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| --- | --- | --- | --- |
| **Name** | **Type** | **Size** | **XP Rating** |
|  |  |  | N/A |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Strength** |  |  | **Armor Class** |  | | **Damage Threshold** |  |
| **Endurance** |  |  | **Avg. Hit Points** |  | | **Hit Dice** |  |
| **Agility** |  |  |  | |  | | |
| **Creature Capacity** |  |  | **Damage Vulnerabilities** | | Lightning | | |
| **Cargo Capacity** |  |  | **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 name\_goes\_here falls *prone*, it can’t right itself and is *incapacitated* until flipped upright with a successful DC ## Strength (Athletics) check. While *prone*, attacks made against the vehicle have advantage.  **Vehicle.** The name\_goes\_here has a movement speed of ## 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 and Grants Cover\_type\_here).** 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. |

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| **Description** |
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