**My Editing Notes:**

Things in Red are skills that affect your Max HP.

Things in Orange are skills that deal with your Action Skill.

Things in Yellow are skills that boost your stats and checks.

Things in Green are skills that grant Health Regen.

Things in Blue are skills that interact with Shields.

Things in Purple are skills that deal with a recurring feature. (Agent: A specific Gadget. Beastmaster: Your chosen Familiar. Gunner: Mounted Weapons. Siren: Siren Element.)  
Skills marked with an \* Asterisk next to their name are “One-Point-Wonders” that have a max SL of 1.

**(And things in *gorgeous* hot pink, with the black highlights, and the handwriting font are comments from ya’ gurl, Tina!)**

I added in the color-coded notes as a way to help track the balancing of the classes. I didn’t want to give them *too much* of certain effects, and not enough of others. As it stands, official classes usually only have 1-2 healing abilities, with 3 at the most, and any class with a +Health ability only gets 10+MST Mod/SL health with a max of 3 SL, so I tried to keep it close to that, with *Phasetrance* Siren being the big exception. (Amara actually *does* have multiple health-up abilities, to Moze’s *none*.)

There probably are still some balance issues, but that’s going to happen with any homebrew that isn’t playtested to the vault and back, and I’ve made all these off second-hand knowledge and snippets from DeLaBamba’s discord server while my book ships. (Delivery date is the same day I’m writing this.)

As I learn more about the system, how to balance homebrew, and what are *“appropriate”* amounts of damage at each level for a Borderlands-inspired game (Where numbers often reach the “K” and “M” digits, and are designed to make you *feel* like a Badass.) more content for Vehicles will be added, such as established vehicles like the Light Runner, Bandit Technical, and Cyclone, as well as new ones such as the seven-passenger “Party Wagon” and ‘living’ vehicles, like the Devils found on Gehenna. (The *actual* Devils, not the centaur-bike version… though that too.)

Ever want to Drive a Dragon?

Until that time, I hope you enjoy the content found here, and stay tuned for future updates and additions. This is all a labor of love for the franchise and the game, and I appreciate all the comments you might have about things I’ve included.

Also: Feel free to check out my other B&B homebrew documents: [**Scout’s B&B DLC 2**](https://docs.google.com/document/u/0/d/1Q5VdQ7Ma1lfNLWEr0GwENchVsBAdVjqEbON7kbQu5Ik/edit) and [**Scout’s B&B DLC 3: Into the Wonderlands**](https://docs.google.com/document/u/0/d/1MLOgrWwcLNTnP9PuXrKiLImy7SUh4hXO8arVUAlmdp0/edit)!

| Unofficial Material  The material presented in this article is a completely fan made homebrew, and is in no way affiliated with Nerdvana Games, Gearbox Software, 2k Entertainment, or the *Borderlands,* *Bunkers & Badasses*, or *Tiny Tina’s Wonderlands* licenses. (Though I wish it was.) |
| --- |

**Hunter Skill Tree: Beastmaster**

Accuracy: +1 **•** Damage +1 **•** Speed +0 **•** Mastery +2

Melee Die: 1d8

**Action Skill**  
**Gamma Burst (Choose 1 Familiar.)**

Create a *Rift* at a target location for 2 rounds. When activated, the *Rift* teleports your Familiar to its location, and empowers it for the duration: It deals +2 Dice on each attack and the familiar cannot die while the *Rift* is open. Enemies adjacent to the *Rift* take **2d8** Radiation Damage when you create it, and if they end their turn adjacent to it. Using **Gamma Burst** will revive a dead Familiar.

**(MST Mod per Day + 1/Encounter)**

*Familiar Melee*

**2-7**: -1 DMG  
**8-15**: Normal  
**16+**: +1 DMG

*Familiar Ranged*

**2-7**: 1 | 0  
**8-15**: 2 | 0

**16+**: 3 | 0

**Hunter Familiar (Jabber)**

Health: 20 Health

ACC: +1

Movement: 4sq, Climb 4sq.

1 Attack/Turn

*Pistol*: Range 6, 2D4/Hit.

**Hunter Familiar (Skag)   
(\*Gasp\* Enrique! My Baby!)**

Health: 10 Health, 10 Armor

ACC: +2

Movement: 6sq

1 Attack/Turn

*Bite*: Melee, 1d8+2

**Hunter Familiar (Spiderant)**

Health: 10 Health, 15 Armor

ACC: +1

Movement: 5sq

2 Attacks/Turn

*Sting*: Melee 1d4+2

*Acid*: Range 5, 1d4/Hit, Corrosive.

**Beastmaster Skill Tree**

| **Tier 1 Skills** |  |
| --- | --- |
| Self-Repairing System | **5** Health/SL. **+5** Health Regen/SL. |
| Persistence Hunter | Increase the duration of **Gamma Burst** by **+1**/SL. **+1** DMG. **+1**/SL on Search Checks. |
| Pack Tactics | **5**+MST Mod Health/SL. **5**+MST Mod Familiar Health/SL.  **+1** Attack Damage/SL. **+1** Familiar Damage/SL. |
| Ferocity | **+1d6** Familiar Damage. **+1**/SL on Talk Checks. |
| **Tier 2 Skills** |  |
| All my BFF’s | Your allies gain **1**+Your MST Mod Health Regen/SL. Your familiar gains your Health Regen. |
| Hive Mind | **1d6** Damage Reduction/SL. That Damage is dealt to your familiar instead. **10** Familiar Health/SL. |
| Throatripper | **+1** Melee Damage/SL for you and your familiar. Pet gains **+1** Crit dice on **16+**. |
| Gotta Go Fast | Familiar gains **+1**/SL to their Movement. **+1** Speed. |
| **Tier 3 Skills** |  |
| Eager to Impress\* | The first time you or your familiar kill an enemy each encounter, activate **Gamma Burst** for free. |
| Two Fang | Ranged Attacks get **+1** Hit. **+1**/SL to Traverse Checks. |
| The Most Dangerous Game | On **Badass** Enemy Kill: **+2** Crit Damage/SL, **+2** Gun Damage/SL, and **+2** Familiar Damage/SL for **5** rounds, and gain **10 x 5**/SL Gold. |
| Go for the Eyes! | Your familiar’s first attack each encounter gets **+1** Crit dice/SL. |
| Take This! | Your familiar gains a copy of your equipped shield. **+2**/SL to Toss Accuracy. |
| **Tier 4 Skills** |  |
| Turn Tail and Run | On Move: Gain **5** Health/SL. **+1** ACC. |
| Rage and Recover | On Kill: You and your familiar gain **5** Health Regen/SL for **2** rounds. |
| Success Imminent | Whenever your familiar’s or your shield breaks, adjacent enemies take **1d8** Radiation Damage/SL. |
| Lick the Wounds\* | Once per Encounter, your familiar can heal you or an ally that’s adjacent to it to Full Health.  **+1** MST. |
| **Tier 5 Skills** |  |
| Grim Harvest | Ranged Attacks get **+1** Hit. **+1** Familiar Attack/Turn. **Gamma Burst** deals **+1d8** Damage/SL. |
| Megavore | **+3** Crit Damage/SL. If SL is **3**, **+10** Familiar Health, **+10** Familiar Armor, **+2** Familiar Damage Dice, and **+2** Familiar ACC. |
| Who Rescued Who?\* | On Familiar Damage, gain **1d6** Health. Gun Damage heals Familiar for half the damage. |
| **Tier 6 Skills** |  |
| The Power Inside\* | You and your Familiar deal **+2d8** extra Damage while **Gamma Burst** is active.  While you are at full Health, this bonus increases to **+4d8** for the both of you. |

**Commando Skill Tree: Gunner**

Accuracy +2 **•** Damage +1 **•** Speed +1 **•** Mastery +0

Melee Die: 1d6

**Action Skill**

**Iron Bear**

Summon and drive your personal mech/Vehicle, **Iron Bear**, for 2 turns. While driving it, on your turn you can attack with each of its mounted weapons and perform a *Slam* attack. Only you can drive **Iron Bear**, and it’s destroyed if its armor depletes***(, but you take no damage when it explodes.)***

**(MST Mod per Day +1/Encounter)**

(**NOTE**: **Iron Bear uses the Vehicle rules found at the end of this document**.)

**Vehicle (Iron Bear)**

Armor: 10 Armor + 10+MST Mod armor per Level

Repair: 0

Size: 2x2sq

Movement: 2+SPD Mod

Boost Meter: 1+SPD Mod

Seats: Driver (Mounted Weapon: When activated, choose two from *Minigun*, *Grenade Launcher*, or *Railgun* in any combination. Mounted Weapons gain +1 Damage Progress at Levels 7, 13, 19, and 25.)

**2-7**: 1 | 0

**8-15**: 2 | 0

**16+**: 2 | 1

Base Slam: 2d8, requires no movement. (+1 Damage Progress at levels 7, 13, 19, and 25.)

**(Text in [Square Brackets] is ignored until “Upgrades, People” has skill points.)**

**Mounted Weapons**

*Minigun*

* Range 6
* 3d4 per Hit
* Extra Minigun Attack
* [Cryo Damage]
* [Splash]

*Grenade Launcher*

* Range 4
* 2d6 per Hit
* Explosive Damage, Splash
* Counts as Grenade Damage
* [+1 Hit]
* [Singularity: 4sq]

*Railgun*

* Range 8
* 1d12 per Hit
* Shock [Corrosive, or Incendiary] Damage

*Bear Fist*

* Melee
* 2d10 per Hit
* Knockback 2
* [+1 Hit]
* [2+MST Mod+SPD Mod Bonus Damage.]

*Rocket Pod*

* Range 5 [+5]
* 3d6 per Hit
* Explosive, Splash
* [+5 ACC Mod]

*Salamander*

* Range 3 **[**+2**]** (Cone)
* 2d10 per Hit
* Incendiary [or Corrosive] Damage
* **[**+1 Hit, +1 Crit**]**

**Vehicle Seat**

*Gunner (Heavy Machine Gun)*

* Range 5
* 1d10 per Hit
* +1 Damage Progress at levels 7, 13, 19, and 25.

**2-7**: 2 | 0

**8-15**: 3 | 0

**16+**: 4 | 0

**Gunner Skill Tree**

| **Tier 1 Skills** |  |
| --- | --- |
| Cloud of Lead | **Iron Bear** and your Gun Attacks gain **+2** Incendiary Damage/SL. |
| Deadlines | **+2** **Iron Bear** duration/SL. |
| Stainless Steel Bear | **Iron Bear** gains **10**+DMG Mod Armor/SL. |
| Dakka Bear | Add a Gunner(Heavy Machine Gun) Vehicle Seat to **Iron Bear**.  Players may pilot it. **1** Turret Attack/SL each turn. **+1** SPD. |
| **Tier 2 Skills** |  |
| Fire in the Skag Den | Splash damage deals **+2** Incendiary Damage/SL. **+1**/SL on Talk Checks. |
| Selfless Vengeance | On Reload: Take **1d6** Damage/SL, you and allies gain **+1d8** Incendiary Damage/SL to all Attacks for **1**+MST Mod turns. |
| Ingenuity | Increase Shield Capacity by **10**+MST Mod/SL. **+1**/SL on Interact Checks. |
| Double Time | **Iron Bear** gains **+2**/SL to its Movement. **+2**/SL on Traverse Checks. |
| Bear Fist\* | Add the *Bear Fist* mounted weapon option for **Iron Bear**. Increase **Iron Bear**’s *Slam* by **1d8**. **+1** DMG. |
| **Tier 3 Skills** |  |
| Security Bear | **Iron Bear** gains a shield with **20** Capacity/SL. |
| Thin Red Line | Reduce your Max Health by **10**/SL. Increase Shield Capacity by **20**/SL. |
| Pull the Holy Pin | On Grenade Toss, roll **1d20**+ACC Mod/SL. If any are a **15+**, all Grenade Damage Dice are Crit Dice. |
| Cross-Promotion | **+1** Square Splash Radius. You and **Iron Bear** deal **+2** Splash Damage/SL. |
| Rocket Pod\* | Add the *Rocket Pod* mounted weapon option for **Iron Bear**. **+1** ACC. |
| **Tier 4 Skills** |  |
| Vampyr\* | You gain Health and **Iron Bear** gains Armor equal to **½** the Grenade and Splash Damage you deal/SL. |
| Means of Destruction | When you deal Splash Damage, roll **1d20**+DMG Mod+SL. On **18+**, gain **1** Grenade. |
| Why Can’t I Carry All These Grenades? | **+2**/SL Grenade Capacity. **+2** on Interact Checks. |
| Auto Bear | Dismounting **Iron Bear** turns it into a stationary turret for the rest of its duration, attacking the nearest enemy once with each mounted weapon each turn. **+1** **Iron Bear** Duration/SL. |
| Salamander\* | Add the *Salamander* mounted weapon option for **Iron Bear**. **+2** MST. |
| **Tier 5 Skills** |  |
| To the Last | Once per encounter. when your health reaches **0**, you can toss up to **1**/SL grenades before dying. If your grenade kills an enemy, gain **10**+DMG Mod Health/SL and gain **1** grenade, otherwise, die.  **+2** Toss range/SL. |
| Full Can of Whoop-Ass | Activating **Iron Bear** grants all players Shield Recharge for **1**/SL turns. At SL **3**: **+2** DMG. |
| Phalanx Doctrine | On Kill: Increase Max Shield Capacity by **10**+DMG Mod/SL for the rest of the encounter. |
| Upgrades, People | Choose **1**/SL Mounted Weapon options and *Upgrade* them. (**Add** the text in **[Square Brackets]**.) |
| **Tier 6 Skills** |  |
| Short Fuse\* | Whenever you make a Ranged Attack, roll **1d20**+DMG Mod. On **13+**, attack gains **+2** Hits and Splash. |

**Siren Skill Tree: Phasetrance**

Accuracy +0 **•** Damage +2 **•** Speed +1 **•** Mastery +1

Melee Die: 1d10

**Action Skill**

**Phasetrance**

Send an Elemental Clone flying at a chosen square, dealing 2d8+MST Mod Siren Element Damage to each enemy it passes through. The clone explodes on contact with a surface, dealing 2d8+MST Mod Siren Element Damage to all enemies adjacent to the explosion.

**(MST Mod per Day + 1/Encounter)**

**Phasetrance Skill Tree**

| **Tier 1 Skills** |  |
| --- | --- |
| Root to Rise | **10**+MST Mod/SL Health. |
| Find Your Center | **+2** Melee Damage/SL. **+1** Melee Range/SL. |
| Infusion | Gun Attacks gain **+2** Siren Element Damage/SL. **+1** MST. |
| Personal Space | +**3** Gun Damage/SL to adjacent enemies. **+1** Gun Damage/SL to *not*-adjacent enemies. |
| **Tier 2 Skills** |  |
| Clarity | **+5** Health Regen/SL. **+1**/SL on Search checks. If below half health, gain **+5** Health Regen. |
| Transcend | After using **Phasetrance**, **+1** ACC Mod/SL and **+2** Crit Damage/SL for **1**+MST Mod rounds. |
| Heavy Rain\* | **+1d8** Splash Damage. On Dealing Gun Damage: Each adjacent enemy takes **1d8**+DMG Mod Damage. |
| Tempest | **+2** Elemental Damage/SL. **+1**/SL on Traverse Checks. |
| Blitz | Melee Attacks gain **+2** Siren Element Damage/SL. On Melee: Move to a square adjacent to the target. |
| **Tier 3 Skills** |  |
| Illuminated Fist | Melee Attacks gain **+2** Siren Element Damage/SL. **+1**/SL on Insight Checks. |
| Arms Deal | **+2** Damage/SL for all Explosive Damage and Siren Element Damage. **+1d4** Splash Damage Resistance/SL. |
| Joyful Freedom | After using **Phasetrance**, **+1d6** Melee Damage/SL for **1**+MST Mod turns. |
| Mindfulness\* | When you take Health Damage for the first time each encounter, gain Shield Recharge and Extra Movement each turn for **1**+SPD Mod turns. |
| **Tier 4 Skills** |  |
| Indiscriminate\* | On Ranged Attack: Roll **1d20**+ACC Mod. On **15+**, deal half attack’s Damage to an adjacent enemy. **+1** DMG. |
| Jab Cross | On Dealing Melee Damage: **+1d4** Gun and **Phasetrance** Damage/SL for **1**+MST Mod turns. |
| One with Nature | **10**+MST Mod Health. **+1d10** Damage Resistance/SL to your Siren Element. |
| Body and Mind | Melee Attacks gain splash and **+2** Siren Element Damage/SL. **+1** ACC. |
| Fist Over Matter\* | The first time you activate **Phasetrance** each day, it summons giant fists at the point of impact that deal  your Melee Damage to all adjacent enemies for **1**+DMG Mod turns. |
| **Tier 5 Skills** |  |
| Sustainment | On Dealing Elemental Damage: Gain **1d4** Health/SL. **+1** MST. |
| Vigor | On Kill: You and your team gain **+1** SPD for the rest of the encounter. **+2**/SL on Traverse Checks. |
| Guardian Angel | The first time health reaches **0** each day, gain **10**+MST Mod Health/SL and adjacent enemies take **2d8** Siren Element Damage/SL. |
| Atman | **+1d8** **Phasetrance** Damage/SL. **+1** DMG. |
| Allure\* | When **Phasetrance** impacts a surface, it creates a Singularity, pulling **2+**MST Mod enemies to it before exploding. |
| **Tier 6 Skills** |  |
| Catharsis\* | On Kill: Enemy explodes, dealing **2d8** Siren Element Damage to each adjacent enemy, +**1d8** Elemental Damage of your equipped weapon. |

**Agent**

**Class Information**

Agents are masters of technology, using a variety of gadgets to infiltrate, eliminate, and/or defenestrate. Be it corporate sponsorship or a family business, however you got here, you’re making the most of it.

**Appearance**

Agents are always dressed snappy, or at least how they think ‘snappy’ looks. There’s also a smattering of tech about your person, as it comes with the territory. Maybe a robotic eye, or cyber gloves.

**Class Features**

**Favored Gun**

Pistol or Submachine Gun

**Stat Bonus**

*See Skill Tree*

**Melee Die**

*See Skill Tree*

**Skill Trees (Choose 1)**

*Gun for Hire*

Accuracy +1 **•** Damage +0 **•** Speed +2 **•** Mastery +1

Melee Die: 1d6

**Action Skill**

**Gadgets**

Deploy special gadgets for 2 turns. When activated, choose two from *SNTNL*, *Digi-Clone*, *Barrier*, or *MNTIS*. You can only have one of each Gadget active at once. One gadget of your choice can also be activated by expending 1 Grenade.

**(MST Mod per Day + 1/Encounter)**

**(Two at once? Dayum dude, that’s broke. I love it.)**

*SNTNL* and *Digi-Clone* attack:

**2-7**: 1 | 0

**8-15**: 2 | 0

**16+**: 3 | 0

*Gadget (SNTNL)*

Automated Drone that flies around, attacking enemies using its machine guns.

ACC: +2

Movement: Flying 5

Attacks: 1/turn

Damage: 1d6 per Hit, Range 5, Ignores cover.

*Gadget (Digi-Clone)*

A digital duplicate of you that Taunts all enemies within 5 squares and fires at them. Once per turn you can swap places with it.

ACC: +0

Health: 5+MST Mod per Level

Attacks: 2/turn

Damage: 1d6 per Hit, Range 5

*Gadget (Barrier)*

A 3 square wide protective barrier that blocks damage from the front, and boosts your allies Gun Damage fired through it.

Shield Capacity: 5 + MST Mod per Level

Bonus Damage: +1d6 Bonus Shock Damage

*Gadget (MNTIS)*

A powerful shoulder cannon that automatically hits any enemy of your choice once per turn.

Damage: 1d8 Shock

*Doppelganger*

Accuracy +0 **•** Damage +1 **•** Speed +2 **•** Mastery +1

Melee Die: 1d6

**Action Skill**

**Expendable Assets**

Conjure two holographic copies of yourself for 2 turns to attack enemies. Each copy attacks each turn. If an enemy would attack you while a Copy is in their range, roll 1d20. On 16+, they attack one of your Copies instead. Destroyed if Health depletes, if you move more than 10 squares away from them, or if Expendable Assets ends.

**(MST Mod per Day + 1/Encounter)**

*Holographic Copy*

An Illusory Copy of you that fires at nearby enemies. When one is destroyed during Expendable Assets, a new one is summoned adjacent to you at the start of the next turn.

ACC: +2

Health: 15

Attacks: 1/turn

Damage: *Laser,* 1d8 Shock, Range 6

**Agent Backgrounds**

**Swimming in Debt**

Through one circumstance or another, you owe someone a **lot** of money. As such, you’ve taken up treasure-hunting in the hopes of managing to pay them back… or die trying. **+1 Speed. +1 Mastery. You owe someone an Exorbitant sum of money, so 25% of all Gold you earn goes to them.**

**All in the Family**

You come from a long family line of murderers, lowlifes, and/or criminals. You figure you might as well put a bit of that notoriety to good use. **+2 on Intimidate Talk Checks. -1 on Search Checks.**

**Corporate Sponsorship**

Your exploits are bankrolled by a powerful, and wealthy, individual or corporation. They supply you with gadgets, funding, and intel. This, however, comes with a price. If you act against your sponsor, they might cut you off. Or kill you. Whichever is more profitable, really. **+1 Damage. +1 Mastery. Choose a Guild, (or other powerful organization/individual,) gain 400 gold per month from them, but if you severely piss them off there’s a 50% chance they’ll not only cut off your funding, but also send someone to cut you. In half.**

**Tech Savvy**

You love technology, and got into this line of work as a means of business to show off your inventions. Not that anyone ever lives to talk about them. **+1 Action Skill use per Encounter. -2 on All Checks except Interact Checks.**

**It’s a Living.**

So, it turns out, finding treasure and killing people pays *really* well. And at the end of the day, isn’t money its own reward? **+1 Damage. -2 on Talk Checks.**

**(Secret… Agent Man/Woman/Enby.)**

**(Spies are cool. You always wanted to be one. Live your dreams, for the both of us.)**

**(+1 to all Checks because spies are talented. -1Health per Level because spies are squishy.)**

**Gun for Hire Skill Tree**

| **Tier 1 Skills** |  |
| --- | --- |
| Hearty Stock | **10**+MST Mod/SL *Barrier* and Shield Capacity. |
| Violent Speed | **+1**/SL on Traverse Checks. **At SL 3**: On Kill: Gain Extra Movement. |
| Tunnel Vision | On Move: +**1** ACC Mod/SL for **1**+SPD Mod turns. **+1**/SL to Interact Checks. |
| Rise to the Occasion | **5** Health Regen/SL. While shield is depleted, +**5** Health Regen. |
| **Tier 2 Skills** |  |
| Violent Momentum\* | On Move: You and your *Digi-Clone* get **+1** Damage per unique square you move through this turn. |
| Renegade | On Crit: Gain half the damage you deal as Health for **1** turn/SL. **+1**/SL on Sneak Checks. |
| Trick of the Light | You, your *Digi-Clone*, *SNTNL*, and *MNTIS* get **+1d4** Cryo Damage/SL vs taunted enemies. |
| Ready for Action | **+5** Shield Recharge/SL. +**1** Initiative/SL. |
| Borrowed Time\* | When activated, **Gadgets** gain **+1** round duration for each active **Gadget**. |
| **Tier 3 Skills** |  |
| Quick Breather | Whenever you swap places with your *Digi-Clone*, gain **1d6**+MST Mod/SL Shield and Health. |
| Like a Ghost | Enemies get **-2**/SL on Ranged Attacks against you and your *Digi-Clone*. |
| Drone Delivery | **1**/SL times per Day, *SNTNL* can drop a free Grenade matching your equipped Grenade Mod. **+1** max Grenades/SL. |
| Best Served Cold | On Kill: Create a Cryo Nova that deals **1d6**/SL +DMG Mod Damage to all adjacent enemies. |
| Violent Violence\* | On Kill: Gain Extra Attack. *Digi-Clone* and *SNTNL* get **+1** Attack/turn. **+1** DMG. |
| **Tier 4 Skills** |  |
| Distributed Denial\* | *Barrier*, and allies adjacent to it, gain the special effects of your equipped shield. Enemies adjacent to *Barrier* take **1d10** Shock Damage each round. |
| Supersonic Man | **+1** SPD Mod per active **Gadget**. **+1**/SL on Traverse Checks.  **+1** SPD if SL is at **3**. |
| Playing Dirty | On Kill: Next **1**+MST Mod/SL Ranged Attacks get **+1** Hit. **+1** SPD. |
| Synchronicity\* | You and all of your **Gadgets** get **+1d6** Damage for each active **Gadget**. |
| Duct Tape Mod\* | The first Ranged Attack you make each encounter drops a free Grenade matching your equipped Grenade Mod in the target’s space. |
| **Tier 5 Skills** |  |
| Eraser | When you, your *Digi-Clone* or *SNTNL* Crit a target, fire through them dealing **2**/SL Damage to the nearest enemy. |
| Pocket Full of Grenades | On Kill: Roll **1d20**+MST Mod/SL. If any are **15+**, gain **1** Grenade. **+2** MST. |
| Binary System | When a **Gadget’s** duration ends, it releases a Cryo Nova that deals **2d6** Cryo Damage/SL to Adjacent enemies. |
| **Tier 6 Skills** |  |
| Double Barrel | Your *Digi-Clone* and *SNTNL* get copies of your equipped weapon instead of their normal guns. **+2** DMG. |

**Doppelganger Skill Tree**

| **Tier 1 Skills** |  |
| --- | --- |
| Best Foot Forward | The first **1**+SL times you kill an enemy during **Expendable Assets**, increase its duration by **1**. **+1**/SL on Traverse Checks. |
| Bolster | **10**+MST Mod Health/SL. **5** Holographic Copy Health. |
| Collaborate | On Copy Destruction: You and your Copies get **+1** Damage/SL until **Expendable Assets** ends. |
| Incentives | On Swap: **+1** Hit for SL turns. **+1**/SL on Talk Checks. |
| **Tier 2 Skills** |  |
| Integrity | **+1** Damage/SL vs enemies below half health. **+2** Damage/SL vs enemies you personally haven’t damaged before. *(Enemies damaged by your Copies count.)* |
| Just Compensation | **+1** Gun Damage/SL for every Grenade missing from your supply. |
| Inspire\* | **+5** on Inspirational Talk Checks. |
| Leadership\* | A Holographic Copy being destroyed counts as you killing an enemy. **+1** ACC. |
| Take Their Freedom | On Kill or Copy Kill: You and your Copies gain **1d6** Health/SL. |
| **Tier 3 Skills** |  |
| Marginal Benefits\* | On Grenade Toss: Roll **1d20**. On **16+**, gain all *Reload* effects. This doesn’t generate Mayhem.  **+1** MST. |
| Hero Pose | **10**+MST Mod Shield Capacity/SL. **+5** Shield Regen. |
| Synergy | On Kill: **+1** Gun Damage/SL and **+2** Crit Damage/SL for **1**+MST Mod turns. |
| Supply and Demand | **5** Health Regen/SL. **5** Ally Health Regen. |
| You Have my Shield\* | Holographic Copies get a copy of your equipped Shield. |
| **Tier 4 Skills** |  |
| Winning | On Kill: Recharge **1d8** Shields/SL and gain Extra Movement. **+1** SPD. |
| Teamwork | Whenever a Copy is destroyed, or a Player dies, gain **5** Health Regen/SL for **2** turns. |
| Delegation | While **Expendable Assets** is active, whenever you take damage, **5** Damage/SL of that damage is dealt to one of your Copies instead. **+1**/SL on Interact Checks. |
| Cache\* | On Kill or Copy Kill: Gain **1** point of *Cache*. At **4** points of *Cache*, you may spend all points to toss a free Grenade. You lose any unspent points of *Cache* at the end of each Day. |
| On My Mark\* | Once per activation of **Expendable Assets**, command each Copy to toss a free Grenade. |
| **Tier 5 Skills** |  |
| Absolute Advantage | On Kill: For the next **1** turn/SL, whenever you roll a natural **1** on the **d20**, you may reroll it. |
| Money is Power | Whenever you pick up gold, gain **+1** Gun Damage/SL. Bonus is lost at the end of each Day, if you die, or if you spend money. **+2**/SL on Search Checks. |
| Optimism | Whenever a Copy is destroyed, all adjacent enemies take **2d6** Shock Damage/SL. **+1** DMG. |
| **Tier 6 Skills** |  |
| Promote the Ranks\* | The first Holographic Copy you summon is BADASS. Whenever a new Copy is summoned, roll a **d100**. On **67+**: The new Copy is also BADASS. BADASS Copies get double health, get **+1** *Laser* Damage Dice, and **+2** Range. Once each turn, each BADASS Copy can launch a Digi-Missile Barrage within its *Laser* range that deals **4d6** Explosive Splash Damage in addition to its normal attacks. |

**Gunzerker Skill Tree: Lawbringer**

Accuracy +2 **•** Damage +1 **•** Speed +1 **•** Mastery +0

Melee Die: 1d8

**Action Skill**

**Showdown**

The Lawbringer focuses intensely on nothing but their gun, their enemies, and putting bullets from the former into the latter. For 2 turns, whenever you roll the d20 to attack, you can choose to use a 16 instead of whatever you rolled on the die. Attacks made during **Showdown** get +1 Hit.

Additionally, you may choose Snipers as a Favored Gun at lv 1.

**(MST Mod per Day + 1/Encounter)**

**Lawbringer Skill Tree**

| **Tier 1 Skills** |  |
| --- | --- |
| Law | **10**+MST Mod Shield Capacity/SL. **+1** Melee Damage/SL. **+1** Melee Range/SL. |
| Gunslinger | When **Showdown** begins or ends, you may trigger any of your reload effects for free, without generating mayhem. **+1**/SL on Interact Checks. |
| Saddle Up | On Kill: Gain **+1** SPD Mod/SL and **+2** Gun Damage/SL for **2** turns. **+1**/SL on Traverse Checks. |
| Order | On Taking Damage: Gain **1** point of Order, max **10**, then roll **1d20 + (1** per point of Order.) On **16+**, gain **2d4** Health/SL. You lose all points of Order at the end of the Encounter. |
| **Tier 2 Skills** |  |
| Ruthless | While **Showdown** is active, the first **1**+SL kills extend its duration by **1** turn. |
| Bona Fide Grit | On Kill: Gain **5** Health Regen/SL for **2** turns. **+1**/SL on Talk Checks. |
| Due Process | On Melee: Gain **+1d4** Gun Damage/SL for **2** turns. |
| No Pain, No Gain | **+1**/SL Gun Damage. If at half health or below, gain **1+**SPD Mod Gun Damage/SL instead. |
| Discipline\* | Once per Encounter, when you gain your **10**th point of Order, gain Full Shields. Gain SPD Mod to all Gun Damage and Melee Damage. |
| **Tier 3 Skills** |  |
| Jurisdiction\* | Each turn while **Showdown** is active, gain **10** Health Regen and Extra Movement. |
| Short Fused | On Kill: Gain **+1d8** Explosive Damage/SL to all Gun Damage for **2** turns. |
| Quick Shot\* | On Reload: Next turn, gain Extra Attack. **+1** SPD. |
| Blood of the Guilty | Increase Order healing by **1d4**/SL. Increase max Order points by **+5**. **+1**/SL on Insight Checks. |
| **Tier 4 Skills** |  |
| Bottled Courage | When you activate **Showdown**, gain Shield Recharge. **+5** Shield Recharge/SL. |
| Tombstone | On Kill: Your attacks gain **+1** Crit Dice/SL for **2** turns. |
| Snap Shot | **+1** ACC/SL. |
| Rarin’ to Go\* | On Kill: **+1** Gun Damage per point of Order for **2** turns. **+1** SPD. |
| **Tier 5 Skills** |  |
| High Noon | +SL Gun Damage for each round you are in **Showdown**. **+1** DMG. |
| Faster ‘n You | **+2** Initiative/SL. Gain Extra Attack each turn. |
| The Unforgiven | Killed enemies explode, dealing **1d8** Splash Damage/SL to each adjacent enemy. |
| Thunder Crackdown\* | **+1** Melee Damage per point of Order. **+1** MST. |
| **Tier 6 Skills** |  |
| One for Each of Ya\* | While using a **Pistol**, get a copy of that gun in your off-hand, doubling the number of Hits and Crits you deal for each Accuracy Range. |

**Assassin Skill Tree: Gladiator**

Accuracy +0 **•** Damage +1 **•** Speed +1 **•** Mastery +2

Melee Die: 1d10

**Action Skill**

**Kinetic Aspis**

Draw forth your Kinetic Aspis for 2 turns. While it’s active, you ignore all damage from the front. Each hit ignored by your Aspis *stores* 1d4 damage in it, with each Crit ignored *storing* 2d4 damage, max of 4d4 *stored* damage. For the duration of Kinetic Aspis, you may use an action to Throw it at a target within 8 squares, and the Aspis is automatically Thrown at the end of its duration. Throwing Aspis deals the *stored* damage to whoever you hit.

**(MST Mod per Day + 1/Encounter)**

**Gladiator Skill Tree**

| **Tier 1 Skills** |  |
| --- | --- |
| Ephodos | While **Aspis** is active, gain **+1** SPD Mod/SL and **+1** Gun Damage/SL. |
| Gun Kata | **+2** Gun Damage/SL. On Gun Damage: **+2** Melee Damage/SL for **1**+MST Mod turns. |
| Clarity of Purpose | **5** Health/SL. **+2** Melee Damage/SL. **+1**/SL on Insight Checks. |
| Maelstrom | **+1** Elemental Damage/SL. Incendiary and Shock gain **1**+MST Mod Damage/SL instead. **+1**/SL on Interact Checks. |
| **Tier 2 Skills** |  |
| Prismatic Aegis\* | If **Aspis** ignores Elemental Damage, it deals Elemental Damage of those types when Thrown. **+1** SPD. |
| Vanguard | While **Aspis** is active, you and adjacent allies gain **10** Health Regen/SL. |
| Blood Rush | Each turn, gain a **Blood Rush** Extra Melee Attack. It has **+2** Melee Range/SL and moves you adjacent to the target. If it kills them, gain a **Blood Rush** Extra Melee Attack. |
| Conduit | On Dealing Shock Damage: Gain **5** Health Regen for **1** turn/SL. |
| Rend | Melee Damage causes enemies to **Bleed💦** for **1d8** Damage per turn for **1**+MST Mod/SL turns. **+1** DMG. |
| **Tier 3 Skills** |  |
| Invictus | Increase the amount of damage **Aspis** can *store* by **2d4**/SL. **+1**/SL on Interact Checks. |
| Hold the Line | Increase duration of **Aspis** by **1**/SL. +**1** MST. |
| Mercurial | On Kill: Gain Extra Movement, and gain **1d6** Damage Resistance/SL for **1**+MST Mod turns. |
| Superconductor | When **Aspis** is Thrown, roll **1d20**+MST Mod. On **16+**, deal **1d6** Shock Damage/SL to all adjacent enemies. |
| **Tier 4 Skills** |  |
| United Front | When damage is *stored*, you and adjacent allies gain **1d4**/SL Shields. **10**+MST Mod Shield Capacity/SL. |
| Stalwart | **5**+MST Mod Health/SL. Allies can now attack **Aspis** to *store* damage in it. |
| Bloodlust | **+5** Health Regen per **Bleeding💦** enemy. **+1**/SL on Traverse Checks. |
| Zeus’ Rage\* | When **Aspis** is Thrown, create an Incendiary Shock storm around the first target hit for **2** turns, dealing the *stored* damage to all creatures in a **3x3** area around the target. |
| **Tier 5 Skills** |  |
| Clear! | You can now Throw **Aspis** at allies. Allies hit by **Aspis** are healed for the *stored* damage. |
| You’ve Got Red on You | Enemies killed by Melee Damage or **Bleeding💦** out explode, dealing **1d8** Explosive Damage/SL to adjacent enemies. |
| Prepare for Glory | When **Aspis** is activated, Taunt all enemies within **4** squares. Gain **1d4** Gun Damage/SL for each taunted enemy for **1**+MST Mod turns. **+1**/SL on Talk Checks. |
| **Tier 6 Skills** |  |
| Wrath of the Goddess\* | When **Aspis** is thrown, it can ricochet and hit up to **1**+MST Mod additional enemies, dealing the *stored* damage to each. Can ricochet to both allies and enemies if you have **Clear!** **+2** MST. |

**Mechromancer Skill Tree: Enforcer**

Accuracy +1 **•** Damage +2 **•** Speed +0 **•** Mastery +1

Melee Die: 1d8

**Action Skill**

**Wolf and Saint**

Deploy *Saint*, a heavily-shielded recovery drone, and **Wolf**, a combat drone, for 2 turns. *Saint* will tether to you, healing you 1d8+MST Mod Health each turn, and **Wolf** will fly around, attacking the nearest enemy. **Wolf** is destroyed if its Armor depletes.

**(MST Mod per Day + 1/Encounter)**

**Wolf**

Armor: 30

Movement: Flying, 5 squares

SPD: +2

Attacks (1/turn):

*Machine Gun*, Range 5, 1d6

**2-7**: 1 | 0

**8-15**: 2 | 0

**16+**: 3 | 0

**Enforcer Skill Tree**

| **Tier 1 Skills** |  |
| --- | --- |
| Targeting Scope | On Kill: **+1** ACC Mod/SL and **+1** Crit Dice for **2** turns. **+1**/SL on Search Checks. |
| Afterburner | Increase **Wolf** SPD Mod *(and Movement)* by **1**/SL. |
| Fortify | **5**+MST Mod Health/SL for you and **Wolf**. **+1** Gun Damage/SL. |
| Laser Focus | **+1** Gun Damage/SL. **+1**/SL on Insight Checks. |
| **Tier 2 Skills** |  |
| Suppression | On Kill: You and **Wolf** gain **+1** Hit for **1** turn/SL. **+1**/SL on Sneak Checks. |
| Man and Machine | **5** Health/SL for you and **Wolf**. |
| Auxiliary Tanks | Increase **Wolf and Saint’s** duration by **1**/SL. |
| Energize | *Saint* gives an additional **1d8** Health/SL. Each turn while **Wolf and Saint** is active, roll **1d20**/SL. If any are **16+**, an ally recharges **1d8**+MST Shields. |
| Power Fist\* | **+1** Melee Range. Melee Attacks gain **+1d8** Explosive Damage. **+1** DMG. |
| **Tier 3 Skills** |  |
| First to Fight | Your first Ranged Attack each turn gains **+1** Gun Damage/SL. If you haven’t damaged that enemy yet, gain **+3** Gun Damage/SL instead. |
| Kill Switch | When **Wolf and Saint’s** duration ends, or **Wolf** is destroyed, he dive-bombs an enemy, dealing **1d8** Explosive Splash Damage/SL. |
| Zero Hour | When **Wolf and Saint’s** duration ends, *Saint* creates a **3x3** Healing Zone for **2** turns. Players in the zone gain **5** Health Regen/SL. |
| Shock Absorbers\* | **+3** Gun Damage. **+1** SPD. **+3** on Traverse Checks. |
| **Tier 4 Skills** |  |
| Welcome to the Gun Show | **+1** Gun Damage/SL. **+1** ACC. |
| Escalation | **+1** Crit Damage/SL. On Crit: Roll **1d20**+Crit Damage. On **20+**, regain **1** expended use of **Wolf and Saint**. |
| Scramble\* | The first time **Wolf** is destroyed each activation, Deploy **Wolf** again and increase **Wolf and Saint’s** duration by **2** turns. |
| Fire Support | **+1** Gun Damage/SL. **Wolf** gains an extra attack each round if SL is **3**. |
| Kinetic Armor\* | **15**+MST Mod Health. On Taking Damage: Roll **1d20**. On **16+**, adjacent enemies take **2d8** Explosive Damage. |
| **Tier 5 Skills** |  |
| Cold War\* | Your Incendiary, Corrosive, and Shock Damage also deals Cryo Damage. Cryo Damage freezes after **1** hit instead of **2**. |
| Omega Strike | **Wolf** fires Rockets in addition to its normal attack each turn, dealing **1d8**/SL+MST Mod Splash Damage. |
| Overcharge | When **Wolf and Saint** is activated, all players get **+1** SPD Mod/SL, **+1** Hit/SL, and Reloading doesn’t generate mayhem for **2** rounds. |
| Vengeance Cannon\* | Whenever your Shield reaches **0**, activate a Shoulder Cannon for **2** turns. While active, Ranged Attacks gain **+2d10** Incendiary Damage. |
| **Tier 6 Skills** |  |
| Termination Protocols\* | The first time your Health reaches **0** in a day, you don’t die. **Yet**. For **1**+DMG Mod turns your movement is **3** and adjacent enemies take **3d6** Shock Damage. If you kill an enemy, gain **10**+MST Mod Health. Otherwise, you explode in a *super big explosion* that deals **4d10**+DMG Mod Radiation Damage in a **5x5** area. You gain two minor traumas from dying this way instead of one. |

**Rando-Mancer**

**Class Information**

Rando-Mancers embrace the chaos of their life, turning random chance into a chain reaction of pain and suffering for everyone around them… but in a good way. Usually.

**Appearance**

Rando-Mancers are so embroiled in the chaos of their life, they don’t tend to have any one sense of style or fashion. Choosing favorable outfits is kind of pointless when there’s a non-zero chance your clothes could be zapped into being made of live eels on any given day. **(Or you’re just Claptrap.)**

**Class Features**

**Favored Gun**

Submachine Gun or Shotgun

**Stat Bonus**

Accuracy +1 **•** Damage +1 **•** Speed +1 **•** Mastery +1

Melee Die: 1d12

**Skill Tree**

*Look At Me!*

See Look At Me! Skill Tree

**Action Skill**

**Vault Hunting**

Draw two random **Action Package** cards from your Vault Hunting Deck, *(use the Jack, Queen, King, and Joker cards from a standard deck of playing cards,)* and choose one of them. You gain Health Regen for that **Action Package’s** duration.

**(MST Mod per Day + 1/Encounter)**

**Rando-Mancer Backgrounds**

**Cursed, Definitely Cursed**

You were cursed by an irritated wizard. Or maybe an ancient amulet. Possibly an angry ghost. Point is you’re cursed and now random stuff happens all the time. You’ve learned to live with it. **+1 to any two Stats. 10% chance that loot piles contain angry enemies. 50% chance that those enemies are Badass.**

**LoL, sO rAnDoM! rAwR! xD!**

You never grew out of your teenage echonet phase, and bring that energy with you wherever you go. Aren’t you quirky? You also probably have an echomail account name that begins and ends with “xX\_Xx”. **You Generate 1 Mayhem and you get 1 Badass Token whenever you roll Initiative.**

**The Gambler**

Casino owners have nightmares about people like you. People who seem to have Lady Luck in their pocket, who always roll well at the table, always get the exact cards you need at exactly the right time. Whether that’s because you’re *actually* lucky or because you *cheat* is completely up for debate. **+1 Mastery. +2 on Sneak checks. 50% chance you’ve been banned from any casino or other gambling den you enter. If you were banned, 50% chance they think you cheated them and wanna kill you.**

**Test Subject**

You were the result of a guild experiment to try and harness the powers of chaos. Did it work? Who knows. All we know now is you aren’t with them and none of the guilds are fessing up about who made you the way you are. **+1 Damage. +2 on Interact Checks. -2 on Talk and Insight Checks.**

**(The Absolute Worst)**

**(You are Claptrap and everyone hates you.)**

**(+Infinity to being annoying. Can open any door. Can’t go up stairs. Everyone hates you.)**

**Action Packages**

**Conjure Turret**  
*Default*

(King of Spades)

Conjure a miniature turret in an adjacent square for 2 turns. The turret attacks the nearest enemy within 6 squares with each of its weapons each turn.

**Mini-Turret**: 25 Armor

*Rifle*: 2d8 per Hit

*Rockets*: 1d8 per Hit Explosive, Splash

2-7: [ 1 | 0 ] **•** 8-15: [ 2 | 0 ] **•** 16+: [ 2 | 1 ]

**Meat Unicycle**

*Default*

(King of Clubs)

Put away your gun and conjure a massive Buzz-Axe for 2 turns. While using the Unicycle, gain Extra Movement, and you can make one Melee and one Ranged Melee Attack each turn that each do 2d8 Incendiary Damage.

**Funzerker**

*Default*

(King of Diamonds)

Conjure a copy of your equipped gun, gaining Extra Attack and attacking with both guns at the same time for 2 turns.

**Blightwing**

*Default*

(King of Hearts)

Release an aura of Incendiary and Corrosive Damage around you for 2 turns, dealing 2d8 damage to all adjacent enemies. You gain +3 Movement for the duration.

**Mechromagician**

*Default*

(Queen of Hearts)

Conjure a Robot that flies about, attacking enemies. You gain 10 Gun Damage, but take a -5 to Attacks. This lasts 2 turns. Robot is destroyed if its Armor is depleted.

**Robot**: 30 Armor, Movement Fly 5  
*Melee*: 2d8

*Laser*: 1d8 Shock, Range 6

**Shhhh…**

*Default*

(Queen of Diamonds)

Cloak for 2 turns and conjure an illusion of you within 4 squares that Taunts enemies each turn. Attacks made while Cloaked deal +2 Crits and don’t break your Cloak.

**Rubber Ducks?!**

*Default*

(Joker. Yes, use both.)

You, and all Allies, gain 4d8 Damage Reduction for 2 turns, but bounce uncontrollably. You must move on your turns, but you all do gain +4 Movement and +4 on Terrain Checks, and enemies ranged attacks against you all have a 50% chance of reflecting back at the attacker. Generate 1 Mayhem.

**Clap-In-The-Box**

*Kick Him While He’s Down*

(Queen of Spades)

Conjure a HUGE bomb, which explodes in 2 turns in a 7x7 area. Enemies within a 3x3 area take 4d10 Explosive Damage, enemies outside that area (but still inside the 7x7 area) take 2d10 Explosive Damage. If you don’t damage any enemies, you Die.

**Torgue Fiesta**

*I Am Rubber, You Are Glue*

(Queen of Clubs)

Throw three free grenades each turn for 2 turns. When you activate it, each Ally may throw a free grenade as well. All players gain 1 Grenade each turn.

**Gun Wizard**

*You’re… GOING TO LOVE ME!!*

(Jack of Diamonds)

You and all Allies get +2 Hits, and reloading doesn’t generate Mayhem or stop you from Attacking for 2 turns. Everyone also gets +2 ACC Mod and +2 SPD Mod for the duration.

**Pirate Ship Mode**

*Livin’ Near the Edge*

(Jack of Clubs)

Don a Pirate Hat and conjure several cannons for 2 turns. Each turn, the cannons make an attack against one enemy, dealing 3d6 Explosive Splash Damage per Hit with Range 4.  
2-7: [ 1 | 0 ] **•** 8-15: [ 2 | 1 ] **•** 16+: [ 3 | 2 ]

**One Shot Wonder**

*Tripleclocked*

(Jack of Spades)

All of Your and your Allies’ attacks gain +4 Hits and +2 Crits for 2 turns, but anyone that Attacks has to Reload right after.

**Laser Inferno**

*Rainbow Coolant*

(Jack of Hearts)

Conjure a Disco Ball above your head, which constantly shoots Shock, Incendiary, and Corrosive lasers at enemies within 4 squares for 4 turns. Lasers deal 2d8 Damage of their type. Fire one of each laser each round. Roll each laser as a Ranged Melee Attack.

**Look At Me! Skill Tree**

| **Tier 1 Skills** |  |
| --- | --- |
| Maniacal Laughter | Dealing Elemental Damage grants **1**/SL points of *Maniacal Laughter*. **+1** Health Regen per point of *Maniacal Laughter*. All points of *Maniacal Laughter* are lost at the end of the Encounter. **+1**/SL on Talk Checks. |
| Coincidental Combustion | Non-Explosive weapons gain **+1d6** Explosive Splash Damage/SL. **+1** DMG. |
| Kick Him While He’s Down\* | While below half health, Taunt all enemies each turn.  Add “Clap-in-the-Box” **Action Package** to your Vault Hunting Deck. |
| All the Guns | At the beginning of each turn during an Encounter, roll **1d6**.  **[1**-Pistol **•** **2**-Combat Rifle **• 3**-SMG **•** **4**-Shotgun **•** **5**-Sniper Rifle **•** **6**-Rocket Launcher.]  Gain **+1** Hit/SL with that kind of weapon this turn. |
| **Tier 2 Skills** |  |
| Killbot | On Kill: Gain **1d6** Health/SL, but lose an equal amount of Shields. If Shields are empty, Free Health! |
| Repulsive | When dealt Melee Damage: Roll **1d20**+SL. On a **16+**, all adjacent enemies take **1d6** Explosive Damage/SL and are knocked back **1** square. |
| You’re… GOING TO LOVE ME!! | On Kill: Enemies explode into Healing Novas. You and Allies adjacent to that enemy gain **1d4** Health/SL. Add “Gun Wizard” **Action Package** card to your Vault Hunting Deck. |
| Wax Off, Wax On | **5**+MST Mod Health/SL. **+5** Health Regen. **+1**/SL on Interact Checks. |
| Safety First\* | The dice for the **All the Guns** skill changes to **1d8**. Add the following options: [**7**-Health **•** **8**-Shields] Gain **10**+MST Mod Health or Shields, and **4**+(**All the Guns** SL) Health Regen or Shield Recharge. |
| **Tier 3 Skills** |  |
| All the Things Are Awesome!\* | **+1** Hit for favored weapons per ally. **10**+MST Mod Health per ally. **+1** ACC. |
| Load ‘n’ Splode | On Reload: Your next attack gains **+2** Explosive Damage/SL. *(Yes, this stacks until you attack.)* |
| I am Rubber, You are Glue | On Kill: For **1**+MST Mod turns, gain **1d8** Damage Reduction/SL. This reduced Damage is dealt to each adjacent enemy. Add “Torgue Fiesta” **Action Package** card to your Vault Hunting Deck. |
| It’s a Trap… Card | On Shield Deplete: Release a **MEGA NOVA** that deals **1d12** Damage/SL to all enemies within **1**+SL squares of you, but heals allies for the same amount in the same area. Your shield must fully recharge between **MEGA NOVA**s. |
| Tripleclocked | For each SL, increase **All the Guns** skill by **1**. **+1** SPD.  Add “One Shot Wonder” **Action Package** card to your Vault Hunting Deck. |
| **Tier 4 Skills** |  |
| Pain Simulator is Painful | **10**+MST Mod Health/SL. **1d6** Damage Reduction/SL. |
| Livin’ Near the Edge | **+1** DMG. If below half Health gain **2** Gun Damage/SL.  Add “Pirate Ship Mode” **Action Package** to your Vault Hunting Deck. |
| Through Thick and Thin | Increase the duration of **Vault Hunting**, and all Ally’s Action Skills, by **1** turn/SL. |
| Element of Surprise\* | The dice for the **All the Guns** skill changes to **1d12**. Add the following options:  **[9**-Incendiary **•** **10**-Shock **•** **11**-Corrosive **•** **12**-Cryo] Gain **3** Damage/(**All the Guns** SL) of that type. |
| **Tier 5 Skills** |  |
| Kick Him While He’s Up | The first time each Encounter, when your Health reaches **0**, gain **10**+MST Mod Health/SL, then gain **+5** DMG Mod and **+5** Crit Damage for one turn. Generate 1 Mayhem. |
| Rainbow Coolant | Whenever you roll the die for **All the Guns**, release a Rainbow Nova that deals **1d10**/SL Incendiary, Shock, Corrosive, Cryo, Explosive, and Radiation Damage to adjacent enemies.  Add “Laser Inferno” **Action Package** to your Vault Hunting Deck. |
| Death Machine | On Kill: +**1d6** Gun Damage/SL, **+1** SPD Mod/SL, and Reloading doesn’t prevent you attacking for **2** turns. |
| **Tier 6 Skills** |  |
| High Fives Guys\* | Instead of attacking on your turn, you can offer someone a High Five. If you are hit with a melee attack before your next turn, (Allies can Melee you too. Yes, it deals Damage,) all players get **+5** DMG Mod, **+1** Hits and **+10** Health Regen for 2 turns. If no one cares, you get **+10** DMG Mod, **+2** Hits and **+15** Health Regen for 2 turns. |

**Aristocrat**

**Class Information**

Aristocrats have money. *Lots* of money. Money that they use to pay for solutions to their problems. And if those problems can't be solved with money? They can be solved with guns. Or people. Or people *holding* guns. So, really, money does solve all your problems, provided you have enough. And Aristocrats most assuredly do.

**Appearance**

Fine furs and skins harvested from endangered animals, expensive jewelry, and rare items from across the known world. If the word “gaudy” comes to mind, an Aristocrat is probably wearing it.

**Class Features**

**Favored Gun**

Shotgun or Sniper Rifle

**Stat Bonus**

Accuracy +2 **•** Damage +1 **•** Speed +0 **•** Mastery +1

Melee Die: 1d8

**Skill Tree**

*Frozen Heart*

See Frozen Heart Skill Tree

**Action Skill**

**Cold as Ice**

Release a Frost Shard that tethers to an enemy for 2 turns, dealing 3d6 Cryo Splash Damage to that enemy each turn. If that target dies before the duration ends, the Shard tethers to the nearest enemy.

**(MST Mod per Day + 1/Encounter)**

**Aristocrat Backgrounds**

**Celebrity**

You’re a famous echonet star, be it as an actor, providing your voice to a project, or maybe you run a popular blog. Okay, maybe not that last one. The fact is, people know who you are, and you can use that. **+1 Mastery. +2 on Talk Checks. -1 Speed. -2 on Stealth Checks. Gain 1d4x50 gold each week from merch sales and/or royalties.**

**Clever Investor**

You know how to work finances and numbers, to an unfair degree. Your stock portfolio occupies an entire room in your sprawling turbo-mansion, and *most* of it is legitimately earned. Why are you out here hunting vaults and shooting the less-to-almost-but-not-quite-equally wealthy? Easy. There’s money in it, and you were never one to turn down a promising business venture. **+1 Speed. +2 on Insight Checks. -2 on Traverse Checks. You can invest your gold (250 gold minimum) at vendors. Every three months your investments double in value. 10% fee for withdrawing investments.**

**The Collector**

You own an expensive collection of rarities. Rare guns, rare animals (and their hides), rare paintings and furniture and everything else you can find. And you can find rare things often Like, *scary* often. And rare things are worth more money. Boom: You have a fortune now. **+2 on Search Checks. Starting weapons are Rare instead of Common. Whenever you get a Common item, you may reroll its rarity.**

**Inheritor**

You’ve come into a large sum of money for one reason or another. An elderly family member died? Married into money? Won the lottery? Doesn’t matter, the point is, you have money now, and all the boons and banes that come with it. **+1 Speed. -1 Mastery. Starts with 300 extra gold and gains 10 times your level gold each month.**

**Blood Money**

You murdered the previous head of your family, and possibly several family members that stood between you and that position. So now you run the family business, but other family members might get the idea to follow your lead and off you. **+1 Damage. Gets 500 gold per month from the family business. 50% chance when entering town a distant relative tries to kill you.**

**Frozen Heart Skill Tree**

| **Tier 1 Skills** |  |
| --- | --- |
| Long Range Killer | **+1** Favored Weapon Range/SL. **+2** Damage/SL vs enemies at max Range. **+1**/SL on Search Checks. |
| Culling the Herd | On Crit: **+2** Gun Damage/SL for 2 turns. |
| Markswoman | **+2** Crit Damage/SL. **+1** SPD. |
| Contractual Obligations | As a Throw Action: Offer a Contract to an ally. If they accept, they become your Servant for the Day, or until one of you dies. You can only have one Servant at a time.  **+10** Servant Shield Capacity/SL. **+2** Gun Damage/SL while you have a Servant. |
| **Tier 2 Skills** |  |
| Bitter Riposte | On Shield Damage: That enemy takes **1d6** Cryo Damage/SL. **+1**/SL on Traverse Checks. |
| Winter’s Fury | When you activate **Cold as Ice**, or the tethered enemy dies, knock back all enemies adjacent to you **1** square/SL. **+1** MST. |
| You First | On Kill: Servant Recharges **1d10** Shields/SL. **+1**/SL on Talk Checks. |
| Protect your Assets | **5+**MST Mod Health and Shield Capacity/SL. You must have a Servant to gain this benefit.  **5** Servant Health and Servant Shield Capacity/SL. |
| **Tier 3 Skills** |  |
| Frigid Touch | On Kill: Gain half your Cryo Damage as Health for **1** turn/SL. **+1**/SL on Interact Checks. |
| Prudent Prudence | On taking Melee Damage: **+1** Movement/SL and **+1** Gun Damage/SL for **1**+MST Mod turns. **+1**/SL on Traverse Checks. |
| Magic Bullet | On Crit: Gain **1d8** Health Regen/SL.  On Sniper Crit: You and all adjacent allies gain **1d8** Health/SL. |
| Fragment Rain | When you activate **Cold as Ice**, up to **1**+MST Mod other enemies take **1d6** Cryo Damage/SL. |
| Excellent Shot\* | Enemies damaged by your Servant become *Set Up* until you damage them. **+2d8** Cryo Damage to *Set Up* enemies. |
| **Tier 4 Skills** |  |
| Cold Advance | **+2** Crit Damage/SL. The first SL times you deal Crit damage while **Cold as Ice** is active, increase its duration by **1** turn. |
| Polar Vortex\* | When you activate **Cold as Ice**, create a singularity that pulls **1**+MST Mod enemies to it. |
| A Backhand to Remember | **1**+MST Mod times per encounter, your Melee Attack gains **+1d6** Cryo Damage/SL, **+1** Melee Range/SL, Knockback **1**/SL, and grants Extra Movement. |
| Keep Your Chin Up | On Kill: Servant gains **1d8** Health/SL.  On Servant Kill: Gain **1d8** Health/SL. **+1** SPD. |
| **Tier 5 Skills** |  |
| Wintertide | On Kill: Gain +**1** Cryo Damage/SL for the rest of the Encounter. |
| Custom Loads | When you roll initiative, roll **1d6**. **+1d6** Gun Damage/SL of that element for the Encounter.  **[1**-Incendiary **•** **2**-Shock **•** **3**-Corrosive **•** **4**-Cryo **•** **5**-Explosive **•** **6**-Radiation] |
| All Glory to the Master | On *Set Up* Kill: You and your Servant gain **+1** Gun Damage/SL for the rest of the Encounter. If you lose your Servant, you lose this bonus. **+1** DMG. |
| Save the Queen\* | Enemies that deal Melee Damage to you are *Crowned* until damaged by your Servant. Your Servant deals **+2d10** Cryo Damage to *Crowned* enemies. |
| **Tier 6 Skills** |  |
| Frostbite | Cryo Damage you deal automatically freezes enemies.  Frozen enemies take +**2d8** Cryo Damage. **+2** MST. |

**Vehicles**

Sometimes, walking sucks. Okay, a lot of the time walking sucks. Especially when you gotta walk *really, really far*. That’s why we invented the carriage! Or rode horses! Or made *cars*!

Well, as soon as we figured out how to do all that, we figured out how to *strap guns to that stuff and blow each other up with them*.

Where was I going with this? Oh! Right! Vehicles in your ***game***. So! Vehicles come in all shapes and sizes, and have different amounts of people that can ride in or on ‘em, in different seats that do different things. This is gonna show you how to do all that, or at least *my* way to do it.

Firstly, Vault Hunters get a new encounter action that deals specifically with when you *aren’t* in a vehicle, but *want to be*. **(Gotta get that vroom VROOM, boi!)**

**Carjack**

If you aren’t already in a vehicle, you can spend your movement to get into one that isn’t being driven.

If someone *is* driving that thing, make a Carjack Traverse Check. If you succeed, you toss that bozo out onto the ground, and deal Melee Damage to them as a parting gift. **(If you are lucky, it will part them. Part of them over here, part of them over there, you get the idea.)**

If you succeed at carjacking a car that someone is already driving, you generate 1 mayhem. If you *fail*, you generate 2 mayhem and you take Melee Damage from *them* as they manage to hit you and stop you from jacking their ride. No mayhem for hopping in an empty ride though. **(Unless you do it too much. I’m watching you…)**

Once you’re in a car, things change up a *lot*. Your encounter actions change depending on what seat you’re driving, and each vehicle has different seats and armor and speeds and stuff, but they’ll all follow the basic template for a vehicle, based on a combination of its Frame and Parts. Also, you can’t be shot or stabbed or exploded while in a vehicle, it will take all the damage for the people driving or riding it.

**Armor**: The amount of Armor a vehicle has. Even living vehicles have armor. A Frame will list what types of armor you can install.

**Repair**: Functions like Health Regen or Shield Recharge, but for your ride’s armor. Based on the Frame.

**Size**: How big of a truck you’re driving. Based on the Frame. **~~(And not at all indicative of the size of your various bits, I promise.)~~**

**Movement**: How many spaces a vehicle can move each turn. Based on the Tires, Armor, and Booster.

**Boost Meter**: The number of times your vehicle can Boost each encounter. You regain 1 charge every 3 rounds you go without Boosting, up to the vehicle’s maximum.

**Seats**: How many people can cram into or atop a ride, and what they can do there. Based on the Frame.

**Slam**: How much damage your vehicle does when you run someone over. Based on Armor and Frame.

**Parts**: List of available Parts you can swap out on the Frame.

**Driving**

There are three types of Seats to pilot in a vehicle: Driver, Gunner, and Passenger, each has their own list of encounter actions you can only do from your seat. ***(Note, if a vehicle lists a special action you can perform, that takes precedence over these rules.)***

**Driver (Weapon)**: You control where the vehicle goes. Each turn, you get the following encounter actions:

* **Drive**: Move the vehicle up to its movement. Driving through an enemy’s space can *Slam* them.

- To *Slam*, roll a D20. **1**: You miss. *(Generates 1 mayhem.)* **2-15**: Deal the vehicle’s *Slam* damage. **16+**: +1 Damage die. **20**: Deal max *Slam* damage. (*Slamming* doesn’t add ACC or DMG bonuses to rolls.)

* **Boost**: The vehicle makes an Extra Movement. *(Generates 1 mayhem.)* If you *Slam* while Boosting, the *Slam* deals double damage and is Explosive.
* **Attack**: If the Driver has a weapon listed, fire this weapon. All vehicle weapons are favored.
* **Extra Attack**: Make an Extra Attack with the vehicle’s weapon, if it has one. *(Generates 1 mayhem.)*
* **Dismount**: Exit the vehicle. Counts as Movement for your turn.
* **Exchange**: Change seats, if any, to an empty seat, or with another player. Counts as Movement for your turn. *(Generates 1 mayhem.)*

**Gunner (Weapon)**: You man the vehicle’s mounted turret weapon, and have the following encounter action while in the vehicle:

* **Attack**: Attack with the vehicle’s turret weapon. All vehicle weapons are favored.
* **Extra Attack**: Make an Extra Attack with the vehicle’s turret weapon. *(Generates 1 mayhem.)*
* **Dismount**: Exit the vehicle. Counts as Movement for your turn.
* **Exchange**: Change seats, if any, to an empty seat, or with another player. Counts as Movement for your turn. *(Generates 1 mayhem.)*

**Passenger**: Just along for the ride, you get to act the most freely, retaining many of your normal encounter actions. Any action that normally generates mayhem *outside* a vehicle still generates mayhem *inside* the vehicle.

* **Attack**: Attack with your equipped gun, or Melee Attack someone adjacent to your seat.
* **Extra Attack**: Make an Extra Attack.
* **Grenade**: Toss a Grenade.
* **Throw**: Throw an item to someone, inside or outside the vehicle doesn’t matter.
* **Drink a Potion**: Take a sip, babes.
* **Swap Guns**: Switch between active guns.
* **Reload**: Trigger reload effects.
* **Dismount**: Exit the vehicle. Counts as Movement for your turn.
* **Exchange**: Change seats, if any, to an empty seat, or with another player. Counts as Movement for your turn. *(Generates 1 mayhem.)*

Being inside a vehicle isn’t all fun and games. **(Tho it should be!)** When a vehicle’s Armor reaches 0 (Zero), it ~~breaks.~~ **explodes.** Anyone inside the vehicle**, or next to it, takes its Slam damage as it blows up and** lands in a space they previously occupied while in the vehicle. **(If the vehicle was a living creature, it still explodes. Fantasy, amirite?)**

**Extra Large Vehicles**

Some vehicles aren’t just big, they’re hella big. Like, maybe have rooms and stuff big. Vehicles like this still have seats, maybe a *lot* of seats, but they are also big enough to be a battle map where if you aren’t in a seat you can walk around and do stuff like normal. Think like… big boats and trains. Like a pirate ship. Or a moving castle. Vehicles big enough to be maps don’t usually have **Armor** or **Repair** traits, since they’re more set pieces than actual vehicles, they’re so big it’d take a stupid amount of damage to destroy them. **(But you can totally give them stupid big numbers if you want your players or baddos to blow ‘em up. I’ll not only allow it, I encourage it! BURN ALL THE BABIES!!!)**

**Vehicle Parts**

Vehicles are somewhat customizable. While you can’t turn one vehicle Frame into another, you can swap out some parts from one vehicle Frame to another Frame, changing its stats, its weapons, and even giving it special abilities. There are ~~four~~**Five** types of Parts available.

* **Armor**: The vehicle’s frame and plating. Affects Armor, Boost Meter, Movement, and Slam. There are four types of armor: Ultralight, Light, Heavy, and Ultraheavy.
* **Booster**: The vehicle’s engine. Affects Boost Meter, Movement, and Slam.
* **Tires**: The vehicle’s wheels. Affects Boost Meter and Movement. Come in Mono, Duo, Quad, and Tread. **(Run them all over!)**
* **Weapon**: Your vehicle’s weapons. Come in two flavors: Light, and Heavy. These parts don’t change how your vehicle handles, just how it hurts. **(Unless you want it to, boo. It’s your game!)**
* **(Cosmetics!: Make it look nice! These add to the Badassery stat. If you got a dope ride people will respect you. Or maybe try to jack it. I dunno.)**

You can modify any of your vehicle’s Parts at a garage, but you can only change their Parts once per Pan’Dorahn day. If your vehicle is destroyed, you can summon a new one from a Catch-A-Chariot station for 10% of your Gold.

**Damage Progression**

As you increase in levels, the damage dealt by your vehicles will increase as well. They’ll always hit ***just*** harder than you, but the tradeoff is that you can’t take them everywhere. Eventually, you have to hoof it. Vehicle Slam and Weapon Damage follows a basic Damage Progression. Weapons have a base amount of damage dice they roll, and certain parts can increase or decrease that Progression. Whenever you reach a new Level Milestone, increase the Progression by one.

Milestones: Level **7**, Level **13**, Level **19**, Level **25**.

| **Progress** | **D4** | **D6** | **D8** | **D10** | **D12** | **D20** |
| --- | --- | --- | --- | --- | --- | --- |
| ^  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  v | 2d4 | 2d6 | 1d8 | 1d10 | 1d12 | 1d20 |
| 3d4 | 3d6 | 2d8 | 2d10 | 2d12 | 2d20 |
| 5d4 | 5d6 | 3d8 | 3d10 | 3d12 | 3d20 |
| 6d4 | 6d6 | 4d8 | 4d10 | 4d12 | 4d20 |
| 8d4 | 8d6 | 5d8 | 5d10 | 5d12 | 5d20 |
| 9d4 | 9d6 | 6d8 | 6d10 | 6d12 | 6d20 |
| +2 | +2 | +1 | +1 | +1 | +1 |
| +1 | +1 | +1 | +1 | +1 | +1 |
| +2 | +2 | +1 | +1 | +1 | +1 |
| +1 | +1 | +1 | +1 | +1 | +1 |
| … | … | … | … | … | … |

The following are just examples of vehicles you can find or make, and are by no means an extensive list of things you can build, drive, and/or steal. What do I look like to you, someone who knows what an engine looks like? Someone who knows all the different breeds of car? I’m writing a book about imaginary murder and magic and magical murder. For *nerds*. Get off my back.

**Frames**

Frames are what type of vehicle you’re driving, and determine its base stats and what parts can be swapped out at a garage. ***(All vehicles can have as many cosmetics as you want. ‘Cuz I said so. But, like, only one of each one. You can’t have, like, two hood ornaments. That’s dumb. And tacky.)***

*Beast Cart*

**Base Armor**: 50

**Armor**: Any

**Repair**: 10

**Size**: 2x3 squares

**Tires**: Quad

**Boost Meter**: 2 (*Beasts*)

**Seats**: Driver (*Beast*), Seats (x4)

**Base Slam**: 1d8

**Parts**: Armor (x1), Tires, Booster (*Beasts* x2)

**Special**: The Beast Cart is drawn by two Beasts (Usually Skags, but maybe horses, or dragons if you’re a badass,) that act as *Basic Engines,* but also act as Driver Weapons. The Driver can make Attack actions using the Beast’s Attacks. You can swap out Beasts like you would normal boosters, and they grant any special movement they have to the Cart. (Yes, Dragons would make your cart fly. No, it doesn’t make sense, but it’s awesome, so I’m putting it in. What, you gonna complain? About my game full of magic and dragons and wands that are not explicitly but heavily implied to be guns?) (If your ride goes BOOM, the Beasts explode too! But don’t worry, they’ll come back along with your ride whenever you use a Catch-A-Chariot station, just like the cart.)

*Light Runner*

**Base Armor**: 50

**Armor**: Light, Ultralight

**Repair**: 20

**Size**: 2x2 squares

**Tires**: Quad

**Boost Meter**: 3

**Seats**: Driver (light only), Gunner (any)

**Base Slam**: 1d10

**Parts**: Armor (x1), Tires, Booster, Driver Weapon (Light only), Gunner (any weapon)

*Technical*

**Base Armor**: 100 **Armor**: Light, Heavy

**Repair**: 30

**Size**: 2x3 squares

**Seats**: Driver (light only), Gunner (any), Passenger (x2)

**Tires**: Quad

**Boost Meter**: 2

**Base Slam**: 1d12

**Parts**: Armor (x1), Tires, Booster, Driver Weapon (x1), Gunner Weapon (x1)

*Party Wagon*

**Base Armor**: 200 **Armor**: Any

**Repair**: 30

**Size**: 2x8 squares

**Seats**: Driver, Passenger (x7)

**Tires**: Quad

**Boost Meter**: 1

**Base Slam**: 2d6

**Parts**: Armor (x3), Tires (x1), Booster (x1)

*Cyclone*

**Base Armor**: 50 **Armor**: Ultralight, Light

**Repair**: 10

**Size**: 1x2 squares

**Seats**: Driver (light only)

**Tires**: Mono

**Boost Meter**: 2

**Base Slam**: 2d4

**Parts**: Armor (x1), Driver (x2), Tires (x1), Booster (x2)

*Hurricane*

**Base Armor**: 75 **Armor**: Ultralight, Light

**Repair**: 20

**Size**: 2x2 squares

**Seats**: Driver (Any)

**Tires**: Mono

**Boost Meter**: 2

**Base Slam**: 1d12

**Parts**: Driver (x1), Armor (x1), Tires (x2), Booster (x2)

*Juggernaut*

**Base Armor**: 400 **Armor**: Heavy, Ultraheavy

**Repair**: 30

**Size**: 4x4 squares

**Seats**: Driver (Any), Gunner (x2, heavy only)

**Tires**: Tread

**Boost Meter**: 0

**Base Slam**: 1d20

**Parts**: Driver (x1), Gunner (x2), Armor (x2), Tires (x2)

*Mounted Turret*

**Base Armor**: 150 **Armor**: Any

**Repair**: 10

**Size**: 2x2 squares

**Seats**: Gunner (Any)

**Tires**: - (Immobile)

**Boost Meter**: - (Immobile)

**Base Slam**: - (Immobile)

**Parts**: Gunner (x1), Armor (x1)

**Special**: When a Mounted Turret is destroyed, it can’t be respawned at a Catch-a-Chariot station, but it *can* be rebuilt after a Day of work and a Mechanic Interact check (DC 10).

*Dragon*

**Base Armor**: 200 **Armor**: Ultralight

**Repair**: 20

**Size**: 2x2 squares

**Seats**: Driver (*Flame Breath |*by Dragon*|*)

*Flame Breath* -5d6 Damage |by Dragon|, Range 3

| Red: Fire | Blue: Shock |  
| Green: Corrosive | Yellow: Radiation |

**Tires**: - (Wings, *Flight:* 5 Squares)

**Boost Meter**: 2 (*Dragon Heart*)

**Base Slam**: 1d10

**Parts**: Armor (x1)

*Horse*

**Base Armor**: 100 **Armor**: Ultralight

**Repair**: 20

**Size**: 2x1 squares

**Seats**: Driver (*Equipped Weapon*), Passenger

**Tires**: - (Hooves, 8 squares)

**Boost Meter**: 4 (*Horsepower*)

**Base Slam**: 1d8

**Parts**: Armor (x1)

*Pandoracorn* ***(NOT Her Majesty, the Queen.)***

**Base Armor**: 400 + 200 Shields **Armor**: -

**Repair**: 50 + 25 Recharge

**Size**: 2x1 squares

**Seats**: Driver (Equipped Weapon)

**Tires**: - (Hooves, 12 squares)

**Boost Meter**: 6 (*Magical Pandoracorn Heart*)

**Base Slam**: 2d10

**Parts**: -

**Special**: Pandoracorns are exceedingly rare. And getting one to let you ride it is even rarer. Riding one costs 1 Badass Token for each hour you ride it, and you can’t respawn one that dies at a Catch-a-Chariot station. Also if you let one die, others might not be super happy to let you ride them in the future, so be careful.

**Weapons**

The main source of ranged damage for your ride. Vehicles *usually* hit harder than your guns, even at high levels.

*LMG*

**Type**: Light

**Range**: 5 squares

**Base Damage**: 1d10 per Hit

**2-7**: [ 2 | 0 ]

**8-15**: [ 2 | 1 ]

**16+**: [ 3 | 1 ]

*Heavy Machine Gun*

**Type**: Heavy

**Range**: 5 squares

**Base Damage**: 1d10 per Hit

**2-7**: [ 2 | 0 ]

**8-15**: [ 3 | 0 ]

**16+**: [ 4 | 0 ]

*Barrel Launcher*

**Type**: Heavy

**Range**: 7 squares

**Base Damage**: 1d20 Explosive per Hit

**2-7**: [ 1 | 0 ]

**8-15**: [ 1 | 0 ]

**16+**: [ 1 | 0 ]

*Saw Thrower*

**Type**: Heavy

**Range**:8 squares

**Base Damage**: 1d12 per Hit

**2-7**: [ 2 | 0 ]

**8-15**: [ 3 | 0 ]

**16+**: [ 4 | 0 ]

*Repeater Crossbow*

**Type**: Light

**Range**: 5 squares

**Base Damage**: 3d4 per Hit

**2-7**: [ 1 | 0 ]

**8-15**: [ 3 | 0 ]

**16+**: [ 5 | 0 ]

*Equipped Gun*

**Type**: Light

**Special**: Your vehicle can use a generated Gun as a mounted weapon. Use its stats for this weapon, but it isn’t affected by increases or decreases to Damage Progression.

**Armor**

The main line of defense for your vehicle. Armor can increase, or decrease the Frame’s armor, and can affect its Slam damage, Boost Meter, and Movement.

*Basic Ultralight Armor*

**Type**: Light

**Armor**: +25 Armor

**Slam Damage**: +0 Progress

**Boost Meter**: +3 uses

**Movement**: +4 squares

*Basic Light Armor*

**Type**: Light

**Armor**: +50 Armor

**Slam Damage**: +1 Progress

**Boost Meter**: +2 uses

**Movement**: +3 squares

*Basic Heavy Armor*

**Type**: Heavy

**Armor**: +100 Armor

**Slam Damage**: +2 Progress

**Boost Meter**: +1 use

**Movement**: +2 squares

*Basic Ultraheavy Armor*

**Type**: Ultraheavy

**Armor**: +200 Armor

**Slam Damage**: +3 Progress

**Boost Meter**: +0 use

**Movement**: +1 square

*Shield Projector*

**Type**: Ultralight

**Armor**: -½ Base Armor, minimum 10. Vehicle gains twice that much Shield. (Recharge equal to vehicle’s Repair.)

**Slam Damage**: +0 Progress

**Boost Meter**: +1 use

**Movement**: +2 squares

*Aerodynamic Paneling*

**Type**: Ultralight

**Armor**: -½ base amount, minimum 10.

**Slam Damage**: +0 Progress

**Boost Meter**: +4 uses

**Movement**: +4 squares

*Plate Armor*

**Type**: Light

**Armor**: +150 Armor

**Slam Damage**: +1 Progress

**Boost Meter**: +1 use

**Movement**: +1 square

*Spiked Armor*

**Type**: Heavy

**Armor**: +100 Armor

**Slam Damage**: +4 Progress

**Boost Meter**: +1 use

**Movement**: +1 square

*Unobtanium Armor*

**Type**: Ultraheavy

**Armor**: +400

**Slam Damage**: +2 Progress

**Boost Meter**: -2 uses

**Movement**: -2 squares  
**Special**: Takes normal damage from Corrosive.

**Boosters**

Improvements on the vehicle’s base engine. These Parts change up the vehicle’s Movement, Boost Meter, and Slam. Unless otherwise noted, a Vehicle comes with a *Basic Engine* pre-installed.

*Basic Engine*

**Slam Damage**: +0 Progress

**Boost Meter**: +0 uses

**Movement**: +0 squares

*Super Engine*

**Slam Damage**: +2 Progress

**Boost Meter**: +2 uses

**Movement**: +2 squares

*Nitro Booster*

**Slam Damage**: +2 Progress

**Boost Meter**: +4 uses

**Movement**: -1 squares

**Special**: While Boosting: +3 squares Movement.

*Digithruster*

**Slam Damage**: -1 Progress

**Boost Meter**: +2 uses

**Movement**: +0 squares

**Special**: On Boost, the vehicle teleports to space within its movement that it can fit into, ignoring terrain.

*Afterburner*

**Slam Damage**: +1 Progress

**Boost Meter**: +1 uses

**Movement**: +1 squares

**Special**: On Boost, leave behind pools of Incendiary Damage in every space traveled through during Boost.

*Shock Field*

**Slam Damage**: +0 Progress

**Boost Meter**: +2 uses

**Movement**: +0 squares

**Special**: On Boost, release a Shock Nova that deals the vehicle’s Slam Damage as Shock Damage to all adjacent at start of Boost.

*Fuel Drum*

**Slam Damage**: +1 Progress

**Boost Meter**: Unlimited uses

**Movement**: -2 squares

***(Special: When the vehicle explodes, everyone within TWO spaces takes the Slam Damage, and the damage is like if you Boosted, ‘cuz you were hauling around rocket fuel, and it EXPLODED.)***

**Wheels**

Required for any kind of movement in a vehicle. These affect Boost Meter, and Movement.

*Basic Mono*

**Boost Meter**: +0 uses

**Base Movement**: 3 squares

*Basic Duo*

**Boost Meter**: +0 uses

**Base Movement**: 3 squares

*Basic Quad*

**Boost Meter**: +0 uses

**Base Movement**: 3 squares

*Basic Tread*

**Boost Meter**: +0 uses

**Base Movement**: 3 squares

*Hover Mono*

**Boost Meter**: +1 uses

**Base Movement**: 3 squares

**Special**: Grants Hover. -1 Movement while Hovering.

*Hover Duo*

**Boost Meter**: +1 uses

**Base Movement**: 3 squares

**Special**: Grants Hover. -1 Movement while Hovering.

*Hover Quad*

**Boost Meter**: +1 uses

**Base Movement**: 3 squares

**Special**: Grants Hover. -1 Movement while Hovering.

*Hover Tread*

**Boost Meter**: +1 uses

**Base Movement**: 3 squares

**Special**: Grants Hover. -1 Movement while Hovering.

*Spiked Mono*

**Boost Meter**: +0 uses

**Base Movement**: 5 squares

**Special**: +1 Slam Progress.

*Spiked Duo*

**Boost Meter**: +0 uses

**Base Movement**: 5 squares

**Special**: +1 Slam Progress

*Spiked Quad*

**Boost Meter**: +0 uses

**Base Movement**: 5 squares

**Special**: +1 Slam Progress

*Nimble Mono*

**Boost Meter**: +3 uses

**Base Movement**: 6 squares

*Nimble Duo*

**Boost Meter**: +3 uses

**Base Movement**: 6 squares

*Nimble Quad*

**Boost Meter**: +3 uses

**Base Movement**: 6 squares

*Heavy Tread*

**Boost Meter**: +0 uses

**Base Movement**: 3 squares

**Special**: +100 Armor

***ACCESSORIES!!!! .***

***The REAL real, my dudes and dudettes and theudes. This stuff is GUARANTEED to make yo ride bomb . AF. Or at least as bomb as it can be without . ACTUALLY blowing up. .***

***Pimp-Ass Paint Job .***

***Badassery: +10 .***

***Special: Your ride looks dope. .***

***Queen Buttstallion’s Royal Hood Orniment .***

***Badassery: +1000 .***

***Special: +2 Progress, and +100 to Royal stuff. .***

***Ornamental Skag Guts .***

***Badassery: +25 .***

***Special: People and groups who say they like animals now hate you. People and groups who hate animals love you. .***

***Ornamental Psycho Head .***

***Badassery: +50 .***

***Special: My dude that is both so badass and kinda messed up. .***

***Licence Plate .***

***Badassery: -1000 .***

***Special: People will know you actually LEGALLY got that ride and you, like, REGISTERED IT and stuff, and you’re a TOTAL STICK IN THE MUD WHY WOULD YOU HURT ME LIKE THIS I THOUGHT WE WERE COOL. .***

***STOLEN Licence Plate .***

***Badassery: +500 .***

***Special: Now THIS shows you play by ya OWN rules and do things YOUR way. Mad Respect. .***