

ESUVEE

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| | Huge Aberration |
| Hit Dice: | 10d8+50 (90 hp) |
| Initiative: | +5 |
| Speed: | 140 ft. (14 squares) |
| Defense: | 9, touch 9, flat-footed 8 |
| Base Attack/Grapple: | +13/+23 |
| Attack: | Bite +13 melee (2d8+12) |
| Full Attack: | Bite +13 melee (2d8+12) and 2 stamper +8 melee (2d6+7) |
| Space/Reach: | 10 ft./15 ft. |
| Special Attacks: | Darkvision (60 ft.), powerful charge, stampede, swallow whole, trample |
| Special Qualities: | Damage reduction (5), scent |
| Saves: | Fort +8, Ref +4, Will +7 |
| Abilities: | STR 26, DEX 12, CON 20, INT 2, WIS 11, CHA 4. |
| Skills: | Balance +3, Climb +10, Listen +5, Spot +5, Survival +3. |
| Feats: | Alertness, Endurance, Improved Initiative, Run |
| Environment: | Any Land |
| Organization: | Solitary or herd (6–30) |
| Challenge Rating: | 7 |
| Treasure: | Standard |
| Alignment: | Usually neutral |
| Advancement: | - |
| Level Adjustment: | - |



COMBAT

Esuvees are herd animals at heart and thus react in a fashion similar to bison. When threatened, they turn their backs to the center of the herd and face outwards, bellowing and roaring. Esuvees have prodigious mouths and large feet, both of which they can use to good effect in combat.

Powerful Charge (Ex): An esuvee deals 4d8+24 points of damage when it makes a charge.

Stampede (Ex): A frightened herd of esuvee flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of Large size or smaller that gets in their way, dealing 1d12 points of damage for each five esuvee in the herd (Reflex DC 18 half). The save DC is Strength-based.

Swallow Whole (Ex): An esuvee can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check. The swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the esuvee's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 12). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge esuvee's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Trample (Ex): An esuvee can trample an opponent for 2d8+12 points of damage. Reflex half DC 25. The save DC is Strength-based.

A huge shaggy quadruped stands before you. Its eyes are large and lamp-like and a long grill stretches across where its nose might be with two small nostrils at the bottom. A long dirty pink lower lip outlines its mouth. A large hump sticks out between its shoulder blades.

Esuvees are biomechanical creatures created to help weaker humanoids survive in hostile environments. Esuvees are frequently bred like cattle and even range in herds, traversing great stretches of abandoned roads. Wherever esuvees travel, smaller animals cower in fear. Their riders are decidedly confident in the ability of their esuvees to withstand any collision, a fact that isn't appreciated by everyone else not riding the animal.

Although esuvees appear mechanical, they eat, sleep, and breathe like cattle. They drink great gallons of fossil fuels (e.g., gas, oil, or petroleum) and expel it in the form of fumes, which makes them particularly easy to care for so long as fuel is available.

Many cultures ride esuvees competitively in rodeos; the goal is to stay on the esuvee for as long as possible without rolling over. Since most esuvee riders wear seatbelts, injuries are rarely fatal.

Esuvees are 16-feet long, 11-feet wide, 10-feet tall and weigh about 5,000 lbs.

TRAINING AN ESUVEE

Although intelligent, an esupee requires training before it can bear a rider in combat. To be trained, a esupee must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly esupee requires six weeks of work and a DC 25 Handle Animal check. Riding an esupee requires an exotic saddle. An esupee can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check. Esuvees are particularly ornery and due to their awkward size bestow a -2 racial penalty to Ride checks.

Carrying Capacity: A light load for an esupee is up to 460 pounds; a medium load, 461–920 pounds; and a heavy load, 921–1,380 pounds. An esupee can drag 6,900 pounds.

ESUVEE FACT SHEET

Web site: www.ESUVEE.com

Launch date: January 31, 2005

Mission: To generate awareness of sport utility vehicle safety and to prevent rollover incidences by changing driver behavior, particularly among younger male drivers.

Cost: \$27 million. An additional \$3 million will be allotted to an upcoming public service campaign through the Advertising Council. No taxpayer money is being used to fund this campaign.

Source of funding: December 2002 settlement between the 50 states and three jurisdictions (the District of Columbia, Puerto Rico, and the U.S. Virgin Islands), resolving allegations of deceptive trade practices relating to the sales and advertising of Ford sport utility vehicles. In addition to injunctive relief, Ford agreed to fund a \$27 million consumer education campaign on SUV safety.

Safety Tips: The Campaign highlights critical tips for driving SUVs that can mean the difference between life and death: check your tire pressure monthly, don't overload your SUV, always wear your seatbelt, avoid abrupt maneuvers, and don't speed. Learn the basics of SUV safety (handling, loading, proper tire inflation, and seat belt use):

- SUVs possess a higher center of gravity than passenger cars, which contributes to a higher risk of rollover. Incidences of rollover can be exacerbated by speeding, inattentiveness, tailgating, recklessness, aggressiveness or impaired driving.
- The center of gravity of an SUV is affected by the number of people carried, as well as the amount, weight and distribution of cargo. Overloading the vehicle or the overhead cargo rack raises the center of gravity, increasing the risk of rollover.
- Tire size, pressure and maintenance are keys to an SUV's safety. Drivers should regularly monitor each of these elements, and take them into account when loading an SUV.
- Perhaps the most preventable cause of death in the event of an SUV rollover is ejection from the vehicle. Eighty percent of deaths in SUV rollovers are those of unbelted occupants.

Mascot: ESUVEE, a 16-foot long, 11-foot wide and 10-foot tall beast personifies the Campaign as it travels

to various states around the country throughout the year. ESUVEE, the star of [ESUVEE.com](http://www.ESUVEE.com), will make personal appearances at ESUVEE Safety Days throughout 2005. Additionally, ESUVEE will be featured in a hard-hitting advertising campaign including cinema, broadcast, print, online and out-of-home spots.

Governance: The ESUVEE Safety Campaign is sponsored by the 50 states and three jurisdictions (the District of Columbia, Puerto Rico and the U.S. Virgin Islands).

Education: Throughout the year, the ESUVEE Safety Campaign will disseminate information via many diverse channels. They include:

- A kickoff event and the unveiling of the beast at New York's Central Park Zoo.
- A hard-hitting advertising campaign including cinema, broadcast, print, online, and out-of-home spots.
- SUV Safety Days in various states, in conjunction with other events.
- A coordinated integrated marketing effort, combining elements of traditional marketing and public relations.
- Nontraditional methods of interest generation, such as the use of street teams and online teams to create awareness and word-of-mouth, and to drive traffic to the web site.
- Coordination with governmental entities, non-governmental organizations and disinterested third parties to spread awareness of SUV safety.
- All elements of the education program will be available on the Campaign's web site, www.ESUVEE.com.

Statistics:

- More than four in 10 Americans think they are safer in an SUV than in a regular car.
- Nearly 50 percent of Americans do not consider that loading contributes to the risk of rollovers.
- Thirty-nine percent of Americans feel more powerful when they are driving or riding in an SUV.
- As a group, SUVs roll over more easily than other types of vehicles: about 27 percent, compared to eight percent of crashes involving ordinary passenger cars.
- Nationally, SUVs have a rollover rate of 98 fatalities per million registered vehicles, compared to 44 fatalities per million for other light vehicle types.
- Single-vehicle rollover crashes accounted for 47 percent of driver deaths in SUVs in 2002, compared with 36 percent of deaths in pickups and 20 percent of deaths in cars.
- Seven thousand one hundred ninety-five SUV occupants died in 2002.
- Forty-two percent of car occupant deaths in 2002 occurred in single-vehicle crashes and 58 percent occurred in multiple-vehicle crashes. By contrast, single-vehicle crashes represented 65 percent of crashes involving SUVs and 59 percent of crashes involving pickups.

OPEN GAME CONTENT

The term "Esuvee" is product identity. Everything else is open content. Esuvee is owned by an Executive Committee composed of representatives of the attorneys general of Connecticut, Florida, Illinois, Iowa, Tennessee, Texas and Washington, and the Governor's Office of Consumer Affairs in Georgia. It came about as a result of a settlement that 50 states and three jurisdictions reached with the Ford Motor Company in December 2002. The settlement resolved allegations of deceptive trade practices relating to the sales and advertising of Ford Sport Utility Vehicles. Go figure.

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