

VEHICLES

Vehicles range from simple motorcycles to cars and trucks. Statistics for specific vehicles are detailed below.

A vehicle stat block contains the following entries.

Name: This lists the vehicle's name.

Price: This entry lists the vehicle's price in gil. The availability of some vehicles might be restricted, and a player must ask the GM what is available for purchase.

Size: This entry lists the vehicle's size, followed by its dimensions.

Speed: The speed entry first lists the vehicle's drive speed, followed by its full speed, and concludes with its speed in miles per hour for overland movement over the terrain type for which the vehicle was designed.

AC and CMD: These entries indicate the Base Armor Class and Combat Maneuver Defense for the vehicle. Modified by +1 to AC and CMD for every 2 ranks in the driver's Drive skill.

Cover: This entry indicates the type of cover the vehicle gives its driver and passengers. This might vary based on circumstances—a passenger hanging out of a window to fire a weapon doesn't get the full benefit of the vehicle's cover.

HP: This entry lists the vehicle's Hit Points. If the vehicle is reduced to or below the number of HP listed in parentheses, it's broken. While broken, the vehicle takes a –2 penalty to its AC and collision DC. It imposes a –2 penalty to Drive skill checks and its full speed and mph speed are halved. If a vehicle is reduced to 0 HP, it's wrecked. A wrecked vehicle can't be driven, and it might be difficult or impossible to repair.

Hardness: As an object, a vehicle has hardness. Any damage a vehicle takes is reduced by its hardness.

Attack: This entry indicates an attack the vehicle has, the damage it deals, and the base Reflex save DC to avoid it (if any). Most vehicles have only collision attacks, which deal bludgeoning damage. (See Vehicle Collision Damage and the ram and the run over action for more on collisions.)

Modifiers: The vehicle imposes these modifiers on the attack rolls and listed skill checks of its driver and passengers. The attack roll penalty worsens at full speed, as indicated in parentheses.

Passengers: If the vehicle can carry extra passengers, this entry lists how many the vehicle can hold in addition to the driver.

SAMPLE VEHICLES

Galbadia Soldier Motorcycle

A standard-issued motorcycle for the Galbadian military.

Price: 700 (1,000 with side-car) gil; **Size:** Large Land Vehicle (5 ft. wide, 10 ft. long, 3 ft. high)

Speed: 40 ft., full 200 ft., 22 mph

AC: 10; **CMD:** 12; **Cover:** None

HP: 27 (13); **Hardness:** 5

Attack: (Collision) 2d4 (DC 8)

Modifiers: +2 Drive, –1 attack (–3 at full speed)

Passengers: 1 (2, if side-car was bought)

Hardy Daytona

A sleek and fast motorcycle, often used for racing, with visible wheel-guards, headlight, and exhaust pipes.

Price: 1,500 gil; **Size:** Large Land Vehicle (5 ft. wide, 10 ft. long, 4 ft. high)

Speed: 60 ft., full 550 ft., 100 mph

AC: 12; **CMD:** 14; **Cover:** None

HP: 42 (21); **Hardness:** 5

Attack: (Collision) 4d4 (DC 10)

Modifiers: +1 Drive, +0 attack (–2 at full speed)

Passengers: 1

Fenrir

The Fenrir is a three-wheeled (two paired up in front and one in the rear) motorized vehicle with extraordinary maneuvering capabilities and with a combination of polished black metal over brushed gold mechanics.

Price: 2,000 gil; **Size:** Large Land Vehicle (5 ft. wide, 10 ft. long, 5 ft. high)

Speed: 30 ft., full 400 ft., 75 mph

AC: 13; **CMD:** 15; **Cover:** None

HP: 54 (27); **Hardness:** 5

Attack: (Collision) 3d6 (DC 12)

Modifiers: +2 Drive, +0 attack (–2 at full speed)

Passengers: 1

Regalia

The Regalia is a black, five-seat convertible with an interior made of dark leather. Its crest resembles a chocobo talon and appears on its hubcaps and the tires, and its license plate lights up at night.

Price: 4,550 gil; **Size:** Large Land Vehicle (10 ft. wide, 10 ft. long, 4 ft. high)

Speed: 30 ft., full 140 ft., 30 mph

AC: 11; **CMD:** 13; **Cover:** Improved Cover

HP: 80 (40); **Hardness:** 5

Attack: (Collision) 3d6 (DC 10)

Modifiers: –2 Drive, –1 attack (–3 at full speed)

Passengers: 4

SeeD Personal Carrier Vehicle

The SeeD Personal Carrier Vehicle is a personnel transport. Similar in design to the Galbadian road vehicle it is used as student transportation for the Gardens (Balamb, Trabia, and Galbadia) and can seat six passengers with at least one driver.

Price: 6,195 gil; **Size:** Huge Land Vehicle (10 ft. wide, 20 ft. long, 5 ft. high)

Speed: 30 ft., full 650 ft., 75 mph

AC: 11; **CMD:** 13; **Cover:** Total Cover

HP: 100 (50); **Hardness:** 7

Attack: (Collision) 5d6 (DC 13)

Modifiers: +2 Drive, –2 attack (–4 at full speed)

Passengers: 6

Shinra Military Troop Transport

The Shinra Military Troop Transport is a vehicle used by the Shinra Electric Power Company military to transport troops and materials across moderate distances. Low in defensive armament, the vehicle is used primarily to transport units to and from low conflict areas or areas away from heavy fighting.

Price: 8,370 gil; **Size:** Huge Land Vehicle (10 ft. wide, 20 ft. long, 10 ft. high)

Speed: 20 ft., full 350 ft., 45 mph

AC: 12; **CMD:** 14; **Cover:** Total Cover
HP: 120 (60); **Hardness:** 8
Attack: (Collision) 6d8 (DC 12)
Modifiers: −3 Drive, −2 attack (−4 at full speed)
Passengers: 12

Galbadia Armored Personnel Carrier

A standard combat mobile used by the Galbadia Soldiers.

Price: 10,430 gil; **Size:** Huge Land Vehicle (10 ft. wide, 20 ft. long, 7 ft. high)
Speed: 20 ft., full 450 ft., 50 mph
AC: 13; **CMD:** 16; **Cover:** Total Cover
HP: 140 (70); **Hardness:** 8
Attack: (Collision) 7d8 (DC 12)
Modifiers: −4 Drive, −3 attack (−6 at full speed)
Passengers: 7