MODERN DAY VEHICLES

A modification of infernal war machines

CREATURE AND CARGO CAPACITY
How any creatures can ride the machine comfortably.
Cargo is how much it can carry.

AC
19 + dex modifier. While the vehicle is not moving, attack rolls made against it have advantage.

ABILITY SCORES
0 in intelligence, wisdom, charisma
Automatically fails rolls it has 0 in

HP

When at 0Hp, ceases to function

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 >= to threshold, roll of mishaps table.

OPPORTUNITY ATTACKS

Provoke opportunity attacks as normal. Attackers can target vehicle or anyone inside it without total cover within reach.

ACTION STATIONS

A creature can use an action station it's occupying. Once a stations action is used, it cant be used again until next turn.
A creature not occupying a station is either in a passenger seat or clinging outside the vehicle. It can take actions as normal.

> **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 infernal war machine'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.

Bonus Actions. As bonus action, the driver can do one of the following:
. Start the infernal war machine'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.

FUEL

Unit of fuel can be inserted into the engine as an action. 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

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 d10. 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.	15 (Dex)
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 large the vehicle is)	15 (Str)
5-6	Engine Rupture. The vehicles speed is reduced by 30ft until the mishap is cleared.	15 (Str)
7-12	Punctured Tires. The vehicles speed is reduced by 10ft until	15 (Dex)

	the mishap is cleared and the damage threshold is reduced by 5. The vehicle also has disadvantage on Dexterity saving throws.	
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)
14-16	Shedding Armor. The vehicle' damage threshold is reduced by 10 until the mishap ends.	15 (Str)
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)
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. he 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 (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 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.

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

When a vehicle crashes into something that could reasonably damage it, such as an iron wall or another vehicle of its size or bigger, the vehicle 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 vehicles's damage threshold, the vehicle takes no damage from the crash.

Regardless of whether or not the infernal war machine 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

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).

A vehicle that is at least two size categories bigger 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, 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 since its last turn (maximum 20d6), or half as much damage on a successful save.