# SAVAGE V-MODS

-Savaged by HawaiianBrian

Modifications for vehicles have been touched on lightly, and the Savage Worlds Revised rulebook even lists a few, though those are primarily for military applications. Here is an extended system of adding modifications to vehicles. Called vehicle "Mods," or "V-Mods," these are single additions or alterations to a vehicle that improve its performance or provide it with extra capabilities. V-Mods may be added on to nearly any vehicle, from sedans to seaplanes, scooters to speedboats. Heck, you might even be able to add them to wheelchairs and skateboards. But not every V-Mod will work with any old vehicle, though: for example, it would be hard to give a boat puncture-proof tires!

V-Mods can be added after the purchase of the vehicle itself, or at the time of purchase, though since it is easier to add a modification to a vehicle during manufacture, adding a V-Mod at the time of purchase will reduce the cost by 5%. The price of each V-Mod is a percentage based on the *original* cost of the vehicle (as it was when *new*, not when your character purchased it). Determine the cost of the V-Mod by calculating the percentage of the original vehicle price. Price includes installation. Removing a V-Mod is 50% the given price.

Example: Brandon Price owns a Ninja bike and wants to give it the Improved Handling and Reinforced Frame V-Mods. Since he already owns the motorcycle, he doesn't get the 5% discount. The original cost of his bike, as given in the Savage Worlds Revised rulebook, was $3,000, even though he bought his used from a guy downtown for only $2,000. Adding the Improved Handling V-Mod will cost Brandon $300, ten percent of the bike's original value. Adding the Reinforced Frame will be a little more expensive, costing him $900 dollars, thirty percent of the bike's original value.
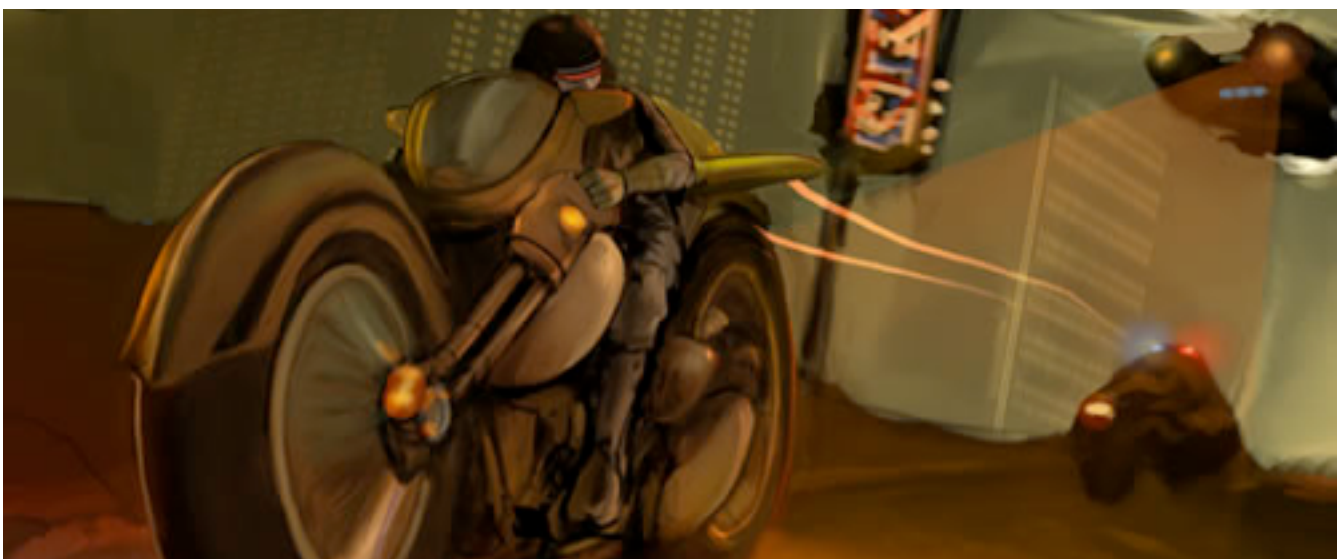
V-Mods at a Glance

Modification	Price (%)	Benefit
Air Brakes	20	Increase acceleration 4x
Air Cushion	30	Car hovers a foot above ground
Air-Tight	20	Protects passengers from outer environment, provides breathable air
Alarm	5	Notifies owner or others of attempted theft
Anti-Theft System	30	Interlopers take 1d6 damage per round of contact with vehicle
Armor Plating	30	Vehicle gains Armor +3, weight +10%
Auto-Pilot	60	Onboard computer can drive or pilot at d6 but cannot maneuver
Camouflage	20	+1 Stealth rolls
Cloaking	100	Vehicle becomes invisible; Notice and attack rolls are made at -4
Dual Nature	100	Vehicle can switch from one environment to another
Exterior Melee Weap.	10	Attack pedestrians, other vehicles with a Driving roll
Extra Door	10	Additional functioning door
Extra Fuel	10	Vehicle can travel 20% farther
Extra Storage	10	Storage capacity increased 25%
Floodlights	10	Bright light in one direction
Gun Port	10	Passengers may shoot out without losing vehicle's armor bonus
Gun Turret	10	Passengers may use mounted weapon
Heads-Up Display	20	Using on-board computer is a free action
Heavy Frame	20	Vehicle is +10% heavier, +5 Toughness (not armor), Driving rolls -1
Hidden Storage	10	Hidden compartment is at -4 Notice to find
High Octane	10	Vehicle's top speed increased +10%
Improved Handling	10	+1 Driving/Piloting checks
High Performance	10	Operator with d6+ in appropriate skill gains Quick edge
Internal Barrier	10	Driver protected from passengers by Toughness 5 plexiglass
Internal Gyroscope	20	Motorcycle only; +1 on maneuvers, can board with free action
Light Frame	10	Vehicle's weight is -10%, Toughness -2, Driving/Piloting rolls +1
Oil/Caltrop Dropper	10	Cover 20" area with oil or spikes, cause other drivers to make Drive checks
On-Board Computer	10	Computer purchased separately. Allows internet usage from vehicle.
One-Way Tinting	10	-2 Notice to see into vehicle, or to target passengers/driver
Puncture-Proof Tires	10	Tires increase from Toughness 3 to Toughness 6
Rammer	10	Damage to passengers from head-on collisions is halved
Reinforced Frame	30	Vehicle gains +5 Toughness
Roll Bar	10	Half damage to passengers during rolls
Roll Cage	20	Minimum damage to passengers during rolls
Satellite Tracker	10	Trace vehicle with Investigation roll
Smoke Screen	10	Cover area behind vehicle with smoke cloud to blind opponents
Stealth	20	-2 Notice checks to hear your vehicle
Sun Roof	10	Retractable window on roof of car
Tempered Glass	10	Glass surfaces provide +1 armor to passengers
Turbo-Charger	10	Burst of speed using NO2 adds 20% to speed for 3 rounds
UV Headlights	10	Beams cannot be seen without UV gear

V-Mod Descriptions

Many of the modifications below may be inappropriate, depending on the time period of the setting. Similarly, some of the prices may need to be adjusted to fit availability in your game. As written, the modifications presume a modern or near-future setting.

Vehicles are covered on pg. 46 in the Savage Worlds Revised rulebook.

Air Brakes
Your vehicle can stop faster by applying a high-powered burst of air.
Price: 20%
Benefit: You may decrease your vehicle speed by 4x its acceleration by making a Driving roll.

Air Cushion
Your tires have been replaced with a high-powered hover jet, letting it float one foot above the ground.
Prerequisite: Land-based vehicle.
Price: 30%
Benefit: Your vehicle is not prone to ground hazards, such as caltrops and oil slicks. It may run over any surface, including water, as long as there are no barriers over one foot tall.
Penalties: Air jets use a great deal of fuel, burn very hot, and make turning more difficult. Your vehicle's fuel efficiency is halved. In addition, anyone caught under the jets takes 2d6 damage every round and risks catching on fire. Driving checks while doing tight turns are at -1.
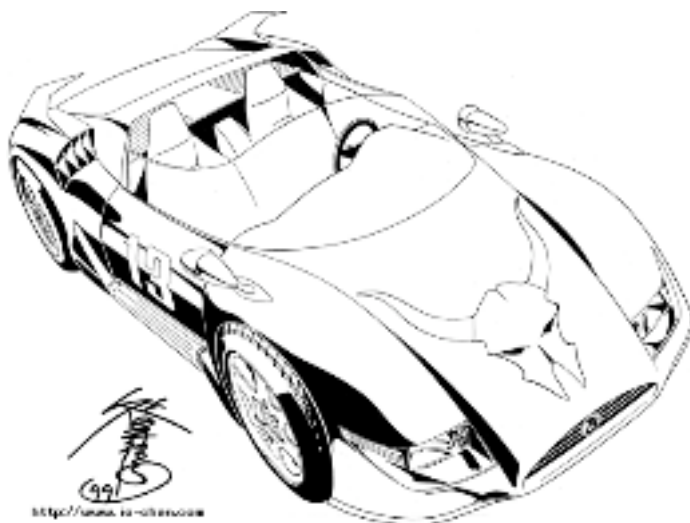
Air-Tight
Your vehicle is completely sealed against the outside environment.
Prerequisite: Enclosed vehicle.
Price: 20%
Benefit: Passengers in the vehicle are safe from inclement environmental hazards outside the vehicle, including toxins, air pressure, etc. The vehicle contains enough breathable air to sustain life for a few hours, depending on vehicle size. Car: 3 hours, Van: 5 hours, Bus: 8, Boat: 10 hours, Plane: 20 hours.

Anti-theft System
Anyone breaking into your vehicle is subject to automatic attack.
Price: 30%
Benefit: Anyone touching your vehicle without a key is subject to 1d6 electrical damage per round. A vehicle may gain this V-Mod multiple times. Each time its damage increases by 1d6 per round.

Alarm
An alarm is installed in your vehicle to prevent theft and damage.
Price: 5% (Free if bought with new vehicle)
Benefit: Choose an audible or silent alarm. If the vehicle is touched or tampered with, an audible alarm alerts everyone in the area (Notice checks suffer a -1 for every 1/4th mile from the alarm). A silent alarm is rigged to a pager or cell phone, linked to a cybernetic processor, or to automatically contact a security company, and makes no audible sound.

Armor Plating
Your vehicle is covered with a thick armor shell.
Price: 30%
Benefit: You may add +3 to the Toughness of the vehicle in the form of armor-piercing protection. The armor also increases the vehicles weight by 10%. Each time this V-Mod is taken, it gains another +3.

Auto-Pilot
Your vehicle may temporarily steer itself.
Prerequisites: On-Board Computer vehicle V-Mod. Available only for medium-size vehicles or larger.
Price: 60%
Benefit: The computer can take over simple driving or piloting tasks, allowing the driver to take other actions.

The computer is considered to have the Driving skill or Piloting skill at d6, but it cannot make any maneuvers. Adding a die level to the computer's intelligence increases the price by 10% per level.

Camouflage
Your vehicle is coated with a special paint to blend in with its environment.
Price: 20%
Benefit: Stealth checks made with this vehicle are +1.

Cloaking
Your vehicle is coated with special light-bending cells.
Price: 100%
Benefit: High-tech cells surrounding the exterior of the vehicle transfer light around it, making it all but invisible. Those who have a reason to be looking for the car make Notice rolls at -4. Anyone who spots the car and fires at it suffers -4 to their rolls. The effect is negated when a window is rolled down or a door is opened to reveal the interior. The cloaking device is destroyed when the vehicle takes 2 wounds, and must be fixed before it will work again.

Dual Nature
Your vehicle is not limited to one environment.
Price: 100%
Benefit: Choose a type of environment your vehicle is not built for (i.e., land, air, sea, etc.). Your vehicle is now modified to be able to switch between its original element and the new one. Activation of this transformation requires a full round. The speed of the vehicle will change to match approximate speeds for a vehicle of that type. A vehicle may gain this V-Mod multiple times. Each time it gains this V-Mod, select a new environment.

Exterior Melee Weapon
You have attached a melee weapon to the outside of your car.
Price: 10%
Benefit: You may attempt to attack pedestrians or other vehicles with the melee weapon by making a Driving roll in place of a Fighting roll. The damage of the melee weapon is determined by its type, but gains +1d6 for every 10 inches it travels per round.

Extra Door
An additional door has been installed on your vehicle's exterior.
Price: 10%
Benefit: Choose one side of the vehicle. You have a functioning door on that side for entry or exit, etc.

Extra Fuel
Your vehicle's fuel tank is larger than normal.
Price: 10%
Benefit: Your vehicle may travel 20% farther without refueling. Each additional time you take this V-Mod, the distance increases another 20%

Extra Storage
Your vehicle has been reconfigured to hold more storage.
Price: 10%
Benefit: Your vehicle's storage capacity is increased by 25%.

Floodlights
Your vehicle can point a brilliant beam of light.
Price: 10%
Benefit: Choose a fire arc. You can brightly illuminate an area in a cone-shape 100 feet in that direction. Each time you take this V-Mod, a new arc is selected.

Gun Port
Your vehicle has a narrow slot for firing weapons.
Prerequisite: Enclosed vehicle.
Price: 10%
Benefit: Choose a fire arc. Passengers may fire in this arc from within the vehicle using a gun in their hand while still retaining the benefits of the vehicle's armor. Each additional time you take this V-Mod, you may choose a different fire arc.

Gun Turret
Your vehicle has a rotating gun permanently attached.
Price: 10%. Gun must be purchased separately.
Benefit: Vehicle passengers may use the gun turret to fire. The gun only covers one fire arc which must be declared upon installation. Passengers are still considered inside the vehicle while using a gun turret. Every time you take this V-Mod you gain a new turret which covers a different fire arc.

Heads-up Display
Your on-board computer can display information on your windshield.
Prerequisite: On-Board Computer V-Mod.
Price: 20%
Benefit: Use of an on-board computer is a free action.

Heavy Frame
Your vehicle is heavier than normal.
Price: 20%
Benefit: The vehicle's toughness, but not armor, is increased by +5, and its overall weight is increased by 10%. All Driving or Piloting checks with this vehicle are made at -1.

Hidden Storage
Your vehicle has a secret storage compartment
Price: 10%
Benefit: Choose a spot on your vehicle. You now have a hidden compartment capable of storing objects. The amount of room depends on the vehicle.
Motorbike: 10 lbs., Car: 20 lbs., Truck: 40 lbs., Van: 80 lbs., Bus: 100 lbs., Boat: 120 lbs., Plane: 200 lbs. The compartment can be found with a Notice roll at -4. Each additional time a vehicle takes this V-Mod, it gains more storage space, dependent upon size.

However, it becomes harder to hide, reducing the Notice penalty by 1 point.

High Octane
Your vehicle has an increased top speed.
Price: 10%
Benefit: The vehicle's top speed is increased by 10%. Each additional time a vehicle takes this V-Mod, its top speed is increased by another 10%.

Improved Handling
Your vehicle handles better than normal.
Price: 10%
Benefit: You gain +1 to Driving checks or Piloting rolls while operating this vehicle. You may add this V-Mod multiple times, each time gaining an additional +1 to Driving or Piloting rolls.

High Performance
Response time of your vehicle is faster than normal.
Price: 10%
Benefit: Any operator with a d6 or higher in Driving or Piloting (depending on the vehicle type) gains the benefit of the Quick edge while driving the vehicle. An operator who already has the Quick edge gains no additional benefit.

Internal Barrier

Your vehicle is separated by an internal partition.
Prerequisites: Enclosed, multi-passenger vehicle.
Price: 10%
Benefit: The driver is separated from passengers with a strong plexiglass barrier with a Toughness of 5.

Internal Gyroscope

Your cycle is self-stabilizing.
Prerequisite: Two-wheel vehicle.
Price: 20%
Benefit: Maneuvers taken while on this vehicle are at +1, and the vehicle does not require a movement action to mount.

Light Frame

Your vehicle is lighter than normal.
Price: 10%
Benefit: Driving checks or Piloting checks with this vehicle are made at +1, and the vehicle's weight is reduced by 10%. However, the overall Toughness (not armor) of the vehicle is reduced by -2.

Oil / Caltrop Dropper

Your vehicle can spray a stream of slick oil.
Prerequisite: Land-based vehicle.
Price: 10%
Benefit: You may cover the roadtop with oil or caltrops. The covered area may be behind or to the sides, chosen at time of purchase. Anyone driving over either surface must make a Driving check or lose control of their vehicle, but every 5" of caltrops driven over does 1d6 damage to tires (or feet!), and every tire destroyed drops a vehicle's top speed by 20%. This mod contains enough oil or spikes to cover 20 square inches. Once used up, this mod may not be used again until the container has been refilled. Oil costs $1 per inch to be covered, while caltrops cost $5 per inch. Increasing the price by +10% doubles container size.

On-Board Computer

A computer mount and access link has been installed in your vehicle.
Price: 10%. The computer must be purchased separately.
Benefit: The computer may be used by anyone in the vehicle with a movement action. A satellite link allows Netrunning or casual internet usage.

One-Way Tinted Windows

Your windows are darkened to outsiders.
Prerequisite: Only available for enclosed vehicles.
Price: 10%
Benefit: Anyone trying to look into the car is at -2 Notice. Targeting individual passengers or the driver is similarly at -2. There is no penalty for looking outside.

Puncture-Proof Tires

Your tires are more resistant to damage.
Prerequisite: Land-based vehicle, or air-based vehicle with wheeled landing gear.
Price: 10%
Benefit: The Toughness of your tires is increased by 3 (normal tires are Toughness 3).

Rammer

You have a sturdy metal bar on the front of your vehicle to improve ramming.
Prerequisite: This V-Mod is not available for air-based vehicles.
Price: 10%
Benefit: Damage to your vehicle from head-on collisions is reduced by half.

Reinforced Frame

Your vehicle has been specially made to be stronger than usual, but not in a way that compromises its weight or maneuverability.
Price: 30
Benefit: Your vehicle gains +5 Toughness (but not armor).

Roll Bar

You have installed a protective bar over the top of the vehicle.
Prerequisite: This V-Mod is only available for 4-wheel vehicles.
Price: 10%
Benefit: During crashes involving rolls, passengers take half damage. Note that if they are also wearing seat belts, this damage reduction increases.

Roll Cage

You have installed a protective cage over the top of the vehicle.
Prerequisite: This V-Mod is only available for 4-wheel vehicles.

Price: 20%
Benefit: During crashes involving rolls, passengers take minimum damage. If they are also wearing seat belts, this will further reduce their damage by 50%.

Satellite Tracker
You can track your vehicle by using Global Positioning Satellite systems.
Prerequisite: Car Alarm V-Mod.
Price: 10%
Benefit: The wherabouts of your vehicle can be traced to within a few square feet anywhere on the planet by a simple Net search. This requires an Investigation roll.

Smoke Screen
Your vehicle can spew out a cloud of smoke.
Price: 10%
Benefit: As an action, you can cause a cloud of smoke to emit from behind your vehicle. It will fill an area 2" wide and as long as your movement that round (if you are at an standstill, the area will be 2" by 2", subject to wind forces). Anyone inside the smoke is treated as though in darkness (-6 penalty). Note this only applies to those directly behind you. Your vehicle is still clearly visible from the front and sides. After three uses, the chemical for the smoke must be replaced, which usually costs about $20.

Stealth
Your vehicle is quieter than normal.
Price: 20%
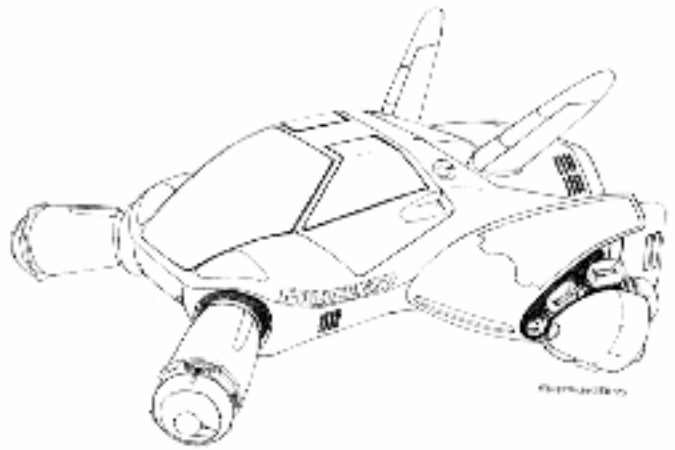**Benefit:** Notice checks to hear your vehicle are at -2.

Sun Roof
Your vehicle has a retractible window in the ceiling.
Prerequisite: Enclosed vehicle.
Price: 10%
Benefit: The sun roof acts as a window, providing an addition entry or exit from the vehicle, etc.

Tempered Glass
The vehicle's glass is sturdier than normal.
Price: 10%
Benefit: Every glass surface on the vehicle gains +1 armor. This does nothing to increase your vehicle's overall armor rating.

Turbo-Charger
Your vehicle can boost acceleration for a short time.
Price: 10%
Benefit: You may increase your vehicle's speed by an additional 50% for 3 rounds.
Special: Use of this V-Mod requires a nitrous oxide cannister. Each cannister costs $50 and allows three uses of the V-Mod, and when one is depleted the V-Mod cannot be used again until a new one is installed. A vehicle may gain this V-Mod multiple times, providing space for one more cannister each time.

Ultraviolet Headlights
Your headlights can shine in the ultraviolet spectrum.
Price: 10%
Benefit: You may switch your headlights from visible light to ultraviolet light. Seeing in this spectrum requires UV goggles or an equivalent device. Switching is a movement action.