**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 your **Class Feat**. (Brr-Zerker: Rage of the Ancients. Clawbringer: Wyvern Familiar. Graveborn: Familiars. Spellshot: Spellweaving. Spore Warden: Mushroom Familiar. The Stabbomancer’s Class Feat is too generic to build around, however. ‘Crit Dice’ isn’t much to work with.)

**Blightcaller Edit**: Purple is used on the Blightcaller skill tree for skills that interact with their Bog Spirits.  
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!)**

A return to the color-coding from my [**B&B DLC 1**](https://docs.google.com/document/d/1mjXpoVLi-NuoOolvlEiYb9cNrDb_v0MtbY8qv0hTrJw/edit?usp=sharing) and [**B&B DLC 2**](https://docs.google.com/document/u/0/d/1Q5VdQ7Ma1lfNLWEr0GwENchVsBAdVjqEbON7kbQu5Ik/edit), as a means of tracking balance with the classes. Four of these, the *Brr-Zerker*, *Clawbringer*, *Graveborn* and *Stabbomancer*, were touched on in the *Welcome 2 NeoGunz City* module released as part of the *Tiny Tina’s Treasure Trove* loot box. I’ll be expanding on them past the small teasers we got there, as well as designing the *Spellshot* and *Spore Warden* classes from *Tiny Tina’s Wonderlands*.

Each of these classes features a new mechanic: **Class Feats**. Whenever you would gain an Archetype feat, you can choose your class’ Class Feat instead of one offered by your Archetype, though you can only take a Class Feat once. In light of that, I’ve also designed Class Feats for the original ten classes from the official release of Bunkers & Badasses, as well as my fourteen homebrew classes from my DLC 1 & 2 documents. Hopefully these new options will help players invest further in their Class, becoming the best Vault Hunter, or *Fatemaker*, they can be. (Segue)

Also included in this document is a new Archetype: The Fatemaker. Take fate into your own hands, be a Badass, and help your friends while you’re at it. ‘Fatemaker’s Creed’ and all that.

Finally, I’m including some rules about generating Melee Weapons and Spells, to give your games a more Wonderlands flare, as well as new ways to create Grenades and Shields. Melee Weapons just augment your Melee Attacks, and Spells are just fancy Grenades, but magic, so neither of their rules are crazy.

To keep Spells from just completely eclipsing the Grenades from the base game, I’m also including the expanded Grenade and Shield generation guides I designed a few months ago, which probably *should* have gone into DLC 2 but completely slipped my mind before I released it publicly.

Oops.

And with that, I present:

**-- (Scout’s B&B DLC 3) --**

**(Okay, buddy. I see how it is. Stealing my Bit.) .**

| 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.) |
| --- |

**Commando Skill Tree: Blightcaller**

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

Melee Die: 1d8

**Action Skill**

**Bog Totem**

Conjure a Bog Totem Familiar in a space you can see to fire *Bog Spirits* that seek the nearest enemy and explode. Whenever you or your Familiar kill an enemy, the Bog Totem’s duration increases by 1 turn. Destroyed when its Armor is depleted. **(MST Mod per Day + 1/Encounter)**

**Familiar (Bog Totem)**

Totem Armor: 20

*Bog Spirits*

Fired each turn: **2**.

Movement: Fly **5** squares per turn.

Damage: **2d8** splash, matching your equipped gun’s element.

**Class Feat**

*Whisper of Rot*

After dealing Elemental Damage, gain +1d4 Elemental Damage for 2 turns.

**Blightcaller Skill Tree**

| **Tier 1 Skills** |  |
| --- | --- |
| Virulence | +1 Elemental Damage/SL. **+1**/SL to Talk Checks. |
| Geist in the Shell | Whenever you deal Crit Damage, roll **1d20**+SL. On a **16+**, fire a Corrosive *Bog Spirit* that seeks the nearest enemy and explodes. **+1** ACC. |
| Wraithmail | On Kill: Recharge **5+**MST Mod Shield Capacity/SL. |
| Darkvision | **+1**/SL to Search Checks. You can see in the dark, and mention it whenever possible. |
| **Tier 2 Skills** |  |
| Hex Machina | All Guns get **+1** Hit. Favored Guns get an additional **+1** Hit. On Swap/Reload, double this bonus for **1**+SL Turns. |
| Active Decay | **+2** Corrosive Damage/SL. **+1**/SL to Insight Checks. |
| Flawless Edge | While your shield is above half, gain **+1** Gun Damage/SL.  While your shield is full, gain **+1** Gun Damage/SL. **+1** MST. |
| Quick and Dead | *Bog Spirits* gain **+2** Movement/SL. **+1**/SL to Traverse Checks. |
| **Tier 3 Skills** |  |
| Worse Curse | After dealing Radiation Damage, you gain **+2** Grenade Damage/SL and **+2** *Bog Spirit* Damage/SL for **1+**MST Mod turns. **+1** DMG. |
| Bog Down\* | After dealing non-Elemental Damage, roll **1d20**. On **16+**, the enemy becomes **Soaked** for **1+** MST Mod turns.  *(Soaked enemies take 2x Damage from Shock and Cryo, but ½ Damage from Incendiary.)* |
| Amped Up | After dealing Shock Damage, you gain **+1** Movement/SL and Shield Recharge for **1+**MST Mod turns. **+1** SPD. |
| Ghost Bolsters | **Bog Totem** summons **+1** *Bog Spirit*/SL each turn. **+5** Shield Recharge/SL. |
| **Tier 4 Skills** |  |
| Frost Bite | After dealing Cryo Damage, your Melee Attacks gain **+1** Crit Die/SL for **1**+MST Mod turns. |
| Burnt Offering | After dealing Incendiary Damage, you gain **+2** Gun Damage/SL for **1**+MST Mod turns. |
| Soul Team Six | **+1** ACC/SL. Whenever a *Bog Spirit* explodes, roll **1d20**. On **16+** it gains **1** Crit Die. **+2**/SL to Sneak Checks. |
| Dig Two Graves | You can summon a second **Bog Totem** at once. When a **Bog Totem** Dies, it explodes, dealing **1** *Bog Spirit* worth of Damage/SL to all adjacent. |
| **Tier 5 Skills** |  |
| Toxicity | After dealing Corrosive Damage, you gain **+3** Critical Damage/SL and **+3** Familiar Damage/SL for **1+**MST Mod turns. |
| Restore the Veil\* | When you deal Elemental Damage, recharge **1d4** Shield.  **+40** Maximum Shield Capacity. **-20** Maximum Health. |
| Soul Fortress | Your **Bog Totem** projects a Shield around all adjacent squares with **15** Capacity/SL and the same effect as your equipped shield. |
| **Tier 6 Skills** |  |
| Spirit Swarm\* | After dealing Elemental Damage, roll **1d20**+MST Mod. On a **16+**, conjure a *Bog Spirit Swarm* Familiar for **2+**MST Mod turns. It has **60** Health, Fly **8**, deals **2d8** Damage to any enemy in or adjacent to its square each turn, and explodes on death.  Triggering the ability again refreshes its duration and changes its Elemental Damage to that Element, but doesn’t restore its Health. |

**Berserker Skill Tree: Brr-Zerker**

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

Melee Die: 1d10

**Action Skill**

**Feral Surge**

Leap forward up to 4 squares, dealing 1d6 Cryo Damage to each Target in or adjacent to any square moved past. **(MST Mod per Day + 1/Encounter)**

**Class Feat**

*Rage of the Ancients*

After activating your Action Skill, become *Enraged* for 2 turns. While *Enraged*, add +1d6 Cryo Damage to all of your Ranged and Melee Attacks.

**Brr-Zerker Skill Tree**

| **Tier 1 Skills** |  |
| --- | --- |
| Ancestral Frost | **+1**/SL Cryo Damage. **+1**/SL to Traverse Checks. |
| Savagery | **+1** Melee Damage/SL. Increase *Enrage* duration by **1**/SL. |
| Unyielding | Gain **+2** Health Regen/SL. While *Enraged*, double your Health Regen. |
| Running Start | **Feral Surge** gains **+2** Leap Range/SL. **+1** SPD. |
| **Tier 2 Skills** |  |
| Ice Breaker | Gain **+1** Damage/SL vs Slowed Targets. Gain **+2** Damage/SL vs Frozen Targets. |
| The Old Ways | Gain **+2** Damage/SL and **+1d4** Damage Reduction/SL vs Adjacent Targets. |
| Instinct | **+1**/SL to Insight Checks. While *Enraged*, **+2**/SL to Insight Checks instead. |
| Looking for a Beating | **+1**/SL to Search Checks. If SL is **3**, your first Melee Attack each Encounter deals Max Damage. |
| **Tier 3 Skills** |  |
| Cold Snap | **+1** Movement/SL. **+1** Cryo Damage/SL. Double these bonuses while *Enraged*. |
| Unarmored Defense\* | Reduce your Max Shield Capacity by half. Increase your Max Health by twice that amount. |
| Blood Frenzy | When you kill a Target, gain **1d8**+MST Mod Health/SL. **+1** *Enrage* Duration/SL. |
| Flyting | **+1** Melee Range/SL. +1/SL to Talk Checks. |
| **Tier 4 Skills** |  |
| Ancient Fury | **10**+MST Mod Health/SL. **+2** Splash Damage/SL. |
| Relentless Rage\* | The first time Health reaches **0** in a day, gain **4d10** Health. If you have *Rage of the Ancients*, you then become *Enraged*. |
| Snow Stalker | **+1**/SL to Sneak Checks. |
| The Ice Age | **Feral Surge** gains **1d6**/SL+MST Mod Damage. **+1** ACC. |
| **Tier 5 Skills** |  |
| Blast Chill\* | When you Melee Attack, roll **1d20**. On a **16+**, deal **2d8** Cryo Damage to all adjacent Targets. **+1** DMG. |
| Iron Squall | Your Favored Weapons get **+1** Hit/SL. If SL is **3**, gain an Extra Melee Attack each turn. |
| Avalanche\* | Gain **+2** Melee Damage for every unique Square you move through before attacking on your Turn. |
| Ham Fisted | **+1** Melee Damage/SL. **+1**/SL to Interact Checks. Double these bonuses while *Enraged*. |
| **Tier 6 Skills** |  |
| Blood of the Fallen\* | When you kill a Target, you may activate **Feral Surge** for free. **+2** MST. |

**Psycho Skill Tree: Clawbringer**

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

Melee Die: 1d10

**Action Skill**

**Cleansing Flames**

Bring your fists together to form a giant hammer and slam it down at the ground, dealing 2d6 Incendiary Melee Damage to all Targets in a 2x3 area. Targets hit are Knocked Back 1 Square. **(MST Mod per Day + 1/Encounter)**

**Class Feat**

*Wyvern Familiar*

You gain a Wyvern Familiar that deals 1d6 Incendiary Damage to any Target it flies past. If it dies, it respawns at the end of the Encounter.

**Familiar (Wyvern)**

Health: 20

Movement: Fly - 5 Squares

**Clawbringer Skill Tree**

| **Tier 1 Skills** |  |
| --- | --- |
| Oath of Fire | Your Guns gain **+1** Incendiary Damage/SL. Wyvern Familiar gains **+2** Incendiary Damage/SL. |
| Radiance | Increase Shield Capacity by **10**+MST Mod/SL. **+1**/SL to Search Checks. |
| Path of Thunder | Your Melee Attacks gain **+1** Shock Damage/SL. Wyvern Familiar gains **+2** Shock Damage/SL. |
| Lay On Hands | Adjacent Allies each gain **+5** Health Regen/SL. Your Wyvern Familiar gains **+5** Health Regen. |
| **Tier 2 Skills** |  |
| Dragon Aura | You and adjacent allies gain **+2** Elemental Damage/SL. |
| Dedication | Gain **+1** Daily use of Cleansing Flames/SL. **+1**/SL to Interact Checks. |
| Rebuke | Gain **+1d4** Damage Reduction/SL. If SL is **3**, when you or adjacent allies take Damage, roll **1d20**. On a **15+**, the attacker takes **1d8** Shock Damage/SL. |
| Smite Slots | Expend a grenade to gain **+3** Melee Damage/SL for MST Mod turns. |
| **Tier 3 Skills** |  |
| Blasthamut’s Favor\* | When you kill a Target, create an Orb that moves **3** Squares/Turn to a chosen Target. The Orb deals **2d8** Incendiary Damage if it was a Gun Kill, or **2d8** Shock Damage if it was a Melee Kill. |
| Dragon Heart | **10** Health /SL. **+1**/SL to Insight Checks. |
| Hammer Time | Cleansing Flames gains **+2d6** Damage/SL. |
| Rolling Storm | Cleansing Flames gets **+1** Knockback Range/SL. **+1**/SL to Traverse Checks. |
| **Tier 4 Skills** |  |
| Fire Bolt\* | Gain **+2** Gun Damage/SL. If you have *Wyvern Familiar*, roll **1d20** each turn. On a **15+**, your Wyvern Familiar makes a Ranged Melee Attack (using your stats) with Range **6** that deals Incendiary Damage. |
| Friend to Flame | Your Wyvern Familiar gains **+1d6** Damage/SL. **+1**/SL to Talk Checks. |
| Storm Breath\* | Gain **+1d4** Damage Reduction/SL. If you have *Wyvern Familiar*, roll **1d20** each turn. On a **5** or lower, your Wyvern Familiar makes a Ranged Melee Attack (using your Stats) in a **3** Square Cone that deals Shock Damage. |
| Dark Oath | When you kill a Target, gain **1d6** Health/SL. **+1**/SL to Sneak Checks. |
| **Tier 5 Skills** |  |
| Awe | When you deal Incendiary Damage, your next Attack gains **+2**/SL Crit Damage.  When you deal Shock Damage, your next Attack gets **+1** ACC Mod/SL. |
| Indomitable\* | The first time Health reaches **0** each Encounter, Go to **10** Health and Max Shields instead, and deal **3d10** Shock Damage to all Adjacent. |
| Explosive Return | When your Wyvern Familiar dies, it explodes, dealing **2d6** Incendiary and Shock Damage/SL to all adjacent Targets. The first time it does this each Encounter, it respawns immediately next to you. |
| Divine Blessing\* | **+1** ACC. **+1** DMG. **+1** SPD. **+1** MST. **+1** Movement. **+1** Initiative. |
| **Tier 6 Skills** |  |
| Storm Smite\* | When you activate **Cleansing Flames**, call down **4** Bolts in adjacent spaces that deal **2d8** Incendiary and Shock Splash Damage to all Targets. |

**Siren Skill Tree: Graveborn**

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

Melee Die: 1d6

**Action Skill**

**Reaper of Bones**

Become the Reaper of Bones. While in this form, roll an extra 2d12 when rolling for Damage. The higher value is added to the attack as Damage, while the lower value is taken by you as Health Loss. When you would drop below 1 Health, remain at 1 Health and exit Reaper of Bones instead. **(MST Mod per Day + 1/Encounter)**

**Class Feat**

*Demi-Lich Familiar*

An arcane Demi-Lich Familiar floats around you and will automatically Melee Attack (using your stats) any Target that enters an adjacent square. If it dies, it respawns at the end of the encounter.

**Familiar (Demi-Lich)**

Health: 30

**Graveborn Skill Tree**

| **Tier 1 Skills** |  |
| --- | --- |
| Mortal Vessel | **10**+MST Mod Health/SL. **+1** Health Regen/SL. |
| Essence Drain | When you kill a Target, roll **1d20**+SL. On **17+**, gain **1** Grenade. |
| Faithful Thralls | When you kill a Target, if you have any dead Familiars, one of them respawns immediately adjacent to you. Gain **+1** Damage/SL per Familiar you have. |
| Dark Magic Attack | When you damage an enemy, gain **1** Health/SL. **+1**/SL to Interact Checks. |
| **Tier 2 Skills** |  |
| Sanguine Sacrament | When you toss a Grenade, gain Health Regen. **+1** Health Regen/SL. |
| Dark Pact | **+2** Radiation Damage/SL. **+1**/SL to Insight Checks. |
| Harvest | When you kill a Target, your Familiars get **+3** Damage/SL for **1+**MST Mod turns. **+1** DMG. |
| Hellish Blast | Whenever you Toss a Grenade, your Demi-Lich Familiar fires a *Hellish Blast* at the nearest Enemy, dealing **1d10** Damage/SL of that Grenade’s Element. |
| **Tier 3 Skills** |  |
| Dread Covenant\* | When your Health reaches **0** for the first time each Day, you can sacrifice a Familiar and gain Full Health. |
| Stain of the Soul | Your Grenades gain **+1** Radiation Damage/SL. **+1** MST. |
| Dark Hydra | When you kill a Target, or your Familiar kills a Target, roll **1d20**. On a **12+**, summon a Dark Hydra Familiar in their Square for **2**+MST Mod Turns. Dark Hydras make Ranged Melee Attacks against the nearest Target each turn, dealing **1d4** Radiation Damage/SL. Max Dark Hydras: **1**/SL. |
| Dark Echoes | When you kill a Target, gain Shield Recharge. **+1**/SL to Talk Checks. |
| **Tier 4 Skills** |  |
| Ascension | When you kill a Target, increase your Max Health by **5**/SL and Grenade Damage by **1**/SL for the rest of the Encounter. **+1** ACC. |
| Punishment\* | Your Familiars can attack twice each turn. **+1** SPD. |
| Ghastly Form | While Reaper of Bones is active, gain Hover. **+1**/SL Traverse Checks. |
| Empowered Thralls | Your Familiars gain **+1** Radiation Damage/SL. **+1**/SL Search Checks. |
| **Tier 5 Skills** |  |
| Lord of Edges\* | While below Half Health, gain **+3d4** Damage and **+3d4** Damage Reduction. |
| Blast Gasp | When you deal Grenade Damage, roll **1d20**/SL. If any are **18+**, deal **2d4** Splash Damage/SL matching the Grenade’s Element in that Square. |
| Soul Energy | When Reaper of Bones ends, gain full Shields. **+1**/SL Sneak Checks. |
| Obliterate!\* | When you kill a Target, you deal **4d8** Radiation Damage to all Targets within **2** Squares of you. |
| **Tier 6 Skills** |  |
| Morhaim’s Blessing\* | Tossing a Grenade activates any of your skills that say “When you kill a Target.” |

**Siren Skill Tree: Spellshot**

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

Melee Die: 1d6

**Action Skill**

**Ambihexterous**

Whenever you find a Grenade Mod, you can make it your Action Skill, replacing the previous Grenade Mod, if any. You can Toss this Grenade whenever you activate your Action Skill. Grenades that are your Action Skill can’t be Tossed using your Grenade Stock. Using your Action Skill Grenade doesn’t prevent you from attacking on your turn.

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

**Class Feat**

*Spellweaving*

Tossing a Grenade or Reloading grants you a point of Spellweaving, up to 5, until the end of the Day. Gain +1 Grenade Damage for each point of Spellweaving.

**Spellshot Skill Tree**

| **Tier 1 Skills** |  |
| --- | --- |
| Spell Sniper | When you toss a Grenade, roll **1d20**+SL. On **16+**, it gains one Crit Die. **+1** ACC. |
| Magic Bullets | Your Guns gain **+1** Damage/SL. |
| Prestidigitation | The first **1**+SL times you Reload each Encounter don’t generate Mayhem. **+1**/SL to Interact Checks. |
| Speed Reading | If you act in the before Enemies Step, **+1** Damage/SL. **+1** SPD. |
| **Tier 2 Skills** |  |
| Font of Mana | At the start of your Turn, roll **1d20**+SL. On an **18+**, gain **1** Grenade. **+1** MST. |
| Mage Armor\* | When you toss a Grenade or Reload, Recharge **2** Shield Capacity. When you gain a point of Spellweaving, Recharge **4** Shield Capacity. |
| Just Warming Up | Your Guns get **+1** ACC Mod per point of Spellweaving. **+1** Movement/SL. |
| Distance Spell | Increase Grenade Toss range by **+2**/SL. **+1**/SL to Search Checks. |
| **Tier 3 Skills** |  |
| Glass Cannon\* | Your Shield no longer recharges normally. **+10** Grenade Damage. |
| Quicken Spell | Gain an Extra Toss Action each turn. **+1**/SL to Traverse Checks. |
| Silent Spell | When you take Damage for the first time each Encounter, you may toss a free Grenade. **+1**/SL to Sneak Checks. |
| **Tier 4 Skills** |  |
| Imbued Weapon | When you toss a Grenade, your guns get **+2** Elemental Damage/SL matching that element for MST Mod turns. |
| High Thread Count\* | Increase your Max points of Spellweaving by **3**. **+2** DMG. |
| War Caster | When you kill an enemy, roll **1d20**+SL+Your Spellweaving points. On **18+**, you can Reload without generating Mayhem. **+1**/SL to Talk Checks. |
| Empowered Arcanum | Increase your Daily Action Skill Grenade uses by **+2**/SL. |
| **Tier 5 Skills** |  |
| Double Knot | Grenade Crits gain **+1** Hit of Gun Damage/SL. **+1**/SL to Insight Checks. |
| One Slot, One Kill\* | Your Guns gain **+2** Damage per point of Spellweaving. **+2** Initiative. |
| Precision Casting\* | When you roll for **Spell Sniper**, on **8+**, it gains **+1** Crit Die. *(****+2*** *Crit Dice total on* ***16+****.)* |
| Arcane Siphon | When you deal Grenade Damage, gain **5** Health/SL. |
| **Tier 6 Skills** |  |
| Sever the Thread\* | Whenever you Crit with a Gun, roll **1d20**. On an **18+**, gain **1** grenade or regain **1** daily use of your Action Skill. |

**Hunter Skill Tree: Spore Warden**

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

Melee Die: 1d8

**Action Skill**

**Blizzard**

Create 3 Cryo Tornados in spaces you can see that each follow the closest Targets for 2 Turns, dealing 1d8 Cryo Damage each Turn. Targets can only be Damaged by 1 Tornado each Turn.

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

**Class Feat**

*Mushroom Familiar*

You are followed by a Mushroom Familiar that attacks the nearest Target each turn, (as a Ranged Melee Attack using your stats,) dealing 1d4+2 Corrosive Damage. If it dies, it respawns at the end of the Encounter.

**Familiar (Mushroom)**

Health: 20

Movement: 5 Squares

**Spore Warden Skill Tree**

| **Tier 1 Skills** | Insight |
| --- | --- |
| Bounty of the Hunt | The first **1**/SL times you kill a Target while Blizzard is active, increase its duration by **1**/SL Turns. |
| Kindred Heart | **+1** Familiar Damage/SL. **5** Familiar Health/SL. |
| Eagle Eye | **+1** Gun Damage/SL. Guns gain **+1** ACC Mod/SL. **+1**/SL to Search Checks. |
| Silent But Deadly | **+1** Corrosive Damage/SL. **+1**/SL to Sneak Checks. |
| **Tier 2 Skills** |  |
| Affinity | Blizzard gains **+1d8** Damage/SL. |
| Spore Cloud\* | If you have *Mushroom Familiar*, each turn roll **1d20**. On **16+**, your Mushroom Familiar deals **2d10** Corrosive Damage to all Adjacent Targets. **+1** DMG. |
| Bullseye | When you deal Gun Damage, or your Familiar deals Damage, roll **1d20**/SL. If any are **16+**, gain **+1** Crit Die. |
| Forest’s Favor | **+10** Shield Capacity/SL. **+1**/SL to Talk Checks. |
| **Tier 3 Skills** |  |
| Quiver of Holding | Favored Guns get **+1** Hit. **+1**/SL to Interact Checks. |
| Medicinal Mushroom\* | The first time your Health reaches **0** each Encounter, if your Mushroom Familiar is adjacent to you, roll **1d20**. On a **16+**, gain **1d10**+MST Mod Health. **+1** MST. |
| Windrunner | When you kill a Target, gain **+1** SPD/SL for **2** Turns. **+1**/SL to Traverse Checks. |
| Volley\* | Favored Guns gain Extra Attack. **+1** ACC. |
| **Tier 4 Skills** |  |
| Thrill of the Hunt | When you deal Crit Damage, your Familiars gain **+1** Damage/SL for the rest of the Encounter. **+1** SPD. |
| Called Shot | Spend your Movement to gain **+1** Gun Damage/SL and **+1d4** Damage Resistance/SL until next Turn. |
| Keep On Ice | When you activate Blizzard, respawn a dead Familiar in an adjacent square. **+1**/SL to Insight Checks. |
| **Tier 5 Skills** |  |
| Wrath of Nature | When Blizzard Damages a Target, they take **+1** Damage/SL from all other sources for **2** Turns. |
| Headhunter\* | Your Guns gain **+1** Crit Die. |
| Ranger, Revised | **+10** Familiar Health. **+1** Familiar Damage/SL. **+1** Gun Damage/SL. |
| Goodberry | **5** Health Regen/SL. If SL is **3**, adjacent allies gain **5** Health at the end of your turn. |
| **Tier 6 Skills** |  |
| Play the Angles\* | When you hit a Target with a Gun Attack, roll **1d20**. On a **16+**, Deal half that damage to a second Target, then roll another **D20**. On a **16+**, deal that much Damage to a third Target. |

**Assassin Skill Tree: Stabbomancer**

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

Melee Die: 1d8

**Action Skill**

**Ghost Blade**Fire a spinning blade at a square you can see that deals 2d6 Melee Damage to all enemies it passes through and all Targets adjacent to the chosen square for 2 Turns.

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

**Class Feat**

*Dirty Fighting*

Add a Crit Die to the 2-7 Accuracy Range for all Favored Weapons.

**Stabbomancer Skill Tree**

| **Tier 1 Skills** |  |
| --- | --- |
| Arsenal | **+1** Gun Damage/SL. **+1** Grenade Damage/SL. **+1** Melee Damage/SL. |
| Haste | **+1** Movement/SL. If SL is **3**, gain Extra Melee Attack each turn. |
| Potent Poisons | **+1** Elemental Damage/SL. **+1**/SL to Interact Checks. |
| Fast Mouth | **+1**/SL to Initiative. **+1**/SL to Talk Checks. |
| **Tier 2 Skills** |  |
| Follow Up | When you deal Gun Damage, the next Melee Attack before the end of your next Turn gets **+1** Damage/SL. |
| Swift Death | When you Move, your next Attack gains **+1** Damage/SL. **+1**/SL to Traverse Checks. |
| Exploit Their Weakness | When you deal Elemental Damage to a Target, they take **+1** Bonus Damage/SL from all other sources until your next Turn. **+1**/SL to Insight Checks. |
| Daywalker | When you deal Melee Damage, gain **1d4** Health/SL. **+15** Shield Capacity. |
| **Tier 3 Skills** |  |
| Nimble Fingers | When you deal Melee Damage, for **1** Turn/SL, your Gun Attacks gain **+1** Hit and your Grenades gain **+1** Damage Dice. **+1**/SL to Sneak Checks. |
| Shadow Step\* | When you kill a Target, your next Melee Attack gains **2** Crit Dice. |
| Inception | Increase the duration of Ghost Blade by **1**/SL. **+1**/SL to Search Checks. |
| **Tier 4 Skills** |  |
| Sneak Attack | **+1**/SL Crit Damage. **+1** DMG. |
| Elusive\* | Gain Extra Movement each turn. **+2** SPD. |
| Contagion | Your Elemental Damage gains **2** Splash Damage/SL. |
| Pinpoint Strike\* | Your first Melee Attack each Encounter is a Natural **20**. **+1** ACC. |
| **Tier 5 Skills** |  |
| A Thousand Cuts | When you deal Melee or Crit Damage to a Target, they take **+2** Bonus Damage/SL for **1** Turn/SL from all sources. |
| Alchemical Agent\* | Each Melee Attack gains **+1** Melee Die of a random Element.  (**1d6** for Element - **1**: Incendiary, **2**: Shock, **3**: Corrosive, **4**: Cryo, **5**: Radiation, **6**: Explosive.) |
| Knife in the Dark | Ghost Blade gains **+1** Crit Dice/SL. **+1** MST. |
| Now You See Me\* | When you activate Ghost Blade, *Cloak* until you Attack, throw a Grenade, or Ghost Blade ends. |
| **Tier 6 Skills** |  |
| Executioner’s Blade\* | When you Crit, roll **1d20**. On a **16+**, deal **+1** Melee Die of Bonus Damage. |

Class Feats for Other Classes:

Below are Class Feats for other classes that did not previously have them, from the B&B Sourcebook, and my DLC 1 and DLC 2 documents.

*Bunkers & Badasses Sourcebook*

**Assassin (Mercenary) Class Feat**

*Professional*

Choose a Skill. When you make a Skill Check for that Skill and roll an 8 or lower on the d20, treat the result as a 9 instead.

**Berserker (Brute) Class Feat**

*I Punch It*

Add +1 Melee Die to the 8-15 Accuracy Range for your Melee Attacks.

**Commando (Sabre) Class Feat**

*Military Intelligence*

Choose a Skill. You get +5 to Checks for that Skill. You get -1 to all other Skill Checks.

**Gunzerker (Gun Lust) Class Feat**

*Extendo-Mags*

You can equip a 4th Gun.

**Hunter Class (Sharp Shooter) Feat**

*Far Reaching*

All Favored Guns get +2 Range. Attacks beyond Range 5 get +1 Crit Die.

**Mechromancer (Shock and Claws) Class Feat**

*Live Wire*

When you deal Shock Damage, gain 1+MST Mod Health.

**Psycho (Fire and Blood) Class Feat**

*Of Two Minds*

When you make a Skill Check, you can roll 2d20 instead. If you do, pick one die and use that result. You must use the other result for your next Skill Check.

**Siren (Lightwalk) Class Feat**

*Elemental Amplification*

Choose an Elemental Type. All Damage you deal of that type gains +1d4 Damage. If it matches your Siren Element, instead gain +2d4 Damage.

**Siren (Phaselock) Class Feat**

*Elemental Attunement*

Choose an Elemental Type. Gain +1d4 Damage Resistance against that Element. If it matches your Siren Element, instead gain +2d4 Damage Resistance.

**Soldier (Fortune) Class Feat**

*Squad Goals*

All Players gain +3 Health Regen.

*B&B DLC 1*

**Agent (Doppelganger) Class Feat**

*Familiar Faces*

You’re so generic looking, others often forget who you are. +2 to any Check made to hide your identity. Others get -2 to checks made to discover it.

**Agent (Gun for Hire) Class Feat**

*Smooth Operator*

Choose one: Gain your SPD Mod to Interact Checks, or your ACC Mod to Talk Checks.

**Aristocrat (Frozen Heart) Class Feat**

*Hired Help*

You can pay Allies to get better. You can hand off some gold to an ally, and every 3 Gold you give them heals them for 1 Health, or 2 Health if they’re your Servant.

**Assassin (Gladiator) Class Feat**

*Efficient*

When you deal Damage with a Favored Gun or Melee Attack, treat any die result of 1 as a 2 instead.

**Commando(Gunner) Class Feat**

*In The Splash Zone*

Gain +5 Splash Damage.

**Gunzerker (Lawbringer) Class Feat**

*Deputy*

The first time an Ally dies each Encounter, gain two Extra Attacks on your next Turn.

**Hunter (Beastmaster) Class Feat**

*Animal Companion*

Gain a *Hunter Familiar* that’s listed on a Hunter Class Skill Tree. If it dies, it respawns at the end of the Encounter.

**Mechromancer (Enforcer) Class Feat**

*Cybernetic Augmentation*

Gain 2+MST Mod Armor/Level and Repair 1+MST Mod. *(Armor is damaged after Shields, but before Health, and takes 2x Damage from Corrosive. Repair functions like Health Regen, but for Armor.)*

**Rando-Mancer (Look At Me!) Class Feat**

*It’s Super Ineffective*

You’re so oblivious that nothing gets to you. You can’t be Taunted, and anyone that tries (and fails) to Taunt you is Taunted by you instead.

**Siren (Phasetrance) Class Feat**

*Elemental Assault*

Choose an Elemental Type. All Damage you deal gains that type. If it matches your Siren Element, you ignore immunity to that Damage Type.

*B&B DLC 2*

**Commando (Vanguard) Class Feat**

*First In, Last Out*

When you act in the Before Enemies Step, any unused actions on your Turn can be used during the After Enemies Step.

**Hunter (Trapper) Class Feat**

*Minefield*

Gain 1+MST Mod Max Grenades.

**Pirate (Scallywag) Class Feat**

*The Booty*

You find 5 extra Gold per Loot Pile.

**Soldier (Combat Medic) Class Feat**

*First Aid*

Once per person, per Day, You can heal yourself or others 1d8+MST Mod Health with an Interact (12) Check. If you fail the Check, they take 1+DMG Mod Damage.

**Archetypes**

Fatemaker \_

Fatemakers are Badasses that often find themselves at the center of many dire-goings-on and legends-in-the-making across the world. Whether driven forth by powerful gods, ancient prophecies, or the occasional macguffin, Fatemakers know that success is a team effort. Remember:

“Fate doesn’t divide us, Fate brings us Together!”

Starting Stats

| Accuracy | Damage | Speed | Mastery |
| --- | --- | --- | --- |
| 0 | 1 | 2 | 4 |

Fatemaker Tree

| Level | XP per Segment | Rewards |
| --- | --- | --- |
| 1 | 100 | +1 Skill Point, Fatemaker Feat |
| 2 | 100 | +1 Skill Point, +Health, +1 to Badass Rolls |
| 3 | 100 | +1 Skill Point, +Health, +1 MST |
| 4 | 150 | +1 Skill Point, +Health, +1 Favored Gun |
| 5 | 150 | +1 Skill Point, +Health, +1 to Badass Rolls |
| 6 | 200 | +1 Skill Point, +Health, Fatemaker Feat |
| 7 | 200 | +1 Skill Point, +Health, +1 Max Grenades |
| 8 | 200 | +1 Skill Point, +Health, +1 Stat |
| 9 | 250 | +1 Skill Point, +Health, +1 Max Potions |
| 10 | 250 | +1 Skill Point, +Health, Fatemaker Feat |
| 11 | 300 | +1 Skill Point, +Health, +2 MST |
| 12 | 300 | +1 Skill Point, +Health, +1 Favored Gun |
| 13 | 300 | +1 Skill Point, +Health |
| 14 | 350 | +1 Skill Point, +Health, +1 Stat |
| 15 | 350 | +1 Skill Point, +Health, +1 to Badass Rolls |
| 16 | 400 | +1 Skill Point, +Health, Fatemaker Feat |
| 17 | 400 | +1 Skill Point, +Health |
| 18 | 400 | +1 Skill Point, +Health, +1 Favored Gun |
| 19 | 450 | +1 Skill Point, +Health, +1 Max Grenades |
| 20 | 450 | +1 Skill Point, +Health, +1 MST |
| 21 | 500 | +1 Skill Point, +Health, Fatemaker Feat |
| 22 | 500 | +1 Skill Point, +Health, +3 to Badass Rolls |
| 23 | 500 | +1 Skill Point, +Health, +1 Max Grenades |
| 24 | 550 | +1 Skill Point, +Health, +1 Stat |
| 25 | 550 | +1 Skill Point, +Health, +3 to Badass Rolls |
| 26 | 600 | +1 Skill Point, +Health |
| 27 | 600 | +1 Skill Point, +Health, +1 Stat, +1 Stat |
| 28 | 600 | +1 Skill Point, +Health, +2 MST |
| 29 | 650 | +1 Skill Point, +Health, +1 to Badass Rolls |
| 30 | 650 | +1 Skill Point, +Health, Fatemaker Feat |

Fatemaker Feats

| Feat Name | Feat Text | Requirements |
| --- | --- | --- |
| Newbie. | Gain 2 extra Health at each Level. Gain +2 Health Regen. |  |
| Go on a Quest | +1 on all Sneak Checks or +1 on all Traverse Checks. |  |
| Passively Perceptive | +1 on all Insight Checks or +1 on all Search Checks. |  |
| Tragic Backstory | If you would gain a Trauma you can spend a Badass Token to reroll it. |  |
| Character Voice | +2 to Talk Checks. |  |
| Table Talk | +3 to Talk Checks. | Character Voice |
| 4th Wall Break | Once per Day you can ask the BM a question in-character. Roll 1d20+MST Mod. On a 16+, they have to answer. | Table Talk |
| Fated | +1 to Badass Rolls. |  |
| Undivided | Spending a Badass Token adds +2 to the roll instead of +1. | Fated |
| Gathered | Whenever you start a Badass Move, Allies that have already taken a Turn this round can perform any one Action as part of the Badass Move. They don’t add to the Badass Roll. | Undivided |
| Multiclass | Choose the **Class Feat** from another class and gain it. | Lv 10+ |
| Friends Beside Me | Gain a +1 to Initiative for each Ally in your party. | Lv 10+ |
| Snacks | At the start of each Encounter, if you don’t have any potions, gain a random Potion. | Lv 10+ |
| Badass Recovery | After a successful Badass Move, gain 1d12 Health. After a failed Badass Move, gain 1d6 Health. | Lv 15+ |
| Fell the Monster | Deal +1d8 Damage to Bosses. | Lv 15+ |
| Defy Fate | When your health reaches 0, you can spend 10 Badass Tokens to gain 3d10 Health. | Lv 20+ |
| Fatemaker. | Killing an enemy grants you 1 Badass Token. +1 to all Checks. | Lv 20+ |

***(LOOOOOT, BABY BABY! ) .***

**Melee Weapons**

Melee weapons are special, equippable weapons that augment your Melee Attacks. They don’t occupy a Gun Slot, but you can only have one equipped at a time.

Melee Weapons have four manufacturers: Valora, Swifft, Kleave, and BONK, and each manufacturer provides their own bonus available on all their weapons.

**To generate a Melee Weapon**, roll on the Gun Rarity table on page 81 of the *Bunkers & Badasses* sourcebook, then roll a d4 for Manufacturer. Only Uncommon or higher rarity Melee Weapons have prefixes, roll a d20 to determine what it is.

Additionally, Melee Weapons can be given Red Text, granting them special abilities, or increasing the ones from their manufacturer beyond their normal limits. Go wild with it!

**1: Valora**

Valora weapons are two-handed blades, boasting high damage, but are a little less accurate.

Generating Valora Weapons

| **Rarity** | **Bonuses** |
| --- | --- |
| **Common** | +1d4 Melee Damage, -3 ACC Mod. |
| **Uncommon** | +1d6 Melee Damage, -2 ACC Mod. |
| **Rare** | +1d8 Melee Damage, -1 ACC Mod. |
| **Epic** | +1d10 Melee Damage. |
| **Legendary** | +1d12 Melee Damage. |

Element Roll

Roll on the Element Table.

**2: Swifft**

Swifft creates Swords and other bladed weapons that deal less Damage than other weapons, but attack faster and more often than other weapons.

Generating Swift Weapons

| **Rarity** | **Bonuses** |
| --- | --- |
| **Common** | Extra Melee Attack, -3 Damage |
| **Uncommon** | Extra Melee Attack, -2 Damage |
| **Rare** | Extra Melee Attack, -1 Damage |
| **Epic** | Extra Melee Attack |
| **Legendary** | Extra Melee Attack, Extra Melee Attack |

Element Roll

Roll on the Element Table.

**3: Kleave**

Kleave forges axes of various types that deal low base damage, but have a higher chance to Crit than other weapon types. Kleave weapons get an additional Crit Die on the range listed instead of just on a Natural 20.

Generating Kleave Weapons

| **Rarity** | **Bonuses** |
| --- | --- |
| **Common** | -3 Damage, Crits on a 19-20 on the d20. |
| **Uncommon** | -2 Damage, Crits on an 18-20 on the d20. |
| **Rare** | -1 Damage, Crits on a 17-20 on the d20. |
| **Epic** | Crits on a 16-20 on the d20, +1 Crit Damage. |
| **Legendary** | Crits on a 15-20 on the d20, +2 Crit Damage. |

Element Roll

Roll on the Element Table.

**4: BONK!**

BONK make weapons that are just good at hitting things. Clubs, hammers, that kind of thing. They boast high damage, but their crits are less than spectacular.

Generating BONK Weapons

| **Rarity** | **Bonuses** |
| --- | --- |
| **Common** | +3 Melee Damage, all Melee Crits are 1d8. |
| **Uncommon** | +4 Melee Damage, all Melee Crits are 1d8. |
| **Rare** | +5 Melee Damage, all Melee Crits are 1d8. |
| **Epic** | +6 Melee Damage, all Melee Crits are 1d8. |
| **Legendary** | +7 Melee Damage, all Melee Crits are 1d8. |

Element Roll

Roll on the Element Table.

**Melee Weapons with Elements**

Melee weapons with Elements add that element to all Melee Damage you deal, even if it’s not a Melee Attack.

**Prefixes**

Prefixes add a bonus effect to your weapon, usually an on-hit effect that activates whenever you strike an enemy. When you create a Melee Weapon of Uncommon or higher rarity, choose one, or roll a d20 and add the appropriate effect.

| **d20** | **Effect** |
| --- | --- |
| 1-6 | None. |
| 7-8 | Ancient: When you deal Melee Damage, roll a d20. On a 20, recover one daily use of your Action Skill. |
| 9-10 | Amp’d: When you deal Melee Damage, your Gun Attacks get +2d4 Damage until the end of your next turn. |
| 11-12 | Archmage’s: When you deal Melee Damage, roll a d20, on 20, gain a grenade. |
| 13-14 | Caustic: When you deal Melee Damage, gain +2d4 Elemental Damage until the start of your next Turn. |
| 15-16 | Echoing: Your Melee Attacks gain +1d4 Damage for each Gun Attack you made on the previous Turn. |
| 17-18 | Vampiric: When you deal Melee Damage, gain 1d4 Health, or 1d4 Shield Capacity, whichever is lower. |
| 19-20 | Warrior’s: When you deal Melee Damage, gain +1d4 Damage Reduction and +1d4 Melee Damage until the start of your next turn. |

**Spells**

Spells function like Grenades, but are more… *Magical*. They occupy your grenade slot, and use your max Grenades to determine how many times you can cast your equipped Spell. Kinda like spell slots. Yeah, Spells turn your Grenades into spell slots while equipped. Let’s go with that. (The same is true for your Action Skill if you equip a Spell for *Ambihexterous* as a **Spellshot.**)

Any skills, weapons, or feats that reference tossing a Grenade also ‘see’ you casting spells, and any of those that give you Grenades back (or just, y’know, *finding* a Grenade,) will recover your spell slots to allow you to keep on blasting.

Spells have four manufacturers that each focus on different ways to cast spells:

* **Conjura** spells are “Simple Cast” and function like standard grenades, just point and cast. They gain bonus damage per damage die.
* **Arken** spells are “Channel Cast” and require more time before casting. Charging them up costs more spell slots, but often for much larger effects. They have a maximum number of slots you can invest in a single cast.
* **Wyrd Weaver** spells are “Repeating Cast” and can be cast multiple times at the cost of one spell slot, if you’re willing to generate a little mayhem. There’s a limit to the number of times they can Echo, though.
* **Miraculum** spells are “Self Cast” and their effects are often centered on the caster, but last longer. They all have a duration of 2 or more Turns.

There are 10 types of spells available for players to cast, each with their own flair and magical *je ne sais quoi*, (whatever that means,) to make your magical blasting as Badass as possible.

**Arc Torrent** spells call down bolts of lightning on your enemies to smite them from above with Shock Damage.

**Sigil** spells summon circles of protection around you, buffing allies and hindering foes in a wide area.

**Eruption** spells function mostly like standard grenades, causing an explosion wherever you point that knocks back foes.

**Fireball** spells need no introduction, they’re Fireballs. In the words of a great, and wiggly, Bardbarian: “*Just use Fireball*.”

**Sunder** spells create fissures along the ground, damaging every enemy in their path, even if they’re hiding behind walls.

**Talon** spells conjure spectral wyverns that fly around, harrying enemies. And, y’know, damaging them.

**Hydra** spells summon *Hydra Familiars* that attack the nearest enemy each turn. Yes, they count as Familiars for skills.

**Ice Spike** spells turn the battlefield into a frozen wasteland, summoning spikes and daggers of ice to freeze and murderize your enemies.

**Barrage** spells pelt the hapless baddos with swarms of magic missiles, automatically seeking out the nearest enemies and pummeling them with arcane might.

**Calamity** spells call down chunks of elemental hate straight from the heavens, dropping meteors teleported from low orbit directly onto some poor sap’s head. And torso. And friends. *Boom*.

**To Generate A Spell**, roll on the Gun Rarity table on page 81 of the *Bunkers & Badasses* sourcebook, then roll 1d4 for manufacturer and 1d10 for the type of spell. If you want, you can roll 1d20 to see if you get a prefix that improves the spell in some way.

Spells can be given Red Text if you want, in which case they don’t have to abide by any of this. Those can work however you want! Though maybe keep the Recovery and Manufacturer effects, just to make life easier on you.

**Recovery**

Spells have a special mechanic called Sorcerous Recovery. At the start of your turn during an Encounter, you roll a d10. If you roll the number listed on your spell, or higher, you gain 1 Spell Slot back. The number you have to roll for your spell is determined by its Rarity.

**Prefixes**

Spells can have one of six prefixes that boost the spell’s performance. How the boost scales is based on the spell’s Rarity, with higher rarities getting better bonuses. Because the rarer an item is, the better it is. Makes sense, yeah?

**Spell Benefits by Rarity**

|  | **Recovery (d10)** | **Prefix Bonus (#)** |
| --- | --- | --- |
| **Common** | 10 | +1 |
| **Uncommon** | 9+ | +2 |
| **Rare** | 8+ | +3 |
| **Epic** | 7+ | +4 |
| **Legendary** | 6+ | +5 |

**Prefix Effects**

| **d20** | **Prefix** | **Effect** |
| --- | --- | --- |
| 1-8 | - | None |
| 9-10 | Potent | +# Bonus Damage per Die |
| 11-12 | Quick | Increase Recovery range by # |
| 13-14 | Chromatic | +#d4 Elemental Damage |
| 15-16 | Critical | +# Crit Dice |
| 17-18 | Upcast | +# to Manufacturer Effects |
| 19-20 | Sorcerous | +# Max Spell Slots (Max Grenades) |

**Manufacturer Effects by Level**

|  | **Conjura** | **Arken** | **Wyrd Weaver** | **Miraculum** |
| --- | --- | --- | --- | --- |
| Cast | Functions the same as a Grenade. Gains bonus damage per Die. | Each turn, as a Throw Action, you can choose to either spend 1 Spell Slot Charging the spell, up to its Max Charges, or cast a Charged spell. | You can choose to cast the spell multiple times, up to its Max Echoes, at the cost of 1 total Spell Slot. Each Echo generates 1 Mayhem. | Creates an effect centered on you that lasts a number of turns, up to its duration. |
| Effect | Bonus Damage per Die | Max Charges | Max Echoes | Spell Duration |
| 1-6 | +1 | 2 | 1 | 2 Turns |
| 7-12 | +2 | 3 | 2 | 3 Turns |
| 13-18 | +3 | 4 | 3 | 4 Turns |
| 19-24 | +4 | 5 | 4 | 5 Turns |
| 25-30 | +5 | 6 | 5 | 6 Turns |

**Spell Damage by Level**

| **Level** | **Arc** | **Sigil** | **Eruption** | **Fireball** | **Sunder** | **Talon** | **Hydra** | **Ice Spike** | **Barrage** | **Calamity** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1-6 | 1d8 | 1d4 | 1d8 | 1d10 | 1d8 | 1d6 | 1d6 | 1d8 | 1d4 | 1d12 |
| 7-12 | 2d8 | 2d4 | 2d8 | 2d10 | 2d8 | 2d6 | 2d6 | 2d8 | 2d4 | 2d12 |
| 13-18 | 3d8 | 3d4 | 3d8 | 3d10 | 3d8 | 3d6 | 3d6 | 3d8 | 3d4 | 3d12 |
| 19-24 | 4d8 | 4d4 | 4d8 | 4d10 | 4d8 | 4d6 | 4d6 | 4d8 | 4d4 | 4d12 |
| 25-30 | 5d8 | 5d4 | 5d8 | 5d10 | 5d8 | 5d6 | 5d6 | 5d8 | 5d4 | 5d12 |

**Arc Torrent**- Calls down Lightning Bolts. Always Shock.

| **Manufacturer** | **Effect** |
| --- | --- |
| Conjura | Damage Dice become d10’s. Call down a Lightning Bolt, dealing Damage in a target square. |
| Arken | Calls down multiple Bolts that do Damage when cast. Each time you Charge the spell, add Bolts equal to the Charges. Multiple Bolts can target the same square.  *(The 1st Charge adds 1 Bolt when cast, the 2nd adds 2 Bolts for 3 total, the 3rd adds 3 Bolts for 6 total, etc.)* |
| Wyrd Weaver | Calls down a Bolt, doing Damage in a target square. Each Echo calls down an additional Bolt.  *(The initial cast calls down 1 Bolt, the 1st Echo calls down 2 Bolts, the 2nd Echo calls down 3 Bolts, etc.)* |
| Miraculum | Lightning Bolts strike each adjacent enemy each turn. |

**Sigil**- Creates protective circles that aid friends and hinder enemies.

| **Manufacturer** | **Effect** |
| --- | --- |
| Conjura | Damages and Slows enemies in a 5x5 area centered on you. |
| Arken | Allies in a 5x5 area centered on you gain Damage Reduction equal to the spell’s Damage for 1 turn per Charge. |
| Wyrd Weaver | Creates a 5x5 area centered on you that increases DMG Mod and ACC Mod of all allies in the area by +1 until your next Turn. Each Echo grants an additional +1. |
| Miraculum | You and adjacent allies gain +2 SPD Mod and heal Spell’s Damage each turn instead of damaging enemies. Spell follows you. |

**Eruption**- Blasts foes with explosions. Always has Splash.

| **Manufacturer** | **Effect** |
| --- | --- |
| Conjura | A square you can see explodes, dealing damage. |
| Arken | A square you can see explodes, dealing damage. Increase the radius of the explosion by 1 for each Charge. (1x1, 3x3, 5x5, 7x7, etc.) |
| Wyrd Weaver | A square you can see explodes, dealing damage. Each Echo can target a new square, or the same square. |
| Miraculum | Creates an explosion centered on you each Turn that damages and knocks enemies back 1 square. |

**Fireball**- Throw a Fireball at your enemies. Always Incendiary.

| **Manufacturer** | **Effect** |
| --- | --- |
| Conjura | Toss a Fireball that damages enemies and ignores cover in a 3x3 area. |
| Arken | Pulls in enemies from 2 squares away per Charge before exploding, damaging enemies in a 3x3 area. |
| Wyrd Weaver | Explodes and damages enemies in a 3x3 area. Each Echo causes all previous Fireballs cast this turn to explode again. |
| Miraculum | Surround yourself in a wall of fire, dealing damage to all adjacent each turn. Spell follows you and gives +1 DMG Mod for the duration. |

**Sunder**- Creates a fissure along the ground that ignores walls. Can’t hit flying enemies.

| **Manufacturer** | **Effect** |
| --- | --- |
| Conjura | Send out a fissure that damages enemies on the ground. |
| Arken | Send out a fissure that knocks back enemies and creates a wall that lasts 2 Turns per Charge. |
| Wyrd Weaver | Send out a fissure that explodes each time it Echoes, dealing Splash Damage. |
| Miraculum | Send out a fissure towards the nearest enemy each turn, damaging them and knocking them to the ground. |

**Talon**- Release a spectral Wyvern to damage foes. Always Elemental.

| **Manufacturer** | **Effect** |
| --- | --- |
| Conjura | Send out a spectral Wyvern that Damages all enemies in a straight line. |
| Arken | Send out a spectral Wyvern that releases two smaller Wyverns that deal half Damage for each Charge. Each Wyvern can target a different enemy. |
| Wyrd Weaver | Damage Dice becomes d8’s. Release a spectral Wyvern that damages one enemy. |
| Miraculum | Spectral Wyverns circle you, damaging adjacent enemies each Turn and giving enemies a -2 to hit you. Spell follows you. |

**Hydra**- Conjure a *Hydra Familiar* that attacks the nearest enemy each turn. Count as Familiars for Skills and Effects.

| **Manufacturer** | **Effect** |
| --- | --- |
| Conjura | Conjure a *Hydra Familiar* for 2 Turns. |
| Arken | Conjure a *Hydra Familiar* for 2 Turns. Each Charge gives it +1 Attack/Turn. |
| Wyrd Weaver | Conjura a *Hydra Familiar* for 2 Turns. Each Echo increases its duration by 2 Turns. |
| Miraculum | Conjure 2 *Hydra Familiars* each turn in a 5x5 area centered on you. Spell Follows you. |

*Hydra Familiar*

1 Attack/Turn.

Attacks nearest Enemy.

+2 ACC Mod

**2-7**: Half Damage

**8-15**: Normal Damage

**16+**: Double Damage

**Ice Spike**- Create frozen effects that damage enemies. Always Cryo.

| **Manufacturer** | **Effect** |
| --- | --- |
| Conjura | Summon a spike of Ice from the ground, damaging enemies. Leaves a 3x3 Cryo Pool for 2 turns that deals half damage. |
| Arken | Each turn you Charge the Spell, Melee Attackers take 1d8 Cryo Damage. Fires an Ice Spike at one Target when Cast. |
| Wyrd Weaver | Fires an Ice Knife that sticks into enemies until your next Turn. Each knife increases all damage to that Target by +2. |
| Miraculum | Creates a Blizzard centered on you. Damages all adjacent each turn and reduces their Movement to 1. |

**Barrage**- Releases a swarm of Magic Missiles that seek targets. Each Damage Die can be targeted individually.

| **Manufacturer** | **Effect** |
| --- | --- |
| Conjura | Missiles seek enemies and deal Damage. Damage Dice become D6’s. |
| Arken | Missiles seek enemies and deal damage. Each turn you Charge, gain +2 SPD Mod. |
| Wyrd Weaver | Missiles seek enemies and deal damage. Each Echo rolls an additional Damage Die. |
| Miraculum | Missiles seek enemies and deal damage. Fires missiles each turn. |

**Calamity**- Calls down a meteor that deals high damage. Always has Splash.

| **Manufacturer** | **Effect** |
| --- | --- |
| Conjura | Drop a meteor on Target Square, dealing high damage. |
| Arken | Drop a meteor on a Target Square, dealing high damage. Each time you Charge the spell, pull all enemies 2 squares towards that target. |
| Wyrd Weaver | Call down meteors that deal Damage. Change Echo damage dice to d8’s. |
| Miraculum | Damage Dice become d8’s, but meteors strike each adjacent square each turn. |

**Grenades**

Since Spells are so in-depth, it’d feel pretty bad if you were forced to compare them to the stock Grenades from the *Bunkers & Badasses* sourcebook, so I’m tossing in my revised Grenade and Shield generation guide as a freebie, as well as my “Always Elemental” rolling table, for use with Maliwan guns, Elemental Cloud grenades, and Talon spells.

**Generating a Grenade** is pretty simple. Roll on the Gun Rarity table on page 81 of the *Bunkers & Badasses* sourcebook, then roll 1d8 for a Manufacturer and 1d4 for type. It’s worth noting that *any* grenade can be Elemental, not just “Elemental” grenades.

Additionally, all Grenades deal bonus damage based on their Rarity.

Just like Spells, Grenades can be given Red Text that breaks basically all these rules. Go wild with it!

Manufacturer

| **d8** | **Guild** | **1-2** | **3-4** |
| --- | --- | --- | --- |
| 1 | Ashen | Transfusion | Homing |
| 2 | Dahlia | Generator | Bouncing Bettie |
| 3 | Feriore | Jumping | Sticky |
| 4 | Hyperius | Longbow | Roider |
| 5 | Malefactor | Elemental Cloud | Contact |
| 6 | Pangoblin | Rubberized | Force |
| 7 | Stoker | Rain | Proximity Mine |
| 8 | Torgue | Splash | Mirv |

| **Type** | **Effect** |
| --- | --- |
| Transfusion | Gain Health equal to Damage dealt. |
| Homing | Automatically Hits nearest Enemy. |
| Generator | Recharge Shield equal to Damage dealt. |
| Bouncing Bettie | Detonates in target square for 2 turns. |
| Jumping | Detonates, then jumps 2 squares and detonates again. |
| Sticky | Sticks to surfaces. Detonates after 1 turn. |
| Longbow | Teleports to target. Ignores cover. |
| Roider | Increased Damage. |
| Elemental Cloud | Always Elemental. Creates a 5x5 Elemental Cloud for 2 turns that damages enemies that touch it. |
| Contact | Detonates on contact with any surface. |
| Rubberized | Bounces off surfaces. Detonates on contact with target. |
| Force | Targets Hit are Knocked Back 1 square. |
| Rain | Launches up and Damages downward in a 2x2 square. |
| Proximity Mine | Won’t detonate until target is adjacent. |
| Splash | Splash deals full Damage. |
| MIRV | Splits into 3 grenades. |

| **Bonus Damage By Rarity** | **Common** | **Uncommon** | **Rare** | **Epic** | **Legendary** |
| --- | --- | --- | --- | --- | --- |
| **Lv 1-6** | +1 | +2 | +3 | +4 | +5 |
| **Lv 7-12** | +2 | +4 | +6 | +8 | +10 |
| **Lv 13-18** | +3 | +6 | +9 | +12 | +15 |
| **Lv 19-24** | +4 | +8 | +12 | +16 | +20 |
| **Lv 25-30** | +5 | +10 | +15 | +20 | +25 |

**Grenade Damage by Level**

| **Level** | **Trans** | **Homing** | **Generator** | **Bouncing Bettie** | **Jumping** | **Sticky** | **Longbow** | **Roider** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **1-6** | 1d8 | 1d8 | 1d8 | 1d8 | 1d8 | 1d8 | 1d8 | 1d10 |
| **7-12** | 2d8 | 2d8 | 2d8 | 2d8 | 2d8 | 2d8 | 2d8 | 2d10 |
| **13-18** | 3d8 | 3d8 | 3d8 | 3d8 | 3d8 | 3d8 | 3d8 | 3d10 |
| **19-24** | 4d8 | 4d8 | 4d8 | 4d8 | 4d8 | 4d8 | 4d8 | 4d10 |
| **25-30** | 5d8 | 5d8 | 5d8 | 5d8 | 5d8 | 5d8 | 5d8 | 5d10 |
| **Level** | **Elemental Cloud** | **Contact** | **Rubberized** | **Force** | **Rain** | **Proximity Mine** | **Splash** | **MIRV** |
| **1-6** | 1d6 | 1d8 | 1d8 | 1d8 | 1d8 | 1d8 | 1d8 | 1d8 |
| **7-12** | 2d6 | 2d8 | 2d8 | 2d8 | 2d8 | 2d8 | 2d8 | 2d8 |
| **13-18** | 3d6 | 3d8 | 3d8 | 3d8 | 3d8 | 3d8 | 3d8 | 3d8 |
| **19-24** | 4d6 | 4d8 | 4d8 | 4d8 | 4d8 | 4d8 | 4d8 | 4d8 |
| **25-30** | 5d6 | 5d8 | 5d8 | 5d8 | 5d8 | 5d8 | 5d8 | 5d8 |

**Shields**

Similar to Grenades, I also gave Shields a bit of a makeover, bringing them closer to their more modern appearance in both *Borderlands 3*, and *Tiny Tina’s Wonderlands*. Enjoy.

**To Generate a Shield**, roll on the Gun Rarity table on page 81 of the *Bunkers & Badasses* sourcebook, then roll 1d6 for Shield Type, and 1d12 for each Shield Mod, based on the item’s rarity. Note: When creating a shield, you can use Red Text and Prefixes to create Fixed Mods, meaning you have less mods to add to the Shield.

**[Capacity | Recharge Rate] by Level for each Manufacturer.**

| **d6** | **Guild** | **1-6** | **7-12** | **13-18** | **19-24** | **25-30** |
| --- | --- | --- | --- | --- | --- | --- |
| **1-2** | **Ashen** | [25 | 10] | [50 | 15] | [75 | 20] | [100 | 25] | [125 | 30] |
| **3-4** | **Hyperius** | [15 | 10] | [30 | 15] | [45 | 20] | [60 | 25] | [75 | 30] |
| **5-6** | **Pangoblin** | [35 | 10] | [70 | 15] | [105 | 20] | [140 | 25] | [165 | 30] |
|  | | | | | | |
| **Shield Rarity** | | **Common** | **Uncommon** | **Rare** | **Epic** | **Legendary** |
| **Number of Mods** | | 1 | 2 | 3\* | 4\* | 5\* |

\*Special Shields, like those with Red Text, can have Fixed Mods that grant special effects. Reduce this number for each Fixed Mod.

**Shield Mods**

| **d12** | **Mod** | **Effect** |
| --- | --- | --- |
| 1 | Amp | **At Full Shield**: Take Shield Damage on Ranged Attack to gain Bonus Ranged Damage. |
| 2 | Booster | **On Shield Damage**: Drop *Booster* in adjacent square. Moving over *Booster* gains Health or Shield. (Choose either Health or Shields for each Mod.) |
| 3 | Brimming | **At Full Shield**: Gain Health Regen. |
| 4 | Capacity | Increase Shield Capacity |
| 5 | Fleet | +SPD |
| 6 | Healthy | Increase Max Health |
| 7 | Nova | **On Shield Deplete**: Deal damage to all adjacent. (Roll d6 for Element\*) |
| 8 | Recharge | Increase Recharge Rate |
| 9 | Resist | **Not Depleted**: Gain Damage Resistance. (Roll d6 for Element\*) |
| 10 | Roid | **Depleted**: Gain Bonus Melee Damage. |
| 11 | Spike | **On Shield Damage**: Melee Attacker takes damage. (Roll d6 for Element\*) |
| 12 | Turtle | Massively increase Shield Capacity. Reduce Max Health. |

(Roll d6 for Element\*) - 1: Incendiary, 2: Shock, 3: Corrosive, 4: Cryo, 5: Radiation, 6: Explosive. Choice shared between similar parts.

**Mod Effects, per Part, by Level**

| **d12** | **1** | **2** | **3** | **4** | **5** | **6** |
| --- | --- | --- | --- | --- | --- | --- |
| **Level** | **Amp** | **Booster** | **Brimming** | **Capacity** | **Fleet** | **Healthy** |
| **1-6** | 1d4 Damage, +2 DMG Mod | 1d4 Health/Shield | 1d4 Health Regen | +5 Capacity | +1 SPD | +5 Health |
| **7-12** | 1d4+1 Damage  +4 DMG Mod | 1d6 Health/Shield | 1d6 Health Regen | +10 Capacity | +1 SPD | +10 Health |
| **13-18** | 2d4 Damage  +6 DMG mod | 1d8 Health/Shield | 1d8 Health Regen | +15 Capacity | +2 SPD | +15 Health |
| **19-24** | 2d4+2 Damage  +8 DMG Mod | 1d10 Health/Shield | 2d6 Health Regen | +20 Capacity | +2 SPD | +20 Health |
| **25-30** | 3d4 Damage  +10 DMG mod | 1d12 Health/Shield | 2d8 Health Regen | +25 Capacity | +3 SPD | +25 Health |
| **d12** | **7** | **8** | **9** | **10** | **11** | **12** |
| **Level** | **Nova** | **Recharge** | **Resist** | **Roid** | **Spike** | **Turtle** |
| **1-6** | 1d8 Damage | +5 Recharge Rate | 1d4 Damage Resist | +1d4 Melee Damage | 1d4 Damage | +20 Capacity  -5 Health |
| **7-12** | 2d8 Damage | +5 Recharge Rate | 1d6 Damage Resist | +1d6 Melee Damage | 2d4 Damage | +30 Capacity  -10 Health |
| **13-18** | 3d8 Damage | +10 Recharge Rate | 1d8 Damage Resist | +1d8 Melee Damage | 3d4 Damage | +40 Capacity  -15 Health |
| **19-24** | 4d8 Damage | +10 Recharge Rate | 1d10 Damage Resist | +1d10 Melee Damage | 4d4 Damage | +50 Capacity  -20 Health |
| **25-30** | 5d8 Damage | +15 Recharge Rate | 1d12 Damage Resist | +1d12 Melee Damage | 5d4 Damage | +60 Capacity  -25 Health |

**“Always Elemental” Element Type Table 🔥⚡☣️💥❄☢️**

| **d%** | **Common** | **Uncommon** | **Rare** | **Epic** | **Legendary** |
| --- | --- | --- | --- | --- | --- |
| 01-04 | **☢️** | **☢️** | **☢️** | **☢️** | **☢️** |
| 05-08 | **☢️** | **☢️** | **☢️** | **☣️** | **☣️** |
| 09-12 | **☢️** | **☣️** | **☣️** | **⚡** | **⚡** |
| 13-16 | **☢️** | **☣️** | **☣️** | **💥** | **💥** |
| 17-20 | **☣️** | **⚡** | **⚡** | **🔥** | **🔥** |
| 21-24 | **☣️** | **⚡** | **⚡** | **❄** | **❄** |
| 25-28 | **☣️** | **💥** | **💥** | **☢️**+1d6 | **☢️**+1d6 |
| 29-32 | **☣️** | **💥** | **💥** | **☢️**+1d6 | **☣️**+1d6 |
| 33-36 | **⚡** | **🔥** | **🔥** | **☣️**+1d6 | **⚡**+1d6 |
| 37-40 | **⚡** | **🔥** | **🔥** | **☣️**+1d6 | **💥**+1d6 |
| 41-44 | **⚡** | **❄** | **❄** | **⚡**+1d6 | **🔥**+1d6 |
| 45-48 | **⚡** | **❄** | **❄** | **⚡**+1d6 | **❄**+1d6 |
| 49-52 | **💥** | **☢️** +1d6 | **☢️** +1d6 | **💥**+1d6 | **☢️**+2d6 |
| 53-56 | **💥** | **☢️** +1d6 | **☣️**+1d6 | **💥**+1d6 | **☢️**+2d6 |
| 57-60 | **💥** | **☣️**+1d6 | **⚡**+1d6 | **🔥**+1d6 | **☣️**+2d6 |
| 61-64 | **💥** | **☣️**+1d6 | **💥**+1d6 | **🔥**+1d6 | **☣️**+2d6 |
| 65-68 | **🔥** | **⚡**+1d6 | **🔥**+1d6 | **❄**+1d6 | **⚡**+2d6 |
| 69-72 | **🔥** | **⚡**+1d6 | **❄**+1d6 | **❄**+1d6 | **⚡**+2d6 |
| 73-76 | **🔥** | **💥**+1d6 | **☢️**+2d6 | **☢️**+2d6 | **💥**+2d6 |
| 77-80 | **🔥** | **💥**+1d6 | **☣️**+2d6 | **☣️**+2d6 | **💥**+2d6 |
| 81-84 | **❄** | **🔥**+1d6 | **⚡**+2d6 | **⚡**+2d6 | **🔥**+2d6 |
| 85-88 | **❄** | **🔥**+1d6 | **💥**+2d6 | **💥**+2d6 | **🔥**+2d6 |
| 89-92 | **❄** | **❄**+1d6 | **🔥**+2d6 | **🔥**+2d6 | **❄**+2d6 |
| 93-96 | **❄** | **❄**+1d6 | **❄**+2d6 | **❄**+2d6 | **❄**+2d6 |
| 97-100 | Roll Next Column | Roll Next Column | Roll Next Column | Roll 2x Common\*\* | Roll 2x Common\*\* +1d6 |

Roll 2x Common\*\*: Duplicate element adds 1d6 Damage.

**Extra**

As a final gift, I’ve taken the liberty of adding a few Weapon Prefixes here at the end to add some Wonderlands flare to your standard issue guns. Have fun storming the castle, you hear?

*Crossbolter*: Weapon fires crossbolts that stick into enemies. It deals +1 Damage per Hit and Crit, but gets -1 Range.

*Arcane*: Gun is actually a magical cantrip wand. Apply Grenade Damage bonuses to the gun instead of Gun Damage bonuses. (It still works like a Gun, though.)

*Hissing*: Reload/Swap summons a *Hydra Familiar* for 2 turns. 1 Attack/Turn. Attacks deal 1 Hit of Gun Damage. (Feriore Only)

*Multi-Headed*: Reload/Swap summons a three-headed *Hydra Familiar* for 2 Turns. 3 Attacks/Turn. Attacks deal 1 Hit of Gun Damage. (Feriore Only)

*Whirling*: Reload/Swap creates a 3x3 square Daggerstorm for 2 Turns that deals your Melee Damage to all Targets inside it. (Feriore only)