

A d20 Modern Sourcebook

# unsafe at any speed

Requires the use of the d20 Modern™ Roleplaying Game, published by Wizards of the Coast, Inc.



LPJ9777

# CITY OF VIOLENCE



Very often, characters will like to customize their vehicle just like their firearms to make it more personalized. This may include everything from adding auto-tint windows or escape trunk latch and to an extreme of heads-up display system or a self destruction device. All of these modifications will improve the vehicle's performance in one way or another. In addition, these modifications can be used in conjunction with each other. The following listed items are the most common of all customizable items for vehicles.

To install any of these vehicle modifications requires a Craft check (*DC equal to the vehicle's purchase DC*) and a number of hours of time equal to one-half the item's purchase DC (*unless otherwise indicated in the vehicle modification's description*).

## **Aerodynamic Design**

The cars shape has been made more "fluid" and tapered to cut down on wind drag. Also, rear spoilers have likely been added to reduce drag and

lifting in the front and rear. In gaming terms, this increases the vehicle's top speed by 20% (*round up*).

**Purchase DC:** 10 + one-half the base purchase DC of the modified vehicle.

**Restriction:** None

## **Auto-Tint Windows**

This vehicle modification can be equipped to any type of vehicle. The vehicle with this modification has had its normal windows replaced with Auto-Tint Windows that can go from transparent clear glass to translucent frosted glass to even an opaque black glass at the flip of a switch. All those inside the vehicle will gain a +10 bonus on Hide checks to those looking in. Individuals in side of the vehicle can see outside the vehicle as normal.

**Purchase DC:** 12

**Restriction:** Licensed (+1)

Written by Louis Porter Jr.



## Electric Shifting

Unlike in a normal manual shift drive, the switches to shift the gears are located on the steering wheel similar to a Formula 1 racing car. In gaming terms, this increases the vehicle's top speed by 10% (*round up*) plus all driving will gain a +2 bonus on Drive checks.

**Purchase DC:** 12

**Restriction:** None

## Enlarged Tires

Enlarged tires give the driver of the vehicle added control to their driving skill. In gaming terms, vehicles with this modification will gain a +2 bonus on Drive checks. This vehicle modification can be equipped to any type of land-based vehicle.

**Purchase DC:** 8

**Restriction:** None

## Escape Trunk Latch

This vehicle modification can be equipped to any type of vehicle. Vehicles with Escape Trunk Latches come equipped with a latch that if someone is trapped in the trunk they are able to use it to open the trunk and escape.

**Purchase DC:** 5

**Restriction:** None

## Exceptional Design

The engineers who created this vehicle spent extra time on the vehicle's development, making sure that it would surpass the most rigorous of standards. In gaming terms, any vehicle with this modification receives a +2 to the vehicle's Initiative and Maneuver and the increases the vehicles top speed by 20% (*round up*).

**Purchase DC:** 15 + one-half the base purchase DC of the modified vehicle.

**Restriction:** Licensed (+1)

## GPS Device

The acronym GPS stands for Global Positioning System. Any vehicle with this device can be located from any place on the planet with the use of global satellites. In gaming term, this device reduces any vehicle's driving time to any drivable location by 50%.

**Purchase DC:** 10

**Restriction:** None

## Halogen Lights

This vehicle modification can be equipped to any type of vehicle. The original headlight of the vehicle has been replaced with more powerful halogen light. This modification projects a bright beam 75 feet long and 35 feet across at its end. In the gaming terms, the halogen lights negate penalties for darkness within their illuminated areas.

**Purchase DC:** 12

**Restriction:** None

## Head-up Display

With this type of modification the windshield of the vehicle acts like a computer screen relaying all the significant information about the vehicles current status including the vehicle's performance to the engine temperature. Any type of vehicle can be equipped with this type of system. In gaming terms, vehicles with this modification will gain a +4 bonus on Drive checks.

**Purchase DC:** 5 + one-quarter the base purchase DC of the modified vehicle.

**Restriction:** Licensed (+1)

## Improved Braking System

This vehicle modification can be equipped to any type of land-based vehicle. Vehicles with this modification are equipped with vehicle active brakes the makes the vehicle able to stop on a dime. A vehicle with this modification can reduce the vehicle's speed by up to one category. (*This is in addition to any speed change made at the beginning of his action; if the driver reduced speed at that time, he or she can drop a total of two categories in the same round.*) The vehicle's movement for the round ends as soon as it has moved the minimum number of squares for its new speed category. (*If it has already moved that far before attempting the hard brake, it ends its movement immediately.*)

**Purchase DC:** 5 + one-quarter the base purchase DC of the modified vehicle.

**Restriction:** None

## Lightened Body

Equipping the car with a lightened body significantly reduces the weight of the vehicle, allowing it to accelerate faster, but the decreased structure and shell of the vehicle results in loss of armor to the body. Equipping a lightened body vehicle will reduce the vehicle's hardness by 25% (*round up*) and hit points by 50% (*round up*), but it will increase the vehicles top speed by 25% (*round up*).

**Purchase DC:** One-half vehicle's base purchase DC.

**Restriction:** Licensed (+1)

## Loudspeaker

This vehicle modification can be equipped to any type of vehicle. The vehicle is equipped with a loudspeaker or amplifier making it possible for the occupants to be heard up to 250 feet away.

**Purchase DC:** 5

**Restriction:** None

## Military Design

The engineers who built this vehicle knew that its focus would be in a military capacity and needed to be a little



sturdier to be acceptable in military situations. In gaming terms, any vehicle with this modification increase a vehicle's Defense and hardness by +3

**Purchase DC:** 10 + one-quarter the base purchase DC of the modified vehicle.

**Restriction:** Military (+3)

## modular body

A vehicle with this modification has the outer shell or covering that is able to be taken off and have another or a similar size exchanged in its place. The vehicles must be of the same size to have this modifier, a taxi and a regular sedan can be exchanged but not a school bus and a Porsche. A vehicle with a Modular Body gains a +20 bonus on Hide checks.

**Purchase DC:** 10 + one-half the base purchase DC of the modified vehicle.

**Restriction:** Restricted (+2)

## night vision

This vehicle modification can be equipped to any type of vehicle, but are normally used on aircraft. The vehicle with this modification is equipped with night vision sensors and capabilities. All drivers of vehicles with this modification will grant the user the ability to see in darkness, also called darkvision (*range 120 ft.*)—but because of the restricted field of view and lack of depth perception this technology provides, they impose a -4 penalty on all Spot and Search checks.

**Purchase DC:** 20

**Restriction:** Restricted (+2)

## nitrous oxide injector

This vehicle modification can be equipped to any type of land-based vehicle. The vehicle is equipped with a nitrous oxide injector that makes it possible to increase the vehicles speed for brief moments. In gaming terms, a nitrous oxide injector increases the vehicle's top speed by 50% (*round up*) for D4+2 rounds but all driving will suffer -4 penalty on Drive checks while using this device. A normal nitrous oxide injector tank holds 15 charges before the tank should be recharged.

**Purchase DC:** 18 (*10 per 15 re-charges*)

**Restriction:** Restricted (+2)

## power winch

This device can be mounted anywhere on a vehicle, but usually is installed on the front or back. With this a vehicle can pull up to its Vehicle Size or smaller when anchored correctly. The power winch is equipped with 50 feet of steel cable. This specific type of vehicle modification can be equipped to any type of land-based vehicle.

**Purchase DC:** 10

**Restriction:** None

## remote controlled

The cars steering, brakes, and acceleration mechanisms are all remotely connected to a "controller". By using the controller, the "driver" can remotely drive the car wherever he so desires. Unless someone inside the car tears out the controller circuitry, usually located underneath the steering wheel, the controller overrides anyone trying to drive or steer the car from inside. The controller has a range on a half mile to control the vehicle.

**Purchase DC:** 10 + one-quarter the base purchase DC of the modified vehicle.

**Restriction:** Restricted (+2)

## remote starter

With this device, it is possible for an individual to start the engine of their vehicle from up to 50 feet away from the vehicle. This is consisted to be a free action. This vehicle modification can be equipped to any type of vehicle.

**Purchase DC:** 10

**Restriction:** None

## self destruction device

The vehicle is connected to a radio device that at the owners wish the vehicle can suffer one of the the following two effects: destroyed engine or complete destruction of the vehicle. If the car is stolen or misplaced, the owner can make sure that no one else drives away with it by destroyed engine. If the owner simply wants to make sure no one else uses it, the device is armed and the engine overheats and breaks down in 1d6 rounds, rendering the car totally un-drivable until another engine is installed. If the owner opts to use the complete destruction of the vehicle option, the self-destruct device is wired to the gasoline tanks, igniting the fuel with a small explosive charge. The vehicle is destroyed and all suffers 8d6 slashing damage with a burst radius of 20 feet.

**Purchase DC:** 20 (*Destroyed engine*) One-half the base purchase DC of the modified vehicle (*Complete destruction of the vehicle*)

**Restriction:** Illegal (+4)

## six-speed drive

This specific vehicle modification will change any normal 5-speed drive system into a 6-speed drive system, which in turn will increase the top speed of any vehicle it is equipped to. This type of vehicle modification is normally equipped to any various type of land-based vehicle. In gaming terms, this increases the vehicle's top speed by 15% (*round up*) plus all driving will gain a +2 bonus on Drive checks.

**Purchase DC:** 12

**Restriction:** None

## Slick Tires

Slick tires can be equipped to any land-based vehicles, and are usually added to racing vehicles. They are lacking treads, which increases braking time and reduces the strength of the tires, but which increases acceleration and top speed. Any vehicles equipped with slick tires increases the vehicle's top speed by 15% (*round up*) all driving will suffer -2 penalty on Drive checks while using this device.

**Purchase DC:** 12

**Restriction:** None

## Strip Skin

The car is covered with a layer of easily removable paint on top of another permanent layer. A vehicle with a Strip Skin gains a +10 bonus on Hide checks. This "skin" can be taken off in 3D12+10 rounds with a putty knife and quick hands, or 1d4 rounds with a pressurized hose.

**Purchase DC:** 10

**Restriction:** Licensed (+1)

## Solid Rubber Tires

This vehicle modification can be equipped to any type of land-based vehicle. These tires are filled with solid rubber, instead of air as normal. These types of tires will never go flat and ignore the effects of tire destroying devices as tire spikes or caltrops. Also with this unique nature of this device, all driving will suffer -1 penalty on Drive checks while using these tires. A pair of solid rubber tires can be installed in 30 minutes and a DC of 10

**Purchase DC:** 15 per pair.

**Restriction:** Restricted (+2)

## Thief Proof Locks

This vehicle modification can be equipped to any type of vehicle. These types of vehicle locks are made with the intention to keep persons that want to get in the vehicle out. Any person attempting to lock pick or break into a vehicle with this type of modification will suffer a -10 to their Disable Device checks to open the locks on this vehicle.

**Purchase DC:** 10

**Restriction:** Licensed (+1)

## Vehicle Active Suspension

This vehicle modification can be equipped to any type of land-based vehicle. Vehicles with this modification are equipped with vehicle active suspension that makes driving the vehicle even easier. In gaming terms, vehicles with this modification will gain will gain a +4 bonus on Drive checks.

**Purchase DC:** 15

**Restriction:** Licensed (+1)

## Vehicle Taser

By wiring the body metal to the vehicle's generator, it can be electrified as a defensive measure. Any vehicle with this vehicle modification is normally equipped with at least an additional vehicle battery as not to drain power directly from the main power source. Any person who comes in to contact with the vehicle's surface while the taser is activated will suffer 2d4+2 points of electricity damage and the target must make a Fortitude saving throw (*DC 30*) or be paralyzed for 2d6 rounds.

**Purchase DC:** 20

**Restriction:** Licensed (+1)

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