10

JUSTICE WHEELS

FAINTING GOAT GAMES

BODHIVAJRA
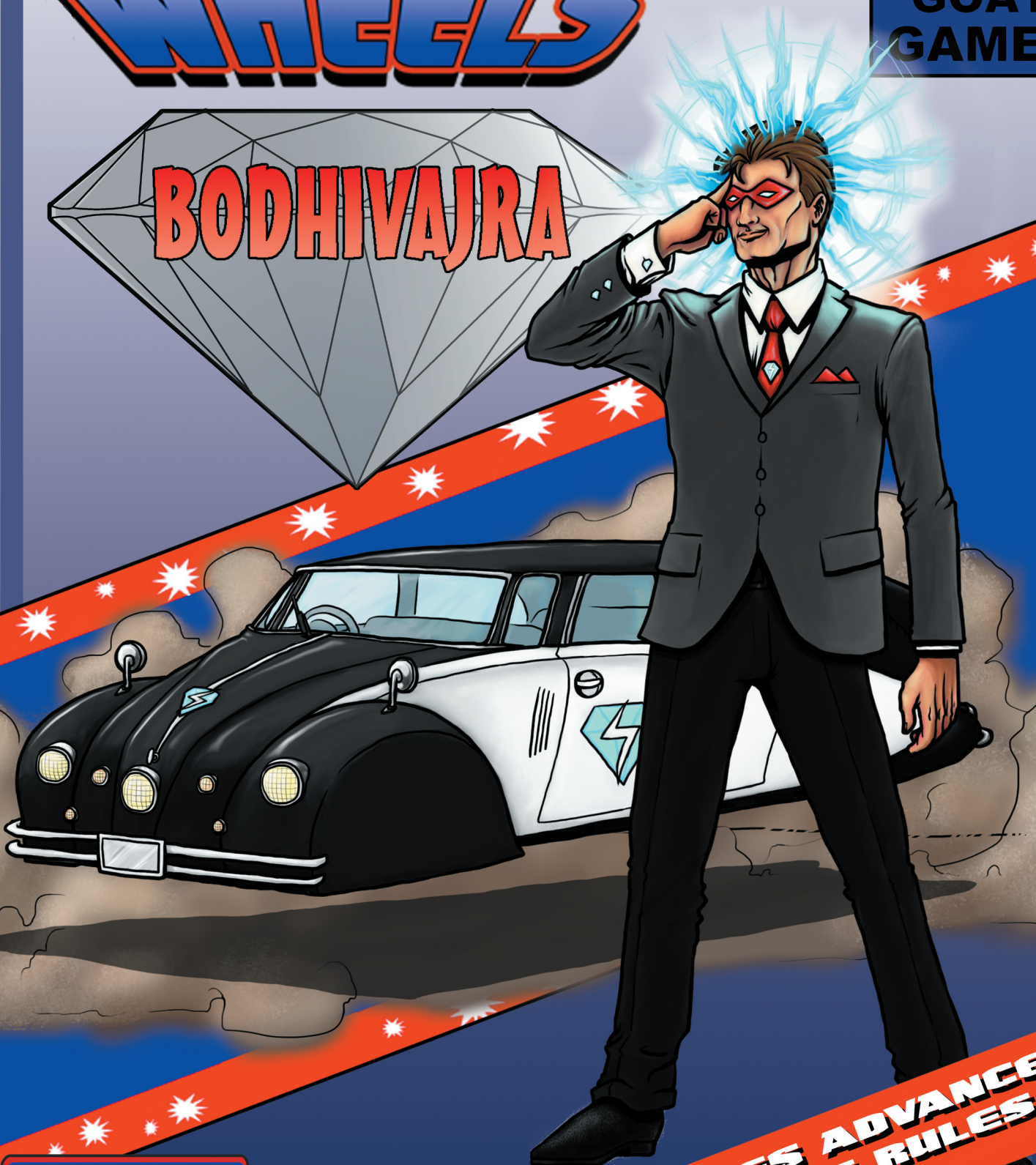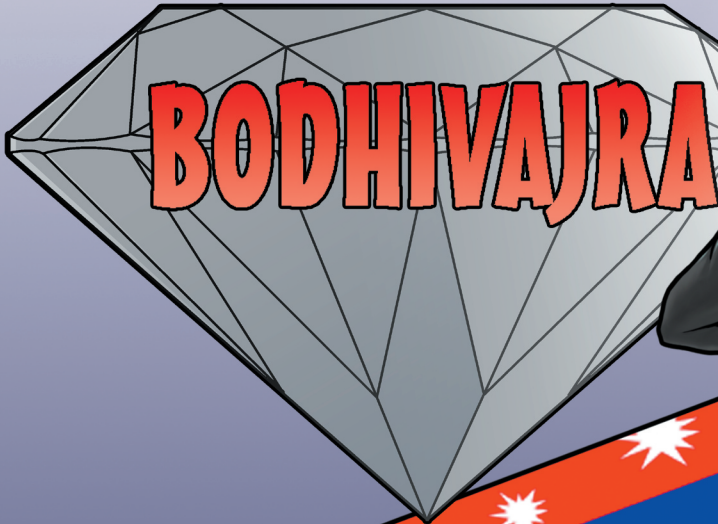
ICONS
SUPERPOWERED ROLEPLAYING
COMPATIBLE

INCLUDES ADVANCED VEHICLE RULES

BODHIVAJRA

(aka Max Mann)

Prowess 5
Coordination 5
Strength 5
Intellect 5
Awareness 8
Willpower 5

Stamina 10
Determination 1

Specialties
  Power Master - Ability Boost

Powers
  Immortality
  Wizardry 8 (Cosmic Power (Awareness))
    Probability Control (Good Luck Only)
    Ability Boost (any ability)
  Vehicle 5

Qualities
  Epithet : The Enlightened Lightning; The
Enlightened Diamond
  Identity : Scholarly Teacher of the Classics and
Enlightened Bodhisattva
  Motivation : To Make the World a Better Place

Challenges
  Personal : Code of Ethics
  Personal : Would rather talk than fight, and under
no circumstance kill another living being
  Enemy : Rex Monday
  Weakness : Power Mastery can never improve an
ability stat over rank 8
  Weakness : Wizardry can never be used to short-
circuit whatever the GM deems the central problem
of the adventure to be, or used to upstage other
PCs. Wizardry power goes away if moral code is
intentionally broken

Point Total 59

Background

Max Mann came from a privileged family, but his
parents squandered the majority of the family
fortune and died when he was still an infant. He was
raised by his superannuated valet, Throckmorton,
whose salary was paid for by an untouchable
bequest from his parents. Guided by
Throckmorton's somewhat antiquated advice on
life, and supported by the very final dregs of his
family's money, he got a master's degree in classical
studies. After college, he took up the life of many a
poor but over-educated scion of the gentry before
him: he went into teaching. For several years now,
Max and Throckmorton have lived in on-campus
housing at a prestigious boarding school in Stark
City, leading a life of poverty and, insofar as Max
knows how, virtue.

One day, for no reason he can discern, Max had a
mystical experience. It's hard to put into words,
now, but at the time it felt like he saw the true
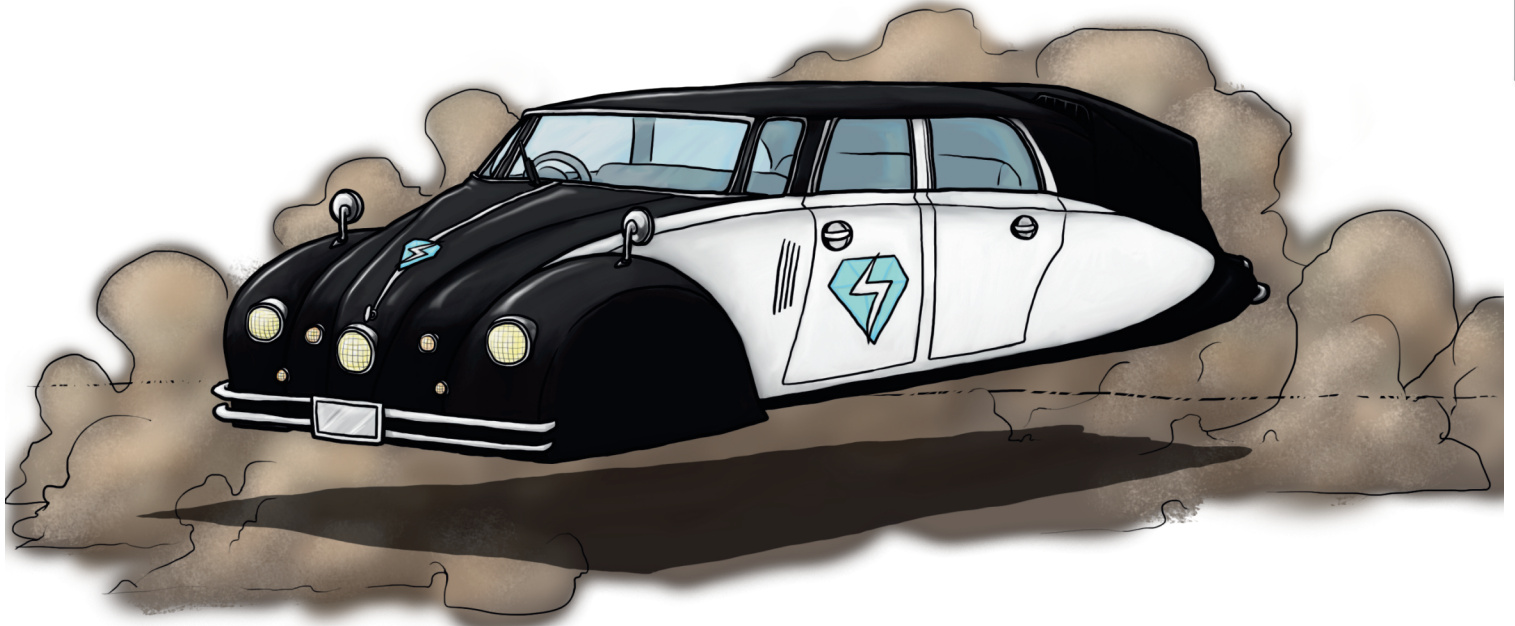
nature of reality itself. He realized that he was -- had always been -- a part of something greater than himself, something that could manipulate what he thought of as reality as easily as an author manipulates a story, or a fantasist manipulates a daydream. He could see the very rules that governed the universe itself. He realized that he had an obligation -- or no, deeper, that it was part of the very nature of his being -- to return to the ordinary world and help it become better. He was, and had always been, Bodhivajra, the Enlightened Lightning, the Enlightened Diamond.

Bodhivajra's powers come from the fact that he sees the world from an outside perspective -- he can't be killed any more than you can kill a story, and while most of the time he just acts like a skilled human, he can pull out pretty much any variety of superpower he wants. His powers often manifest blue-white lightning, or diamonds, or complex mandalas, but they don't have to do so. His powers go away if he breaks a strict moral code -- notably, he doesn't kill, ever, and he would put his own life in danger for a stray cat, let alone a human being. Every living thing (and for that matter, every sentient thing, in a comic-book universe with nonliving beings that nonetheless can think or feel) has value to Bodhivajra, and they must be treated accordingly.

There are limits to Bodhivajra's ability to stunt other powers off of Wizardry. Whatever the GM deems the central problem of the adventure is, Wizardry stunts cannot be used to short-circuit that problem. For example, if it's a murder mystery, Bodhivajra can't use Telepathy to interrogate all the suspects, or Postcognition to see the murder scene. If he's trapped in a pit and and that's really the central problem around which the adventure revolves, he can't fly or cling to walls to escape. It's a hard-coded limitation up to GM fiat. Further, his powers stunted off of Wizardry can never upstage other PCs - if there's a PC telekinetic, for example, he can't use Telekinesis, at least not when the other PC could solve the problem with it. He can, however, always use his enhanced stats from Ability Boost and Probability Manipulation to solve problems.

Bodhivajra also possesses a flying car known as the Vajramobile. It may not fly as fast as a jet but is still fast enough to catch any ground vehicle going up to 200 mph. The Vajramobile is protected by light armor that is good protection against small arms fire, but not very effective against machine guns or larger artillery. In addition, it is outfitted with a cloaking device and can be operated by remote control.

Vajramobile

Prowess 3
Coordination 7
Strength 5
Speed 5 (effectively Super Speed/Flight 5) - Anti-gravity Car
Stamina 5

Extras
Remote Control
Extra Passengers
Invulnerability 3 - Light Armor
Invisibility 5 - Cloaking Device

NPC Variant:
I Know I'm a Character in a Comic Book

If a PC directly asks Bodhivajra about the nature of his Wizardry powers and their limitations, he'll usually just say "It's hard to explain. Trust me." If really pressed, he will come out with some mystic mumbo-jumbo. But the truth behind these limitations goes a tad deeper.

Bodhivajra has pulled back the veils over reality and come to realize that he is a comic book character first invented as a back-up feature in a superhero anthology title back in the 1930s. His creator was a bit of a mystic, and thus his exotic name (for an American comic book character in the Thirties, anyway). He had nebulously defined superpowers, back in the day, much like the Spectre or similar; he mostly seemed to run around and punch people like a pulp hero, but the writers seemed to give him whatever plot-device power or piece of equipment he needed to solve a particular problem, which was then forgotten about by the time for the next story. Sometimes he could fly, sometimes he couldn't; whether or not he could throw bolts of lightning depended on the month.

In the late Forties and early Fifties, as the popularity of superhero comics began to decline, Bodhivajra somehow managed to stay on in his anthology comic, but became much less of a main feature. By the mid-Fifties, he had become a sort of host, introducing the various stories in his comic, sometimes speaking directly to the reader, and sometimes even taking part in the stories himself. Unlike most comic books of the time, Bodhivajra's comic told stories from many genres -- horror, crime, Western, romance, science fiction, and others.

In the Seventies, under relaxed editorial restriction and thanks to the increased popularity of psychedelia, Bodhivajra came back as a superhero, this time drawing much more heavily on the Hindu and Buddhist influences hinted at in his origin. His powers were slightly better-defined this time, and were more clearly tied to his nature as a Bodhisattva. In this incarnation, he frequently fought evil Taoist sorcerers and malevolent beings like Rex Monday, attempting to stamp out enlightenment and exalt the corrupted world of matter.

It wasn't until the late Nineties, when a revisionist British comic-book author took up writing tasks on Bodhivajra, that he assumed his current incarnation. This author tied together the various stages of the character's origin and took the position that Bodhivajra's experience of enlightenment had revealed to him that he was a comic book character. This knowledge was imperfect, and hard to fully acknowledge, but nonetheless, it accounted for Bodhivajra's ability to both talk to the reader and take part in stories back in his Fifties incarnation. The limitations on Bodhivajra's powers became limitations specifically designed to make more interesting stories. Bodhivajra's motivation, this time, is to make a kinder, more optimistic, happier vision of reality in his story -- and maybe, just maybe, to reach out beyond his story and give people outside of it a view of a kinder, more optimistic, happier way to live.

And perhaps even this reality is but another veil yet to be pulled back...

Villainous Variant: Ravanavajra

The path to enlightenment doesn't always coincide with moral development and good intentions. In this version of reality, Max Mann has torn through the veil of illusion and realized he was, and has always been, Ravana from the Ramayana. Now all the ordinary people and places and things in our world just look like toys to him. He lives in the world like it's his own personal video game, and his powers are cheat codes -- he doesn't care an iota for property damage, the suffering of others or even loss of life because those things are just illusion, after all. He's here to make the story more fun -- and anybody who's watched an action or horror movie or played a violent video game knows that fun means death and destruction. Ravanavajra possesses Probability Control (Both Good and Bad Luck) as a Wizardry power, and his Challenges no longer restrict the use of his Wizardry power.

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 under-ground 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.

Chaser	Escapee								
	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			

Justice Wheels 10
Written by Joe Bardales & Kirby Arinder
Art by Scott Harshbarger
Edited by Chris Heard
Layouts by Adrian Smith
Cover design by Dan Houser & Adrian Smith
Additional fonts from Blambot.com