The Highway Code

There are any number of automobiles available to the distinguishing and wealthy across Leheza while those others are much more restricted in their options. Automobiles can be powered by arcane or mechanical means, capable of basic transportation or being mobile gun platforms capable of laying low whole battalions.

Features

The features of an automobile are clarified below.

Stat Blocks

Stat blocks for automobiles are presented in 'The Garage'. An automobiles statistics function like those for creatures, with the following additional considerations.

Creature and Cargo Capacity

Creature capacity describes how many creatures can ride the automobile comfortably. More creatures can fit by squeezing or by clinging to the outside of the vehicle.

Cargo capacity specifies how much cargo the automobile can carry.

Armor Class

An automobile is typically made of steel or iron and has an Armor Class of 15 + its Dexterity modifier. While the vehicle is not moving, attack rolls made against it have advantage.

Ability Scores

An automobile has the six ability scores and corresponding modifiers. Its size and weight determines its Strength. Dexterity represents its handling and maneuverability. A vehicle's Constitution reflects its durability and quality of construction. Automobiles usually have a score of 0 in Intelligence, Wisdom, and Charisma.

If an automobile has a 0 in a score, it automatically fails any ability check or saving throw that uses that score.

Hit Points

An automobiles hit points can be restored by making repairs to the vehicle (see "Repairs"). When an a drops to 0 hit points, it ceases to function and is damaged beyond repair.

Damage Threshold

Some automobiles have bulk or armor that allows them to shrug off minor hits. A vehicle with a damage threshold has immunity to all damage unless it takes an amount of damage equal to or greater than its damage threshold value, in which case it takes damage as normal. Any damage that fails to meet or exceed the vehicle's damage threshold is considered superficial and doesn't reduce the vehicle's hit points.

Mishap Threshold

If an automobile takes damage from a single source equal to or greater than its mishap threshold, it must roll on the Mishaps table (see "Mishaps").

Actions Stations and Crew

An automobile doesn't have actions of its own. It relies on crew to occupy stations and use their actions to operate the vehicle's various functions. Any option that appears in the Action Stations section of an automobiles stat block requires an action to perform.

Rules

Rules for automobiles are summarized below.

Magical Elements

The engine, furnace, and weapons of some automobiles may be magical and become inoperable within an antimagic field. When the engine or furnace comes into contact with such an effect, the automobile shuts down and can't be restarted until both the engine or furnace are free of the field.

Opportunity Attacks

Automobiles provoke opportunity attacks as normal. When an automobile provokes an opportunity attack, the attacker can target the vehicle or any creature riding on or inside it that doesn't have total cover and is within reach.

Action Stations

A creature can use an action of the station it's occupying. Once a creature uses a station's action, that action can't be used again until the start of that creature's next turn. Only one creature can occupy each station.

A creature not occupying an action station is either in a passenger seat or clinging to the outside of the vehicle. It can take actions as normal.

Driver

The drivers seat of an automobile is a chair with a wheel, levers, pedals, and other controls. The helm requires a driver to operate. An automobile with no driver automatically fails Dexterity saving throws.

A driver proficient with land vehicles can add its proficiency bonus to ability checks and saving throws made using the automobiles ability scores.

Drive. While the automobiles engine is on, the driver can use a bonus action to propel the vehicle up to its speed or bring the vehicle to a dead stop. While the vehicle is moving, the driver can steer it along any course.

If the driver is incapacitated, leaves the seat, or does nothing to alter the automobiles course and speed, the vehicle moves in the same direction and at the same speed as it did during the driver's last turn until it hits an obstacle big enough to stop it.

Actions. As an action, the driven can do one of the following:

- Cause the automobile to take the Dash or Disengage action while the vehicle's engine is running.

Object Interactions. As an object interaction, the driver can also do one of the following:

- Start the automobiles engine or shut it off.
- Add any nitrous or fuel accelerant to the engine

Weapon Station

Mishaps

Each of an automobiles weapons takes up a station on the vehicle.

One weapon can be replaced with another (see "Weapons Stations in The Garage"), provided the crew requirement needed to operate the replacement weapon is the same.

Nitrous Boost

Pouring a flask of nitrous into the automobiles engine increases the vehicle's speed by 30 feet for 1 minute. While the vehicle's speed is increased in this way, roll a d20 at the start of each of the driver's turns. On a 1, the vehicle suffers the Cylinder Rupture result on the Mishaps table (see "Mishaps").

Mishaps

Roll on the Mishaps table when one of the following occurs to a vehicle while it's in motion:

- The automobile takes damage from a single source equal to or greater than its mishap threshold.
- The automobile fails an ability check (or its driver fails an ability check using the vehicle's ability) by more than 5.
- If a mishap has a repair DC, the mishap can be ended by making repairs to the vehicle (see "Repairs" below).

d20	Mishap	Repair DC
1	**Engine Flare**. Fire erupts from the engine and engulfs the vehicle. Any creature that starts its turn on or inside the vehicle takes 10 (3d6) fire damage until this mishap ends.	15 (Dex)
2-4	**Locked Steering.** The vehicle can move in a straight line only. It automatically fails Dexterity checks and Dexterity saving throws until this mishap ends.	15 (Str)
5-7	**Cylinder Rupture.** The vehicle's speed decreases by 30 feet until this mishap ends. 15 (Str)	
8-10	**Weapon Malfunction.** One of the vehicle's weapons (DM's choice) can't be used until this mishap ends. If the vehicle has no functioning weapons, no mishap occurs.	20 (Str)
11-13	**Blinding Smoke.** The helm station fills with smoke and is heavily obscured until this mishap ends. Any creature in the helm station is blinded by the smoke.	15 (Dex)
14-16	**Shedding Armor.** The vehicle's damage threshold is reduced by 10 until this mishap ends.	15 (Str)
17-19	**Damaged Axle.** The vehicle grinds and shakes uncontrollably. Until the mishap ends, the vehicle has disadvantage on all Dexterity checks, and all ability checks and attack rolls made by creatures on or inside the vehicle have disadvantage.	20 (Dex)
20	**Flip.** The vehicle flips over, falls prone, and comes to a dead stop in an unoccupied space. Any unsecured creature holding on to the outside of the vehicle must succeed on a DC 20 Strength saving throw or be thrown off, landing prone in a random unoccupied space within 20 feet of the overturned vehicle. Creatures inside the vehicle fall prone and must succeed on a DC 15 Strength saving throw or take 10 (3d6) bludgeoning damage.	None

Vehicular Exhaustion

The harsh conditions can cause wear and tear on an automobile until it eventually breaks down. Such wear and tear can be represented using exhaustion, as described in appendix A of the Player's Handbook, with these modifications:

- When an automobile reaches exhaustion level 6, its hit points drop to 0, and the vehicle breaks down.
- The only way to remove the effects of exhaustion on an automobile is to repair the vehicle.

Repairs

When an automobile is damaged, suffers a mishap, or gains one or more levels of exhaustion, a creature can attempt to make repairs to the vehicle. The creature making the repairs must meet the following criteria:

- The creature can't operate the vehicle's drivers seat or one of its weapon stations while making repairs.
- The creature must be within reach of the damaged area in need of repair
- The creature must have the right tools for the job (smith's tools or tinker's tools, for example).
- Before beginning repairs, a creature must decide whether the repairs are aimed at ending a mishap, removing a level of exhaustion, or restoring the damaged vehicle's hit points. Each option is discussed below.

End a Mishap

A creature can use its action to make an ability check based on the nature of the mishap (see the Mishaps table), with disadvantage if the vehicle is moving. The creature adds its proficiency bonus to the check if it's proficient with the tools used to make the repairs. A successful check ends the mishap. A mishap with no repair DC can't be repaired.

Remove Exhaustion

If the automobile has one or more levels of exhaustion, a creature can spend 1 hour or more trying to reduce the vehicle's exhaustion level. The vehicle must be stationary, and the creature must have spare parts to make the necessary repairs. After 1 hour of repair work, the creature makes a DC 15 Intelligence check, adding its proficiency bonus to the check if it's proficient with the tools used to make repairs. If the check succeeds, the vehicle's exhaustion level decreases by 1. If the check fails, the vehicle's exhaustion level remains unchanged, though the repair can be attempted again using the same replacement parts.

Restore Hit Points

If the automobile has taken damage but has at least 1 hit point, a creature can spend 1 hour or more trying to patch the hull and replace damaged parts. The vehicle must be stationary, and the creature must have the spare parts to make the necessary repairs. After 1 hour of repair work, the creature makes a DC 15 Dexterity check, adding its proficiency bonus to the check if it's proficient with the tools used to make repairs. If the check succeeds, the vehicle regains 2d4 + 2 hit points. If the check fails, the vehicle regains no hit points, but the repair can be attempted again using the same replacement parts.

Crashing

When an automobile crashes into something that could reasonably damage it, such as an iron wall or another vehicle of its size or bigger, the automobile comes to a sudden stop and takes 1d6 bludgeoning damage for every 10 feet it moved since its last turn (maximum 20d6). Whatever the vehicle struck takes the same amount of damage. If this damage is less than the automobiles damage threshold, the vehicle takes no damage from the crash.

Regardless of whether or not the automobile takes damage, each creature on or inside the vehicle when it crashes must make a DC 15 Strength saving throw, taking 1d6 bludgeoning damage for every 10 feet the vehicle moved since its last turn (maximum 20d6), or half as much damage on a successful save.

Crashing into Creatures

An automobile can crash into a creature by entering its space. The creature can use its reaction to attempt to get out of the vehicle's way, doing so and taking no damage with a successful DC 15 Dexterity saving throw. If the saving throw fails, the vehicle slams into the creature and deals 1d6 bludgeoning damage to the creature for every 10 feet the vehicle moved since its last turn (maximum 20d6).

An automobile that is at least two size categories bigger than the creature it crashed into can continue moving through that creature's space if the automobile has any movement left. Otherwise, the vehicle comes to a sudden stop, and each creature on or inside the automobile when it crashes must make a DC 15 Strength saving throw, taking 1d6 bludgeoning damage for every 10 feet the vehicle moved since its last turn (maximum 20d6), or half as much damage on a successful save.

Falling

When an automobile goes over a cliff or otherwise falls, the vehicle and all creatures on or inside it take damage from the fall as normal (1d6 bludgeoning damage per 10 feet fallen, maximum 20d6) and land prone.

Upgrading

One weapon station can be switched for another, but the automobile can't have more weapon stations than it normally has. A handful of alternative weapon stations, armours and gadgets are available in The Garage. Many upgrades are attached in a relevant position on the ship but are activated from the drivers station.