How to Play	
Resolving Checks	GM sets Difficulty, player describes what they are doing and rolls 1d20+ appropriate mods. Failed checks generate a MAYHEM point for the DM to use
Combat	Each player rolls 1d20 + SPEED MOD + Badass Rank. Each enemy type has a badass rank. If player rolls higher, they go before the enemy
Actions	Players can, on their turn, do any/all of the following once per round. Note some actions declare they are the only thing that can be done in a round
	Move: 3 Squares plus + SPD bonus. Movement can be split
	- If you move onto a loot pile, movement stops and you scoop up the loot
	- You can move again, but it generates a MAYHEM point
Ranged combat	Look at weapon card. Roll 1d20 plus bonuses if favored weapon. Make sure you're within gun's range. Compare to HITS and CRITS from gun card.
	Nat 1 = failure no matter what. Generates a MAYHEM point and you spend an action reloading.
	Natural 20 = Get an extra crit damage
	Roll damage - one weapon's damage die for each HIT. For each CRIT, roll 1d12 instead of the regular DMG die
Melee	Roll 1d20. 1 = fail, 2-15 = normal dmg, 16-19 = bonus 1 dmg die, 20 = double dmg
	Extra attack - you can make a second attack, but it generates a MAYHEM point
Action Skill	You can trigger this INSTEAD of using the Ranged or Melee Attack action
Grenade Toss	Damage determined by Grenade MOD you're using
Throw gear/items	If DISTANCE of Throw < or = thrower's DMG mod it's a success. Otherwise, make an ACCURACY roll of 12 or higher including your ACC Mod on a 1d20 roll. If they fail, BM determines where item lands
	You can HAND OFF an item to someone adjacent, but it generates a MAYHEM point
Drink Potion	Immediately gain benefit of potion

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Cheatography

Bunkers & Badasses Borderlands TTRPG Cheat Sheet Cheat Sheet

by tangobreaker via cheatography.com/170673/cs/41351/

How to Play (cont)

Swap guns	You can have 3 active guns at a time, which you can swap between as an action, but it generates a MAYHEM point. Inactive guns cannot be swapped in combat
Roll a Check	
Reload	Only necessary when you crit fail a ranged attack
Hold Actions	You can hold your action until something happens. If the trigger never happens, you act after everyone else has that turn

Taking Damage - Shields soak the damage first, then Health.When downed, you regenerate at the nearest Brew-U Cauldron. You lose 10% of your current gold as a cost for regeneration. You also take a TRAUMA - death from doing badass stuff gives you a TEMPORARY trauma that lasts a day. Dying like an idiot or horrifically gets you a PERMANENT Trauma. See p76 for TEMP and PERM traumas.

BADASS MOVES

1. Explain all the actions you will use to do a BADASS thing

2. Party members can ASSIST. They MUST explain exactly how they are helping, no "I just help him" bullcrap. Assisting PCs will also make a BADASS roll

3. Roll the BADASS die and add your BADASS rank to it. Assisting PCs do the same, adding their results to the main roll

4. Compare final roll to DIFFICULTY set by BM

5. Success = you did it, PLUS - any time you need to use a STAT during that move, you use the whole stat number as a bonus, not the mod value. If the enemy survives and attacks, you can DODGE using your SPEED stat (not mod)

6. Player succeeding at a BADASS Move gets 4 BADASS TOKENS, those who helped get 2 BADASS Tokens. Failed roll = +2 Badass tokens to the main player +1 to the assisting player, and generates one MAYHEM point

BADASS Tokens can be used to add +1 to any roll, or buy an extra badass move.

** Lost your BADASS Die? Use a d20, noting that a 1,2,3 = a 1 while 18,19,20 = a 20

** The BM decides when players' BADASS ranks permanently increase. The entire group gains the new rank

You can only make ONE Badass move per day. However, you can buy extra Badass moves by spending tokens. 1 token for the first extra move, 2 for the next, then 3, etc.

Character Generation - Step 1 Archetypes

Archetype	Accuracy	Damage	Speed	Mastery
Enforcer	1	4	2	0
Elemental	0	2	1	4
Deadeye	4	1	0	2
Guardian	2	0	4	1

Beginning stats for each archetype.

Character Creation 6 - Starting Gear

GM Notes

Mayhem - The GM collects the Mayhem points the PCs generate. BM gets to spend them as follows

1 pt - use an enemy's Mayhem Action instead of standard action

2 pts - send in another wave of enemies equal to 1/2 the encounter's BADASS rank. You can distribute the monsters however you want (low level, high, etc, just don't go over the point value)

2 pts - an enemy that would die this turn triggers its MAYHEM action

3 pts - ALL enemies take a mayhem action, or BOSS enemeis take an extra action

X points - a BOSS goal completes. See p. 66

You can use MAYHEM as random options, instead of choosing. Spent 1 Mayhem point as the BM and roll on the table on p.66.

Character Creation - Final Stats and Bonuses

Crappy Gun (1)	Choose one that's from your Favored gun type.
	Choose a guild for the gun, add its bonus on a blank gun card (see page 18 for guilds and crappy guns)
Standard Shield (1)	Starts with capacity 20, recharge rate 5
	Shields soak damage before it hits your HP
	If you haven't taken damage during the turn, your shield recharges at its Recharge Rate
	Shields recharge after each encounter
Gold	Roll a d6 for level 1 starting gold
	1 = 30g | 2 = 50g | 3 = 80g | 4 = 100g | 5 = 120g | 6 = 150g
Grenades	At level 1, you start with 0, but have a carrying capacity of 3 grenades.
Appearance and Name	Pick an name, and describe your character. That's all, chargen is done!

This is way more fun and bonkers. I mean, c'mon, imagine being in a gunfight, and a chihuahua appears out of nowhere and starts biting your leg! It's so very Borderlands!!

Charcter Gen 2 - Class Options		
Assassin	Berserker	Commando
Gunzerker	Hunter	Mechromancer
Psycho	Siren	Soldier
Choose a class. Overviews of each start in the book on page 28		

Base Stats	After adding up all your stats, spend 3 bonus points on any stats
Modifiers	Divide each base stat by half to get its modifier. Round down
Calculate Checks	Each check lists which Stat mod to apply, and include any other bonuses as shown on the charsheet
Level	Start at 1
	Write "100" on your XP bar
	Fill in a segment on bar for every 100xp earned. 10 segments = new level! New levels grant bonuses based on Archetype (see p20)
Health	Add 10 to the max value of your Melee Die to get your base health
	Regen: You regenerate HP when you take no damage over a turn. At level 1, you have no Regen
Badass Rank	Starts at 1
Badass Tokens	Starts at 0

Combat - Enemy Attacks	
Roll 1d20 - target's SPD mod	
1	Attack Fails miserably
2-7	Attack deals normal damage
8-15	Attack deals +2 Damage
16-19	Attack deals +4 damage

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Combat - Enemy Attacks (cont)

20	Attack is a Critical Success, does double damage and BM gets an extra MAYHEM token

Enemies always roll on this table to attack. Their statblock may say they have adjustments to the rolls.

Enemies typically get two actions, usually opening with a MOVE

Charcter Gen - 3 - Class Features - Bonuses

Class	Accuracy	Damage	Speed	Mastery
Assassin	2	0	1	1
Berserker	0	2	1	1
Commando	1	1	0	2
Gunzerker	1	2	0	1
Hunter	2	1	0	1
Mechromancer	0	1	1	2
Psycho	1	2	1	2
Siren - Lightwalk	1	1	2	0
Siren - Phaselock	0	1	1	2
Soldier	1	0	1	2

Creation - Character 4 - Features

Action Skill	Use once per encounter, plus an additional number of times per day based on MASTERY. Ex. Mastery 3 means you can use it an additional 3 times in a day outside of per encounter
Backgrounds	Gain bonuses based on your class background choice

Creation - Character 4 - Features (cont)

Favored gun	Start with one choice.
	When using a favored gun, add your ACC mod to your Accuracy roll, and DMG mod to Damage roll
	Non-favored guns do not get to add the ACC and DMG bonuses
Starting Skill	From the class skill tree, put one point in a level 1 skill
Melee die	It's punching time! Write down your Melee die. See the Melee Attack section under How to Play for Melee rolls
Traits	Pick one and roll one from the list on page pps 14-15

Each Class has the following, see p28 for details

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