

4

JUSTICE WHEELS



THE COWL



ICONS
SUPERPOWERED ROLEPLAYING
COMPATIBLE

INCLUDES ADVANCED
VEHICLE RULES

THE COWL

aka Matteo Rodrigues

Prowess 6

Coordination 6

Strength 6

Intellect 6

Awareness 5

Willpower 5

Stamina 11

Determination 3 (if used as PC)

Specialties

Athletics

Computers

Drive

Martial Arts Expert

Stealth Expert

Science Expert (Physics)

Electronics Expert

Powers

Wizardry 6

Invisibility (Stealth technology in Cloak)

Paralysis (Taser in Gauntlet)

Supersenses (Thermal imaging in cowl)

Vehicle 7

Qualities

Connections : CEO of Valkyrie International -elite personal security and medical services company

Connections : Dr Sam Hanner

Connections : attachment to Haley, a friend from his college days

Challenges

Enemy : Criminals

Enemy : the thugs who gunned him down

Social : Second lease on life - determined to make the most of it

Personal : determined to get revenge

Points Total: 58



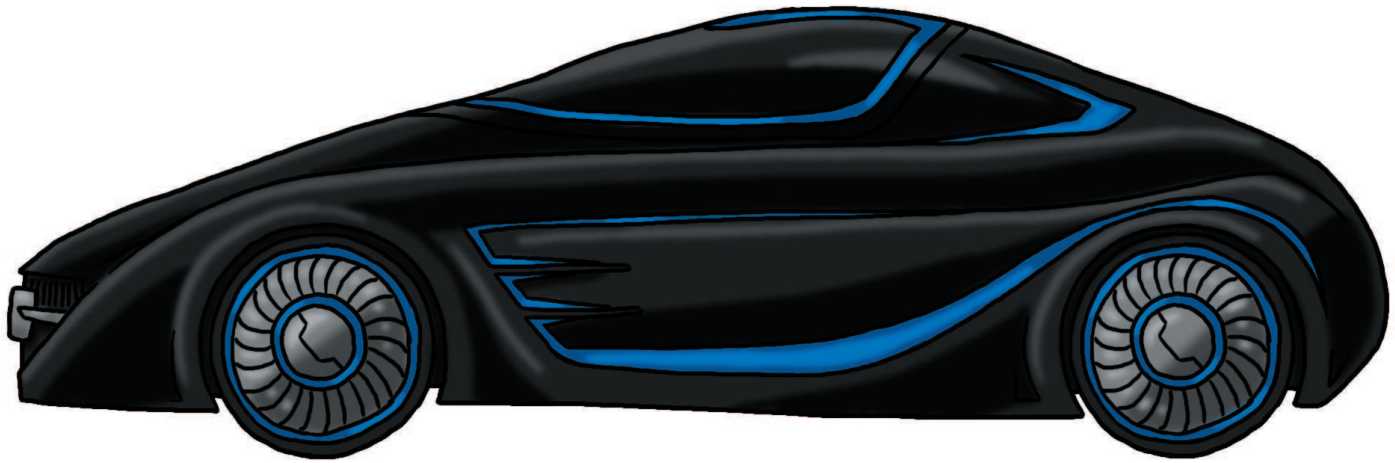
Description

Matteo Rodrigues was a quiet and promising young college student who seemed destined for greatness. That is, until one terrible night when he was cut down violently by a group of gangbangers during a random drive-by shooting.

Matt was declared dead at the ER that night. A closed casket funeral was held shortly thereafter. His friends and family mourned and moved on.

However, unbeknownst to almost everyone. Matteo was not dead. He was in a severe coma from which the ER doctors had estimated he had no chance of recovering.

Dr. Sam Hanner had secured his parents' permission (and pulled some strings with the US government)



in order to requisition Matt as a test subject for Project: Phoenix— a top secret Department of Defense program that did research on into caring for and ultimately reviving coma patients.

Years later, Matt awoke in a classified medical facility. Through electro-dynamic therapy, his muscles had not only been maintained but had been improved to the peak of human fitness. Additionally, revolutionary “brain mapping” technology had gifted Matt with a photographic memory and a variety of new skills and knowledge (the equivalent of several college educations).

Making the most of his second chance, Rodrigues devoted the next few years to using his newly acquired abilities to develop his own company: Valkyrie International. The firm filled a unique niche; specializing in producing cutting edge medical monitors and security service (with a crack extraction team on-call for clients at all times).

Valkyrie’s first product, a personal medical monitor device, was a massive success and propelled Matt to a level of success previously beyond his wildest dreams.

With money no longer a concern, Matt embarked on his true passion. He set about using his fortune, intellect and physical prowess to develop the skills and gadgets to fight crime up close and personal. Adopting the identity of the Cowl, a costumed vigilante, and dashing through the streets in the “Hush,” a phantom sports car of his own design,

Matt has become a symbol of dread to those that would cause the innocent to suffer.

He prowls the city by night – determined to make its streets safe again and to exact vengeance on the men who almost ended his life.

Hush (Cowl’s vehicle)

Prowess 7

Coordination 7

Strength 7

Speed 6 (effectively Super-Speed 6)

Stamina 7

Extras

Remote Control

Force Field 7

Invisibility 7 - Stealth Field

Villain Option

In the evil-twin, goatee-wearing mirror universe, Matteo Rodrigues is not a man with a moral compass or sense of duty to others.

This version of Matt is driven only by his ego and his thrill-seeking nature.

He uses Valkyrie International to accumulate the money and power his ego demands. Similarly, he uses his night time adventures as the super-villain Cowl to satiate his need for excitement.

The Cowl will attack banks, jewellery stores, superhero bases – really any target that’s likely to be highly guarded. Sometimes he will steal a valuable item before deliberately tripping the alarms, but usually his goal is to simply antagonize a powerful force into pursuing him. (If one of the PCs is a scientific genius or technologically based hero, the Cowl may want to raid their HQ looking for some bit of technology he could steal and reverse-engineer).

Whatever prize he can get away with is secondary to him. He simply enjoys the chase. With the speed and stealth of the Whisper (his advanced, customized roadster) he can evade almost anyone.

In those rare cases where he can’t, he will have a crew of Valkyrie International mercenaries (use soldiers from ICONS Stock Character section) he can summon to attack his pursuers. These crack troops will be driving vehicles similar to the Whisper (but with much lower powered stealth technology and force field; use Invisibility and Force Field at only power level 3).

In the worst case scenario, one or more of his minions will surrender and take the fall for him while the Cowl and the rest engage their stealth fields and drive away.

Using his resources as the head of Valkyrie International, Rodrigues will discreetly provide topflight criminal defense attorneys to any captured henchmen, to ensure their silence and minimize their sentences. If necessary, he will even go as far as staging as a jailbreak as the Cowl to liberate his former henchmen from prison (or to execute any who are too close to turning evidence in exchange for leniency).

Whisper (Villainous Version of Cowl’s Vehicle)

Prowess 4

Coordination 5

Strength 6

Speed 5 (effectively Super-Speed 5)

Stamina 4

Extras

Force Field 6

Invisibility 6 - Stealth Field

Blast 5– Hidden Machineguns

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.

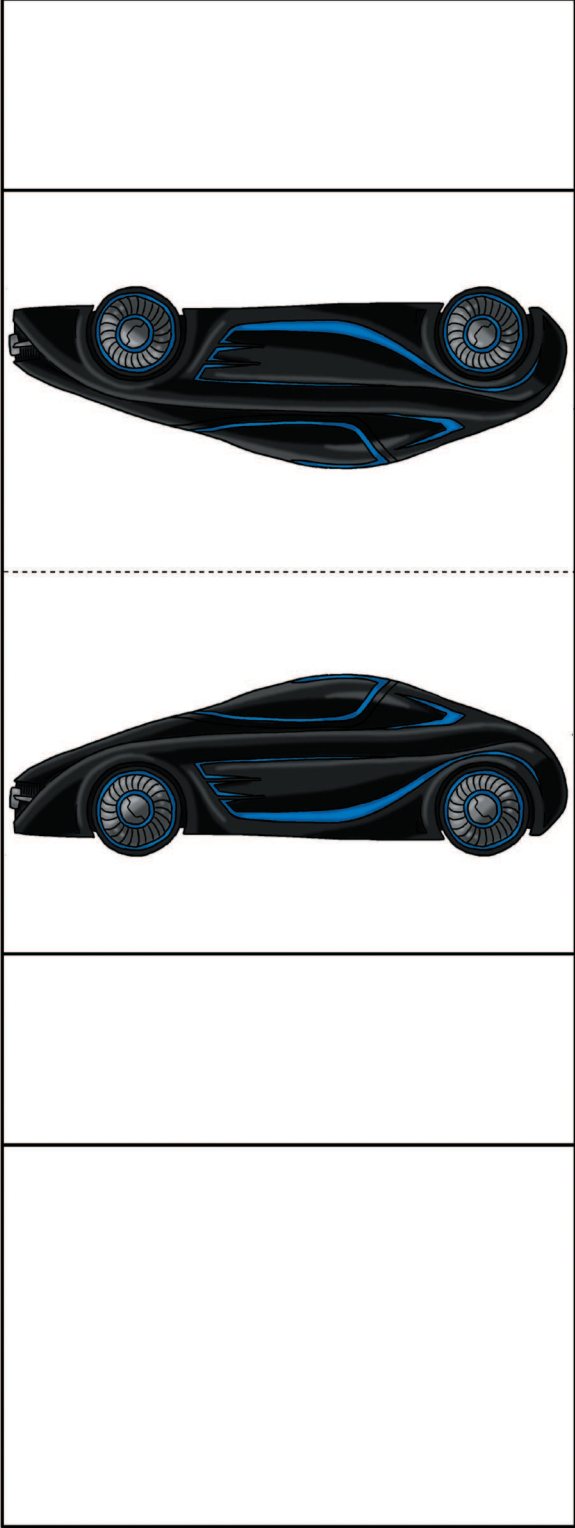
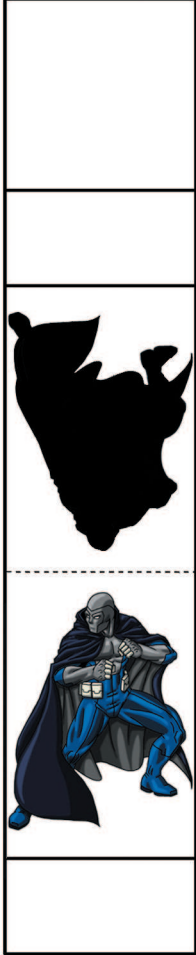
- If the new Distance number is 11 or more, the Escapee gets away.

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			



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Justice Wheels 4

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