

WELCOME 2 NEOGUNZ CITY

A **BUNKERS & BADASSES** ONE SHOT

Welcome 2 NeoGUNZ City

A BUNKERS & BADASSES ADVENTURE

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#FOREWARD BY GRAY

HELLO! IT'S ME, GRAY. Your friendly neighborhood Bunker Master, and creator of the Bunkers & Badasses roleplaying system.

You may notice that the following adventure lacks some or all of the following:

- Dragons
- Dungeons
- Elves
- A proofreading pass

But fret not! This is all part of the magic of the Bunkers & Badasses system. While I tend to set my B&B campaigns in the high fantasy world of Pan'Dorah, many amateur Bunker Masters -- Small Christina amongst them -- have "requested" stories in settings outside the traditional fantasy setting.

Instead of wizards, you'll meet tech wizards; instead of magical glades, you'll explore rainsoaked alleyways; instead of guns, you'll... still use guns. That's sort of the whole point of the system, so.

Anyway -- I hope you enjoy this unique, wholly unlicensed Bunkers & Badasses adventure. And I hope my writing this introduction will convince Small Christina to stop sending me explosives in the mail. I've lost seven postal workers and a dog in the last month. And I really liked the dog.

— Gray

GRAYGAX PERENNIA DARNESON



#OVERVIEW

ENTER THE MEGA-FUTURE. You live in NeoGunz City, a neon explosion of crime and motorcycles and hot people who are also part hot robot.

The Hyperius Corp has installed a nefarious patch to prevent any non-Hyperius guns from dropping as Loot within the city limits. You have to find a way into the corporate mainframe and destroy the patch from inside.

[NEEDED TO PLAY]

- > **PARTICIPANTS:** 1 Bunker Master and up to 4 Players
- > **PENCILS/PENS/THINGS THAT WRITE** but probably pencils because mistakes WILL BE MADE
- > **DICE:** Each participant will need (at least) a set of 7 standard RPG dice (D4, D6, D8, D10, D12, D20, Percentile).

[THE BUNKER MASTER]

The Bunker Master (or BM) is tasked with guiding the players' characters through the adventure. They control the world and all non-player character things inside of it. They are every person the characters talk to and each Enemy the characters attempt to murderize. The rules and passages and notes will help the BM, but the most important task the BM has is to make sure everyone at the table has fun.

[PASSAGES]

For easier reference, the campaign is segmented into different types of passages.

The BM can decide how much information outside of the narrative boxes to share with players.

Passages are rules text that explains game mechanics that players need to know. They can be taught as the BM sees fit.

When you see my notes read them out loud in my voice, coward

Passages are part of the narrative to be read aloud to the players.

Passages are for BM eyes only and have information on rules or mechanics that the BM will share at their discretion.

Passages are Enemy Stat Blocks to be used by the BM during encounters. More info on Stat Blocks on page 8.

Passages contain information about Jobs that players can embark on including goals and rewards.

TINA'S NOTES FOR THE BUNKER MASTER



Listen up beebz this here is a CYBERPUNKY adventure which means it involves HACKIN and NEON and SUNGLASSES AT NIGHT

It takes place in NEOGUNZ CITY and it's about breakin into a big-butt Digi-scraper and destroying an AI, and also maybe friendship? Idk

It takes place in four parts:

- 1 [**da intro**(set up the baddos and setting and w/e);
- 2 [**slumrunning**(do sidequests and go on lil adventures to get Breadstickz so you can spend them on gear for the big Job of assaulting the Digi-scraper);
- 3 [**skyscrapin**(assaulting the big richie Digi-scraper and getting into the mainframe);
- 4 [**enter the matrix**(inside the computer cyberspacey world, find the big bad AI and destroy it);

It should take aroooooooooound three hours, maybe four? meant to be a one-shot but if you gotta take a break go ahead - Get that healthy game/life balance

[THE PLAYERS]

The players are the protagonists of this adventure. Each of them will take on the role of a chosen character. There are 4 pre-made characters to choose from. The back of each Character Sheet has information about the character to help players decide who they want to be. Each player will also need a set of dice (not included).

they all have personality quirks n stuff to help with roleplayin

CHARACTER SHEETS

Give players a chance to read over their Character Sheets to familiarize themselves with their Fatemakers and to get into character. If you wanna make them do funny voices, now is the time to mandate that.

make them. MAKE THEM.
There are a few items left on the sheet to fill out before playing. Once everyone has picked a character, each player must choose either Stats, Health, or Checks to be better at (+) and one to be worse at (-). Then continue to the next section to have the players fill in the remaining areas of their Character Sheets.

STATS

On their Character Sheet, there are 4 Stats (Accuracy, Damage, Speed, Mastery). Depending on their chosen character, they'll place the following numbers in each big box and little box. The big box is known as the Base Stat, the little box is known as the Stat Mod. Most of the time the player will be using the Stat Mod during gameplay.

Aw yeah baybee. numbers

Character	ACC	DMG	SPD	MST	If better (+)	If worse (-)
Gunzerker	3 (+1)	6 (+3)	3 (+1)	2 (+1)	SPD +1	DMG -1
Psycho	3 (+1)	5 (+2)	4 (+2)	2 (+1)	DMG +1	ACC -1
Siren	2 (+1)	3 (+1)	5 (+2)	5 (+2)	MST +1	SPD -1
Soldier	3 (+1)	2 (+1)	5 (+2)	3 (+1)	ACC +1	MST -1

HEALTH

On each Character Sheet are sections for Current and Max Health and Shields. Whenever they take Damage they will reduce their current Shields by the amount taken. When they have no more Shields, they reduce their Health instead. If they run out of Health, they die (which isn't so bad, but we'll explain later).

actually that big a deal just trust me i'll explain in a sec
Under Max Health and Max Shields, write in the values based on their character and modify if they chose to make Health a (+) or (-).

Character	Max Health	Max Shields	If better (+)	If worse (-)
Gunzerker	25	20 (5 Recharge)	+5 Max Health	-5 Max Shields
Psycho	22	20 (5 Recharge)	+5 Max Health	-5 Max Shields
Siren	16	20 (5 Recharge)	+5 Max Health	-5 Max Shields
Soldier	18	20 (5 Recharge)	+5 Max Health	-5 Max Shields

CHECKS

Checks are all the things a character is good or bad at outside of (and sometimes during) combat situations. On the Character Sheet are 6 Check types. The left column shows the associated Stat Mod (filled in from the characters' Stat Mods). The middle column is Miscellaneous Mods (from a characters' Background, Traits, or other things). Fill these in using the table below. If they chose Checks as (+), add +1 to all of them. If they chose Checks as (-), subtract -1 from all of them. Once players have done this, combine the values of the Stat Mod and Misc Mod to get the final Check values.

Character	Interact	Talk	Insight	Sneak
Gunzerker	0	0	0	0
Psycho	0	-4	0	0
Siren	0	0	-2	0
Soldier	0	0	0	0

Character	Search	Traverse	If better (+)	If worse (-)
Gunzerker	0	-2	All +1	All -1
Psycho	0	+2	All +1	All -1
Siren	0	0	All +1	All -1
Soldier	0	+3	All +1	All -1

BADASS RANK, INITIATIVE, MOVEMENT, ACTION SKILL, & MELEE DIE

- > Each player starts with a Badass Rank of 1. Mark that in the section on the Character Sheet. Each player starts with 0 Badass Tokens. Badass Tokens are gained when players do badass things and can be spent by the players to add +1 to any die roll during the game.
- > A player's Initiative (how fast they act in combat) is based on their Badass Rank plus their Speed (SPD) Mod. Fill in those values and add them to get the Initiative Bonus. They will roll this at the start of each combat to determine if they go before or after enemies.
- > A player can move a number of squares equal to 3 plus their SPD Mod. Fill in the SPD Mod on the Character Sheet and add those values to get Movement.
- > A player's Action Skill can be performed once per encounter, but also an additional number of times per day equal to their Mastery (MST) Mod. Fill in the box on the right of the Action Skill box with their MST Mod.
- > Each player has a Melee Die which is how hard they Hit when they let their fists do the talking. Each character gets bonus Damage equal to their Damage (DMG) Mod, so fill that in (Psycho gets an additional +2 to this Mod from their Background).

#PROLOGUE

PP

Welcome to NEOGUNZ city, my cyberbabez

The sky is the color of the blue screen of death. Data zooms through the air, around you, pelting you from a million different directions, streaking into your mouth and across your taste buds and out the back of your neck.

It tastes like cupcakes and memes.

You're at the Datadocks, a harbor jutting out into a sea of digitally tainted water. Memory tankers float across the bay like overweight walruses but not as cute.

In the dim LED light of the streetlamps you can see three open crates. Next to the three crates, three tech smugglers. In the three tech smugglers' hands, three assault rifles.

You came here to do a deal: a data disk for three crates of extremely rare malefactor and Blackpowder guns. You can see the guns. They look good. Sick stats. Orange glow coming off 'em.

Everybody's tense because Hyperius, the megacorp of NEOGUNZ city, has been cracking down on back alley deals like this for the better part of a month.

You brought the datadisk, they brought the guns. Now all that's left to do is make sure nobody loses their cool. Or their face.

Just as the thought crosses your mind, Hyperius Tower—the glowing Digi-Scraper that rises a hundred stories above every other building in the city, a dataspike stabbing the sky directly in its face—turns red. It blares out a neon alarm and every speaker in NEOGUNZ city belches its message:

"ATTENTION! WE ARE CURRENTLY ROLLING OUT NEOGUNZ CITY PATCH NUMBER ONE POINT OH SIX NINE FOUR TWO ZERO. PATCH NOTES: ALL NON-HYPERIUS WEAPONRY WILL BE TRANSMOG'D INTO SUPERIOR HYPERIUS WEAPONRY. THANKS ^ _ ^"

(Good luck describing that emoticon verbally btw)

Anyway before your eyes, all the cool guns you were about to get turn into crappy, common, white-glowing Hyperius guns.

The Gunrunners are like, "HEY WHAT?!"

You're like, "Uhh..."

They're like, "IT'S A TRAP OR SOMETHING, BLAST EM!"

The Gunrunners open fire— it's combat time baybeee!

[DATADOCKS SHOWDOWN]

The Fatemakers duck behind the crates of weapons, each grabbing a newly transmog'd Hyperius *Cyberjunk Pistol* from the boxes.

Time 2 get rowdyyyyyyyyy



Hand each player a copy of the Hyperius Common *Cyberjunk Pistol* and have them place it in the Current Gun slot on their Character Sheet. Gun Cards are described in detail below. After explaining the anatomy of a Gun Card, continue to Steps of an Encounter.



ANATOMY OF A GUN CARD

GUILD (MANUFACTURER): Hyperius

RARITY: Common, indicated by Rarity name and gray frame

NAME: Cyberjunk Pistol

GUN TYPE: Pistol

D20 + ACCURACY MOD: Blank

HITS BASED ON ACCURACY: Blue circle

CRITS BASED ON ACCURACY: Red circle

D4 + DAMAGE MOD: Blank

RANGE OF GUN: 5 squares

ELEMENT: None

SPECIAL RULES: -2 DMG Mod • +1 ACC Mod

[STEPS OF ENCOUNTERS]

01. Initiative
02. Before Enemies
03. Enemy Actions
04. After Enemies
05. End of Turn

INITIATIVE

Roll for Initiative! Players will roll a 1d20 and add their Initiative value (which is the combination of their SPD Mod and Badass Rank). The BM will inform the players if they will be taking their Actions Before Enemies or After Enemies, depending on the highest Enemy's Badass Rank.

Have each player roll Initiative. Any player who rolled equal to or higher than the Enemies' Badass Rank (3 for the Gunrunners) will be able to Attack before the Enemies can fire upon them. Any player who rolled lower will Attack after the Enemies have taken their Actions.

Description of combat is in the box to the right; use these steps to walk the players who go Before Enemies through their Attacks.

Then have each surviving Gunrunner perform one of their regular (non-Mayhem) Actions against a different character. Whenever an Enemy makes an Attack, roll 1d20.

1: Attack fails. For fun, describe how and why the Enemy wasn't successful. Make it embarrassing.

2-7: the Attack deals normal Damage.

8-15: the Attack deals +2 Damage.

16-19: the Attack deals +4 Damage.

20: the Attack is a Critical success and deals double Damage.

After Enemies, have the remaining players take an Attack Action (their choice of Ranged or Melee).

Any Enemies left alive after that turn run away, leaving the players victorious. Continue to the next read aloud box.



COMBAT

ATTACKING

Attacking is how to make things that are alive, less so. There are 2 types of Attacks: Ranged and Melee.

#RANGED ATTACK

01. Choose a Target: The player chooses a target that is within the Range their current gun can shoot (gun Ranges are listed on the Gun Card). A Vault Hunter can't choose a target that is out of their Range.

02. Accuracy Roll: The player rolls 1d20, (adding their ACC Mod if it is a Favored Gun type) and any other bonuses. With that number total, they consult the Accuracy box on the Gun Card to see how many Hits (●) and Crits (●) are scored.

a. If a player rolls a natural 1 (before Mods) on their Accuracy roll, they fail the Attack. If the Attack fails, the player spends their Action Reloading and one Mayhem Point is generated. The rest of their turn is unaffected by the Reload.

b. If a player rolls a natural 20 (before Mods) on their Accuracy roll, they add an extra Crit (●) to their Damage roll + their normal Accuracy results.

03. Roll and Apply Damage: For each Hit (●), they will roll the die listed in the Damage Box of their gun. For each Crit (●), they will roll 1d12. The player totals the sum of all dice rolled (as well as their DMG Mod if using a Favored Gun type) and any other bonuses. If the gun has an Element type, all Damage dealt will be that Elemental type. The player should announce Element type(s) when declaring the total Damage to the BM, who will then apply any additional effects if necessary.

#MELEE ATTACK

01. Choose a Target: The player chooses a target in an adjacent square.

02. Roll: Roll 1d20 to resolve the Accuracy of the Melee Attack.

1: FAIL

2-15: Normal Damage

16-19: +1 Damage Die

20: Double Damage

a. If the roll fails, Mayhem increases and the BM will describe what happens next.

b. If the roll is a natural 20 (before Mods) they will add a Crit (●) to their Damage roll.

03. Damage: The player gathers and rolls the Damage Dice shown in the Melee Box on their Character Sheet (plus any extra dice or Crits from their Accuracy roll). They then apply Damage equal to the total of the dice rolled + their DMG Mod.

[ENEMIES]

Each Enemy in the game has its own Stat Block (like a mini Character Sheet) that describes its attributes, how it behaves, and most importantly: how it Attacks and defends.

Using the Stat Block as a guide, you will perform Actions as the Enemies when the Enemy Action step happens. If there are multiple of the same Enemy in the encounter, keep track of their Health, Shields, etc, separately. For this encounter, there are a number of Gunrunner Enemies equal to the number of player characters. *gotta keep it balanced u know*



Gunrunner

Cyber-Cultists.

Badass
Rank
3

Movement
4 Squares

Health: 6
Shield: N/A
Traits: Flesh.

Weapon: Cyberjunk Assault Rifles

Special: If there is only one Gunrunner left (no other Enemies), the Gunrunner will attempt to flee back to their safe house/hut/trash bin. On the turn they attempt to flee, they gain Extra Movement.

Actions

Assault

Gunrunner fires their Cyberjunk gun. If their Attack roll was 15 or higher, they deal 3d4 Damage; otherwise they deal 2d4 Damage.

Take Cover

Gunrunner attempts to find Cover behind an adjacent structure to stop being wounded.



Mayhem Actions

Spray and Pray

If Gunrunner is in Cover, they fire blindly twice, reducing their Attack roll by 2. Deals 2d4+1 Damage per Hit.

Lob

If Gunrunner is in Cover, they will toss a grenade at a target, dealing 1d8+3 Damage to all adjacent targets.

#ANATOMY OF AN ENEMY STAT BLOCK

NAME

Name of the specific Enemy. Example: Gunrunner.

ENEMY TYPES

Example: Cyber-Cultist.

BADASS RANK (BR)

Each Enemy will have a Badass Rank which will determine Battle Order. This also influences Loot Generation.

MOVEMENT

The number of squares they can move in a turn. Some Actions grant Extra Movement, which means they can move again, up to the squares listed.

HEALTH

The Health value of the Enemy. This can either be a specific number or a set of dice that are rolled when the Enemy is spawned into an encounter.

SHIELD/ARMOR

Some Enemies have Shields and some have Armor. They work exactly the same, both deplete before Health is impacted. The only difference is Shields are susceptible to Shock while Armor is susceptible to Corrosive. Enemy Shields do not Recharge.

WEAPONS

This indicates the weapon an Enemy is using.

TRAITS

This clarifies body composition such as Flesh or Armored, which indicates which Elements they are most susceptible to. If an Enemy is Large, that will be listed here as well, which means they take up 4 map squares (2 x 2).

SPECIAL RULES

Any extra information and modifiers to any stats or abilities will be listed here.

ACTIONS

Each turn, Enemies take one Action chosen by the BM. These will mostly be Attacking, moving closer, or taking Cover.

MAYHEM ACTIONS

When the BM spends Mayhem on Enemy Actions, all Enemies will get a chance to perform their Mayhem Actions. These are beefier Actions that include strong Attacks and special abilities that may only trigger if certain conditions are met.

The players stash their crappy Hyperius guns in the crate with the rest. Then, while hiding from anyone who may be seeking revenge for their gunrunning siblings/cousins/best friends for life's sudden demise, they hear a chime:

Your wrist-mounted deck chirps to life. Your CYBERHUNK, a holographic AI who helps you organize your calendar and search for thirst traps on the net, bleeps into view.

"OH SNAP," cyberhunk_Torgue_v1.0.3.4.3.2_Final_FINAL_FORREALTHISTIME.exe says, flexing his holo-pecs.

"LOOKS LIKE HYPERIUS NERFED ALL THE GUNS IN NEOGUNZ CITY. BUMMER," he says, flexing so hard his framerate dips.

"OH, WOAH. JUST GOT, LIKE, A DOZEN Z-MAILS"

(z-mails are what they call e-mails in the cyberpunk future)

"WITH JOB OFFERS FOR ANYONE BAD ENOUGH TO INFILTRATE THE HYPERIUS DIGI-SCRAPER, INFILTRATE THE MAINFRAME, AND ROLL BACK THE PATCH.

"IF YOU ROWDY HACKERS COULD PULL SOMETHING LIKE THAT OFF, I BET THERE'D BE A PRETTY BIG REWARD IN IT FOR YOU.

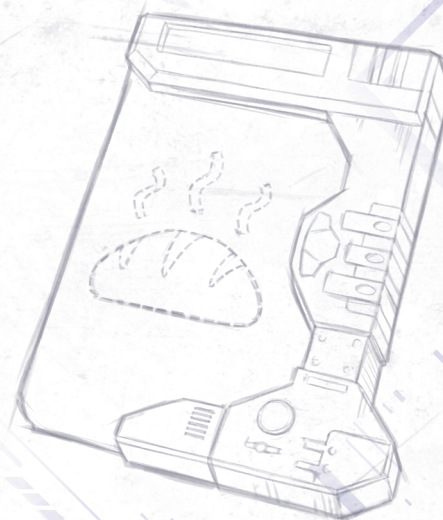
"OF COURSE, IT'LL BE RISKY AS @*\$(*)%," he says, his autofilter turning the final word into a digital fart.

"YOU'LL NEED TO GEAR UP IF YOU WANNA INFILTRATE THE DIGI-SCRAPER. AND YOU'LL NEED EVEN *MORE* GEAR IF YOU WANNA SURVIVE YOUR RUN INTO HYPERIUS'S CYBERSPACE INTRA-WEB.

"LUCKILY, THERE'S ONE MERCHANT AROUND HERE, CYBER-MARCUS, WHOSE STOCK IS OFF THE GRID, WHICH MEANS IT PROBABLY HASN'T BEEN AFFECTED BY THE PATCH. EVEN MORE LUCKILY, I'VE LEARNED OF A FEW ODD JOBS YOU COULD DO AROUND TOWN TO EARN SOME BREADSTICKS, WHICH ARE WHAT WE NOW CALL CREDSTICKS, WHICH IS WHAT WE USED TO CALL MONEY.

"SO: HEAD AROUND TOWN, EARN SOME BREADSTICKS, AND THEN SPEND THEM AT CYBER-MARCUS ON SOME GEAR THAT'LL HELP YOU WITH THE HYPERIUS JOB.

"GOOD LUCK," he says, before multiplying a billion times and bouncing offscreen like you just won solitaire.



[LEVELING UP]



Each player gains their first Level (making them officially Level 1). Whenever a player Levels Up during this adventure, refer to this section.

#LEVEL UP TABLE

Level	Level Up Rewards
1	1 Skill Point, Unlock Feat
2	1 Skill Point, +Health
3	1 Skill Point, +Health, +1 Stat

and go "yaaaaay" so your players feel like they just succeeded at something

literally go "yaaaay" you coward



SKILL POINTS

Each Level grants 1 Skill Point which can be spent on any of the available Skills on their Character Sheet. Each Skill Point placed into a Skill increases the Skill Level by 1 (1 point = SL 1).

UNLOCK FEAT

At Level 1, each player can unlock their Feat. Feats are special abilities specific to their character. Some feats grant an ability for you or your allies to take less damage (*No Pain, Friendship*), strike back when you are hit by an enemy (*Static Shock*), or just be a badass when taking damage (*Flex*).

+HEALTH

At Levels 2 and 3, there is an increase to max Health. Players roll their Melee Die and add the result + their MST Mod to their max Health. They also increase their Current Health by that amount.

+1 STAT

At Level 3, a Stat increase is unlocked. Players can pick one of their Base Stats and increase it by 1. To get their new Stat Mod, divide the new value by 2 (rounded down) (ex. a Stat of 5 would be a Stat Mod of +2).

#PART 1

<RUNNING WITH BLADES>



i typed out credsticks but autocorrect turned it into breadsticks so i was like lol thats canon now

The players need Breadsticks before they can show up at Cyber-Marcus'. There are 3 Jobs they can attempt. The boxes tell players information about the Jobs, including Job Level, Objectives, and how many Breadsticks they stand to earn if they succeed.

Each Job helps teach the players more of the core rules of the game including Checks, Badass Moves, and death/Traumas. Mostly they will provide the Breadsticks the players need to continue.

The players can do as many Jobs as they wish, but should be incentivized to do all the Jobs to earn the most Breadsticks possible before heading to Cyber-Marcus' store.

DEFUNCT GUNS

There are a number of non-functioning, defunct guns that the players will probably find as they complete the various Jobs (*Zero Day*, *High Ping*, *Blackhat*, *M0ll-E*). The player can gain the gun when it's found, but it will not work. Cyber-Marcus is able to fix the guns when the group gets to his shop, and **their** will tell them as much if they ask.

Torgue AI

JOB ["RETRIEVE SOFTWARE FROM CYBERPIRATES"]:

OBJECTIVES:

- > Locate the ship in Pirate Alley.
- > Retrieve the software from the Cyberpirates.
- > Deliver software to orphans.

JOB LVL: 1

BREADSTICKS: 2

[PIRATE ALLEY]

Upon entering Pirate Alley, read the following:

Pirate Alley is lit by synthcan fires and holo advertisements for stolen hologames. Two orphans—somehow you can tell they're orphans, they just have that vibe—lick their lips as they watch an eyepatch-sporting tech pirate shout about the newest Diamond Runner game.

“Yarr,” he says. “We got a full crack of Diamond Runner 4—no downloadin’ needed; everythin’ unlocked! Just 3 breadsticks!”

The orphans look at you with big, sad, no-parent-having eyes.

“We love the Diamond Runner games, but we have only two breadsticks to our name. Could you perhaps steal a copy for us? They already stole it off the AURAnet, so it’s not even like a real crime.”

[CHECKS]

Checks are used to resolve most of the challenges outside of encounters.

Checks can come up in two ways: when a player describes something they wish to do that would require the Check (ex. a Soldier wants to see if there are any hidden Chests or passageways in the room, leading the BM to request a Search Check), or when the BM describes something the players must deal with that involves a Check (ex. After an explosion, a tree falls in the path of the Siren as she's running towards an Enemy, the BM has her roll a Traverse Check to avoid it).

Resolving Checks:

01. Player describes how they are going to attempt the Check.
02. The BM sets the difficulty of the Check. (The BM does not have to announce the difficulty to the player.)
03. The player rolls a d20 and adds any bonuses they have for Checks of that type.
04. Compare the final result to the difficulty. The BM will describe the outcome of the Check.
05. A failed Check results in the generation of 1 Mayhem Point.

There are 6 types of Checks:

INTERACT If you need to pick up, kick, ~~turn, flip, expand,~~ extract, etc, you need an Interact Check. **work it, turn around, flip it, reverse it**

TALK When you use words as weapons to get what you want, through charm or intimidation or lying.

INSIGHT What do you know about what you don't know? If you wish to recall something you heard about ancient life or learned as a kid on the mean streets (or where mean street is), you need an Insight Check.

SNEAK If you want to do something without being seen or noticed, that's Sneaky.

SEARCH Looking for this? Or that? Or something else? Trying to find a hidden switch or door? Search Checks!

TRAVERSE When you need to get over, under, through, around, in or out of something, you need a Traverse Check.

SETTING DIFFICULTY

When the player wants to attempt a Check that isn't listed somewhere in the adventure, you have to set the difficulty. Use factors like how many baddies are around, how big of an effect success or failure will have, what is the rest of the group doing to make it easier or harder, or any other factors you think apply to the situation.

The Checks in this section have difficulties next to them already, but can be changed if you think they no longer match the situation.

If you have to create a check in response to your players doing some unexpected stuff (which you will, life is chaos), don't sweat it too much.

MAYHEM (FAILED CHECKS, ETC)

What is Mayhem? Fatemakers are designed to create mayhem. It is in the very fabric of their being. So as BM, you get to harness that Mayhem and use it against them. Think of Mayhem as a type of currency. Fatemakers' Actions gain you Mayhem Points that you get to spend causing trouble.

Keep track of Mayhem gained on your Adventure Sheet. The list of things you can spend Mayhem on is listed later in the adventure [page 17].

There is a single cyberpirate at a kiosk where kids can demo the game before buying (but like those ones with the controller attached so you can't steal it). One kid is seen running out from an abandoned-looking building with the disc in hand and disappears into the city. Poking out from behind the abandoned building is the flying pirate ship that is no longer flying.

Like at a fast food joint. Or a dentist, if you were a rich kid who went to the rich kid dentist

If a player wants to investigate the kiosk or the building, they will have to pass a Search (6) Check. If successful, they see cables running from the kiosk into the building and probably out the back. Following the cables leads to the second floor of the building where a metal plank connects the building to the ship. If a player wishes to cross the plank, they will need to perform a Traverse (10) Check.

Once on the ship, the players hear sounds coming from the lower deck and lights flickering from an opening with a ladder on the main deck. Following the cables leads to the captain's quarters to the left of the plank (for easy mutinies). The cables end at a computer station which seems to be streaming the game to the kiosk from a disc drive. An Interact (10) Check is required to get the disc out without hitting the reset button on the machine. If successful (or if a player attempts to Search the room), the player finds a defunct gun (Zero Day).

To get back across the plank requires another Traverse (10) Check.

If a player fails any of the Checks they attempt in this section, the pirates begin searching for the players. Before making any additional Checks in this section, the player must succeed at a Sneak (11) Check otherwise they are caught by the pirates. If the player wishes to attempt to talk their way out of trouble, they can attempt a Talk (14) Check to convince the pirates they totally aren't stealing their software.

If the players are caught and can't talk their way out of it, the pirates will kick them off the ship and set fire to the discs. The orphans will weep, but give the players 1 Breadstick for their trouble.

If the players successfully snag the discs, they can sell them to the gamer orphans for 2 Breadsticks.

JOB ["TEST ENERGY DRINKS FOR POWER FUEL JUICE BAR"]:

OBJECTIVES:

- > Travel to Power Fuel Juice Drink Bar sponsored by Stab-and-Grab Footwear™!
- > Test effects of their newest prototype flavor.

JOB LVL: 1

BREADSTICKS: 2

[THE POWER FUEL JUICE DRINK BAR]

Upon entering the drink bar, choose one of the players to be the 5 billionth customer (they will learn about death!). Then read the following:

The POWER FUEL JUICE DRINK BAR SPONSORED BY STAB-AND-GRAB FOOTWEAR™ thrums with electrolytes and holo-ads of bashball players leaping into the stratosphere. Fountains of energy drink spurt their good-good into the air. All you've gotta do is pay the requisite fee (it only costs your dignity!) and grab a cup.

"GOOD NEWS," says a voice coming from all around you. "You're the 5 billionth customer! To commemorate this occasion, we're offering you a special deal: if you try our prototype new flavor, Meat Bike Blast™, we'll pay you 2 Breadsticks."

POP. The lights of the bar flash quickly and brightly enough to drop you to your knees. ~~Unpleasant, but not unexpected~~ (these days, the richies don't wait for you to sign the EULA—they just sear it directly into your brain). Every time you close your eyes for the next week, you'll see a nondisclosure agreement, right of arbitration, and release waiver scrolling past your eyeballs at lightning speed.

"By not blinking, you have accepted our terms and conditions. Now: drink up..." the voice says as a fountain near you turns from a neon blue into a sludgy, putrescent brown.

"...If you're POWERFUEL enough!"

Once a player drinks the sludge, continue reading:

The player who drinks the sludge will enjoy the flavor of the best thing they've ever tasted. It's so good, they explode as a bicycle made of pure meat bursts from their stomach and rides off into the distance. The player that drank the sludge is dead but it's objectively ~~pretty~~ rad.

This segment teaches the player about death and Trauma. Death and Traumas are explained below, but the player will respawn outside the Power Fuel Juice Drink Bar Sponsored by Stab-and-Grab Footwear™.

[DEATH AND TRAUMAS]

It's the future and death is really just inconvenient more than... uh, deadly. Being brought back to life isn't all LED-shine and digi-roses though— piercing the veil of the beyond leaves a lasting impact on those lucky few that's known as Traumas.

When a player character dies in Meatspace (the real world), they respawn at the closest CP-U Station (Character Processing Unit), which are usually located outside of whatever room the player died in. Then they roll a d8 and get a result based off the Trauma table below. Unless stated otherwise, the Trauma lasts for the rest of this adventure.

d8
Roll Trauma

1 Your limb has been replaced by an overly friendly bionic one. It waves every time you meet someone. -1 to Accuracy on Melee Attacks.

2 Your smell sensors are fried so everything smells like burnt wires. -1 on Search Checks.

3 Must make sci-fi laser sounds when rolling a die for any reason (-3 to the roll if you forget).

4 You must add the prefix "cyber-" to the beginning of all nouns (ex. "I sit in the cyber-chair and take a sip of cyber-coffee"). If you forget, take -1 to your next roll.

5 Your meat body is completely destroyed and replaced with a perfect hard light hologram of itself. You can still do everything as normal, but you are canonically dead -- a mere holographic facsimile of your former self.

6 Your abs are replaced with speakers that constantly blare out techno music. Take -1 to all Stealth Checks.

7 Your best abilities are now hidden behind a corporate paywall. You must spend 3 HP or 1 Breadstick to use your Action Skill.

8 You're feeling a little buggy. Whenever you roll *for any reason* roll another d20. If that second d20 lands on a 1, you glitch out and do the exact OPPOSITE of what you intended.

After respawning, the players will receive their 2 Breadsticks reward. Also the fountain spits out two defunct guns (*High Ping* and *Blackhat*), which can be fixed up by Cyber-Marcus later on.

JOB["TAG COP CARS AT THE BLOCKADE"]:

OBJECTIVES:

- > Find the blockade of cop cars.
- > Tag it with anarch cybergraffiti.
- > Get away.

JOB LVL: 1

BREADSTICKS: 2

[THE BLOCKADE]

Upon reaching the blockade, read the following:

The NEOGUNZ city police blockaded off a major intersection for reasons only they can fully explain (but won't, because they don't answer to you).

Your wrist-deck flickers to life. The image of Gaige, an anarchist hacker who is so cute you're like DAMN, appears.

"Aight, cuties," she says. "Alphabet time. Today's letters are M-E-C-H. Anyone who can graffiti those cop chargers at the blockade will get 2 Breadsticks from your friends in the anarchist alliance."

A drone drops a box of Anarch brand spray paints in front of your group and flies off.

A half-dozen COPBOTS patrol the blockade. It'll be difficult to graffiti the car and get out alive... unless you do something badass.

There are a number of cop cars equal to the number of players spread around the blockade. Between each car is a charging station which is used to drain energy from the grid to power their LED cop lights, and to recharge the COPBOTS attitude drives. The charging stations are made of some volatile chemicals and components and would explode real good if damaged.

Above the blockade are the remains of a bridge that was being built (or demolished), and occasionally small pieces fall onto the cop cars and the COPBOTS are like "what was that?" and go investigate, but after 10.8 seconds are like "must have been nothing" and turn back around. It still looks stable enough to walk on in most places though.

The box of Anarch brand spray paints that were dropped off have been known to spark violently in different colors when shot or punctured.

In this section, the players will learn about Badass Moves.

The players can use Badass Moves in a couple of ways for this scenario: they can do something Badass and crazy to distract the COPBOTS while another player tags a car, or they can do something Badass and rad to disable the COPBOTS before they can set off their alarms.

In either case, use the section on the next page to determine how their Badass Moves resolve.

[BADASS MOVE]

WHAT IS A BADASS MOVE?

Outside the realm of normal Actions, the Badass Move is for all those do-or-die moments during a fight. When a player has a brilliant/stupid/courageous/nonsensical idea and desperately wants to put it into action, they'll be using a Badass Move. If they succeed, they'll get a bunch of stat buffs and feel like they could take on the world. If they fail...well, it's gonna hurt.

DESCRIPTION

The player begins a Badass Move by describing, in detail, what they want to do on their turn, including all the Actions required to make the Badass Move happen (Movements, Attacks, perform Checks, etc.) while being as descriptive as possible. If the Fatemaker has any catchphrases or one-liners, they should absolutely feel free to pepper those in now, too. The BM is the final determination on whether the turn described is Badass enough to qualify as a Badass Move. If they deem it worthy they will then assign a difficulty level to the move.

BADASS DIE

The Badass Die is similar to a standard d20, but with higher highs and lower lows. A standard d20 has numbers 1-20 each represented once. The Badass d20 has three 1s and three 20s, with the other numbers filling in their normal spots. Roll a standard d20 with the following changes:

- On a roll of 1, 2, or 3: The roll equals 1.
- On a roll of 18, 19, or 20: The roll equals 20.

ASSIST

Any party member can assist a player in their Badass Move by sacrificing their turn and joining the shenanigans. Based on the declared Badass Move of the first player, the assisting player describes what additional moves they are

adding into the mix to help their teammate. Again, it is up to the BM to decide if the assist adds any Badassitude to the situation. Along with the initiating player, all assisting players roll a Badass Die and the values are totaled.

BADASS TOKENS

By attempting or executing Badass Moves, players earn Badass Tokens. Tokens can also be earned through certain Class/Archetype features. Badass Tokens can be used in a couple of ways. They can be spent by any player in a party to add +1 to any roll, including non-combat Checks. They can also be spent to do an additional Badass Move in an encounter. Each player gets 1 Badass Move per Wonderland Day but can spend Tokens to do additional Badass Moves. Each extra Badass Move costs 1 additional Token cumulatively. 1 extra move costs 1 Token, the next costs 2 Tokens, then 3 Tokens, etc.

ROLL

The player rolls the Badass Die and adds their Badass Rank to the roll. If Assisted, all assisting players will roll the Badass Die as well, adding their Badass Rank to their rolls. All rolls are then added together to get the final result and checked against the difficulty.

RESULTS

If the player succeeds at rolling equal to or higher than the Badass difficulty the scene unfolds exactly as they envisioned. And any time during that same turn that a player consults their stats, they will use their big Base Stats instead of the teeny, tiny Stat Mods. For example, after a successful Badass Move, if the Enemy is still alive and retaliates, the player will get to dodge the Attack using their larger Speed stat. Players are also rewarded with 4 Badass Tokens and all assisting players get 2 Badass Tokens.

If the player fails by rolling less than the Badass difficulty the BM relays in horrific detail the shameful outcome and the player continues to use the teeny, tiny Stat Mods for their Action rolls. They also only receive an embarrassing 2 Badass Tokens with the assisting players getting only 1 Badass Token.

INCREASING BADASS RANK

The BM decides when the group's Badass Rank increases. Much like experience is shared, the Badass Rank will increase as a group.

If any player fails their Badass Move: if a COPBOT is around, they taser the player for 10 Shock Damage (wiping out their Shields) and then return to their patrol as normal.

If they are tagging a car: the alarm goes off and a COPBOT will pursue them and taser the player for 10 Shock Damage.

If a player is caught behind the blockade: the COPBOT will pursue them and attempt to taser the player for 10 Shock Damage.

If a player is on the sidewalk: the COPBOT is unable to mount the curb and goes back to patrolling instead.

Y'all get a call from Gaige.

"YOOOO," she yells so hard the speaker almost blows out. "THAT'S what a comrade looks like! Everything you just did? mmm. Comrade-riffic. I'm sending you some e-Breadsticks now -- they're just as good as regular ones, except nobody can punch you in the gut and steal these from you. Hit me up if you ever wanna burn down more symbols of the oppressive patriarchy! Byeeeeeeeeeeeeeeee"

Also the players find a defunct gun (MOll-E) lying near the blockade. nice nice

Once the players have completed all 3 Jobs (successfully or otherwise), they can head to Cyber-Marcus's Store on the far edge of town.

[CYBER-MARCUS'S STORE]

The door to Cyber-Marcus's is closed and digitally locked. On the door, a sign reads: "BE BACK IN HOWEVER LONG IT TAKES TO DISMANTLE A PARTICLE CANNON." The players see a small explosion and hear banging echo from a section of the wall behind the shop.

THE PARTICLE CANNON

The Malefactor Digi-Cannon looms over the southern wall of NeoGunz City, blasting any viral raiders who might dare try to scale its five-story sheer face.

Or it would loom, if it still worked. As it stands, it does whatever the opposite of looming is. Hanging out? It hangs out.

The problem, as is so often the case with any hardware old enough, is spyware. Some unthinking cannoneer tried to install what they thought was an update and accidentally choked the thing with so much malware it can't even fire.

To your surprise, CYBER-MARCUS is here, blasting a control panel open with a blastertorch.

"Ah," he says, his cybernetic eye glowing yellow. "I did not expect the cannon to be such a popular destination today. Unfortunate."

Given the equipment he brought, his purpose here is obvious: he's come to harvest the hard drive.

"Yes, yes, I see you've noticed my extremely delicate tools," he says, smashing the side of the cannon with a fizzlehammer.

With the Hyperius patch in effect, old tech like what's inside this cannon will be worth its weight in gold."



Your CyberHunk clicks on.

"WOULDN'T IT BE WORTH EVEN MORE WITHOUT ALL THE SPYWARE AND STUFF," it asks, squat-thrusting with every other syllable.

"Of course," Marcus laughs. "But who would be brave enough to jack into the hard drive and risk exposure to all those viruses? They would have to be reckless. Stupid. And desperate!"

He smiles at you for exactly 40 seconds without saying anything.

"If you can jack into the Digi-Cannon and kill off the viruses, I will give you access to my storefront. More than that, I'll give you a discount on everything I have!"

Marcus kicks open an access panel, revealing the jack-in port. All you have to do is jack into cyberspace, kill some viruses, and get out.

This job will teach the players about the mechanics of Cyberspace. In order to enter Cyberspace, the player's consciousness will enter the computer while their meat body remains vulnerable and basically unconscious in the physical world.

[CYBERSPACE]

Cyberspace is like the real world, except sexier and more neon. When you jack in to Cyberspace, a digital avatar of your exact appearance (except 10% more attractive) spawns in the digital world. Your consciousness temporarily migrates from your meatbody into your cyberbody.

While in your cyberbody, you can interact with a digital environment to either gain information (passwords, files, memes) or affect the meat world (shutting off turrets, diverting power, printing memes).

In Cyberspace, a few things are different:

- > Checks and bonuses are *flipped*. If a player wishes to perform a Check, they must roll under the difficulty to succeed. Any bonus they get is flipped (if a player has a +2, they have a -2 in Cyberspace).
- > Files act as terrain and must be interacted with or destroyed to move through their squares. Some files explode when destroyed.
- > If a player's avatar dies, they are ejected from Cyberspace and receive a Patch. Patches are like Traumas, except they're called Patches. They only effect your Cyberspace avatar.

d6 Roll	Patch Name	Patch Notes
1	Ad_Read_v1.21	Your free trial has run out, so you play ads every few minutes. Roll 1d6 before any Action. On a 1-2, an ad plays before that Action is taken.
2	Electric_Sheep_v0.014	You are convinced the real world is a simulation. +1 to all Cyberspace Checks.
3	All_Ages_v0.069	A speech censor program installs itself. One random word per sentence is bleeped. -2 on Talk Checks.
4	I_Can't_Do_Kung_Fu.exe	Your data hands glitch out when they touch/punch other data. Take 1d6 Damage whenever you make a Melee Attack.
5	Dial Up	You always take the last turn each round of combat (during the After Enemies phase).
6	You've Got Mail.mov	Cyberspace has made you appreciate the internet so much, you no longer feel the need to speak verbally. You now communicate with emojis and emoticons.

Now is your chance to break out every LED light you own and set them to "RAVE."





PROTOCOL FILE // PROTOCOL.CONFIG
INTERACT CHECK 9 TO OPEN FILE



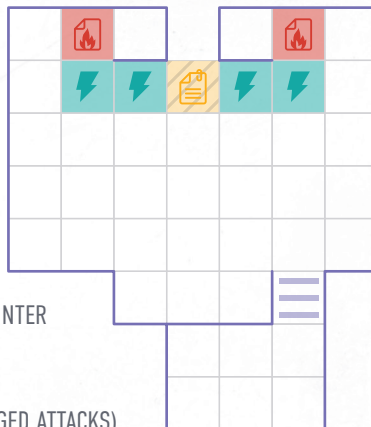
BARREL FILE (FIRE) // BRL.EXPLD
IF DEALT 5+ DAMAGE, EXPLODES DEALING
3D6 FIRE DAMAGE TO ADJACENT TARGETS



ENEMY SPAWN
SPAWN ENEMIES ON OR ADJACENT TO
EMPTY SPAWN SQUARES AT START OF ENCOUNTER



STAIRS TO OVERLOOK
LEADS TO UPSTAIRS AREA (BETTER FOR RANGED ATTACKS)



C:\>

The player avatars arrive in C:\> at the top of a set of digital stairs and find a room with multiple files. Two smaller files have a fire symbol on them while the main file in the center of the area, named "protocol.config" appears to be corrupted and will need an Interact (9) Check (reminder: the player needs to get a 9 or below to succeed in Cyberspace) to open. If a player fails to open the file, it deals 2d6 Shock Damage to the avatar, then opens itself.

When opened, the file starts spewing creatures that look like polyhedrals with legs and start to attack the player.

[ACTIONS IN COMBAT]

Here is the full list of Actions that a player can take during combat:

> MOVE

// Extra Move [+1 Mayhem]

> ATTACK (RANGED OR MELEE) OR ACTION SKILL

// Extra Attack [+1 Mayhem]

> THROW GRENADE

// Throw Item [+1 Mayhem]

> CONSUME

> SWAP GUNS [+1 Mayhem]

> PERFORM A CHECK [+1 Mayhem]

MOVE Move a number of squares up to your Movement (3+SPD Mod). If a player wishes to move again, the BM gains a Mayhem Point and they can take another full Move Action.

ATTACK Choose Ranged or Melee and perform an Attack against a target. If a player wishes to Attack again, the BM gains a Mayhem Point and they can take another full Attack Action.

ACTION SKILL Instead of Attacking on a turn, the player may activate their Action Skill. These are powerful abilities that are unique to your Class. The Action Skill will tell the player how to finish their Action.

THROW Throw a grenade or other item up to your DMG Mod in squares. If a player wishes to Throw further, they must succeed at an Accuracy Roll of 12+ (roll 1d20+ACC Mod). If they fail, the BM determines where the item lands.

CONSUME Consume a potion or stim that a player has in their inventory.

SWAP GUNS Exchange the Current Gun with another gun from your inventory. The BM gains a Mayhem Point when a player takes this Action.

PERFORM A CHECK Attempt any type of Check during combat. The BM gains a Mayhem Point when a player takes this Action.



SPENDING MAYHEM

When a player takes certain Actions or fails a Check, the BM gains a Mayhem. These are some of the ways you can spend Mayhem in combat:

> **1 Mayhem Point:** Execute one Enemy's Mayhem Action (💀) instead of their normal Action.

> **2 Mayhem Points:** One Enemy that would die this turn takes a Mayhem Action (💀) before death.

> **3 Mayhem Points:** Execute one Mayhem Action (💀) for all Enemies instead of their normal Actions, or Boss Enemies take an Extra Action.

EN.COUNTER("VIRUSES");

Spawn 2 Virus.nme per player. When spawning, spawn in this order: Virus_d4.nme, Virus_d6.nme, Virus_d8.nme, Virus_d10.nme, Virus_d12.nme (if 4 players, spawn an additional d4 and d6 virus).

**** REMINDER ****

Whenever an Enemy takes an Action that includes an Attack (would deal Damage), always roll 1d20 and subtract the SPD Mod of the targeted Vault Hunter to determine how the Attack resolves.

- 1: Attack fails. For fun, describe how and why the Enemy wasn't successful. Make it embarrassing.
- 2-7: Attack deals normal Damage.
- 8-15: Attack deals +2 Damage.
- 16-19: Attack deals +4 Damage.
- 20: Attack deals double Damage and one Mayhem Point is gained.

Virus.nme

Malware.

Badass
Rank
5

Movement
3
Cyber-Squares

Health: 20
Shield: 15 (+dx)
Traits: N/A

Weapon: Code

Special: Each Virus is a polyhedral (d4,d6,d8,d10,d12). This determines what die they use for dealing Damage as well as how much additional Shield they have. When you see a dx, x equals the die value of that virus.

Actions**Bridge Connection**

Virus.nme lashes out with it's tendrils and deals 1dx Shock Damage to a target within 2 squares.

Upload

Virus.nme turns into pure code and teleports up to 4 squares to be adjacent to a target.

**Mayhem Actions****Infect**

Virus.nme lashes out with a *Bridge Connection* Attack against a target. If the target takes non-Shield Damage from the Attack, they are infected with Virus.nme. Each turn, targets infected with Virus.nme takes Damage equal to the dx of the Virus that infected them (d4,d6,d8,etc).

Download

Virus.nme turns into pure code and teleports up to 4 squares to be adjacent to a target, then performs a *Bridge Connection* Action.

After defeating the viruses, the file is restored and the players can exit Cyberspace. When they are out:

"Delightful," Cyber-Marcus laughs. Not only have you destroyed the viruses, but you've restored the cannon's ability to fire big balls of angry data at stuff. Granted, it only seems to have enough ammunition for one shot, but before I pull its hard drive out, would you like to fire that final blast anywhere in particular?"

The players can now fire a Digi-Cannon blast to any point in the city. Shooting the **BLOCKADE** will destroy all the cop cars and cause Gaige to speak with the players:

"That. Was. AMAZIIIIING! I'm sending you 5 Breadsticks right now. Once all this is done, you and I should talk more. About... The System. And/or the act of Smashing it."

If the players shoot it at the **HYPERION DIGI-SCRAPER**, then the first phase of their assault on said Digi-Scraper will have fewer guards and cameras as the datablast knocked many of them out.

If the players shoot it at the ship in **PIRATE ALLEY**, CyberHunk chimes in to tell you there is an orphan uprising in Pirate Alley. Thankfully, your shot managed to completely de-rez Orphan-Eater, the heartless bandit warlord who keeps Pirate Alley in check. He eats orphans.

"Oi!" Your ECHO comms spark to life. "This 'ere's Pickle, leader of tha orphan uprisin! Whoever just fired that cannon shot into our neighborhood willy-nilly...you got my thanks! Orphan-Eater -- the techbandit who runs the orphanage -- was just powerin' up his final attack. He was gonna wipe us all out until your cannon shot blasted him into bits -- literally! If you ever need a small army of orphans to come to your aid, just shout 'ORPHAN ARMY, ASSEMBLE' at the top of your lungs!"

Having rescued the orphan army, the players can shout "ORPHAN ARMY ASSEMBLE" to instantly summon an army of twelve unarmed orphans who can preform one Action or task of the players' choice. Whether that Action is succesful or not is up to the BM. This is a one time use ability.

If the players fire the cannon into **POWER FUEL JUICE DRINK BAR SPONSORED BY STAB-AND-GRAB FOOTWEAR™**, they receive an ECHO message:

By causing property damage to the POWER FUEL JUICE DRINK BAR SPONSORED BY STAB-AND-GRAB FOOTWEAR™ kiosk, you have broken the Terms of Service. You are legally bound to repay the POWER FUEL JUICE DRINK BAR SPONSORED BY STAB-AND-GRAB FOOTWEAR™ in both Breadsticks --) immediately, the group loses 1 Breadstick) and blood. [The group suffers 1d12 Psychic Damage. Psychic Damage is just physical Health Damage on squishy brain parts.]

LEVEL UP

Each player is now Level 2. Follow the steps on page 9 for Leveling Up, then continue to *Cyber-Marcus's Store: Revisited*.

[CYBER-MARCUS'S STORE: REVISITED]

Once the players have dealt with the Digi-Cannon, they can return to Marcus's and purchase some gear for their run on the Hyperius Digi-Scraper.



Cyber-Marcus welcomes you into the wire jungle he calls a store. it's like when you put your game controllers away and they get all tangled, except, like, a building
"Thanks for your help with the Digi-Cannon. As promised, you've earned the right to purchase some of my finest wares. I have divided the store into two sections: techspace gear and meatspace gear. You will need both to succeed, of course, but the REAL question is how much you can afford!"

"Oh I see you found some defunct guns that got Hyperius'd. Give them here and I'll roll back the firmware and hopefully restore them to their original form."

The players can spend their credits on any of the following items. Each item costs 2 Breadsticks.

TECHSPACE STUFF:

- > **CLICK HERE:** A pop-up-ad grenade that will disable any antivirus Damage for 2 turns.
- > **Restarter:** Allows immediate resurrection of one's cyberavatar when dropping to 0 Health (one time use).
- > **Viral Infection:** Good for only a single encounter. If you can Hit every non-Boss Enemy in a single combat with the viral syringe, they'll get infected and simultaneously delete themselves.
- > **Game Within a Game Within a Game:** The player may switch their avatar to that of a videogame character of their choosing, along with one Skill that character would have (given the BM's approval).

MEATSPACE STUFF:

- > **Securitas** (Torgue Rare Pistol): Can be used to rewire a Turret as an ally for 2 turns.
- > A vial of poison: Does exactly what you think.
- > **Corporate Suit** disguises [2 pack]: Grants +3 on Talk Checks with lower-level Hyperius employees.
- > **Cloaker stim:** One use; allows total invisibility for 2 turns.
- > **Superstrength stim:** one use; allows you to lift and Throw up to one ton's worth of stuff for 2 turns.

Once the players have spent all their Breadsticks, Cyber-Marcus gives them back their guns, newly un-Hyperius'd. Each gun is a Favored Gun for one of the Classes.

FAVORED GUNS

Each Class has one gun they prefer over all others; we call this particular type of gun the Fatemaker's Favored Gun. There are stat bonuses to both Accuracy and Damage when using a Favored Gun. When a player acquires a gun that is their Favored Gun type, they write their ACC Mod in the blank space of the Accuracy roll on the Gun Card and their DMG Mod in the blank space of the Damage section. They will add these bonuses, along with the normal gun bonuses, each time they use the gun in Combat.

Now that the players have new guns and a stockpile of items, it's time to assault the Digi-Scraper.

#PART 2 <MEATSPACE RUN>

When all players are ready, they head toward the Hyperius Digi-Scraper.

The Hyperius Digi-Scraper is 70 stories tall. Most floors merely house the mammoth server and power infrastructure that spread techno-control across the whole of NeoGunz City.

But everybody knows the higher floors are home to the wealthy richie slimeballs who get rich off selling your data.

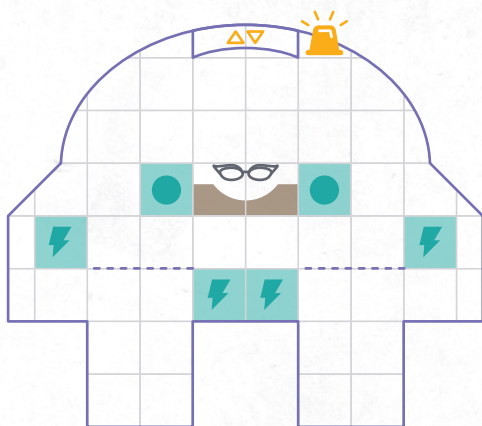
Higher than that, an entry point for the Hyperius intranet.

You wanna roll back the patch? You've gotta get to the top floor. But before you can do any of that, there's the issue of the lobby. It's chock full of guards, robots, cameras, turrets, and metal detectors.

If the players shot the lobby with the Digi-Cannon:

Granted, at least some of those are on fire and/or deactivated and/or dead, thanks to your blasting the lobby with the Digi-Cannon. So, nice.

1ST FLOOR - HYPERIUS LOBBY



The lobby contains two sets of double doors for entry. There is a distant sound of music and muffled voices coming from above. The room is secured by two metal detectors and multiple security cameras with no discernable blindspots. In the center of the room sits an NPC digi-receptionist protected by two ceiling mounted Auto-Turrets. Multiple armed security guards patrol the area.

If the lobby was blasted by the Digi-Cannon, only one set of Security Guards remain and the digi-receptionist along with the Auto-Turrets seem to be offline.

If players walk through the metal detectors carrying any non-Hyperius guns, the alarm will go off, alerting the guards and combat will ensue. *oopsie*

Provided the players got past the metal detectors without triggering the alarm, they can then attempt to schmooze their way through the lobby by convincing the digi-receptionist with a Talk (12) Check that they are on the list. If a player mentions the word 'party', they get a +2 bonus to the Check since there happens to be a party going on upstairs.

If the players set off the metal detector or fail 2 Talk Checks in a row, the alarm goes off and an encounter begins.

Spawn 2 Guards per player and 2 Auto-Turrets (controlled by digi-receptionist).

Auto-Turrets fire once per turn at the closest target. They make an Accuracy Roll with a +2 ACC Mod (2-7: 1 Hit, 8-12: 2 Hits, 13-16: 3 Hits, 17+: 4 Hits) and deal 1d6 Damage per Hit.

DIGI-RECEPTIONIST

HYPERIUS GUARDS SPAWN

NON-HYPERIUS METAL DETECTOR

AUTO-TURRETS

ALARM SWITCH

ELEVATOR

Hyperius Guards

*Security.
Mid-life crisis-y.*

Badass
Rank
5

Movement
3 Squares

Health: 20
Shield: 25
Traits: Flesh.

Weapon: Hyperius Shotguns

Special: Says things like "Stop right there!", "Don't do anything stupid", "I don't get paid enough for this", and are very trigger happy. They will take *Blast Em* Actions, even if another Guard or ally is in the way.

Actions

Blast Em

Hyperius Guard will fire at a target up to 4 squares away with their Shotgun, dealing 2d6 Damage, plus 2 Damage if they are within 2 squares of the target.

Going In

Hyperius Guard moves up to 3 squares to be adjacent to a target, then smacks them with the butt of their shotgun dealing 1d8 Damage.

Mayhem Actions

Both Barrels

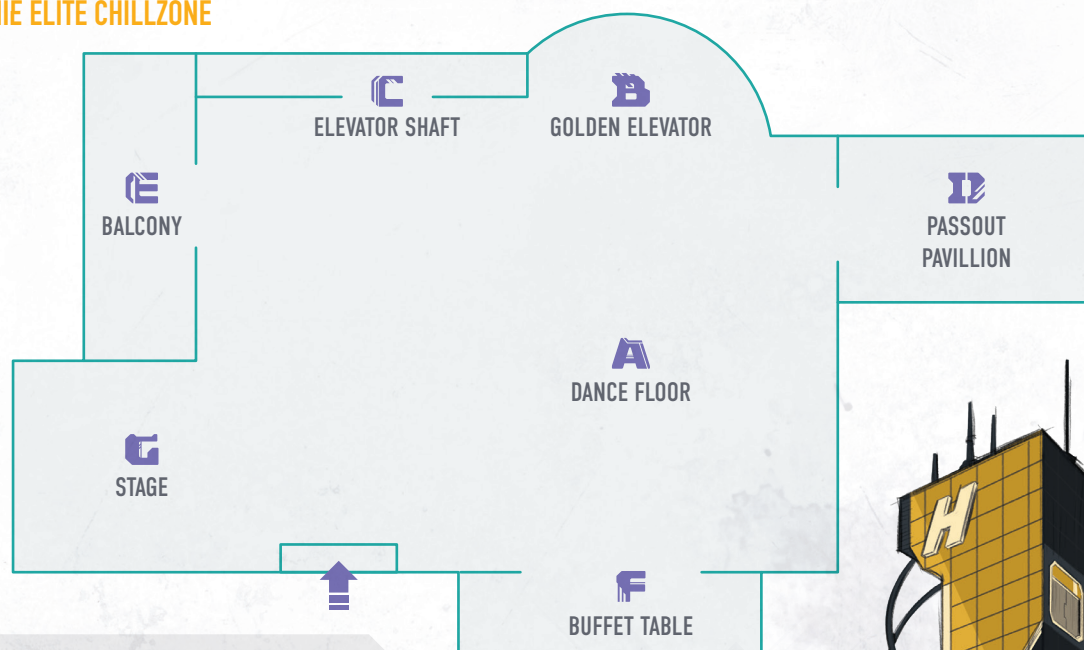
Hyperius Guard fires their Shotgun at a target twice, dealing 2d6 Damage per shot; add 4 Damage if they are within 2 squares of the target.

Lock Em Up

Hyperius Guard will put a target within 2 squares in digi-cuffs that prevent them from making Attack Actions. An Interact (10) Check will allow the target to break free of the cuffs.

Eventually, the players reach the elevator. There's only one button in said elevator, leading to the Richie Elite Chillzone.

51ST FLOOR – RICHIE ELITE CHILLZONE



You can smell the money. The Richie Elite Chillzone is a place for the richest of the rich and the selloutiest of the sellout to rub shoulders, drink expensive soda, and ignore poor people.

There's a party going on. Record profits this quarter, apparently. Food, drink, and music flow forth freely. A few dozen richie goons, all with their own designer nametags, enjoy the good life.

At the back of the floor, you can see a large, golden elevator.

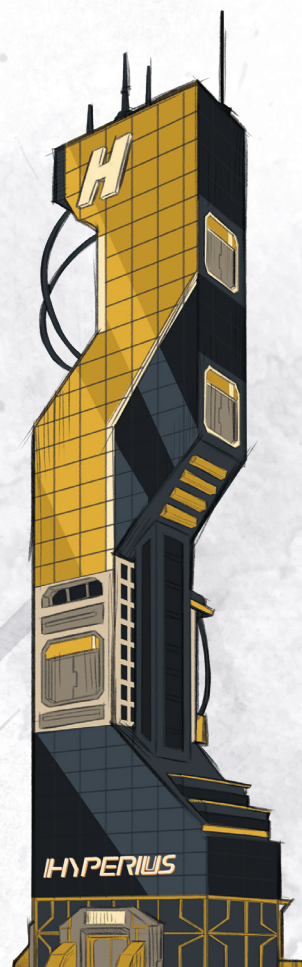
"OOOOH," your CyberHunk says. "THAT ELEVATOR LEADS TO THE MAINFRAME. THAT'S WHERE WE CAN JACK IN, FIND THE PATCH, AND DESTROY IT."

"WE'LL HAVE TO BE CAREFUL ON THIS FLOOR, THOUGH: EVERYBODY HERE LOOKS LIKE THEY EAT STOCK OPTIONS FOR SUSTENANCE. WE LOOK LIKE A BUNCH OF JUVENILE DELINQUENTS."

"TRY TO BE SUBTLE," he screams at the top of his lungs.

originally they drank something else, but Lilith was like "tina that is inappropriate you are a child" so whatever it's soda now.

They love soda. They party so hard with cola that they fall asleep sometimes



B: [THE GOLDEN ELEVATOR]

Pressing the button for the elevator results in a digital "wah wahhh" noise, along with the following error message:

"Mainframe elevator on lockdown. Lockdown can only be lifted by simultaneous biometric approval from the following Hyperius employees:

D. Shults • C. Bryan • B. Barteau

Of course, in the event of the deaths of the aforementioned employees, the lockdown will be lifted so that new biometric keys may be issued."

"WOW," your CyberHunk says. "THAT ERROR GAVE US A LOT MORE INFORMATION THAN IT PROBABLY SHOULD. I BET YOU THOSE THREE RICHIES ARE MILLIN' AROUND THIS PARTY SOMEWHERE- IF YOU CAN FIND THEM AND TAKE 'EM OUT, THE ELEVATOR WILL UNLOCK."



BM GOALS

The players need to get to the elevator, but it won't be that easy. Once they reach the elevator they will discover they must secretly eliminate 3 of the partygoers to reset the lockdown protocols.

Feel free to give them additional hints or opportunities to complete their goals, but also remember it's a party so you can have NPCs come up to chat with them to keep them on their toes.

"BE SNEAKY ABOUT IT IF YOU CAN, THOUGH: IF THEY SET OFF AN ALARM, THIS PLACE WILL BE CRAWLIN' WITH GUN-TOTING NERDS.

"GOOD THING DEATH VIA ACCIDENT WON'T SET OFF ANY ALARMS, THOUGH. HIIIIIIINT," he says, playing air guitar.

C:{ELEVATOR SHAFT}

There's an open elevator shaft next to the elevator you arrived in. A few pieces of caution tape are all that stands between you and a 50-story drop.

A:{DANCE FLOOR}

A neon-glowing dance floor made up of a dozen panels that flash with multicolored lights. A mechanical DJ called DJ PartyBot plays loud thump thump sounds that partygoers seem to enjoy.

A Search (9) Check will reveal the nearby breaker for the dance floor. Maybe the wires could be tampered with in order to cause a.....shocking.....accident. Richie Goon **D. Shults** is here. He wants to dance, but he's too shy to do so without a partner. It'll take a Talk (12) Check to convince him to start dancing. If the Talk Check fails, the player will have to dance with D. Shults to get him on the dance floor. If a player is on the dance floor when it is tampered with, they will take 3d6 Shock Damage.

F:{BUFFET TABLE}

Food of every kind -- and not just the crappy synthesized protein. REAL chicken. REAL salad. REAL processed potato chips. **C. Bryan** makes regular trips to the Buffet Table to fill up on chips and guacamole. If a player wishes to tamper with the food, it requires an Interact (8) Check to do so unnoticed.

E:{BALCONY}

The richies come out to the balcony to vape and spit on the homeless. **B. Barteau** -- a stocky, physically imposing woman -- is here, looking wistfully into the distance as she puffs a massive cloud of cotton and does sick tricks with the smoke. It requires at least 2 players (or 1 with super strength) to get B. Barteau over the balcony since she has a low center of gravity and studies krav maga in her free time. A combined Interact (20) Check is needed to throw her over without getting grabbed in the process. If the Check is failed, she grabs one of the player's shirts as she starts over the ledge. If the Check is failed by 5 or more, she grabs both of the player's shirts instead. The players will then have to deal 15 Damage per hand to get her to release the shirt(s) and fall to her death.

G:{STAGE}

A stage with a microphone on it. A piece of posterboard next to it reads, "TONIGHT: LAFF DADDY'S STAND UP COMEDY SPECTACULAR." Unfortunately, there is a large red label over the poster reading, "CANCELED - LAFF DADDY DIED IN COMEDY ACCIDENT." A player can attempt to perform stand-up comedy to distract everyone in the room from another player's failed Check. A massively successful Talk (15) Check, and/or a real-life joke that makes the BM laugh, can also potentially cause one of the three targets to die from laughter.

D:{PASSOUT PAVILLION}

A corner of the room where those who have had too much fun can go sleep it off. There's a communal space for unconscious cuddling, as well as individual booths for those who prefer to sleep in privacy. A good place to get some disguises, so long as you can pass Sneak Checks to avoid waking up the clothes' previous owners. Each player who attempts to acquire a disguise must make a Sneak (10) Check. If they fail, they wake up a random partygoer from the table below.

d6 Roll Partygoer

- 1 **Drunk 1:** Turns, pukes on your shoes, then turns back. Player smells faintly of vomit for rest of adventure.
- 2 **Drunk 2:** Tries to explain blockchain to you. Take 1d8 Psychic Damage. (Health Damage)
- 3 **Cuddler 1:** Cuddles with their partner while maintaining horrifying eye contact with you. You are frozen in place until another player cuddles you and maintains equally horrifying eye contact with the cuddlers, shaming them and forcing them to look away.
- 4 **Cuddler 2:** Cuddler turns in your direction and the player is caught in a cuddle. Traverse (10) to get out or wake up another random partygoer.
- 5 **Guard:** Wakes up briefly swinging fists, then falls back unconscious. Player takes 1d10 drunk punch Damage.
- 6 **CFO:** Runs payroll. Does not directly affect your life at all.

EN.COUNTER("MINI BOSS FIGHT");

If the players fail enough Checks (3 in a row or 1 massive fail), an ALARM will sound and DJ PartyBot will flip his booth setup to reveal Turrets, kicking off a mini-Boss encounter. The surviving 3 named richies will become additional Enemies in the fight. Each turn any surviving richie Enemies will run up to the nearest player and punch them in the neck, dealing 1d8 Damage.

DJ PartyBot*Mini Boss.
Also a bouncer.***Badass
Rank**
7**Movement**
2 Squares**Health: 20
Shield: 45
Traits: Metal.****Weapon:** DJ Turrets

Special: Keeping the party going is their prime directive. Their speakers turn into Turrets but the music is still playing; if a player deals 10 or more Damage to their booth in a turn, they must stop Attacking the players and fix the music for 1 turn.

Actions*Turn It Up*

DJ PartyBot fires a Turret at a target within 5 squares, dealing 2d8+2 Damage and then robo-fist pumps the air.

Switch Tracks

DJ PartyBot slides to the other Turret, taking up to 5 less Damage from the next Attack, and gains +3 Damage (instead of +2) on their next *Turn It Up* Action.

**Mayhem Actions***Max Volume*

DJ PartyBot fires both Turrets at a target within 5 squares, dealing 4d8+2 Damage and robo-fist pumps the air twice.

Bass Drop

DJ PartyBot smashes the bass button, Knocking Back any targets within 3 squares backwards up to 4 squares, dealing 1d10 Damage to each target in the room (including richies).

When the named richies are all dead (accident or otherwise), the players can return to the Super-Executive golden elevator and reach the mainframe.

LEVEL UP

Each player is now Level 3. Follow the steps on page 9 for Leveling Up, then continue to Part 3.

**#PART 3
<NETSPACE RUN>**

The golden elevator screams upward and spits you out on the top floor of the Hyperius Digi-Scraper into a cathedral of wires, flashing lights, and server towers.

In the center of this tangle of hateful technology stands a tall, black obelisk, utterly featureless save for a single entry point on its front. This is the mainframe.

[INSIDE THE MAINFRAME]

You've been in Cyberspace before. But never like this. Usually, Cyberspace is, like, a fun, neon blue color and there's like techno playing and everybody gets fun glowy body suits.

In this RichieIntranet, however, things are less glowy and cool. They're, like, dark and full of spreadsheets.

The security in the mainframe is like nothing you've seen before. But the Hyperius Patch is in here somewhere. All you have to do is find it and delete it.

There are a number of Folders spread throughout the mainframe. Each Folder requires an Interact (11) Check to open. Failure on the Check results in 1d4 Shock Damage, then 2d4, then 3d4, etc, for additional failures.

> **SECRET:** Inside is a single file labeled "Instant.death". If opened, the player explodes in a spray of ones and zeroes. The now dead player wakes up back in Meatspace and receives a Patch (page 16) before returning to Cyberspace.

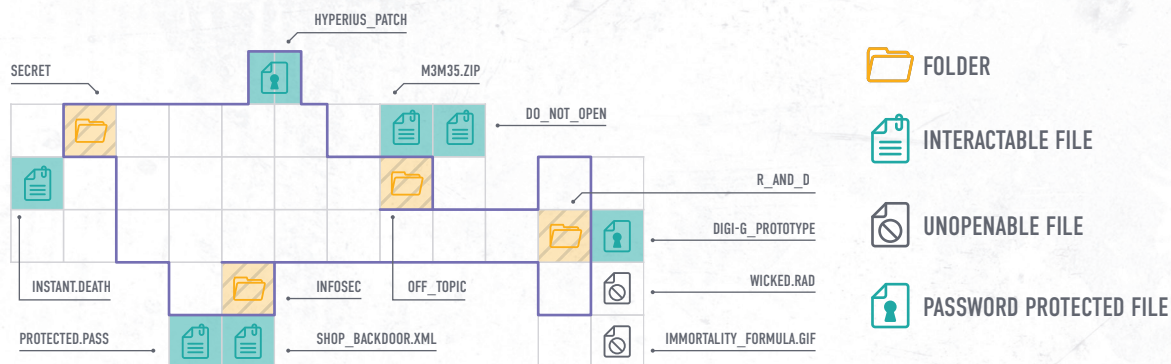
> **R_and_D:** This Folder contains 3 files: two are locked and cannot be accessed ("Wicked.RAD" and "Immortality_Formula.gif"). The third file is Password protected ("Digi-G_Prototype" and can be Brute Forced with an Interact (3) Check, or opened with the Password (learned from the *OFF_TOPIC* Folder). A failed Interact Check deals 1d6 Shock Damage to the player. Once opened, it contains an Epic Hyperius prototype gun (*Boom_Tube.ptype*).

> **OFF_TOPIC:** Contains a file called "M3M35.zip" that deals 3d6 Damage to the players when opened as they are overwhelmed by a torrent of memes. This Folder also contains a file called "DO_NOT_OPEN". This file is a text document that reads: "Password1! (plz change obv)" which will open the file in the *R_and_D* Folder.

> **INFOSEC:** Contains 2 files ("Protected.pass" and "Shop_Backdoor.xml"), both heavily encrypted. "Shop_Backdoor.xml" requires 4 successful Interact Checks (by one or more players). It starts at an Interact (7) Check and each successful Check lowers the number needed to succeed by 1 (7,6,5,4). If successful, the players have found a backdoor into Marcus' Store and can download 1 item that they didn't have the Breadsticks for (page 19).

"Protected.pass" needs 3 successful Interact Checks to open, starting with an Interact (9) Check. Each successful Check lowers the number needed to succeed by 1 (9,8,7). If successful, the Folder opens to reveal a single text document reading: "tr4pp3r" (the Password to the *HYPERIUS_PATCH* Folder).

> **HYPERIUS_PATCH:** Entry to the shared drive is blocked with a Password. Cannot be Brute Forced. Once the players have the Password and open the Folder, they are transported into the *HYPERIUS_PATCH* Folder and appear in squares adjacent to the Folder icon.



> **Inside the HYPERIUS_PATCH Folder:** Once the players find the Password ("tr4pp3r") into the *HYPERIUS_PATCH* Folder and enter it:

Darkness. You worry for a moment that the server might be offline.

But then, a light!

A single, red light, piercing through the black.

The red grows, and grows, until it fills a hateful circle that illuminates the party in a crimson glow.

Then the lights switch on and you see the exact thing you were hoping you would not see.

A big-ass Cyber-Claptrap.

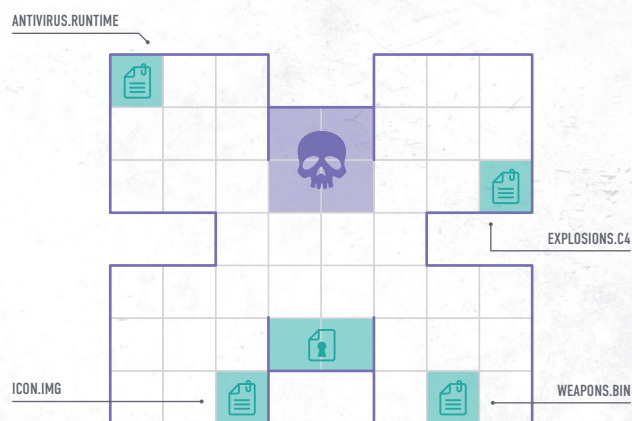
"HELLOOOOOOOOOO, INTRUDERS!," it says.

"I am PATCHTRAP, the most recent Hyperius Patch made manifest! If you're here, that means you're probably hoping to destroy me. But I've got some bad news on that front:"

Suddenly, panels all across the surface of the PatchTrap open up, revealing machine guns, missile launchers, pop-up grenades, antiviral needle launchers, and EULA gas.

"There's no rolling back THIS update!"

PatchTrap attacks.



PATCHTRAP SPAWN

INTERACTABLE FILE

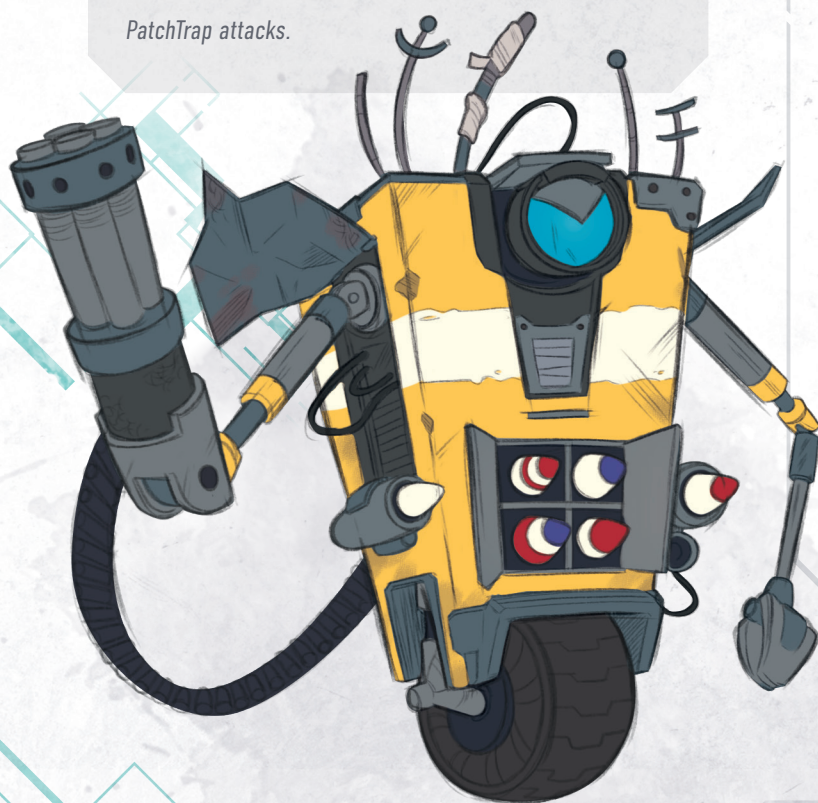
HYPERIUS_PATCH ENTRY

EN.COUNTER("BOSS FIGHT!");

Inside the *HYPERIUS_PATCH* Folder is PatchTrap, the Boss, and a bunch of "PatchTrap Data" files floating around. As an Action, players can Brute Force the file as an Interact (5) Check, revealing the following files:

File Name	If deleted > then:
antivirus.runtime	Removes Anti-Virus.json Action from PatchTrap and stops needle Damage each turn.
explosions.c4	PatchTrap's butt explodes, and he loses 30 Shields.
icon.img	PatchTrap forgets who he is for a turn and cannot take Actions.
weapons.bin	PatchTrap's Shoot.exe Action deals only 2d10 Damage.

A player attempting to delete a file must deal 10+ Damage to it in a single turn.



PatchTrap.bss

Cyber-Boss.

Badass Rank
11

Movement
3 Squares

Health: 15
Shield: 95
Traits: Large. (2 x 2 sq.)

Weapon: Lots

Special: PatchTrap's data files can be deleted with 10+ Damage to them (in a single turn); each deleted file will affect various PatchTrap functions. See table in the encounter box for details.

Actions**Shoot.exe**

PatchTrap fires the machine guns, missile launchers, and pop-up grenades which deals 4d10 Damage to all targets in any 3x3 square (including PatchTrap if he is in the square).

Anti-Virus.json

PatchTrap fires 3 antiviral needles at a target within 4 squares. Each needle deals 1d6 Damage and begins to remove the player avatar's code from the system. Each turn after being Hit, the player takes another 1d6 per needle until they die (or the antivirus file is deleted).

EULA.txt

PatchTrap releases a noxious gas intended to 'end users', dealing 3d8 Corrosive Damage to all targets within 3 squares.

Crush.OSHEET

PatchTrap rolls up to 3 squares, crushing all targets. Hits for 2d12 Damage and Knockbacks 1 square.

After the first turn of the encounter, a group of Virus_d4.nme fall out of PatchTrap's Folder as PatchTrap claims "those aren't mine, I don't know where those came from! This is my friend's Folder!"

Spawn a Virus_d4.nme (page 18) per player and continue the encounter.

Eventually, the players destroy PatchTrap.

"NOOOOO!" PatchTrap derezzes into nothingness as you destroy it.

Instantly, you're jettisoned out of Cyberspace and back into your meat bodies.

The Hyperius Digi-Scraper shudders beneath you. The system was not meant to support a breach of this magnitude, and it isn't taking it well.

Sparks explode from the server towers.

You sprint down the emergency stairwell just as a ball of flame engulfs the server room.

As you run down each of the 70 stories of Hyperius's symbol of dominance, you hear panic in every floor. The system's crashing. The patch is rolling back. It's chaos.

Nice.

When you reach the streets, the people are cheering. They've got their old guns back. For once, the richie overlords failed.

It's not much, maybe. But it's enough.

Congratz, my beebiez -- you've completed the adventure. You got rowdy. You got cyber. You got paid. The digital sun sets, illuminating the blanket of pollution that covers the city. And for once, in this setting of, like, bummers and dystopian stuff, you actually did a good thing and made it all work.

So, nice. Nice nice nice.

The players return to where they stashed the guns they were trying to buy from the Gunrunners before the patch went live. Instead of Crappy Cyberjunk Pistols, the players now find a Crate containing 2 Epic and 4 Legendary guns (*Terminal Velocity*, *DDOS*, *Maulware*, *Hard Lock*, *Peer-to-Peer*, and *Power Surge*).

#CHARACTER_Trait_Stuff

GUNZERKER

BACKGROUND: 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.**

PSYCHO

BACKGROUND: 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.**

SIREN

BACKGROUND: 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.

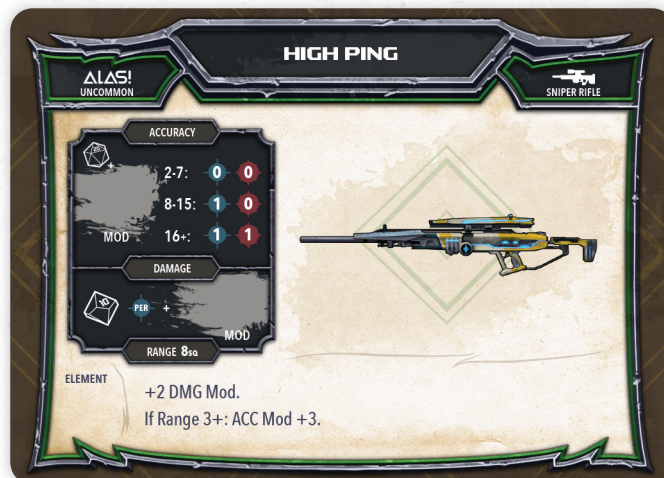
SOLIDER

BACKGROUND: 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.

TRAITS: WAYFINDER: Secret doors, schmeget schmoors. +5 on Hidden Doors Search Checks.

AFICIONADO: You know a lot about guns... like, an unnerving amount. +5 on Gun Insight Checks.

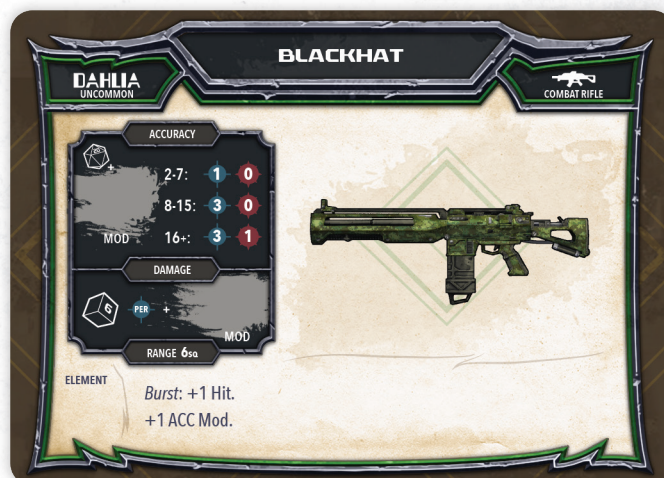
#GUN CARDS



High Ping: in Power Fuel Juice Drink Bar • (page 12)



Cyberjunk Pistol: in Gunrunner encounter • (page 6)



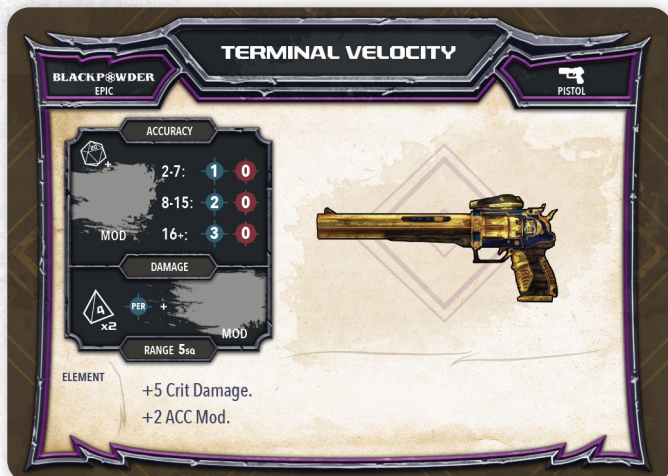
Blackhat: in Power Fuel Juice Drink Bar • (page 12)



Zero Day: in Pirate Alley • (page 11)



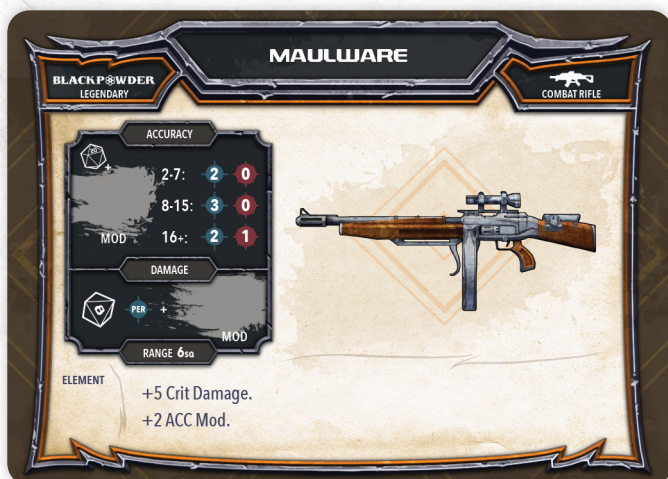
Moll-E: in The Blockade • (page 14)



Terminal Velocity: in PatchTrap rewards • (page 24)



DDOS: in PatchTrap rewards • (page 24)



Maulware: in PatchTrap rewards • (page 24)



Hard Lock: in PatchTrap rewards • (page 24)



Peer-to-Peer: in PatchTrap rewards • (page 24)



Power Surge: in PatchTrap rewards • (page 24)

TINY TINA'S BUNKERS & BADASSES

Roll for
Initiative,
suckas!



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NAME:

CLASS:

Gunzerker

LEVEL:

1

ACTION SKILL

Gunzinking: Gunzerker gains the ability to wield 2 equipped Guns at once for 2 Turns. Each Turn the Gunzerker gets a Ranged Attack with both Guns at a single Target. While Gunzinking, Gunzerker gains Health Regen.

(Action Skill can be activated once per encounter for free. Can optionally be activated additional times per day equal to MST Mod.)

+MST

ACCURACY (ACC)

DAMAGE (DMG)

SPEED (SPD)

MASTERY (MST)



INITIATIVE

1

BADASS RANK

SPD MOD

MISC MOD

=

MOVEMENT

3

SPD MOD

MISC MOD

=

HEALTH

CURRENT

MAX

REGEN

SHIELDS

CURRENT

MAX

RECHARGE

SHIELD TYPE:
INFO:

CHECKS

INTERACT

ACC
MOD

+

MISC
MOD

=

TALK

SPD
MOD

+

MISC
MOD

=

INSIGHT

ACC
MOD

+

MISC
MOD

=

SNEAK

MST
MOD

+

MISC
MOD

=

SEARCH

MST
MOD

+

MISC
MOD

=

TRAVERSE

SPD
MOD

+

MISC
MOD

=

MELEE DIE (HD)

1d10

+DMG

BADASS RANK

BADASS TOKENS

1

FAVORED WEAPON



ROCKET LAUNCHER

BREADSTICKS

GRENADES

TYPE

DAMAGE

INFO:

3

CURRENT

MAX

ITEMS

SKILLS

= SKILL LEVEL (SL)

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.

FEAT

☐ **FLEX:** The first time your Shields are depleted in an encounter, gain 1 Badass Token.

BACKGROUND & TRAITS

Background: 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.**

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**

BACKGROUND AND TRAITS

TIPS

- Gunzerker can be intense sometimes, constantly interrogating people they meet.
- Gunzerker wants to take the fight to the baddies, especially if you take the *Incite* skill.

- Gunzinking gives Health Regen, but the Gunzerker starts with 0 Regen at level 1. Taking the *Hard to Kill* skill grants 5 Health Regen.

TRAUMAS

CURRENT WEAPON

WEAPON SLOT 2

WEAPON SLOT 3



NAME:

CLASS:

Siren - Phaselock

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. (Action Skill can be activated once per encounter for free. Can optionally be activated additional times per day equal to MST Mod.)

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.

+MST

ACCURACY (ACC)

DAMAGE (DMG)

SPEED (SPD)

MASTERY (MST)

MOD

MOD

MOD

MOD



INITIATIVE

1

BADASS RANK

SPD MOD

MISC MOD

=

MOVEMENT

3

SPD MOD

MISC MOD

=

HEALTH

CURRENT

MAX

REGEN

SHIELDS

CURRENT

MAX

RECHARGE

SHIELD TYPE:
INFO:

CHECKS

INTERACT

ACC
MOD

+

MISC
MOD

=

TALK

SPD
MOD

+

MISC
MOD

=

INSIGHT

ACC
MOD

+

MISC
MOD

=

SNEAK

MST
MOD

+

MISC
MOD

=

SEARCH

MST
MOD

+

MISC
MOD

=

TRAVERSE

SPD
MOD

+

MISC
MOD

=

MELEE DIE (HD)

1d6

+DMG

BADASS RANK

BADASS TOKENS

1

FAVORED WEAPON



SMG

BREADSTICKS

GRENADES

TYPE

DAMAGE

INFO:

3

CURRENT

MAX

ITEMS

SKILLS

= SKILL LEVEL (SL)

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 Elemental
chance on Elemental Guns.
+1/SL on Sneak Checks.

FEAT

- ☐ **STATIC SHOCK:** When you are Hit by Melee, roll %. On a 30+: deal 1d6 Shock Damage.
Shock Damage: Deals double Damage to Shields.

BACKGROUND & TRAITS

Background: 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.**

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.**

BACKGROUND AND TRAITS

TIPS

- Siren can be mysterious, not giving away much information about where they came from or why they have cool siren powers.

- Siren can protect themselves with *Ward* and others with *Sweet Release* or both with *Phaselock*.
- Remember that *Static Shock* triggers each time you are hit by Melee. Keep those percentiles handy.

TRAUMAS

CURRENT WEAPON

WEAPON SLOT 2

WEAPON SLOT 3



NAME:

CLASS:

Psycho

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.

(Action Skill can be activated once per encounter for free. Can optionally be activated additional times per day equal to MST Mod.)

+MST

ACCURACY (ACC)

DAMAGE (DMG)

SPEED (SPD)

MASTERY (MST)



INITIATIVE

1

BADASS RANK

SPD MOD

MISC MOD

=

MOVEMENT

3

SPD MOD

MISC MOD

=

HEALTH

CURRENT

MAX

REGEN

SHIELDS

CURRENT

MAX

RECHARGE

SHIELD TYPE:
INFO:

CHECKS

INTERACT

ACC
MOD

+

MISC
MOD

=

TALK

SPD
MOD

+

MISC
MOD

=

INSIGHT

ACC
MOD

+

MISC
MOD

=

SNEAK

MST
MOD

+

MISC
MOD

=

SEARCH

MST
MOD

+

MISC
MOD

=

TRAVERSE

SPD
MOD

+

MISC
MOD

=

MELEE DIE (HD)

1d12

+DMG

BADASS RANK

BADASS TOKENS

1

FAVORED WEAPON



SHOTGUN

BREADSTICKS

GRENADES

TYPE

DAMAGE

INFO:

3

CURRENT

MAX

ITEMS

SKILLS

= SKILL LEVEL (SL)

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



FEAT

☐ **NO PAIN:** While an Enemy is adjacent, take 1 less Damage from each Attack.

BACKGROUND & TRAITS

Background: I CAN TASTE YOUR MEMORIES +2 Melee Damage, +2 on Traverse Checks, -4 on Talk Checks.

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.

BACKGROUND AND TRAITS

TIPS

- Psycho tends to scream nonsense phrases in the heat of battle and also in the heat of small talk.
- Psycho enjoys showing off their buzz axe. Use *Buzz Axe Rampage* to deal extra damage and heal.

- Psycho will usually hurt themselves to hurt others, make sure your enemies are close so you get the *No Pain* feat bonus and when using skills like *Empty the Rage* and *Pull the Pin*.

TRAUMAS

CURRENT WEAPON

WEAPON SLOT 2

WEAPON SLOT 3



NAME:

CLASS: **Soldier**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. (Action Skill can be activated once per encounter for free. Can optionally be activated additional times per day equal to MST Mod.)

Scorpio Turret Stats: Shields: 30 • Armor: 10 • Damage: 2d4 per Hit • ACC: +0 (2-7: 2 Hits, 8-15: 3 Hits, 16+: 4+ Hits)

+MST

ACCURACY (ACC)

DAMAGE (DMG)

SPEED (SPD)

MASTERY (MST)



INITIATIVE

1

BADASS RANK

SPD MOD

MISC MOD

=

MOVEMENT

3

SPD MOD

MISC MOD

=

HEALTH

CURRENT

MAX

REGEN

SHIELDS

CURRENT

MAX

RECHARGE

SHIELD TYPE:
INFO:

CHECKS

INTERACT

ACC
MOD

+

MISC
MOD

=

TALK

SPD
MOD

+

MISC
MOD

=

INSIGHT

ACC
MOD

+

MISC
MOD

=

SNEAK

MST
MOD

+

MISC
MOD

=

SEARCH

MST
MOD

+

MISC
MOD

=

TRAVERSE

SPD
MOD

+

MISC
MOD

=

MELEE DIE (HD)

1d8

+DMG

BADASS RANK

BADASS TOKENS

1

FAVORED WEAPON



COMBAT RIFLE

BREADSTICKS

GRENADES

TYPE

DAMAGE

INFO:

3

CURRENT

MAX

ITEMS

SKILLS

= SKILL LEVEL (SL)

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.

FEAT



FRIENDSHIP: Adjacent allies take 1 less Damage from Melee Attacks.

BACKGROUND & TRAITS

Background: 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.**

BACKGROUND AND TRAITS

TIPS

- Soldier can be tactical and will usually have an idea on how to approach the next obstacle, usually with guns.

- Soldier's *Sentry Turret* is an important piece of their arsenal. Upgrade it with *Sentry*, *Stockpile*, and *Aid Station*.
- Soldier keeps his friends close, so they get the *Friendship* feat bonus.

TRAUMAS

CURRENT WEAPON

WEAPON SLOT 2

WEAPON SLOT 3