

Transporter

A transporter drives a vehicle for quick transport. Transporters are often delivery drivers, transporting goods or people to their destination as quickly and safely as possible.

The transporter is an archetype of the chocobo knight class.

Class Skills: A transporter adds Knowledge (Technology) and Repair to his list of class skills and removes Animal Handling and Ride from his list of class skills.

Limit Break (Su): At 1st level, the transporter receives the Limit Break (Fast and the Furious).

Fast and the Furious (Su): This Limit Break allows the transporter to activate nitrous mode. In nitrous mode, the vehicle gains a +4 Strength and a hardness of 2 (which stacks with its current hardness) plus an additional +4 Strength and +2 hardness for every four chocobo knight levels after 1st for a duration of 1 round + 1 round per four chocobo knight levels after 1st. In addition, once per round as a standard action, the transporter can fire nitrous blast from his vehicle, dealing 1d6 points of fire damage + an additional 1d6 fire damage per four chocobo knight levels after 1st in a 10-ft.-wide, 45-ft.-line, a successful Reflex save (DC 10 + half of the chocobo knight's level + his Intelligence modifier) reduces the damage by half. This limit break requires only a swift action.

This ability replaces the Limit Break (Fight as One).

Companion Vehicle (Ex): A transporter chooses one of the following vehicles for his companion vehicle: combat transport vehicle, infiltration transport vehicle, motorcycle, or sports car.

A transporter must choose a vehicle that is at least his size or larger. All damage dealt to the transporter is evenly split with his vehicle (any excess damage from an odd number applies to the vehicle); if the companion transporter is reduced to half its total hit points, it gains the broken condition and the bonus it grants to AC is halved, rounding down and any attacks made with the companion transporter suffer a -2 penalty on attack and damage rolls. Such weapons only score a critical hit on a natural 20 and only deal x2 damage on a confirmed critical hit; if the vehicle is reduced to 0 hit points, it enters a state of critical failure and the transporter must exit the vehicle. Vehicles can be repaired at a rate of 5 hp per day using a DC 10 Repair check. For each 5 points by which the transporter exceeds this DC, the vehicle recovers an additional 5 hit points. Only the transporter knows how to operate his companion vehicle, if anyone besides the transporter attempts to drive it, it will stop working.

All listed vehicles use either magical or technological means of propulsion and are self-sustaining, though a GM may decide that their campaign's primary source of conflict stems from a world where technology is fueled by a highly limited resource, such as gasoline. These companion vehicles are intended to serve as a simple and accessible option for introducing character-oriented vehicles to your campaign and should not be used in conjunction with the standard vehicle combat rules, instead using only the rules presented here.

A companion vehicle can be mounted or dismounted as a move action, though a transporter may attempt a Drive check to attempt a fast mount or dismount just as with a normal mount. Companion vehicles do not have any actions of their own, and the transporter must expend his own actions to control the vehicle. Unless otherwise noted, a transporter may use any weapon equipped to a companion vehicle, using their own feats, base attack bonus, and other bonuses but using the companion vehicle's physical ability scores in place of their own. A companion vehicle must be at least one size category larger than the transporter. The transporter of a companion vehicle is treated as mounted for all feats and effects unless otherwise noted. A transporter's weight is not counted against a companion vehicle's total carrying capacity, though any gear he carries beyond a set of clothing does.

A companion vehicle that is lost or destroyed can be replaced with 24 hours of uninterrupted work in a garage or similar environment where basic machining tools can be accessed, costing 200 gil per chocobo knight level.

Combat Transport Vehicle (Companion Vehicle)

Combat Statistics

Size: Huge; **Speed:** 40 ft.; **AC:** 17 (+8 armor, +1 Dexterity, -2 size); **Ability Scores:** Str 20, Dex 12, Con -; **Bonus HP:** 40 hp; **Weapon Affinity:** artillery; **Weapon Slots:** 2; **Special Qualities:**

Transporter: The C.T.V. can safely carry up to 3 Medium creatures in addition to the transporter without counting them against its carry capacity.

Cumbersome Weaponry: A C.T.V.'s ranged weaponry is seated behind the driver's seat, and as such cannot be operated by the transporter, requiring at least one additional passenger to operate it.

Special: Starting at 4th level and every 4 levels thereafter (8th, 12th, 16th, 20th), the C.T.V. gains an additional weapon slot at no additional cost.

Infiltration Transport Vehicle (Companion Vehicle)

Combat Statistics

Size: Medium; **Speed:** 50 ft.; **AC:** 17 (+3 armor, +4 Dexterity); **Ability Scores:** Str 12, Dex 18, Con -; **Bonus HP:** 20 hp; **Weapon Affinity:** ranged; **Weapon Slots:** 1; **Special Qualities:**

Personal Transport: The I.T.V. is designed as a single person compact transportation device and can safely accommodate a rider of the same size category.

Throttle: A transporter can spend a swift action to increase the ITV's base speed by 20 ft., but while its speed is increased in this manner, attempting any turn of 45 degrees or greater requires it to sacrifice an additional 5 feet of movement. The transporter can end this effect as a free action.

Special: At 4th level and every 4 levels thereafter, the I.T.V.'s base speed increases by 10 feet.

Motorcycle (Companion Vehicle)

Combat Statistics

Size: Large; **Speed:** 60 ft.; **AC:** 16 (+4 armor, +3 Dexterity, -1 size); **Ability Scores:** Str 14, Dex 16, Con -; **Bonus HP:** 30 hp; **Weapon Affinity:** melee; **Weapon Slots:** 1; **Special Qualities:**

Throttle: A transporter can spend a swift action to increase the motorcycle's base speed by 30 ft., but while its speed is increased in this manner, attempting any turn of 45 degrees or greater requires it to sacrifice an additional 5 feet of movement. The transporter can end this effect as a swift action.

5th-Level Upgrade

Thundering Crash: While a motorcycle's throttle ability is active, the transporter deals double damage with melee weapons on the first attack made as part of a charge but must succeed on a DC 25 Drive check after the attack is resolved or both the driver and motorcycle fall prone. This ability does not stack with the Spirited Charge feat or class feature.

Special: At 4th level and every 4 levels thereafter, the motorcycle's base speed increases by 10 feet.

Sports Car (Companion Vehicle)

Combat Statistics

Size: Large; **Speed:** 60 ft.; **AC:** 16 (+4 armor, +3 Dexterity, -1 size); **Ability Scores:** Str 16, Dex 16, Con -; **Bonus HP:** 30 hp; **Weapon Affinity:** ranged; **Weapon Slots:** 2; **Special Qualities:**

Two-Seater: The sports car can safely carry 1 Medium creature in addition to the transporter without counting them against its carry capacity.

5th-Level Upgrade

Boost: As a swift action, the transporter can double the sports car's base land speed for 1 round. While the sports car is boosted in this manner, attempting any turn of 45 degrees or greater requires the transporter to make a Drive check with a DC equal to 5 + 1 per 10 feet in its new base land speed (for example, a 5th level transporter using boost would need to succeed at a DC 19 Drive check). Failure to succeed at this check means the sports car continues to move forward and the transporter cannot attempt another turn until he has moved at least 10 feet from the point at which he failed the check.

Special: At 4th level and every 4 levels thereafter, the sports car's base speed increases by 10 feet.

Weapon Affinity and Weapon Slots: Various vehicle body types are designed for certain types of weapons; this is called Weapon Affinity and affects the types of weapons a vehicle can wield. Any standard weapon (such as a longsword, crossbow, or even firearms such as pistols, revolvers, or shotguns) can be converted for use by a vehicle, though the weapon must be crafted in a size that the vehicle can use with its weapon slots. There are three types of affinities a vehicle can have: ranged, melee, and artillery. Ranged weapons include things like bows and one or two-handed firearms, while melee weapons include swords, hammers, axes, and similar weapons.

Artillery weapons include grenade launchers, flame throwers, rocket launchers and similar weapons; the driver of a vehicle with Weapon Affinity for artillery weapons is treated as having Exotic Weapon Proficiency (artillery firearms) as long as they are driving their vehicle.

A vehicle's weapon slots are specially designed to seat a broad array of weaponry; one weapon slot can accommodate a single Medium or smaller sized weapon. A vehicle must have sufficient slots available and a weapon must be slotted for a vehicle and its driver to wield it, unless otherwise noted. Multiple slots can be combined to fit larger weapons; two weapon slots fit a Large weapon, three slots fit a Huge weapon, 4 slots fit a Gargantuan weapon, and 5 slots can fit a Colossal weapon. Vehicles never take inappropriately sized weapon penalties with slotted weapons. Attacks with slotted weapons are made using the driver's full base attack bonus, though they do not receive additional attacks for a high base attack bonus. If a vehicle attacks with a natural attack or unslotted melee weapon, the vehicle takes a -5 to all attacks with slotted weapons. The maximum number of slotted weapons that can be used in a round is equal to the transporter's Dexterity modifier.

Table: Vehicle Companion Base Statistics					
Class Level	Hit Dice	Armor Bonus	Hardness	Str/Dex Bonus	Special
1st	1	0	1	0	—
2nd	2	+1	2	0	—
3rd	3	+1	2	0	—
4th	3	+2	3	0	—
5th	4	+2	3	+2	—
6th	5	+3	5	+2	Vehicle Upgrade 1
7th	6	+3	5	+2	—

8th	6	+4	7	+2	—
9th	7	+4	7	+4	—
10th	8	+5	9	+4	—
11th	9	+5	9	+4	—
12th	9	+6	11	+4	Vehicle Upgrade 2
13th	10	+6	11	+6	—
14th	11	+7	13	+6	—
15th	12	+7	13	+6	—
16th	12	+8	15	+6	—
17th	13	+8	15	+8	—
18th	14	+9	17	+8	Vehicle Upgrade 3
19th	15	+9	17	+8	—
20th	15	+10	19	+8	—

- *Class Level:* The character's chocobo knight level. The chocobo knight's class levels stack with levels of any other classes that are entitled to an automaton, magitek, or vehicle for the purpose of determining the vehicle's statistics.
- *HD:* This is the total number of 10 sided die (d10) Hit Dice the vehicle companion possesses. No Constitution modifier is applied to the vehicle's hit points. The vehicle gets bonus hit points depending on its size: **Medium** 20 HP, **Large** 30 HP, **Huge** 40 HP. Which are indicated in the starting statistics.
- *Armor Bonus:* The number noted here is the vehicle's base total armor bonus. This number is modified by the vehicle's base form. A vehicle cannot wear armor of any kind, as the armor interferes with the transporter's operation of the vehicle. A transporter can enchant his vehicle's body as if it were armor.
- *Strength and Dexterity Bonus:* Starting at 5th level, the vehicle gains a +2 enhancement bonus to its Strength and Dexterity scores. At 9th level and every four levels thereafter, this bonus increases by an additional +2.

This ability replaces chocobo mount.

Vehicle Operation: At 1st level, a transporter gains Vehicle Operation and Evasive Action as bonus feats. In addition the transporter can use the Drive skill instead of Ride; substituting his total ranks and skill bonus for abilities, class features, effects, feats, and meeting prerequisites when doing so.

This ability replaces in or out of the saddle.

Repair (Su): At 1st level, as a standard action, a transporter can fix his vehicle with a mere touch. The transporter repairs 1d6 points of damage plus an additional 1d6 points of damage for every three chocobo knight levels after 1st (2d6 at 4th, 3d6 at 7th, and so on). This ability stacks with the engineer's repair ability. In addition, one use of Repair restores an item affected by the broken condition. The transporter can repair a number of times per day equal to 3 + his Intelligence modifier.

This ability replaces challenge.

Vehicle Enhancements (Ex): At 2nd level and every two chocobo knight levels thereafter, a transporter may choose a mounted talent or a vehicle enhancement (see below). Unless otherwise stated, each enhancement can only be selected once.

Additional Beam Cannon: The vehicle gains an additional beam cannon (see vehicle upgrades below). **Prerequisite:** The transporter must be at least 10th level to select this enhancement. The transporter can select this enhancement again at 15th and 20th level.

Additional Weapon Affinity: The vehicle gains Weapon Affinity with an additional weapon type of the transporter's choice (melee, ranged, artillery). This enhancement can be taken up to two times, selecting a different weapon type each time.

Additional Weapon Slot: The vehicle gains an additional weapon slot. This enhancement can be taken multiple times. A number of weapon slots are granted as follows: 1 Weapon slot at 2nd level, 1 at 6th, 1 at 10th, 1 at 14th, and 1 at 18th.

Advanced Armor Plating: The vehicle increases its armor bonus to AC by +2. **Prerequisite:** The transporter must be at least 6th level to select this enhancement.

Advanced Munitions Upgrade: The vehicle is treated as though its pilot has Greater Weapon Specialization with one weapon it took the Munitions Upgrade Enhancement for. This enhancement can be taken multiple times but must apply to a different weapon each time. **Prerequisites:** The transporter must be at least 12th level and have munitions upgrade enhancement to select this enhancement.

Advanced Targeting Upgrade: The vehicle is treated as though its pilot has Greater Weapon Focus with one weapon it took the Targeting Upgrade enhancement for. This enhancement can be taken multiple times but must apply to a different weapon each time. **Prerequisites:** The transporter must be at least 8th level and have targeting upgrade enhancement to select this enhancement.

Arcforged Armor: The vehicle increases its hardness by 5. **Prerequisite:** The transporter must be at least 10th level to select this enhancement.

Cerebral Reinforcement: The vehicle extends the following construct features to the transporter while they operate it: Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns and phantasms). **Prerequisite:** The transporter must be at least 10th level to select this enhancement.

Intelligent Vessel: The vehicle is able to be controlled by AIs in a manner similar to a robot, gaining the [aggregate template](#) when it is so controlled (even though it is not a robot). The vehicle does not, however, gain the benefits of any feats that the AI possesses. The vehicle starts out controlled by a base AI with 10 in all of its mental ability scores and the ability to speak one language the transporter is capable of speaking. If the transporter is not controlling the vehicle, the AI can cause the vehicle to act on its own, taking a full round's worth of actions each round.

Manual Loader: An allied character in an adjacent or shared square can reload your artillery firearms for the transporter as a standard action, or firearm weapons for the transporter as a move action.

Munitions Upgrade: The vehicle is treated as though the transporter has Weapon Specialization with one weapon from a category it has Weapon Affinity with. This Enhancement can be taken multiple times but must apply to a different weapon each time. **Prerequisites:** The transporter must be at least 6th level and to select this enhancement.

Nautical Superiority: The vehicle gains a swim speed equal to base land chosen when this upgrade is selected. The vehicle can remain submerged for 1 hour per Hit Die before its air filters start to fail and the transporter has to make Constitution checks to hold their breath or begin drowning. **Prerequisite:** A transporter must be at least 4th level to select this enhancement.

Shielded Cockpit: The vehicle extends the following construct features to the transporter while he operates it: Immunity to bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning. **Prerequisites:** The transporter must be at least 14th level and have the cerebral reinforcement enhancement to select this enhancement.

Side-Car: The vehicle gains a side-car that can fit a medium-sized creature who can operate the slotted weapons (if any). **Prerequisite:** The vehicle must be a motorcycle to select this enhancement.

Sticky Treads: The vehicle gains a climb speed equal to half its movement speed.

Superior Arcforged Armor: The vehicle increases its hardness by 5. This stacks with the increase granted by the Arcforged Armor enhancement. **Prerequisites:** The transporter must have the advanced arcforged armor and must be at least 16th level to select this enhancement.

Superior Armor Plating: The vehicle increases its armor bonus to AC by +3. This stacks with the increase granted by the Advanced Armor Plating enhancement. **Prerequisites:** The transporter must have the advanced armor plating enhancement and must be at least 10th level to select this enhancement.

Targeting Upgrade: The vehicle is treated as though its pilot has Weapon Focus with one weapon from a category it has Weapon Affinity with. This enhancement can be taken multiple times but must apply to a different weapon each time.

Thrusters: The vehicle increases their current fly speed by 10 feet and increase their maneuverability by one step. If the vehicle did not have a fly speed before taking this upgrade, it now has a maneuverability of clumsy and a fly speed of 10 feet. Each time the transporter takes this enhancement, improve his vehicle's fly speed by an additional 10 feet and its maneuverability by one step. This enhancement can be taken up to three times.

Weapons Upgrade: The vehicle can treat the damage dice of weapons from a category with which it has Weapon Affinity as though they were one size category larger. The vehicle can take this upgrade multiple times, but it cannot apply to a given weapon category more than once. **Prerequisite:** A transporter must be at least 6th level to select this enhancement.

These abilities may replace mounted talents.

Vehicle Mastery (Ex): Starting at 4th level, a transporter gains a bonus on Drive and Repair checks equal to half of his chocobo knight level when applied to his vehicle companion. In addition, the vehicle gains a +1 competence bonus to his vehicle companion's attack rolls. This bonus increases by 1 every four chocobo knight levels thereafter.

This ability replaces expert trainer.

Moving Target (Ex): At 5th level, whenever the transporter is driving his companion vehicle and moves at least 30 feet in a round, both he and his companion vehicle gain a +2 dodge bonus to AC until the start of his next turn. If the transporter's companion vehicle has the Boost or Throttle ability and he activates it before or during his movement, he instead gains a +4 dodge bonus to AC from this ability.

This ability replaces battlefield agility.

Vehicle Upgrades

Vehicle Upgrade 1: The transporter adds this upgrade to their vehicle companion at 6th level. Adding the first upgrade to a vehicle companion grants a Magitek beam cannon (DC for the beam cannons are equal to 10 + half of the chocobo knight's level + his Intelligence modifier instead of what's indicated): Bio Beam, Healing Force, Fire Beam, Ice Beam, Bolt Beam, or Water Beam. A beam cannon requires a ranged touch attack and has a range of 50 feet. The beam cannon begins the day with 20 charges and costs 2 charges to use with an 8 hours of shutdown required to renew the charges.

Vehicle Upgrade 2: The transporter adds this upgrade to their vehicle companion at 12th level. Adding the second upgrade to a vehicle companion grants an additional beam cannon (DC for the beam cannons are equal to 10 + half of the chocobo knight's level + his Intelligence modifier instead of what's indicated): Bio Beam, Healing Force, Fire Beam, Ice Beam, Bolt Beam, or Water Beam. In addition, the transporter can select one feat for which he qualifies. He gains the use of that feat while on his vehicle companion, but cannot use it for prerequisites. The transporter can retrain the bonus feat once a level.

Vehicle Upgrade 3: The transporter adds this upgrade to their vehicle companion at 18th level. Adding the third upgrade to a vehicle companion grants an additional beam cannon (DC for the beam cannons are equal to 10 + half of the chocobo knight's level + his Intelligence modifier instead of what's indicated): Bio Beam, Healing Force, Fire Beam, Ice Beam, Bolt Beam, or Water Beam. The transporter can select one feat for which he qualifies (for the purpose of this bonus feat only, the bonus feat granted by Vehicle Upgrade 2 may be used as a prerequisite). He gains the use of that feat while on his vehicle companion, but cannot use it for prerequisites.

This ability replaces master feeder, superior mounted combat, and spiritual bond.

Improved Evasive Action (Ex): At 7th level, the transporter's evasive action ability improves. A successful Drive check negates all damage dealt by the attack.

This ability replaces improved chocobo mount.

Improved Repair (Su): At 8th level, a transporter can use Repair as a swift action when used on his vehicle companion. All other uses require a standard action, however.

This ability replaces relentless steed.

Vehicle Juggernaut (Ex): At 10th level, a transporter on his vehicle companion gains a +2 bonus on overrun and bull rush combat maneuver attempts. If the transporter has the Improved Overrun or Improved Bull Rush feats, his bonus increases to +4 while on his vehicle mount. In addition, if the transporter on his vehicle companion successfully performs an overrun or bull rush combat maneuver, he may have his vehicle companion make a free slotted melee attack.

This ability replaces burst of speed.

Improved Beam Cannons (Ex): At 15th level, a transporter can fire two beam cannons (different or same ones) as a standard action.

This ability replaces superior chocobo mount.

Vehicle Defense (Ex): At 19th level, the transporter is capable of turning an otherwise lethal blow and continue the fight. When an attack that inflicts hit point damage from a natural attack, melee weapon, or ranged weapon would reduce the transporter to 0 or fewer hit points, he can make a Fortitude save (DC the attacker's attack roll) to deflect the attack to his vehicle companion, causing it to suffer the damage in his place (apply hardness as normal).

This ability replaces indomitable steed.