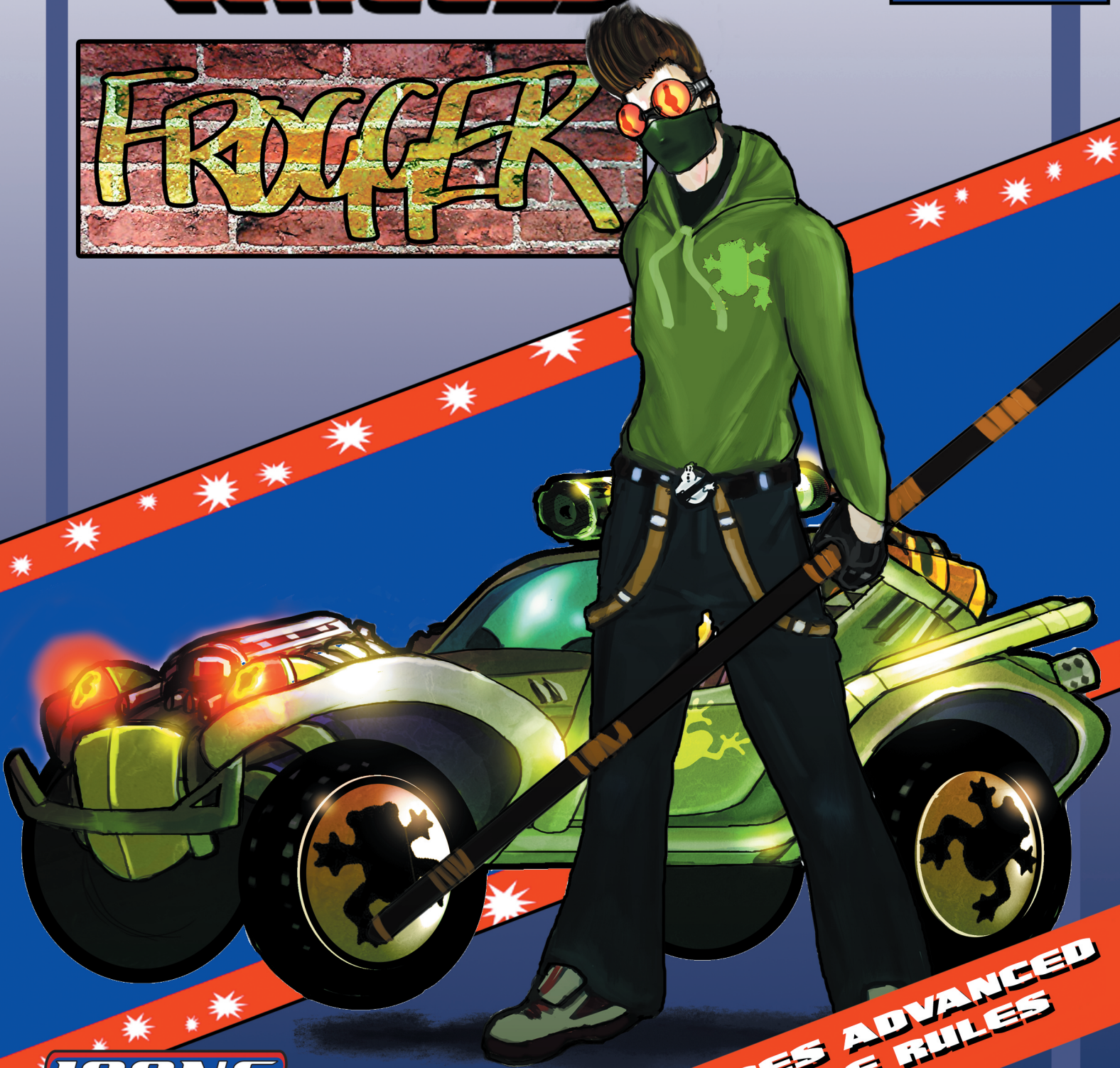


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# JUSTICE WHEELS



FROGGY



**ICONS**  
SUPERPOWERED ROLEPLAYING  
COMPATIBLE

**INCLUDES ADVANCED  
VEHICLE RULES**

# FROGGER

(aka Liam Loscann)

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

Stamina 7  
Determination 3

## Specialties

Acrobatics Expert  
Drive  
Martial Arts Expert (Shooto Mixed Martial Arts)  
Mechanics Expert (Automobiles)  
Streetwise (Stark City)  
Weapons Expert (Bludgeons: Bo Stick) – Bojustu

## Powers

Strike Device 6 (Bashing) - Bo Stick  
Supersenses Device 4 (Enhanced Vision +2,  
Extended Vision +2) - Frog Goggles  
Vehicle 5

## Qualities

Identity : Young Gangster Turned Urban Vigilante  
Connections : Reginald Coakley, CEO of Maniacal, Inc.  
Motivation : To bring his father's killer to justice  
Catchphrase : "Why do all the other superheroes always get the girl!?"

## Challenges

Enemy : Stark City Mafia  
Personal : Kleptomaniac  
Social : She's Just Not That Into You

**Point Total** 48



## Background

Liam Loscann was a good kid from Stark City who got mixed up with a bad crowd. His mother died when he was very young leaving his father Rory, an auto mechanic and mixed martial arts enthusiast, to raise him alone. Liam idolized his father and spent hours at his side in the auto shop and at the dojo. He learned his way around an auto engine and studied the martial art forms of shooto (mixed martial arts) and bojustu (proficiency with the bo stick). Living in Geartown, they were both very happy even though they didn't have a lot of money. Then one fateful night everything changed.

For several months, Liam's father was being pressured by the Mafia to start paying them "protection" fees on his auto repair shop lest his business suffer some unfortunate "accident". Rory Loscann was a very proud man and certainly not one to shy away from a fight. His steadfast refusal to pay "one bloody dime" to the mob was beginning to inspire other neighboring businesses to stand up to them as well. Mafia boss James DeSouza decided





this would not do and decided it was time to make an “example” out of Rory. It was young Liam who found his father's body in the auto shop crushed beneath a car that somehow managed to slip from the auto lift.

After the funeral, Liam was sent to live with his father's elderly Aunt Harriet, a strict and grim woman and his only living relative. Emotionally distraught, he began to act out, defying his aunt at every turn and eventually falling in with a street gang of Geartown hooligans and hoodlums. He dropped out of school and spent his days vandalizing public property, street fighting, and eventually stealing cars. It was only a matter of time until Liam found himself handcuffed in the back seat of a Stark City Police squad car.

Standing before a judge and facing a lengthy detention at Juvenile Hall, no one was more surprised than Liam when wealthy industrialist and entrepreneur Reginald Coakley offered to take custody of the defendant and provide him with an internship at his company, Maniacal, Inc. Coakley, a reformed supervillain formerly known as Mr. Mayhem who did his time and turned his life around, saw something of himself in the boy and wanted to offer him an opportunity to avoid making the same mistakes he had made at the same age. If

Liam would promise to return to school, he would give him a paying job in the warehouse after class. Liam enthusiastically accepted, grateful for the chance to get his life back on track.

Liam stayed true to his word like his father had taught him, returning to school while working for Reginald Coakley and taking care of his elderly Aunt Harriet. He even began studying the martial arts he so loved again, becoming more agile and acrobatic through discipline and dedication. Looking at the world through clear eyes, he began to see how the crime and corruption that had stolen his father from him was choking Geartown in its grip. He knew he had to do something about it.

While working at the Maniacal R&D warehouse, Liam found an old prototype of high tech goggles that enhanced and extended vision. He was amused by their resemblance to a frog's eyes so he slipped them into his pocket and took them home. That night, he decided to finally do something about the crime in his neighborhood. He donned the frog goggles he earlier “borrowed” along with a green handkerchief to disguise his face, picked up his bo stick and headed out his bedroom window. Calling himself Frogger, every night the young gangster turned urban vigilante would patrol Geartown, fighting crime and defending the helpless.

One night while on patrol in a blind alley off a dead end street, Frogger discovered an abandoned and boarded up building on a run down lot that had once been home to his father's business, Loscann's Auto and Body Shop. Sneaking inside, he found much of his father's tools and equipment along with an old dune buggy Rory Loscann had always intended to one day fix up. Feeling a connection to the dune buggy, Frogger decided to repair the vehicle for himself and returned to the abandoned auto shop every night to work on it. He began to "borrow" more and more tech from the warehouse where he worked to incorporate into the buggy, careful to hide his unauthorized "requisitions". He even managed to get all the 55-gallon drums of a failed (because it was too "gloopy") super-adhesive glue product shipped to the auto shop under the guise of waste removal for use in a converted water cannon mounted on the roof of the buggy.

After three months of hard work, the Leap Buggy was finally ready for its nocturnal debut. Armed with hydraulic superlifts and air bounce bags for leaping, a sealed-vacuum traction system for wall climbing, high-tech optical systems to see in the dark and through obstacles, powerful flood lamps, and the roof-mounted, bi-directional Frog Cannon (or "Gloop Gun" as it affectionately known) capable of firing a sticky glob of glue in front of or behind the vehicle with the flip of a switch, the Leap Buggy now conveys Frogger on his nightly patrols of Geartown.

In the guise of Frogger, Liam has learned that the Stark City Mafia was responsible for the death of his father, and he is dedicated to one day bringing those responsible to justice. He has adopted his father's abandoned auto shop as his secret headquarters and keeps the Leap Buggy hidden there during the day. Despite his life as a crime fighter, Liam still manages to have all the experiences and anxieties of an average teenage boy. He has been particularly unlucky at love, unable to get the girl both in and out of costume unlike in the comic books, which frustrates him to no end. Still, he perseveres on, knowing that somewhere his father is watching over him with pride.

## Leap Buggy

Prowess 3  
Coordination 5  
Strength 4  
Speed 4 (effectively Super-Speed 4)  
Stamina 5

### Extras

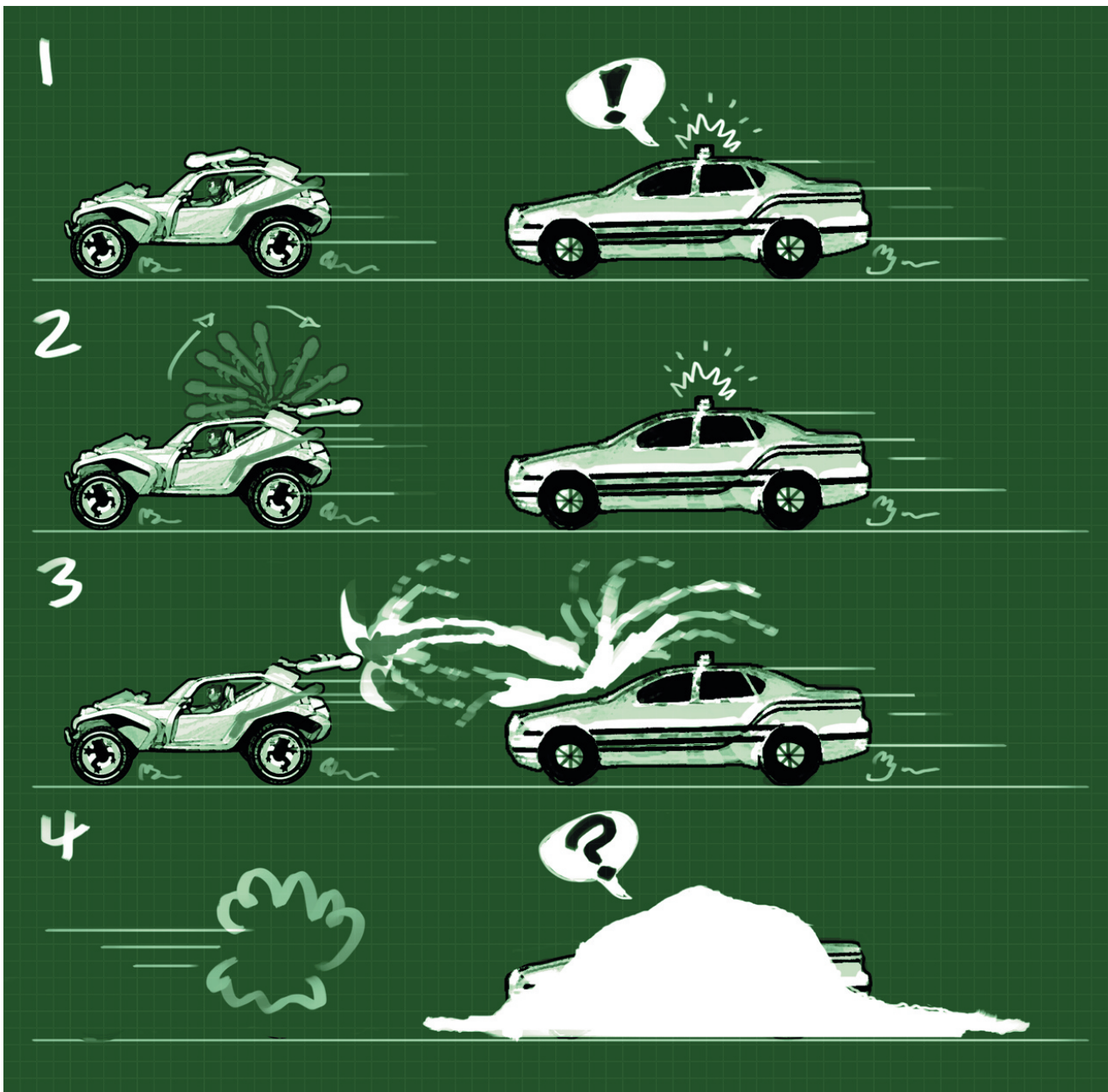
Binding 7 - Frog Cannon "Gloop Gun"  
Leaping 1 - Hydraulic Superlifts and Air Bounce Bags  
Wall Climbing 2 - Sealed-Vacuum Traction System  
Supersenses 4 (Infravision, X-ray Vision, Enhanced Vision +1, Extended Vision +1) - High-tech Optical Systems





### Villainous Variant

If you would prefer to use Frogger as a villain in your campaign, Liam Loscann would be a sociopath who enjoys violence and lacks any sense of morality. His actions would be responsible for the death of his father, and there would be no Reginald Coakley to rescue him from a youth spent in a juvenile detention facility. He would feel no remorse for his actions, although he would never betray this in his hollow words. He would be cunning and deceptively charming, skills he would use to convince Coakley and a parole board of his sincerity and weasel his way to freedom and into a position at Maniacal, Inc. Once inside, he would steal from the company all the technology he would need to facilitate his life as a masked villain on the streets of Stark City. He would lack the martial arts skills and discipline of his heroic counterpart, but make up for them with street smarts and barroom-style brawling.



## 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.

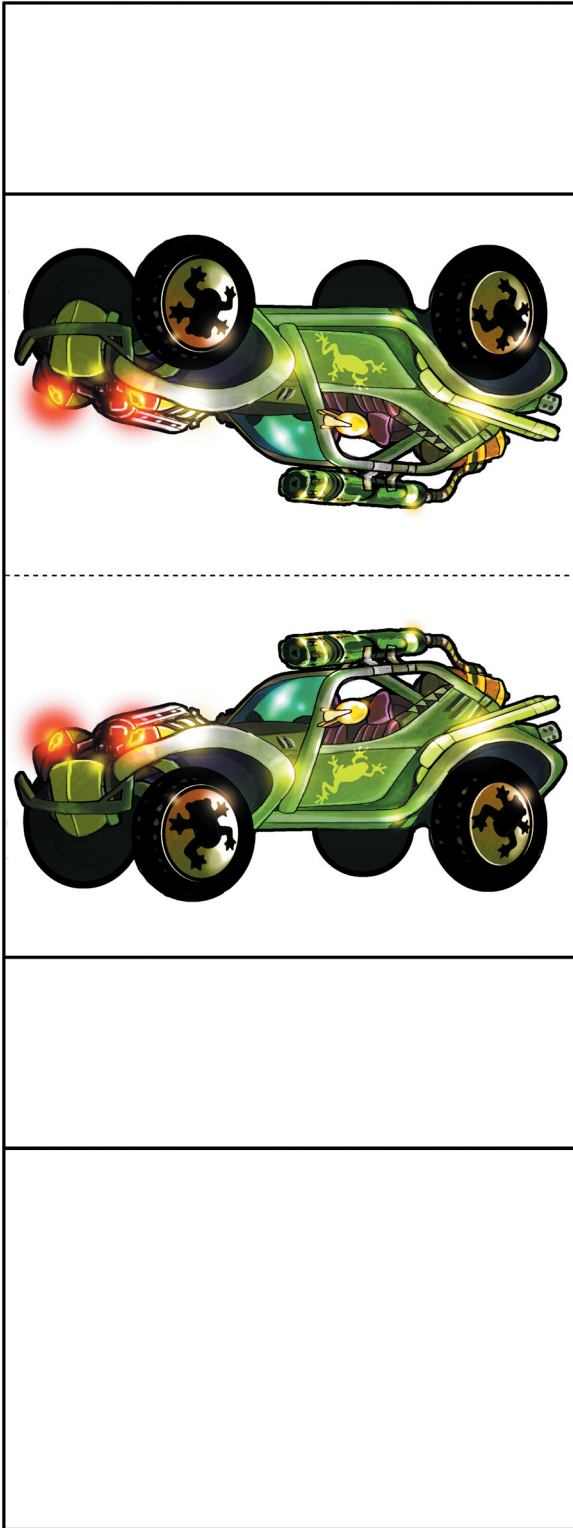
**NOTE:** Modifications to Speed are only for that round.

**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 12

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