



As your Bunker Master, I will be spinning today's tale of fantasy and...

Written & Designed by Vincent Baker

Disclaimer: I own no rights to Borderlands or any other property owned by Gearbox Software. This is a fan made creation.





The Game

Badass Points: Players gain Badass Points for being a badass! Badass Points are spent to gain an additional 1d20 die roll, to perform incredible feats, or for “all or nothing” wagers against the Game Master (or Bunker Master).

During gameplay, the Bunker Master may create fun objectives on the fly. If the player characters complete the objective, they will earn a set amount of Badass Points anointed by the Bunker Master.

For example, if a player faces off against the villainous Nine-Toes, the Bunker Master may set the objective, “Cut off his other toes to hamper his movement.” The players then could attempt to kill him outright, or try and get close enough to cut off the rest of his toes. Players must beware, however, for Pinky and Digit aren’t nice skaggies!

Dice System: Bunkers & Badasses features an easy to use d6 system. All mechanics in the game revolve around the d6, with the exception of Badass dice that add d20’s to the game. This increases the impact and overall badassness that come with these dice.

Game System: Bunkers & Badasses is a game all about exploring vicious worlds, looting, and being a badass while fighting badasses. It’s for this reason that I firmly believe the Otherworlds system would be best.

- The system handles shields (capacity, recharge rate, and effects)
- Elemental damage is already factored into the system
- Enemy variants are easy to come up with on the fly and can be applied to have various enemy types like in the game
- The game system is easy to understand without sacrificing depth

Attributes

Rolling for Attributes: Bunkers & Badasses would feature the same easy method of “rolling up your characters” as Otherworlds. Simply roll 6d6 and apply one roll to one corresponding attribute of your choice (Strength, Dexterity, Toughness, Intelligence, Wisdom, and Resolve). Alternatively, you can apply (1, 2, 3, 4, 5, 6) to your Attributes in any order to save from rolling.

Races

Races would be kept at two (unless other suggestions are made). These races sum up everyone we encounter in the Borderlands series: the hostile, rough-around-the-edges Pandorans, and the "Off Worlders," as T.K Baha likes to call you. Each gives you a different bonus to your attributes, equipment, proficiencies, and skills.

Pandoran

Those who are native to Pandora, or who have survived there long enough.

Attribute Bonus: Growing up on Pandora has made you strong. You have been able to handle a lot, but you lack the education other planets offer. +2 Toughness, +2 Wisdom, -2 Intelligence

Equipment Proficiencies: Gain proficiency with any 2 melee weapon sub types and any 1 gun sub type.

Skill Proficiency Bonus: +1 Athletics, +1 Craft, +1 Survival

- **Natural Hostility:** Spend 1 Badass Point to gain an additional attack this turn. Your limit to using this effect per turn is equal to your Tier Level.
- **Trash Gut:** You have had to eat some horrible things to survive on Pandora. Gain a +TL bonus to Toughness Check. Additionally, gain +50% chance to ignore poison damage.

Off-Worlder

There are many planets in the universe other than Pandora. If you came from one of them, this is for you.

Attribute Bonus: Gain +2 to any one Attribute

Equipment Proficiencies: Gain proficiency with any 1 melee weapon sub type and any 2 gun sub types.

Skill Proficiency Bonus: +1 Engineering, +1 Lore, +1 Technology

- **Searching For Answers:** You didn't come to Pandora to have a vacation. You came in search of something. While on any planet other than your home world, you are able to spend 1 Badass Point to reroll any of your dice. You may only do this once per dice roll and only if it pertains to the thing your character is searching

for. (For example, Maya is searching to find answers about her Siren powers. She would be able to reroll dice that involved intimidating someone who may be knowledgeable on the subject, or to investigate matters that involve a Siren).

- **Well Trained:** Wherever you came from, you were well trained in at least one skill. Choose any one skill proficiency and gain a +2 bonus to it.

Classes

There are four classes in the base game. Each class has at least three skill branches available, which form a skill tree. As a player character levels up, they earn skill points that are then used to purchase new skills. The four classes are as follows:

The Siren

The beautiful Sirens are a class exclusively of females that harness strange magical effects.

Skill Branches: Assassin,

Controller, Elemental

Starting Health: 10 + 1d6 per Toughness

Starting Wealth: 1,000 + 1d20x10 dollars. (\$1,200)

Equipment Proficiencies:

Sirens are beautiful, quick, and deadly... and so, too, are her preferred weapons. +Elemental Weapons, +Sub-Machine Guns

Skill Proficiencies: Being a Siren, you are not only granted magical abilities, but also a desire to learn more about the universe around you. +2 Arcana, +1 Lore



Themes

In Borderlands, the way things are mixed and matched together is what creates a lot of the fun. Select any two themes for your character. Themes describe specific aspects of your character, like where they come from, who they are, or what they are into. **Note:** The following

The Hunter

The rogues of the borderlands, Hunters are able to scavenge and use their beast companions.

Skill Branches: Sniper, Rogue, Gunslinger
Starting Health: 8 + 1d6 Toughness
Starting Wealth: 600 + 1d20x10 dollars. (\$800)
Equipment Proficiencies: Hunters prefer to handle combat from afar, but even when close, they still never miss. +Pistols or +Revolvers, and +Sniper Rifles
Skill Proficiencies: As a Hunter, you have the dexterity of a Bloodwing and a compassion for nature... or at least the nature you don't annihilate. +2 Acrobatics, +1 Tame

The Soldier

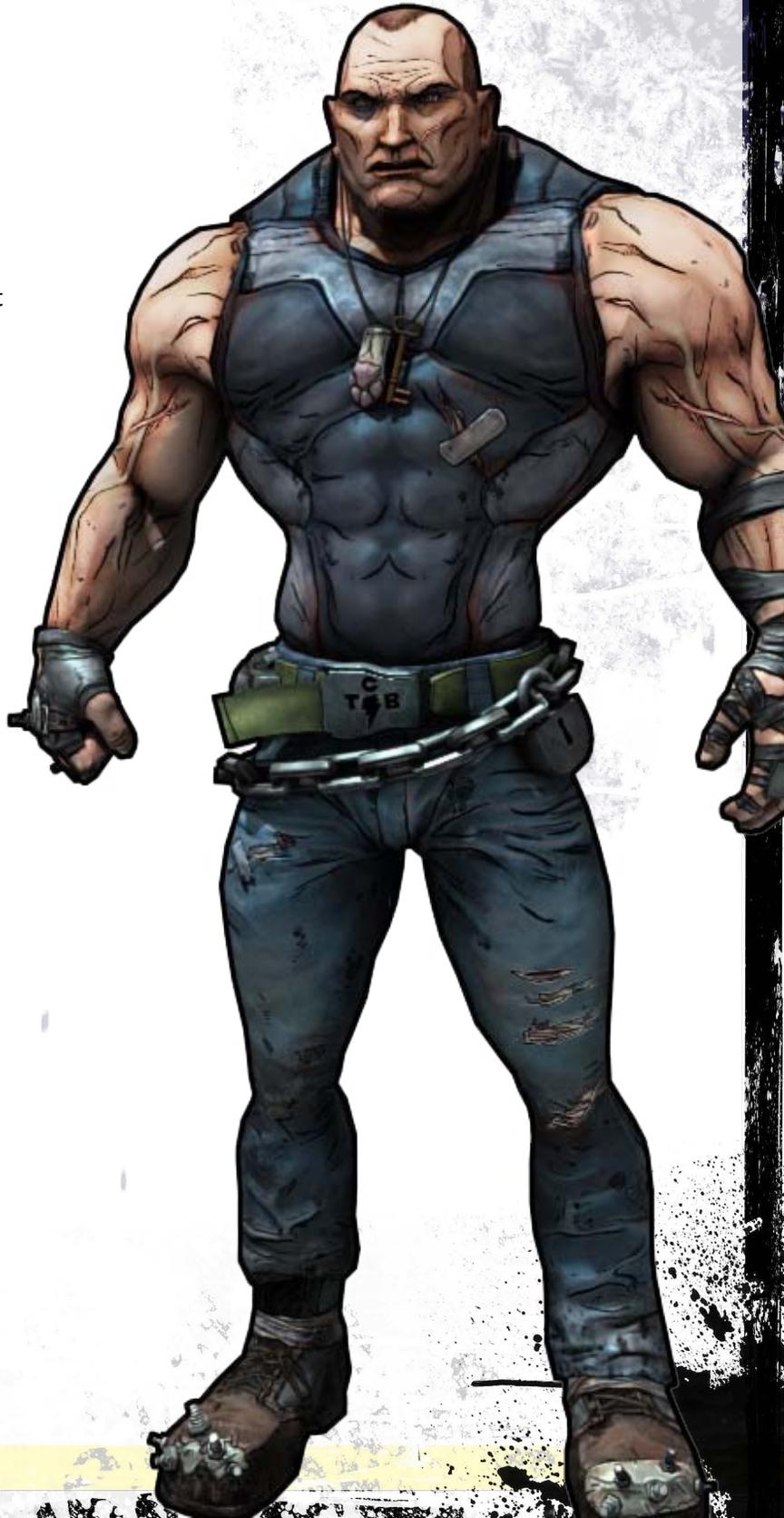
The gun-toting team players. Soldiers make for great allies, as they can boost firepower, regenerate health, and toss a whole lot of grenades.

Skill Branches: Infantry, Support, Medic
Starting Health: 10 + 1d6 Toughness
Starting Wealth: 800 + 1d20x10 dollars. (\$1,000)
Equipment Proficiencies: When combat peaks an all-time high, and blood splatter is at equilibrium with the bullet shells dropping on the ground, the Soldier feels most at home. +Combat Rifles, +Machine Guns
Skill Proficiencies: Soldiers have a sort of bravado about them and a know-how for fixing up machinery. +1 Engineering, +2 Influence

The Berserker

Heavy hitters, capable of taking and dealing a huge amount of damage.

Skill Branches: Brawler, Tank, Blaster
Starting Health: 12+ 1d6 Toughness
Starting Wealth: 400 + 1d20x10 dollars. (\$600)
Equipment Proficiencies: Although Berserkers prefer to use their fists to beat the \$#!& out of their enemies, they also have a good time blowing the \$#!& out of them from time to time. +Explosives, +Fists
Skill Proficiencies: To be able to plow through enemies like a train on steroids, you need a lot of muscle. +3 Athletics



are just the first ideas that come to mind. There would be somewhere between 30 – 40 themes in the final game release.

Bandit

You either were born on Pandora or sent to work there. Either way, it's driven you insane.

- **Psychotic Tendencies:** At the start of combat, make a Resolve (Influence) check with a difficulty of 12. If you fail, you give into your psychotic ways. (Reference the psycho table)
- **Salt the Wounds:** Once per day, you may yell "Salt the wounds!" If you do, gain an additional +1d20 attack bonus with a melee weapon you control.

Dwarf

Not to be confused with Midgets, Dwarves are stout and honorable, as long as you don't think about their willingness to eat other people. In their defense, it's only when they are REALLY hungry.

- **Cannibalism:** After 30 minutes of preparation time, you are able to prepare a corpse to eat. When eating the corpse, heal by an amount equal to your Toughness + 1d6.
- **Stout:** Gain a +50% chance to ignore being knocked down or knocked prone.

Ex-Military

Your experience in the military will help you greatly on Pandora.

- **Armory Experience:** You were exposed to a lot of guns... a whole hell of a lot of guns. Gain an additional proficiency with any gun sub type of your choice.
- **Battlefield Pride:** You were once a proud member of the Crimson Lance or other military faction, and you hold onto that pride for courage on the battlefield. Gain a +Tier Level bonus against Intimidation checks.

Hodunk

Those that are Hodunks are not shy about having a good time, and their idea of a good time is often centered on the race track... and drinking. And sometimes both at the same time! (Not recommended)

- **Fix'er Up:** Gain a +Tier Level bonus when making an

Intelligence (Engineering) check on vehicles.

- **Turbo:** Gain a +25% Speed boost this turn while driving a vehicle.

Hyperion

You worked for Hyperion before it became a heaping pile of garbage.

- **Authoritarian:** Hyperions tend to be dicks, so they're able to boss just about anyone around. Gain a +Tier Level bonus when making a Resolve (Influence) check to intimidate a target.
- **Technophile:** +2 Technology bonus to Intelligence (Technology) checks.

Leader

- **Resolute:** Gain +1 Resolve. Additionally, once per day, you may reroll a failed check.
- **Commanding Presence:** Gain a +Tier Level bonus when making a Resolve (Influence) check to inspire any amount of targets.

Merchant

You own a small shop. It's a poor shop, but still a shop.

- **Set up Shop:** You get to have one small shop of your choice in any one location. This shop gives you an additional \$1,000 starting wealth, as well as gives you and your allies a place to stay.
- **Business License:** A business license on its own doesn't mean much on Pandora, but a business license plus a gun aimed at their face means a whole lot. Any equipment you purchase costs
- -\$100 to a minimum of \$100. You can't purchase more items than your character level per week.

Midget

You stand at most people's crotch level, but that doesn't mean you can't have a good time.

- **Performance Monkey:** +2 Entertain
- **Suicide Bomb:** You have lived a good life, but it's time for you to sacrifice yourself to your good times and your good friends. Deal explosive damage equal to your Level + 1d20 to all surrounding targets and yourself.

Muscle

90% muscle. 10% who gives a \$#*!?

- **You're ripped:** Gain +1 Strength
- **Seriously ripped:** Gain +1 Toughness

Nobility

You come from nobility.

- **Book Kid:** You were forced to read books and looked down on others. How snobby. Gain +1 Resolve and +1 Lore
- **Parents Pay For My Bills:** You have some extra cash because your family is rich. Gain an additional +\$1,000

Scientist

Maybe you're a researcher trying to find out more information about the Vaults, or perhaps you simply were forced to design Handsome Jack's fancy chair.

- **Brain Power:** You have more mental power than physical power, and while on Pandora, that can lead to

a lot of bad situations... but it can definitely come in handy, too. Gain -1 Strength, but +2 Intelligence

- **Research:** For every hour given, you are able to gain an additional 1d6 bonus to a roll that involves learning more about a particular subject. This roll could be for an Investigation, Lore, or Technology check.

Truxican Wrestler

- **Expert Grappler:** Gain a +1d6 bonus when making a grapple check.
- **Truxican Grapple:** You may use your Dexterity (Acrobatics) when performing a grapple check instead of your Strength (Athletics).

Tunnel Rat

You've lived underground for a large portion of your life, allowing you to become accustomed to the darkness.

- **Dark Awareness:** You are able to see in the dark. Additionally, gain +2 Stealth
- **Fragile:** Living in shadows has led you to always survive by running away and not by becoming stronger. Gain -1



Strength, but +2 Dexterity.

Zaford

One of the first settlers on Pandora, the Zafords often enjoy a good drink--or lots of good drinks.

- **Heavy Drinker:** Gain a +1d20 bonus when making a Toughness check involving consuming any beverage.
- **The Luck of the Zaford:** Once per day, you may reroll any of your dice rolls.

Game Changes

In addition to flavor-related changes, such as the races and classes, there would be some core system changes made for Bunkers & Badasses as well. Listed below are the small changes I'd make between the Otherworlds version and the Borderlands version of the game.

Themes: Would replace Subraces and Backgrounds. While subraces and backgrounds would be possible in the Borderlands system, I believe "Themes" fit better for mixing and matching to build different characters.

Initiative: Would become $SPD + 1d20 + 1d6$ as opposed to $SPD + 1d6$.

Skill Trees: Classes would not be granted access to skill branches outside their core class of Siren, Hunter, Soldier, or Berserker.

Starting Health and Wealth: This would be determined by class instead of Skill Branch and Background.

I hope you have enjoyed, as this is just a small taste of a stale pretzel compared to what Bunkers & Badasses could be!

