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JUSTICE WHEELS



MAKO COMMANDER



INCLUDES ADVANCED
VEHICLE RULES

ICONS
SUPERPOWERED ROLEPLAYING
COMPATIBLE

MAKO Commander

(aka Dr. Randall Thornton, Ph.D.)

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

Stamina 8
Determination *

Specialties

Drive
Leadership Expert
Nature Expert - Underwater Environments
Pilot
Science Master (Oceanography)
Underwater Combat Expert

Powers

Life Support Device 3 (Cold, Breathing, Pressure) -
MAKO Shark Armor
Invulnerability Device 5 - MAKO Shark Armor
Aquatic Device 3 - MAKO Shark Armor
Blast Device 7 (Blasting) - Wave Energy Trident
Explosion
Vehicle 8 - MAKO Shark Flying Submarine

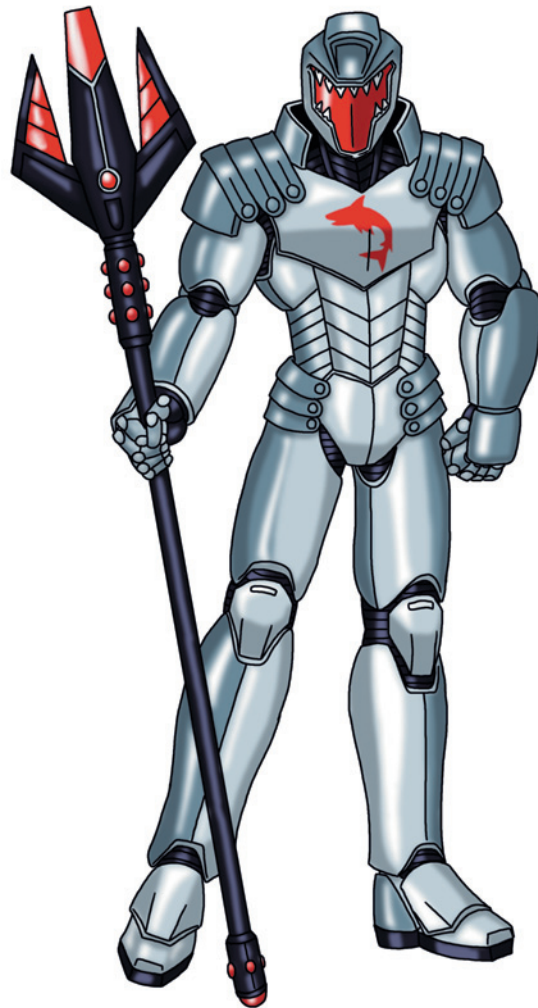
Qualities

Identity : Professor of Oceanography turned
Anarchist and Eco-terrorist
Motivation : Reclaim the planet from those who
would destroy it
Epithet : Supreme Leader of MAKO
Catchphrase : Drown you fools in your ignorance
and greed!

Challenges

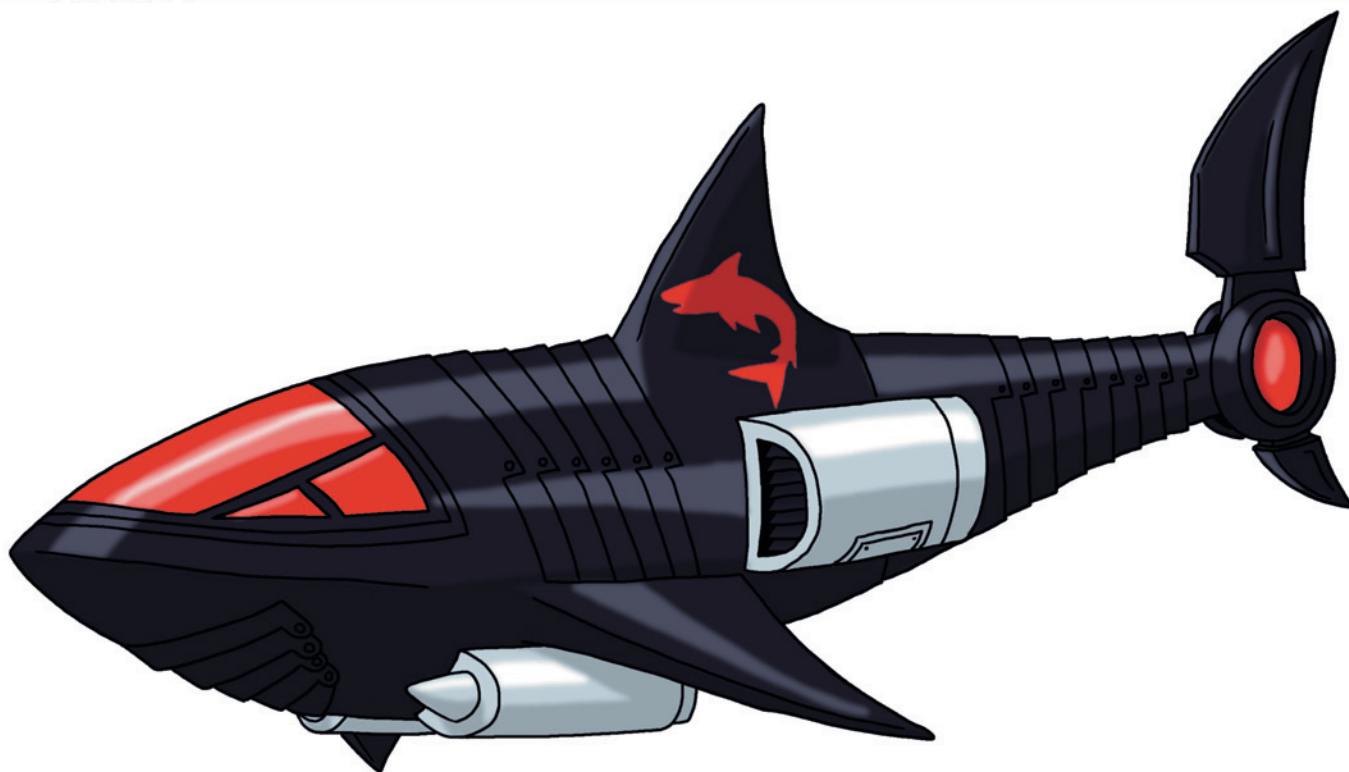
Enemy : All land-dwelling civilizations
Enemy : The Atlanteans
Personal : Egotistical, Paranoid and Fanatical

Point Total 60



Background

Ever since he was a young boy growing up in a small coastal village in New England, Randall Thornton always had a great love for the ocean. Thornton became one of the leading authorities in oceanography, eventually taking a professorship at the prestigious Stark City University. In the early days of the environmental movement, Professor Thornton became one of the first in the nation to speak out about greenhouse gases, global warming and the dangers of melting polar ice caps and rising ocean levels based on his scientific observations. Some very powerful corporate and government sponsors began to put pressure on the University to silence the outspoken critic, and a concerted effort was made to discredit him. In a last-ditch effort to save his reputation and position, Thornton embarked on a six-month scientific expedition to the Arctic Circle with his wife and young daughter to prove once and for all his theories on greenhouse gas-induced global warming and their impact on rising ocean levels.



Early reports suggesting that Professor Thornton's research indeed supported the validity of his claims reached the ears of executives at the Archon Energy Corporation, a company notorious for its poor environmental record and widely targeted by activist groups. They hired a team of covert mercenaries to sabotage Thornton's research and destroy his findings before he could return from the expedition. The raid on the research vessel quickly got out of hand, gunfire was exchanged, and the ship caught fire and began to sink. The attack was covered up and all were reported lost at sea in a freak storm.

Unknown to Archon Energy and the rest of the world, Randall Thornton alone managed to survive the attack on his research vessel. He was rescued by a mysterious race of aquatic humans known as the Atlanteans who took him to their undersea kingdom and nursed him back to health. Broken and embittered by the loss of his family, Thornton tried to convince the Atlanteans of the danger the surface-dwelling humans presented to the entire planet and the need to strike first before it was too late, but his call to arms fell on deaf ears.

During his recovery, Thornton carefully studied his rescuers' way of life and became convinced that humanity's future lied in building underwater communities to escape the self-induced destruction

on the surface world. He was particularly fascinated with how the Atlanteans met their energy needs cleanly by harnessing the wave energy of ocean currents and thermal energy from the earth's undersea crust with technology never before seen. Not wishing their technology and other secrets to get into the hands of the surface dwellers, especially one so bent on revenge and destruction, the Atlanteans informed Thornton he would never be allowed to leave their kingdom.

Months passed as Thornton meticulously planned his escape, and when the time was right, he fled the undersea kingdom of the Atlanteans with samples of their technology and other secrets. Once back on the surface world, he contacted several extremist environmental groups shunned by others in the activist community and proposed a bold new vision for the world. Using the technology stolen from the Atlanteans, they would build underwater bases powered by the ocean itself and raise an army to oppose those governments and corporations that continued to destroy the planet with their ignorance and greed. MAKO (Make Anarchy Kill Oppression) was born and Randall Thornton established himself as its Supreme Leader.

In the 25 years that have passed since Dr. Thornton's research vessel was destroyed and his

family killed, MAKO has built several undersea facilities based on Atlantean technology and energy sources around the globe starting with a prototype base built on the floor of Stark Lake near Stark City. As the MAKO Commander, Thornton has raised a small army of loyal followers and developed weapons and vehicles based on Atlantean designs to take their fight to the governments and corporations that have allowed greed and corruption to destroy the earth's ecosphere. MAKO see themselves as pioneers of the ocean floor and defenders of the planet, retreating to their undersea bases to escape the stemming tide of rising ocean levels resulting from greenhouse gas-induced global warming.

Recently, Thornton has become obsessed with the idea that if surface-dwelling civilization is content to idly sit by and let itself be slowly destroyed by greed and shortsightedness, then MAKO should help them speed the process along by flooding the cities of the world right now. From his base at the bottom of Stark Lake, the MAKO Commander has devised a plan to flood the Catacombs beneath Stark City to extend his reach beyond the lake and use the flooded tunnels as a conduit for MAKO operations. He sees this as a first step to submerging all of Stark City beneath the water to serve as a lesson to the entire world.

The MAKO Commander wears a suit of Shark Armor that provides protection from extreme underwater conditions while allowing him to move and operate freely. He is armed with a Wave Energy Trident that fires a powerful energy beam blast. Regular MAKO soldiers have similar armor and weaponry. A MAKO Shark Flying Submarine armed with torpedoes and

capable of both underwater movement and aerial flight serves as his personal transportation. All of these devices are based on Atlantean technology and use energy cells powered by wave energy from ocean currents and thermal energy from the earth's undersea crust.

MAKO Shark Flying Submarine

Prowess 5
Coordination 8
Strength 5
Speed 5 (effectively Aquatic 5)
Stamina 8

Extras:

Extra Passengers
Flight 5
Blast 7 (Shooting: Explosion) – Amphibious
Torpedoes
Life Support 6 (Cold, Breathing, Heat, Pressure, Radiation, Vacuum)
Invulnerability 6

MAKO Trooper

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

Stamina 7
Determination *

Heroic Variant

Sometimes a single, solitary event can have a powerful and lasting impact on the direction one's life takes from that point forward. This one event serves as a driving motivation and determines if one plays the hero of the tale or its villain. What if Professor Randall Thornton's wife and young daughter hadn't been killed when his research vessel was attacked? Suppose the Atlanteans were able to rescue his entire family. Now we have a man who is no longer driven by anger and revenge but a renewed commitment to his beliefs and principles. His eyes are no longer clouded when he sees the wonders of the Atlantean kingdom and develops his vision of a better world. The Atlanteans in turn would recognize this and offer their aid and technology to help him make the world a better place as a hero and their champion.

Specialties

Drive
Pilot
Underwater Combat

Powers

Blast 5 (Blasting) - Laser Rifle
Aquatic Device 1 (Air and Water Breather) - MAKO Trooper Helmet
Vehicle 5

Qualities

Loyal to MAKO Commander
Catchphrase : MAKOOOOO!
Motivation : Reclaim the planet from those who would destroy it

Challenges

Enemy : Atlanteans
Enemy : All land-dwelling civilizations
Personal : Individual thinking discouraged in MAKO shock troops

Point Total 34

Background

These MAKO troopers are fiercely loyal to the MAKO Commander and have been trained in the rudiments of underwater and aerial combat. They are recruited in roughly equal parts from extreme environmental activists, petty criminals and soldiers of fortune.

Their most common offensive vehicle is the MAKO Battlepod. Manufactured in secret underwater weapons factories and derived from stolen Atlantean technology, the Battlepods are fast moving, amphibious assault craft that make up the bulk of the terrorist organization's fleet.

MAKO favors lighting fast guerrilla raids with swarms of these pods emerging, eliminating surface targets in a blitz of laser fire and then retreating beneath the safety of the waves.

MAKO Battlepod

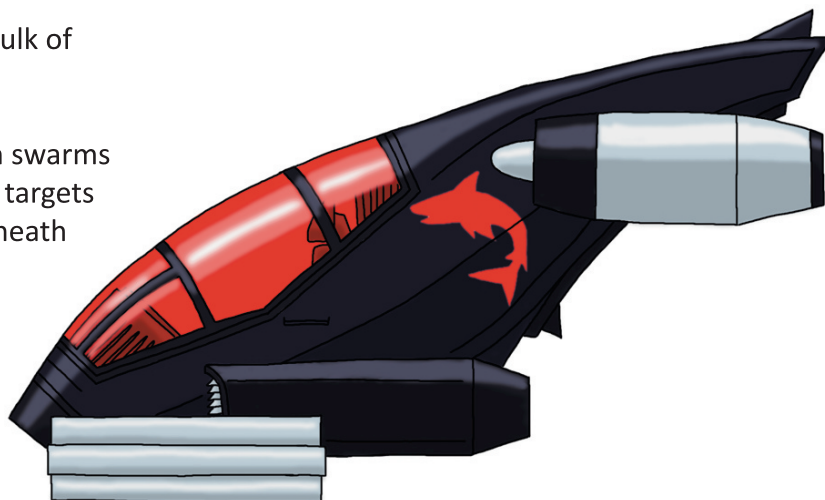
Prowess 5
Coordination 5
Strength 5



Speed 5 (effectively Aquatic 5)
Stamina 4

Extras:

Flight 4
Blast 7 (Shooting: Explosion) – Amphibious Rocket Launcher Pods



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.

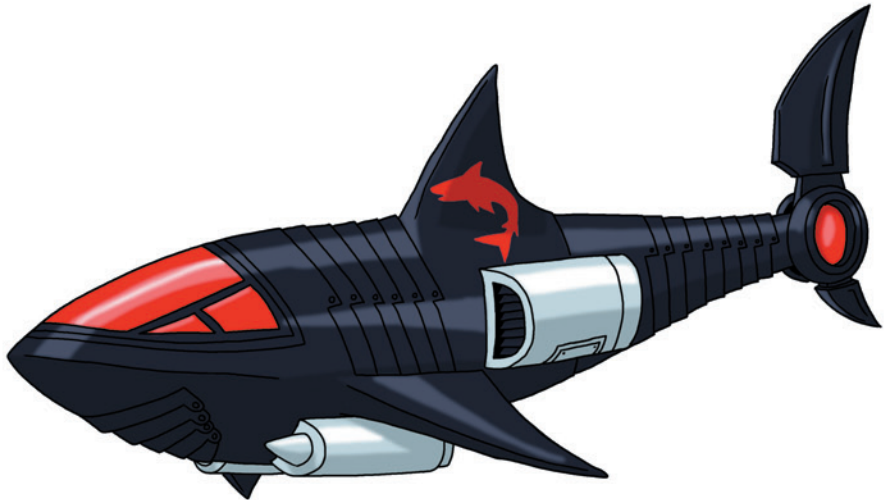
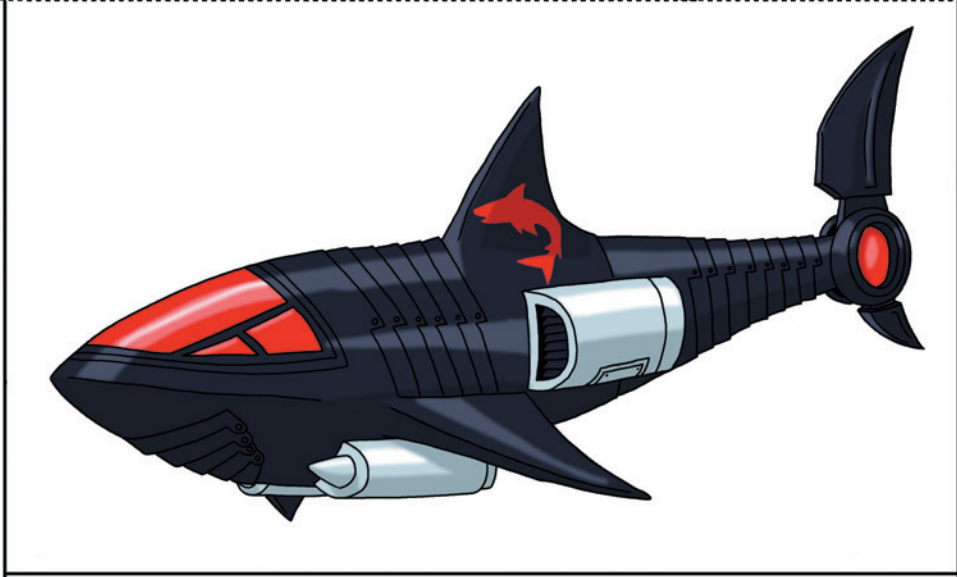
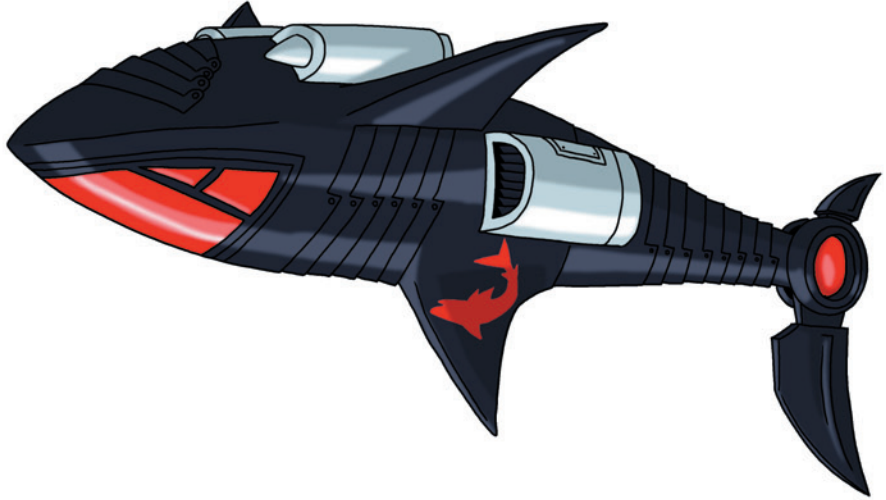
- Handle the attack per usual ICONS rules, adding an appropriate difficulty to reflect the conditions of the chase. If the other character survives and remains in the chase, proceed with the next step.
- Subtract 2 from the attacker’s Speed.
- Add the Speed of the attacker to the distance, then subtract the Speed of the defender.
- If the new distance number is 11 or more, the Escapee gets away.

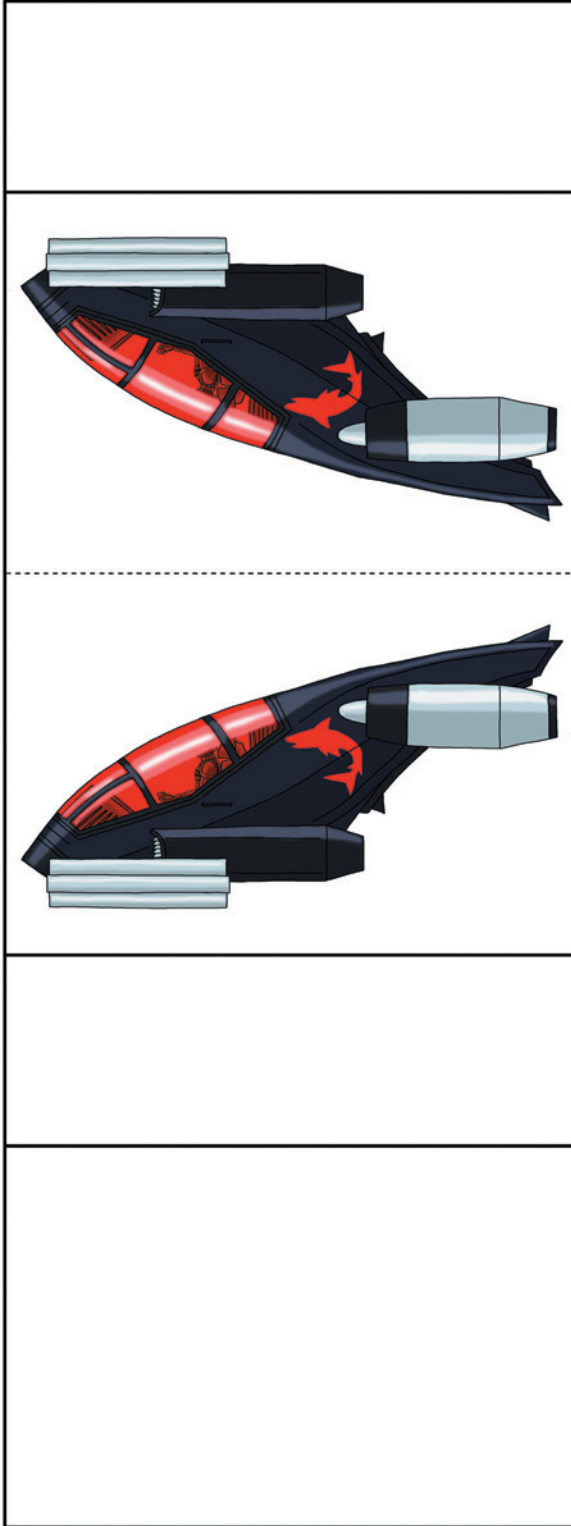
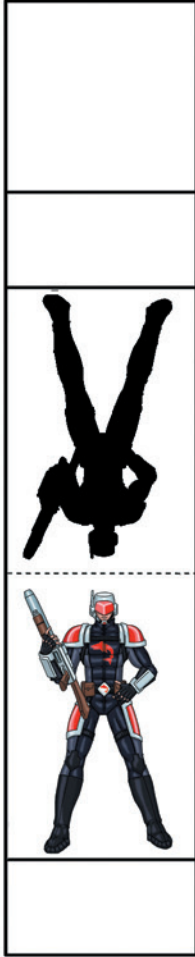
NOTE: Modifications to Speed are only for that round.

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 13

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