Borderlands **CYOA jump chain compliant.**
Reclaimed EDITION V3ish

You're riding a bus, driven by a really loud driver. He tells you some fairy tale about the Vault, and then drops you off. Welcome to PANDORA! Mineral reserves and alien technology made this planet a good mining opportunity for several corporations, but those dried up pretty quick. And when the money left, so did the corps, abandoning their workers. Most quickly went totally insane. This a world of random insanity, of psycho midgets reciting Shakespeare and people paying to get themselves shot in the face. But there are always rumors of the alien Vault, filled with ancient technology far beyond even the limits of the future's science. The perfect time to open that Vault is in one year (if it exists), so a number of Vault Hunters are flocking to the planet. In this world, there are no gods, only guns, and remember, New-U is just a game mechanic! Good Luck!

This version was made as a collaboration of many people on the Rizon, based on ideas shamelessly stolen from banchô-Anon and then reworked repeatedly by Marvel, Then later updated by banchô-Anon.

You have 1000 choice points.

Let's get started.

Your age is 2d8+14, and your keep your current gender. You may pay 100 CP to choose both your age (Between 16 and 40 years old) and your gender.

There are a number of semi-functioning places in Pandora. You told Marcus to drop you off at one of them, but where? You may roll 1d8 for no cost or choose for 100 CP.

1. Fyrestone Bus Depot

Once an outpost for the nearby mines, the town of Fyrestone is now nothing but a few worn huts and prefabricated structures constantly plagued by bandits. If you clear out those bandits, though, the residents might just come back (well, those with legs).

2. Jakob's Cove

This isolated woodworking facility is nice and pastoral. At least, it is now. However,Marcus is happy to tell you rumors of strange noises heard in the woods, and that Dr. Ned doesn't quite seem trustworthy...

3. Tartarus Station

A nice Hyperion company vacation town, this place is normally only reachable by train. Don't ask how he got the bus on the train tracks, it's not a happy story.

4. New Haven

Marcus drops you off safely in New Haven. A secure place, with plenty of loot in the adjacent Rust Commons, this is a relatively nice and smooth-running city.

5. Old Haven

One way or another, you've fallen into the Crimson Lance's trap. Old Haven was once anice and functioning city, but it's now ruled by Bandits who are occasionally chased outby Crimson Lance patrols.

6. Sanctuary

You're in the town of Sanctuary, on top of an old Dahl ship. Right now the city's ruled by bandits, but if you survive long enough it will become a true bastion of civilization.

7. Elpis

Did I say bus? I meant rocket. Since the Crackening, Pandora's moon has been in a constant state of war between insane Dahl military forces, insane native scavengers, andthe occasional reasonable person stuck between. Kinda like Pandora, actually, but with no air and more accents. Good luck!

8. Guess Marcus actually listened to you this time. Take your pick, you can wind up wherever you want!

Backgrounds.

Drop in Free
Huh. This is odd. You appear to be on a bus, being shouted at by a large man. Oh well, off we go.

Bandit Lord-100 CP
You are the leader of a small Bandit clan, or a tribe of Psychos if you so choose. You and your clan have followed Marcus to what looks to be a vulnerable settlement. So long as you can continue to intimidate them and/or provide them loot, they'll follow you into certain death, but if they think they have a shot at your position they'll definitely take it. Both the shot and your position.

Vault Hunter-100 CP
Everyone has their reasons for coming to Pandora, but you're one of the few who had a choice. You're here looking for TREASURE. The Vault burns strongly in your mind. It's all up to your luck and your skill with a gun; you may get rich, or you may get dead.

Corporate Raider- 100 CP
You want to get rich too, but you think you have a better plan. All those Vault Hunters need things, right? Things like guns, SDUs, backpacks, pornography, and booze? Well, you can serve those needs. You're not as tough or as fast on your feet, but you have a PLAN. And that's what matters.

Skills, Abilities, and Powers

You're not quite normal, are you? Pandora's a tough world to survive, and you'll need some odd skills and knowledge to do it. Fortunately, you can do odd.

Looter Shooter -200 free for the duration of the jump.
Bandits, dangerous animals , ancient alien constructs and just about everything in this world that will put up a fight with you seems to have something at least semi-usable on its person that just falls off of them the moment they die, or you could just start checking inside random Portable toilets, dumpsters and just about anything that's unlocked and find something. the quality of the med kits , bullets grenades , grenade mods ,firearms, shields, class modifications etc. you get from your scavenging varies wildly with better and more loot or even unique and powerful drops often coming from those that are the most dangerous in the area, of course since you're paying for the drops here each piece of equipment is guaranteed to work via benefactor Fiat for as long as you own it.

Drop-In

Boom, Baby, Boom-100 CP, Free Drop-In
You love explosions. And they love you. Your hearing is effectively immune to damage from loud booms, and you always know the perfect angle at which to walk away from any explosions you cause. As long as it's physically possible to be at the minimum safe distance from your own bombs, you'll always be right there, wearing shades. However,don't expect this to help you with OTHER people's big booms, and if you look at an explosion, you could still be blinded.

Your Face Will Remember That-200 CP, Discount Drop-In
You have an uncanny sense for the turning points of history (or at least relationships). While you may not be able to predict them in advance, you'll always get a sense that you jut did something that the person you're talking to will remember forever. Whether they'll enshrine it as a heroic moment for all time or use it as a reason to kill you, who knows, but you'll know that you just did something that mattered big time.

Legendary Luck-400 Discount Drop-In
Probability works in strange ways around you. You seem to find a lot of loose change on the ground and always find the necessary part to repair that broken thing in a very timely manner. If there's a fork in the road you always seem to guess the one that leads to your destination. Shrapnel from explosives seems to fly "around" instead of "through" you. Patrols that hear you might discount the sound as the wind or a mouse. An enemy with a perfect killshot on you might even have their perfectly clean gun jam. Beware though, as Luck has only so much power over the world around you. If you get surrounded by a horde of enemies with guns, they won't all jam, and there's sure as hell no lucking your way out of getting incinerated by a nuke.

Bandit Lord

Bandit Gunsmith-100 CP: Free for Bandit Lord

You have amazing technical insight and when shown to a pile of broken weapons or energy shields you can use parts from some to reassemble others into decent condition. Don't expect it to be pretty, but you can nail 15 repeater pistols together to make a functional shotgun, or use bits of five shields to make one that works.

Seventh Sense- 200 CP Discount Bandit Lord
If people are breaking their way into your place, you can suddenly be talking on their radio to try to scare them off. Or at least interrogate them to find out what good loot they'll drop when your fellow bandits murder them. Even when there's no conceivable way for you to figure out that you're being burgled (or to get in contact with the burglars) you just kinda feel it and can talk to them. You'll also be able to stay up-to-date on where they are in the process, and might even guess some trivia about them.

Ain't No Rest For The Wicked-400 CP Discount Bandit Lord
You become a stamina monster. You can run marathons and barely break a sweat and require much less rest to recover that stamina. You only need a few hour's sleep each night, and even if you can't get it some peace and quiet is good enough. You can't really be active 24-hours a day, but you can easily pull all-nighters when you need to, and in a pinch you can just relax instead of sleep, as long as you're not doing anything mentally or physically stimulating.

Vault Hunter

Fight For Your Life-100 CP, Free Vault Hunter
You don't want to go down alone. When a single attack would kill you, you have a chance to get a true second wind; if you kill an enemy before you bleed out (so, for a normal human, in 20-30 seconds; significantly longer with other powers) your dose of adrenaline kicks in and you can stand back up. Beware, this won't save you from continuing damage (like being on fire) or from things that just aren't plausible (such as a nuke), but if you get shot and can kill your "killer" you might just walk away fine.

INCOMPREHENSIBLE SUBTITLE!-100 CP on free for vault Hunter
EVEN MY GRANDMA HAS A BADASS SUBTITLE! ARE YOU LESS IMPORTANT THAN MY GRANDMOTHER!? I DIDN'T THINK SO! GET A COOL SUBTITLE THAT GIVES YOUR NAME WHEN YOU DO SOMETHING AWESOME (OR ENTER A ROOM/BATTLE!)! ALSO, YOU CAN SOMETIMES GET THE SAME INFO ABOUT OTHER PEOPLE! IF YOU KNOW ANYONE BADASS ENOUGH! THIS CAN GIVE YOU CLUES FOR DEFEATING YOUR ENEMIES WHILE GIVING THEM TIME TO ADMIRE YOUR SARTORIAL SPLENDOR! ALLITERATION!!!

Don't Do It For Free-200 CP Discount Vault Hunter
Everyone has a job only they can do. You're good at finding jobs only you'd get PAID for. You always have a steady flow of work, coming from random people on the street, robotic vendors, or great and powerful corporations. The jobs may not be easy, and they may not make sense, but hey; they're paying you to collect Bandit eyeballs, not think about the meaning of life.

EXP Module-400 CP Discount Vault Hunter
As you do badass stuff, you get better at doing badass stuff... even if the stuff you do

doesn’t have any kind of logical link. Basically, if you blow up a building full of bandits, your cybernetics might get upgraded, or punching that extradimensional horror in the tentacle made your gun start shooting fire. As you do cool stuff, your ECHO (You do have one of those, right?) makes you better at doing other things... though how isn’t necessarily clear. Of course, even ECHOs have their limits; they can only improve any given area so much. But hey, you’ve just upgraded your cyborg eye by stabbing psychos instead of “debugging,” so it’s still a win.

Corporate Raider

Salesman's Spirit:-100 CP, Free Corporate Raider
You can sell a fish a blow drier, or on Pandora, sell a Psycho a book. You are the ultimate snake-oil salesman, able to work a crowd into a buying (or selling) frenzy with just a few words. However, this perk doesn't make you any more likable when you're NOT making a profit, and every once in a while you may need to back up your promises with the goods (though you can probably put it off a few months, at least).

Just a Humble Code Monkey-200 CP, Discount Corporate Raider
But when’s that ever stopped anyone? You understand how to work the corporate ladder. The ebb and flow of breakroom gossip, who can provide what favor (and what you’ll need to do for them in return), and other such esoterica are your lifeblood (and on Pandora, that’s likely literal). If you need some better coffee, some records pulled, several thousand dollars, or some heavy fire support, you know how to get to the right people and make it seem like a favor you’re doing them. Of course, you do have to actually be a member of the organization in question, and no amount of string-pulling will get you resources the company doesn’t actually have. Kicking out the rungs you pass is purely optional.

Mechanical Master-400 CP: Discount Corporate Raider
You are a master armsmith and roboticist. You can build and maintain standard weapons and shields with ease, and if you put some effort into understanding it you could probably make E-Tech your bitch. Further, you can make temporary Digistruct items, though they tend to explode after brief use. If you find the right components, you might even be able to modify good stuff into truly unique weapons; some might call them Legendary. Though for some reason they always look kind of pearly.

General Perks

Moxxi's Moxie- 200 CP
You have the balls (or ovaries) to do something truly daring; blow your enemies a kiss. Simple-minded (or very frustrated) enemies are usually so confused by your sheer moxie that it'll take them a while to remember you're they're enemy; they'll start attacking their allies in their confusion, at least for 30 or 40 seconds. Then they'll remember where they are, and attack you with renewed vigor (but feeling slightly dirty). If you start shooting at them, though, expect Flight or Flight to blow right through their confusion. Also, if you consistently use this skill, expect some REALLY weird stories to start circulating....
Maliwan Intern-200 CP

At some point, you got lucky and figured out how Elemental Weapons really work. You know how to use them to best effect, allowing you to set enemies on fire regularly, melt people with acid bullets, and have ALL kinds of shocking adventures with electrical ammo. If you have any technical training, you can even jury-rig ways to apply elemental effects to other weapons, as well.

Bad Ass-200 CP
You are a particularly imposing specimen of... whatever you are. You're in peak physical condition, or maybe a little bit farther, and your pain tolerance is MUCH higher than normal. Expect to be able to run around in truly heavy armor, or win fistfights against even Pandora's animal life. Alternatively, any creature you summon with the Phone A Friend skill is much tougher than it should be.

Action Skill

: All Action Skills have a 36 second cooldown, counting from the end of their use. You may have up to three action skills.

Phone a Friend: 300 CP
The ability to summon up a mechanical or biological ally. It may be a trained example of Pandoran wildlife, perhaps even a two-person combat mini-mech, or it may be a custom built robot,or just a midget you pull out of your backpack. In any case, it's roughly as powerful as Your build here At the beginning, although it doesn't quite scale as powerful as you can, but may serve as a useful distraction or a allow two-pronged attacks. Alternately you could have an immobile Turret with higher damage output or a pair of mobile helpers each of which would be physically weaker than your normal ally, It'll hang around for a couple of minutes, or until it's on the edge of destruction, whichever comes first.

That Makes Me ANGRY: 300 CP Discount Male
The ability to go berserk. Your rage lasts for about a minute, and getting too angry too often is bad for your health. However, you get some benefits when you're raging; you may regain full vitality when you enter the rage, start healing really quickly for the duration, or you may just keep finding ammo and grenades that you forgot about. In any case, you're also far stronger and tougher while enraged, even able to dual-wield heavy weapons without any power armor or super strength. If Female, expect really weird looks as your sheer Manliness grows you a mustache and lowers your voice while enraged. Expect jokes about steroids, or "that time of the month."

I'm Over Here-300 CP
You can quickly make a distraction and vanish. Maybe you have a holographic decoy and cloaking technology, or maybe you're just that sneaky, or perhaps you shift out of phase with reality slightly. in any case, your enemies will probably be confused for at least a few seconds, giving you the chance to reposition or run away.

Hunter seeker -300
you have a special attack be it a trained animal or an item that can home in on enemies dealing significantly more damage than the average gun or grenade in these parts as well as applying some special elemental effect and creating synergies with special skills from the EXP module if you have it the downside is outside of these upgrades it's rather inflexible and difficult to scale in damage and ability since it's power is all frontloaded.

Raise your shields -300
whether it's extremely thick scars on your massive forearms or an Atlas brand Aspis you have the ability to temporarily absorb almost all damage From the bullets grenades lasers and plasma fire you'll find here in a small radius in front of you for a short time only to release it back at your aggressors in a form of your choosing be it adrenaline fueled rage, reflected bullets or something more creative.

Gunslinging -300
whether it's your wealth of experience with combat involving firearms, cybernetic processors that help identify threats and coordinate muscle movement or something else you have the ability to both highlight targets and slow down your perception of time allowing you to pull off impressive feats of room clearing gunplay and drastically increasing your reload speed at the cost of being able to target critical locations, only having enough focus on these many targets to hit the center mass.

Wildcard -300 discount male
can't choose an action skill? Good news you don't have to! Bad news you have no control over what skill is going to activate when you go for your action skill, while it may not put you at death's door like it does with claptrap you have no idea whether it's going to be a support ability, a powerful set of cannons to help with that DPS to the tune of Tchaikovsky's 1812 Overture the only stable benchmark I can give you for this ability is that it scaled with what you might find in this world.

Phase Scream-300 CP Discount Female
You are a Siren now, and can use your powers to generate a scream that shatters through dimensions, rending space. It hits everything nearby like a freight train, shattering most objects and stunning enemies, possibly even killing those who are weak enough to die by being tossed a mere 30 feet. If male, expect weird looks from everyone, even your companions. Not like they care or anything. But they do, just privately. You are unable to explain for the duration of the jump.

Phase Pierce-300 CP, Discount Female
As with Phase Scream, you're now a Siren, with all the weirdness that entails. Now,though, you can partially fade out of normal space. For a brief period, you're able to selectively see through obstacles, from crates to mountains-targets up to a thousand miles away are laid bare to your sights. With practice, you can even bring a weapon with you and get off a single shot that will similarly pierce through all obstacles on its way to a target.

Gear and Supplies

It's Loot, Loot, that makes the boys get up and shoot, and you need something to shoot and loot with. Fortunately, you have some trusty gear you brought with you. Now what was it...?

ECHO device with HUD free
essentially a Extremely bulky smart phone You don't have to touch or look at to use with powerful health and equipment monitoring capabilities the ECHO device can tell you things like your overall health, your current shield capacity, let you manage the contents of your storage deck,send and receive video calls and more.

a melee weapon free
not everyone is strong enough to punch Skags to death barehanded but you're eventually going to run out of bullets grenades and rockets, then you're going to need some other way to strike back this is a decently strong melee weapon and holster styled to fit with the rest of your set up for this jump easy to use and intuitive, doesn't come with that much knowledge of how to use it but you can at least swing a hammer or thrust a knife right ?

Scavenger style -50
The fashions available in this world are a chaotic mishmash of post-apocalyptic, old West, modern rural first world and futuristic sleekness, now here is an outfit that will blend in suiting you and your abilities to a T this large red mechanical metal chest full of clothing options will contain all the outfits and accessories you need to look like one of the natives or one of the corporate lackeys preying on them.

Bill-Paying Materials: 50 CP (Free + Upgraded Corporate Raider)
You've got $1,000,0000, or $5,000,000 if you're a Corporate Raider. Useful for paying bills, or for buying other gear you may need.

Hunter Team: 50 CP each three free for vault Hunter.
If you have a group of certified badasses you already want to keep hanging with, you can have them follow you here, gaining a free background and 600 CP to spend to help them keep you company and watch your back (and take a share of the loot,probably).

Canon companion -50
so someone here has become one of your best friends or maybe more and you can't bear to part with them ? Well thankfully don't have to leave them behind, you may purchase any human being or non-combat focused robot you have struck up a good enough relationship with that they wouldn't want you to leave.

Weird Glowy Rocks: 50 CP
A small supply of Moonstone and Eridium, these rocks are good for... something.
Eridium has been known to boost some Sirens and can serve as a power source in some vague and undescribed manner, while Moonstones are good for making shiny weapons (and Moxxi really likes them).

The Basics: 100 CP, Free Vault Hunter
You have the basics you need to defend yourself. Two simple guns, which could be anything from rocket launchers to revolvers, and a nice pack of Digistruct grenades with no modifications, as well as a simple energy shield. It'll work until you find something

better.

Storage Deck: 100 CP
You gain a basic storage deck, an extradimensional container able to hold a small room's worth of stuff, as well as four active weapons and some ammunition in single hotkeyed containers. Plus, if you have any allies that don't need to breathe, you can stick them in here when you're not using them (though they may complain about the view).

Shield: 100 CP
You have a nice, regenerating energy shield that protects you from attacks. Since you're so special, it's even modified a little to fit you better; it may help you heal faster, be spiky (mostly metaphorically) to help give that special touch for those foes who want to hit you in the face, or impart a little extra energy to your outgoing bullets. Some shields even have a resistance to various elements, and there's one that deconstructs incoming bullets and adds them to your SDU (Or drops them at your feet!).

Grenadier Kit: 100 CP
You have a Digistruct module tuned to create explosives. They go boom when you throw them! These grenades are a little different, though; you could have a cluster-bomb kit, a health transfer ability, designed with a homing AI, or an airburst version that teleports to just where you want 'em. Or they might just make an even bigger boom!

Hero-Killin' Gear: 100 CP, Free Bandit Lord
You have a special weapon, upgraded just to fit you. It may drain a little bit of life from enemies you hit, fire bullets in some weird pattern, or just act like another weapon (Here's your chance for a revolver-shotgun, or a sniper rifle that shoots rockets!). It's got your name on it and everything.

Elpis Starter Kit-150 CP
Everything you need to survive on the moon! Well... it'll at least help. Probably.
Maybe. An Oz (or 02, for pedants) Kit to make sure you can breathe (and double jump,and ground-pound, and gain some other cool bonus), your choice of relatively basic Laser weapon, and a cool Cryo weapon as a bonus, these pieces of gear will be very useful in low-atmosphere environments, but may be completely useless elsewhere. Or maybe Marcus just hates competition.

Loader Bot!: 150 CP
An especially badass variant of the breed, a Hyperion Loader Bot is guaranteed to save your life at least once every six seconds (terms void everywhere). Customizable with your choice of heavy weapons and defensive systems, the Loader can operate autonomously or be remote-controlled by anyone with sufficient uplink capacity. While you'd think a ten-foot tall bipedal robot with six autocannons would be slow, the Loader's integrated moonshot capabilities (and rocket boots) make it surprisingly mobile. If allowed to grow beyond its preset programming, counts as a Companion.

Hyperion Engineer Exosuit: 300 CP
This set of powered construction gear helps you build things really quick, or tear them down before the real owners arrive. It's also useful in combat; though you'd think otherwise, it covers most of your vital organs in heavy plating, and the increased strength makes rocks a viable weapon against guns. If you've no other choice, the attached mining laser and demo charges can make life close to you very short…

Digistruct scanner/emitter garage and server. -400 discount for corporate raider.
This is a technologically average for the setting garage and workshop complete with a pair of Digistruct scanner/emitters to pump out and scan anything that fits within the dimensions of an average APC, doesn't retain data for living things very well causing massive degradation, the denser or more complex the material the more resource intensive the computation and data storage is, only scans the physical not supernatural or spiritual properties of what you put in it, all scans are destructive so be careful. Can become a warehouse attachment after the jump

Caught A Ride: 400 CP
You have a single Runner, Moon Buggy, Monster, or similar vehicle that Scooter (orEllie, or Janey Springs..) has, for reasons they don't quite remember, given you a lifetime guarantee on. They'll replace it for free as long as you're here, and you can take it with you when you leave. This is a pretty fast and durable vehicle, armed with a forward-firing machine gun and either a turret machine gun or a turret rocket launcher (with some additional options for oddities like a Stingray), all with effectively limitless Digistruct ammunition.

Unique Drop- 400 CP discounted to vault Hunter
You have a truly unique, one-of-a-kind item of legend. It might be a gun (some legends include pistols that can literally fire forever and sniper rifles that fire explosive bullets), a grenade mod (One homes in on your target's face, then sucks the life out of them and into you), or even a shield (such as one example that drops money when it gets hit). In any case, it's a truly incredible weapon (Yes, even the shields).

Disadvantages

We wouldn't want your life on Pandora to be boring, would we? So here are some things that can make it more interesting. Animals and Bandits trying to kill you is just so last year. You may take As many drawbacks as you like .

Party Invite: 0 CP

As soon as she's old enough to reach the radio, Tiny Tina finds your number. She's also determined that you're her bestest buddy. She'll call you all-day, every-day, and won't leave you alone even if you "incentivize" her with gunfire. She gets even WORSE if you refuse her invitations to those deathtraps called "tea parties."

Money Don't Grow On Trees+ 100 CP

Though you can find plenty of ammunition, grenades, and health, you never seem to find that fat stack of cash. All the money you make here will be by trades or helping people,there is no free cash lying in Skag piles for you to kick free (besides, that's not exactly laundered money...)
"This Ain't No Vending Machine!"+ 100 CP

You can't find anything useful in outhouses. All you'll find in those are angry people! If you keep checking empty outhouses, midgets with disturbing names will start crawling out of the woodwork (well, porcelain...). Better look elsewhere for goods!

PSYCHO!!!+ 200 CP

Something in the air, or the water, or your friend's blood, has driven you a little off the deep end. Actually, into a whole new pool. You are totally bonkers. You're even less appreciated in society than normal Bandits, and literally everything will make you angry. On the other hand, your Buzz Axe usually makes the things that anger you go away really quickly.

Corporate Target+200 CP

One of the major corporations, or at least their local office, hates your guts. General Knoxx may have it in for you, Handsome Jack may think you're the next roadblock on his way to PROGRESS, or MR. TORGUE may think you would just look better exploded. Anyway, expect to be attacked regularly by corporate hitsquads. Of course,that's pretty much Pandora anyway… Can be taken multiple times.

Vault-Infected: +300 CP

Somehow you've been heavily exposed to the strange energies of Vault artifacts. In addition to some horrible facial deformity or another,Perhaps you have even been corrupted into a midget or tink as they like to be called, Whichever way you slice it you're totally nuts! Whether you think all Vaults need to be destroyed without opening or if you're the only one who's allowed to open them seems to switch daily, and in either case you're quite violently homicidal (or even genocidal) to carry out your goal. You'll leave no stone unturned in your quests to protect/destroy (circle one) the Vaults!

Out With the Old+: 300 CP

Somehow, you've angered one of the Classic Vault Hunters. From the moment they arrive, 1 year after you do, Roland, Lilith, Mordecai, or Brick are out for your blood. You don't know which, but you're in trouble. Can be taken up to Four times

In with the New:+ 600 CP

Somehow, you've angered ALL the New Vault Hunters. As soon as they start popping up in year 6 of your stay, Gaige, Krieg, Axton, Zer0, Maya, and Salvador are going to be working together to take you down. Hope you made use of that prep time…

New-Them+600 CP

Well, New-U Stations do exist. Unfortunately, they don't work for you, or any of your allies. All of your enemies, however... They'll keep respawning, at least until they run out of money. Even the local critters seem to have accounts! It could be a LONG time until they start running out of dough, and they'll be learning every time they try to kill you.… So, Good Luck, and remember; Always buy Marcus Munitions!

... So you made it ten years, huh? Well, that's a surprise. Now you've got a new set of choices to make; where do you go from here?

Ending choices

Aint No Place for Heroes

You're done with this whole Hero/Villain/Jumper gig. It's time to go home. You wake up in your bed back on Earth, with all your powers, skills and items. Now what are you gonna do for the rest of your life?

Really?

Of course, you could just stay here, on Pandora. Forever. You'll just go missing from back home, and never be seen again. On the one hand, infinite possibilities; on the other, you're even MORE likely to end up passing through something's digestive system.

Back On The Bus

There's always another stop on the road. You can go ahead and keep jumping, moving on to another world when your ten years are up. You can keep all your Borderlands skills and items.

In any case, all your drawbacks are now revoked. Though the memories of your time as a Psycho may haunt you forever. Have fun wherever you go!

You do get one bonus reward for surviving this hellhole; an ammunition vending machine mysteriously appears in your Warehouse (perhaps Marcus is trying to franchise to other universes?). You can buy ammunition for any of your Borderlands weaponry there, but it only accepts dollars, so not every world will have money you can use. You can try counterfeit dollars if you wish, but the machine probably won't accept them, and it's totally willing to shoot you for trying to cheat it.

Notes

A default CL4P-TP General Purpose Robot isn't combat focused because they are literally generally purposed, even if they have VaultHunter.EXE installed.

All actions skills are only as powerful at baseline as the most powerful version of the similar action skill from a canonical Player character.

Exp module is limited in the same way as above.

hero killing gear And unique drop are pretty freeform in what you can buy With them if you don't want a Canon piece of equipment. just go by the standards of Blue purple magenta and pink equipment from BL2 For hero killing gear,And cyan and orange for unique drop.

The power levels of the drawback enemies are based on their power levels as displayed in cut scenes rather than gameplay.

If you are a midget/tink due to vault infected you may choose to keep the changes to your body as an alternate form after the jump however the changes to your mind will certainly clear up.

Changelog:

Perks sorted by origin
Age range tweaked to better reflect age limits of protagonists
formatting fixes
Vault-Infected Drawback tweaked note added
hero killing gear And unique drop Clarified.
Change log moved to the end of the document rather the beginning.
added looter shooter.
Updated drawbacks section to be in line with modern standards
updated loader bot companion to be more accurate to the game i.e. more powerful
Hunter team brought in line with modern companion import standards.
added several action skills.
Reduced Pricing on Hyperion Exosuit, Hero-Killing Gear, all Action Skills

Changed Don't Do It For Free to Discount instead of Free
Changed Boom, Baby, Boom to Free instead of Discount
Added more options to Caught a Ride
Added INCOMPREHENSIBLE SUBTITLE, Just a Code Monkey, Seventh Sense, Phase Pierce, Hunter Team, Elpis Starter Kit, Loader Bot!, Vault-Infected, Weird Glowy Rocks,Your Face Will Remember That
Added Elpis to Locations table