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| **Name** | **Type** | **Size** | **XP Rating** |
| Motorcycle | Vehicle | Medium | N/A |

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| **Strength** | 6 (+1) |  | **Armor Class** | 13 | | **Damage Threshold** | N/A |
| **Endurance** | 5 (+1) |  | **Avg. Hit Points** | 25 | | **Hit Dice** | 5d8 + 5 |
| **Agility** | 8 (+3) |  |  | |  | | |
| **Creature Capacity** | 2 |  | **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 motorcycle falls *prone*, it can’t right itself and is *incapacitated* until flipped upright with a successful DC 10 Strength (Athletics) check.  **Vehicle.** The motorcycle has a movement speed of 60 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. | **Juke (2 AP).** The motorcycle adds +3 to its AC (or the AC of a passenger) against one attack or to one Agility saving throw it makes. |
| **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. |  |

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| **Description** |
| The Lone Wanderer brand motorcycle was advertised before the war with the slogan "Leave work behind." They were marketed to middle-class Americans, looking for an escape from the dreary monotony of everyday life in the United States. It was sold on the market as early as 2072. |