

MODERN DAY VEHICLES

A modification of infernal war machines

CREATURE AND CARGO CAPACITY

Cargo capacity is how much weight it can be stored in the vehicle before it becomes encumbered. Only as many creatures as the vehicle has action stations and passenger seats can mount the vehicle. Other creatures must climb onto the vehicle.

AC

A vehicles armor class is $19 +$ its dexterity modifier. While the vehicle is not moving, attack rolls made against it have advantage.

ABILITY SCORES

Vehicles 0 in intelligence, wisdom, charisma, and automatically fail rolls they have 0 in.

HP

When at 0HP, ceases to function.

Creature Type

Vehicles have the vehicle creature type.

They are unable to take turns in initiative, but are considered both constructs and objects.

All vehicles are unaligned. Vehicles have no senses, challenge rating, or languages. Vehicles are also mindless, making them immune to effects targeting the mind (DM's discretion)

If something refers to a vehicles turn, instead refer to the turn of the creature in the helm. If no creature is currently in the helm, refer to the turn of the last creature to occupy the helm.

DAMAGE THRESHOLD

Vehicles 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

When it takes a single instance of damage \geq to threshold, roll of mishaps table. If this instance of damage is a multiple of the mishap threshold, roll a number of mishaps equal to the total damage divided by the mishap threshold (rounded down).

OPPORTUNITY ATTACKS

Vehicles provoke opportunity attacks as normal. Attackers can target the vehicle or anyone inside it without total cover.

REACH

Creatures within the vehicle use the vehicles space as the center of their reach. A creature who can reach the vehicle can reach any creatures inside or on it.

Mounting a Vehicle

A creature can mount a vehicle as if it were mounting a creature, but they must either mount a passenger seat or action station. If a creature cannot enter a station that is already occupied. Action stations and passenger seats often specify how much cover they provide from attacks made from outside of the vehicle. They also specify the size of creature that can mount the station, with larger creatures being unable to mount into it.

ACTION STATIONS

A creature can use an action station it's occupying. Once a stations action is used, it cant be used again until the start of creatures next turn.

HELM:

The helm if a car is a chair with a wheel, levers, pedals, and other controls. The helm requires a driver to operate. A car 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 car's ability.

Drive. While the car's engine is on, the driver can use an action to propel the vehicle up to its speed or bring it to a dead stop.

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

Ram. While the engine is running, the vehicle makes an attempt to grapple a creature not mounted or climbing itself. If the grapple is successful, the driver chooses a direction. The grappled creature can only be moved in that direction by the vehicle and the grapple ends if the vehicle moves in a different direction.

Dislodge. While the engine is on, The vehicle makes an attempt to dislodge all creatures climbing on it (see Climb Onto a Bigger Creature, DMG). It makes the same Strength (Athletics) check for all creatures.

Toggle doors. Locks or unlocks all doors at once, or one specific door.

Bonus Actions. As bonus action, the driver can do one of the following:

- . Start the car's engine or shut it off.
- . Cause the car to take the Dash or Disengage action while the vehicle's engine is running.
- . Loading a unit of fuel or doing a nitro boost.

Other action stations may be found and detailed on a vehicles statblock.

PASSENGER SEATS

A creature occupying a passenger seat is mounted on the vehicle as normal.

DOORS

Action stations and passenger seats may have doors. Doors provide cover to creatures within the station from attacks from outside the vehicle, and creatures outside the vehicle from attacks from the station or seat associated with the door,

An unlocked door can be open or closed as a bonus action. While the associated door is closed, a creature cannot mount or dismount the associated passenger seat or action station. While a door is open, creatures cannot benefit from the cover of the action station or passenger seat.

A locked door can be forcibly unlocked as a bonus action by making a Strength (Athletics) check against the vehicles damage threshold. On a success, the door is unlocked and opened.

FUEL

A unit of fuel can be inserted into the engine as an action from the helm. An engine can hold a number of units of fuel equal to its engine capacity score. Each unit of fuel can power the car for 24 hours.

NITRO BOOST

A unit of nitro fuel can be inserted into the engine as an action from the helm. Increases the speed by 30ft for 1 minute. While its speed is increased this way, at the start of each of the drivers turns they must roll a d6. On a 1, the vehicle must roll on the mishaps table. Not available for all vehicles.

Vehicle mishaps table

d20	Mishap	Repair DC
1	Engine Flare. The vehicle sets on fire. Any creature that starts its turn within the vehicle takes 2d6 fire damage until the mishap ends. On its turn, the vehicle takes 1d4 fire damage instead.	15 (Dex, Tinkerer's Tools)
2-4	Locked Steering. The vehicle can only move in a straight line. It automatically fails Dexterity checks and saving throws until the mishap ends. A creature outside of the vehicle can change its direction 45° as an action if it succeeds on a Strength (Athletics) check (DC = 15 + 5 for every size over medium the vehicle is)	15 (Str, Smith's Tools)
5-6	Engine Rupture. The vehicles speed is reduced by 30ft until the mishap is cleared.	15 (Str, Tinkerer's Tools)

7-12	Punctured Tires. The vehicles speed is reduced by 10ft until the mishap is cleared and the damage threshold is reduced by 5. The vehicle also has disadvantage on Dexterity saving throws.	15 (Dex, Weaver's Tools)
13	Blinding Smoke. The helm station fills with smoke and is heavily obscured until the mishap is cleared. Any creature in the helm station is blinded.	15 (Dex, Tinkerer's Tools)
14-16	Shedding Armor. The vehicle's damage threshold is reduced by 10 until the mishap ends.	15 (Str, Smith's Tools)
17-19	Damaged Axle. Until the mishap ends, all Dexterity checks and saving throws are made at disadvantage, and all the ability checks and attack rolls made by creatures on or inside the vehicle have disadvantage.	20 (Dex, Smith's Tools)
20	Flip. The vehicle flips over and 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 3d6 bludgeoning damage.	25 (Str, no tools required)

REPAIRS

When the vehicle is damaged or suffers a mishap, 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 helm 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, specified by the mishap.

Before beginning repairs, a creature must decide whether the repairs are aimed at ending a mishap or restoring the damaged vehicle's hit points. Both options are 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.

Casting the Mending spell on the vehicle will automatically end one mishap of the caster's choice (other than flip).

RESTORE HIT POINTS

If the vehicle 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

CRASHING INTO CREATURES

A vehicle 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 10 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 in a straight line since its last turn (maximum 20d6). If the creature is the same size category as the vehicle or larger, the vehicle also takes this damage.

A vehicle that is a larger size category than the creature it crashed into can continue moving through that creature's space if the vehicle has any movement left. Otherwise, the vehicle comes to a sudden stop (reducing its movement speed to 0 until the end of the current turn), and 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 in a straight line since its last turn (maximum 20d6), or half as much damage on a successful save.

CRASHING INTO OBJECTS AND STRUCTURES

If the vehicle is forced to stop moving due to terrain blocking its path (this could be a structure or object the same size category as or larger than the vehicle), it crashes. The vehicle comes to a sudden stop (reducing its movement speed to 0 until the end of the current turn) and takes 1d6 bludgeoning damage for every 10 feet the vehicle moved in a straight line since its last turn (maximum 20d6). Whatever it crashed into takes the same damage. Each creature on or inside the vehicle must succeed a DC 15 Strength saving throw or also take this damage, or half on a successful save.

