# NO REST FOR THE WICKED

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"NO, WE CAN'T SLOW DOWN
WE CAN'T HOLD BACK
THOUGH YOU KNOW WE WISH WE COULD
YOU KNOW THERE AIN'T NO REST FOR THE WICKED
UNTIL WE CLOSE OUR EYES FOR GOOD."

- Cage the Elephant "Ain't No Rest for the Wicked"

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# INTRODUCTION

## A PRIMER ON THE GAME WORLD

If you're picking up a *Borderlands* fan-made RPG, we're assuming that you're either a fan of the video game or the Powered by the Apocalypse pen-and-paper game system. Everyone knows what happens when you assume, though, so here's a brief primer on the game world and how to play.

### The Six Galaxies

The greater *Borderlands* setting takes place in a section of the universe known as The Six Galaxies. In this sector of space, faster than light travel is readily available, as well as intra-system shuttles. Travel from planet to planet is as common as the use highways on Earth. Digistructing technology allows for the instant creation of anything, from items to bodies, and thus makes storage convenient and death meaningless. Information is available at all hours and places through the sector via a communication system called the ECHOnet. Small, hand-held devices, known as ECHO communicators, access the ECHOnet anytime, and anyplace. On many planets, these devices can be quite sophisticated – often including video and holographic projections. This is less common on the Border Planets where the ECHOnet infrastructure is often years out of date. For the most part, the people of the Six Galaxies live in a post-literate society where the exchange of information is almost exclusively done via verbal or video communication. Reading is for instructions, vending machines, computer programmers, weirdos, and comic books (a famous example including *Crimefighter*

*Frog*, a series about exactly that.) Similarly, writing is reserved for things like labels and graffiti. Needless to say, proper spelling and grammar are of little concern to most people.

## The Corporations

Every aspect of life in the Six Galaxies is controlled, owned, operated, or managed by some kind of mega-corporation. The corporations own private armies, employ uncountable numbers of people, and use their considerable pull to shape the political atmosphere of the Border Planets. Eight weapons manufacturers vie for power and control over the Vaults. They are: Bandit (formerly S&S Munitions), Dahl, Hyperion, Jakobs, Maliwan, Tediore, Torgue, and Vladof. Each is willing to sponsor, manipulate, or destroy Vault Hunters for their own gain. The Atlas Corporation was deeply involved with the pursuit of the first Vault (see below) but were driven from Pandora in the fallout of its opening. The Anshin Corporation produces Insta-Health Vials and other medical supplies, while the Pangolin Corporation is largely a purveyor of shields and other protective gear, but neither can be considered major power players. Other corporations surely exist, but are not named in the video game.

## The Border Planets

On the fringes of civilized space lie the Border Planets: untamed frontiers rich with strange minerals and populated by rubes and monsters. Best-known of the Border Planets is Pandora, the world of convicts and cannibals. It became a hotbed of action as the corporations wrestled for control of its resources and the alien power of the Vaults. There are other planets and other Vaults, but in the narrative of the *Borderlands* series, Pandora is the focus.

## The Vaults

Rumors of the first Vault circulated after the Atlas Corporation found a cache of alien weapons on the planet Promethea. The corporation then spearheaded the struggle for control over the first known Vault on Pandora, which proved to contain neither wealth beyond measure nor alien knowledge, but an enormous creature, possibly a living weapon created by the enigmatic, purportedly extinct *Eridian* race. In the five years since, a strange material called *eridium* surfaced on the planet, triggered by the act of opening the Vault, and a second Vault was discovered.
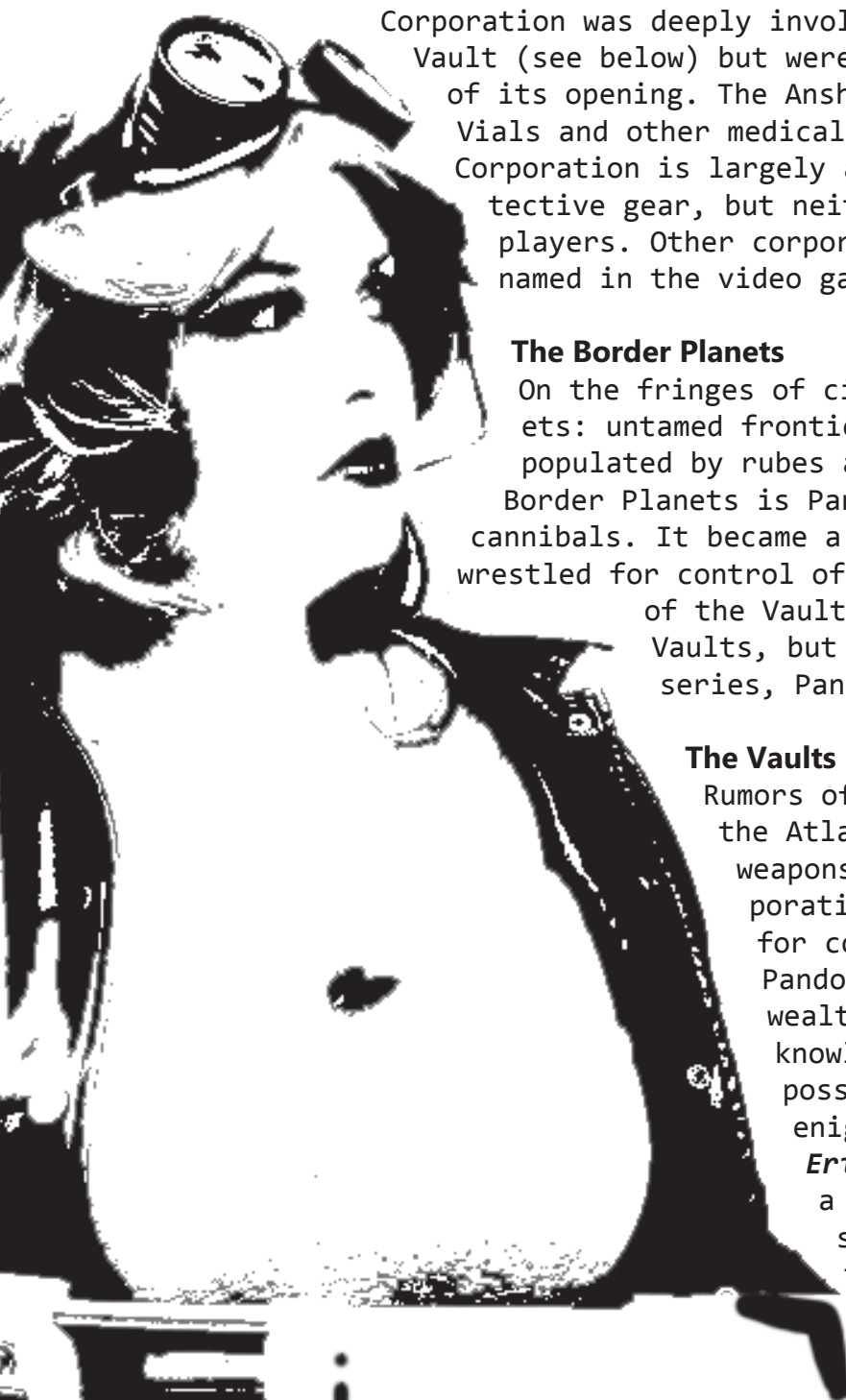
The Hyperion Corporation capitalized on the substance's technological capabilities and gained a meteoric rise in power as it sold its findings to the other corporations. Its power-mad and delusional leader unlocked the second Vault, intent on using its contents, another living weapon, to destroy all life on the planet. He was thwarted by a group of Vault Hunters, but more importantly, the unlocked Vault revealed a map that showed the location of every Vault in the Six Galaxies. The hunt is on.

## The Sirens

Only six Sirens may exist at any given time. They have a tenuous connection to eridium and the Vaults. The first two major Vaults contained living monstrosities, and required a *Siren* to charge the Vault Key that would free them. Additionally, eridium dramatically increases the natural phase abilities of a *Siren* capable of absorbing it. Are Sirens also an Eridian creation? This remains a mystery.

## What This Means for You

In short: do whatever the hell you like with the setting. Want to go hunt Vaults on another planet? Go for it. Want to retell the story of the first *Borderlands* game with different characters? Be our guest. Is this just an excuse for two of your players to play out their Maya/Brick shipping fantasies? More power to them. This section is here to help you shape whatever story you and your group feel like.

# A SYSTEM PRIMER

## How to Play

Here's how it works: when the text tells you to "roll," that means roll 2d6 and add the results on each die together. So, if I roll 2d6 and get a 5 and a 3, that's 8. Usually, rolls call for "roll+stat". Continuing with my example, let's say my *Gunzerker* has a Hard of 2 and I rolled an 8, so that's 10. This is awesome, because a 10 or more means I get a full success, free of complication, just the way I want it. On a 7-9, this succeeds, but trouble follows with it, usually in the form of a hard choice or a worsened circumstance. If you're in the GM's chair, it's important to remember that this is still a success, even if the pile of shit gets deeper. On a 6 or lower, that's a miss. Avoid describing uneventful or boring failure. Vault Hunters are magnetically attracted to trouble, so keep it coming. If your failures aren't more interesting than your successes, then something went wrong. That's it. That's all you need to know. The basic moves, described below, cover all the regular actions your characters can take. Anything exceptional or fiddly is detailed and explained in your playbook. If you've got this, you're ready to go. Get out there and raise hell!

## The Playbooks

**The Assassin:** Lots of people die in the *Borderlands*, but your business is death. Soldiers and mercenaries spill blood for money, sure, but your work is much more direct and personal. Some people call that murder. You call it an art form (and a damn good paycheck). The *assassin* creates a distraction and uses that advantage to move for the kill. Play an *assassin* if stealth and subterfuge appeal to you.

**The Berserker:**  Because keeping calm and carrying on is for people who aren't badass enough to march right up to their enemies and punch them in the goddamn face. Lots of people out there use guns to get shit done, but you've got two fists and a score to settle and that's more than enough. The *berzerker* fights with brutal simplicity. If you love the idea of eschewing guns in favor of punching every son-of-a-bitch in the face, this playbook is for you.

**The Gunzerker:**  Among the peoples of Pandora, it is a time-honored tradition to go apeshit and shoot everyone around you with guns in both hands. The drugs help, too. Combining a unique mix of sexiness and badassitude, the *gunzerker* flies into a dual-wielding gun-rage and lets loose a hail of lead. The *gunzerker* also starts with the most guns, so if you like toys, play one!

**The Hunter:** Not all who wander are lost and all that crap. Loner, ranger, dead-eye; you've been called all these things. Maybe they're true. All you know is that you're a damn good shot and you ain't afraid of a little rough terrain. You and your animal compadre know the way. If anyone wants to follow you, well, that's up them. The *hunter* is a sharpshooter with an animal friend, who is not so good with people. If you like being good at long range and having a pet, the *hunter* is a perfect fit.

**The Mechromancer:** Robots are your thing. Specifically killer robots, but you're pretty freakin' awesome at all that other engineering stuff, too. The *mechromancer* is one part mad scientist, one part mechanic, one part best engineer alive, and one hundred percent amaaazing. Also, the playbook gets a killer robot buddy, which is like the *hunter'*s pet, only 20% cooler.

**The Siren:** Yours is power. Matter and energy leap at your command. Ordinary people revile or worship you. How you became a *siren* is simple: you were born this way. Why, though, is a question that remains unanswered. It's a hard and lonely life but never a dull one. *Sirens* are women who control the power of the universe. They have the most direct connection to the mysteries of the game world, so if you want to strongly influence the fiction, play one. They are rare, strange, dangerous, and powerful. Treat them that way.

**The Soldier:**  War never changes. Someone will always need somebody else to fight for them. You were one of those people. Now you're free of that obligation, but the fighting isn't over. On your feet, there's work to be done.  The *soldier* is the most straightforward. If you want to be good at fighting and have a remote-controlled weapon to help, this is the playbook for you.
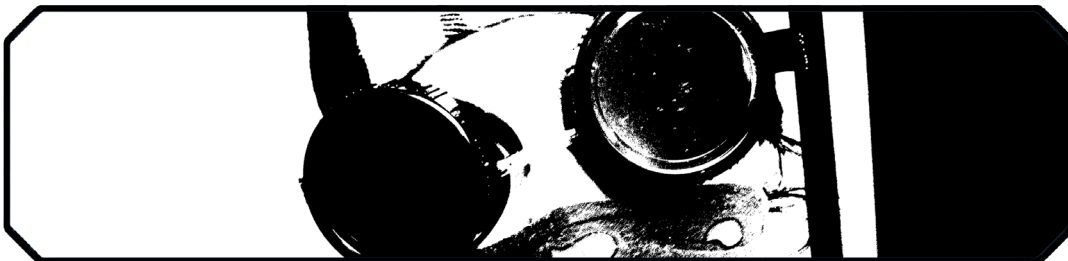
# WHY PLAY NO REST FOR THE WICKED?

First, because the characters are *incredibly badass*. They're the kind of gun-toting big damn heroes that turn monsters into chunky salsa, keep bandits and raiders cowering in their holes, and give even galaxy-spanning corporations a moment's pause.

Second, to see these badasses *kick ass together*. Pandora is a dangerous, weird, and messed up place. On their own, the characters might die, but together they're unstoppable.

Third, to also watch them *live with each other*. Living in the wilderness with your life on the line isn't easy. Witnessing what this planet does to people isn't easy. Doing all that with others? Well, that's not really easy either.

Fourth, because the *Borderlands need heroes*. It's a skag-eat-skag world out there. Most people who take up arms don't survive. Vault Hunters are cut from different stuff, and its up to them kick a safe place out of the corporation-scattered wreckage.

So, are you coming or what?

## KEY TERMS

Before we go on, here's a few things you'll need to know, in order to make the rest of this make anything resembling sense.

**Damage:** The net result of rolling damage dice (defined in *The Playbooks* and *Your Inventory*).

**Forward:** Sometimes we'll tell you to "take +1forward." This means add +1 to your next immediately applicable roll.

**Hold:** A hold is a point that you hold onto. When you hold 1, you hold onto that point, and can spend it for whatever the move says. These are indefinite, unless the move states otherwise.

**Mark XP:** Whenever you fail a roll or when a move tells you to, you mark a single XP on your character sheet.

**Move:** Something your character can do. All characters can use **basic moves**. Special moves have situational applications. Your **playbook** details the unique moves your character can do.

**Ongoing:** Sometimes you'll also see "Take +1ongoing." This means add +1 to all your applicable rolls, until the stated duration ends.

**Playbook**: A fancy-ass word for "Class."

**Retaliation:** This means you take enemy damage, plain and simple. It can also include any other applicable narrative effects, like being grabbed by a bully-mong, or humped by Claptrap.

**Roll:** When you see this, the player rolls 2d6, usually adding the modifier for one of the five Stats (Cool, Hard, Hot, Sharp, Weird). The Stats are defined in **The Playbooks** chapter. Moves that do not call for a roll are permanent and always on (unless otherwise stated).
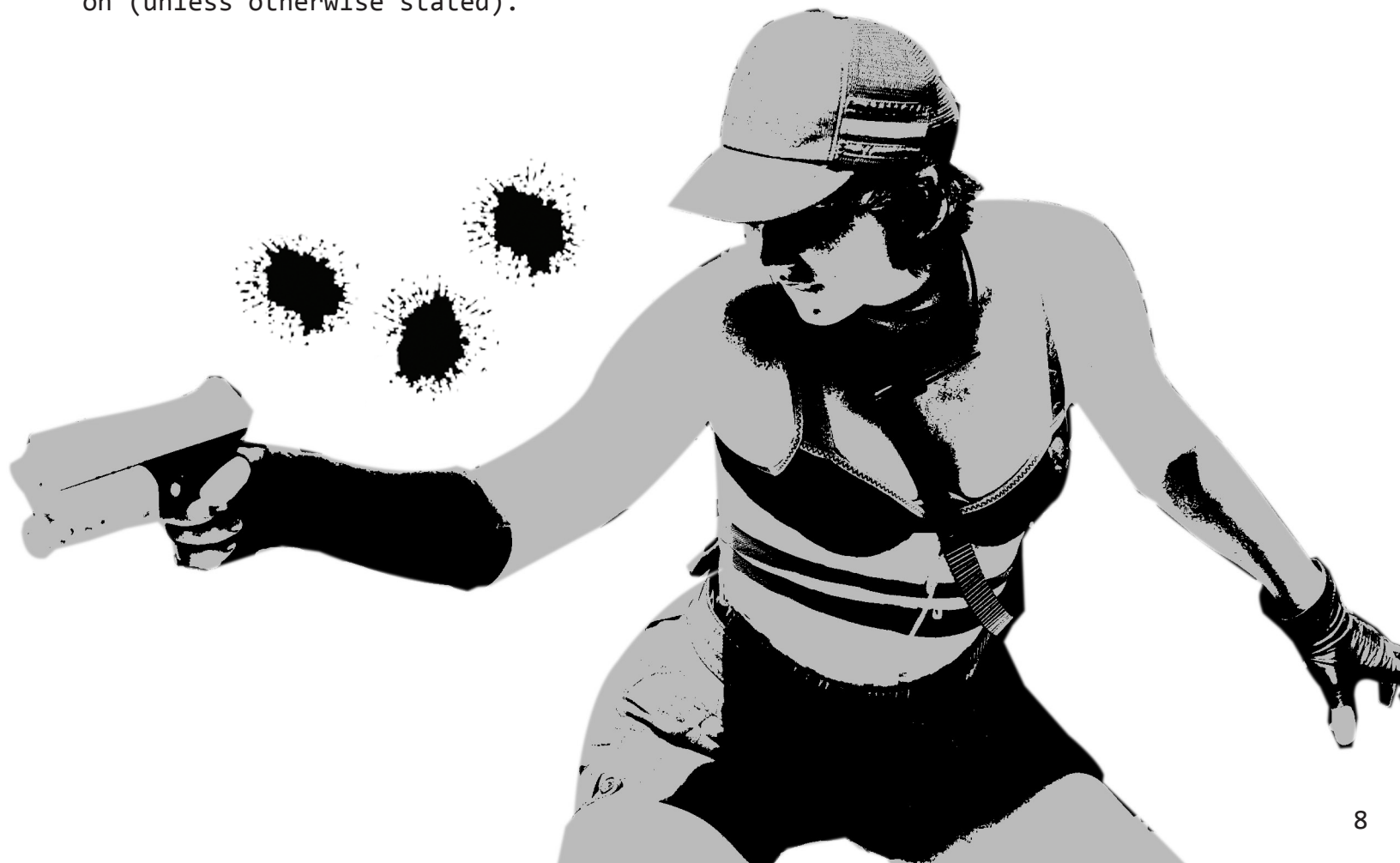
# BASIC MOVES

*Basic moves define the things that all characters in the setting can do. They exist to help you understand just how the crazy world of the Border Planets works. To do a move, do it.* You should be working the action into your description, and don't necessarily need to say "I'm rolling to exchange fire" unless that helps your group keep things straight. If you're not sure a move is applicable, talk it out with your GM.

**Aid or Interfere:** When you *help* or *interfere* with someone who's making a roll, roll+History. On a hit, they take +1 (help) or -2 (interfere) now. On a 7-9, you also expose yourself to danger, retribution, or cost.

**Assess Loot:** When you *find stuff,* roll+Sharp. On a 10+ the character knows the value and abilities of an item picked up. On a 7-9 choose 1:

**1) You know the item's make, model, and worth**

**2) You know the item's secret abilities**

**3) It's not for you. Choose who gets it instead.**

On a miss, it's a mystery.

**Demand What You Want:** When you *have leverage on an NPC and manipulate them*, roll+Hot. Leverage is anything they need or want, including you. On a hit, they ask you to promise something first, and do it if you promise. On a 10+ whether you keep your promise is up to you, later.
On a 7-9, pick one:

**1) They need concrete assurance of your promise, right now**

**2) They say they believe you, but they're totally spying on you via the ECHO network**

**3) They've gotten someone else involved.**

**Exchange Fire:** When you **unleash a hail of lead**, roll+sharp. On a 10+ deal your gun damage without complication, though you may choose to add +1d4 damage and open yourself up to retaliation. On a 7-9, you deal your gun damage but choose 1:

**1) You have to move to take the shot, opening yourself up to retaliation**

**2) It's a strafing shot, at best. -1d4 damage**

**3) You have to take several shots, reducing your ammo by 1.**

On a miss, the GM may make as hard and fast a move as he or she likes, and this can now include *Out of ammo!* - The gun you're using has run out of bullets and can't be used until you purchase more ammo. To find a vending machine in a pinch requires one to *wrangle weirdness*.

Go in swinging: When you attack a target in hand-to-hand combat, roll+hard. On a 10+ deal your melee damage. You may open yourself up to retaliation in return for +1d4 damage. On a 7-9 you deal your damage, but the enemy makes an attack against you.

**Provide Covering Fire:** When you *provide covering fire*, you take the heat off a friend and bring it onto you instead. Roll+Cool. On a 10+, hold 3. On a 7-9, hold 1. As long as you defend your ally, whenever they are attacked, you may spend your hold 1 for 1 on any of the following options:

• **Redirect an attack onto yourself**

• **Halve the attack's effect or damage**

• **Open up the attacker to an ally, giving that ally +1forward against the attacker**

- Deal damage to the attacker equal to your Hard or Sharp, whichever is higher. guns with the spray tag add +1damage

**Read a Person:** When you *read a person* during an interaction, roll+cool. On a 10+, hold 3. On a 7-9, hold 1. You can spend your hold to ask their player or the GM any of the following questions:

- Is your character telling the truth?
- What's your character really feeling?
- What does your character intend to do?
- What does your character wish I'd do?
- How can I get your character to __?

**Situational Awareness:** When you *read a situation* or *survey a location*, roll+sharp. On a hit, you can ask the GM questions. Whenever you act on the GM's answers, take +1. On a 10+, ask 3.

On a 7-9, ask 1:

- Where's the best escape route/way in/way past?
- Which enemy is most vulnerable to me?
- Which enemy is the biggest threat?
- What should I be on the lookout for?
- What's my enemy's true position?
- Who's really in control here?
- What happened here recently?
- What here is useful or valuable to me?

**Tell Trouble to Get Slagged:** When you *act under pressure* or *do something despite an immanent threat*, say how you deal with it and roll.

If you...

- Act by keeping calm and carrying on, roll+Cool
- Overcome with physical ability or toughness, roll+Hard
- Use your words or sexy wiles roll+Hot
- Use your head (in the smart way), roll+Sharp
- Cause an unusual circumstance, roll+Weird

## Do something!

Above all, as players, you must do something. The whole game is predicated on characters taking actions so your GM will have something to react to. If you do nothing, nothing happens, so don't just sit there! Shoot first. Ask questions later.

Enjoy the ride.

On a 10+, you do it. On a 7-9 you stumble, hesitate, or flinch. The GM will offer you a worse outcome, hard bargain, or ugly choice.

**Wrangle weirdness:** When you're in a pinch, you can *wrangle weirdness* .Roll+Weird to *try to get one of the planet's bizarre denizens to come to your aid* or to *find something to help you* (such as a vending machine or a box containing a particular item). On a hit, help comes along, though it might have strings attached. On a 10+, someone (or something) helps you in pretty much the way you want them to.

On a 7-9, help arrives but pick 2:

- 1)You find what you're looking for, but not precisely where you want it

- 2)They do what you want, the way you want it

- 3)They do not cause any collateral damage

- 4)They don't expect payment for services rendered.

On a miss, they'll show up or you find what you're generally looking for, but the GM gets to add as many interesting complications as he or she likes.

**You may have noticed there's no "know stuff" move.**

Like in the video game, No Rest for the Wicked assumes that the GM will give you the info you need, as it becomes available.

GMs, it's ok for you to provide info about anything when the players ask, provided they have a reason to know about it in character. A character native to Pandora would now that scythids only come out during the summer cycle and that the Red Skull bandit clan members are cannibals. A character who served in the Dahl army always recognizes their tech and probably knows a few things about why they pulled out in the first place. The fiction comes first, so don't withhold information if it would further the plot.

# SPECIAL MOVES

*Special Moves are more conditional than Basic Moves.*

**Applying Damage:** When *you roll damage against an enemy or yourself,* first apply damage to the Shield rating. When *shields are down* (at 0), then subtract damage from armor (if any) before applying directly to Health.

*Example: A badass Loader unloads all of its chest-guns into Ash the Soldier. Sean, his player, rolls 1d8+3 and gets 9. He has 8 Shield left, 2 Armor and 12 Health. 8 of those 9 points of damage are absorbed by the shield, leaving 1. His armor is 2, meaning no damage spills over into his Health. If he gets attacked again for 3 damage, 1 point will spill over into Health. Armor does not go away after it has been applied. Some elemental tags change the way damage applies (shock guns do more damage when applied to shields, as an example) so be sure to pay attention when calculating damage.*

**Fight for Your Life:** When your Health drops to 0, you must *fight for your life*. You have a number of chances equal to 1+Cool (minimum 1) to kill someone. If you do so, get half your health back. On a miss, you respawn. *Fight for your life* overrides all other ongoing moves, unless they specifically say otherwise.

**Got Your Back!** When an ally *fights for their life*, you can *step into harm's way to revive them*. Roll+cool. On a 10+ your buddy is revived, and gets half their Health back, and you get out of the way safely, too.

On a 7-9 pick one:

**1)Your buddy gets revived**

**2)You escape unharmed.**

On a miss, your buddy immediately respawns. Success or failure, gain History+1.

**Preceded by Reputation:** When you *return to a civilized place in which you've raised hell before* (or it followed with you, whatever), roll+Hot. On a 10+, word has spread of your awesomeness, and everyone recognizes you. On a 7-9, as above, and the GM chooses a complication:

- **The local authority (such as it may be) has a warrant out for your arrest**

- **Someone has put a price on your head**

- **Someone important to you has been put in a bad spot as a result of your actions**

**Recharge Shields:** When you *recharge shields*, you *temporarily remove yourself from action*. You detail how. This does not require any roll, but you can't make other moves while doing so (unless the move specifically says otherwise). Roll your shield's die rating and regain that much shield back.

**Rrrrrespawn!:** When you reach 0 Health and fail to Fight for your Life, roll (with no modifier). On a 10+, if not already defined, the New-U station is a convenient distance away and nothing attacks you while you regroup. On a 7-9 pick one: 1)it's a convenient distance away 2)nothing attacks you on your way back 3)you don't leave anything behind. On a miss, you respawn, but the GM decides what happens.

**Session End:** When you reach the end of a session, review the following yourself:

- **Did your History reach 4 with anyone?**

- **Did you act on your Vice and did it cause trouble?**

- **Did you act in accordance with your Drive?**

- **Then also review the following with the group:**

- **Did we overcome a notable monster or enemy?**

- **Did we loot a memorable treasure?**

- **Did anyone drop a catchy one liner while using a move?**

- **Did Claptrap ruin everything?**

- **For each 'yes', everyone marks XP. Mark 1 XP for each time you miss a roll.**

All *Special Gun Moves* require the expenditure of an ammo. For corporate manufacturer special moves, see *Tags*.

# PLAYBOOKS

## Reading the Playbooks

A playbook is the *Powered by the Apocalypse* system's equivalent of a class. Reading through a playbook should give you a solid idea of what your character class is like. You get to define the character's personality and individual attitudes and all that jazz, but the playbook provides suggestions to help you come up with ideas.

### Name

Self-explanatory. This entry on the playbook includes suggested names. Naming your character is always the hardest part, isn't it? Here, we've made it easy for you. If you've already got something in mind, though, feel free to use it. As a note, the first entry (sometimes first two or three) is the name of the actual video game character.

### Look

This section includes your character's apparent gender, his or her facial features and build, and how he or she dresses. Again, these serve to help give you inspiration and are not in the least bit prescriptive.

**Stats**
Your character is defined by five stats: Cool, Hard, Hot, Sharp, and Weird. *Cool* is your ability to stay calm under fire, keep your wits about you, and be intuitive. If it involves maintaining grace while under fire, use your Cool. *Hard* is your raw physicality; it's how strong, tough, and fast you are. *Hard* is what you need to be good in melee combat. *Hot* is your sexiness and mad charisma. Use it to get NPCs (and the other player characters) to do what you want them to. Use it to be scary as hell. If it involves exerting your personality, use *Hot*. *Sharp* is how keenly perceptive you are, but also how bleeding-edge your brain is. Sharp is what you need to be good at ranged combat. *Weird* covers both your ability to tolerate the innate strangeness of the Border Planets, but also your ability to control strange power, provided that's a thing you do. Stats can't be higher than +3.

**Vice**
Your character's *Vice* is a critical flaw. It's something that will always get the character in the shit, every time. Whenever you act on your *Vice* and it gets you into trouble, mark an XP.

## The Special "Moves"

**No Rest for the Wicked** was originally a straight **Apocalypse World** hack before I married it to **Dungeon World** and made something that stands alone. Thus, I wrote a sex move for each playbook. I also felt this was in line with the third reason to play **No Rest for the Wicked**, to **watch them live with each other,** and, well, I'd been spending a lot of time on Tumblr. Don't judge me.

My first round of playtesters found the sex moves didn't entirely jive with their vision of the **Borderlands** universe. I, personally, like games where messy, tangled relationships are encouraged. The sex moves help include that element. If that doesn't sit well with your group, that's fine. Don't feel pressured to include them.

**Drive**
Vault Hunters wind up on the Border Planets for a reason, rarely a good one. Your *Drive* is what pushes your character to seek the Vault, be it power, wealth, fame, or knowledge. When you work to further your *Drive*, mark an XP.

**Moves**
This, simply put, is all the cool shit your character can do beyond the basic moves. Everyone starts with two *Moves*, one that defines their character, and either a second defining *Move* or a choice from their *Advanced Moves* list. *Advanced moves* are what your characters can learn as they progress. *Moves* for levels 6-10 are called *True Vault Hunter Moves*.

**Class Mods**
*Class Mods* are items special to the character that enhance his or her particular set of skills. Most *Class Mods* encourage a focus on a specific item or damage type. You get the benefits of a *Class Mod* as long as it is active. Only one *Class Mod* can be active at a time. It can be swapped out (if you have more than one) between sessions.

**History**
*History* is a representation of how well the characters know each other, not how much the

characters like each other. *History* can go as high as +3 or as low as -3. When it reaches +4 or -4, reset it to 0 and mark XP.

During character creation, everyone has a set *History* rating that they tell the other players. Then, each playbook has a phrase or statement that modifies that *History* rating. You should go around once and tell everyone your *History* ratings (found on your playbook), then go around again and tell the other characters about your past, modifying their initial numbers with the numbers on your sheet. Do this in the "voice" of your character, as it helps warm you up for play.

*Example:*

*Monica (the GM): Okay guys, let's do History. Who wants to start?*

*Sean (Ash the Soldier): I'll go first. I'm a gruff, no-shit kind of guy. You know exactly where I stand on things. Everyone write down History+1,*

*Rachel (Ruth the Hunter): Okay cool. I'll go next. I really kinda hate being around this many people. History-1.*

*Jerome (Hexkey the Mechromancer): Hey guys, look, I'm just giving away all this brilliant insight for free. You should be grateful. History+1.*

*Teresa (River the Siren): I'm not keeping my identity as a Siren a secret, but that gives everyone misconceptions about me. History-1.*

*Monica: Okay, awesome. Everyone write down those ratings. Now pick something from your list to apply to one of the other characters, and we'll go around again. Sean?*

*Sean: Hmm. Okay. Ruth, you and I served in the Dahl army when we were brief-ly stationed on Promethea. Good times. My History with you is now +3. Hexkey, though, this one time I fell into a skag nest and you ran the hell away! You left me hanging, bro. Your History with me is now 0.*

*Rachel: Alright, I get this. River, you and I have wandered the Borderlands for a long time. My History with you is now +3. Ash, when we served together, I watched you shoot an innocent bystander in the head. Not cool. That sets my History with you at -1.*

*Jerome: Dude. Dude. River, you are a sick genius! Your phase powers are like KA-POWW BZZZZZ! It's awesome. My History with you is now +2. Ruth, though, you keep telling me to shut up. I am imparting my endless wisdom to you, geez. History-2 with you.*

*Teresa: Alright, hm. I'm got a couple choices here. Okay, got it. Ruth, even though you're grouchy, I know you love me for who I really am. History+3 with you, too. Hexkey, you're kind of a crazy kid. I'm keeping tabs on you. My reasons are my own. History+2 with you.*
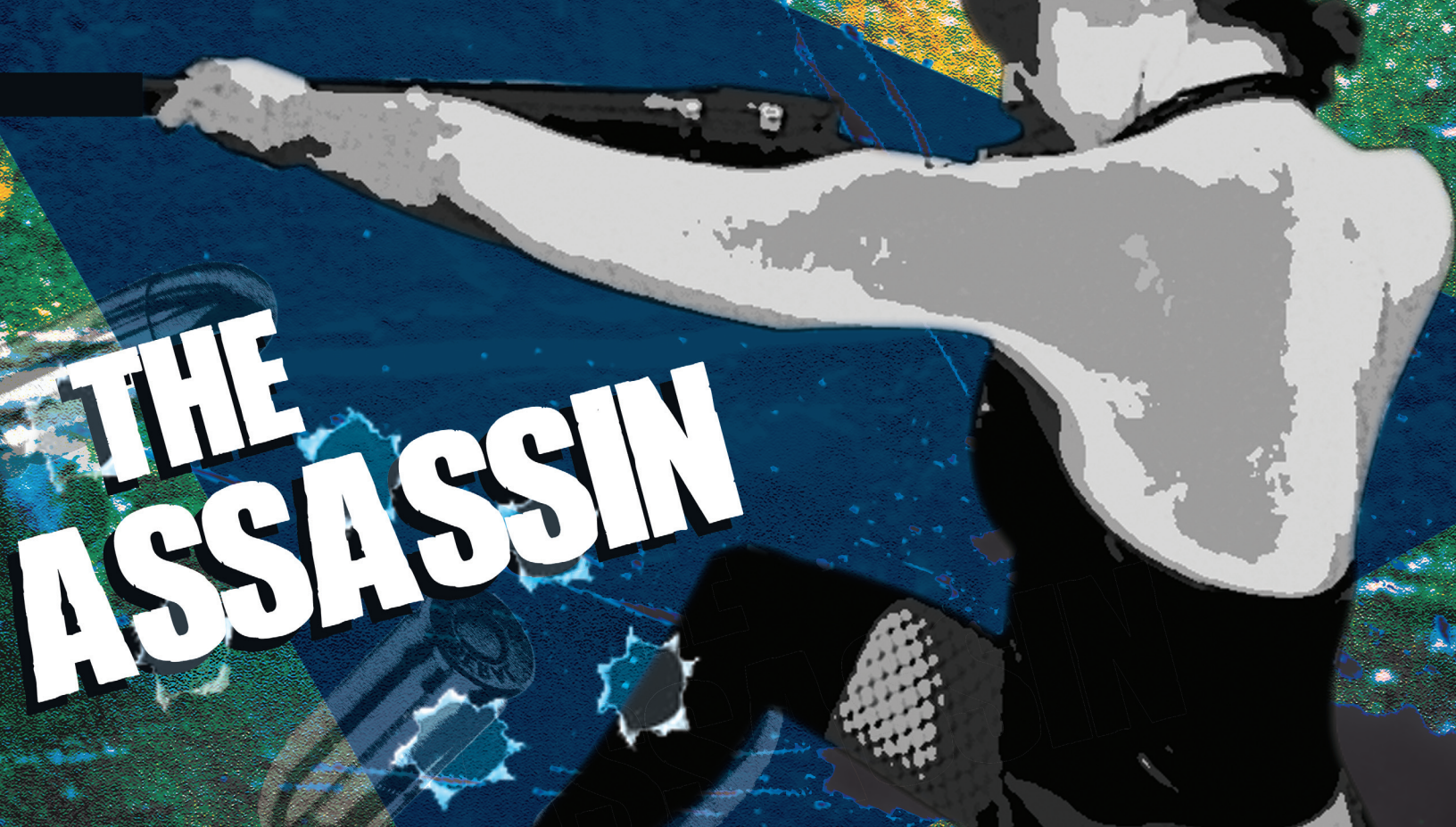
# THE ASSASSIN

## THE ASSASSIN

Lots of people die in the **Borderlands,** but your business is death. Soldiers and mercenaries spill blood for money, sure, but your work is much more direct and personal. Some people call that murder. You call it an art form.

**Name:**
Zer0, 5even, N1ne, 11, Thirt33n, M0ebius, 5nip3r

**Look**
man, woman, ambiguous, transgressing, concealed

no-frills stealth wear, scrounge stealth wear, corporate sponsored stealth wear, armored stealth wear

scarred face, smooth face, worn face, stern face

hard eyes, quick eyes, clear eyes, dead eyes

tall body, long body, wiry body, compact body, muscular body

**Stats**
Choose 1 set:

Cool+2 Hard+1 Hot=0 Sharp+1 Weird-1

Cool+2 Hard+1 Hot+1 Sharp=0 Weird-1

Cool+2 Hard-1 Hot+1 Sharp+1 Weird=0

Cool+2 Hard=0 Hot-1 Sharp+2 Weird-1

*Health:* 12 starting Health.

*Melee damage die:* 1d8

## Vice
You prefer to consider this the trait that sets you apart from others.

Choose 1:

**Misanthropy: Abandon or publicly disdain an ally.**

**Murder: Kill someone needlessly or gratuitously, and enjoy it.**

**Pride: Act on your own plans regardless of group consensus, or ignore good advice**

## Drive
No one becomes a Vault *Hunter* for good reasons. This includes you.

Choose 1:

**A Challenge: You came to the Borderlands to find something new and better to fight. Actively seek out a dangerous or well-known threat.**

**Knowledge: You're here to learn about the secrets of the Six Galaxies. Pursue the hidden lore of the Borderlands.**

**Power: Why seek the Vault if not to grow more powerful? Do something to advance your personal influence or might.**

## Moves
You get this 1:

**Deception:** You create some kind of decoy or distraction that draws attention away from your killing blow. When you *activate deception,* roll+cool. On a 10+, you are noiseless death. Take +1 damage with any weapon you are using against your target until he or she is dead. On a 7-9, take +1 damage to rolls with any weapon you are using against your target until he or she is dead, but the GM holds one and can spend that hold for:

- **Tales of your technique have spread, and one enemy in the future will see through your deception**

- **You have less resources than you thought you prepared, and a future use of deception will not last as long as you planned.**

On a miss, in addition to any other complications, if your enemy manages to survive the encounter with you (by escape or some other means), you cannot use *deception* against him or her again.

And 1 other, from your Advanced Moves.

## Advanced Moves (levels 2 through 5)
**Hardened Killer:** You get + 1cool (cool+3)

**Iron Hand:** Add your Hard to your total Health, and to your Melee damage.

**Precision:** When you *go in swinging* you may roll+cool instead of roll+hard.

**Backstabber:** While *deception* is active, when you use a *+hand* weapon, add another +1 damage.

**Headshot:** While *deception* is active, when you use a far weapon, add another +1 damage.

**At One with the Gun:** Your chosen weapon can never be taken from you. Even if you are separated by a GM move, your weapon will always return to you in some way.

**Followthrough:** When you kill an enemy with your *chosen weapon*, you may immediately move and go in swinging. Take +1forward to the melee damage roll.

### True Vault Hunter Moves (Levels 6 through 10)

**Many Must Fall:** After you kill an enemy when *deception* is active, you may carry its effects forward against a second enemy without needing to roll.

**Death Mark:** While *deception* is active, roll your damage die twice and take the higher result.

**Resurgence:** When you *kill someone*, regain Health equal to the damage dealt on the killing blow.

**Critical Ascension:** When you *go in swinging or exchange fire*, and roll a 12+, hold 1. The holds are cumulative. You may spend these holds 1 for 1 for +1forward to attack or damage rolls. These go away at the end of the session.

**Death Blossom:** When you *attack with your chosen weapon*, on a hit, hold 1. You may spend this hold to add +area to any attack with your chosen weapon.

### Class Mods

**Killer:** While this is your active Class Mod, add your Cool to damage rolls with your *chosen weapon*.

**Ninja:** While this is your active Class Mod, once a fight, you can declare that *deception* activates as if you'd rolled a 10+.

**Sniper:** While this is your active Class Mod, when you use a *+far* weapon and roll a 12+, roll the damage die twice and add the results together.

**Stalker:** While this is your active Class Mod, when you *attack an enemy that is unaware*, take +1ongoing to attacks and damage until that enemy is dead.
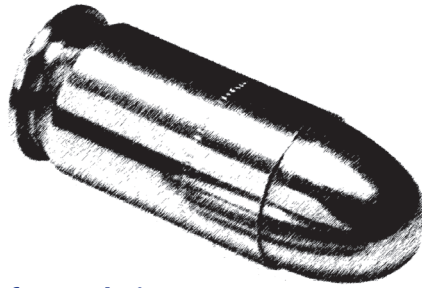
### Gear

- **1 chosen weapon**

- **2 backup weapons**

- **If you don't choose a sword or knives as your chosen weapon, you have a sword or a knife as your melee weapon.**

- **Armor worth 1-armor (you detail)**
- **Oddments worth 1-barter, or 100 cash**
- **Shield (basic or light)**
- **New-U Account**
- **ECHO Communicator**
- **Fast Travel pass**
- **Digistructing backpack**
- **2 reloads for the gun or guns of your choice**

## Chosen Weapon (choose 1):

- **Silenced sniper rifle (1d10 far, hi-tech; 4 Ammo. *Choose*: Jakobs, Dahl, Maliwan)**
- **Ornate combat rifle (1d8 close/far, loud, spray, valuable; 12 Ammo. *Choose:* Jakobs, Dahl, Vladov)**
- **Ornate sword (hand, valuable)**
- **Hidden knives (hand, close)**

## Backup Weapons (Choose 2)

- **Pistol (1d6, hand, close/far; 6 Ammo. *Choose:* Jakobs, Dahl, Vladov)**
- **Shotgun (2d4 close, messy, loud; 4 Ammo. *Choose:* Jakobs, Bandit, Hyperion)**
- **SMG (1d6 close, spray; 10 Ammo. *Choose:* Hyperion, Tediore, Maliwan)**

## Shield (Choose 1)

- **Basic shield (10 shield, standard - recharge 1d8+2)**
- **Light shield (8 shield, fast - recharge 1d4+4)**

### History
On your turn, tell everyone History-1. You like to keep professional distance.
On the others' turns:

- **You know you will have to kill one of them. Whatever number that player tells you, ignore it and write History+3 instead.**
- **One of them knows one of your deepest secrets. Whatever number that player tells you, give it +1.**
- **You have been secretly listening to someone's ECHO logs without their permission. Whatever they tell you, give it +1.**

### OPTIONAL: Special
If you and another character have sex, they now know you a little better than you'd like. They immediately gain +1History with you. If that brings their History to +4 with you, reset it and mark experience as usual.

# THE BERSERKER

## THE BERSERKER

Because keeping calm and carrying on is for people who aren't badass enough to march right up to their enemies and punch them in the goddamn face. Lots of people out there use guns to get shit done, but you've got two fists and a score to settle and that's more than enough.

## Name
Brick, Meat, Slab, Dog, Bullet, Leadfoot, Facepunch, Gristle, Hammer, Buzz, Hunk, Gigg, Stomp

## Look
man, woman, ambiguous, transgressing

scrounged armor, combat biker wear, casual wear, utility wear

scarred face, blunt face, hard face, weathered face, rugged face, busted face hard eyes, weary eyes, kind eyes, mad eyes, raging eyes, sad eyes

massive body, muscular body, fat body, wiry body, compact body

## Stats
Choose 1 set:

Cool-1 Hard+2 Hot=0 Sharp+1 Weird+1

Cool-1 Hard+2 Hot+1 Sharp+1 Weird=0

Cool=0 Hard+2 Hot-1 Sharp+1 Weird+1

Cool-1 Hard+2 Hot=0 Sharp+2 Weird-1

**Health:** 11+Hard

**Melee Damage:** 1d8

## Vice
Ain't nobody perfect.

Choose 1:

**Anger:** Flip your shit over nothing or for no reason at all.

**The Good Stuff:** Choose pleasure over business.

**Violence:** Go out of your way to start a fight or wreck some shit.

## Drive
Like you, your reasons for becoming a Vault *Hunter* are direct, obvious, and/or mind-blowingly badass.

Choose 1:

**A Challenge:** *You're here to win all the fights*. All of them. Find the biggest badass nearby and punch him or her until they die.

**Cash and Loot:** *It doesn't get more simple than this -:you want the money and the guns and that's that*. Pursue a rumored treasure or legendary weapon.

**Fame:** *What's the point in doing badass things if nobody knows who you are?* Do something to further your reputation.

## Moves
You get this 1:

**Berserk:** When you *berserk*, your fists add your Hard to melee damage. *Berserk* lasts until all your enemies are dead, until you *fight  for your life*, or until you choose to end it. When *berserk* ends, you heal a quarter of your Health, which may restore your health to full. If *berserking* ends before a fight is over, you cannot berserk again until a new fight starts. If *berserking* ends because you *fight for your life*, you do not get your Health back.

And 1 other, from your Advanced Moves.

## Advanced Moves (levels 2 through 5)
**Hardened:** You get +1hard (hard+3)

**Unbreakable:** When you berserk, gain +1armor, which is cumulative with any other armor.

**Iron Fist:** Your melee damage die increases to 1d10.

**Best Weapon Ever:** When you *berserk*, your fists gain *+corrosive, +burn, +EXPLOSIVE, +shock, or +slag.* You may only apply one tag at a time, but you may change it every time you *berserk.*

**Cast Iron:** You always have 1-armor, even when you're bare-ass naked.This stacks with any other source of armor.

**Short Fuse:** When you *demand what you want,* you can roll+hard instead of roll+hot, but only if you make demands with violence.

## True Vault Hunter Moves (levels 6 through 10)

**Endless Rage:** When you *fight for your life,* this does not override the benefits of *berserking.*

**Juggernaut:** Once a fight, you may ignore all damage from a single attack or source (such as an explosion).

**Pack Alpha:** When you *make a display of might before your enemies,* roll+Hard. On a 10+, witnesses fighting against you change sides and fight for you. Keep the action, cash, and loot coming, and they'll stick around for a few more fights, too.

On a 7-9, some of them fight for you instead, but choose one:

**1)The bravest and strongest don't get resentful and focus their fire on you**

 **2)Your new gang sticks around after the fight.**

**Walking Disaster:** your melee attacks gain *+messy.* When you *destroy an inanimate object,* you do so in an impressive and catastrophic manner, even (especially!) things that would be very unlikely, such as punching a hole through a concrete wall.

**Blood Sport:** (*requires* Iron Fist) Increase your melee damage die to 1d12.

## Class Mods

**Centurion:** While this is your active Class Mod, any armor you have is not reduced by *+corrosive* damage.

**Ogre:** While this is your active Class Mod, you get +1 damage with any weapon with the *+messy* tag.

**Titan:** While this is your active Class Mod, add +4 to your total Health.

**Warmonger:** While this is your active Class Mod, when you *aid an ally,* on a hit, in addition to its usual benefits, your ally also holds 1. They may spend this hold to add +1 to any damage roll.

## Gear

- **1 no-shit weapon**
- **2 sidearms**
- **A punching aid (you detail)**
- **Armor worth 1-armor (you detail)**
- **Shield**
- **New-U account**
- **ECHO Communicator**
- **Fast Travel pass**
- **Digistructing backpack**
- **Oddments worth 1-barter, or 100 cash**
- **2 reloads for the gun or guns of your choice**
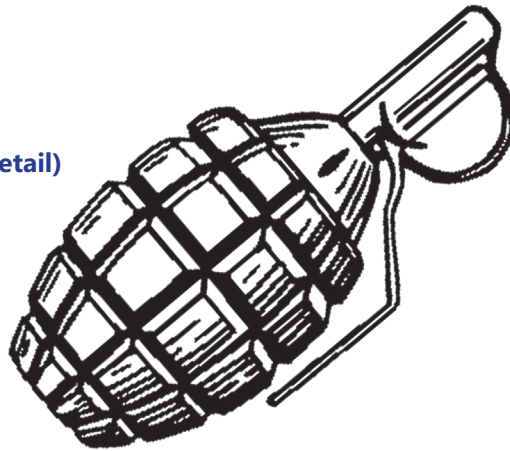
## No-Shit Gun (Choose 1)

- **Shotgun (2d4 close, messy, loud; 4 Ammo. Choose: Jakobs, Bandit, Hyperion)**
- **Combat rifle (1d8 close/far, loud, spray; 12 Ammo. Choose: Jakobs, Bandit, Vladov)**

## Sidearm (Choose 2)

- **SMG (1d6 close, spray; 10 Ammo. Choose: Hyperion, Tediore, Maliwan)**
- **Pistol (1d6 hand, close; 6 Ammo. Choose: Jakobs, Bandit, Vladov)**
- **Another shotgun!  (2d4 close, messy, loud; 4 Ammo. Choose: TORGUE, Bandit, Hyperion)**

## Shield (Choose 1)

- **Basic shield (10 shield, standard - recharge 1d8+2)**
- **Heavy shield (12 shield, slow - recharge 1d12)**

## History

On your turn, tell everyone History+1. You ain't got nothin' to hide.

On the others turns:

- **Pick the character you think is the baddest ass. Whatever they tell you, write History+2 instead.**
- **One of them left you hanging when you needed help. Whatever they tell you, write History-1 instead.**
- **You have a crush on someone. Whatever they tell you, increase it by +1.**

## OPTIONAL: Special

If you're in love with the person you slept with, hold 1. You may spend this hold the next time you and your lover fight side-by-side, to give each other +1 armor and +1 damage. If you didn't love them, that's cool. It was probably a fun night anyway.

THE GUNZERKER

## Introducing...
## THE GUNZERKER

Among the peoples of Pandora, it is a time-honored tradition to go apeshit and shoot everyone around you with guns in both hands. The drugs help, too.

**Name**

Salvador, Ernesto, Roberto, Javier, Ricardo, Alejandro
Carmen, Isabela, Marta, Daniela, Julia, Rosa
Sneaker, Cowpoke, Twofist, Twizzler, Heat, Punchy

**Look**

**man, woman, ambiguous, transgressing**

**casual wear, traveling gear, utility wear, corporate-sponsored casual wear**

**rugged face, handsome face, honest face, weathered face, pretty face**

**sexy eyes, mad eyes, raging eyes, sad eyes, bright eyes**

**compact body, sturdy body, muscular body, fat body, curvy body**

**Stats**

Choose 1 set:

**Cool+1 Hard+2 Hot+1 Sharp-1 Weird-0**

**Cool=0 Hard+2 Hot+1 Sharp-1 Weird+1**

**Cool+1 Hard+2 Hot+1 Sharp=0 Weird-1**

**Cool-1 Hard+2 Hot+2 Sharp-1 Weird=0**

**Health:** 10+Hard

**Melee damage die:** 1d6

## Vice

Hey, people with flaws are more fun! Right?

Choose 1:

**Anger:** Go off on someone with little to no provocation.

**The Good Stuff:** Get loaded on your favorite substance instead of doing something else.

**Violence:** Indiscriminately shoot someone or someones.

## Drive

Maybe you're from around here and maybe you're not; doesn't matter - there's loot to find and people to shoot!

Choose 1:

**A Challenge:** *Someday you'll find someone who can outdraw you.* Find the biggest badass nearby and challenge him or her to a gunfight

**Cash and Loot:** *What do you mean 'You have enough guns'*? Pursue a rumored treasure or legendary weapon.

**Fame:** *You think your face would look good on something other than a Wanted poster.* Do something to further your reputation.

## Moves

You get this 1:

**Gunzerking!:** When you *gunzerk,* you can hold a gun in each hand, regardless of how big it is. You also get +1 damage with guns and, when you *exchange fire,* you may roll+hard instead of roll+sharp. While *gunzerking* you may roll both gun damage dice and choose the higher result, but must choose only one gun's Tags and *special gun moves to apply. Gunzerking* lasts until all your enemies are dead, you *fight for your life,* or you choose to end it. If *gunzerking* ends before a fight is over, you cannot *gunzerk* again until a new fight starts.

And 1 other, from your Advanced Moves.

## Advanced Moves (levels 2 through 5)

**Sexual Tyrannosaurus:** When you make a demand, you can roll+hard instead of roll+hot. You also have the option of using roll+hot instead of roll+hard when you go in swinging, but only if that makes you feel sexy.

**VIOLENCE!!:** When you *abandon caution and charge into a fight* without regard for the consequences, gain +1armor. *Providing covering fire* or *recharging shields* negates the benefits of this move.

**Close and Personal:** You get +1 damage when *gunzerking* with +close weapons.

**Ain't Got Time to Bleed:** When you start *gunzerking*, regain a quarter of your Health back.

**Putting the 'Us' in 'Team':** You get a bonus +1 when you've *got your back*

**Two of a Kind:** When you *gunzerk and use two of the same type of gun,* add another +1damage. If these guns have the same corporation tag, add +1 to your *exchange fire* rolls.

**Divergent Likeness:** When you *gunzerk and use two different types of guns,* roll the highest damage die twice and take the higher result instead of both damage dice.

## True Vault Hunter Moves (levels 6 through 10)

**Come at Me, Bro!:** When you *shout a threat at your enemies,* roll+hot. On a 10+, all of them drop what they're doing and attack you.You also get +1armor, which is cumulative with any other armor. On a 7-9, as above, but no armor bonus.

**Down, Not Out:** *Gunzerking* does not end when you *fight for your life.*

**No Kill like Overkill:** When you roll the highest possible result on your damage die, you may reroll that die and add the result to your damage total.

**I'm Ready Already!:** Increase the number of chances to get up from *fight for your life* by 1.

**Filled to the Brim:** Choose one of your guns. You do not use up a reload when reloading this gun. You can choose which gun to apply this benefit to between sessions.

## Class Mods

**Beast:** While this is your active Class Mod, add +4 to your total Health.

**Hoarder:** While this is your active Class Mod, when you *look for loot,* you can declare that you find 1d6 of any one type of reload.

**Raider:** While this is your active Class Mod, when you *recharge shields,* add +2 to your recharge roll.

**Renegade:** While this is your active Class Mod, when you exchange fire with pistols, add +1 to the attack and damage rolls.

## Gear

- **Your favorite pair (2 pistols, 2 shotguns, or 2 combat rifles, choose: Bandit, Jakobs, TORGUE) or fraternal twins (any combination of the previous options)**

- **A couple guns you found (randomly generate 2 guns)**

- **The best shiv (you detail)**

- **Armor worth 1-armor (you detail)**

- **Shield (Basic Shield - 10 shield standard - recharge 1d8+2)**

- **New-U account**

- **Oddments worth 1-barter, or 100 cash**

- **ECHO Communicator**

- **Fast Travel pass**

- **Digistructing backpack**

- **2 reloads for the gun or guns of your choice**

## History

On your turn, tell everyone History+1. Lies are hard to keep track of.

On the others' turns:

- **Somebody gave you your most favoritest gun. Whatever they tell you, write History+3 instead.**

- **Someone else helped you out of a serious pinch. Whatever they tell you, increase it by 1.**

## OPTIONAL: Special

When you have sex with someone, you can ask them any one thing. Because of your awesome sexy dangerous adorableness, they have to answer honestly. This question does not have to be deep, personal, prying, or relevant, and whether or not you remember the answer the next day is entirely up to you.

# THE HUNTER

## THE HUNTER

Not all who wander are lost and all that crap. Loner, ranger, deadeye - you've been called all these things. Maybe they're true. All you know is that you're a damn good shot and you ain't afraid of a little rough terrain. You and your animal compadre know the way. If anyone wants to follow you, well, that's up them.

### Name

Mordecai, Elijah, Aaron, Ezekiel, Daniel, Luke
Ruth, Esther, Judith, Sarah, Rebekah, Miriam
Deadeye, Wilder, Dust Bowl, Boots, Hawk, Strider

### Look

man, woman, ambiguous, concealed, transgressing

dusty travel wear, scrounge stealth wear, camo-patterned everything, corporate-sponsored travel gear

weathered face, bony face, lean face, handsome face, sharp face

quick eyes, sad eyes, tired eyes, empty eyes, angry eyes, wise eyes

lean body, tall spare body, fit body, rangy body, wiry body, long body

**Stats**

Choose 1 set:

**Cool+1 Hard-1 Hot=0 Sharp+2 Weird+1**

**Cool+1 Hard=0 Hot-1 Sharp+2 Weird+1**

**Cool+1 Hard-1 Hot+1 Sharp+2 Weird=0**

**Cool+2 Hard-1 Hot-1 sharp+2 Weird=0**

**Health:** 11 Health

**Melee damage die:** 1d4

## Vice
Step off. Judge not lest ye be judged, or somethin'.

Choose 1:

**The Good Stuff:** Get drunk or wasted and blow somebody off.

**Misanthropy:** Choose your own agenda over aiding your allies.

**Slacking:** Choose to be lazy over being proactive.

## Drive
You really wish people would stop asking why you're here.

Choose 1:

**Cash and Loot:** *Do you gotta spell it out? It's about the money and the guns*. Pursue a rumored treasure or legendary weapon.

**Knowledge:** *Others may not think you're too bookish, but hidden secrets delight you.* Pursue the hidden lore of the *Borderlands*.

**Pursuit:** Maybe at some point you made somebody angry. Maybe a lot of somebodies. Stay one step ahead of whoever is after you.

## Moves
You get these 2:

**Animal Companion**
Choose species: bloodwing, skag, rakk, spiderant, stalker, bullymong, borok

Stats:
Choose 1 set:

**Mean +2 Smart +1 Tough +1 Keen +1**

**Mean+2 Smart+2 Tough+0 Keen+1**

**Mean+1 Smart+2 Tough+1 Keen+1**

**Mean+3 Smart+1 Tough+1 Keen+2**

Your companion has natural Armor equal to its Tough.  Its Health is equal to 10+Tough. When your animal companion reaches 0 Health, it retreats from battle and will not come back to fight until the next combat - at which point its health is fully restored.

Choose as many appropriate strengths as its Mean: flying, burly, calm, adaptable, quick reflexes, tireless, vicious, intimidating, stealthy

Your animal companion has been trained to fight humans. Choose as many additional trainings as its Smart: hunt, search, scout, guard, fight monsters, fight robots, labor, travel

Choose a weakness. Your buddy ain't perfect, neither: flighty, slow, frightening, forgetful, stubborn, ravenous

Sic 'em!: When you work with your animal companion on something it's trained in...

- **...and you attack the same target, add its Mean to your damage.**

- **...and you take damage, add its Tough to your armor**

- **...and you scout ahead, add its Keen to your roll**

- **...and you read a situation, add its Smart to your roll**

- **...and you provide covering fire for someone, add its Keen to their roll.**

And 1 other, from your Advanced Moves.

## Advanced Moves (levels 2 through 5)
**A Life of Wandering:** No matter how jacked up things are, you can always *navigate your way back to anywhere you've been before.*

**Long Shot:** Any gun you're holding automatically gets *+far.*

**Deadly Keen:** When you *go in swinging,* you can roll+sharp instead of +hard.

**Fast Hands:** When you *reload your gun,* you can do so automatically, even if you're otherwise in trouble.

**Riotous Remedy:** When you *kill someone,* you regain 1d6 Health.

**Apex Predator:** Increase one of your animal companion's stats by +1.

## True Vault Hunter Moves (levels 6 through 10)

**Relentless:** When you *kill someone*, you may immediately exchange fire again.

*Relentless* does not stack with itself.

**Gun Crazy:** At the beginning of a fight, choose a gun type. When you *exchange fire* with that type of gun, add +1 to your attack and damage rolls.

**Trespass:** When you *exchange fire*, instead of rolling, you may automatically deal your minimum gun damage directly to a target's Health, but you also *open yourself up to retaliation.*

**Ransack:** When you *kill someone*, you may declare that they drop a specific type of reload or gun. Rarity, manufacturer, and other abilities are still determined by the GM.

**Eagle-Eyed:** When you use your *situational awareness*, on a hit, you may ask one additional question.

## Class Mods

**Gunslinger:** While this is your active Class Mod, when you *use a pistol*, roll 1d8 damage instead of 1d6.

**Ranger:** While this is your active Class Mod, when you *exchange fire* with a weapon with the +far tag, add +1 to the roll.

**Scavenger:** While this is your active Class Mod, when you **look for loot**, you may declare that you find any one type of item (reload, eridium, cash, gun type, armor, etc). Amount, rarity, manufacturer, and/or other abilities are still determined by the GM.

**Survivor:** While this is your active Class Mod, add +4 to your total Health

## Gear

- A hunting gun
- Survival tool (you detail)
- A backup weapon
- Shield  (basic or light shield)
- New-U account
- ECHO Communicator
- Fast Travel pass
- Digistructing backpack
- 2 reloads for the gun or guns of your choice
- 1-barter or 100 Cash

*Hunting Gun (Choose 1):*

- **Sniper rifle (1d10 far, hi-tech; 4 Ammo. Choose: Jakobs, Vladov, Hyperion)**

- **Combat rifle (1d8 close/far, loud, spray; 12 Ammo. Choose: Dahl, Bandit, Vladov)**

- **Backup Weapon (Choose 1)**

- **Pistol (1d6 hand, close/far; 6 Ammo. Choose: Tediore, Jakobs, Vladov)**

- **Shotgun (2d4 close, messy, loud; 4 Ammo. Choose: Bandit, Hyperion, Tediore)**

*Shield (Choose 1)*

- **Basic Shield - 10 shield standard - recharge 1d8+2**

- **Light shield (8 shield, fast - recharge 1d4+4)**

## History
On your turn: You don't like getting close to people. Tell everyone History-1.

On the others turns:

- **Someone has wandered the Borderlands with you for a long time. Whatever they tell you, write History+3 instead.**

- **You've seen someone do some shit you weren't cool with. Whatever they tell you, write History-1 instead.**

## OPTIONAL: Special
After you have sex with someone, roll. On a 10+, your animal companion accepts your partner as a prospective mate and is totally down with that. On a 7-9, your animal companion is cool with it, but choose 1:

**1)Your animal companion makes it a point to interrupt the next meal you and your partner share**

**2)Your animal companion tries to "establish dominance" over your partner**

**3)Your animal companion tries to steal or eat something belonging to your partner.**

On a miss, your animal companion isn't cool with this human bullshit AT ALL, and behaves aggressively towards your partner until you have sex again.
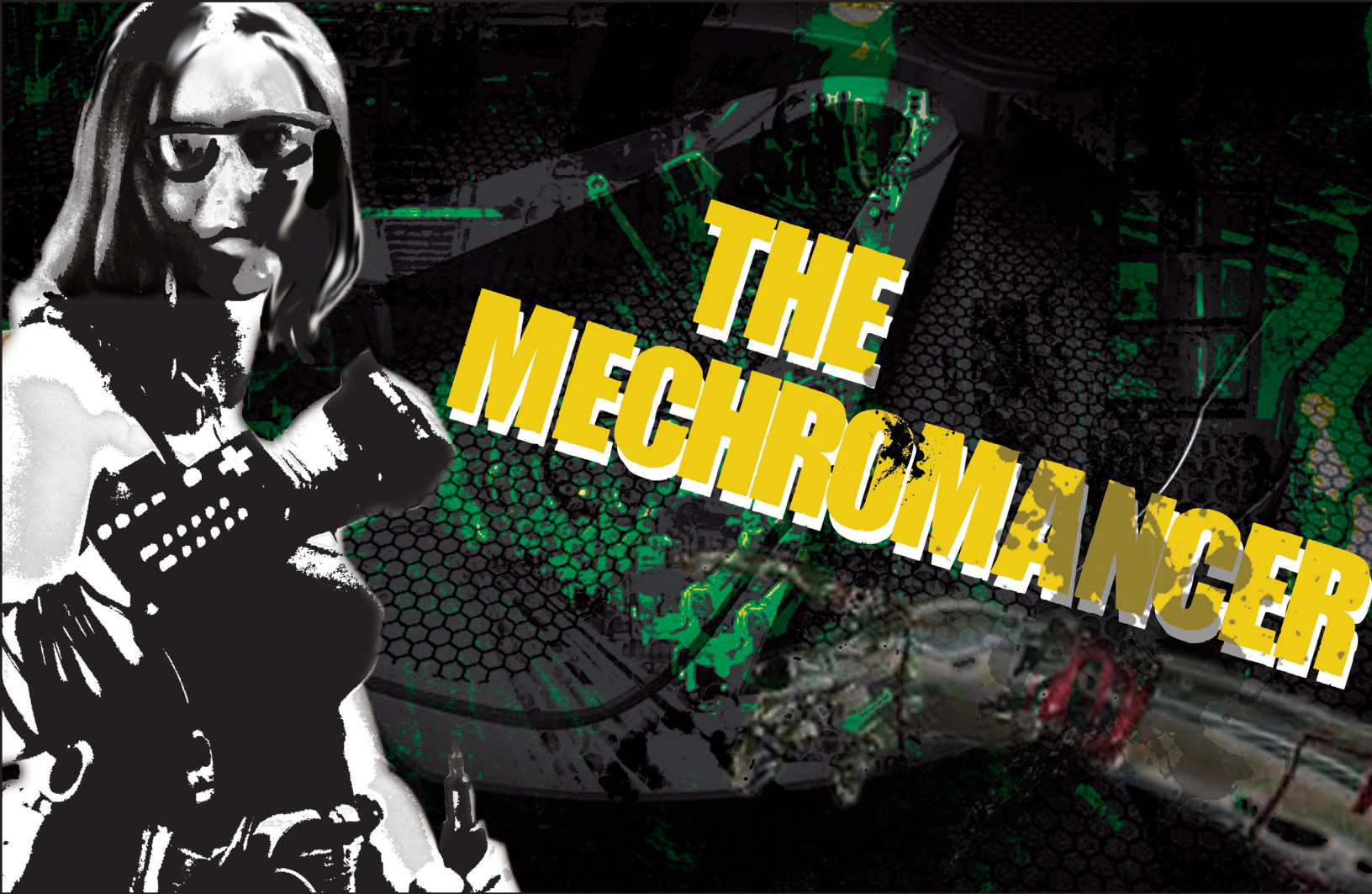
## Introducing...
## THE MECROMANCER

Robots are your thing. Specifically killer robots, but you're pretty freakin' awesome at all that other engineering stuff, too.

**Name**

Gaige, Lathe, Awl, Hexkey, Drillbit, Jigsaw, Switch, Notch, Bolt, Phillip, Lugnut, Allan, Sparkplug

**Look**

man, woman, ambiguous, transgressing

utility wear, stained utility wear, scrounge utility wear, battered utility wear, corporate-sponsored utility wear

young face, fresh face, smooth face, round face, blunt face

hopeful eyes, sharp eyes, quick eyes, sad eyes, kind eyes, wet eyes, tired eyes

small body, lean body, soft body, fat body, fit body

**Stats**

Choose 1 set:

**Cool+1 Hard-1 Hot+1 Sharp=0 Weird+2**

**Cool+1 Hard-1 Hot=0 Sharp+1 Weird+2**

**Cool+1 Hard=0 Hot-1 Sharp+1 Weird+2**

**Cool=0 Hard-1 Hot-1 Sharp+2 Weird+2**

**Health:** 11 Health

**Melee** damage die: 1d4

## Vice
But "vice" is such a dirty word. You prefer "interesting characteristic."

Choose 1:

**Anger:** Get really wound up over a minor offense.

**Ego:** Let your selfish desires get in the way of progress.

**Pride:** Act on your own plans regardless of group consensus, or ignore good advice

## Drive
Geez, people! Just 'cuz you're the greatest engineer that ever lived doesn't mean you've never done anything immoral or shady. (Even if it was an accident!)

Choose 1:

**Cash and Loot:** *Who doesn't love more toys?* Pursue a rumored treasure or legendary weapon.

**Knowledge:** *KNOW ALL THE THINGS*. Pursue the hidden lore of the *Borderlands*.
Pursuit: You swear was an accident! They don't seem to care. Stay one step ahead of whoever is after you.

## Moves
You start with these two:

**Killer Robot:** You've built a killer robot out of some old stuff you had laying around. It's pretty much the best thing ever.
It deals 1d8 damage, and has a shield rating equal to 10 (as a basic shield)+its shields rating. Its health is equal to yours. When the robot reaches 0 health, it retreats from battle to recover and cannot be called upon to do things for you until the fight is over, at which point its health is fully restored.

**Stats:**
Choose 1 set:

**Weapons+2 Systems+1 /1 Armor  Shields+1**

**Weapons+2 Systems+2 /0 Armor  Shields+1**

**Weapons+1 Systems+2 /1 Armor Shields+1**

**Weapons+3 Systems+1 /1 Armor Shields+0**

You've outfitted your robot with the best gear possible. It has a number of special weapons equal to its Weapons: *laser eye* (+burn, close/far), *wicked claws, chainsaw arm, drills* (or other mining equipment) (+hand), *tesla coils* (+close, area), *shoulder-mounted cannon* (+close, EXPLOSIVE)

Your robot is meant to take out threats. It has a number of additionally programmed functions equal to its Systems: bodyguarding, crafting assistance, sentry mode,  surveillance, opening doors (in the safe way)

Okay so maybe it's not perfect, and maybe you had to rush a few details. Pick a weakness: missing a critical set of limbs, life-threateningly annoying, dangerously autonomous, painfully expensive, destructive

**Mechromancy:** When you make a move, you can *command your robot* instead. You may use your Stat or its, whichever is higher. You and the GM determine which stat is best for what you are trying to do. Nothing changes on a 10+. On a 7-9, in addition to any other choices,

choose 1:

**1) Your robot does not cause collateral damage**

**2) Its weakness does not come to bear**

**3) No additional attention is drawn to you or your robot.**

## Advanced Moves (levels 2 through 5)

**Anarchy:** Whenever you make a move that requires a roll, you can opt to do so at -1 instead. If you manage a hit, hold 1. These holds are cumulative. At any time, you can blow your load to add as much of your hold as you like to add +1 (per spent hold) your robot's or your damage. Use 'em or lose 'em, though. These reset at the start of every game session.

**Best Friends Forever:** Without needing to rely on your Mechromancy, your robot can use *got your back,* and can roll+your cool or roll+Shields, whichever is higher. The robot gets +1 to this roll when *trying to revive you*.

**Greatest. Engineer. Alive.:** When you *take time to repair something,* you do it in half the time it would require.

**Little Big Trouble:** When you *exchange fire,* you can roll+weird instead of roll+sharp.

**Fancy Mathematics:** When you *recharge shields*, add +1 to the roll. If you have taken any damage to your Health, take another +1.

**A Motherf\*cking Sorcerer:** Choose an elemental tag. When you *exchange fire* with a gun that has that tag, add +1damage.

## True Vault Hunter Moves (levels 6 through 10)

**Sharing is Caring:** Your robot gets an exact copy of one of your guns as one of its weapons.

**Make it Sparkle:** Choose an elemental tag. All attacks made by your robot have that tag, and your robot takes -1damage from any damage with that tag.

**Strength of Five Gorillas:** Add your Weird to your robot's damage rolls.

**With Claws:** When you *go in swinging*, you digistruct a set of claws and may use your robot's damage die instead of your default melee damage die.

**Wires Don't Talk:** When you *communicate with anything electronic,* roll+weird. On a 10+, you may ask 2 questions.

On a 7-9, ask 1.

**What did you see or hear here?**

**What do you know about _____?**

**Who used you last?**

**What was your last received command?**

**Do you have a secret function?**

**Who made you?**

## Class Mods

**Anarchist:** While this is your active Class Mod, when you *spend your anarchy hold,* add another +1 to the final total.

**Prodigy:** While this is your active Class Mod, choose a gun type: pistol, SMG, or rocket launcher. When you *exchange fire* with this gun type, add +1 to damage.

**Roboteer:** While this is your active Class Mod, your robot gains a bonus function.

**Technophile:** While this is your active Class Mod, add +2 to your Shield total.

## Gear

- **The coolest gun!**

- **A slightly less cool gun**

- **A beatin' tool (you detail)**

- **Repair kit (5 uses)**

- **Shield (light or heavy shield)**

- **Oddments worth 1-barter, or 100 Cash**

- **ECHO Communicator**

- **Fast Travel pass**

- **Digistructing backpack**

- **2 reloads for the gun or guns of your choice.**

## The Coolest Gun! (Choose 1)

- **Pistol (1d6 hand, close/far; Ammo 6. Choose: Tediore, TORGUE, Maliwan)**

- **Shotgun (2d4 close, messy, loud; 4 Ammo. Choose: Bandit, Tediore, Hyperion)**

## A Slightly Less Cool Gun (Choose 1)

- **SMG(1d6 close, spray; 10 Ammo. Choose: Tediore, Maliwan, Hyperion)**

- **Combat rifle (1d8 close/far, loud, spray; 12 Ammo. Choose: Dahl, Bandit, Vladof)**

## Shield (Choose 1)

- **Light shield (8 shield, fast - recharge 1d4+4)**

- **Heavy shield (12 shield, slow - recharge 1d12)**

### History

On your turn, tell everyone History+1. People call you 'mouthy' but you think that's pretty inaccurate.

On the others turns:

- **You think someone is a sick genius. Whatever they tell you, write History+2 instead.**

- **Someone else refused to recognize how FREAKING BRILLIANT you are. Whatever they tell you, reduce it by -1. Jerk.**

### OPTIONAL: Special

After you have sex with someone, you can make them a thing worth 1-barter (or 100 cash). As a token of your appreciation, of course (but really to show off how freakin' AWESOME your mechanical skills are). If you don't, take -1ongoing until you change your mind, or until you find some other way to show off to them.

# THE SIREN

## Introducing...
## THE SIREN

Yours is power. Matter and energy leap at your command. Ordinary people revile or worship you. How you became a *Siren* is simple: you were born this way. Why, though, is a question that remains unanswered. It's a hard and lonely life, but never a dull one.

**Name**

Lilith, Maya, Angel, Eve, Mona, Serena, River, Maria, Rhiannon, Stefani

**Look**

woman, ambiguous, concealed, transgressing

light armor, utility wear, dusty travel wear, corporate-sponsored casual wear

pretty face, young face, soft face, stern face, hard face, weathered face

sexy eyes, haunted eyes, tired eyes, wise eyes, hopeful eyes, raging eyes

fit body, tall body, curvy body, soft body, solid body, muscular body

All Sirens are marked by power, a "tattoo" that runs down the left side of their bodies from neck to feet.

Choose your markings' look: bold, faded, softly glowing, marred

Choose your markings' style: whorls, knots, angles, twisted lines

**Stats**

Choose 1 set:

**Cool+1 Hard=0 Hot+1 Sharp-1 Weird+2**

**Cool=0 Hard+1 Hot+1 Sharp-1 Weird+2**

**Cool+1 Hard-1 Hot+1 Sharp=0 Weird+2**

**Cool-1 Hard=0 Hot+2 Sharp-1 Weird+2**

**Health:** 12 Health
**Melee damage** die: 1d4

## Vice

Despite what others might say, you think and feel (and misbehave) like any other human being.

Choose 1:

**Anger:** Suffer no offense and brook no insult.

**The Good Stuff**: Choose to indulge in mortal pleasure instead of something more "important." (This should be something separate and different from the eridium junkie move.)

**Pride:** Act on your own plans regardless of group consensus, or ignore good advice.

## Drive

You've come a long way.

Choose 1:

**Knowledge:** *You're one of the universe's great mysteries; one that you wish to unravel.* Pursue the hidden lore of the *Borderlands*.

**Power:** *You were born to great power. Why not gain more of it?* Do something to advance your personal influence or might.

**Pursuit:** *There are those who would hunt you down*. Some day, they'll die for that. Stay one step ahead of whatever is after you.

## Moves

You start with these two:

**Utility Phase(verb):** Pick a verb. Once you pick it, you can't change it. It's a part of you: walk, lock, shift, soar, step, jump, burst, slide, charge.

Then choose 1, which also cannot be changed:

**1) It alters your movement. You detail how, but it should relate to your chosen verb.**
**(Example: Utility phasewalk lets you move really fast and pass unseen through solid objects.)**

**2) It alters someone else's movement. You detail how, but it should relate to your chosen verb. (Example: Utility phaselock lets you freeze your victim in a bubble of suspension for a short period of time)**

Roll+weird. On a 10+, it works without complication.
On a 7-9, it works and choose 1:

**1) There are no psychological side effects**

**2) There's no collateral damage**

**3) You don't draw unwanted attention to yourself.**

**Attack Phase(verb):** When you would normally *exchange fire* or *go in swinging,* you can instead *phase attack.* Choose 1, which cannot be changed:

**1) You release a blast of phase energy, which deals 1d6 damage +area, messy. You detail how, but it should relate to your chosen verb. (Example: Attack phasewalk sends out a shockwave that hits every unfortunate soul in the area)**

**2) You hurl a blast of phase energy - 1d10 close/far. You detail how, but it should relate to your chosen verb. (Example: Attack phaselock deals sick damage to one poor bastard, vehicle, building, etc.)**

Roll+weird. On a 10+, nothing changes. On a 7-9, instead choose 1:

**1) You have to move to target your enemy, putting you in danger as described by the GM,**

**2) You didn't channel energy as well as you'd thought, -1d4 damage**

**3) The coursing phase power within you surges beyond your control, take 1 damage directly to your Health.**

## Advanced Moves (levels 2 through 5)
**Endless Power:** You get +1weird (weird+3).

**The Power of a Siren:** When you *exchange fire,* you may roll+weird instead of roll+sharp.

**Cataclysm:** You may add an elemental tag of your choice to Attack phase(verb). Once you choose the tag, it persists for the duration of the fight.

**One with the Universe:** When you *apply situational awareness* or read a person, you can roll+weird instead of roll+sharp.

**Eridium Junkie:** You can absorb eridium to enhance your phase powers. (This stuff is the tits.) When you do a hit of the purple stuff, roll+weird. On a 10+, whatever *phase(verb)* option you didn't choose becomes momentarily available to you. The damage dealt by *attack phase(verb)* is also increased by +1. On a 7-9, you gain the effects of a 10+,

but choose 1:

**1) You don't suffer withdrawal**

**2) You still have some eridium left. Score!**

**3) There are no other side effects. On a miss, in addition to any GM complications, take -1ongoing until you get your next fix.**

**Fist of an Angry Goddess:** Your melee damage die increases to 1d8.

## True Vault Hunter Moves (levels 6 through 10)

**Bringer of Ruin:** Add +weird to all your damage rolls.

**Elemental Avatar:** Choose an elemental tag. This always applies to all of your attacks, even if made with an untyped weapon. You also get a kickass epithet of your choosing, like "The Firehawk" or "The Blight Phoenix."

**Power Aura:** When you *display your aura of Sirenic might,* roll+weird. On a 10+, hold 3. On a 7-9, hold 1. You may spend your hold to:

- **Subtract your weird from a damage roll**

- **Deal 1d6 damage to everyone nearby, with the elemental tag of your choice**

- **Send an enemy fleeing in terror.**

You detail what your power aura looks like, though it commonly manifests as a pair of glowing wings. When you run out of hold, your aura stops manifesting.

**Great and Terrible:** When you *reveal your Siren nature,* you may *demand one thing* from any NPC that witnessed it: a favor, an item, refuge, etc. Roll+Hot. On a 10+, they give you what you ask for. On a 7-9, they give you what you ask for, but choose 1:

**1) Another witness reacts poorly**

**2) Rumors of your demand spread wildly, take -1 the next time you are preceded by reputation**

**3) They ask something in return.**

**The Voice in Your Head:** When you speak with someone, you may communicate telepathically so long as they remain within your line of sight. After you have communicated with someone in this manner once, you may do so again in the future regardless of the distance between you.

## Class Mods

**Catalyst:** While this is your active class mod,when you *roll damage against yourself,* reduce any elemental damage by 2.

**Nurse:** While this is your active class mod, when you *lay your hands on someone and channel* healing energy, they heal 1d8 damage.

**Tempest:** While this is your active class mod, add +shock to all your guns. Guns that are already +shock get +1damage instead.

**Warder:** While this is your active class mod, when you recharge shields, add +2 to the recharge roll.

## Gear

- **Primary weapon**
- **Secondary weapon**
- **Armor worth 1-armor (you detail)**
- **Shield (basic or light shield)**
- **Items worth 1-barter or 100 cash**
- **ECHO Communicator**
- **Fast Travel pass**
- **Digistructing backpack**
- **2 reloads for the gun or guns of your choice**

Primary Weapon (Choose 1)

- **Pistol (1d6 hand, close; 6 Ammo. Choose: Hyperion, Maliwan, Vladof)**
- **SMG (1d6 close, spray; 10 Ammo. Choose: Hyperion, Dahl, Maliwan)**

Secondary Weapon (Choose 1)

- **Sniper rifle (1d10 far, hi-tech; 4 Ammo. Choose: Dahl, Maliwan, Vladof)**
- **Combat rifle (1d8 close/far, loud, spray; 12 Ammo. Choose: Dah, Vladof, Bandit)**
- **Shield (Choose 1)**
- **Basic Shield - 10 shield standard - recharge 1d8+2**
- **Light Shield (8 shield, fast - recharge 1d4+4)**

## History

On your turn, decide if you keep your identity as a *Siren* a secret. If you do, tell everyone History-1, as there is much to hide. If you do not, tell everyone History-1 anyway; what people believe you can do often obscures real relationships.

On the other's turns, pick two:

1) **Someone loves you for who you really are. Whatever they tell you, write down History+3 instead.**

2) **You've been keeping tabs on someone. Your reasons are your own. Whatever they tell you, increase it by +1.**

3) **Someone you considered a friend actually mistrusts you because of what you are, and you found this out. Whatever they tell you, decrease it by -1.**

4) **You are suspicious of someone. Maybe they want to sell you out to the corporations because of what you are. Whatever they tell you, write down History-2 instead.**

## OPTIONAL: Special

After you have sex with someone, you share a dream that reveals one thing about you and your partner. This thing could be a personality detail, or an element of your past, etc. The dream often reveals these things in a cryptic manner. You detail how. Regardless of how surreal things get, the two of you walk away knowing each other a little better. Both of you increase History by +1, which may reset History as normal.

original photo by Andrea Van Der Plaats

# THE SOLDIER

## THE SOLDIER

War never changes. Someone will always need somebody else to fight for them. You were one of those people. Now you're free of that obligation, but the fighting isn't over. On your feet, there's work to be done.

## Name

Roland, Axton, Reiss, Graham, Geoff, Ash, Lawrence
Helena, Margaret, Elizabeth, Rachel, Kate, Christina, Jenna
Cap, Sarge, Major, Brass, Barrel

## Look

man, woman, ambiguous, concealed, transgressing

weathered combat wear, armored travel wear, armored utility wear, corporate-sponsored body armor, scrounge body armor

hard face, weathered face, scarred face, handsome face, pretty face, blunt face

kind eyes, sharp eyes, sad eyes, empty eyes, mad eyes, quick eyes

muscular body, heavy body, tall body, wiry body, compact body, lean body

**Stats**

Choose 1 set:

**Cool+1 Hard+1 Hot-1 Sharp+2 Weird=0**

**Cool=0 Hard+1 Hot-1 Sharp+2 Weird+1**

**Cool+1 Hard+1 Hot=0 Sharp+2 Weird-1**

**Cool=0 Hard+2 Hot-1 Sharp+2 Weird-1**

**Health:** 11+Hard

**Melee damage die:** 1d6

## Vice
Okay, okay, so you aren't exactly a paragon of virtue.

**Ego:** Brush others aside to make your own ideas be known.

**Pride:** Act on your own plans regardless of group consensus, or ignore good advice

**Violence:** Always shoot first.

## Drive
Well, it sure isn't grace that brought you safely thus far, and you have your guesses that's not what will lead you home.

**Cash and Loot:** *Guns and money, get it?* Pursue a rumored treasure or legendary weapon.

**Power:** *Think of who you could lead and command with the riches of the Vault at your disposal!* Do something to advance your personal influence or might.

**Pursuit:** *Your former employer doesn't like that you're not working for them any more.* Stay one step ahead of whoever is after you.

## Moves
You start with these two:

**The Ideal Partner:** You start with your *assigned Corporate-sponsored Remote Combative Instrument*. This sucker has seen you through more scrapes than any of your former comrades. Until deployed, your *Corporate-sponsored Remote Combative Instrument* remains packaged in a compact carrying case that you have no trouble carrying around.

Choose which type (pick one):

- **Turret (1d10, 1-armor, 8 shield (1d4+4), Ammo 8)**

- **Drone (1d10 0-armor, 12 shield (1d8+4), Ammo 8)**

- **Sentry Gun (1d10  3-armor, 6 shield (1d4+2), Ammo 8)**

Your Corporate-sponsored Remote Combative Instrument's Health is equal to yours. When it runs out of ammo or Health, it collapses back into its packaging, and cannot be redeployed until your next fight.

One of the major gun manufacturers produced your instrument. Pick a corporation tag: Dahl, Hyperion, Maliwan, or Vladof. The instrument can spend an ammo to apply a special gun move, if applicable.

It's not without its flaws, but, hell, what isn't? Choose one drawback: costly, slow, damaged, obvious, stationary

**Like Another Soldier on the Field:** You may deploy your *Corporate-sponsored Remote Combative Instrument* anywhere within +close range. It acts when you do, but makes moves independently of you. It can make the moves *exchange fire, provide covering fire,* which use your stats, and *recharge shields.* It doesn't go away when you *fight for your life* and its kills count towards getting a second wind. Shooting with the turret on your action doesn't count towards the number of chances you have to get a second wind when when you *fight for your life.*

## Advanced Moves (levels 2 through 5)
**Cauterize:** When you *shoot an ally to heal them,* roll your gun damage die. They recover that much Health.

**The Best Defense:** Your *instrument* may now use the move *got your back.*

**Duty Calls:** When you use a gun that does not have an elemental tag, add +1 damage.

**Pressure:** When your shields reach 0, take +1 to attack rolls. In addition, increase the number of chances to get a kill while you *fight for your life* by 1.

**Expertise:** When you *exchange fire,* take +1 to the roll. This does not apply when your instrument *exchanges fire.*

**Aid Station:** When you deploy your instrument, you and your allies heal 1d6 Health.

## True Vault Hunter Moves (levels 6 through 10)
**Rocket Pods:** Increase your *instrument's* damage die to 1d12. It also gains the +explosive elemental tag.

**Gemini:** Your *instrument* deploys a copy of itself, allowing you to use its moves twice when you act.

**Phalanx Shield:** When you or your allies *stand near the instrument,* any damage you or they would take is applied to the *instrument's* shields first.

**Master and Commander:** When you *aid or interfere,* add or subtract your Sharp instead of +1 or -2.

**Supply Drop:** When you *wrangle weirdness*, you may use your former military connections to call for supplies. You may choose where or how the supplies are dropped, but otherwise roll+weird as normal.

## Class Mods

**Heavy Gunner:** While this is your active class mod, when you *roll damage for your instrument*, roll the damage die twice and take the higher result.

**Pointman:** While this is your active class mod, increase your total Health by +4

**Rifleman:** While this is your active class mod, when you *use an assault rifle*, roll its damage die twice and take the higher result.

**Tactician:** While this is your active Class Mod, you may use Sharp instead of Hot when you *demand what you want*.

## Gear

- **Standard-issue gun**

- **One for fun**

- **Hand weapon (you detail)**

- **Armor worth 2-armor (you detail)**

- **Shield (basic or heavy)**

- **Items worth 1-barter or 100 Cash**

- **ECHO Communicator**

- **Fast Travel pass**

- **Digistructing backpack**

- **2 reloads for the gun or guns of your choice.**

Standard Issue Gun (Choose 1)

- **Combat rifle (1d8 close/far, loud, spray; 12 Ammo. Choose: Dahl, Vladof, Bandit)**

- **Shotgun (2d4 close, messy, loud; 4 Ammo. Choose: Tediore, TORGUE, Jakobs)**

One for fun (Choose 1)

- **SMG (1d6 close, spray; 10 Ammo. Choose: Dahl, Bandit, Tediore)**

- **Pistol (1d6 hand, close/far; 6 Ammo, Choose: Jakobs, Dahl, Tediore)**

- **Rocket launcher (1d12 close/far, area, hi-tech, loud; 2 Ammo. Choose: TORGUE, Vladof, Maliwan)**

Shield (Choose 1)

- **Basic shield (10 shield - recharge 1d8+2)**

- **Heavy shield (12 shield, slow - recharge 1d12)**

## History

On your turn, tell everyone Hx+1. You're a frank, straightforward kind of person.

On the other's turns, pick two:

**1) Somebody served with you once, somewhere. Good times. Tell them Hx+3.**

**2) Somebody left you hanging in a dire situation. Whatever they tell you, reduce it by -1.**

**3) Somebody has proven to be reliable, time and time again. Whatever they tell you, increase it by 1.**

## OPTIONAL: Special

When you have sex with someone, the rest of your evening is then spent in deep and thoughtful conversation. Or maybe just cuddles. Either way, you walk away knowing your partner a little better. Increase your Hx by 1. If this pushes it to 4, reset and mark experience as usual.

## Improvement

Level 2 (7 total XP)
**+1 to any stat and an advanced move**

Level 3 (15 total XP)
**Choose one: class mod, advanced move**

Level 4 (24 total XP)
**an advanced move**

Level 5 (34 total XP)
**Choose one: class mod, advanced move**

Level 6 (45 total XP – TRUE VAULT Hunter MODE UNLOCKED)
**+1 to any stat and (choose one): advanced move, True Vault Hunter move**

Level 7 (57 total XP)
**Choose one: class mod, advanced move, True Vault Hunter move**
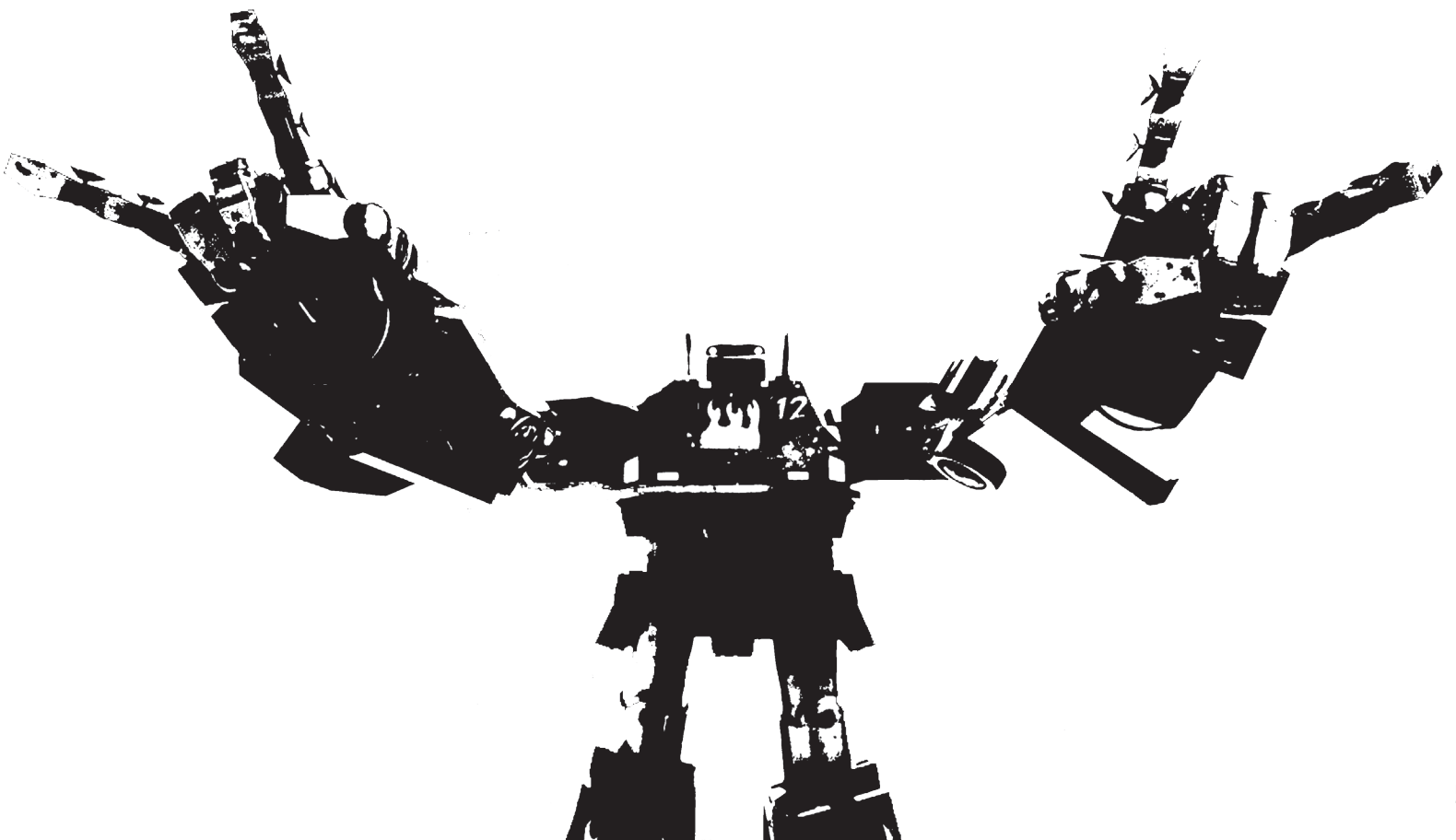
Level 8 (70 total XP)
**Choose one: advanced move, True Vault Hunter move**

Level 9 (84 total XP)
**Choose one: class mod, advanced move, True Vault Hunter move**

Level 10 (LEVEL CAP REACHED! 100 total XP)
**+1 to any stat and (choose one): advanced move, True Vault Hunter move**

# YOUR INVENTORY

## Guns

Guns come in six varieties:

- **Pistol (1d6 hand, close/far; 6 Ammo)**

- **Combat rifle (1d8 close/far, loud, spray; 12 Ammo)**

- **Shotgun (2d4 close, messy, loud; 4 Ammo)**

- **SMG (1d6 close, spray; 10 Ammo)**

- **Sniper rifle (1d10 far, hi-tech; 4 Ammo)**

- **Rocket launcher (1d12 close/far, area, hi-tech, loud; 2 Ammo)**

Guns are also made by one of the eight major corporations:

- **Bandit: Guns made by the resident bandits of the planet. HOLDS MOAR BULLETS! BANG BANG BANG!**

- **Dahl: The corporation that left the biggest fingerprint on pandora, Dahl produces military-grade weaponry.**

- **Hyperion: Hyperion arms are made to the highest of quality standards... and sold at a price to match.**

- **Jakobs: Classic "Old West" styled guns, Jakobs munitions pack the heaviest punch.**

- **Maliwan: Sleek and high tech, Maliwan arms are elegant and always elemental.**

- **Tediore: Cheap and available!**

- **TORGUE: "Did you know over 97% of all creatures on Pandora aren't exploding right now? THAT'S BULLSHIT! BUY TORGUE!" - Torgue radio ad; Borderlands 2**

- **Vladof: Wicked bullet hoses.**

For detail on what each make and model does mechanically, see Tags.

## Shields

There are three kinds of shields:

- **Basic: 10 shield (1d8+2 recharge)**

- **Light: 8 shield, fast (1d4+4 recharge)**

- **Heavy: 12 shield, slow (1d12 recharge)**

## Grenades

Grenades can be found as loot or purchased individually from a vending machine. A character can carry up to 3 grenades at a time. Once a grenade is thrown, it is expended. The price of an individual grenade is 25 cash.  Instead of marking off ammo on a 7-9, grenades have the option *causes extra, unwanted collateral damage.*

- **Grenade (1d10, +area, close, loud, messy)**

## Other Stuff

Other things you might encounter in your travels:

- **Cash: The currency of the Six Galaxies. It looks suspiciously like US Dollars.**

- **ECHO Communicator: A personal device used for accessing the ECHOnet.**

- **Eridium:  The strange material that erupted from the planet after the opening of the first Vault. Some vendors will only take eridium as payment. Sirens can get absolutely blitzed on this shit.**

- **Insta-Health Vials: Produced by the Anshin Corporation, one injection will patch you right up. Each insta-health vial heals 4 Health. Health vials cost 25 cash when purchased from a vending machine.**

- **New-U Account: All Vault Hunters have one. This handy technology rebuilds your body after you've bitten it. Best not to think about where they're keeping your memories on file, though.**

- **Reloads: The stuff you need to put the bullets back in your gun. Reloads cost 10 cash when purchased from a vending machine.**

- **Class Mods: While normally an item in the video game, Class Mods are purchased when a character levels up, and gives the character access to its own special move.**

### Cars

Any *Vault Hunter* in need of wheels can digistruct a car at a Catch-a-Ride. Cars come in any size or shape, and always have enough seats for the player characters. They move as fast as cars go, and are about as safe as a digitally constructed vehicle can be.

As a general rule, cars have 4-armor and 30 Health. If they have a gun turret, it deals damage as a combat rifle. If it has a rocket pad, it deals damage as a rocket launcher. Vehicle weapons don't run out of ammo, substituting *"...but you hit something else"* as an option when you roll a 7-9 while *exchanging fire.* When a car reaches 0 Health, it explodes and deals 1d12+2 to everyone in, around,

and/or near the vehicle. Any other extra moves or fancy bits you want to add are up to you. For all other, general car-related damage (being hit by one, hitting someone with one, launching it into someone or something, etc) roll 1d12.

## Class Mods

Class Mods are any object with meaning to your character that enhances their natural abilities. It can be anything in-theme for the playbook, with the exception of something that already has a mechanical value, such as a gun or a shield. You detail your character's Class Mod. Taking a Class Mod automatically grants the associated move so long as that Class Mod is worn. If a character has more than one Class Mod, it may be exchanged at the beginning or the end of a session.

# TAGS

Tags are defined by five categories: constraint, corporation, cue, elemental, and mechanical.

**Constraint tags** limit use in some manner.

**Corporation** tags define which of the eight mega-corps made the item.

**Cue tags** help define what the item does within the fiction.

**Elemental tags** indicate that the item does a specific type of damage.

**Mechanical tags** change the way an item interacts with the game's mechanics.

**Area** (mechanical, constraint):  it's target or subject is an area, not a person. It affects everything or everyone within it.

**Bandit** (corporation): Any gun with this tag has +2Ammo

**Burn** (elemental): A gun with this tag deals burn damage. Damage applied to shields takes -1dmg, but +1dmg when applied directly to Health.

**Close** (constraint, a range):  A character can only bring this weapon to bear when he or she is pretty close to his or her target. If the character can shout at 'em, that's close enough.

**Close/Far** (constraint, a range):  The character can bring this weapon to bear at both close and far range.
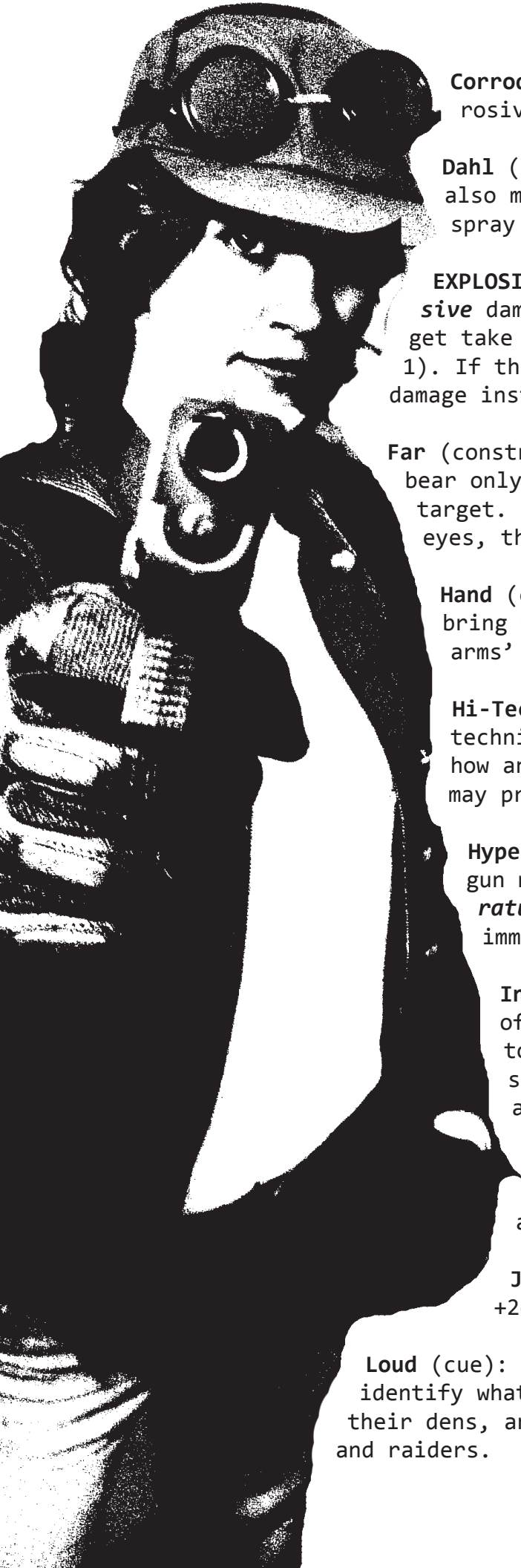
**Corrode** (elemental): A gun with this tag deals corrosive damage. Corrosive damage ignores Armor.

**Dahl** (corporation): All Dahl guns get +spray, but also may gain +1 dmg if you choose not to use the spray effect when you *exchange fire.*

**EXPLOSIVE** (elemental) : A gun with tag deals *explosive* damage. All enemies within close range of the target take the gun's minimum damage (as if you'd rolled a 1). If the gun has *+area,* add +1 to the gun's base damage instead.

**Far** (constraint, a range): A character can bring it to bear only when he or she is pretty far from his or her target. If the Vault *Hunter* can see the whites of their eyes, that's too close.

**Hand** (constraint, a range): The Vault *Hunter* can only bring this weapon to bear when he or she is within arms' length of his or her target.

**Hi-Tech** (Constraint, cue): The item is highly technical, and finding someone with the right know-how and the right price to keep it in working order may prove to be difficult.

**Hyperion** (corporation): The gun gains the special gun move: *Superior Quality Bullet Dispensing Apparatus.* When you exchange fire, on a 12+ you may immediately exchange fire again.

**Infinite** (constraint): The character has as many of this item as he or she needs. It's important to note that an infinite item is a particular set of things: the individual parts are disposable, but the whole is not. For example, one may have *infinite knives*. One knife can be thrown and forgotten about, but if the infinite knives themselves are lost, all the knives are gone.

**Jakobs** (corporation): Any gun with this tag has +2damage.

**Loud** (cue): Everyone nearby can hear it, and potentially identify what made the noise. It wakes sleeping skags in their dens, and is like a clarion call for bandits and raiders.

**Maliwan** (corporation): The gun automatically gains any one elemental tag, either of your choice, or randomly generated. As a note, EXPLOSIVE Maliwan guns are considered vintage collectors items.

**Messy** (cue): It deals damage in a particularly destructive way, shredding scenery and turning people and creatures into raw hamburger.

**Shock** (elemental) : A gun with this tag deals *shock* damage. Damage applied to shields gains +1dmg.

**Slag** (elemental) : A gun with this tag deals *slag* damage. The next person to attack the target takes +1forward to damage.

**Spray** (mechanical): The character can spend 1 ammo to make an attack +area

**Tediore** (corporation): The gun gains the special gun move: *(Explosive) Digistructing Reload!* You may spend a point of ammo when you exchange fire to add +3 to gun damage (and you also huck it in a direction of your choosing). On a 7-9, you may also choose the option to have your exploding gun go somewhere you didn't intend. The point of ammo is spent on a hit or miss. As an added bonus, Tediore guns are always available for sale and are cheap!

**TORGUE** (corporation) : The gun gains *+EXPLOSIVE, +messy, and +loud* and adds +1 to its base damage.

**Valuable** (cue): It's worth more than 1-barter or its equivalent value in Cash.

**Vladof** (corporation): The gun gains the special gun move: *High Fire Rate:* When you *exchange fire*, you may spend ammo for +1 to the roll (to a maximum of +3). The ammo is spent on a hit or a miss.

### How close is too far?

The range restraints serve to provide an interesting hook for the GM move activate their stuff's downside. They're not prescriptive. It's okay to say "the surveyor drone is too far away for shotgun fire. You'll have to get closer, or draw a long range weapon."

It's not okay to simply forbid 'no-scope' sniper rifle fire. If this doesn't sit well with you, a -1 penalty for shooting out of range works just fine, too.

# RANDOMLY GENERATING GUNS

Step 1: Roll 1d6 to determine gun type.

| Roll | Result |
|------|--------|
| 1 | Pistol (1d6 hand, close/far; 6 Ammo) |
| 2 | Combat rifle (1d8 close/far, loud, spray; 12 Ammo) |
| 3 | Shotgun (2d4 close, messy, loud; 4 Ammo) |
| 4 | SMG (1d6 close, spray; 10 Ammo) |
| 5 | Sniper Rifle (1d10 far, hi-tech; 4 Ammo) |
| 6 | Rocket Launcher (1d12 close/far, area, hi-tech, loud; 2 Ammo) |

**Step 2: Roll 1d12 to determine rarity**

| Roll | Result |
|------|--------|
| 1-5 | Common ("White") |
| 6-8 | Uncommon ("Green") |
| 9 | Rare ("Blue") (+valuable) |
| 10 | Legendary ("Purple") (+valuable) |
| 11 | Unique ("Orange") (+valuable) |
| 12 | E-Tech/Legendary Rare ("Pearlescent") (+valuable, hi-tech) |

Pearlescent guns are incredibly rare and only appear at the whims of the GM. Treat them as Orange weapons otherwise.

Blue, Purple, and E-Tech guns have a 1 in 10 (pick a number and roll 1d10) chance of having red text. Red text is a single phrase of the MC's designing that unlocks a special move, after a character successfully *assesses loot*. Orange guns always have *red text*. For example, a GM might give a gun *red text* that says *Boom! Headshot!* Secretly, when the player rolls a 12+, he or she may roll the gun's damage die and take the higher result. Treat *red text as special gun moves* for the purposes of spending ammo.

**Step 3: Consult the individual gun chart to determine corporate manufacturer.**

## Pistol (1d8)

| Roll | Result |
|------|--------|
| 1 | Bandit (+2 Ammo) |
| 2 | Dahl (+spray, see Tags) |
| 3 | Hyperion (see Tags) |
| 4 | Jakobs (+2 damage) |
| 5 | Maliwan (+elemental tag) |
| 6 | Tediore (see Tags) |
| 7 | TORGUE (+EXPLOSIVE, messy, loud) |
| 8 | Vladov (see Tags) |

## Combat Rifle (1d10)

| Roll | Result |
|------|--------|
| 1-2 | Bandit (+2 Ammo) |
| 3-4 | Dahl (+spray, see Tags) |
| 5-6 | Jakobs (+2 damage) |
| 7-8 | TORGUE (++EXPLOSIVE, messy) |
| 9-10 | Vladov (see Tags) |

## Shotgun (1d10)

| Roll | Result |
| --- | --- |
| 1-2 | Bandit (+2 Ammo) |
| 3-4 | Hyperion (see Tags) |
| 5-6 | Jakobs (+2 damage) |
| 7-8 | Tediore (see Tags) |
| 9-10 | TORGUE (+EXPLOSIVE, area) |

## SMG (1d10)

| Roll | Result |
| --- | --- |
| 1-2 | Bandit (+2 Ammo) |
| 3-4 | Dahl (+spray, see Tags) |
| 5-6 | Hyperion (see Tags) |
| 7-8 | Maliwan (+elemental tag) |
| 9-10 | Tediore (see Tags) |

## Sniper Rifle (1d10)

| Roll | Result |
|------|--------|
| 1-2 | Dahl (+spray, see Tags) |
| 3-4 | Hyperion (see Tags) |
| 5-6 | Jakobs (+2 damage) |
| 7-8 | Maliwan (+elemental tag) |
| 9-10 | Vladov (see Tags) |

## Rocket Launcher (1d10)

| Roll | Result |
|------|--------|
| 1-2 | Bandit (+2 Ammo) |
| 3-4 | Maliwan (+elemental tag) |
| 5-6 | Tediore (see Tags) |
| 7-8 | TORGUE (+EXPLOSIVE, messy) |
| 9-10 | Vladov (see Tags) |

All guns have a 1 in 8 (pick a number and roll 1d8) chance of being elemental. Maliwan guns are automatically elemental. Jakobs and TORGUE guns may only have the +EXPLOSIVE tag.

## Element Tag (1d10)

| Roll | Result |
| --- | --- |
| 1-2 | +burn |
| 3-4 | +corrode |
| 5-6 | +shock |
| 7-8 | +slag |
| 9-10 | +EXPLOSIVE |

# RUNNING THE GAME

There are countless ways to GM games, but **No Rest for the Wicked** requires one particular way. This section is all about the rules for running a game with the Powered by the Apocalypse system's signature style. It's worth adhering to these rules, as the whole game is built around them. It's broken down into three parts: *Agenda, Principles, and Moves*. The *Agenda* is your goals as a GM. The *Principles* serve to help you stay focused on your *Agenda*. Your *Moves* are what power and regulate the unending torrent of adventure and mishap that is the game's fiction.

## How to GM

Running a Powered by the Apocalypse game is not like other games. As the GM, you don't roll any dice. There's no initiative, no minis, and no turns. Your job is to toss the plot-ball into the air and keep it up there. The idea is to emulate playing through your favorite **Borderlands** missions and blend that with the freedom a pen and paper game grants. It should be hectic, bloody, funny and dark, and filled with surprising depth. Never forget that since this isn't a console game, so the characters have options that are more than just "shoot, punch, jump, open." They can (and should) negotiate/bargain with/seduce/threaten NPCs and each other. They can find solutions where there may not have otherwise been one, and you should let them. If you're ever uncertain, fall back on your *Agenda, Principles, and Moves.* Details on how each can help you are listed below.

## Agenda

- **Make the Border Planets seem real**

- **Fill the player characters' lives with constant trouble (and adventure)**

- **Play to find out what happens**

**Make the Border Planets seem real**: Treat Pandora (or any of the other Border Planets) as if it were a real place. It can be strange, alien, and dangerous, but it should be believable. Make your NPCs act like real people with motivations and complex feelings. Let the Vault Hunters get tangled up in their messy lives. This is a real, living, breathing place, not a shooting range. *Fill the player characters' lives with constant trouble (and adventure):* Vault Hunters are badasses who have a special relationship with danger. They face down impossible odds and walk away in one piece. They're a cut above average. Their stories should never be slow or boring. If things get slow, find an opening to bring in more danger or complications. Even enormous success should generate more adventure. These are lives lived on a bullet's tip. Treat them that way.

**Play to find out what happens**: It's usually a good idea to have a mission or hook in mind. Some prep is always a good idea: sketch the layout of a bandit lair or corporate compound. Decide if there are any rare treasures hiding therein. Spend your loot points. Do not, under any circumstances, go so far as to pre-plan what will happen. Present options and let the players go crazy. Rebound off of bad ideas, partial successes, and failures. Make it fun, fast-paced and interesting.

## Principles

- **Coat everything in grime, blood, and dust**

- **Make your move, but never speak its name**

- **Address the characters, not the players**

- **Keep it coming**

- **Give everything life**

- **Ask questions and build on the answers**

- **Think dangerous**

- **Be a fan of the player's characters**

- **Begin and end with the fiction**

- **Think offscreen, too**

**Coat everything in grime, blood, and dust**: Pandora is a violent, dirty place. Where it's not a desert, it's an industrial hole. Where there isn't what's left of industry, there are bandit clans making war. Dahl's retreat left the planet in shambles. Anything new and clean should be rare and strange. Other Border Planets are surely similar: weathered, used, bloody.

**Make your move,** but never speak its name: It's cool for your players to say *"I'm exchanging fire"* or *"I'm using my situational awareness"* if that helps keep the game going. However, your moves are the skeleton beneath the meat of your plot. They are best unseen, but giving everything structure. Don't say "I'm *announcing future badness*" but rather "You hear an explosion in the distance and the sounds of familiar Rusty Blade clan war cries. What's going on there?"

**Address the characters, not the players:** The players aren't the active people in the story, so don't talk to them. Say, "River, the skags have you surrounded. It's evident they're ready to tear you apart. What are you going to do?" instead of "Teresa, the skags have River surrounded. It's evident they're ready to tear her apart. What will she do?" This puts your players immediately into the heart of a scene and will keep everyone deeply involved.

**Keep it coming!:** When making your moves and responding to player actions, don't slow down or let up. Don't take it easy. Being a Vault *Hunter* is exhausting, violent, and frantic. Just when the characters think the hole can't get any deeper, drop the bottom out. Keep building. Make 'em work for it.

**Give everything life:** Name characters. Give them motivations. Make your monsters believable and terrifying. Treat the people the characters meet like real, flesh and blood human beings rather than just targets.

**Ask questions and build on the answers:** Don't do all the work yourself! What your players generate may surprise you. Ask leading questions like, "The Rusty Blade clan is out on patrol. When they spot you, they scream for your blood over the ECHO. What have you done to make Lady Machete so mad?" Or when someone asks, "Do I know the origin of this legendary shotgun?" answer with, "I don't know, do you?" Accept the story you get in return and make it part of your world.

**Think dangerous:** Remember all that stuff we keep repeating about the Vault Hunters being the baddest asses? It's meaningless if they're not facing truly dangerous things. Throw things at the characters that will make their players high five and brag after they finally take it down.

**Be a fan of the players' characters:** Your primary job is to make the characters lives dangerous and interesting, but you should not be out to punish or antagonize the players. Give them just enough rope to hang themselves with, and then root for them while they try to get untangled.

**Begin and end with the fiction:** Ever gamed with people who spent all their time arguing over every little rule and acting like you're an idiot for choosing something you thought was cool over something that had the best numbers? Don't be those people. This is all about the story. The numbers are here to help you shape that story, and that's it.

**Think offscreen, too:** When the Vault Hunters are kicking ass and taking names, the forces arrayed against them are moving, too. Think about what their friends and enemies are doing when the camera isn't on them. Use this information to make more trouble.
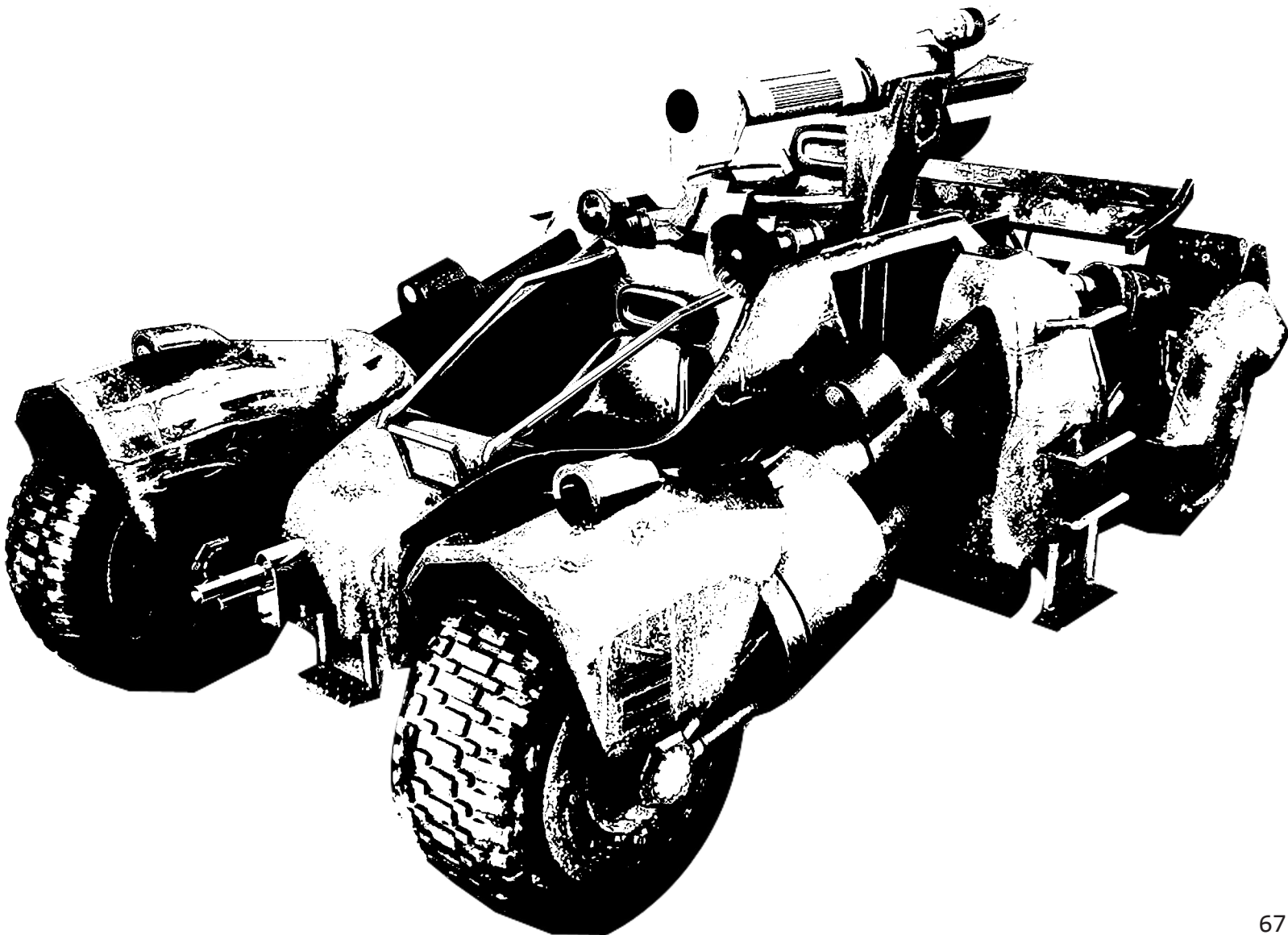
## Your Moves

- **Separate them**

- **Put someone in a spot**

- **Take away their stuff or use up their resources**

- **Reveal an unwelcome truth**

- **Deal damage**

- **Announce future badness**

- **Turn their move back on them**

- **Tell them the possible consequences and ask**

- **Make a threat move**

- **Offer an opportunity with or without a cost**

- **Give an opportunity that fits a class' abilities**

- **Activate their stuff's downside**

**Separate them:** Vault Hunters are unstoppable together. What happens when they get pulled away from each other?

*Example:*
*Teresa (River the Siren):* In a flash of bluish energy, I phasejump right into Lady Machete's stupid face! Aw, shit, I rolled a 6. That's a miss.

*Monica (the GM):* The force of your attack knocks the bandit queen clean off her feet, but unfortunately out of the way of your phase charged attack. You continue smashing into the flimsy aluminum siding that makes up the walls, and bring the whole roof down, trapping you under a pile of rubble and leaving Hexkey and Ruth alone with a very angry badass. What do you do?

**Put someone in a spot:** Catch the characters off-guard. Make the players have to think on their feet, or have to make a snap decision.

*Example:*
*Jerome (Hexkey the Mechromancer):* Alright, I'm tiny, so I wiggle in through a crack in the makeshift wall outside this Red Skulls encampment. Gonna tell trouble to get slagged with Hard. Ok?

*Monica:* Ok, roll it.

*Jerome:* That's a 7.

*Monica:* Alright. You make it inside with only a few scratches. Hell, you even manage to creep all the way down a hallway and around a corner when you make eye contact with an unmasked bandit headed towards the latrine. His eyes go wide and he reaches slowly for his gun. What do you do?

**Take away their stuff or use up their resources:** It's as straightforward as it sounds. Make things interesting by giving the player the choice to part with something.

*Example:*
*Rachel (Ruth the Hunter):* I aim down the barrel of my Jakobs pistol, click the hammer backand let a slug loose into that stalker, right between the eyes. Exchanging fire and... damn it. 6. Miss.

*Monica:* Your shot rings out across the highlands. It certainly would have hit the stalker between the eyes if it hadn't cloaked at the last possible second. Then it's suddenly on top of you, snapping and clawing. You can either drop your pistol in your struggle or have it permanently damage your shield.

*Rachel:* Damn. I'll lose the gun.

**Reveal an unwelcome truth:** The Border Planets are full of ugly truths. Don't be afraid to peel back the paint and expose the rust underneath.

*Example:*
*Monica:* As you enter the underground complex, two things become apparent. One: the weapons the Maliwan Corp were supposed to be hiding here are not guns, as evidenced by the holding cells that line the halls. Second, they were using slag to create some kind of elemental supersoldier. Deus ex arma, indeed. They may have succeeded, based on the amount of destroyed property strewn about. You can hear groaning from a nearby pile of rubble and can see that there's a member of security still pinned underneath. "Help," she croaks, "it's...still in here." What do you do?

**Deal damage:** All enemies have damage dice, just like player characters do. All Vault Hunters respawn, so don't be shy about hurting them.

**Announce future badness:** When trouble is on the horizon, state that it's there. Do this often.

*Example:*
*Monica:* As you speed across the desert towards the assumed entrance to the Vault, you can see the headlights of other bandit cars and the outlines of Hyperion robots dropping out of the sky. It seems this so-called Vault entrance is not as secret as you'd like. What do you do?

**Turn their move back on them:** Look for opportunities to make danger or interesting twists everywhere, even when characters are wildly successful. Don't ever forget your job is to keep the story constantly moving.

*Example:*
*Sean (Ash the Soldier):* I creep around the edges of the Maliwan compound. I've got those binoculars I nicked off the corpse of Rabid Dog a little while back. I press 'em to my eyes and take a good look at what might be inside. I'm going to use my situational awareness. Nice! Got a 12.

*Monica:* Bad ass. Go ahead and ask me your questions.

*Sean:* Let's go with 'what's the best way in,' 'which enemy is the biggest threat,' and 'what should I be on the lookout for?'

*Monica:* Gotcha. Okay. Through the frame of his binoculars, Ash can see that there's a spot where there must have been an oversight in security. There's a supply entrance unguarded. There's also a sewer grate nearby. Either looks like a good way in. However, there are those beefy guys with the glowing green armor- you remember them from earlier when their corrosive guns wrecked the shit out of your car. There are three of them. They look bored. That's probably not a good sign. And you notice that one of the posts on the roof of the complex is looking right back at you. She lowers her own binoculars and darts out of your line of sight. It's probably only a matter of time before she alerts the whole place that someone's out there. What do you do?

**Tell them the possible consequences and ask:** Not everything comes easy. Most things don't, really. When presenting a situation, make it clear what the stakes are.

*Example:*
*Monica:* There's a straight shot into the Rusty Blades' encampment, of course, but there's a ravine full of skags between you and it. You'll have to distract the skags somehow, or fight them off. Either way, you risk the bandits realizing you're there. What do you do?

**Make a threat move:** Use a Front threat's move, either  premade or one of your own designing. (See the Fronts section for more detail)

**Offer an opportunity with or without a cost:** Show them something they want: cash, loot, knowledge, fame. Tempt them with their Drives. You don't always have to associate a cost, but if it's suitably interesting, go right ahead.

*Example:*
*Monica:* River, you've got a perfect line of sight on that Hyperion bastard who sold you out all those years ago. You could probably phasejump in and outta there without anyone knowing, and have your sweet, sweet revenge. Are you going to?

**Give an opportunity that fits a class' abilities:** The *Soldier* fights and leads. The *Mechromancer* does machines. Every class has its strengths, so present opportunities for each player character to shine. When it would make things more fun and complicated, present an opportunity that requires the strengths of a class that isn't present.

*Example:*
*Monica:* The way into the information room is sealed by an electronic lock. Said lock is sparking. It looks like someone previously forced their way in with a well-timed shot from a shock weapon, and then forced the door shut. It's a pretty safe bet that Hexkey could fix it. Gonna try?

**Activate their stuff's downside:** Just as everything has a benefit, so too do they have disadvantages. What corporation is on the lookout for Sirens? Does the Red Skull clan hate anyone who uses Maliwan guns? Are their guns messy and loud? Find places where their classes, skills, and equipment haveweaknesses and exploit the hell out of them when it would make things more interesting, more complicated, more dangerous, or more fun.

## Fronts

Fronts are the forces arrayed against the player characters. Define a few Fronts with the help of your players. The Front Threats move and act when you *think offscreen* or use a threat move. Fronts are broken down into four categories: alien, corporate, local, monster. These are further broken down into threats. Each threat has a threat move that generally describes what it is the threat does. Feel free to design your own threat moves to further customize the dangers that lurk in your world.

As appropriate, all *front threats* have the ability to use the move *recruit*.
**Recruit:** The threat calls the player characters to work for/with it for the time being.

**Alien**
An *alien* front is anything inexplicable, possibly from the planet's original residents. Its threats are mystery and *phenomenon*.

*Mystery* threats are dangers associated with a Border Planet's deep, dark secrets.

*Threat Moves:*

- **Defend: It fights to keep the secrets hidden.**

- **Lure: Its unknowable nature calls to people.**

*Phenomenon* threats appear without an easy explanation.

*Threat Moves:*

- **Emerge: Whatever the phenomenon is, it makes an appearance and this is enough to cause a problem.**

- **Alter: People and creatures that encounter the phenomenon are permanently changed.**

**Corporate**
A *corporate* front is anything brought on by one of the eight mega-corps. Its *threats* are economic, military, and technological.

*Economic* threats are ways in which the corporation keeps control (read: screws over) a population using their money instead of their guns.

*Threat Moves:*

- **Control: The corporation puts an economic stranglehold on a settlement and forces its residents to do its bidding.**

- **Dominate: The corporation floods a market and puts others out of business.**

*Military* threats use the combative might of the corporation and will often resort to violence tosolve their problems.

*Threat Moves:*

- **Engage: The corporate army makes war with someone or something.**

- **March: The corporate army moves from one location to another, with little regard for what's in between.**

**Occupy:** The corporate army claims a place that belonged to someone else, and stays there.

*Technological* threats are anything the corporation has made or discovered that is actively making life worse for people.

*Threat Moves:*

- **Panoptic: Big brother is watching you.**

- **Pollute: The tech corrupts and defiles the natural landscape.**

- **Threaten: The technology keeps frightened people in check.**

**Local**
A local front is a danger that is native to the planet itself. It is usually its people, but can also be the environment. Its threats are authority, bandit, and environmental.

*Authority* threats come from what remains of local power.

*Threat Moves:*

- **Meddle: The authority, for good or ill, gets mixed up in the affairs of Vault Hunters.**

- **Persecute: The authority has it out for somebody, probably you.**

*Bandit* threats are the clans formed by the people abandoned on the planet, or the insular, dangerous native population.

*Threat Moves:*

- **Patrol: The bandits protect their claimed territory.**

- **Raid: The bandits come and take anything that isn't nailed down.**

- **Squat: The bandits come and commandeer any place that nobody was using, or find a place and oust the people who were living there.**

*Environmental* threats are forces of nature and do not discriminate.

*Threat Moves:*

- **Disaster: A great, sudden, and terrible event such as hurricanes, tornadoes, dust storms, etc.**

- **Shift: The planet's seasonal change brings great dangers.**

## Monster
A monster front stems from any of the non-human living creatures that call a Border Planet their home. Its threats come in the forms of anomaly and habitat.

*Anomaly* threats are strange or rare creatures that break the norms of their species.

*Threat Moves:*

- **Hunt: People allegedly taste like chicken. A particularly unusual threat might hunt bigger prey, like cars or tanks.**

- **Rampage: The anomaly leaves its home and destroys a few things here and there, like entire communities.**

*Habitat* threats are places where creatures live. Whether or not they were there first is often irrelevant.

*Threat Moves:*

- **Infestation: The creatures are living here, now, and don't care that people are living there too.**

- **Predation: Its chief prey is "people."**

## Front Details
To further give your front life, flesh it out a bit more. Your front should have any of the following, as appropriate: name, cast, and agenda and/or motivation.

- **Name: What the front is called.**

- **Cast: The people/creatures involved.**

- **Agenda and/or Motivation:  Its goals and/or desires.**

*Example:*
**Name:** The Rusty Blade clan

- **Type: Local**

- **Threat: Bandit (threat moves: patrol, raid, squat)**

- **Cast: Lady Machete, the leader, and her lieutenants, Bootheel (woman) and Kneecap (man). They have a roving car gang headed by a person of indistinguishable gender known only as "Mustard."**

- **Agenda and Motivation: To find a safe place to live and to raise hell while doing it.**

## The First Session

Make characters as a group. It's okay to assign stats and pick moves asynchronously, but it's essential that everyone be in the same place at the same time (even if that's electronically) to go over History. Do this last, so the bonds between characters are fresh in everyone's minds. While doing that, have everyone describe their characters and tell you about one threat that looms in the background. Write these down, tie them together, and use them to build the beginnings of your Fronts. Instead of following the characters around for a day, as other *Powered by the Apocalypse* games suggest, strike while the iron is hot. Drop the characters in the middle of a conflict or an event rapidly going south and see how they gel under pressure. This is the life of a Vault *Hunter*, after all.

# PANDORA'S BOXES
## Determining Loot

**Step 1:**
Decide how many of each box is present

- **Single Boxes: They're often a small lockbox or safe, but can also be anything you can feasibly open (regardless of whether it's meant to actually store things - like toilets, mailboxes, pipes, etc.). For each small box present, add a number of loot points equal to the number of players.**

- **Medium Boxes: Medium boxes often take the shape of foot lockers, coolers, mini fridges, etc. For each medium box present, add a number of loot points equal to twice the number of players.**

- **Large Boxes: These are usually weapons lockers, abandoned dumpsters, and the like. For each large box present add a number of loot points equal to four times the number of players.**

An easy way to figure out how many of each box to have, use this formula: [Small boxes (2xplayers) + Medium boxes (players) + Large boxes (half the number of players, round down)]. If that's too much math, just pick whatever number feels right for the area.

**Step 2:**
Add up your loot points and spend them.

- **Cash (1 point per 100 cash)**

- **Eridium (2 points per chunk of eridium)**

- **Guns (5 points, randomly generate)**

- **Insta-health Vials (3 points, only appears if characters are injured)**

- **Reloads (1 point per reload, roll 1d6 on the gun chart or just assign based on what the characters are using)**

- **Grenades (1 point per grenade)**

It's a pretty good idea to come up with the loot while a scene is unfolding, that way nobody has to wait for you to do math. If you're not in the mood for addition and multiplication, just pick whatever feels appropriate and have it be there.

## Loot Chests:

Loot chests contain one randomly generated gun for each player, and up to 6 reloads, 2d100 cash, or its equivalent in Eridium (round to the nearest 10). 1 Eridium = 1-barter = 100 cash. You decide whether or not an area has a Loot Chest and it can look like anything you please, from an actual locker to a treasure chest to the rusted-out trunk of a car to an empty porta-john.

If players want to actively seek out a *loot chest*, they must *wrangle weirdness*. Missing on this roll can cause all kinds of interesting consequences, most notably the loot chest showing up on the back of a badass.

# MADMEN AND WILD SKAGS: THE ART OF BUILDING ENEMIES

You're a *Vault Hunter*. It's time to get used to the fact that everyone and everything would like you dead. Here are the tools for building your own party-chewing disaster.

## Building a Monster

### What kind of thing is it?

- **Humanoid (it's people)**

- **Monster (it's not people)**

- **Robot (Self explanatory. Also, gets 1 armor just for being made of metal)**

### How big is it?

- **Little (A pup skag, monglet, or spiderling;  from rat to child sized): Health 3, Melee damage die 1d4**

- **People-size (Skags, humanoids; the full range of normal adult human sizes): Health 6, Melee damage die 1d6**

- **Big (Bullymongs, alpha skags; unusually big for a human, and then some): Health 10, Melee damage die 1d6+1**

- **Huge (Sandworms, Threshers; things like elephants, rhinoceroses or bears): Health 16 Melee damage die 1d8**

- **Holy Shit (BNK3R, Saturn, Rakkhive, yo' momma; it's terrifyingly large): Health 20 Melee damage die 1d10**

## What else makes it special?

Pick all that apply. It is

- **Aggressive (Likely to shoot first and ask questions later)**

- **Armored (It's wearing or naturally has armor, +1armor)**

- **Badass (Bigger, stronger, scarier. Double Health, add +1 damage. Has a 1 in 10 chance of dropping a special item)**

- **Burrowing (It cheats and can go underground)**

- **Elemental (Its attacks have an elemental tag)**

- **Flying (It can't be hit with melee attacks while it's in the air)**

- **Gang (It doesn't travel alone. When a gang attacks the same target, roll the highest damage die once and add +1 damage for each member involved)**

- **Super/Ultra Badass (Even bigger, stronger, and scarier. Add another +4 health and another +1 damage for each qualifier. Has a 1 in 6 chance of dropping a special item)**

- **Territorial (It has a home and will fight to keep it)**

- **Tough (It can take a beating, add +2 Health)**

- **Well-equipped (Has a basic shield, +1 armor, nice weapons)**

Then give it a **Drive**, and any **Special Moves** you can come up with. Use these to give the enemy color and flavor.

### So big, so angry… all men?

**The bandit clans formed after Dahl left everyone behind. In the console game, bandits came primarily from the criminal workforce Dahl abandoned, and are almost entirely men. Men aren't the only people who commit crimes, though, and certainly aren't the only people in Dahl's employ. Don't be shy about having women as bandits and antagonists.**

## Enemy Loot Drops Made Easy

- **Cash: 50x number of enemies. 100x for a badass.**

- **Reloads: One per enemy, usually the gun type they're using or for the guns the characters carry. 1d6 of each of the characters' gun types for a badass.**

- **Insta-Health Vials: One per enemy, if anyone is hurt.**

- **Guns: Ordinary enemies drop the kind of gun they're carrying, usually Bandit, Dahl, or Tediore, unless the enemy is well-equipped. Use the random generation chart for drops by badasses.**

- **Grenades: One per enemy, if you feel like it.**

## Example Enemies

### Marauder
*"You lookin' at my shottie?!"*

Grunt-level bandit "warriors." They're often pilots and drivers, not terribly bright, and very expendable.

Humanoid, people-size, aggressive, gang, territorial

**Drive:** To raid and loot
**Melee damage die:** 1d6
**Shotgun (Bandit or Tediore):** 1d8
**Health:** 6

**Special Moves:**

- **Monkeys Use Tools : Will often use a vehicle.**

- **Bombs Away!: Will also use grenades.**

### Skag
*"[the distant sound of roaring]"*

Pack hunting canine creatures native to Pandora. Will literally eat anything.
Monster, people-size, aggressive, gang, territorial

**Drive:** To hunt and eat
**Melee damage die:** 1d6 Health 6

### The Twisted
*"I wonder… if I plant you in the ground, will you grow taller?"*

People whose sanity has long since left them, for any number of reasons, resulting in violent behavior.

Humanoid, people-size, aggressive, tough

**Drive:** To fight, and also question existence
**Melee damage die:** 1d10
**Thrown Buzzsaw:** 1d8 (see below)
**Health:** 8

**Special Move:**
- **Buzzsaw Murder:  Uses a buzzsaw in lieu of guns. Will also charge ahead of other enemies.**

### Bruiser
*"Come here, little one!"*

Enormous. Made of meat.

Humanoid, big, aggressive

**Drive:** To be the biggest and strongest
**Melee damage die:** 1d6+1
**Combat Rifle (Bandit or Dahl):** 1d8
**Health:** 10

### Loader
*"Target death imminent"*

The Hyperion Corporation's security robots.

Robot, people-size, armored, territorial, tough, well-equipped

**Drive:** To eliminate threats
**Melee damage die:** 1d6
**Mounted guns:** 1d8
**Shields** 10 (recharge 1d8+2)
**Armor** 2
**Health** 8

**Special Move:**
- **Reinforcements needed:** When seriously wounded, a loader can signal for more loaders to come to its aid.

## What the stuff?

**Where are the midgets? Why not just call 'em psychos?**

**If you're a Borderlands fan, you may have noticed that the enemies section contains no entry for midgets and that psychos are renamed 'The Twisted.' Why, you ask, would a die-hard Borderlands fan do such a thing? That one's pretty simple: because little people and folks with mental illnesses are gamers, too. If the original content never bothered you, that's great. It's not your feelings I'm sparing. As a content creator, I believe I can respect the black humor of Borderlands without lessening people for the sake of a punch line.**

## Many thanks!

*Wrecking Ball Game Labs* thanks you for checking our game out! I'm pleased you made it this far. If you love it, run it for your friends and share the pdf. If you catch me at a con, you might even get a demo out of me.

I've always wanted to write a thank you page. I used to love reading them in CD booklets when I was a kid. Now seems like as good a time as any to give it a go, so… here goes:

**First and foremost**, I'd like to thank *Jenesee* and *Henry* for being the best game-making buddies ever. Your work is excellent and I'm so happy to have you around.

My love and thanks to *Jerome, Teresa, Sean*, and *Kim* who might have a knife fight over who likes my work the most. Thanks also to the rest of the G+ crew for your support and discussion. You're all invited to the grand melee.

**My heartfelt thanks to everyone who submitted pictures**. You guys are the best and even if your photos didn't make it, I am deeply appreciative of your help. *Lydia,* though, I think Jen and I might have a tiny crush on you. *Bryan and Beth*, thank you so much for letting us use your dining room to play dress-up. A big fat thank you as well to *Andrea van der Plaats* and the *Animaze Guy* for letting us use your professional photos.

*James*, thanks for all the promotion you've done, both on our show and website. You're a great friend and you're going to be an awesome dad.

To *all twenty-six playtesters,* I love you. Carnally. Don't tell *Henry*.

*BlueEyes Dante and Kikiama*, y'all are the best long-distance lady-bros I could ask for. Love you both.

Lastly, thanks to the crew at *Gearbox* for creating such an awesome game.

Keep gaming, friends. See you soon.

**- M.S. –**

## You didn't think I was done, did you?

You can expect *The Twisted* playbook and other expansions in the future. 'Cuz I knew you were thinking it.



# NO REST FOR THE WICKED RPG