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| **Name** | **Type** | **Size** | **XP Rating** |
| Fusion Flea | Vehicle | Large | N/A |

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| **Strength** | 6 (+1) |  | **Armor Class** | 12 | | **Damage Threshold** | N/A |
| **Endurance** | 7 (+2) |  | **Avg. Hit Points** | 28 | | **Hit Dice** | 4d10 + 8 |
| **Agility** | 7 (+2) |  |  | |  | | |
| **Creature Capacity** | 1 |  | **Damage Vulnerabilities** | | Lightning | | |
| **Cargo Capacity** | 80 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 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. |  |
| **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 x2.** This weapon can only be used by the driver. |

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| **Description** |
| A single-door, tri-wheel compact, the Fusion Flea is inspired by the 1955 Messerschmitt KR200 and found great success among students until the more fashionable Zip released. |

Diagram

Description automatically generated