TEMPLATE VEHICLE
Size Vehicle
AC.

Hit Points. Speed.

Damage Threshold. Mishap Threshold.

Cargo Capacity. 1000 lbs Engine Capacity. 3

Nitro Support. No

Condition Immunities. Blinded, charmed, deafened, exhausted, frightened, paralysed, petrified, poisoned, stunned, unconscious

Damage Immunities. Psychic, Poison

STR	DEX	CON	INT	WIS	СНА
			0	0	0

ACTION STATIONS
Helm (medium, 1 door, provides ½ cover).

PASSENGER SEATS
Seat (medium, 1 door, provides ¾ cover).
Seat (medium, 1 door, provides ¾

cover).
Seat (medium, 1 door, provides ¾ cover).

Damage Threshold. 8
Mishap Threshold. 15

Cargo Capacity. 1000 lbs
Engine Capacity. 3

Nitro Support. No

Damage Immunities. Psychic, Poison

Condition Immunities. Blinded, charmed,

deafened, exhausted, frightened, paralysed, petrified,

Generic Car

Large Vehicle

Speed. 70ft

Hit Points. 65 (10d10+10)

AC. 19

Helm (medium, 1 door, provides ½ cover).

PASSENGER SEATS
Seat (medium, 1 door, provides ¾ cover).
Seat (medium, 1 door, provides ¾

ACTION STATIONS

Seat (medium, 1 door, provides ¾ cover).
Seat (medium, 1 door, provides ¾ cover).

poisoned, stunned, unconscious						
STR	DEX	CON	INT	WIS	СНА	
13 (+1)	10 (+1)	13 (+1)	0	0	0	

Generic Van **Back Door.** All back seats use the same door **Huge Vehicle AC**. 18 **ACTION STATIONS** Hit Points. 85 (10d12+20) Helm (1 door, provides ½ cover). Speed. 65ft PASSENGER SEATS Damage Threshold. 10 Seat (medium, 1 door, provides ¾ cover). Mishap Threshold. 15 Back Seat (medium, 1 door, provides total cover) Back Seat (medium, 1 door, provides total Cargo Capacity. 2000 lbs cover) **Engine Capacity.** 3 Back Seat (medium, 1 door, provides total cover) Nitro Support. No Back Seat (medium, 1 door, provides total cover) Damage Immunities. Psychic, Poison Back Seat (medium, 1 door, provides total **Condition Immunities.** Blinded, charmed, cover) deafened, exhausted, frightened, paralysed, petrified, Back Seat (medium, 1 door, provides total poisoned, stunned, unconscious cover Back Seat (medium, 1 door, provides total STR DEX CON INT WIS CHA cover 16 (+3) |8 (-1) 14 (+2) 0 0 0

AC. 18 **Hit Points.** 96 (11d12+22) Speed. 60ft **Damage Threshold.** 10 Mishap Threshold. 15

Damage Immunities. Psychic, Poison

Condition Immunities. Blinded, charmed,

Engine Capacity. 4

Cargo Capacity. 4000 lbs

Nitro Support. No

Generic Truck

Gargantuan (4x4) Vehicle

deafened, exhausted, frightened, paralysed, petrified, poisoned, stunned, unconscious

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	14 (+2)	0	0	0

door. If this door is open, creatures can walk within the vehicle, as if it were terrain, without climbing. Creatures cannot exit while the door is closed. This door provides total cover, including to and from the creatures in other stations. and seats in this vehicle. There is enough space here for 9 medium creatures before all creatures in this space must begin squeezing.

Back Floor Space. There is a back

Helm (medium, 1 door, provides ½ cover). PASSENGER SEATS

ACTION STATIONS

Seat (medium, 1 door, provides ¾ cover).

Mishap Threshold. 12 Cargo Capacity. 100 lbs **Engine Capacity.** 2 Nitro Support. No Damage Immunities. Psychic, Poison **Condition Immunities.** Blinded, charmed, deafened, exhausted, frightened, paralysed, petrified, poisoned, stunned, unconscious STR DEX CON INT **WIS** CHA 13 (+1) |10 (0) 13 (+1) |0 0 0

Generic Motorbike

Hit Points. 55 (10d8+10)

Damage Threshold. 8

Medium Vehicle

Speed. 75ft

AC. 19

Poor Steering. Changing directions with this vehicle costs 15 feet of movement

ACTION STATIONS
Helm (medium, no doors).

PASSENGER SEATS

Seat (medium, no doors).

Mishap Threshold. 8 Cargo Capacity. 100 lbs **Engine Capacity.** 1 Nitro Support. No Damage Immunities. Psychic, Poison **Condition Immunities.** Blinded, charmed, deafened, exhausted, frightened, paralysed, petrified, poisoned, stunned, unconscious STR DEX CON INT **WIS** CHA 0 13 (+1) |16 (+3) |10 0 0

Generic Motor Scooter

Medium Vehicle

Hit Points. 36 (8d8)

Damage Threshold. 1

AC. 14

Speed. 50ft

ACTION STATIONS
Helm (medium, no doors)

PASSENGER SEATS

Flimsy. This vehicle has less AC than it

Seat (medium, no doors)

Generic Boat (medium)Large Vehicle

AC. 19 **Hit Points.** 65 (10d10+10)

Speed. Oft, 60ft swim

Damage Threshold. 4 Mishap Threshold. 12

Cargo Capacity. 1000 lbs **Engine Capacity.** 1

Damage Immunities. Psychic, Poison

Condition Immunities. Blinded, charmed,

Nitro Support. No

deafened, exhausted, frightened, paralysed, petrified, poisoned, stunned, unconscious

STR DEX CON INT WIS CHA

0

0

0

Wheelless. This vehicle is immune to mishaps involving wheels **Boat.** This vehicle can only swim along the surface of a liquid. If it is submerged, it will sink at a rate of 15ft per round

ACTION STATIONS
Helm (medium, no doors).

PASSENGER SEATS
Seat (medium, no doors).
Seat (medium, no doors).
Seat (medium, no doors).