

# Generic Automobiles

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Cars	Pass	Cargo	Size	Doors	Man	Speed	Def.	Hard	HPs	PDC
Subcompact	3	100 lb.	L	2	-2	16	8	3	20	22
Compact	3	275 lb.	L	2	-1	20	9	5	30	26
Sedan	5	425 lb.	H	4	-2	22	8	5	34	28
Wagon	6	275 lb.	H	5	-2	22	8	5	32	28
Limousine (Stretched Sedan)	9	500 lb.	H	6	-1	20	8	5	40	32
Sports Car	2	250 lb.	H	2	-2	30	8	5	32	30
<b>Trucks</b>										
Pickup Truck	2	1700 lb.	H	2	-2	18	8	5	36	28
SUV	4	1000 lb.	H	5	-2	18	8	5	32	28
Cube Van ("Box Truck")	2	33000 lb.	H	3*	-4	20	8	5	44	34
Shipping Truck ("10 Tonne)	2	66000 lb.	H	3*	-4	20	8	5	44	36
Armoured Truck	2	3600 lb.	H	3*	-2	20	8	10	36	34

<b>Vans and Buses</b>										
Minivan	8	325 lb.	H	4*	-2	18	8	5	34	28
Van	2	1000 lb.	H	3*	-2	18	8	5	36	30
Small Bus	40	–	C	2*	-4	18	8	5	48	38
Touring Bus	n/a	750 lb.*	C	2	-4	20	8	5	48	38
City Bus	100	–	C	2*	-6	16	6	5	70	50
<b>Motorcycles</b>										
Scooter	1	20 lb.	M	–	-1	12	9	5	16	21
Street Bike	1*	40 lb.	L	–	-1	27	9	5	22	26
Dirt Bike	1*	–	M	–	+0	16	10	5	18	23
Sport Bike	1*	20 lb.	M	–	-1	37	10	5	18	27

## Vehicle Types

There are three general categories of Generic Vehicles: Cars, Trucks/Vans, and Motorcycles. These categories exist most for the sake of organising the list. The Drive skill applies equally to all three.

### Cars

**Subcompact** cars are smaller versions of Compact cars: two doors, low horsepower, and little cargo space. Subcompacts often have trouble keeping up with highway speeds, but they're perfectly suited for big-city driving because they can park in

small spaces. They're often boxy and square-looking.

- Chevrolet Vega GT, Ford Pinto Runabout, AMC Gremlin, Ford Fiesta, Opel Corsa

**Compact** cars are built to be small and run on relatively little gas. They come standard with four doors and have enough horsepower to maintain highway speeds as well as having a moderate amount of cargo space. You can buy two-door models as well (see Templates). They're often snub-nosed, having shortened front and rear ends.

- Honda Civic, Ford Focus, Nash Rambler, Chevrolet Corvair Monza 900, Volkswagon Golf MK6

**Sedans** are full-sized cars with four doors. They are built for city and highway driving, and have generous trunks/boots. They have the familiar look of American cars: long hoods and trunks.

- Opel Kadett, Lincoln Town Car, Chevrolet Cavalier, Ford Crown Victoria, Mercedes E55 AMG

**Limousines** are "stretched" sedans; they have an extra set of doors in the middle and, thus, extended space in the centre that usually contains two sets of bench seats that face each other. Stretched Sedans don't fit in standard parking spaces because they are about one-third longer than regular sedans, but they can maintain highway speeds without much trouble. They suck up a lot of gas.

**Sports Cars** are built for minimal passenger and cargo space in order to make room for powerful engines and reduce the

vehicle's weight. They generally have long hoods and shortened rear-ends.

- Lamborghini Diablo, Chevrolet Corvette Stingray, Lotus Elan M100, Porsche 911

**Wagons**, also called Station Wagons, are essentially sedans with a covered back end instead of a trunk. This increases their storage space and/or adds an extra set of seats. In all other respects, they're just like sedans.

- Volkswagen Jetta, Buick Sport Wagon, Chevrolet Bel Air, Volvo 240, Toyota Camry, Ford Taurus

## **Trucks**

**Pickup Trucks** are larger and taller than most cars and have an open bed on the back, called a "flat bed," instead of back seats. They are built to haul cargo, and suitable for driving both in the city and on the highway.

- Ford F150, GMC C1500, Chevrolet Silverado, Dodge Ram, Nissan Titan, Toyota Tundra, Suzuki Equator

**Cube Van and Shipping Trucks**—also called "5 Tonnes" or "10 Tonnes," respectively—have cabs so high that you have to step up into them, and covered back ends with a single, locking door at the back. They are built to transport cargo. Therefore, they're built for highway speeds, and although they take up much more room than cars, they're regularly used to transport goods within cities, as well. There's no inherent difference between the two other than size.

**SUVs**, or "Sport-Utility Vehicles," are a little higher off the ground than cars and often have four-wheel drive, like trucks.

but they're covered and contain one, large interior space filled primarily with seating as well as a large storage area at the back with a vertical window.

- Ford Explorer, Jeep Cherokee, Toyota Land Cruiser, Land Rover Range Rover, Audi Q7, Volvo XC90

**Armoured Trucks** are used to transport expensive cargo such as jewels, precious metals, or far more often than anything else, money. They have two seats in the cab and a storage area separated by hardened steel walls. The single door at the back has an integrated, mechanical lock that is very hard to pick (Disable Device DC 30).

## Vans and Buses

**Minivans** are, in essence, larger Wagons. They are taller and roomier, contain three rows of seats, and have a storage area roughly the same size as a Sedan's trunk/boot. Minivans are notoriously top-heavy and largely associated with suburbanites.

- Kia Sedona, Volkswagon Vanagon Syncro, Ford Aerostar, Toyota Van Wagon 4WD, GMC Safari

**Vans** are box-shaped, fully covered vehicles with two seats up front and empty space in the back. There is no barrier between the seats and the storage area. Vans tend to have little if any hood.

- Dodge Sprinter, Chevrolet Nomad, Chrysler Voyager, Ford Econovan, Suzuki Supercarry, Toyota Probox

**Small Buses** are extra wide and about twice as long as Sedans. They have a single driver's seat and many rows of bench seats for passengers. These bench seats rarely provide seat belts. They are most often used as local school buses.

**Touring Buses** are extra wide and about twice as long as Sedans. The driver and passenger seats are separate from the living area, which usually has two rooms—a bedroom and a living room—as well as a very small washroom. Touring Buses are most often used by bands or other entertainers who spend large amounts of time on the road. The Cargo on a touring bus might seem low, but that amount is in addition to all the weight of the living quarters in the back.

**City Buses** are extra wide and three times as long as Sedans. There is a single driver's seat and many rows of passenger seating as well as standing room and overhead bars and straps to hold onto. City buses are built specifically for public transportation in urban areas. Although city buses are built to take a great deal of weight, they have no actual cargo space. The weight is assumed to be people.

## Motorcycles

**Scooters** are essentially low-powered motorcycles with a step-through design and a flat place to place the rider's feet. They aren't powerful enough to keep up with highway speeds, but they're entirely equipped for the city. Many modern scooters have electrical engines.

- Vespa Primavera, Kymco G3, Honda Beat, Piaggio MP3, Aprillia SR50, Lambretta Luna, Yamaha Spy

**Street Bikes** are primarily designed for transportation, thus they have slick tires and minimal shocks. They are quite

capable of maintaining highway speeds and, because of their relatively small size, quite convenient in cities when it comes to parking.

- Harley-Davidson Softail, BMW Cruiser, Honda Gold Wing, Yamaha Royal Star Venture

**Dirt Bikes** are primarily designed for off-road and recreational riding, so they have extra-powerful shocks. You can ride them in the city, of course, but they're over-engineered for the job and the pavement would quickly wear away their knobby tires.

- Yamaha YZ 250F, Kawasaki ZX-10R, Honda CRF150F, BMW K1600GT, Ducati Diavel, MV Agusta F3

**Sport Bikes** are primarily designed for, as their name suggests, sheer speed on pavement. They have slick tires but also super-charged engines and aerodynamic design.

- Suzuki GSX-R, BMW S1000RR, Honda CB750, Kawasaki Ninja, Triumph Daytona

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## Generic Aircraft

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Name	Crew	Pass	Cargo	Init.	Man.	Speed	Def.	Hard	HPs	Size	PDC	Res.
Helicopter, small	1	4	250 lb.	-4	-4	240 (24)	6	5	28	G	39	Lic (+1)
Helicopter, large	2	13	5,000 lb.	-4	-4	200 (20)	6	5	36	G	45	Res (+2)

Helicopter, military	2	14	9,000 lb.	-4	-4	320 (32)	6	5	46	G	47	Mil (+3)
Airplane, prop	1	3	120 lb.	-4	-4	210 (21)	6	5	30	G	36	Lic (+1)
Jet, small	2	10	500 lb.	-4	-4	1,100 (110)	6	5	44	G	40	Lic (+1)

## Aircraft

You use the Pilot for all aircraft, from attack helicopters to prop planes. It's not realistic, but do you really want realism from a superhero RPG? I didn't think so.

### Small Helicopter

This is the standard, goggle-eyed two-seater that is in use the world over by local news organizations and police alike. It has also been adapted by many military forces for light duty. It is two squares wide and seven squares long. It provides three-quarters cover for crew and passengers.

- Bell Jet Ranger

### Large Helicopter

This twin-engine civilian helicopter is sturdy and reliable. It is used around the world for for passenger and cargo duty, and it is still used by many militaries around the world. It is three squares wide and seven squares long. It provides three-quarters cover for crew and passengers (one-quarter cover for passengers if the cargo doors are open).

- Bell Model 212



## **Military Helicopter**

This is the standard attack helicopter in use by major militaries such as the US and China. It is three squares wide and twelve squares long. It provides three-quarters cover to crew and passengers (one-quarter cover to passengers if the cargo doors are open).

- UH-60 Blackhawk

## **Propeller Plane**

This common single-engine propeller plane is relatively inexpensive. It is seven squares wide (including wings; fuselage is one square wide) and six squares long. It provides three-quarters cover for crew and passengers.

- Cessna 172 Skyhawk

## **Private Jet**

This is a sleek business jet with twin turbofans set on the fuselage above and behind the wings, which provide the power. The interior includes luxury accommodations and a bathroom. It is ten squares wide (including wings; fuselage is two squares wide) and twelve squares long. It provides three-quarters cover for crew and nine-tenths cover for passengers.

- Learjet Model 45
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# Hover [general]

You can fly in place, with some effort.

**Prerequisite:** ability to fly

**Benefit:** While you fly, you can halt your forward motion and hover in place as a move action. You can then fly in any direction, including straight down or straight up at half speed, regardless of your manoeuvrability.

If you begin your turn hovering, you can hover in place for the turn and take a full-round action. You cannot make wing attacks while you hover, but you can attack with all other limbs and appendages that you could use in a full attack. You can activate your powers, including spells and psi-powers.

If you have wings and are Large-sized, and you hover within 20 ft. of the ground in an area with loose debris, the draft creates a hemispherical cloud (radius 60 ft), and the wind you generate can put anything the size of a camp fire or smaller. Clear vision is limited to 10 ft.. Anyone in the cloud has concealment (20% miss chance) at 15 to 20 ft. At greater than 20 ft., they get total concealment (50% miss chance, opponents cannot use sight to locate them). Anyone caught in the cloud must succeed on a Concentration check (DC 10 +  $\frac{1}{2}$  creature's HD) to cast a spell.

**Normal:** Without this feat, you must keep moving while you fly unless you have perfect manoeuvrability.

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# Flyby Attack [offensive]

You can make aerial hit-and-run attacks.

**Prerequisite:** Dodge, Mobility, ability to fly

**Benefit:** While you're flying, you can take a move action (including a dive) and another standard action at any point during the move. You cannot take a second move action during a round when you make a flyby attack.

**Normal:** Without this feat, you take a standard action either before or after your move.

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## Energy Ghost

An Energy Ghost is someone whose body is made of pure energy. They can fly, move (or burn) through solid objects, and throw energy blasts. They have no one primary power. Instead, three main powers create the effect: Flight, Phase, and Energy Attack.

Given that Energy Ghosts can stay out of battle by flying and spend a lot (if not all) of their time phased, they don't need lots of HPs or a high Defence bonus, and they can make up for a moderate BA by projecting Ray attacks (rather than regular ranged attacks), so an [Adventurer](#) (decent BA and Power Die) or [Mastermind](#) (low BA, good Power Die) can work, depending on what you want the character to do. A commander/tactician who can float outside the battle and lend air support might be very welcome to a team of heroes!

## **Powers**

[Energy Attack](#): Ranged 50 ft. 4d6, Ray, Knockback **14CP**

[Flight](#): Skill "Good", Speed 40 ft.: **13CP**

[Phase](#): Manifest Sound, Ghost (+2CP), **12CP**

## **Recommended Feats**

Aerobatics, Improved Initiative, Field Commander, Point-Blank Shot, Precise Shot