

Wheelman

Driving is something most people take for granted. Some people make a career of it in racing. Others make a lifestyle of it and wonder why those racer types only make left turns. A wheelman is a getaway driver, a courier or just an expert cabbie who can navigate the city streets better than anyone else behind the wheel.

Requirements

Base attack bonus: +2

Skills: Drive 6 ranks, Spot 6 ranks, Craft (mechanic) 6 ranks

Feat: Vehicle Expert

Action points

The Wheelman gets 6 action points + ½ his level, rounded down.

Hit Dice: d8

Skill points: 5+Int modifier

Skills: Concentration, Craft (mechanical), Drive, Knowledge (Current Events, Streetwise), Pilot, Profession, Read/Write Language, Repair, Speak Language, Spot

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defense Bonus	Reputation Bonus
1 st	+0	+0	+1	+1	Eyes on the Road	+1	+1
2 nd	+1	+0	+2	+2	Drift Turn	+1	+1
3 rd	+2	+1	+2	+2	Bonus Feat	+2	+1
4 th	+3	+1	+2	+2	Lead Foot	+2	+2
5 th	+3	+1	+3	+3	180-degree turn	+3	+2
6 th	+4	+2	+3	+3	Bonus Feat	+3	+2
7 th	+5	+2	+4	+4	Fish Tail	+4	+3
8 th	+6	+2	+4	+4	Makeshift Ramp	+4	+3
9 th	+6	+3	+4	+4	Bonus Feat	+5	+3
10 th	+7	+3	+5	+5	2 wheels	+5	+4

Eyes on the Road

While in his car, the Wheelman is completely aware of things around him. Add his levels of Wheelman to spot checks made within the car to see anything outside the car: road obstructions, a tail, etc.

Drift Turn

This maneuver is for quick turns in a city without losing any speed. In effect, it is a 45-degree turn, a sideslip and another 45-degree turn. This costs 4 move squares and works at any speed.

Bonus Feats

At 3rd, 6th, and 9th level, the Wheelman gets a bonus feat. The bonus feat must be selected from the following list, and the Wheelman must meet all the prerequisites of the feat to select it

Aircraft Operation, Gearhead, Improved Damage Threshold, Lightning Reflexes, Personal Firearms Proficiency, Renown, Surface Vehicle Operation, Force Stop, Vehicle Dodge

Lead Foot

You may operate your vehicle at faster speeds than most. You can operate your vehicle safely at Street Speed in alleys and at Highway Speed in Streets. Penalties for speeding still apply.

Anyone attempting to follow you must make a Drive check to avoid hitting anything, DC 10 for a

mostly empty street, DC 15 for a narrow, but straight alley, DC 20 for a crowded city street. The GM may determine that traffic is too congested to allow this ability.

180-degree Turn

This ability works exactly as a bootleg turn and a dash, but without any skill checks.

Fish Tail

This is like a drift turn, but ending up at a 180-degree turn. It is a 45-degree turn, followed by a sideslip, another 45-degree turn, another sideslip, another 45-degree turn, a final sideslip, and a final 45-degree turn. This move costs 10 moves squares and works at any speed.

Makeshift ramp

You find something, a strong tree trunk, a curb, a loading ramp, to make a jump. Make a drive check, the DC is a factor of the makeshift ramp and the distance to jump. Using a curb, for instance would add +15 to the DC, where as an actual ramp would give you -10 to the DC. The distance of the jump is per the size, a motorcycle is DC 5 whereas an eighteen wheeler would be DC 20.

2 Wheels

This feat is the stunning ability to quickly reduce the "footprint" of the vehicle. Make a Drive check versus a DC of 15, +5 for every level above alley speed the car is moving. On a success, the vehicle finishes the turn as if it were two squares thinner than it actually is. A motorcycle could pass through two side-by-side cars, a car could pass through a gap one square wide. A failed check means the car is the same size. Failing by more than five means you've flipped the car.