

16

JUSTICE WHEELS

BLACK RIDER



ICONS
SUPERPOWERED ROLEPLAYING
COMPATIBLE

**INCLUDES ADVANCED
VEHICLE RULES**

BLACK RIDER

Real Name: Scott Long aka Scott Templar

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

Stamina 7
Determination 1

Specialties

Acrobatics
Criminology
Drive Master
Investigation Expert
Stealth

Powers

Blinding Device 4 - Visor (Flash Defense)
Burst
Supersenses Device 5 (Infravision, Enhanced Vision, Extended Vision) - Visor
Invulnerability Device 3 - Protective Combat Suit
Blast Device 5 (Blasting) - Electrostatic Pistol
Vehicle 6

Qualities

Motivation : To Help the Helpless
Connections : Billionaire Alexander Saxon and The Phoenix Foundation
Connections : Jane Campbell (Medic/Truck Driver)
Connections : Ginger Harper (Mechanic/Computer Tech)

Challenges

Enemy : Overdrive - renegade Phoenix Foundation
Ex-operative
Social : Man Without A Past

Point Total 53

Background

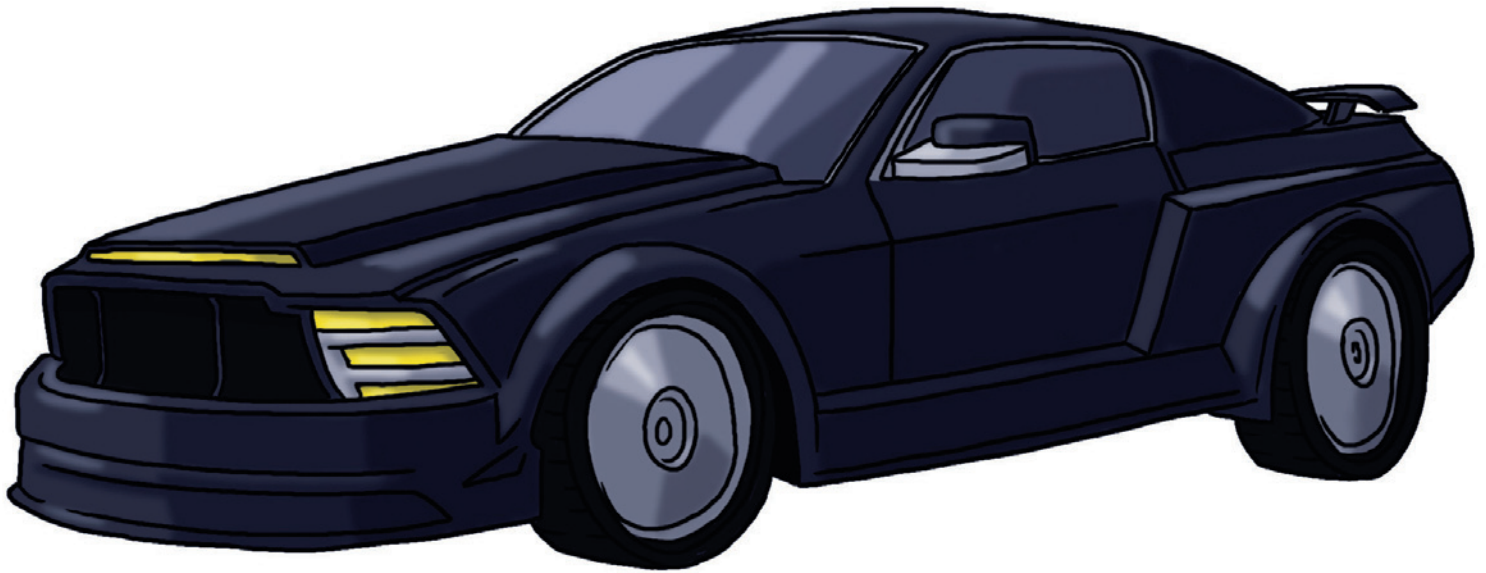
In the late 1970s, a mysterious black-clad figure appeared on America's highways. He drove a sleek, glossy black sports car of indeterminate make, and



he seemed to have a knack for finding trouble. For over ten years, this anonymous crusader roamed the country, and through his actions countless crimes were brought to light and their perpetrators brought to justice despite their expectations. This man traveled from town to town, from city to city, and everywhere he went he found someone in trouble or who needed help. And he always did his best to help them out, never asking for anything in return. Never staying to claim the credit. Always moving on.

In the late 1980s, tales of the Black Rider became fewer and fewer, and by 1990 he had disappeared. No one knew where he had gone, or why.

Recently, those rumors have begun to circulate again. The details are different; the car is similar to a different model. The man is not as tall, but is reportedly quick and agile. Ever since 2010, a new Black Rider has been making his presence subtly known.



The man who would become the new Black Rider was once a Las Vegas policeman named Scott Long. While investigating a case, he discovered far-reaching corruption within his own department. One night soon after the case concluded, he returned to his apartment where he was ambushed and left for dead. When he awoke, he was in a private hospital under an assumed name. An eccentric billionaire named Alexander Saxon had arranged for him to receive top-notch medical care.

Mr. Saxon told Scott that he was the benefactor of a covert organization called the Phoenix Foundation and offered him a chance to be “reinvented”. He would receive a new face, a new identity, and a chance to make a real difference in the lives of ordinary citizens, He would become a crusader against those who believed themselves above the law. Scott Long agreed, and became Scott Templar, the new Black Rider. The Foundation keeps Templar’s official record clean, but having no record at all can cause as many problems as it solves.

As Black Rider, Scott Templar uses several pieces of incredibly high tech equipment. He wears a special visor, a protective combat suit, and carries an electrostatic pistol capable of knocking someone out without killing them. But the most important piece of hardware in his arsenal is his partner; the

artificially intelligent supercar called “C.O.R.A.” (Computer, Oral Response Activated).

Black Rider has access to a mobile headquarters, complete with a repair garage and one-man med-bay, which is disguised as an ordinary black semi-truck. The truck is driven by Jane Campbell, an ex-Navy combat medic, who is accompanied by Ginger Harper, a specially-trained mechanic and computer specialist. Both women have been given “new lives” in much the same way that Scott Temple has. If either the driver or the car are damaged, the mobile base can pick them up and patch them back together.

Scott is like a son to Alexander Saxon, and wants to make him proud. He has romantic feelings toward Ginger Harper, but rarely gets to see her (and suspects that she is involved with Jane Campbell). He has one arch-enemy, Overdrive, a renegade Phoenix Foundation ex-operative with his own supercar and mysterious past.

Now Scott Templar has resumed his predecessor’s crusade to champion the cause of the innocent, the helpless, and the powerless in a world of criminals who operate above the law. Traveling the highways and byways as the BLACK RIDER, he knows that one man CAN make a difference!

C.O.R.A.

Prowess 5

Coordination 6

Strength 7

Speed 5 (effectively Super-Speed 5)

Stamina 7

Extras:

Remote Control (Visor)

Extra Passengers

Artificial Intelligence (effectively Intellect 8) –

Positronic Brain

Comm-link (Visor)

Self-driving

New Extra: Artificial Intelligence

Any vehicle equipped with Artificial Intelligence (or AI) becomes sentient and effectively gains an Intellect ability score equal to the number of build points spent on AI. AI allows the vehicle to make Knowing and Learning tests as Intellect actions on behalf of the vehicle operator (or any other authorized passenger) using the vehicle's Intellect rating. Additionally, any vehicle with Artificial Intelligence may also select Comm-link (for remote communication between the vehicle and its operator) or Self-driving (the vehicle can operate itself without human interaction) as extras.

Villainous Variant

In this version of the Black Rider, Scott Long is a professional car thief who is only interested in helping himself. Stealing C.O.R.A. from the secret facilities of the Phoenix Foundation was his greatest triumph. He was able to completely reprogram the artificial intelligence and wipe any ethical programming from the memory circuits, creating a very powerful and dangerous weapon. The Black Rider now uses C.O.R.A. to help him steal other top secret military vehicles and weapons to sell on the black market. He remains constantly on the run, however, from agents of the Phoenix Foundation looking to get their property back by any means necessary.

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 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.

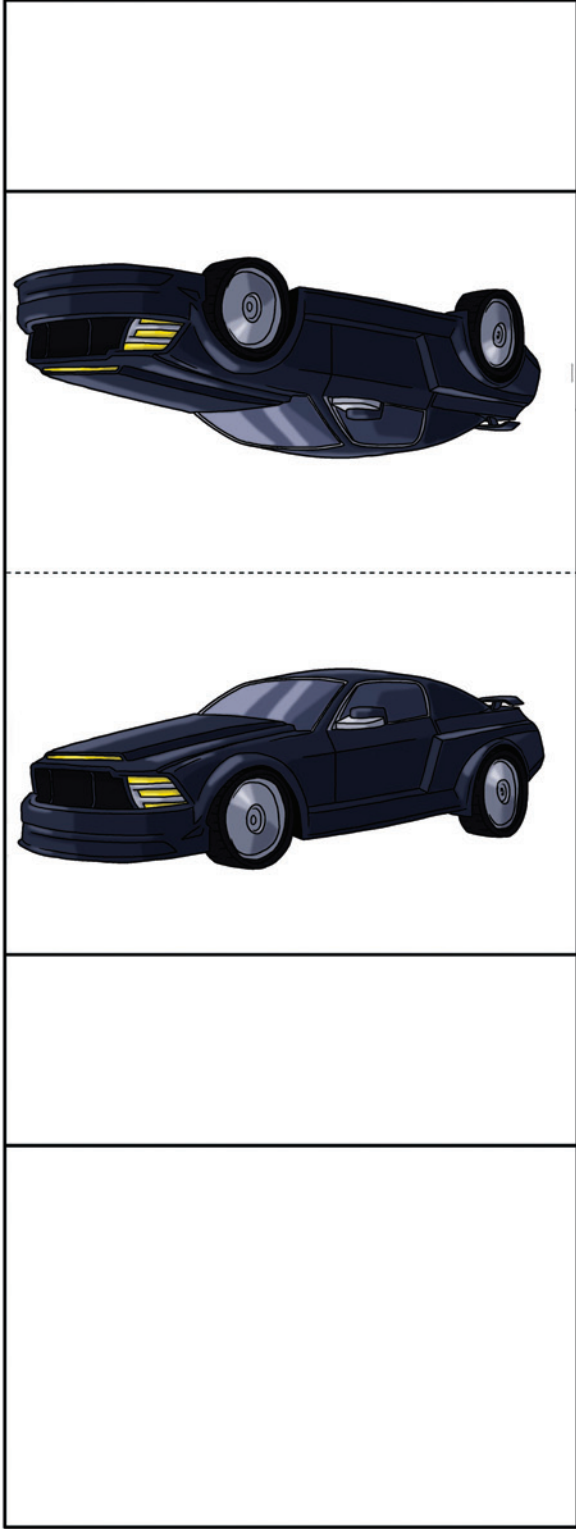
- Handle the attack per usual ICONS rules, adding an appropriate difficulty to reflect the conditions of the chase. If the other character survives and remains in the chase, proceed with the next step.
- Subtract 2 from the attacker’s Speed.
- Add the Speed of the attacker to the distance, then subtract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

	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 16

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