**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 skill feature. (Combat Medic: Patients. Vanguard: Your Marked enemy. Scallywag: Treasure. Trapper: Traps.)  
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, more recently my [**B&B DLC 3: Into the Wonderlands**](https://docs.google.com/document/u/0/d/1MLOgrWwcLNTnP9PuXrKiLImy7SUh4hXO8arVUAlmdp0/edit), as a means of tracking balance with the classes, which is **more** important for this document, as the following four class options are completely original action skills and skill trees. Three, the *Combat Medic*, *Vanguard*, and *Scallywag* are from a failed attempt at making my ***own*** version of B&B several years ago. The fourth, the *Trapper,* is new to not only Bunkers & Badasses at large, but also just in general. As such, they probably need a heavier hand than my previous forays into the B&B Homebrew scene.

The *Combat Medic*, *Vanguard*, and *Trapper* use the B&B original Soldier, Commando, and Hunter classes respectively, simply being new skill tree options for them, the *Scallywag* comes from a new-to-B&B “Pirate” class, for all your swashbuckling needs.

And with that, I present:

**-- (Scout’s B&B DLC 2) --**

**(HEY! THAT’S 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* or *Bunkers & Badasses* licenses. (Though I wish it was.) |
| --- |

**Soldier Skill Tree: Combat Medic**

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

Melee Die: 1d6

**Action Skill**

**Emergency Care**

Release a healing drone that *tethers* to you or an ally for 2 turns. The one *tethered* gains 20 Health Regen for the duration. If the *tethered* ally’s Health reaches 0 while active, they gain half their max Health, rounded up, and Emergency Care immediately ends.

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

**Combat Medic Skill Tree**

| **Tier 1 Skills** |  |
| --- | --- |
| Proper Lab Attire | Gain **1d4** Elemental Damage Reduction/SL. |
| First Responder | **+1**/SL to Initiative. **+1**/SL on Traverse Checks. |
| Healthy Lifestyle | **10**+MST Mod Health/SL. **+1**/SL on Insight Checks. |
| Surgery Simulation | Enemies you Damage become Patients until damaged by an ally. Allies deal **+1d10** Corrosive Damage/SL to Patients. |
| **Tier 2 Skills** |  |
| Blood Test | On Kill: Allies gain **5** Health Regen/SL for **1**+MST Mod Turns. |
| Say “AGHHHH!!!” | All Non-Elemental Attacks gain **+1** Shock Damage/SL. |
| B-Positive | **5** Health Regen/SL. **+5** Shield Recharge. **+1**/SL on Talk Checks. |
| Immune Boosters | When you activate **Emergency Care**, recharge the *tethered* ally’s Shield **5**/SL. |
| (MAL)Practice\* | On Patient Damage: Gain 1 point of Malpractice. All points of Malpractice are lost at the end of the encounter. You deal **+1** Gun Damage per point of Malpractice to Non-Patients. |
| **Tier 3 Skills** |  |
| Long Term Care | Increase the duration of **Emergency Care** by **1**/SL. **+1** MST. |
| I Need Healing | While below half Health, **+1**sq Movement/SL. |
| 20 CCs of Pain | **+2** Melee Damage/SL. **+1** DMG. |
| Trauma Epicenter | On Patient Kill: Gain **1** Grenade. **+1** Max Grenades/SL. |
| **Tier 4 Skills** |  |
| Morphine Rounds\* | Shooting an ally Heals them for half the Damage instead. |
| Checkup | SL times per Encounter, you can put an enemy within **5** squares to sleep until they take Damage. Enemies that can’t be put to sleep are slowed instead. |
| Apple A Day | On Kill: Allies gain Shield Recharge each turn for SL turns. |
| Pills Here! | Whenever you Find or Gain a Grenade, roll a **d20**. On **16+**, you also find a potion that grants **1d10** Health/SL. Increase max potions by **2**/SL. |
| Viscera Application Detail | Patients now explode on death, dealing **1d8** Explosive Damage/SL, plus your points of Malpractice, to all adjacent enemies. |
| **Tier 5 Skills** |  |
| Back on your Feet | When you activate **Emergency Care**, the *tethered* ally immediately gains **10**+MST Mod Health. The *tethered* ally gains **+1** SPD Mod/SL. |
| Health Circuit\* | While your Shield is full, double your Health Regen.  While an Ally’s Shield is full, double their Health Regen. |
| Used Needles | Gain Melee Attack with Range **1**/SL that deals **+1d8** Corrosive Damage/SL. |
| Pull the Plug | Dealing damage to a non-Boss Patient below half health has a chance to instantly kill them. Chance is **1%** for every **2** points of Malpractice, +**5%**/SL. |
| **Tier 6 Skills** |  |
| Hemo-Goblin\* | All enemies within **2** squares of the *tethered* ally take **3d8** Damage per turn for **Emergency Care’s** duration. If an enemy dies this way, gain **3** healing Orbs. Orbs move **3** squares/Turn to a chosen Ally and grant **1d8** Health. |

**Commando Skill Tree: Vanguard**

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

Melee Die: 1d10

**Action Skill**

**Scuttle Turret**

Deploy a mobile turret, with Movement equal to yours, that fires rockets at the closest enemy for 2 turns. Scuttle Turret will prioritize enemies you’ve *marked*. Destroyed if Armor depletes.

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

*Scuttle Turret*

**Armor**: 25  
**DMG**: 1d10/Hit, Explosive  
**ACC**: +1

**Movement**: Equal to Yours.

(2-7: 1 Hit **•** 8-15: 2 Hits **•** 16+: 3 Hits )

**Vanguard Skill Tree**

| **Tier 1 Skills** |  |
| --- | --- |
| Hop To It | You and your allies get **+1**sq Movement/SL. **+5** Health Regen/SL. |
| Supported Gunner | Increase duration of **Scuttle Turret** by **1**/SL. |
| Full Cover | **10** Shield Capacity/SL. **+5** Shield Recharge. |
| Lead The Pack | Once per turn you can Mark an enemy, or change your Mark to a new enemy.  You and allies gain **+1d4** Damage/SL against your marked target. **+1**/SL to Traverse Checks. |
| **Tier 2 Skills** |  |
| Escort Detail | **5** Health/SL, and **5** Shield Capacity/SL, per ally. All adjacent allies gain **1d8** Damage Reduction/SL. This Reduced Damage is dealt to you instead. |
| Last Stand | **+2** Gun Damage/SL while Shield is depleted. |
| Firestorm | On Shield Deplete: Release Incendiary Nova that deals **1d10** Incendiary Damage/SL to all adjacent enemies. Shield must fully recharge between Novas. |
| Combat Tested | **10**+MST Mod Health/SL. **5** **Turret** Armor/SL. |
| Worthy Opponent | Marked enemies get **-2** ACC Mod/SL to attack targets other than you. **+1**/SL on Talk Checks. |
| **Tier 3 Skills** |  |
| Demoman | **+1** Max Grenades/SL. **+2** Explosive Damage/SL. **+1** DMG. |
| Muscle Memory | **+1**/SL on Interact Checks. Reloading does not prevent you from Attacking on your turn if SL is **3**. |
| IED\* | At the beginning of your turn, if you have no Grenades, gain **1** Grenade. |
| Zerk Rush | **+2**/SL to Initiative. **+1** SPD. While below half health, **+2** Gun Damage/SL. |
| Overwatchful | You and your allies get **+2** ACC Mod/SL on Attacks against your marked target. **+1**/SL on Insight Checks. |
| **Tier 4 Skills** |  |
| Bottle Caps | **+10%**/SL Explosive Knockback chance. You can Knockback Large and Boss enemies if SL is **3**. |
| Blast Boost | Grenades deal **+1d8** Explosive Damage. **+2** Throw Range/SL. |
| High Caliber | **+1** **Turret** Hit/SL. **+1** Hit with Combat Rifles/SL. **+1** ACC. |
| Spoils Of War | Whenever a marked target dies, you and your allies all gain **1d4**/SL+MST Mod Health. **+1**/SL on Search Checks. |
| **Tier 5 Skills** |  |
| Burning Bridges | Your Incendiary and Explosive Damage now has a **20%**/SL chance to light enemies on fire for **1**+MST Mod turns. Burning enemies take **1d6**/SL Incendiary Damage each turn. |
| Big Bunker | **Turret** now projects a **3×3** dome shield with **15** Capacity/SL that enemies can’t move or Attack through. |
| More Claymore | Your non-Proximity Grenades act like Proximity Grenades in addition. Actual Proximity Grenades gain **+3** Damage/SL. |
| Insulated Gear\* | Your Shield now takes Half Damage (rounded down) from Shock, instead of **2x**. |
| Team Player | For each SL, choose a different option from **Lead The Pack**, **Worthy Opponent**, **Overwatchful**, or **Spoils of War**: Increase it by **2**. **+2** MST. |
| **Tier 6 Skills** |  |
| The Bunker Buster | Your Explosive Damage now deals **2x** Damage to Shields and Armor. When your **Turret** is destroyed it will rush the nearest enemy, prioritizing your marked target, moving up to twice its movement, before exploding, dealing **4d10** Explosive Damage to all adjacent enemies. |

**Pirate**

**Class Information**

There’s no resisting the call of adventure, and Pirates are almost always in it for that sweet, sweet loot. This leads as easily to Vault Hunting as it does to raiding ships and settlements, though usually with less scurvy on the Vault Hunter’s behalf.

**Appearance**

Fancy hats and long coats abound, and you’ve usually got some kind of sword strapped to your belt. Eyepatches aren’t uncommon either, though you’d think they’d make it harder to shoot straight, what with the lack of depth perception and all. **(They DO be lookin’ pretty hot tho…)**

**Class Features**

**Favored Gun**

Shotgun or Rocket Launchers

**Stat Bonus**

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

Melee Die: 1d8

**Skill Tree**

*Scallywag*

See Scallywag Skill Tree

**Action Skill**

**Cannonade**

Call down a mortar strike on a 3x3 square area that deals 2d8 Explosive Damage each turn for 2 turns.

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

**Pirate Backgrounds**

**Stowaway**

You’re very good at hiding, good enough in fact that you’ve been on several ships without anyone even noticing you. You know just where to go, and what to do, to avoid being detected by even the most perceptive of enemies. **+3 to all Sneak Checks. +1 Speed. -2 to Talk Checks.**

**Captain**

You used to have your own ship and your own crew, but something happened along the way and you lost them both. You’re still the captain though, and folks had best remember it! **+2 to Talk Checks. +1 Mastery. -2 to Sneak Checks.**

**Powder Monkey**

You were put in charge of your ship’s cannons, back in the day. You left after you realized your crew didn’t have the same appreciation for explosions that you did. **+2 Max Grenades. +2 Explosive Damage. -2 to all non-Explosive Damage.**

**Privateer**

A pirate in name only, you were hired out by the guilds to take out other pirates. Like cops, but even less legal and more willing to use force, difficult as that is to believe. You still get the odd job from time to time from your sponsor, usually for an incentive. **+1 Accuracy. Choose a Guild, whenever you take a quest for that Guild, you receive extra gold equal to twice your level when you turn it in, on top of whatever the normal reward is. -2 on Talk Checks with other Guilds.**

**Castaway**

For whatever reason, you were tossed out and left for dead by your crew on an uninhabited island with nothing but a pistol and a single bullet. Against the odds, you survived and managed to make it back to civilization. Sure, you *could* hunt down your former crewmates and make them pay, or you could hunt down amazing treasures they never even *thought* of hunting. **+1 Mastery. +2 to Insight Checks. -2 to Talk Checks. You can choose Pistol as a Favored Weapon at level 1.**

**Scallywag Skill Tree**

| **Tier 1 Skills** |  |
| --- | --- |
| Vitamin SEA | **+5** Health Regen/SL. **+1**/SL to Traverse Checks. |
| Rum Goggles | On Ranged Attack: Roll **1d20**+ACC Mod/SL. If any are **16+**, deal half the attack’s Damage to an adjacent enemy. **+1** ACC. |
| Blundered-Bus | Your Favored Weapons get **+1** Range/SL. |
| Treasure Island | **+10** Shield Capacity/SL. **+1**/SL to Search Checks. Finding Gold grants you **1** point of Treasure/SL, to a max of **2** Treasure/SL. All points of Treasure are lost on Death. |
| **Tier 2 Skills** |  |
| Sea Shanty | Increase the duration of **Cannonade** by **1**/SL. |
| Brass Monkey | **+1** max Grenades/SL. **+1** MST. |
| Scurvy Scabbard | Your Melee Attacks gain **+2** Corrosive Damage/SL. |
| Blood Money\* | Increase your max Health by twice your Treasure. **+1** Max Treasure. **-1** to Sneak Checks. |
| **Tier 3 Skills** |  |
| Hornswaggle\* | On Reload/Swap: 50% chance to not generate Mayhem. |
| Wind at Your Back | **+1**/SL to Initiative. **+1**sq Movement/SL. **+1** SPD. |
| Parley | Dealing Melee Damage to an enemy *Parleys* them until you deal Gun Damage to them. **+2** Gun Damage/SL and **+2** **Cannonade** Damage/SL to *Parleyed* Enemies. **+1**/SL to Talk Checks. |
| Cackle Fruit | Grenades gain **+2** Corrosive Damage/SL. **+1**/SL on Throw Rolls. |
| Pillage\* | On Kill: Your next attack gains bonus Damage equal to your Treasure. **+1** Max Treasure. **-1** to Sneak Checks. |
| **Tier 4 Skills** |  |
| Barrage | Increase **Cannonade’s** Damage by **1d8**/SL. Favored Weapons get **+1** Hit if SL is **3**. |
| Black Spot | Dealing Gun Damage to an enemy afflicts them with *The Black Spot* until you deal Melee Damage to them. **+2** Melee Damage/SL to enemies with *The Black Spot*. |
| Turn Out Your Pockets | On Kill: Enemy has a **40%** chance **+10%**/SL to drop a live Grenade matching your equipped Grenade Mod. Otherwise, they drop **10** gold/SL. |
| Plunder\* | On Kill: Recharge all player’s Shields by your Treasure. **+1** Max Treasure. **-1** to Sneak Checks. |
| **Tier 5 Skills** |  |
| Carcass Shells\* | Increase **Cannonade** to a 5x5 area. **Cannonade** now also deals Incendiary Damage. |
| Wide Bore | **+2** Gun Damage/SL. **+1** Hit with Rocket Launchers if SL is **3**. |
| Three Sheets to the Wind | Taking Damage makes you *Drunk* for **1**+MST Mod turns. While *Drunk,* you and enemies that attack you get **-2** ACC Mod/SL, but all of your Attacks get **+1** Dice/SL. |
| Cursed Gold\* | The first time your health reaches **0** each Day, lose all your Treasure, then gain twice that much Health and full Shields. **+1** Max Treasure. **-3** to Insight Checks. |
| **Tier 6 Skills** |  |
| X Marks the Spot | When you activate **Cannonade**, you can target an enemy. **Cannonade** follows that enemy for its duration. If **Cannonade** kills them, you can activate it again for free. **+2** DMG. |

**Hunter Skill Tree: Trapper**

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

Melee Die: 1d6

**Action Skill**

**Beast Trap (Choose 1 *Hunter* Familiar)**

Gain 2 Cloaked Traps that you can Toss out. Each Trap leaps at the first enemy that moves adjacent to it, dealing 2d8 Damage and Stunning them for 1 turn. *(A stunned target can take no actions. An enemy that can’t be Stunned is Slowed.)*

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

**Hunter Familiar: Saurian**

Health: 20

ACC: +1

Movement: 5sq

1 Attack/Turn

*Bite*: Melee, 1d8+1

*Spit*: Range 5, 1d6/Hit, Corrosive

*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

**Trapper Skill Tree**

| **Tier 1 Skills** |  |
| --- | --- |
| Woodsman | **10** max Health/SL. **+1**/SL on Traverse Checks. |
| Trapsmith | When you activate **Beast Trap**, gain **+1** additional Trap/SL. **+1**/SL on Search Checks. |
| Element of Surprise | **+1**sq Familiar Movement/SL. **+1**/SL to Initiative. **+1**/SL on Sneak Checks. |
| Survivor | **+10** Shield Capacity/SL. **5** Health Regen. |
| **Tier 2 Skills** |  |
| Hunting Hound | **+1** Gun Damage/SL. If your Familiar is dead, activating **Beast Trap** revives it in an adjacent square. |
| Home Alone | Whenever a Trap Damages an Enemy, gain Health Regen and Shield Recharge for **1**/SL**+1** turns. |
| Acid Trap Hole\* | Whenever you activate **Beast Trap**, choose Incendiary, Shock, or Corrosive; you and your Familiar’s Attacks gain that element for **1**+MST Mod turns. **+1** SPD. |
| Exploit Weakness | Stunned enemies take an additional **+1d4** Damage/SL from all sources. |
| **Tier 3 Skills** |  |
| Clever Girl | **15** Familiar Health/SL. **+1**/SL on Insight Checks. |
| Eagle Eye | Increase the Range of your Favored Weapons by **1**/SL. Attacks at Range **7+** get **+1** Crit Dice. |
| Pelt Collector | Enemies you kill drop **1** additional Loot Pile/SL. |
| **Tier 4 Skills** |  |
| Serrated Teeth | Your Traps deal an additional **1d8** Damage/SL. **+2** Familiar Damage/SL. **+1** DMG. |
| A Better Mousetrap\* | When you roll initiative at the beginning of an Encounter, you may activate **Beast Trap** for free.  **+1** MST. |
| Stunlock | Your Traps Stun enemies for **1** additional turn/SL. Your first **1**+MST Mod Melee Attacks each Encounter Stun enemies for **1** turn. |
| Booby Trap | If your Familiar’s Health reaches **0**, it drops **1** Trap/SL in adjacent squares. **+1**/SL on Interact Checks. |
| **Tier 5 Skills** |  |
| Trapmaster\* | You can now gain a single Trap by expending **1** Grenade, without activating **Beast Trap**. |
| Custom Loadout | On Kill: Gain Extra Movement or Extra Attack. **+1** Gun Damage/SL per type of gun equipped. |
| Mine Crafting | **+1** max Grenades/SL. **+2** Grenade Damage/SL. Your Traps gain Splash if SL is **3**. |
| Apex Predator | On Kill: You and your Familiar become cloaked for **1** turn. While cloaked, you and your Familiar’s Melee Attacks gain **+1** Crit Dice/SL. |
| **Tier 6 Skills** |  |
| The Most Dangerous Game\* | **+2** ACC. Whenever your Trap damages an enemy, you and your Familiar can both immediately move towards that enemy, up to your Movement, then make one Attack each against that enemy. |