



ARCHETYPE:

CLASS:

NAME:

BACKGROUND:

LEVEL:

ACTION SKILL:

+MST

ACCURACY (ACC)

DAMAGE (DMG)

SPEED (SPD)

MASTERY (MST)

MOD

MOD

MOD

MOD

CHARACTER INFO

CHARACTER INFO:

BACKGROUND:

TRAITS:

APPEARANCE

ITEMS

NOTES



BM NOTES

CAMPAIGN:

SESSION NO.

DATE:

VAULT HUNTER:

NOTES:

SPD MOD

LEVEL

VAULT HUNTER:

NOTES:

SPD MOD

LEVEL

VAULT HUNTER:

NOTES:

SPD MOD

LEVEL

VAULT HUNTER:

NOTES:

SPD MOD

LEVEL

VAULT HUNTER:

NOTES:

SPD MOD

LEVEL

MAYHEM

GAIN 1 MAYHEM POINT:

- If any player fails a Check inside or outside of an encounter.
- If an Enemy rolls a Crit (20).
- If, during an encounter, any player:
 - Hands off an item to a target
 - Attempts a Check
 - Takes any Extra Movement or Extra Attack
 - Fails a Badass Move
 - Reloads or swaps out a gun

SPENDING MAYHEM:

- **1 pt:** One Enemy takes a Mayhem Action (👤) instead of their normal Action.
- **2 pts:** One Enemy that would die this turn takes a Mayhem Action (👤) before death.
- **2 pts:** Spawn another wave of Enemies equaling half of the encounter's total Badass Rank. (max once per encounter)
- **3 pts:** All Enemies take a Mayhem Action (👤) instead of their normal Action.
- **3 pts:** The Boss takes an Extra Action.
- **X pts:** Complete a Boss Goal. (see page 73 for Boss Goals)

GAINED

SPENT

[SPENDING MAYHEM] 1 pt: Roll on the Randostuffs table!

%	EFFECTS	%	EFFECTS	%	EFFECTS
01-05	Whoops: You trip and land on another player, you clumso	41-45	Ignite: Somebody's on fire. Why? Idk you figure it out	91-95	Malfunction: A player's shield depletes so they feel naked
06-10	Robber: Somebody steals somethin off you		Sneaky: An Enemy becomes cloaked and basically invisible. Obv do this to one of your scarier Enemies so your players are like oh nuuuu	96	Mutate: An Enemy becomes a badass, maybe cause they get rull angry
11-15	Warcry: An Enemy makes a really good speech and even you're like, "damn, maybe they're the good guys here"	46-50		97	Domino: A bunch of real unlucky, real unlikely stuff happens that sorta chain reacts and makes everything really bad for everyone
16-20	Returned: Some of the Damage you just put on a baddie gets bounced back at you	51-55	Clear shot: Somethin gets in front of a player's gun and blocks their shot like a pro b-ball player		Rain: A Loot Chest falls from somewhere onto something or somebody. Up to you if you wanna explain why. If not, just be like "it rains chests sometimes, deal"
21-25	Adhesion: Somehow you get stuck to something ew nice ew	56-60	Upgrade: A baddo gets a better gun	98	
26-30	Rogue: An Enemy does something totally unexpected and random, like propose marriage or kill their boss or drink acid or somethin	61-65	Change Places: Take the battle order, put it down, flip it, and reverse it	99	Problems: more baddos show up
31-35	Attention: somethin happens that distracts you — a baby starts crying, a dog licks your leg, somebody taps you on the shoulder	66-80	BOOM! something f*ck'n explodes like KA-BLAM!	100	Divine: something miraculous (or insane) happens, either to the baddies or to your players. It should totally change whatever's goin on, and ideally be hilarious
36-40	Possessed: A ghostie takes over one of the baddos	81-85	Jam: Your gun fills with jelly what		
		86-90	Bring the House Down: A nearby building crumbles, regardless of if something important is in it or not. Probob better if there IS something important in there tbh		





BM NOTES

CAMPAIGN:

SESSION NO.

DATE:

RED TEXT

GUN NAME:

RED TEXT:

EFFECTS:

GUN NAME:

RED TEXT:

EFFECTS:

GUN NAME:

RED TEXT:

EFFECTS:

GUN NAME:

RED TEXT:

EFFECTS:

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GUN NAME:

RED TEXT:

EFFECTS:

GUN NAME:

RED TEXT:

EFFECTS:

INITIATIVE ORDER

- Players roll for Initiative and compare it to the Badass Rank of the Enemies to create the Initiative order.
- Players will roll 1d20 and add their SPD Mod and Badass Rank (BR) to their roll.
- All Enemies Act at the same time. The Enemy with the highest Badass Rank determines the Initiative for all Enemies.
- Players with equal or higher Badass Rank than the Enemies will Act during the Before Enemies step. Players with a lower Badass Rank than the Enemies will Act during the After Enemies step.

ENEMIES

HP:

ARMOR/SHIELD:

NOTES:

HP:

ARMOR/SHIELD:

NOTES:

HP:

ARMOR/SHIELD:

NOTES:

HP:

ARMOR/SHIELD:

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HP:

ARMOR/SHIELD:

NOTES:

NOTES



ASSASSIN

SKILL TREE // MERCENARY

ACTION SKILL:

DeceptiOn: The Assassin becomes Cloaked for 2 turns, sending out an illusionary decoy that mimics their Attacks and movements for the duration of *DeceptiOn* (mimicked Attacks do not deal Damage or have any effect). Performing any Attack while *DeceptiOn* is active will break the cloak and illusion, but will upgrade all Hits to Crits for that Attack. **(MST Mod per Day + 1/Encounter)**

MASTERY (MST)

MOD



TIER 1



HEADSHOT

+2 Crit Damage/SL.



FAST HANDS

+1 SPD.
+1/SL on Interact Checks.



COUNTER STRIKE

The first time Damage is taken during an encounter, deal +1 Hit/SL on your next 1+MST Mod Attacks.



IRON HAND

+1 Melee Damage and
+10 max Health/SL.

TIER 2



KILLER

After killing an Enemy, gain +1 DMG Mod/SL for 1+MST Mod turns.



PRECISION

+1 ACC/SL.
+1 on Traverse Checks.



AMBUSH

1+MST Mod when Attacking from behind. +1 DMG Mod/SL against an Enemy that Attacked an ally this or the previous turn. +1/SL on Sneak Checks.



FEARLESS

+1 MST. +2 DMG Mod/SL while Shields are depleted.

TIER 3



ONE SHOT ONE KILL

The first Ranged Attack during an encounter deals a bonus 5+MST Mod Damage.



BORE

1+MST Mod times per day, when a target is Crit, fire through them dealing 2/SL Damage to the nearest Enemy.



DEATHMARK

When dealing Melee Damage, Enemies are marked. Attacks against marked targets from all sources deal +2 DMG Mod/SL.



UNFORSEEN

Decoy explodes when *DeceptiOn* times out, dealing 1d6/SL+MST Mod Shock Damage to adjacent Enemies. +1/SL on Sneak Checks.

TIER 4



KILL CONFIRMED

+1 Crit Damage/SL for each extra Attack Action taken in an encounter. Bonus resets after each encounter.



INNERVATE

While *DeceptiOn* is active, gain +2 SPD Mod, +1 DMG Mod/SL and 5 Health Regen/SL.



RESURGENCE

After killing an Enemy with a Melee Attack, gain 1d4/SL+MST Mod Health.



FOLLOWTHROUGH

After killing an Enemy, gain an Extra Movement and +1 Melee Damage/SL for 1+MST Mod turns.

TIER 5



TWO FANG

Take a Reload Action to add +1 Crit/SL to a next Attack.



AT ONE WITH THE GUN

1+MST Mod ACC. +1 SPD/SL.



BACKSTAB

Melee Attacks deal +2d6/SL Damage when Attacking from behind.



LIKE THE WIND

+3 on Traverse Checks.
+2 SPD.

TIER 6



DEATH BLOSSOM

In *DeceptiOn*, Decoy throws a fistful of Kunai, dealing 3d6+MST Mod random Elemental Damage to all adjacent Enemies.



BERSERKER

SKILL TREE // BRUTE

MASTERY (MST)

MOD



ACTION SKILL:

Berserk: Puts away guns and breaks out fists for 2 turns. Each turn gains an Extra Movement and ability to Melee Attack twice, dealing +1 Melee Die Damage with each Attack. Regens 10 Health each turn. **(MST Mod per Day + 1/Encounter)**

TIER 1



IRON FIST

+1 Melee Damage/SL.



HARDENED

10+MST Mod Health/SL.



SAFEGUARD

Increase Shield capacity by 10/SL.



ENDOWED

+1 Splash Damage/SL for all Explosive Damage.

TIER 2



BASH

When performing a Melee Attack, roll 1d20+DMG Mod. On a 15+, the target becomes Slowed.



HEAVY HANDED

After killing an Enemy, gain +1 DMG Mod/SL for 1+MST Mod turns.



JUGGERNAUT

First time you kill an Enemy during an encounter, gain +1d4/SL Damage Reduction for 1+MST Mod turns.



WIDE LOAD

+1 Hit to all Rocket Launchers.
+1/SL Splash Damage.

TIER 3



ENDLESS RAGE

Berserk lasts for an extra 1+MST Mod turns.



PRIZE FIGHTER

The first time you make a Melee Attack during an encounter, roll 1d6/SL. Target drops gold equal to 10x the sum.



SHORT FUSE

Increase the ability to Berserk by 1/SL per day.
+1/SL on Traverse Checks.



CAST IRON

1d4/SL Damage Reduction to Explosive and Splash Damage.



STING LIKE A BEE

During Berserk, the first time performing a Melee Attack on an Enemy each turn, gain an Extra Movement. +2/SL on Traverse Checks.

TIER 4



LIQUIDATE

The first time you deal Explosive Damage during an encounter, activate Berserk for free.



BLOOD SPORT

After killing an Enemy while Berserk is active, gain 5+MST Mod Health/SL.



PAY BACK

The first time Shields are depleted during an encounter, gain +1 DMG Mod/SL for 1+MST Mod turns.



DIEHARD

The first time Health reaches 0 in a day, gain 10+MST Mod Health/SL.

TIER 5



RAPID RELOAD

+1 ACC/SL and +1 SPD/SL.



REVENGE

After killing an Enemy, gain +1 DMG Mod/SL with all guns for 1+MST Mod turns.



MASTER BLASTER

After killing an Enemy, gain +1 SPD Mod and add +1 Range/SL to any Rocket Launchers the party has equipped for the rest of the encounter.

TIER 6



UNBREAKABLE

The first time Shields are depleted during an encounter, gain 20+MST Mod Shields and +10 Shield Recharge for 2+MST Mod turns.



COMMANDO

SKILL TREE // SABRE

ACTION SKILL:

Sabre Turret: Releases a Turret in an adjacent square, that remains in place and fires at Enemies for 2 turns. It targets the closest Enemy each turn and Taunts it. Destroyed if Armor depletes. **(MST Mod per Day + 1/Encounter)**

TURRET:

Armor: 40
DMG: 1d8 per Hit

ACC: +2
2-7: 2 Hits
8-15: 3 Hits
16+: 4+ Hits

MASTERY (MST)

MOD



TIER 1

SENTRY

Sabre Turret gains +1 Hit/SL and increases duration by 1+MST Mod turns.

READY

+1 SPD and +1/SL on Search Checks.

EXPERTISE

+1 ACC Mod to all non-Favored Guns.
+1/SL on Insight Checks.

IMPACT

+1 MST. +1/SL Melee Damage.

TIER 2

LASER SIGHT

Sabre Turret gains +1 ACC/SL.

OVERLOAD

+1 Hit to all Accuracy Ranges for 1 gun type/SL.

METAL STORM

After killing an Enemy, gain Extra Attack and +1 ACC Mod for 1+MST Mod turns.

GRENADIER

+1 max grenades/SL.
+2 on Throw rolls.

LAST DITCH EFFORT

While Shields are depleted, gain Extra Movement and +2 DMG Mod/SL.

TIER 3

SCORCHED EARTH

Sabre Turret fires Rockets, dealing 1d12 Damage per Hit with Splash.

ONSLAUGHT

After killing an Enemy, gain +1 DMG Mod/SL and Extra Movement for 1+ MST Mod turns.

STEADY

+1 ACC. +2 on Interact Checks.
+1 Grenade Damage/SL and +1 Rocket Launcher Damage/SL.

BATTLEFRONT

While Sabre Turret is deployed, gain +1 DMG Mod/SL and 1+MST Mod Grenade Damage/SL.

TIER 4

DUTY CALLS

+2 DMG Mod and +1 ACC Mod/SL to all non-Favored Guns.

DO OR DIE

Throw 2 grenades per Throw action, +2 Grenade Damage/SL.

RESOURCEFUL

Increase the once per encounter limit of Sabre Turret by 1.

MAG-LOCK

Sabre Turret can be deployed onto walls and ceilings.

LAST DITCH EFFORT

After killing an Enemy, Recharge 1d6+MST Mod/SL Shields.

TIER 5

LONGBOW TURRET

Sabre Turret can be Thrown to deploy. Deals 2d6/SL Explosive Damage to adjacent Enemies.

RANGER

+1 ACC, DMG, SPD, and MST.
+1/SL to all Checks.

GRIT

The first time Health reaches 0 in a day, roll 1d20/SL. If any die are 15+, gain 10+MST Mod Health instead.

PHALANX SHIELD

Sabre Turret gains a forward Shield that blocks 50 damage. Sabre Turret can move 3+MST Mod squares per turn.

TIER 6

NUKE

Deploying Sabre Turret sets off a Radiation Blast, dealing 5d6+MST Mod Radiation Damage to all Enemies within 3 squares.



GUNZERKER

SKILL TREE // GUN LUST

MASTERY (MST)

MOD



ACTION SKILL:

Gunzerking: Gunzerker gains the ability to wield 2 equipped guns at once for 2 turns. Each Ranged Attack fires both guns at a single target. While *Gunzerking*, Gunzerker gains Health Regen. (MST Mod per Day + 1/Encounter)

TIER 1



QUICK DRAW

+2 Initiative Mod/SL.
+1/SL on Interact Checks.



FILLED TO THE BRIM

Increase max grenades by 1/SL.
Increase max potions by 1+MST Mod.



INCITE

The first time you take Damage during an encounter, gain Extra Movement.
+1/SL on Traverse Checks.



HARD TO KILL

10+MST Mod Health.
+5 Health Regen/SL.

TIER 2



LAST LONGER

Gunzerking duration is increased by 1 turn.
+2 on Talk Checks.



ALL I NEED IS ONE

After *Gunzerking*, gain +1 DMG Mod/SL for 1+MST Mod turns.



ALL IN THE REFLEXES

The first turn of each encounter, gain Extra Movement. +1 Melee Damage/SL.



ASBESTOS

Each SL choose 1: 1d4 Incendiary / Corrosive / Shock / Radiation Damage Reduction.



I'M THE JUGGERNAUT

After killing an Enemy, gain 1d4+MST Mod Damage Reduction for 1 turn/SL.

TIER 3



AUTO-LOADER

After killing an Enemy, you may move 1 square.



I'M ALREADY READY

Increase the per day use of *Gunzerking* by 1.
+1/SL on Insight Checks.



STEADY AS SHE GOES

+1 ACC. While *Gunzerking* is active, gain 1+MST Mod ACC Mod/SL.



DIVERGENT LIKENESS

While *Gunzerking* is active, if both guns are the same type, gain +1 DMG Mod/SL. If both guns are different types, gain +1 ACC Mod/SL.

TIER 4



DOUBLE YOUR FUN

While *Gunzerking* is active, Throw 2 grenades but only expend 1. Gain 1+MST Mod Grenade Damage.



FISTFUL OF HURT

When performing a Melee Attack, add +1d8 DMG Mod/SL and Knockback 1.



BUS THAT CAN'T SLOW DOWN

While *Gunzerking* is active, gain Extra Movement each turn.
+1/SL on Traverse Checks.



JUST GOT REAL

+1 DMG Mod/SL. If Health is below half, gain 1+MST Mod DMG Mod/SL instead.

TIER 5



KEEP IT PIPING HOT

After *Gunzerking*, gain +1 DMG Mod and +1 SPD Mod for 1+MST Mod turns. +1 Grenade Damage/SL.



KEEP FIRING...

While *Gunzerking* is active, gain +1 SPD Mod/SL and Extra Attack.



SEXUAL TYRANNOSAURUS

While your Shields are depleted, gain 5 Health Regen/SL for 1+MST Mod turns.



GET SOME

The first time you take Health Damage during an encounter, you may activate *Gunzerking* for free.

TIER 6



NO KILL LIKE OVERKILL

After killing an Enemy, on your next Attack, gain X+MST Mod Damage where X is Damage dealt in excess of the Enemy's Health.



HUNTER

SKILL TREE // SHARP SHOOTER

ACTION SKILL:

Wings of Blood: The Hunter's familiar flies from their perch to dive Attack and Taunt a chosen Enemy, dealing 2d8 Damage and Taunting all adjacent Enemies. All Taunted Enemies will next Attack the Hunter. **(MST Mod per Day + 1/Encounter)**

FAMILIAR (WING):

Health: 15

ACC: +1

1 Attack/Turn:

2-7: -1 DMG

Movement:

8-15: Normal

Flight - 4 Squares

16+: +1 DMG

DMG: 1d4+1

MASTERY (MST)

MOD



TIER 1



CALIBER

+1 DMG Mod on Favored Guns.
+1/SL on Search Checks.



SWIPE

Enemies killed by *Wings of Blood* drop gold equal to their BR.
+1/SL on Traverse Checks.



DEADLY

1+MST Mod Crit Damage.
+1/SL on Sneak Checks.



GUN CRAZY

Increase DMG Mod for all Pistols by 1/SL.

TIER 2



SMIRK

Once per encounter, after killing an Enemy with a Crit, gain Extra Movement.
+1/SL on Talk Checks.



FAST HANDS

On the first turn of an encounter, gain Extra Attack. +1/SL on Interact Checks.



LETHAL STRIKE

Gain +1 Melee Damage/SL. First Melee Attack during an encounter, roll 1d20; on a 10+, double the Melee Damage.



SWIFT STRIKE

Wings of Blood gains 1d10/SL+MST Mod Damage.



FOCUS

+1 ACC Mod for all guns.
+1 ACC Mod/SL for Favored Guns.

TIER 3



CARRION CALL

First Crit during an encounter, activate *Wings of Blood* for free.



KILLER

After killing an Enemy, gain +1 SPD Mod/SL and +1 DMG Mod/SL for 1+MST Mod turns.



OUT FOR BLOOD

First Familiar Attack during an encounter: gain 1d6/SL Health.



RIOTOUS REMEDY

After killing an Enemy, gain +5 Health Regen/SL for 1+MST Mod turns.

TIER 4



FLIGHT OF THE ELEMENTS

Roll a random Element. *Wings of Blood* deals +2d6 Damage of that Element type during Attacks.



RANSACK

The first 1/SL times an Enemy is killed during an encounter, they drop gold equal to their BR.
+1/SL on Search Checks.



HAIR TRIGGER

+1 ACC, SPD, and DMG.
+1/SL Melee Damage.
All Pistols gain Extra Attack.



PREDATOR

Increase the per day use of *Wings of Blood* by 1/SL. 1+MST Mod on Sneak Checks.

TIER 5



RELENTLESS

After killing an Enemy, gain Extra Attack for 1+MST Mod turns. Roll 1d20; on a 15+, gain +1 Crit/SL for the next Attack.



AERIAL IMPACT

While *Wings of Blood* is active, roll 1d20/SL each time your Familiar Hits an Enemy. If any are 15+, the Enemy is Slowed.



BIRD OF PREY

Wings of Blood can Hit an additional target/SL.

TIER 6



TRESPASS

Before any Attack at Range 4+, roll 1d20+MST Mod. On a 10+, the Attack ignores Shields and deals +MST Mod Damage.



MECHROMANCER

SKILL TREE // SHOCK AND CLAWS

ACTION SKILL:

Deathtrap: Summons a metal golem that moves and Attacks Enemies for 2 turns. The robot Attacks twice each turn. (MST Mod per Day + 1/Encounter)

ROBOT:

Armor: 30

Movement: 5 Squares

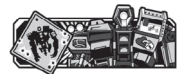
Attacks (2/Turn):

Melee: Claws - 2d8

Ranged: Shock Pulse - 3 square Range,
2d6 Shock Damage

MASTERY (MST)

MOD



TIER 1



CLOSE ENOUGH

First 1/SL Ranged Attacks during an encounter are upgraded to the next highest Accuracy Range.



MORE PEP

Increase the Elemental Damage of your Favored Guns by 1+MST Mod/SL. +2 on Interact Checks.



MYELIN

1d4+MST Mod Shock Damage Reduction and +10/SL Shield capacity.



ANARCHY

After killing an Enemy or Throwing an item, gain +1 DMG Mod/SL for 1 turn.

TIER 2



STRENGTH OF FIVE GORILLAS

Mechromancer and Robot each gain +3 Melee Damage.



BUCK UP

When activating *Deathtrap*, an ally adjacent to Robot Recharges 10+MST Mod/SL Shields.



SHOCK STORM

After killing an Enemy with a Crit, a Shock rift is created that deals 2d6/SL Shock Damage to all adjacent targets. The Robot also creates a rift when they kill an Enemy.



THE STARE

Robot gains Fire Bolt as a Ranged Attack. Fire Bolt casts a bolt of Incendiary that travels up to 3+MST Mod squares and deals 2d6/SL Incendiary Damage to everything in the line of fire.

TIER 3



UPSHOT ROBOT

While *Deathtrap* is active, the first 1+MST Mod times Robot kills an Enemy, it increases the duration of *Deathtrap* by 1 turn.



POTENT AS A PONY

Mechromancer and Robot each gain MST+10 Shield Capacity/SL.



SHOCK AND "AAGGGHHH!"

Throwing a grenade creates a Shock rift that deals 2d6/SL Shock Damage to adjacent targets.



UNSTOPPABLE FORCE

After killing an Enemy, gain Extra Movement and 1d4/SL Shield Recharge. +2 on Traverse Checks.



EVIL ENCHANTER

Increase the Damage of all Elemental types by 2d6. Increase Elemental chance by 10%+MST Mod.

TIER 4



EXPLOSIVE CLIP

When *Deathtrap* ends, it detonates the Robot, dealing 3d8+MST Mod Damage to all adjacent targets.



MADE OF STERNER STUFF

Mechromancer and Robot each gain 1d4/SL Damage Reduction to all Damage.



ONE TWO BOOM

Once per *Deathtrap* activation, Robot can fire an orb up to MST+3 squares away. If the orb is shot, it will explode dealing 2d6/SL Corrosive Damage to all adjacent targets.



WIRES DON'T TALK

When an Enemy enters an adjacent square to Mechromancer or Robot, they take 1d6/SL Shock Damage.



ANNOYED ANDROID

Robot gains SPD Mod to their Movement.

TIER 5



20% COOLER

First time successfully performing a Badass Move during an encounter, activate *Deathtrap* for free. +2 on Talk Checks.



INTERSPERSED OUTBURST

On the first turn of an encounter, gain Extra Movement and +2 DMG Mod/SL.



THE NTH DEGREE

First Hit from an Attack during an encounter ricochets up to 1+MST Mod times and deals +1d4/SL Damage to each adjacent Enemy.



SHARING IS CARING

While *Deathtrap* is active, Robot gains a copy of equipped Shield. +1 MST Mod/SL.

TIER 6



MAKE IT SPARKLE

While *Deathtrap* is active, shooting the Robot with an Elemental Gun will charge the Robot with that Element type. Damage dealt adds 3d6+MST Mod Elemental Damage for the duration of *Deathtrap*.



PSYCHO

SKILL TREE // FIRE AND BLOOD

ACTION SKILL:

Buzz Axe Rampage: Psycho puts away their gun, gains Extra Movement, and takes out the Buzz Axe for 2 turns. Each turn, Psycho can make a Melee Attack against an adjacent target, and a Ranged Attack as they throw their Axe up to 4 squares away. Each Attack does 3d8 Damage. If Psycho kills an Enemy, they gain 2d4 Health. **(MST Mod per Day + 1/Encounter)**

MASTERY (MST)

MOD



TIER 1



BURN, BABY, BURN

When performing a Melee Attack, roll **1d20+MST Mod**. On a **12+**, become inflamed for **2** turns, dealing and taking **+1d6/SL** Incendiary Damage while Attacking.



EMPTY THE RAGE

+2 Melee Damage/SL. While Shields are depleted, gain an extra **1+MST** Mod Melee Damage.



PULL THE PIN

When Shields hit **0**, a grenade drops, dealing **+1d6/SL** Damage. If the grenade kills an Enemy, gain **10+MST** Mod Shields and regain 1 grenade.



FEED THE MEAT

10+MST Mod Health/SL. **+2** on Traverse Checks.

TIER 2



BLOODY REVIVAL

+3 DMG Mod to Favored Guns while under half Health.



BLOOD OVERDRIVE

After killing an Enemy with a Ranged Attack, gain **+2** Melee Damage/SL for **1+MST** Mod turns.



TASTE OF BLOOD

Increase the duration of *Buzz Axe Rampage* by **1** turn. While *Buzz Axe Rampage* is active, after any kills, gain **1d4/SL** Damage Reduction for 1 turn.



PAIN IS POWER

+2 DMG Mod/SL to all guns, and reduce all Crits to Hits for all non-Favored Guns.

TIER 3



BUZZ AXE BOMBARDIER

Attach explosives to Buzz Axe, dealing **3d6+MST** Mod Explosive Damage for all Ranged Buzz Axe Attacks.



THRILL OF THE KILL

After killing an Enemy, **1d4+MST** Mod/SL of the Damage in excess of the Enemy's health is transferred to Health.



LIGHT THE FUSE

When Health reaches **0**, pull out a set of Explosives and deal **3d6/SL** Explosive Damage to all adjacent targets. If an Enemy is slain, gain **15+MST** Mod Health; otherwise, die.



STRIP THE FLESH

+1d6/SL to all Explosive Damage. **+2** to Interact Checks.



FIRE FIEND

1d4+MST Mod Incendiary Damage Reduction. Gain **+2/SL** on *Burn, Baby, Burn* rolls.

TIER 4



BLOOD TRANCE

Increases the Duration of *Buzz Axe Rampage* by **1** turn. When taking Health Damage for the first time during an encounter, activate *Buzz Axe Rampage* for free.



REDEEM THE SOUL

Take **2d12** Damage to grant an ally within **3** squares **2d10+DMG** Mod Health, **1+MST** Mod times per day. **+2/SL** on Traverse Checks.



SALT THE WOUND

When taking Health Damage, optionally take an additional **1d8** Damage to gain that amount **+1/SL** as bonus Damage on next Attack.



FLAME FLARE

Deal **+1d6/SL** Incendiary Damage to Enemies while inflamed. Remain inflamed for an extra **1+MST** Mod turns.



BLOOD BATH

Once per turn, after killing an Enemy with Explosive Damage, gain Extra Attack and regain **1+MST** Mod grenades.

TIER 5



NERVOUS BLOOD

After killing an Enemy with a Ranged Attack, gain Extra Attack for **1** turn. **1+MST** Mod/SL on Search Checks.



SILENCE THE VOICES

Gain **+3/SL** Melee Damage. When performing a Melee Attack, roll **1d20**. On a **15+**, take Melee Damage.



ELEMENTAL EMPATHY

When taking Elemental Damage, gain **1d4+MST** Mod/SL Health Regen.

TIER 6



RELEASE THE BEAST

If Shields are depleted when activating *Buzz Axe Rampage*, gain **+50** Health, **+3** Attacks per turn, and **5+MST** Mod Damage for the duration of *Buzz Axe Rampage*.



SIREN

SKILL TREE // LIGHTWALK

MASTERY (MST)

MOD



ACTION SKILL:

Phasewalk: Become Cloaked and gain Extra Movement for 2 turns. When activated/deactivated, create a Phase Blast that deals 3d6 Incendiary Damage to adjacent Enemies. **(MST Mod per Day + 1/Encounter)**

TIER 1

STRIKING



When performing Melee Attacks, roll **1d20+MST Mod**. On a **15+**, the target is Slowed for **1** turn/SL.

DIVA



+5 max Shields/SL.
+1/SL on Traverse Checks.

QUICKSILVER



+1 SPD and **+1/SL** on Interact Checks.

SLAYER



1+MST Mod Crit Damage/SL.

TIER 2

SPARK



All guns with Element effects gain **+1d6** Damage.

INNER GLOW



While *Phasewalk* is active, gain **+5/SL** Health Regen.

SILENT RESOLVE



When *Phasewalk* ends, gain **1d4/SL** Damage Reduction for **1+MST Mod** turns.

HIT & RUN



Gain **+1/SL** Melee Damage. *Phasewalk* duration is extended by **1** turn.

ENFORCER



After killing an Enemy, gain **+1 ACC** Mod and **+1 DMG** Mod/SL for **1+MST Mod** turns.

TIER 3

INTUITION



After killing an Enemy, gain Extra Movement for **1** turn. All Vault Hunters gain **10XP** per Enemy killed next turn.

DRAMATIC ENTRANCE



When *Phasewalk* ends, Phase Blast deals **+1d6/SL** Explosive Damage. Roll **1d20+MST Mod**; on a **15+**: all adjacent Enemies are Slowed.

HARD TO GET



When activating *Phasewalk*, gain Extra Movement for **1+MST Mod** turns. **+1/SL** on Sneak Checks.

RADIANCE



Deal **1d6+MST Mod** Shock Damage to adjacent Enemies while *Phasewalk* is active. **+1/SL** on Talk Checks.

TIER 4

HIGH VELOCITY



+1 DMG Mod and **+1 ACC** Mod/SL to all gun types.

VENOM



When performing Melee Attacks, roll **1d20+MST Mod**; on a **15+**: add **+1d6/SL** Corrosive Damage.

PHOENIX



After killing an Enemy, deal **1d6/SL** Incendiary Damage to adjacent Enemies and gain **1+MST Mod** grenades.

BLACKOUT



The first time killing an Enemy during an encounter, activate *Phasewalk* for free.

TIER 5

GIRL POWER



After killing an Enemy, double the Recharge rate of Shields for **1+MST Mod** turns.

PHASE STRIKE



While *Phasewalk* is active, add **+1** Melee Die/SL when performing a Melee Attack.

RESILIENCE



1d4/SL Elemental Damage resistance. **+2/SL** on Search Checks.

HANDLED



After killing an Enemy with Favored Gun type, gain Extra Attack for **1+MST Mod** turns.

TIER 6



MIND GAMES

+2 ACC. Any time a Crit lands, roll **1d20+MST Mod**. On a **12+**, the Enemy and all adjacent targets are Slowed for **1** turn.



SIREN

SKILL TREE // PHASELOCK

MASTERY (MST)

MOD

ACTION SKILL:

Phaselock: Siren locks an Enemy in sphere of energy, preventing the Enemy from taking Actions for 2 turns. If an Enemy cannot be Phaselocked, they instead take 3d6 Cryo Damage per turn. **(MST Mod per Day + 1/Encounter)**



TIER 1

WARD



+5 max Shields/SL.
10+MST Mod Shield
Recharge if SL is at 3.

ACCELERATE



+1 SPD.
+1/SL on Traverse Checks.

SWEET RELEASE



After killing a *Phaselocked* Enemy, gain 1 healing Orb/SL. Each Orb moves 3 squares/turn to a chosen ally and grants 1d4/SL Health.

FLICKER



10%+MST Mod Element chance on Elemental Guns.
+1/SL on Sneak Checks.

TIER 2

SUSPENSION



Phaselock duration is increased by 1 turn. Gain 1d6+MST Mod Elemental Damage to *Phaselock* immune Enemies.

RESTORATION



Gain 1d6+MST Mod Health and the ability to target allies with Ranged Attacks to heal 1d4 Damage per Hit.
+1/SL on Insight Checks.

WRECK



While an Enemy is *Phaselocked*, gain Extra Movement and +2 DMG Mod/SL.

IMMOLATE



While at half Health or lower, all Attacks gain 2d6/SL Incendiary Damage.

TIER 3

FLEET



Each turn while Shields are depleted, gain Extra Movement.

INERTIA



After killing an Enemy, gain +10 Shield Recharge and Extra Movement for 1 turn/SL.

ELATED



While *Phaselock* is active, all Vault Hunters gain 10+MST Mod/SL Health Regen.

CONVERGE



When *Phaselock* is activated, 1/SL targets are pulled up to 2+MST Mod squares towards the *Phaselocked* Enemy.

TIER 4

QUICKEN



If acting in the Before Enemies phase, activate *Phaselock* for free on the first turn.

SUSTENANCE



5+MST Mod Health Regen.
+1/SL on Search Checks.

RES



Activate *Phaselock* to grant an ally with depleted Shields +15 Health/SL instead of the normal *Phaselock* Action.

CLOUD KILL



First time shooting an Enemy during an encounter, a cloud of Radiation forms in a 3x3 square around them, dealing 2d6/SL+MST Mod Radiation Damage to each Enemy that enters or exits that area.

TIER 5

SUB-SEQUENCE



When an Enemy dies while *Phaselocked*, roll 1d20+MST Mod/SL. If any are 15+, an adjacent Enemy becomes *Phaselocked*.

LIFE TAP



After killing an Enemy, gain 1d6/SL Health.

SCORN



Instead of a regular Melee Attack, Throw an Orb at an adjacent target. The Orb deals 3d6 Shock Damage to the target and all adjacent Enemies for 1+MST Mod turns.

TIER 6



THOUGHTLOCK

After *Phaselocking* an Enemy, they Attack adjacent Enemies for the duration of *Phaselock*. *Phaselock* duration is increased by 1+MST Mod turns.



SOLDIER

SKILL TREE // FORTUNE

ACTION SKILL:

Scorpio Turret: Deploy a Shielded Turret with aura effects for 2 turns that blocks Damage from the front, targets the closest Enemy, and fires each turn. Destroyed if Armor depletes. **(MST Mod per Day + 1/Encounter)**

TURRET:

Shields: 30
Armor: 10
DMG: 2d4 per Hit

ACC: +0
2-7: 2 Hits
8-15: 3 Hits
16+: 4+ Hits

MASTERY (MST)

MOD



TIER 1

IMPACT

MST Mod + 1 Damage to all gun types.
+1/SL on Talk Checks.

SENTRY

Scorpio Turret gains +1 ACC
and +1 DMG Mod/SL.

STOCKPILE

Scorpio Turret drops 1 Loot
Token per adjacent Ally each
Turn. Adjacent Allies gain +1
ACC Mod/SL.

AID STATION

Allies adjacent to the *Scorpio Turret*
gain MST Mod +5
Health/SL each turn.

TIER 2

DEFENSE

Check for Shield Recharge after
Acting instead of at End of Turn.

SCATTERSHOT

+1 ACC Mod/SL and +1 DMG
Mod/SL for all Shotguns.

CAUTERIZE

Target allies with Ranged Attacks
to Recharge their Shields 1d4/SL
per Hit. If SL is at 3, grenades
heal MST+1d8 Damage if they
land adjacent to allies.

FITNESS

MST Mod+10/SL max Health.
+1/SL on Traverse Checks.

TIER 3

REFIRE

First time dealing Crit
Damage to an Enemy during
an encounter, activate
Scorpio Turret for free.

METAL STORM

After killing an Enemy, gain
+1 ACC Mod/SL and +1 SPD Mod
for 1+MST Mod turns.

BARRAGE

While *Scorpio Turret* is active,
it gets +1 Hit/SL per turn.
+1 on Interact Checks.

QUICK CHARGE

After killing an Enemy, gain
+10/SL Shield Recharge for
MST Mod+1 turn.

TIER 4

GRENADIER

After killing an Enemy, gain
+1 Grenade Damage/SL and
gain 1 grenade.

SUPPLY DROP

For each SL, increase the *Stockpile*
or *Aid Station* skill by 1.

OVERLOAD

Increase DMG 1+MST.
Mod+1/SL on Insight Checks.

DEPLOY

The first time taking Health damage
during an encounter, activate *Scorpio Turret*
for free. *Scorpio Turret* gains
MST Mod+10 Shields/SL.

TIER 5

STAT

After killing an Enemy, gain +5/SL
Health Regen, along with an adjacent
ally, for 1+MST Mod turns.

ASSAULT

+1 SPD/SL and +1 ACC/SL.

GRIT

+1d4/SL Damage resistance to
all Ranged Attacks.

REVIVE

When activating *Scorpio Turret* adjacent
to an ally with depleted Shields, roll
1d20/SL+MST Mod. If any are 15+: the
ally gains 2d6 Shield Recharge.

TIER 6

GUIDED MISSILE

Scorpio Turret launches a Guided Missile that deals 2d10+MST Mod Splash Damage in addition to its normal Attack each turn.

ACCURACY

2-7:

8-15:

MOD

16+:

DAMAGE

RANGE

SQ

MOD

ELEMENT

ACCURACY

2-7:

8-15:

MOD

16+:

DAMAGE

RANGE

SQ

MOD

ELEMENT

ACCURACY

2-7:

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2-7:

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MOD 16+:

DAMAGE

PER +

RANGE

SQ

MOD

ELEMENT

BUNKERS & BADASSES		ARCHETYPE: Deadeye	CLASS: Assassin
NAME:		BACKGROUND: The Blade	LEVEL: 1
ACTION SKILL: Deception: The Assassin becomes Cloaked for 2 turns, sending out an illusory decoy that mimics their Attacks and movements for the duration of <i>Deception</i> (mimicked Attacks do not deal Damage or have any effect). Performing any Attack while <i>Deception</i> is active will break the cloak and illusion, but will upgrade all Hits to Crits for that Attack. (MST Mod per Day+Once per Encounter)			
ACCURACY (ACC) 6 +3 MOD		DAMAGE (DMG) 2 +1 MOD	SPEED (SPD) 2 +1 MOD
HEALTH CURRENT 16 MAX REGEN		MASTERY (MST) 4 +2 MOD	INITIATIVE 1 + 1 + 1 = +2 BADASS RANK SPD MOD MISC MOD
SHIELDS CURRENT 20 MAX 5 RECHARGE SHIELD TYPE: INFO:		CHECKS INTERACT (WITH HANDS!) ACC MOD +3 + MISC MOD = +3 TALK (WITH WORDS!) SPD MOD +1 + MISC MOD = +1 INSIGHT ACC MOD +3 + MISC MOD = +3 SNEAK MST MOD +2 + MISC MOD = +2 SEARCH MST MOD +2 + MISC MOD = +2 TRAVERSE SPD MOD +1 + MISC MOD -2 = -1	MOVEMENT 3 + 1 + 1 = 4sq SPD MOD MISC MOD
GRENADES TYPE DAMAGE INFO: CURRENT 3 MAX		MELEE DIE 1d6 +4 +DMG	
POTIONS INFO:		BADASS RANK 1 BADASS TOKENS	
FAVORED GUN ☐ PISTOL ☐ SMG ☐ COMBAT RIFLE ☐ SHOTGUN ☒ SNIPER ☐ ROCKET LAUNCHER		GOLD 120	
SKILLS SPEND 1 SKILL POINT SL = SKILL LEVEL HEADSHOT +2 Crit Damage/SL. FAST HANDS +1 SPD. +1/SL on Interact Checks. COUNTER STRIKE The first time Damage is taken during an encounter, deal +1 Hit/SL on your next 1+MST Mod Attacks. IRON HAND +1 Melee Damage and +10 max Health/SL.		BACKGROUND & TRAITS THE BLADE: You inherited a legendary blade with an ancient, mysterious origin. Maybe some day you will learn its secrets. Sword of Legend: +3 Melee Damage, -2 on Traverse Checks. FREELANCE: You used to get a regular paycheck. Now you don't. On the upside: freedom. On the downside: ramen for every meal. +5 on Mercenary Insight Checks. THE LOAD: You have mastered the art of hiding unwanted items on people. +5 on Plant Sneak Checks.	
ARCHETYPE FEAT LINE OF SIGHT: +1 on Search Checks with a Sniper Rifle equipped.		ARCHETYPE FEAT LINE OF SIGHT: +1 on Search Checks with a Sniper Rifle equipped.	

Rev. 113022

XP BAR:

100

BUNKERS & BADASSES		ARCHETYPE: Enforcer	CLASS: Berserker
NAME:		BACKGROUND: Dynamite	LEVEL: 1
ACTION SKILL: Berserk: Puts away guns and breaks out fists for 2 turns. Each turn gains an Extra Movement and ability to Melee Attack twice, dealing +1 Melee Die Damage with each Attack. Regens 10 Health each turn. (MST Mod per Day+Once per Encounter)			
ACCURACY (ACC) 3 +1 MOD DAMAGE (DMG) 6 +3 MOD SPEED (SPD) 4 +2 MOD MASTERY (MST) 1 +0 MOD		INITIATIVE 1 + 2 + 2 = +3 BADASS RANK SPD MOD MISC MOD MOVEMENT 3 + 2 + 2 = 5sq SPD MOD MISC MOD	
HEALTH 20 MAX CURRENT REGEN SHIELDS 20 MAX 5 RECHARGE SHIELD TYPE: INFO:		CHECKS INTERACT (WITH HANDS!) ACC MOD +1 + MISC MOD -2 = -1 TALK (WITH WORDS!) SPD MOD +2 + MISC MOD = +2 INSIGHT ACC MOD +1 + MISC MOD = +1 SNEAK MST MOD +0 + MISC MOD = +0 SEARCH MST MOD +0 + MISC MOD = +0 TRAVERSE SPD MOD +2 + MISC MOD = +2	
GRENADES TYPE DAMAGE INFO: 3 MAX CURRENT		MELEE DIE 1d10 +3 (+1d6) +DMG BADASS RANK 1 BADASS TOKENS GOLD 120	
POTIONS INFO:		SKILLS SPEND 1 SKILL POINT SL = SKILL LEVEL IRON FIST +1 Melee Damage/SL HARDENED 10 +MST Mod Health/SL SAFEGUARD Increase Shield capacity by 10 /SL ENDOWED +1 Splash Damage/SL for all Explosive Damage.	
FAVORED GUN ☐ PISTOL ☐ SMG ☐ COMBAT RIFLE ☐ SHOTGUN ☐ SNIPER ☒ ROCKET LAUNCHER		BACKGROUND & TRAITS BACKGROUND DYNAMITE: You trained as an explosives expert during one long hot summer. You have the missing pinky to prove it. +2 Damage to all Explosives, -2 on Interact Checks. TRAITS INTENSE: You have a terminal case of RBF -- Resting Badass Face. +5 on Intimidate Talk Checks. BREACHER: Most barricades and locked doors cannot withstand your might. You are also good with opening bottles and jars. +5 on Strength Interact Checks. ARCHETYPE FEAT BRUTALITY: Add 1d6 to your Melee Damage.	

Rev. 113022

XP BAR:

100

BUNKERS & BADASSES		ARCHETYPE: Guardian	CLASS: Commando
NAME:		BACKGROUND: Veteran	LEVEL: 1
ACTION SKILL: Sabre Turret: Releases a Turret in an adjacent square, that remains in place and fires at Enemies for 2 turns. It targets the closest Enemy each turn and Taunts it. (MST Mod per Day+Once per Encounter) Sabre Turret Stats: Shields: 40 • Damage: 1d8 per Hit • ACC: +2 (2-7: 2 Hits, 8-15: 3 Hits, 16+: 4+ Hits)			
ACCURACY (ACC) 3 +1 MOD		DAMAGE (DMG) 4 +2 MOD	SPEED (SPD) 6 +3 MOD
HEALTH CURRENT 18 MAX REGEN		MASTERY (MST) 3 +1 MOD	
SHIELDS CURRENT 20 MAX 5 RECHARGE SHIELD TYPE: INFO:		INITIATIVE 1 + 3 + 3 = +4 BADASS RANK SPD MOD MISC MOD	
GRENADES TYPE DAMAGE INFO: CURRENT 3 MAX		MOVEMENT 3 + 3 + 3 = 6sq SPD MOD MISC MOD	
POTIONS/ITEMS		CHECKS INTERACT (WITH HANDS!) ACC MOD +1 + MISC MOD = +1 TALK (WITH WORDS!) SPD MOD +3 + MISC MOD = +3 INSIGHT ACC MOD +1 + MISC MOD = +1 SNEAK MST MOD +1 + MISC MOD = +1 SEARCH MST MOD +1 + MISC MOD -2 = -1 TRAVERSE SPD MOD +3 + MISC MOD = +3	
FAVORED GUN ☒ PISTOL ☐ SMG ☐ COMBAT RIFLE ☐ SHOTGUN ☐ SNIPER ☐ ROCKET LAUNCHER		MELEE DIE 1d8 +2 +DMG BADASS RANK 1 BADASS TOKENS GOLD 120	
SKILLS SPEND 1 SKILL POINT SL = SKILL LEVEL SENTRY Sabre Turret gains +1 Hit/SL and increases duration by 1+MST Mod turns. READY +1 SPD and +1/SL on Search Checks. EXPERTISE +1 ACC Mod to all non-Favored Guns. +1/SL on Insight Checks. IMPACT +1 MST. +1/SL Melee Damage.		BACKGROUND & TRAITS BACKGROUND VETERAN: After serving honorably for over a decade, the military was beginning to question your methods, so it was time to pack up your Sabre Turret and head out. +1 Speed, +2 on Insight Military Checks, -2 on Search Checks. INFILTRATOR: Kept you waiting, huh? +5 on Bunker Sneak Checks. TRAITS EVERYBODY BE COOL: You just want everyone to get along. You picked the wrong occupation, but still, good for you. +5 on Diplomacy Talk Checks.	
ARCHETYPE FEAT BY YOUR SIDE: Gain Extra Movement anytime an ally's Shield depletes.		XP BAR: 100	

Rev. 113022

BUNKERS & BADASSES		ARCHETYPE: Enforcer	CLASS: Gunzerker
NAME:		BACKGROUND: Roids	LEVEL: 1
ACTION SKILL: Gunzerking: Gunzerker gains the ability to wield 2 equipped guns at once for 2 turns. Each Ranged Attack fires both guns at a single target. While <i>Gunzerking</i> , Gunzerker gains Health Regen. (MST Mod per Day+Once per Encounter)			
ACCURACY (ACC) 2 +1 MOD		DAMAGE (DMG) 6 +3 MOD	SPEED (SPD) 4 +2 MOD
HEALTH CURRENT 25 MAX REGEN		MASTERY (MST) 2 +1 MOD	
SHIELDS CURRENT 20 MAX 5 RECHARGE SHIELD TYPE: INFO:		INITIATIVE 1 + 2 + 2 = +3 BADASS RANK SPD MOD MISC MOD	
GRENADES TYPE DAMAGE INFO: 3 MAX		MOVEMENT 3 + 2 + 2 = 5sq SPD MOD MISC MOD	
POTIONS INFO:		CHECKS INTERACT (WITH HANDS!) ACC MOD +1 + MISC MOD = +1 TALK (WITH WORDS!) SPD MOD +2 + MISC MOD = +2 INSIGHT ACC MOD +1 + MISC MOD = +1 SNEAK MST MOD +1 + MISC MOD = +1 SEARCH MST MOD +1 + MISC MOD = +1 TRAVERSE SPD MOD +2 + MISC MOD -2 = +0	
FAVORED GUN ☐ PISTOL ☐ SMG ☐ COMBAT RIFLE ☒ SHOTGUN ☐ SNIPER ☐ ROCKET LAUNCHER		MELEE DIE 1d10 +3 +DMG BADASS RANK 1 BADASS TOKENS GOLD 120	
SKILLS SPEND 1 SKILL POINT SL = SKILL LEVEL QUICK DRAW +2 Initiative Mod/SL. +1/SL on Interact Checks. FILLED TO THE BRIM Increase max grenades by 1/SL. Increase max potions by 1+MST Mod. INCITE The first time you take Damage during an encounter, gain Extra Movement. +1/SL on Traverse Checks. HARD TO KILL 10+MST Mod Health. +5 Health Regen/SL.		BACKGROUND & TRAITS BACKGROUND ROIDES: After years of pumping iron and stuff, your body is as hard as your guns. The stunted growth is a coincidence. +5 Starting Health, -2 on Traverse Checks. TRAITS INTENSE: You have a terminal case of RBF -- Resting Badass Face. +5 on Intimidate Talk Checks. PARKOUR! You have delusions of being Spiderantman. +5 on Vaulting Traverse Checks.	
ARCHETYPE FEAT FLEX: The first time your Shields are depleted in an encounter, gain 1 Badass Token.		XP BAR: 100	

Rev. 113022

BUNKERS & BADASSES		ARCHETYPE: Deadeye	CLASS: Hunter
NAME:		BACKGROUND: Partner in Crime	LEVEL: 1
ACTION SKILL: Wings of Blood: The Hunter's familiar flies from their perch to dive Attack and Taunt a chosen Enemy, dealing 2d8 Damage and Taunting all adjacent Enemies. All Taunted Enemies will Attack the Hunter on their next turn. (MST Mod per Day+Once per Encounter) Wing Stats: Health: 15 • Attacks (1/turn) • DMG: 1d4+1 • ACC: +1 (2-7: -1 DMG, 8-15: Normal, 16+: +1 DMG)			
ACCURACY (ACC) 6 +3 MOD		DAMAGE (DMG) 2 +1 MOD	SPEED (SPD) 2 +1 MOD
HEALTH CURRENT 14 MAX REGEN		MASTERY (MST) 4 +2 MOD	
SHIELDS CURRENT 20 MAX 5 RECHARGE SHIELD TYPE: INFO:		INITIATIVE $1 + 1 + = +2$ MOVEMENT $3 + 1 + = 4sq$	
GRENADES TYPE DAMAGE INFO: 3 MAX		CHECKS INTERACT (WITH HANDS!) ACC MOD +3 + MISC MOD -2 = +1 TALK (WITH WORDS!) SPD MOD +1 + MISC MOD = +1 INSIGHT ACC MOD +3 + MISC MOD = +3 SNEAK MST MOD +2 + MISC MOD = +2 SEARCH MST MOD +2 + MISC MOD = +2 TRAVERSE SPD MOD +1 + MISC MOD = -1	
POTIONS		MELEE DIE 1d4 +1 +DMG BADASS RANK 1 BADASS TOKENS GOLD 120	
FAVORED GUN ☐ PISTOL ☐ SMG ☐ COMBAT RIFLE ☐ SHOTGUN ☒ SNIPER ☐ ROCKET LAUNCHER		SKILLS SPEND 1 SKILL POINT SL = SKILL LEVEL CALIBER +1 DMG Mod on Favored Guns. +1/SL on Search Checks. SWIPE Enemies killed by <i>Wings of Blood</i> drop gold equal to their BR. +1/SL on Traverse Checks. DEADLY 1+MST Mod Crit Damage. +1/SL on Sneak Checks. GUN CRAZY Increase DMG Mod for all Pistols by 1/SL.	
BACKGROUND & TRAITS BACKGROUND PARTNER IN CRIME: Friends who kill together, stay together. Your bird is with you 'til the end. +2 Wing Damage, -2 on Interact Checks. INSIDER: You've seen the inside of every Guild on Pan'Dorah, and are not welcome back at most of them. +5 on Guild Sneak Checks. YO SOY MANUEL DEXTERITY: You're very good with your fingers. +5 on Dexterity Interact Checks.		ARCHETYPE FEAT HIGH NOON: If there is only a single Enemy within 3 squares, gain +3 Crit Damage.	

Rev. 113022

XP BAR:

100

BUNKERS & BADASSES		ARCHETYPE: Guardian	CLASS: Mechromancer
NAME:		BACKGROUND: Anti-Bully	LEVEL: 1
ACTION SKILL: Deathtrap: Summons a metal golem that moves and Attacks Enemies for 2 turns. The robot Attacks twice each turn. (MST Mod per Day+Once per Encounter) Robot Stats: Armor: 30 • Movement: 5 squares • Attacks (2/turn): Melee- <i>Claws</i> , 2d8 / Ranged- <i>Shock Pulse</i> , 3 square Range, 2d6 Shock Damage			
ACCURACY (ACC) 2 +1 MOD DAMAGE (DMG) 3 +1 MOD		SPEED (SPD) 5 +2 MOD MASTERY (MST) 4 +2 MOD	INITIATIVE $1 + 2 + \text{MISC MOD} = \mathbf{+3}$ MOVEMENT $3 + 2 + \text{MISC MOD} = \mathbf{5sq}$
HEALTH CURRENT 16 MAX SHIELDS CURRENT 20 MAX 5 RECHARGE SHIELD TYPE: INFO:		CHECKS INTERACT (WITH HANDS!) ACC MOD +1 + MISC MOD = +1 TALK (WITH WORDS!) SPD MOD +1 + MISC MOD = +1 INSIGHT ACC MOD +1 + MISC MOD = +1 SNEAK MST MOD +2 + MISC MOD -2 = +0 SEARCH MST MOD +2 + MISC MOD = +2 TRAVERSE SPD MOD +1 + MISC MOD +2 = +3	
GRENADES TYPE DAMAGE INFO: CURRENT 3 MAX		MELEE DIE 1d6 +3 +DMG BADASS RANK 1 BADASS TOKENS GOLD 120	
POTIONS INFO:		SKILLS SPEND 1 SKILL POINT SL = SKILL LEVEL CLOSE ENOUGH First 1/SL Ranged Attacks during an encounter are upgraded to the next highest Accuracy Range. MORE PEP Increase the Elemental Damage of your Favored Guns by 1+MST Mod/SL. +2 on Interact Checks. MYELIN 1d4 +MST Mod Shock Damage Reduction and +10/SL Shield capacity. ANARCHY After killing an Enemy or Throwing an item, gain +1 DMG Mod/SL for 1 turn.	
FAVORED GUN ☐ PISTOL ☐ SMG ☐ COMBAT RIFLE ☒ SHOTGUN ☐ SNIPER ☐ ROCKET LAUNCHER		BACKGROUND & TRAITS ANTI-BULLY: You really, really don't like it when big guys pick on little guys. You've learned that there's only one way to deal with a bully: a swift punch in the nose. It's not subtle, but it works. +2 Melee Damage, -2 on Sneak Checks. INSPIRATION: You've got an uncanny ability to convince people to agree to things that go against their own interests. Maybe consider running for office. +5 on Persuasion Talk Checks. HOARDER: You need stuff. It makes you feel complete. It gives you meaning. Capitalism. +5 on Item Search Checks.	
		ARCHETYPE FEAT HYPERLIGHT ROUNDS: Add your MST Mod to all Traverse Checks.	

XP BAR:
100

Rev. 113022

BUNKERS & BADASSES		ARCHETYPE: Enforcer	CLASS: Psycho
NAME:		BACKGROUND: BLOOD!	LEVEL: 1
ACTION SKILL: Buzz Axe Rampage: Psycho puts away their gun, gains Extra Movement, and takes out the Buzz Axe for 2 turns. Each turn, Psycho can make a Melee Attack against an adjacent target, and a Ranged Attack as they throw their Axe up to 4 squares away. Each Attack does 3d8 Damage. If Psycho kills an Enemy, they gain 2d4 Health. (MST Mod per Day+Once per Encounter)			
ACCURACY (ACC) 2 +1 MOD		DAMAGE (DMG) 6 +3 MOD	SPEED (SPD) 4 +2 MOD
HEALTH CURRENT 22 MAX REGEN		MASTERY (MST) 2 +1 MOD	
SHIELDS CURRENT 20 MAX 5 RECHARGE SHIELD TYPE: INFO:		INITIATIVE 1 + 2 + 2 = +3 BADASS RANK SPD MOD MISC MOD	
GRENADES TYPE DAMAGE INFO: CURRENT 3 MAX		MOVEMENT 3 + 2 + 2 = 5sq SPD MOD MISC MOD	
POTIONS		CHECKS	
FAVORED GUN		MELEE DIE 1d12 +5 +DMG	
☐ PISTOL ☒ SMG ☐ COMBAT RIFLE ☐ SHOTGUN ☐ SNIPER ☐ ROCKET LAUNCHER		BADASS RANK 1 BADASS TOKENS	
		GOLD 120	
		SKILLS SPEND 1 SKILL POINT SL = SKILL LEVEL	
		BURN, BABY, BURN When performing a Melee Attack, roll 1d20 +MST Mod. On a 12+ , become inflamed for 2 turns, dealing and taking +1d6/SL Incendiary Damage while Attacking.	
		EMPTY THE RAGE +2 Melee Damage/SL. While Shields are depleted, gain an extra 1 +MST Mod Melee Damage.	
		PULL THE PIN When Shields hit 0 , a grenade drops, dealing +1d6/SL Damage. If the grenade kills an Enemy, gain 10 +MST Mod Shields and regain 1 grenade.	
		FEED THE MEAT 10 +MST Mod Health/SL. +2 on Traverse Checks.	
		BACKGROUND & TRAITS	
		BACKGROUND BLOOD!: I CAN TASTE YOUR MEMORIES +2 Melee Damage, +2 on Traverse Checks, -4 on Talk Checks.	
		TRAITS NOTHING'S OVER 'TIL YOU'RE UNDERGROUND: You seek death because it makes you feel alive. So edgy. +5 on Interact Checks while Shields are Depleted.	
		BUZZ, YOUR GIRLFRIEND, WOOF: You love setting traps, not entirely unlike a small child who was left alone at home during Christmas. +5 on Trap Interact Checks.	
		ARCHETYPE FEAT NO PAIN: While an Enemy is adjacent, take 1 less Damage from each Attack.	
XP BAR: 100			

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BUNKERS & BADASSES		ARCHETYPE: Elemental	CLASS: Siren (Lightwalk)
NAME:		BACKGROUND: Public Figure	LEVEL: 1
ACTION SKILL: Phasewalk: Become Cloaked and gain Extra Movement for 2 turns. When activated/deactivated, create a Phase Blast that deals 3d6 Incendiary Damage to adjacent Enemies. (MST Mod per Day+Once per Encounter)			
ACCURACY (ACC) 2 +1 DAMAGE (DMG) 4 +2 SPEED (SPD) 4 +2 MASTERY (MST) 4 +2		INITIATIVE 1 + 2 + = +3 MOVEMENT 3 + 2 + = 5sq	
HEALTH 18 MAX SHIELDS 20 MAX 5 RECHARGE GRENADES 3 MAX POTIONS		CHECKS INTERACT (WITH HANDS!) ACC MOD +1 + MISC MOD = +1 TALK (WITH WORDS!) SPD MOD +2 + MISC MOD = +2 INSIGHT ACC MOD +1 + MISC MOD = +1 SNEAK MST MOD +2 + MISC MOD = +2 SEARCH MST MOD +2 + MISC MOD -1 = +1 TRAVERSE SPD MOD +2 + MISC MOD +1 = +3	
FAVORED GUN ☐ PISTOL ☒ SMG ☐ COMBAT RIFLE ☐ SHOTGUN ☐ SNIPER ☐ ROCKET LAUNCHER		MELEE DIE 1d8 +4 BADASS RANK 1 GOLD 120	
BACKGROUND PUBLIC FIGURE: You have always used your special abilities for the greater good. At least, your interpretation of the greater good. +2 Melee Damage, -1 on Search Checks.		SKILLS STRIKING When performing Melee Attacks, roll 1d20+MST Mod. On a 15+, target is Slowed for 1 turn/SL. DIVA +5 max Shields/SL. +1/SL on Traverse Checks. QUICKSILVER +1 SPD and +1/SL on Interact Checks. SLAYER 1+MST Mod Crit Damage/SL.	
TRAITS WOULD I LIE?: Yes, probably. +5 on Bluffing Talk Checks. GOT A BAD FEELING ABOUT THIS: You can tell when stuff's about to go sideways. +5 on Danger Insight Checks.		ARCHETYPE FEAT OVER UNDER: +1 on all Sneak Checks or +1 on all Traverse Checks.	

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XP BAR:

100

BUNKERS & BADASSES		ARCHETYPE: Elemental	CLASS: Siren (Phaselock)
NAME:		BACKGROUND: Hidden Past	LEVEL: 1
ACTION SKILL: Phaselock: Siren locks an Enemy in sphere of energy, preventing the Enemy from taking Actions for 2 turns. If an Enemy cannot be Phaselocked, they instead take 3d6 Cryo Damage per turn. (MST Mod per Day+Once per Encounter) Cryo Damage: Targets Hit by Cryo are Slowed. Slowed targets' Movement is reduced to 1 square for 1 turn and takes -2 on Traverse Checks.			
ACCURACY (ACC) 2 +1 MOD		DAMAGE (DMG) 3 +1 MOD	SPEED (SPD) 3 +1 MOD
HEALTH CURRENT 16 MAX REGEN		MASTERY (MST) 6 +3 MOD	INITIATIVE 1 + 1 + = +2 BADASS RANK SPD MOD MISC MOD
SHIELDS CURRENT 20 MAX 5 RECHARGE SHIELD TYPE: INFO:		CHECKS INTERACT (WITH HANDS!) ACC MOD +1 + MISC MOD = +1 TALK (WITH WORDS!) SPD MOD +1 + MISC MOD = +1 INSIGHT ACC MOD +1 + MISC MOD -2 = -1 SNEAK MST MOD +3 + MISC MOD = +3 SEARCH MST MOD +3 + MISC MOD = +3 TRAVERSE SPD MOD +1 + MISC MOD = +1	MOVEMENT 3 + 1 + = 4sq SPD MOD MISC MOD
GRENADES TYPE DAMAGE INFO: CURRENT 3 MAX		MELEE DIE 1d6 +1 DMG	
POTIONS		BADASS RANK 1	
FAVORED GUN ☐ PISTOL ☒ SMG ☐ COMBAT RIFLE ☐ SHOTGUN ☐ SNIPER ☐ ROCKET LAUNCHER		GOLD 120	
BACKGROUND & TRAITS BACKGROUND HIDDEN PAST: How you got your powers is a mystery. You don't think too much about it, you just embrace your good fortune. +1 Speed, -2 on Insight Checks. TRAITS SWIFT: They can't stop you if they can't catch you. +5 on Terrain Traverse Checks. GOT A BAD FEELING ABOUT THIS: You can tell when stuff's about to go sideways. +5 on Danger Insight Checks.		SKILLS SPEND 1 SKILL POINT SL = SKILL LEVEL WARD +5 max Shields/SL. 10+MST Mod Shield Recharge if SL is at 3. ACCELERATE +1 SPD, +1/SL on Traverse Checks. SWEET RELEASE After killing a Phaselocked Enemy, gain 1 healing Orb/SL. Each Orb moves 3 squares/turn to a chosen ally and grants 1d4/SL Health. FLICKER 10%+MST Mod Element chance on Elemental Guns. +1/SL on Sneak Checks.	
ARCHETYPE FEAT STATIC SHOCK: When you are Hit by Melee, roll %. On a 30+: deal 1d6 Shock Damage. Shock Damage: Deals double Damage to Shields.		GUN SLOT 2 GUN SLOT 3	

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XP BAR:

100

BUNKERS & BADASSES		ARCHETYPE: Guardian	CLASS: Soldier
NAME:		BACKGROUND: Parkour Paladin	LEVEL: 1
ACTION SKILL: Scorpio Turret: Deploy a Shielded Turret with aura effects for 2 turns that blocks Damage from the front, targets the closest Enemy, and fires each turn. The Turret is destroyed if Armor depletes. (MST Mod per Day+Once per Encounter) Scorpio Turret Stats: Shields: 30 • Armor: 10 • Damage: 2d4 per Hit • ACC: +0 (2-7: 2 Hits, 8-15: 3 Hits, 16+: 4+ Hits)			
ACCURACY (ACC) 4 +2 MOD		DAMAGE (DMG) 2 +1 MOD	SPEED (SPD) 5 +2 MOD
HEALTH CURRENT 18 MAX REGEN		MASTERY (MST) 3 +1 MOD	
SHIELDS CURRENT 20 MAX 5 RECHARGE SHIELD TYPE: INFO:		INITIATIVE 1 + 2 + = +3 BADASS RANK SPD MOD MISC MOD	
GRENADES TYPE DAMAGE INFO: 4 MAX		MOVEMENT 3 + 2 + = 5sq SPD MOD MISC MOD	
POTIONS		CHECKS INTERACT (WITH HANDS!) ACC MOD +2 + MISC MOD = +2 TALK (WITH WORDS!) SPD MOD +2 + MISC MOD = +2 INSIGHT ACC MOD +2 + MISC MOD = +2 SNEAK MST MOD +1 + MISC MOD = +1 SEARCH MST MOD +1 + MISC MOD = +1 TRAVERSE SPD MOD +2 + MISC MOD +3 = +5	
FAVORED GUN ☐ PISTOL ☐ SMG ☒ COMBAT RIFLE ☐ SHOTGUN ☐ SNIPER ☐ ROCKET LAUNCHER		MELEE DIE 1d8 +1 +DMG BADASS RANK 1 BADASS TOKENS GOLD 120	
SKILLS SPEND 1 SKILL POINT SL = SKILL LEVEL IMPACT 1+MST Mod Damage to all gun types. +1/SL on Talk Checks. SENTRY Scorpio Turret gains +1 ACC and +1 DMG Mod/SL. STOCKPILE Allies adjacent to Scorpio Turret gain +5/SL Health Regen and +1 ACC Mod/SL. AID STATION Allies adjacent to Scorpio Turret gain 5+MST Mod Health/SL each turn.		BACKGROUND & TRAITS PARKOUR PALADIN: You grew up in the circus as an acrobat, because why not. Speed and flexibility made you a damn fine soldier. +3 on Traverse Checks, -1 Accuracy. WAYFINDER: Secret doors, schmecret schmoors. +5 on Hidden Doors Search Checks. AFICIONADO: You know a lot about guns... like, an unnerving amount. +5 on Gun Insight Checks.	
ARCHETYPE FEAT FRIENDSHIP: Adjacent allies take 1 less Damage from Melee Attacks.		ARCHETYPE FEAT	

CURRENT GUN

GUN SLOT 2

GUN SLOT 3

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XP BAR:

100