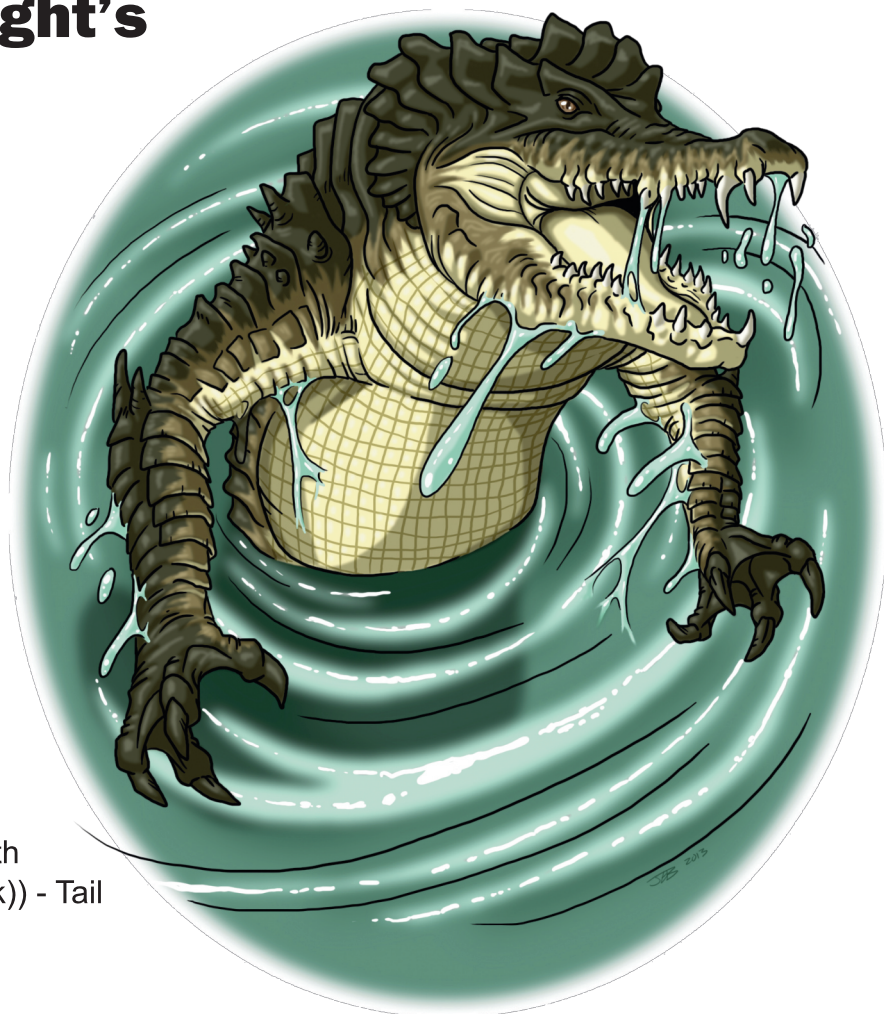
Challenges

Enemy : Badwater Knight
Enemy : Templars
Weakness : Vulnerable to Holy Water or Iron
Weapons (+2 damage)
Personal : Currently bound to a small mausoleum in a swamp
Social : (Optional) Speaks in Rhyme

Point Total 55

Background

Abraxus is an ancient demon who has battled the Templars many times across the centuries. Most recently, he clashed with a Templar Banishment Squad in the early 1800s in Louisiana. Unable to force Abraxus from our



world, the Templar hedge wizards and knights instead performed a binding ritual trapping the fiend in a mausoleum in the heart of the Badwater Bayou, a remote swampy area in rural Louisiana.

Their ritual kept Abraxus imprisoned in the uninhabited swamp for almost two centuries. Now, coastal erosion has begun to weaken the Templar's bindings. Michael Doucet (often referred to by his codename: the Badwater Knight) has been tasked with reinforcing the mystical bonds holding Abraxus in the swamp, or (failing that) to kill the demon once and for all should he escape.

If Abraxus escapes, he will strive to complete his original mission of opening a hellgate in Louisiana. From this portal to the Infernal Realms, dozens of demons would trickle out, sowing chaos and evil and preying upon whatever mortals they could find.

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.

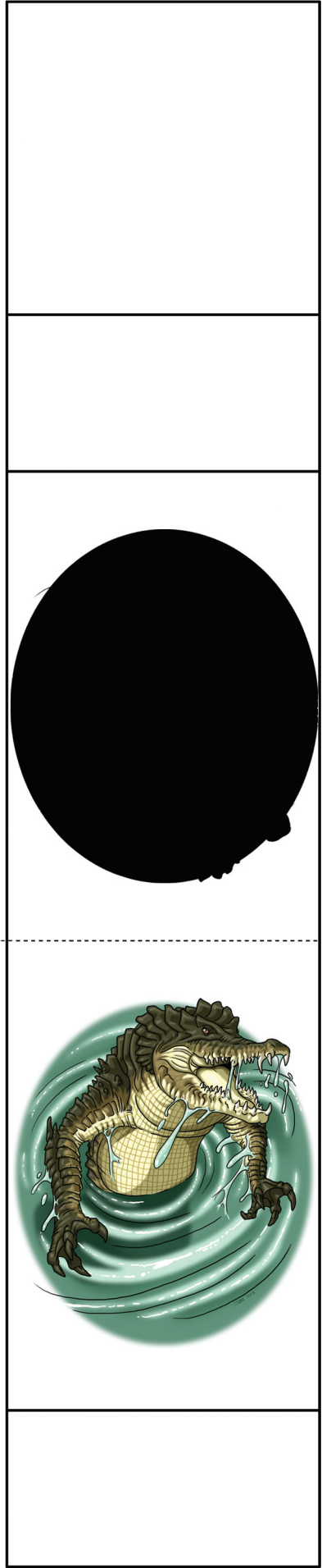
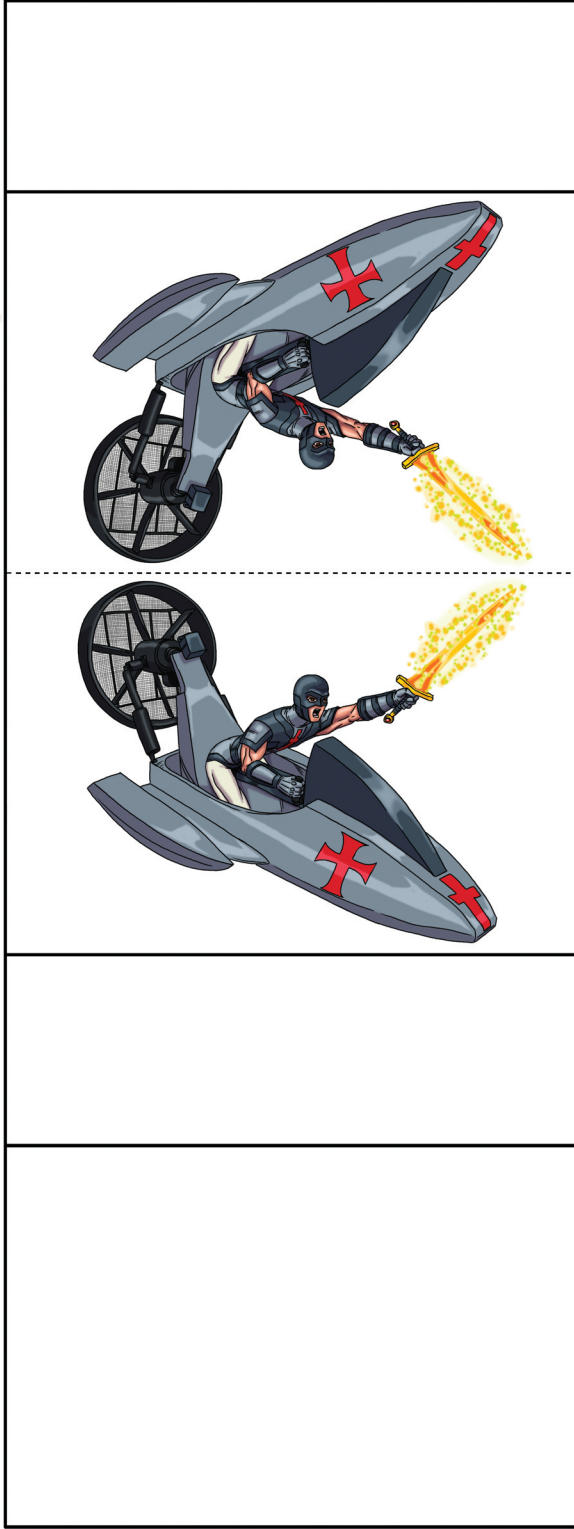
- Handle the attack per usual ICONS rules, adding an appropriate difficulty to reflect the conditions of the chase. If the other character survives and remains in the chase, proceed with the next step.
- Subtract 2 from the attacker’s Speed.
- Add the Speed of the attacker to the distance, then subtract 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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Justice Wheels 21

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