

**VAULT HUNTER:**

NOTES:

SPD MOD  
 LEVEL

## 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	<b>Whoops:</b> You trip and land on another player, you clumso	41-45	<b>Ignite:</b> Somebody's on fire. Why? Idk you figure it out	91-95	<b>Malfunction:</b> A player's shield depletes so they feel nakey
06-10	<b>Robber:</b> Somebody steals somethin off you		<b>Sneaky:</b> An enemy becomes cloaked and basically invisible. Obv do this to one of your scarier Enemies so your players are like oh nuuuu	96	<b>Mutate:</b> An Enemy becomes a badass, maybe cause they get rull angry
11-15	<b>Warcry:</b> An Enemy makes a really good speech and even you're like, 'damn, maybe they're the good guys here'	46-50	<b>Clear shot:</b> Somethin gets in front of a player's gun and blocks their shot like a pro b-ball player	97	<b>Domino:</b> A bunch of real unlucky, real unlikely stuff happens that sorta chain reacts and makes everything really bad for everyone
16-20	<b>Returned:</b> some of the damage you just put on a baddie gets bounced back at you	51-55	<b>Upgrade:</b> A baddo gets a better gun		<b>Rain:</b> A Loot Chest falls from somewhere onto something or somebody.
21-25	<b>Adhesion:</b> Somehow you get stuck to something ew nice ew	56-60	<b>Change Places:</b> Take the battle order, put it down, flip it, and reverse it	98	Up to you if you wanna explain why. If not, just be like 'it rains chests sometimes, deal'
26-30	<b>Rogue:</b> An Enemy does something totally unexpected and random, like propose marriage or kill their boss or drink acid or somethin	61-65	<b>BOOM!</b> something f*ck'n explodes like KA-BLAM!	99	<b>Problems:</b> more baddos show up
31-35	<b>Attention:</b> somethin happens that distracts you -- a baby starts crying, a dog licks your leg, somebody taps you on the shoulder	66-80	<b>Jam:</b> Your gun fills with jelly what	100	<b>Divine:</b> 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
36-40	<b>Possessed:</b> A ghostie takes over one of the baddos	81-85	<b>Bring the House Down:</b> A nearby building crumbles, regardless of if something important is in it or not. Probo better if there IS something important in there tbh		
		86-90			



