

VAULT HUNTER:

NOTES:

SPD MOD
 LEVEL

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MAYHEM

GAIN 1 MAYHEM POINT:

- If any player fails a Check inside or outside of an encounter.
- If an Enemy rolls a Crit (20).
- If, during an encounter, any player:
 - Hands off an item to a target
 - Attempts a Check
 - Takes any Extra Movement or Extra Attack
 - Fails a Badass Move
 - Reloads or swaps out a gun

SPENDING MAYHEM:

- **1 pt:** One Enemy takes a Mayhem Action (💣) instead of their normal Action.
- **2 pts:** One Enemy that would die this turn takes a Mayhem Action (💣) before death.
- **2 pts:** Spawn another wave of Enemies equaling half of the encounter's total Badass Rank. (max once per encounter)
- **3 pts:** All Enemies take a Mayhem Action (💣) instead of their normal Action.
- **3 pts:** The Boss takes an Extra Action.
- **X pts:** Complete a Boss Goal. (see page 73 for Boss Goals)

GAINED

SPENT

[SPENDING MAYHEM] 1 pt: Roll on the Randostuffs table!

%	EFFECTS	%	EFFECTS	%	EFFECTS
01-05	Whoops: You trip and land on another player, you clumso	41-45	Ignite: Somebody's on fire. Why? Idk you figure it out	91-95	Malfunction: A player's shield depletes so they feel nakey
06-10	Robber: Somebody steals somethin off you		Sneaky: An enemy becomes cloaked and basically invisible. Obv do this to one of your scarier Enemies so your players are like oh nuuuu	96	Mutate: An Enemy becomes a badass, maybe cause they get rull angry
11-15	Warcry: An Enemy makes a really good speech and even you're like, 'damn, maybe they're the good guys here'	46-50	Clear shot: Somethin gets in front of a player's gun and blocks their shot like a pro b-ball player	97	Domino: A bunch of real unlucky, real unlikely stuff happens that sorta chain reacts and makes everything really bad for everyone
16-20	Returned: some of the damage you just put on a baddie gets bounced back at you	51-55	Upgrade: A baddo gets a better gun		Rain: A Loot Chest falls from somewhere onto something or somebody. Up to you if you wanna explain why. If not, just be like 'it rains chests sometimes, deal'
21-25	Adhesion: Somehow you get stuck to something ew nice ew	56-60	Change Places: Take the battle order, put it down, flip it, and reverse it	98	Problems: more baddos show up
26-30	Rogue: An Enemy does something totally unexpected and random, like propose marriage or kill their boss or drink acid or somethin	61-65	BOOM! something f#ck'n explodes like KA-BLAM!	99	Divine: something miraculous (or insane) happens, either to the baddies or to your players. It should totally change whatever's goin on, and ideally be hilarious
31-35	Attention: somethin happens that distracts you -- a baby starts crying, a dog licks your leg, somebody taps you on the shoulder	66-80	Jam: Your gun fills with jelly what	100	
36-40	Possessed: A ghostie takes over one of the baddos	81-85	Bring the House Down: A nearby building crumbles, regardless of if something important is in it or not. Probo better if there IS something important in there tbh		



