

Mounts

Mounts are granted by being trained in the Ride skill and having a certain level. Mounts come in tiers, just like items: Lesser, Greater, Relic, and Artifact. While specific mounts of each tier may be available, mounts can also be custom made by using the following rules. First, all mounts have the following properties.

10 HP/level

Cannot be healed in battle, but if not destroyed or killed, mounts are automatically healed or repaired between one [Encounter] and the next. If destroyed or killed, they are automatically recovered or replaced at the end of the [Scene].

Immune to all status conditions except [Dead].

Move speed equal to rider's highest move speed +10 ft.

Rider can mount or dismount as a part of a move action.

One property of its tier (see below for the property list), plus one additional property of each tier below its own (e.g. a Relic mount has one Relic property, one Greater property, and one Lesser property).

Lesser mounts have two Lesser properties, as a special exception.

There are no Artifact properties. An Artifact mount requires more custom building than a simple point-buy system will allow; examples of Artifact mounts will appear in later downloadable content.

Mundane Traits

In addition to the tiered traits, mounts may also optionally have one of the following traits.

Destructible: This vehicle cannot be recovered if destroyed, and must be replaced. In exchange, it gains an extra property of its highest tier.

Large: +1 passenger, but not usable indoors.

Vehicle: +2 passengers, doubled move speed bonuses. Vehicles are massive in size, are not usable indoors, and must be docked at specialized facilities. Characters riding vehicles do not usually have line of effect to outside of the vehicle, or vice versa.

Lesser Mount Properties

Bonded: You have a special link with your mount. As long as you are within [Long] range of your mount and know its position, you may spend a move action to direct it to move up to its full move speed. If you cause it to enter your space with this movement, you may mount it at no additional action cost.

Buoyant: Can move over water.

Comm System: Can communicate over [Extreme] range with the riders of other mounts with this feature. Messages are sent only to intended recipients.

Hideaway: Your mount can assume a compact form at your command, to facilitate stealth and travel. The compact form is small enough to be hidden on your person as per the rules for holdout weapons. Causing the mount to shrink or return to normal size is a standard action, and any foreign objects or creatures are expelled harmlessly while the transformation takes place.

Spare Room: +1 Passenger

Speed Boost: +10 feet to move speed.

Sturdy: +6 HP/Level

Turbo: Once per encounter, as a free action, you may double your mount's movement speed for one [Round].

Turret: Allow one rider of a vehicle to attack from vehicle.

Greater Mount Properties

Auxiliary Weapon (Manual, Single-target): The rider may attack with this weapon; it is considered a Lesser Special weapon with [Medium] range and the [Magnum] special property.

Auxiliary Weapon (Manual, Melee): The rider may attack with this weapon; it is considered a Greater Main weapon with [Melee] range.

Double Charge: Once per [Encounter], you may charge again immediately upon completion of a charge.

Flight: The mount has [Flying] with a fly speed equal to your land speed.

Self Repair: [Fast healing] equal to your character level.

Sensor: The mount offers its rider [Ghostwise Sight] out to a range of 50 ft.

Submarine: Can move underwater, keep those inside breathing and safe from water pressure.

Swift: +5 ft per three character levels you possess to all movement speeds.

Trample: The mount can charge through occupied squares on a successful bull rush, and you make an attack of opportunity against opponents who fail.

Relic Mount Properties

Auxiliary Weapon (Automatic, Area): Your mount carries a single Blaze Bolter that fires automatically once per round at a target of your choice.

Cloaking System: [Invisibility] for mount and rider for 3 [Rounds], once per [Encounter].

Crash: You can ruin your awesome ride by crashing it into a target creature or vehicle. Everyone involved is [Dazed] for a round. Your ride takes 200 damage. Your ride must be destructible.

Fusillade: Once per [Encounter], the rider may use this weapon to deal damage equal to $1d8$ per level + rider's Key Offensive Modifier to all targets in a 25 ft burst within [Long] range. This is considered a Greater Special weapon; any special effects that the weapon or the rider would apply to ranged attacks are applied to all who take damage. Targets may make a Reflex save ($DC\ 10 + \text{half rider's level} + \text{rider's Key Offensive Modifier}$) to halve the damage and negate any special effects.

Shields: May be raised or lowered as a free action on the rider's turn. When raised, area of effect abilities affect the mount, rather than the rider. Damage redirected this way is effectively doubled, as the mount will be affected twice and automatically fails all saves involved when using this ability. Status conditions from the effect still target the rider.

Teleport: Mount moves by [Teleporting], and thus ignores all obstacles between one position and the next.