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| **Name** | **Type** | **Size** | **XP Rating** |
| Motorcycle (Double Sidecar) | Vehicle | Large | N/A |

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| **Strength** | 6 (+1) |  | **Armor Class** | 11 | | **Damage Threshold** | N/A |
| **Endurance** | 5 (+1) |  | **Avg. Hit Points** | 36 | | **Hit Dice** | 6d10 + 6 |
| **Agility** | 6 (+1) |  |  | |  | | |
| **Creature Capacity** | 4 |  | **Damage Vulnerabilities** | | Lightning | | |
| **Cargo Capacity** | 50 lbs. |  | **Damage Resistances** | |  | | |
|  |  |  | **Damage Immunities** | | Poison, Radiation | | |
|  |  |  | **Condition Immunities** | | Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Poisoned, Stunned, Unconscious | | |

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| **Special Traits** | **Special Actions** |
| **Prone Deficiency.** If the vehicle falls *prone*, it can’t right itself and is *incapacitated* until flipped upright with a successful DC 10 Strength (Athletics) check. While *prone*, attacks made against the motorcycle have advantage.  **Vehicle.** The vehicle has a movement speed of 40 ft. When reduced to 0 hit points, the driver must succeed a DC 5 Luck (Miracle) check or the vehicle explodes spectacularly at the start of the driver’s next turn, following the rules for a mini nuke. |  |
| **Hardpoints** | **Weapon Hardpoints** |
| **Driver (Requires 1 Creature).** Used to drive and steer the vehicle; without this position filled the vehicle cannot move. A creature needs one free hand to drive and cannot reload any vehicle weapon hardpoints while driving. | **Hull-Mounted Weapon.** This weapon can only be used by the driver.  **Weapon x2 (Requires 1 Creature and Grants Half Cover).** The sidecars can each host a weapon. |

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| **Description** |
| The Three’s Party brand motorcycle featured an unusual double sidecar design. Largely unsuccessful with its target audience of party-goers and families, it is a rare sight in the wasteland. |

A picture containing motorcycle, red, leather

Description automatically generated