Vehicle Upgrades

Unlike other equipment modifications, most vehicle upgrades are not mutually exclusive. However, they are still crafted (or purchased) and equipped using a workstation. Crafting these upgrades uses the Blacksmith skill.

Next to an upgrade’s name, in parentheses, is the relevant perk rank necessary to craft it.

None (0)

* Effect: N/A
* Cost: N/A
* Components: N/A

Defensive Spikes (0)

* Effect: Ability checks made to board your vehicle have disadvantage.
* Cost: 60 caps
* Components:
  + 20 steel

Headlights (0)

* Effect: As a free action you can activate or deactivate these headlights. While active, they shed bright light in a 60-foot-cone from the front of the car and dim light for another 60 feet.
* Cost: 110 caps
* Components:
  + 4 circuitry
  + 4 glass
  + 4 screws
  + 4 steel

Hitch (0)

* Effect: Can attach objects and vehicles to the vehicle via hook and cable.
  + -1 Vehicle agility while hitched to something
* Cost: 35 caps
* Components
  + 2 screws
  + 3 steel

Caltrop Deployer (1)

* Effect: Creates a 10-foot-square area directly behind the vehicle. Vehicles driving through this area must make a successful DC 12 Constitution saving throw or be knocked *prone*.
  + Can only affect one vehicle after being deployed
  + Consumes 10 steel on use
* Cost: 60 caps
* Components:
  + 4 cloth
  + 2 gears
  + 3 steel

Oil Slick (1)

* Effect: Creates a 10-foot-square area directly behind the vehicle. Vehicles driving through this area must make a successful DC 12 Constitution saving throw or be knocked *prone*. Additionally, the next fire attack against the target deals an additional 3d6 fire damage.
  + Can only affect one vehicle after being deployed
  + Consumes 10 steel on use
* Cost: 60 caps
* Components:
  + 2 adhesive
  + 3 cloth
  + 3 leather

Reinforced Grill (1)

* Effect: Reduce damage from head-on crashes by half.
  + Cannot be used with the Ram or Plow Ram upgrades.
* Cost: 75 caps
* Components:
  + 6 screws
  + 12 steel

Hi-Beams (2)

* Effect: As a free action you can activate or deactivate these headlights. While active, they shed bright light in a 120-foot-cone from the front of the car and dim light for another 120 feet.
* Cost: 110 caps
* Components:
  + 8 circuitry
  + 4 glass
  + 4 screws
  + 4 steel

Improved Suspension (2)

* Effect: Increases the vehicle’s Agility score by 1.
* Cost: 70 caps
* Components:
  + 2 gears
  + 8 springs
  + 6 steel

Ram (2)

* Effect: Reduce damage from head-on crashes by half and deal an additional 3d6 ballistic damage to the target.
  + Cannot be used with the Reinforced Grill or Plow Ram upgrades.
* Cost: 130 caps
* Components:
  + 6 screws
  + 18 steel

Combustion Engine (3)

* Effect: Vehicle movement speed is increased by 30 feet, but now consumes 5 fuel every hour spent moving.
* Cost: 150 caps
* Components: Cannot be crafted.

Plow Ram (3)

* Effect: Reduce damage from head-on crashes by half and deal an additional 3d6 ballistic damage to the target. The target must then make a DC 12 Strength saving throw or be knocked *prone*.
  + Cannot be used with the Reinforced Grill or Ram upgrades.
* Cost: 180 caps
* Components:
  + 4 rubber
  + 8 screws
  + 25 steel

Supercharger (3)

* Effect: Vehicle movement speed is increased by 15 feet.
* Cost: 100 caps
* Components: Cannot be crafted

Fusion Core Booster (4)

* Effect: As a free action, you can expend one fusion core charge to double your movement speed until the start of your next turn.
* Cost: 210 caps
* Components: Cannot be crafted.