13 Vehicle Class Templates

A vehicle class template, much like a starship class template (or, for that matter, almost any template found in **d20** numerous products), grants players and GMs a tool by which to rapidly modify the game statistics and basic description of any already-existing vehicle design. A template usually has an evocative name, giving rise to such vehicles as the *Arrestor*-class hovercar or the *Zeus*-class hovertank.

A vehicle class template is nothing more than a list of design changes that allow players and GMs to modify and add systems to an already-existing vehicle.

What's Required to Use this PDF?

In order to use **Future: 13 Vehicle Class Templates** you will need the modern and future SRDs, available free online. No other Ronin Arts products are required to use this PDF.

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About the Author

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Templates

APOCALYPSE-CLASS TEMPLATE (PL 4)

The *Apocalypse*-class template can be applied to any PL 5 civilian car. The vehicle's design specs should be adjusted as follows.

Top Speed Modifier: -10% (round down).

Defense Modifier: +1.

Hardness Modifier: +1.

Hit Point Modifier: +20% (round up).

Purchase DC: +1.

Weapon Upgrade: The vehicle gains any single PL 5 personal heavy weapon on a forward-mount. This weapon may be fired by a dedicated gunner (at no penalty) or the vehicle's driver (at a -4 penalty).

Description: In some timelines, the advancement of technology halts toward the end of the Information Age and, following some apocalyptic event, actually begins to step backward. The *Apocalypse*-class template represents a post-apocalyptic world in which the survivors retro-fit existing cars to better suit the lawless new world. Scraps of metal and wood are affixed to existing vehicles, providing limited armor, while whatever heavy weapon can be found is mounted onto the vehicle's hood. While not pretty, an *Apocalypse*-class vehicle is combat ready.

ANNIHILATOR-CLASS TEMPLATE (PL 6)

The *Annihilator*-class template can be applied to any PL 5 military tracked vehicle. The vehicle's design specs should be adjusted as follows.

Crew Modifier: -1 (minimum of 1).

Initiative Modifier: -2.

Maneuver Modifier: +1.

Defense Modifier: +2.

Hardness Modifier: +5.

Purchase DC: +4.

Weapon Upgrade: The vehicle's main weapon is replaced by a T-95 Cavalcade chain gun (see the future SRD) and an M-21 Comet autolaser (see the future SRD).

Description: During the first few decades of the Fusion Age, militaries invested resources not only in the development and construction of new combat operations vehicles but also in upgrading existing vehicles for action on the modern battlefield. By increasing both the vehicle's firepower and defense, Information Age tanks and APCs are better able to survive the Fusion Age battlefield. Additionally, advances in computer control systems actually reduces the number of crew members required to operate the vehicle; *Annihilator*-class vehicles are easier to control in combat than their older base vehicles.

BANSHEE-CLASS TEMPLATE (PL 6)

The *Banshee*-class template can be applied to any PL 5 or PL 6 civilian motorcycle. The vehicle's design specs should be adjusted as follows.

Initiative Modifier: -1.

Maneuver Modifier: -1.

Top Speed Modifier: -20% (round down).

Defense Modifier: +1.

Hardness Modifier: +2.

Purchase DC: +4.

Description: On the roads of the Fusion Age, motorcycles are either fast or they are heavy; the *Banshee*-class is definitely in the "heavy" category. Armor plates, a reinforced frame, and advances

construction techniques make the *Banshee*-class one of the heaviest motorized tri-cycles on the road: the design upgrade widens the vehicle's rear end in order to accommodate two massive, solid tires. A heavier, more powerful engine is also dropped into the *Banshee*-class design but even with this advanced engine the vehicle is still slower than most motorcycles due to the increased weight of the frame and armor. *Banshee*-class motorcycles are popular with Fusion Age cops and outlaws that operate outside of the safety of cities.

Elite-Class Template (PL 6)

The *Elite*-class template can be applied to any PL 5 or PL 6 civilian car. The vehicle's design specs should be adjusted as follows.

Passenger Modifier: -2 (minimum of 0 passengers).

Initiative Modifier: +1.

Maneuver Modifier: +3.

Top Speed Modifier: +35% (round up).

Purchase DC: +8.

Description: Sleek and sexy, the *Elite*-class civilian car is the ultimate in luxury sports vehicles available on the market. With high performance handling and speed, luxurious accommodations, an awesome body design and paint job, and state-of-the-art sound system, the *Elite*-class is that car that every car enthusiast dreams about. Unfortunately, the *Elite*-class, despite its top-of-the-line presentation and price, isn't exactly the most reliable car on the road:

Each time the driver of an *Elite*-class car is forced to make a Drive check there is a 5% chance that some mechanical aspect of the vehicle is damaged in the action. Each time something goes wrong the vehicle's initiative and maneuver modifiers are reduced by 1 and the vehicle's top speed is reduced by 10% (round down). Repairing these mechanical malfunctions requires 2 hours, a DC 20 Repair roll, *and* has a purchase DC of 15 (for parts) for each time there's a problem.

Hellfire-Class Template (PL 7)

The *Hellfire*-class template can be applied to any PL 5 or PL 6 military helicopter with a passenger capacity of 10 or more. The vehicle's design specs should be adjusted as follows.

Passenger Modifier: Reduce number of allowed passengers to 0.

Maneuver Modifier: +2.

Top Speed Modifier: +25% (round up).

Defense Modifier: +1.

Hardness Modifier: +2.

Purchase DC: +4.

Weapon Upgrade: The vehicle gains 4 M-70 EMP rocket launchers (see the future SRD).

Description: A heavy, helicopter gunship, the *Hellfire*-class packs on slightly more armor, four rocket launchers, and upgrades the helicopter's engine in order to create a faster and deadlier combat vehicle. This increase in combat effectiveness does come at some cost, though – the helicopter loses any passenger-carrying capability it once possessed.

Jonah-Class Template (PL 6)

The *Jonah*-class template can be applied to any PL 5 or PL 6 civilian truck. The vehicle's design specs should be adjusted as follows.

Cargo Modifier: +25% (round up).

Initiative Modifier: -1.

Maneuver Modifier: -4.

Top Speed Modifier: -25% (round down).

Purchase DC: +2.

Restriction: Restricted (+2).

Description: The *Jonah*-class truck is a larger (increase the vehicle's length in squares by one), heavier all-purpose cargo vehicle capable of carrying more than its lighter-class cousins. *Jonah*-class trucks are frequently used by military forces to transport everything from troops to fuel to extra ammo while civilians find the *Jonah*-class an excellent match for long-distance cargo transport and construction jobs.

STINGRAY-CLASS TEMPLATE (PL 6)

The *Stingray*-class template can be applied to any PL 5 or PL 6 civilian water vehicle. The vehicle's design specs should be adjusted as follows.

Initiative Modifier: +2.

Maneuver Modifier: +2.

Top Speed Modifier: +25% (round up).

Defense Modifier: +1.

Hardness Modifier: +3.

Hit Point Modifier: +10% (round up).

Purchase DC: +6.

Weapon Upgrade: The vehicle gains an M-76 Cyclone rocket launcher.

Description: *Stingray*-class water vehicles are, typically, upgraded civilian watercraft that are pressed into military service, usually as patrol vessels along contested waters and shores of nations involved in a war. The Stingray-class is a faster, more maneuverable, and more combat-worthy machine that is well-suited to brief firefights and high speed gun battles.

ARRESTOR-CLASS TEMPLATE (PL 7)

The *Arrestor*-class template can be applied to any PL 7 civilian hovervehicle. The vehicle's design specs should be adjusted as follows.

Initiative Modifier: +1.

Maneuver Modifier: +1.

Top Speed Modifier: +25% (round up).

Defense Modifier: -3.

Hardness Modifier: -2.

Purchase DC: +2.

Description: With increased handling and maneuverability, a larger engine, and an overall better degree of performance than the basic hovervehicle, the *Arrestor*-class is a "sports model" better suited to racing and courier duty than any form of combat operations; that increased performance comes at the price of a reduction in the strength and stability of the vehicle's frame and shell.

Note: The *Arrestor*-class, while available for almost any hovervehicle on the market, is typically seen only in hovercars and hoverbikes. Any other sort of hovervehicle equipped with this template will be a custom design – you can't simply hit the showroom and buy an *Arrestor*-class hoverbus.

DOMINATOR-CLASS TEMPLATE (PL 7)

The *Dominator*-class template can be applied to any PL 5 or PL 6 military ground vehicle. The vehicle's design specs should be adjusted as follows.

Maneuver Modifier: -5.

Top Speed Modifier: -50% (round down).

Defense Modifier: +5.

Hardness Modifier: +12.

Hit Point Modifier: +50% (round up).

Purchase DC: +6.

Weapon Upgrade: The vehicle gains two, forward mounted Tsunami 480 plasma cannons (see the future SRD).

Description: Slow, lumbering, and heavy. All are words that appropriately describe the *Dominator*-class vehicle. A significant increase in the vehicle's armor and weapons makes it easily one of the most dangerous vehicles on any Gravity Age battlefield. Surprisingly, military technicians have developed *Dominator*-class upgrade packages for both Information Age and Fusion Age military ground vehicles, enabling military forces to keep functional vehicles combat effective decades after their original manufacture.

SCARAB-CLASS TEMPLATE (PL 7)

The *Scarab*-class template can be applied to any PL 7 hovervehicle. The vehicle's design specs should be adjusted as follows.

Passenger Modifier: -2 (minimum of 0 passengers).

Maneuver Modifier: +1.

Defense Modifier: +1.

Hardness Modifier: +1.

Hit Point Modifier: +10% (round up).

Purchase DC: +2.

Description: Designed as an extended range vehicle, *Scarab*-class hovervehicles feature a slightly sturdier construction and have an operational range 50% greater (round up) than their base model relatives. *Scarab*-class hovervehicles are frequently used by couriers and long-distance cargo haulers, though some military organizations modify hovertanks to follow the *Scarab*-class specifications.

VIPER-CLASS TEMPLATE (PL 7)

The *Viper*-class template can be applied to any PL 5 or PL 6 military helicopter. The vehicle's design specs should be adjusted as follows.

Initiative Modifier: +3.

Maneuver Modifier: +3.

Top Speed Modifier: +50% (round up).

Purchase DC: +3.

Weapon Upgrade: The vehicle gains a Tsunami 400c plasma cannon.

Description: Though effectively extinct during the Gravity Age, a limited number of Information Age and Fusion Age are pressed into service by cash-poor corporations and nations, the ancient vehicle's power plants and engines swapped out for advanced systems. Additionally, a Tsunami 400c plasma cannon, one of the earliest – and lightest – plasma cannons seen during the Gravity Age is turret-mounted to the underside of the aging combat helicopter. These faster, more agile helicopters are better capable of surviving combat than their older cousins.

NEW VEHICLE WEAPONS

A few of the templates in this PDF feature new weapons that are not found in the future SRD. Descriptions and game information for these new weapons can be found below.

Tsunami 400c Plasma Cannon (PL 7)

Predecessor to the Tsunami 480 (see the future SRD), the Tsunami 400c is a heavier, yet less effective, plasma cannon that features only a wide-angle setting: The weapon automatically hits everything within a 40-ft. cone for 6d8 points of fire damage, but those in the area can make a Reflex save (DC 19) to reduce the damage by half. Critical hits are not possible for the Tsunami 400c. The Tsunami 400c functions exactly like the Tsunami 480 (see the future SRD) except for the limited setting already mentioned and as detailed below.

Weight: 100 lbs.

Purchase DC: 24.

M-450 Goliath Mass Cannon (PL 8)

Like its Gravity Age cousin, the M-300 Rhino, the M-450 Goliath charges a small bit of matter with gravitational energy and then hurls that matter at a target. Advances in gravitational energy during the Energy Age led to the development of the M-450, a smaller, lighter, more powerful mass cannon. The M-450 functions exactly like the M-300 (see the future SRD) except for as detailed below.

Damage: 12d10.

Range Increment: 120 ft.

Weight: 400 lbs.

Purchase DC: 31.

ZEUS-CLASS TEMPLATE (PL 8)

The *Zeus*-class template can be applied to any PL 6 or PL 7 military ground vehicle. The vehicle's design specs should be adjusted as follows.

Initiative Modifier: -2.

Maneuver Modifier: -2.

Top Speed Modifier: -50% (round up).

Defense Modifier: +3.

Hardness Modifier: +5.

Hit Point Modifier: +50% (round up).

Purchase DC: +4.

Weapon Upgrade: Replace the vehicle's main weapon with the M-450 Goliath mass cannon. If the vehicle is not normally equipped with a weapon it gains a Fusion Age T-95 Cavalcade chain gun (see the future SRD).

Description: As heavy and powerful as most Fusion Age and Gravity Age military ground vehicles are, it should come as no surprise that those of the Energy Age are deadlier than their ancestors. A megatanium frame covered with overlapping plates of crystal carbon armor, coupled with a weapon's upgrade, makes the *Zeus*-class vehicle a heavier, more threatening device on any Energy Age battlefield. Unfortunately, that increased weight negatively affects the vehicle's speed and handling, though *Zeus* jockeys boast that their increased combat effectiveness makes the loss little more than an annoyance in any firefight.

WELLS-CLASS TEMPLATE (PL 9)

The *Wells*-class template can be applied to any vehicle, no matter its classification or progress level. The vehicle's design specs should be adjusted as follows.

Initiative Modifier: +2.

Maneuver Modifier: +2.

Top Speed Modifier: +50% (round up).

Purchase DC: +25.

Restriction: Illegal (+4).

Description: In the distant future, because they can, eccentric inventors and adventurers take it upon themselves to "rescue" vehicles from earlier timestreams and retrofit them for time travel. By installing a temporal drive generator similar to that found on PL 9 starships, older vehicles are immediately turned into working time machines. Some even claim that a handful of genius inventors as far back as the Information Age mastered the time machine, even going so far as to mount time machines in sports cars, but this is more than likely nothing more than an urban legend.

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