Bunkers and Badasses

Tabletop RPG

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Introduction

This game is based on the Borderlands 2 DLC, a great game and great DLC. Its a looter shooter RPG, the first draft of these rules are quite math heavy and a lot of going back and changing stats. The character sheet has room for 2 number of your stats, an original and then a modified. All stats can be modified by relics and legendary items as can damage and reductions, there will be a lot of modification of the character sheet as time goes on.

Stats

There are 5 characters stats, Strength, Dexterity, Intellect, Aim and Loot. Each score is determined by a 3D6 roll giving a normal range that is often modified of 3-18. Generally done with 4D6 and drop the lowest score to weight the value above average. Player characters are generally above average examples of their species so the stats reflect that.

Strength

Strength is a measure of both a characters physical strength but also resistance to physical damage, in terms of damage it only affects melee damage which the bonus is independent of level.

Melee plays a large role in close quarter combat and can do a large amount of damage if it lands, str determines the damage of a melee strike while dexterity will determine if the check lands. Melee does 1D6 for every 2 levels of the player.

Strength also determines how many weapons the character can carry, modified by SDUs (storage deck upgrade, cybernetic augments used to allow the user to carry more).

Str value	Melee damage bonus
1	-7
2	-7
3	-6
4	-6
5	-5
6	-4
7	-3
8	-2
9	-1
10	0
11	0
12	1
13	2
14	3
15	4
16	5
17	6
18	6
19	7
20	7

Dexterity

Dexterity is a measure of the nimbleness of the character, how fast they can move or dodge things. It affects melee combat in some ways more than strength because it determines whether you hit or miss the target and also if you are able to dodge a hit.

Dex value	Damage reduction	Armor bonus
1	0	-5
2	0	-4
3	0	-4
4	0	-3
5	0	-3
6	0	-2
7	0	-2
8	0	-1
9	0	-1
10	0	0
11	0	0
12	1	1
13	1	1
14	2	2
15	2	2
16	3	3
17	3	3
18	4	4
19	4	4
20	5	5

Intelligence

Generally how smart the character is and is also their willpower to resist any mind based attack which will require a modified intelligence check. It is also allows the character to assess the situation in combat and will define the order of action.

Int value	Gun bonus
1	-2
2	-2
3	-2
4	-1
5	-1
6	-1
7	0
8	0

9	0
10	0
11	0
12	0
13	0
14	1
15	1
16	1
17	2
18	2
19	3
20	3

Aim

This stat shows how good the character is at hitting anything with a ranged weapon and how good a chance of getting a critical hit on the target. It is usually compared to the targets armor value, however in certain circumstances such as magical attacks it can be used to compare against intelligence or Dexterity.

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	10	9	8	7	6	5	4	3	2	1	M	M	M	M	M	M	M	M	M	M
2	11	10	9	8	7	6	5	4	3	2	1	M	M	M	M	M	M	M	M	M
3	12	11	10	9	8	7	6	5	4	3	2	1	M	M	M	M	M	M	M	M
4	13	12	11	10	9	8	7	6	5	4	3	2	1	M	M	M	M	M	M	M
5	14	13	12	11	10	9	8	7	6	5	4	3	2	1	M	M	M	M	M	M
6	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	M	M	M	M	M
7	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	M	M	M	M
8	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	M	M	M
9	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	M	M
10	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	M
11	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
12	C	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
13	C	C	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
14	C	C	C	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
15	C	C	C	C	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
16	C	C	C	C	C	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
17	C	C	C	C	C	C	20	19	18	17	16	15	14	13	12	11	10	9	8	7
18	C	C	C	C	C	C	C	20	19	18	17	16	15	14	13	12	11	10	9	8
19	C	C	C	C	C	C	C	C	20	19	18	17	16	15	14	13	12	11	10	9
20	C	C	C	C	C	C	C	C	C	20	19	18	17	16	15	14	13	12	11	10

M is always a miss, C is always a crit unless the shot is particularly difficult or against some bosses which would just mean its a hit. If you roll the amount in the table above, it is a glancing blow doing half damage, if you roll half or under (rounded down) the score in the table it's a crit.

Eg a player with an aim of 16 is shooting a target with an armor of 11, a above a 15 is a miss, a 15 is a glancing blow, 14-8 is a standard hit and 1-7 is a crit.

A player with an effective aim of 2 is shooting a target with an armor of 10, if they roll above 2 they miss, if they roll a 2 they get a glancing blow but if they roll a 1 they crit.

A player with an aim of 6 is shooting a target with an armor of 15, the best they can do is a glancing blow or miss.

Loot

The loot stat is one of the most interesting for players, it determines how lucky or unlucky a player is with loot. It can also be used for luck in other non-loot situation suck as gambling. At the end of each combat the game master will determine how many events will give you loot, usually 1-2 but can be higher. For each of those events, the player gets a number of rolls against their loot score based on the table below. For each time they pass they get level * 1D10 GC. If they beat 75% of their score rounded down (Extra loot on the table below) then they can roll an extra piece of loot, Weapon, Shield, Grenade or relic. If they fail any roll then they stop. All loot can generally be traded with the exception of Relics.

Loot value	Quality bonus	Loot rolls	Extra loot
1	-7	1	0
2	-7	1	1
3	-6	1	2
4	-5	1	3
5	-4	1	3
6	-3	1	4
7	-2	1	5
8	-1	1	6
9	0	2	6
10	0	2	7
11	0	2	8
12	0	2	9
13	1	2	9
14	2	2	10
15	3	3	11
16	4	3	12
17	5	3	12
18	6	3	13
19	7	4	14
20	7	4	15

Armor

A targets armor will depend on how difficult they are to hit and also a damage reduction to each incoming hit in addition to any dexterity based damage reduction.

Armor type	Armor rating (to hit)
Naked	1
Normal clothing	2-4
Most enemies will have armor of common quality with some having 1-3 pieces of uncommon	8-11
Elite soldier body armor 1-3 pieces of epic armor	12-14
Badass body armor 1-2 pieces of epic armor with 1-2 legendary pieces	15-16+
Bosses are classed as all legendary	18
Vault beasts classed as all legendary and an innate +2	20

Tracking of individual armor pieces and relic bonuses is part of the expanded loot and can just use the armor rating in the table above for reference.

Experience

The characters level is defined by their current amount of experience.

Level	Experience
1	0
2	1000
3	3000
4	6000
5	10000
6	15000
7	21000
8	28000
9	36000
10	45000
11	55000
12	66000
13	78000
14	91000
15	105000
16	120000
17	136000
18	153000
19	171000
20	190000
21	210000
22	231000
23	253000
24	276000
25	300000
26	325000
27	351000
28	378000
29	406000
30	435000

Combat and Loot

Range

There are 5 range categories, Melee, Close, Medium, Long, Extreme these all affect your aim score when using ranged weapons and also define if some attack even has a chance of hitting a target. Melee can only be attempted when within melee range. All distances are done in meters, if for some reason that unit is uncomfortable it can be changed to yards and is close enough for combat. The world of Bunkers and Badasses is however metric.

Range	Distance (m)
Melee	0
Close	0
Medium	3-15
Long	0
Extreme	100

Loot types

The type or quality of the item is generally rolled first but can be rolled in either order.

Roll	Weapon type	Weapon weight	Aim Close	Aim Medium	Aim Far	Aim Extreme
1	Pistol	1	1	-1	-5	-15
2	Shotgun	2	4	-3	-12	Miss
3	Submachine gun	2	2	0	-1	-12
4	Assault Rifle	3	1	0	-1	-10
5	Sniper rifle	3	-3	3	6	3
6	Rocket launcher (Dbl damage)	5	+5 (danger)	2	-5	-12
7*	Grenade	1	+10 (danger)	0	-12	Miss
7/8	Shield	1	N/A	N/A	N/A	N/A
9	Relic	1	N/A	N/A	N/A	N/A
10	Reroll					

* If not using expanded loot, this can be a shield

Expanded Loot

Roll (d12)	Armor covering	Base armor score
10	Helm	2
11	Torso	5
12	Legs and arms	4

Loot can be rolled with a D10, D6 or D12 depending on the type of loot roll. Just weapons are D6 and then either a D10 or D12 for a combat loot roll depending on if the group is using armor.

Loot quality

All items that drop are usually the level of the character, but their effective level is adjusted by the loot quality below. The players can still use them as the actual level is the level they dropped at. Damages and absorbs are rolled at the time the weapon is dropped and it is only modified by crit and glancing blows. All non-legendary items except for relics can be traded with other players.

Roll (d20)	Quality	Level/armor bonus*	Weapon bonus	Relic slots
<10	Common (no elemental)	-1 (min 1)/-1	0	1
11-14	Uncommon	0	+1 Aim	2
15-17	Rare	0	+2 Aim	3
18+	Epic	+2/+1	+2 Aim	4
Natural 20	Legendary	+3/+2	+3 Aim	5/1**

* Weapons/shields get a bonus level from higher qualities while armor gets a bonus armor rating
** Legendary armor, weapons and shields have 1 relic slot. Legendary relics get 5 slots.

Element types

Roll (D20)	Element
1-14	None
15	Fire
16	Corrosive
17	Shock
18	Radiation
19	Cryo
20	Slag (double damage from all sources for 3 turns)

Loot Manufacturers

Details of each manufacturer will come later, but each loot items will be made by one of the major galactic corporations and this will give it certain bonuses. Players who are employees of specific manufacturers may also get additional bonuses.

Weapons

Roll (d8)	Weapon manufacturer	Aim bonus	Damage per level	Elemental roll
1	Hyperion	2	1D6+2 (-1D4 to every damage roll taken)	Roll
2	Vladof	0	1D8+1	Roll
3	Dahl	0	2D4	Roll
4	Torque	-1	1D6+1 + 1D4 to anyone	Always explosive

	nearby			if another element is rolled +1D4 to main target of that element
5	Maliwan	-2	1D6+1 for 1D4 turns	Roll 1D6+14 for element
6	Atlas	-2/+5*	1D4/1D6+3	Tracker dart cannot be element
7	Jacobs	3	2D6+2	None
8	Tediore	1	2D4+1D8 explosion every 3 turns	Only main damage can be element

* Atlas weapons work with a tracker dart which is fired with a -2 penalty but then gets a +5 for the following 2 turns if they hit with the tracker.

Maliwan weapons are the only ones who's element stays on the target unless the weapon is slag

Shields

Roll (d10)	Manufacturer	Shield per level	Bonus	Recharge/turn
1	Pangolin	2D10+1	N/A	0.25
2	Anshin	1D6+2	N/A	1
3	Hyperion	1D10+2	50% Fire reduction	0.5
4	Vladof	1D10+2	1D6/level Fire on deplete	0.5
5	Dahl	1D10+2	50% corrosive reduction	0.5
6	Torgue	1D10+2	+20% health	0.5
7	Maliwan	1D10+2	1D6/level Shock on deplete	0.5
8	Atlas	1D10+2	50% Shock reduction	0.5
9	Tediore	1D10+2	+10% health per turn	0.5
10	Roll again			

Grenade

Roll (d10)	Manufacturer	Damage per item level	Bonus
1	Pangolin	1D6+1	Bounces 3 times doing full damage to anyone behind the target with an aim roll for each person.
2	Hyperion	1D6+3	Teleports to the target, granting a +5 to Aim
3	Vladof	1D10+1	Larger explosion
4	Torgue	2D4+2	Cluster bomb explodes and then explodes again at 3 points spread from the original explosion 3 additional aim checks required to hit surrounding targets
5	Maliwan	1D6+2	Damage is elemental
6	Atlas	1D6+2	Homing, always hits if there is no obstruction and thrower does not roll a natural 20.

Armor

If No armor in that slot its a piece of bandit armor with no bonuses or penalties

Roll (d6)	Manufacturer	Armor bonus	Other bonus if all 3 pieces of armor are that manufacturer
1	Hyperion	1	Hyperion weapons get +1 damage per level and +1 Aim. All other weapons get -1 Aim and -1 damage per level. Hyperion armor is a jealous armor.
2	Atlas	0	Atlas weapons do not get their aim penalty for the tracker and +1 damage per level
3	Maliwan	-1	Roll an element, take 50% less damage from that element, do 50% more damage with that element on any weapon. This bonus is attached to the torso, so is rolled when the torso drops and is fixed with that torso.
4	Vladof	2	You must be like a tank.
5	Dahl	-1	If all armor is dahl and you pass your int check in combat you act both before and after enemies
6	Tediore	-1	Tediore weapons gets +2 damage per level

Relics

Loot bonuses don't change other stats for low and high loot, but they do change how many rolls and quality bonus. Relics cannot be traded between players, their bonuses attune to the player and do not function for another. If you find a relic that has been used by an NPC in the game it will not work. All percentage bonuses are rounded down in the case of fractions. If you only roll negative effects, all relic abilities are rerolled. To roll a d80, treat a d8 as 10s where the 0 is a zero and a d10. If you roll 00 that result is 80.

Roll (d80)	Bonus
1	+1 Str
2	+2 Str
3	+3 Str
4	+1 Dex
5	+2 Dex
6	+3 Dex
7	+1 Int
8	+2 Int
9	+3 Int
10	+1 Aim
11	+2 Aim
12	+3 Aim
13	+1 Loot
14	+2 Loot
15	+3 Loot
16	+4 Loot
17	+5 Loot
18	Roll again (if you roll 72 next time you can upgrade one piece of loot one quality level)
19	-1 Str*
20	-2 Str*
21	-1 Dex*
22	-2 Dex*

23	-1 Int*
24	-2 Int*
25	-1 Aim*
26	-2 Aim*
27	-1 Loot*
28	-2 Loot*
29	+10% Damage with any weapon
30	+20% Damage with any weapon
31	+25% Damage with Pistols
32	+25% Damage with Shotguns
33	+25% Damage with SMGs
34	+25% Damage with Assault Rifles
35	+25% Damage with Sniper Rifles
36	+25% Damage with Rocket Launchers
37	+20% Damage with Grenades
38	+30% Damage with Grenades
39	+25% Shield absorb
40	+50% Shield absorb
41	Weapon/Relic: +10% Health Armor: +1 Armor
42	Weapon/Relic: +20% Health Armor: +2 Armor
43	Weapon/Relic: +30% Health Armor: +1D4 Armor
44	Weapon/Relic: +40% Health Armor: +1D4 Armor
45	Weapon/Relic: +50% Health Armor: +1D4 Armor
46	+50% all effects of Hyperion items
47	+50% all effects of Vladof items
48	+50% all effects of Dahl items
49	+50% all effects of Torgue items
50	+50% all effects of Maliwan items
51	+50% all effects of Atlas items
52	+50% all effects of Jacobs items
53	+50% all effects of Tediore items
54	+100% all effects of Pangolin items
55	+100% all effects of Anshin items
56	-10% Health*
57	-20% Health*
58	-10% Shield*
59	-20% Shield*
60	Additional 10% damage as fire
61	Additional 20% damage as fire
62	Additional 10% damage as shock
63	Additional 20% damage as shock
64	Additional 10% damage as corrosive
65	Additional 20% damage as corrosive
66	Additional 10% damate as radiation
67	Additional 20% damage as radiation
68	Additional 10% damage as cryo
69	Additional 20% damage as cryo
70	Any hit that would kill you is ignored and you go to 50% health
71	Any hit that would kill you is ignored and you go to 100% health
72	Roll again (if you roll 18 next time you can upgrade one piece of loot one quality level)
73	Each loot roll drop (end of combat), you are able to reroll one single item. The original item is destroyed immediately and then replaced by the new item.
74**	Firehawk… Sup (Takes up the space of 2 abilities if the item has more than one total but only one left remove one at random to make room) also this item can have no negative effects, reroll them
75	Summon pet (d6) also this item can have no negative effects, reroll them. 1. Skag 2. Rakk 3. Varkid

	4. Jabber 5. Spiderant 6. Cl4p-tp
76	Catch a riiiiiiiiiide. (Takes up the space of 2 abilities if the item has more than one total but only one left remove one at random to make room) also this item can have no negative effects, reroll them.
77	Relic: Viper drive… Its state of the art. Weapon: Weapon levels with character Armor: Roll an element and reduce damage by 10% of that element
78	Relic: Reduce incoming damage by 50% Weapon/Armor: Ignore Intelligence penalty for combat
79	Relic: Ignore damage for 1 turn after you have been reduced below 50% health Weapon: Instead of going before or last in combat from your int check, you always go first but if you pass your int check you do double damage. Armor: Roll a d20 for each turn, if you roll a 1 you ignore damage that turn
80	Relic: Ignore damage for 2 turns after you have been reduced below 50% health Weapon: Weapon does half damage but always hits unless you roll a natural 20. Armor: Roll a d10 for each turn, if you roll a 1 you ignore damage that turn

* You may double the power of any positive bonus on this same relic of your choice.

** While it is not expected that sirens be player characters however if Lilith is a player character once per day she can become fully eridium powered. If not this ability works in the usual way.

Factions

Each of the manufacturers above have corporate armies and there are always reasons why they would work together (albeit temporarily). The players can pick any of the corporations above or crimson raiders or bandits. Bandits will not work with crimson raiders or any of the corporations. An employee of a corporation gets a +3 to their loot quality roll for loot of that corporation but i minus 1 for any other corporation's gear. Corporation employees can use adjusted score for legendaries, however it means they can only get legendaries of their own corporation.

Combat

Combat is divided into 3 phases:

Players who pass an int check
Enemies
Players who fail an int check

Once each unit has had an action the turn restarts, shields regenerate status effect tick and then goes back to the start of the phase.

Some enemies put a modifier on your int check:

Enemy	Modifier
Normal enemies	0
Badass enemies	-1
Bosses	-2
Vault creatures	-5

How to roll a character

1. Roll 4D6 and drop the lowest value for each of the main stats Str, Dex, Int, Aim and Loot giving you a value of 3-18 (slightly weighted toward 18). If you have low or high loot then your other stats may be affected. At this stage if you don't like your stats discard and reroll.

2. Roll hit points 2d10/level.

3. Every time your character levels you can add more hitpoints and stat based damage reductions but not weapon damage, that is based on weapon level.

4. Based on your loot roll score, roll a number of d6 to get a weapon, if you get a duplicate you can roll again or not. For each weapon roll a loot quality and a manufacturer, your loot quality and manufacturer affects all ranges of aim and the quality affects the level for damage. Also roll element type if that gun can, all damage is that element type apart from Torgue and Tediore which are noted.

5. Roll 1 shield again rolling loot quality and then manufacturer ignore the aim from the quality but use the level increase for shield size

6. Roll a loot roll, if you pass a standard a loot drop roll (75%) you may roll a quality check and then a relic with that number of bonuses.

7. Roll 3 loot rolls for each armor piece at the standard loot drop roll (75%) for each armor slot. Standard armor score is 8.