

THE GARAGE SHOP



HIS COMPENDIUM OF PARTS ARE THE OPTIONS that you have available when making an automobile. Some of these are exclusive and each weapon requires an empty weapon station to be attached to. The fundamentals of the automobile cannot be replaced such as the engine but the

armour, weapons and upgrades can be swapped out.

WEAPONS

Machine Gun (Requires 1 Crew and Grants Half Cover).

Ranged Weapon Attack: Dexterity (+ proficiency if relevant) to hit, range 200ft., one target. Hit: 19 (3d10+2) piercing damage.

Slugger (Requires 1 Crew and Grants Half Cover).

Ranged Weapon Attack: +5 to hit, range 90 ft., one target. Hit: 14 (3d6+3) piercing damage.

ARMOUR UPGRADES CENTRAL UPGRADES

THE GARAGE VEHICLES

GUN BUGGY

A light flat terrain buggy with passenger seats, open cargo and a front-mounted machine gun.

GUN BUGGY

Large vehicle, (3000 lb)

Creature Capacity 4

Cargo Capacity 500 lb.

Armor Class 17 (15 while stationary)

Hit Points 60 (damage threshold 10, mishap threshold 20)

Speed 100 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	14(+2)	12(+1)	0	0	0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Ramming Wheels. The Gun Buggy can move through the space of any medium or smaller creature. When it does, the creature must succeed on a DC 13 Dexterity saving throw or take 11 (2d10) bludgeoning damage and be knocked prone, if the creature was already prone, it takes an extra 11 (2d10) bludgeoning damage. This trait can't be used against a particular creature more than once each turn.

Prone Deficiency. If the Gun Buggy rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

ACTION STATIONS

Helm (Requires 1 Crew and Grants Three-Quarters Cover). Drive and steer the Gun Buggy

Machine Gun (Requires 1 Crew and Grants Half Cover). *Ranged Weapon Attack:* Dexterity (+ proficiency if relevant) to hit, range 200ft., one target. Hit: 19 (3d10+2) piercing damage. You may only target creatures that the Gun Buggy is facing.

REACTIONS

Juke. If the Gun Buggy is able to move, the driver can use its reaction to grant the Gun Buggy advantage on a Dexterity saving throw.

SLUGGER BIKE

Large vehicle, (500 lb)

Creature Capacity 1 Medium Creature

Cargo Capacity 100 lb.

Armor Class 18 (15 while stationary)

Hit Points 30 (damage threshold 5, mishap threshold 10)

Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	16(+3)	12(+1)	0	0	0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Jump. If the Slugger Bike moves at least 30 feet in a straight line, it can clear a distance of up to 60 feet when jumping over a chasm, ravine or other gap. Each foot it clears on the jump costs a foot of movement

Prone Deficiency. If the Slugger Bike falls prone, it can't right itself and is incapacitated until pulled upright

Stunt. On its turn, the driver of the Slugger Bike can expend 10 feet of movement to perform one free vehicle stunt, such as a wheelie or burnout. Before the stunt can be performed, the Slugger Bike must move at least 10 feet in a straight line. If the driver succeeds on a DC 10 Dexterity Check using the bike's Dexterity, the stunt is successful. Otherwise the driver is unable to perform the stunt and can't attempt another stunt until the start of its next turn. If the check fails by 5 or more, the Slugger Bike and all creatures riding it immediately fall prone as the bike wipes out and comes to a dead stop.

ACTION STATIONS

Helm (Requires 1 Crew and Grants Half Cover). Drive and steer the Slugger Bike, in addition you may take the slugger action.

Slugger (Requires 1 Crew and Grants Half Cover). *Ranged Weapon Attack:* +5 to hit, range 90 ft., one target. Hit: 14 (3d6+3) piercing damage.

REACTIONS

Juke. If the Slugger Bike is able to move, the driver can use its reaction to grant the Slugger Bike advantage on a Dexterity saving throw.

TEMPLATE

vehicle, (lb)

Creature Capacity

Cargo Capacity

Armor Class

Hit Points

Speed

STR

DEX

CON

INT

WIS

CHA

0

0

0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Features and abilities:

ACTION STATIONS

Action Stations:

REACTIONS

Reactions: