

Advanced Bunkers & Badasses

Version B.1.7

Become a *True* Vault Hunter

Mission Statement

The first question one may have is, "What is Advanced Bunkers & Badasses?". It is a fan made expansion/overhaul to [Nerdvana Games's Bunkers & Badasses](#), which is a TTRPG interpretation [Gearbox's](#) Borderlands Series.

I, the author, am a long time fan of the Borderlands series and TTRPGs such as Dungeons and Dragons, and thus fall perfectly in the middle of the Venn diagram this game is aimed for. As much as I enjoy Bunkers & Badasses, in all its flavour and vigour I found it shallow in the one area I care about the most. Diverse Character builds. I want to be able to pour over characters with multiple unique playstyles and equipment loadouts.

So began my journey. Within 2 months of receiving my copy of BnB, I had already homebrewed all the character classes found in Borderlands: the Presequal. As I played more and started developing the characters found in in Borderlands 3, I started to realise I was cutting a lot of content form these characters to make them compatible with BnB's architecture the very thing I now have a problem with. I decided, why let my machinations be tied down by someone else's architecture, when I could strip it down, rip it apart to its bare foundations and lay my own new game.

While developing this project I realised the limitations of the character classes as they were produced a decade apart between the first and last instalments of the mainline Borderlands series. I arrived at a crossroad; make a faithful but ultimately unbalanced system, or homogenise the classes. Not wanting to dumb anything down I began the arduous task of bringing everything in line with the characters found in borderlands 3.

I've done the best I can to maintain the existing feel of the gen 2 classes, bringing them up to scratch involved adding multiple Actions Skills per skill tree, including variations and Augmentations, and adding a entire 4th skill tree. Though I like to think I've remained thematically consistent.

Given the bare bones nature of gen 1 I have had to take many creative liberties in bringing them up to scratch and making them unique in the pool of 20 other classes to contend with. Additionally given how newer gen classes play off the identities of older classes, mainly Beast Master & Hunter, Commando & Soldier, and all of the Sirens. Some have had to be more drastically reworked to give them unique appeal.

- Borderlands 1, hence referred to as gen 1.
 - Brick the Berserker
 - Mordecai the Hunter
 - Lilith the Siren
 - Roland the Soldier
- Borderlands 2 and the Pre-sequal, gen 2.
 - Zer0 the Assassin
 - Axton the Command
 - Timothy the Doppelganger
 - Aurelia the Baroness
 - Wilhelm the Enforcer
 - CL4P TR4P the Fragtrap
 - Athena the Gladiator
 - Salvador the Gunzerker
 - Nisah the Law Bringer
 - Kreig the Psycho
 - Gaige the Mechromancer
 - Maya the Siren
- Borderlands 3, gen 3
 - Fl4k the Beast Master
 - Moze the Gunner
 - Zane the Operative
 - Amara the Siren

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Discord for dealing with my rambelings and
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What's Changed?

Advanced Bunkers and Badasses uses its predecessor as a base. If any rule in this document is in contrast with one found originally, the original is superseded.

Vault Hunter Progression

Skill Trees

Vault Hunters now have four Skill Trees to invest their Skill Points in. Many either have unique Action Skills tied to them, or have a central Action Skill that gains some form of enhancement from one of its Skill Trees.

Once you have invested at least 3 Skill points into a Skill Tree and gained access to its second tier of Skills, you will typically learn Augmentations. These are special upgrades for your Action Skill. Each Class will dictate how many of these you can have equipped to your Action Skill at a time.

You can mix and match Skills, Action Skills, etc, from any of your skill trees as long as you meet their prerequisites.

Some skills require different levels of investment. A skill can require 1, 2, or 3 Skill points to reach its soft cap, as shown at the right side of its description. This soft cap can be bypassed with the use of Class Mods. Class Mods can't raise a skill above double its Soft Cap.

Companions

Each time you level up to a new tier of play multiply the health (including armour and shields) of any companions (permeant or granted by action skills) is multiplied by the tier.

For Example; A Mechromancer levels up from 12 to 13, going from tier 2 to tier 3. Their Robots Health increases from 60 (30 x 2) to 90 (30 x3).

Hit Points

Hit points are the gauge for how alive you are. The less you have the worse off you are doing.

Health is the term for the pool of Hit Points naturally occurring to a Vault Hunter or other creature.

Shields are the term for the pool of Hit Points granted by an item. They are lost before Health.

Armour is the term for the pool of - Typically Temporary - Hit Points granted by skills. They are lost after Shields, but before Health.

Each of these is tagged with one of the following

- *Bio*. Takes more damage from Incendiary Damage.
- *Energy*. Takes more damage from Shock Damage.
- *Alloy*. Takes more damage from Corrosive Damage.

Encounter Actions

The following changes are made to how combat works.

Fight for your Life

When a Vault Hunter is reduced to 0 health, they can enter *Fight for your Life*; a desperate state of survival.

The first time A Vault Hunter enters *Fight for your Life*, during an encounter, they can stay fighting for 2 rounds, after which point they die. If they are revived and enter *Fight for your Life* again they reduced the number of rounds by 1 for each subsequent time, they enter it. If they would enter with 0 rounds they immediately die. The maximum duration of *Fight for your Life* resets when you die, finish the encounter, or a day.

While in *Fight for your Life* a Vault Hunter cannot act without consequence. If they move or perform an action, such as making a melee or ranged attack, they generate 1 Mayhem point per action they take. They are unable to use your action skills, throw grenades, or drink potions, while in *Fight for your Life* unless the Vault Hunter's Skill or ability grants them the ability to do so.

If they successfully kill an enemy while in *Fight for your Life* they are immediately revived. When a Vault Hunter is revived, they roll a number of melee dice equal to half of their level (rounded down, minimum of one) and regain that much health.

While a Vault Hunter is in *Fight for your Life* an ally can use their action to revive them. This action generates 1 Mayhem point and the Vault Hunter is unable to perform any other actions that turn that don't also produce Mayhem.

Hot Swap

When you want to swap weapons you can attempt a hot swap. Make a SPD (20) Check. On a success you preform the swap without generating Mayhem. On a failed check you generate Mayhem as normal, and if you fail the check by 10 or more you drop your weapon.

Tactical Reloading

When you want to Reload your weapon you can attempt a Tactical Reload. Make a ACC (20) Check. On a success you preform the reload without generating Mayhem. On a failed check you generate Mayhem as normal, and if you fail the check by 10 or more you drop your weapon.

Magazines and Ammo

This rule changes how reloading is handled. Each weapon now has an Magazine Size Listing. After making an attack you expend an Ammo from the weapon. When you expend the last piece of Ammo you can't attack again until you reload. Additionally, you can't reload a weapon unless you have expended at least 1 piece of Ammo.

A weapon's manufacture plays a role in how much ammo a weapon can hold, as seen in the manufacturer column. If the bonus is negative, it can't reduce the weapon below 1 ammo.

Magazine Size

Weapon	Base Ammo	Manufacturer Modification	
Pistol	3	ALAS!	+1
SMG	4	Skuldugger	+2
Combat Rifle	5	DAHLIA	+1
Sniper Rifle	2	Black Powder	-1
Shotgun	3	Malefactor	0
Rocket	1	Hyperius	0
Launcher		Feriere	-2
		Torgue	-1
		Stoker	+2

Optional Rule: Max Ammo

During an encounter it is assumed you have enough spare ammo to reload your weapons 2 times. You regain all expended Ammo at the end of an Encounter as you loot enemy corpses.

Certain skills can increase the maximum amount of ammo you can hold, or allow you to generate more ammo during an encounter.

A Vault Hunter can spend Eridium to increase their maximum Ammo.

Aim Down Sights

In ABnB it is assumed you fire your weapons "from the Hip", emphasising mobility over accuracy. When you make a Ranged Attack, you can choose to aim down your weapons sights, referred to as *ADS* (Aiming Down Sights).

To *ADS* you must expend 3 movement. You can't *ADS* if you have less than 3 movement remaining, unless your base movement is less than 3 and you haven't moved this turn.

You remain *ADS* until you; choose to exit on your turn (no action required), Swap or Reload your weapon, or enter *Fight for your Life*.

While *ADS* you treat a ranged attack roll of a 18 or 19 (before mods) as a natural 20. This compounds with other effects that boost your natural 20 range.

Melee Weapons

Slam. Before making a Melee attack a Vault Hunter can expend 2 movement to jump and make a Slam attack. It doesn't target an enemy but splashes half the melee attacks damage to all adjacent enemies. If a Vault Hunter is at a higher elevation and falls before the attack, they don't need to expend the movement.

Elemental Damage

Advanced Bunkers and Badasses reworks the elemental damage system to expand on the elements presented and allow more skills to interact with them.

Note: Elements can pile up quickly it is the Job of the Vault Hunter that deals Elemental Damage to track of what enemies they have affected, how long they are affected for, and how much damage they must receive from elemental sources.

Elemental Effect Chance

Each time you deal elemental damage, roll 1d100. If the result is equal to or lower than weapons Elemental Effect Chance, it inflicts its Elemental Status Effect.

Damage over Time. Shortened to DoT, Incendiary, Shock, and Corrosion damage applies a lingering damage. Incendiary applies Burn, Shock applies Electrocute, and Corrosion applies Melt. When you apply any of these conditions place 2 Elemental Damage Dice next to the enemy. At the end of the enemies turn, roll one dice of each element that the enemy is afflicted with. It takes damage from each roll. Consider using different coloured dice for different elements, to help distinguish them.

Slow & Freeze. The first time an enemy receives a Cryo Status Effect, it is slowed for two turns. If an enemy is already slowed it is instead frozen.

Irradiated. When a creature is hit with Radiation damage, its body becomes unstable for two turns. If it dies within this time, it explodes dealing 3 Elemental Damage Dice of Splash Radiation Damage.

Knock Back. Yes Explosive is an element, and yes it has a "*Status Effect*". This status effect pushes an enemy 1 square away from the source of the Explosive damage, typically your rocket.

Slag. A controversial element that once applied increases all damage received by a target for 2 turns. Each time a Slagged enemy takes damage, it takes an additional Elemental Damage Die of damage.

All Maliwan Weapons have double the base elemental effect chance, before applying bonuses from skills.

Unless specified otherwise enemies' Shields are damaged first, then any Armour, then their Flesh.

Elemental Damage

Damage Type	— Health Pool —			Base Chance
	Bio	Energy	Alloy	
Incendiary	2x	½x	½x	20%
Shock	½x	2x	½x	20%
Corrosion	½x	½x	2x	20%
Explosive	1x	1x	1x	30%
Slag	1x	1x	1x	40%
Cryo	1x	1x	1x	30%
Radiation	1x	1x ¹	1x	20%

¹ Radiation Damage bypasses Shields on enemies with Health or Armour

Elemental Damage Dice

Level	Dice	Level	Dice
1-6	d4	31-35	2d8
7-12	d6	36-40	2d8
13-18	d8	41-45	2d10
19-24	d10	46-50	2d10
25-30	d12	OP	2d12

Elemental Puddles

Elemental puddles are created when an Elemental barrel is broken. They spill into all adjacent spaces for 2 turns (unless your BM says otherwise.) An Enemy or Vault hunter who enters a puddle on their turn, or starts their turn in one, takes 1 die of Elemental Damage.

Some Vault Hunters have skill that interact with these puddles or grant new ways to create them.

Conditions

Confused. A confused creature is unable to distinguish friend from foe. It must attack the closest creature to it. If there are multiple it chooses randomly (roll a dice or something).

Dazed. A dazed creature's Movement is reduced by 2 squares, it has a -2 on Traverse checks, and a -2 penalty on Attack Rolls. A creature that can't be Slowed can't be Dazed.

Havoc. A Creature with havoc acts wildly. Every Action it preforms generats Mayhem.

Petrified. Creatures with flesh have their speed reduced to 0 and can't take actions. They take ½x damage from all sources other than Explosive, which deals 2x damage. Enemies with Armour take 2 dice of Corrosive Damage instead.

Staggered. The Creature is knocked to the floor and must expend its Movement to get up. A creature with 0 movement can't get back up unless another creature helps it. If the creature was flying, it falls to the ground unless it can hover.

Taunt. A Taunted creature, must target the creature that Taunted them for the duration.

Tiers of Play

BnB has a default level cap of 30. Due to the reduction of investment in skill points this equates to roughly level 50 in one of the main line series, allowing characters to access a capstone from one of their skill trees.

If your Bunker Master allows, they can have their players progress past this point. Entering "True Vault Hunter", "Ultimate Vault Hunter", and even "Overpowered" difficulties.

As Characters pass levels 30 they will have to choose a second Archetype to level up. After level 60, players no longer gain Archetype levels, instead gaining "+1 Skill point and +Health", every level until 80.

True Vault Hunter Difficulty

- Vault Hunters can reach level 40 (roughly equivalent to level 66~), and so can their gear.
- Badass Enemies have 3x their stats and 2 modifiers.
- Hot Swap and Tactical Reloading reload checks become 25.
- Damage changes as shown on the True Vault Hunter Damage Table.

True Vault Hunter Damage

Damage Type	— Health Pool —		
	Bio	Energy	Alloy
Incendiary	3x	¼x	¼x
Shock	¼x	3x	¼x
Corrosion	¼x	¼x	3x
Explosive	1x	1x	1x
Slag	1x	1x	1x
Cryo	1x	1x	1x
Radiation	1x	1x	1x

Ultimate Vault Hunter Difficulty

- Vault Hunters can reach level 50 (roughly equivalent to level 80~), and so can their gear.
- Badass Enemies have 4x their stats and 3 modifiers.
- Hot Swap and Tactical Reloading reload checks become 30.
- Damage changes as shown on the Ultimate Vault Hunter Damage Table.

Ultimate Vault Hunter Damage

Damage Type	— Health Pool —		
	Bio	Energy	Alloy
Incendiary	4x	0x	0x
Shock	0x	4x	0x
Corrosion	0x	0x	4x
Explosive	1x	1x	1x
Slag	1x	1x	1x
Cryo	1x	½x	2x
Radiation	1x	2x	½x

Overpowered Difficulty

- Vault Hunters can reach level 50, but their gear can reach 55.
- Badass Enemies have 5x their stats and 4 modifiers.
- Hot Swap and Tactical Reloading reload checks become 35.
- Damage changes as shown on the Ultimate Vault Hunter Damage Table.

Assassin

Class Features

Favoured Gun

Sniper Rifle or Combat Rifle

Stat Modifiers

Accuracy +2 • Damage +0 • Speed +1 • Mastery +1

Melee Die

1d6

Skill Trees

Assassins have access to four trees which they can invest their skill points in.

Sniping focuses on long ranged guns, specifically sniper rifles, and critical damage.

Cunning focuses on mid-ranged combat, and improving Deception.

Bloodshed focuses on melee combat.

Phantom focuses on survivability and utility.

Action Skill

Deception

The Assassin becomes Cloaked for 2 turns.

Performing any Attack while Deception is active will break the cloak, but will upgrade all Hits to Crits for that Attack.

[2 Augment Slots | 1 Assassin Art]
(MST Mod per Day + 1/Encounter)

At the end of an encounter, you can change your Assassin Art, and Action Skill Augmentations.

Sniping

Action Skill

Far-sight. When you activate Deception, you summon an illusory decoy at a point up to 8 squares away. When you break your cloak the decoy disappears.

Tier 1 Skills

Headshot	<i>Passive</i>	+2 Crit Damage/SL.	□□□
Optics	<i>Passive</i>	+1 Weapon Range/SL. When you target an Enemy at a range of 3+ gain +2 Accuracy.	□□□

Tier 2 Skills

Killer	<i>Kill Skill</i>	After Killing an Enemy, gain +3 Crit Damage/SL and +2 on Reload Checks/SL for 1 + MST Mod turns.	□□□
Precision	<i>Passive</i>	+1 ACC/SL. +1 on Traverse Checks.	□□□
Over There	<i>Augment</i>	Your decoy taunts all adjacent enemies. If the Assassin uses <i>Ghost Step</i> , Enemies adjacent to them are slowed.	—

Tier 3 Skills

One Shot One Kill	<i>Passive</i>	The first Ranged Attack you make during an encounter, or after reloading, deals a bonus 3 + MST Mod Damage/SL.	□□□
Bore	<i>Passive</i>	1 + MST Mod times per day, when you deal Crit Damage, you shot pierces through the target, to another colinear Enemy within the weapons maximum range. It takes the same damage as the previous Enemy.	□
Velocity	<i>Passive</i>	+1 Weapon Range/SL, +1 Crit Damage/SL. Effects that Proc on weapon range, do so at +1 Range.	□□□
Long Night	<i>Augment</i>	If <i>Deception</i> ends without you attacking, activate it again for free. Long Night can only trigger once per use of <i>Deception</i> .	—

Tier 4 Skills

Kill Confirmed	<i>Passive</i>	If you didn't move this turn, gain +2/SL Crit Damage. This bonus stacks up to 3 times. When you move, remove all stacks.	□□□
Relentless	<i>Augment</i>	<i>Deception</i> lasts for 1 turn, grants Extra Attack, and you deal +2 Crits on a hit.	—

Tier 5 Skills

At One with the Gun	<i>Passive</i>	When you make a Ranged Attack with a Sniper Rifle, you treat a roll of 20 - 1/SL, as a natural 20.	□□□
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Tier 6 Skills

Critical ascension	<i>Passive</i>	After you deal Critical Damage, gain +2 Crit Damage, and +1 Sniper Rifle Damage. This effect stacks up to 99 times. All Stacks are lost at the end of your turn if you didn't deal Critical Damage.	□
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Cunning

Assassin Art

Assault. When you activate *Deception*, you summon an illusory decoy, in front of you. Each turn during *Deception*, you can move it, a distance equal to your movement. When you break your cloak, the decoy disappears.

Tier 1 Skills

Fast Hands	<i>Passive</i>	+1 on Reload and Swap Checks/SL.	□□□
Counter Strike	<i>Passive</i>	1/SL times per encounter, after taking Melee Damage gain +1 Melee Die/SL on your next Melee attack.	□□□

Tier 2 Skills

Fearless	<i>Passive</i>	+1 MST. +2 DMG Mod/SL while Shields are depleted.	□□□
Ambush	<i>Passive</i>	Attacks deal +1d6/SL Damage when Attacking an enemy from behind, or attacking an enemy who last targeted someone other than you.	□□□
Smoke Bomb	<i>Augment</i>	When you activate <i>Deception</i> , you throw a smoke bomb on the ground. The square you are in, and each adjacent and diagonal square become full cover. The smoke lasts for 2 turns.	—

Tier 3 Skills

Rising Shot	<i>Passive</i>	After dealing Damage, gain +1/SL DMG Mod. This effect Stacks up to 3 times. At the start of your turn, loose all stacks.	□□□
Death Mark	<i>Passive</i>	After dealing Melee Damage to an Enemy, it becomes marked. Damage against marked targets, from any source is increased by 5.	□
Unforeseen	<i>Passive</i>	When your decoy disappears, it deals 2d6 Shock Damage/SL to adjacent enemies.	□□□
Deflect	<i>Augment</i>	When an Enemy targets your decoy, roll a d20. On a 15+ the attack is reflected and the Enemy damages itself.	—

Tier 4 Skills

Innervate	<i>Passive</i>	While <i>Deception</i> is active, gain +2 SPD Mod, +1 DMG Mod/SL and 5 Health Regen/SL.	□□□
Body Swap	<i>Augment</i>	When <i>Deception</i> ends and you can teleport to the location of your decoy. If the Assassin uses <i>Ghost Step</i> , they can teleport back to the location they activated <i>Deception</i> from.	—

Tier 5 Skills

Two Fang	<i>Passive</i>	Each time you make an attack, roll a d20+1/SL, on a 20+ the attack the enemy again. These extra attacks can't proc <i>Two Fang</i> .	□□□
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Tier 6 Skills

Death Blossom	<i>Passive</i>	Once per turn, while in <i>Deception</i> you, or your decoy can throw a bundle of Kunai. Make a Ranged Attack, against an Enemy or object within 4 squares. Kunai deal 3d6 + MST Random Elemental Damage, and Splash to adjacent Enemies. Throwing Kunai does not break your cloak, and all enemies hit are Marked with Death Mark.	□
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Bloodshed

Assassin Art

Mirror. When you activate *Deception*, you summon an illusionary decoy, adjacent to you. During *Deception*, the Decoy mimics your Attacks and movements (mimicked Attacks do not deal Damage or have any effect). When you break your cloak, the decoy disappears.

Tier 1 Skills

Killing Blow	<i>Passive</i>	When you hit an Enemy with a Melee attack add +1 Crit die/SL if it is below half its maximum health.	□□□
Iron Hand	<i>Passive</i>	+1 Melee Damage/SL, +10 Health/SL.	□□□

Tier 2 Skills

Grim	<i>Kill Skill</i>	The first time you kill an Enemy during an encounter, activate <i>Deception</i> for free. When you kill an Enemy gain +5 Shield Recharge/SL, for 1 + MST Mod turns.	□□□
Be Like Water	<i>Passive</i>	After dealing Ranged Damage, gain +3/SL Melee damage on your next Melee Attack. After dealing Melee Damage, gain +2/SL Ranged damage on your next Ranged Attack.	□□□
Double Time	<i>Augment</i>	When you activate <i>Deception</i> summon two decoys. If the Assassin uses <i>Ghost Step</i> , they can teleport immediately after breaking their cloak.	—

Tier 3 Skills

Followthrough	<i>Kill Skill</i>	When you kill an Enemy gain +1 DMG Mod/SL and +1 SPD Mod/SL, for 1 + MST Mod turns.	□□□
Execute	<i>Passive</i>	1 + MST Mod times per day, you can make an Execute Melee Attack. It has a range of 4 squares. As you make the attack you teleport to your target. If you travel at least 3 squares in this way, double your melee damage.	□
Back Stab	<i>Passive</i>	Melee Attacks deal +2d6/SL Damage when Attacking an enemy from behind.	□□□
Killer Instinct	<i>Augment</i>	While <i>Deception</i> is active, you can see if enemies are below half their max Health, and you Ignore Partial Cover.	—

Tier 4 Skills

Resurgence	<i>Passive</i>	After killing an Enemy with a Melee Attack, gain 1d4/SL + MST Mod Health.	□□□
Ninjutsu	<i>Augment</i>	When you activate <i>Deception</i> , and when your decoy disappears, summon a random barrel, in their location.	—

Tier 5 Skills

Like the Wind	<i>Passive</i>	+1/SL on Traverse Checks. +1 SPD/SL.	□□□
Blade Storm	<i>Passive</i>	At the start of your turn, until you move, you gain +2 melee attacks. After you make at least one of these attacks, you can't move this turn, but may still take Extra Movement.	□

Tier 6 Skills

Many Must Fall	<i>Passive</i>	While <i>Deception</i> is active, if you Kill an enemy with a Melee attack, you can immediately enter <i>Deception</i> again for free, but its duration is reduced to 1 turn.	□
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Phantom

Assassin Art

Ghost Step. When you activate *Deception*, you can teleport to a point within 6 squares.

Tier 1 Skills

Defence Matrix	<i>Passive</i>	+5 Shield Capacity/SL, +5 Shield Recharge/SL	□□□
Combat Forms	<i>Passive</i>	At the start of each encounter, choose one of the following forms to enter. - <i>Terminate</i> : You gain a +3 bonus to accuracy rolls. Enemies gain a +3 bonus to accuracy rolls against you. - <i>Bastian</i> : You gain +20 Shield capacity, -2 movement.	□□□
Targeting Matrix	<i>Passive</i>	After you attack an Enemy, gain +1/SL to ACC rolls and +2/SL to DMG rolls against that enemy.	□□□

Tier 2 Skills

Discharge	<i>Passive</i>	When your shields are restored to full or depleted to 0, release a Shock nova dealing 2d6/SL Shock Damage to adjacent enemies.	□□□
Bravo Protocol	<i>Passive</i>	The first time your shields are reduced to 0 each encounter, you can switch forms, and whenever you choose a from you can also choose from: - <i>Evasion</i> : You gain Partial Cover, and treat Partial Cover as Full Cover. -3 to Accuracy rolls	□
Flash Step	<i>Augment</i>	When you activate <i>Deception</i> , you can teleport to a point within 4 squares. If the Assassin uses <i>Ghost Step</i> , increase its Range by 2.	—

Tier 3 Skills

Chilling edge	<i>Passive</i>	Your Melee Attacks deal an extra 1d4 Shock Damage/SL, and slow Enemies for 1 turn. When you roll a natural 20 freeze the enemy instead.	□□□
Speed Switch	<i>Passive</i>	When you kill an enemy, you can switch forms, and whenever you choose a from you can also choose from: - <i>Rapid</i> : +4 movement, +4 to Traverse Checks, you can't regain shields.	□
Battery Static	<i>Kill Skill</i>	When you kill an enemy you regain 1d4 + MST Mod Shield/SL.	□□□
Flash Bang	<i>Augment</i>	When an enemy destroys your decoy it becomes confused, until the end of its next turn. If the Assassin uses <i>Ghost Step</i> , Enemies adjacent to them before they teleport are confused.	—

Tier 4 Skills

Overclocked Capacitor	<i>Passive</i>	When you regain shields and are at your maximum capacity, increase your Shield Capacity by 5/SL until the end of the encounter.	□□□
Backup Plan	<i>Augment</i>	<i>Deception</i> gains an additional use per Encounter.	—

Tier 5 Skills

Running on all Cylinders	<i>Passive</i>	While your health and shields are full, you gain +1 SPD/SL, +1 ACC/SL, +1 DMG/SL.	□□□
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Tier 6 Skills

Dual Processing	<i>Passive</i>	You can have two forms active at the same time.	□
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Baroness

Class information

A Baroness (or Baron) is a cold, calculating, killer. In many respects of the word. Power and status drive you, to obtain all that you see. Anything you can't will be shattered, as quickly as a frozen swan attempting to fly.

Appearance

Only the highest in silks and furs will adorn a Baroness. Nothing tacking like labels and function, those are things poor people care about! You are to be looked upon with awe, but never directly. Like star in the sky.

Frosted Noble Backgrounds

Gilts and Glamor

You are the centre of attention with your beguiling looks. Subtly is for the common dirt folk. +1 **Mastery**, -4 to **Sneak Checks**, 500 Gold per Month income.

Diva

You are used to getting your way without having to ask, and when you don't hell has a tendency to freeze over. Even if you can't talk, money can. +1 **Damage**, -4 to **Talk Checks**, 500 Gold per Month income.

Blinding Bimbo

Who needs to be smart when you're beautiful and rich? Well, you don't know and don't care to find out. +1 **Speed**, -4 to **Insight Checks**, 500 Gold per Month income.

Lazy Bones

Manual labour is made for peasants and serfs. You have servants to carry your bags, cover your face, and even chew your food. +1 **Accuracy**, -4 to **Traverse Checks**, 500 Gold per Month income.

Lost it All

You had it all once. Now all you have is a mountain of debt and a fury non could match. +1 **Damage**, +1 **Mastery**, +1 **Accuracy**, Every time you gain gold, lose 90% of it, until you have lost 100,000 Gold.

Class Features

Favoured Gun

Sniper Rifle or Pistol

Stat Modifiers

Accuracy +2 • Damage +1 • Speed +0 • Mastery +1

Melee Die

1d4

Skill Trees

Baroness's have access to four trees which they can invest their skill points in.

The Huntress focuses on long ranged guns, specifically sniper rifles, and critical damage.

Cold Money focuses on mid-ranged combat, and improving Deception.

Contractual Aristocracy focuses on melee combat.

Asset Management focuses on survivability and utility.

Action Skill

Diadem Shard

You throw your Diadem Shard at a point within 8 squares, that lasts for 2 turns. Each turn you can move it to a new point or character. If attached to a character, it will follow it as it moves.

Your Diadem creates different effects based on its centrepiece. Each turn you can move it to a new target or location.

[Center Piece 1 | Augment 1]

(MST Mod per Day + 1/Encounter)

At the end of an encounter, you can change your Centrepiece, and Action Skill Augmentations.

The Huntress

Centrepiece

Focusing Emerald. While your *Diadem Shard* follows an enemy, it marks it. Attacks against Enemies Marked this way gain +1 Accuracy, +1 Crit, and Ignore Cover.

Tier 1 Skills

Markswoman	<i>Passive</i>	You gain +1 Crit Damage/SL and +1 ACC Mod to the first attack you make each turn/SL.	□□□
Only the Best	<i>Passive</i>	+1 Weapon Range/SL, +1 Sniper Rifle Mag Size. Effects that Proc on weapon range, do so at +1 Range.	□□□

Tier 2 Skills

Culling the Herd	<i>Passive</i>	After you deal Crit Damage gain +2 DMG Mod/SL for 2 turns.	□□□
Long-Range Killer	<i>Passive</i>	When you make a Ranged Attack, deal extra damage equal to the distance between you and the target.	□
Warning Shot	<i>Passive</i>	After you miss with a ranged attack gain; +1 to Ranged Attacks/SL, +1 Crit DMG/SL, +2 to Talk Checks/SL and +1 burst for 2 turns. You can choose to miss an attack.	□□□
Area Scan	<i>Augment</i>	Attacks against Enemies within 2 squares of your <i>Diadem Shard</i> Ignore Cover.	—

Tier 3 Skills

Silver Lining	<i>Passive</i>	After Killing an enemy with Crit damage, reload your weapon instantly.	□
Caught Purple Handed	<i>Augment</i>	When your <i>Diadem Shard</i> expires it Slags adjacent Enemies.	—

Tier 4 Skills

I Never Miss	<i>Passive</i>	After you deal Crit damage with a Sniper Rifle, gain +1 Sniper Rifle Crit Damage/SL. This effect Stacks, All stacks are lost when miss an attack or don't deal critical damage	□□□
Magic Bullet	<i>Passive</i>	When you deal Crit Damage gain 1d4+MST Mod Health Regen. Allies adjacent to the enemy hit regain 2d4+MST Mod Health.	□
Wait for It...	<i>Passive</i>	When you miss with a Sniper Rifle or Score 0 Hits and Crits on an attack with one, you become <i>Ready</i> . While <i>Ready</i> , the next Hit you score with a Sniper Rifles deals extra damage equal to your MST Mod + 3/SL.	□□□
Spot Light	<i>Augment</i>	While your <i>Diadem Shard</i> follows an enemy, it deals half as much Damage. Badass and Stronger Enemies deal a quarter less.	—

Tier 5 Skills

Large Caliber	<i>Passive</i>	Gain +1 Burst/SL, +2 on Reload Checks/SL, -1 Mag Size/SL.	□□□
Prudent Prudence	<i>Passive</i>	The first time your Shields are Depleted Each encounter gain, +2 Ranged Damage/SL, +1 on Reload Checks/SL, and Extra Move for 1+MST Mod turns.	□□□

Tier 6 Skills

Custom Loads	<i>Passive</i>	When you attack with a Sniper Rifle, while ADS your attacks deal an extra 2d6 Damage, of a random Element. While ADS each subsequent attack deals the same damage. If the Attack dealt Critical Damage, it instead deals 3d6 Splash Damage of a random Element.	□
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Cold Money

Centrepiece

Frost Sapphire. Your *Diadem Shard* deals 2d4 Cryo Damage to each adjacent Enemy each turn and Slows them.

Tier 1 Skills

Avalanche	<i>Passive</i>	The first time you deal Cryo Damage to an enemy each encounter gain +1 Cryo Damage/SL, until the end of the encounter or until you deal incendiary damage.	□□□
Bitter Riposte	<i>Passive</i>	The first time you take damage each encounter or after your shields full recharge, deal 1d12 Cryo Damage/SL to the attacker.	□□□

Tier 2 Skills

Short Summer	<i>Passive</i>	Once per turn, when you deal Cryo Damage, you gain a Stack of Short Summer. When you activate <i>Diadem Shard</i> all stacks are lost, and you gain and you gain +1 Shield Regeneration/SL/Stack. If 3 or more Stacks were consumed you don't expend a use of your Action Skill.	□□□
Winter's Fury	<i>Passive</i>	Once per turn, while <i>Diadem Shard</i> , is active push all adjacent enemies 1 square away.	□
Fridge Touch.	<i>Kill Skill</i>	After you kill an enemy, gain Fridge Touch for 1 + MST Mod turns. While you have Fridge Touch you Regain 1d4 Health/SL each time you deal Cryo Damage.	□□□
Set the Stage	<i>Augment</i>	Enemies adjacent to your <i>Diadem Shard</i> are 20% more susceptible to Elemental Status Effects.	—

Tier 3 Skills

Fragment Rain	<i>Passive</i>	Once per turn, after dealing Cryo damage with <i>Frost Sapphire</i> deal 1d8+MST Mod Cryo Damage to a different enemy within 3 squares.	□
Flash Freeze	<i>Augment</i>	Enemies adjacent to your <i>Diadem Shard</i> take 1d10+MST Mod Damage when they are Frozen.	—

Tier 4 Skills

Frostbite	<i>Passive</i>	Enemies damaged by <i>Frost Sapphire</i> take +1d6 Cryo Damage/SL from all sources for 1 turn.	□□□
Polar Vortex	<i>Passive</i>	Once per turn, your <i>Diadem Shard</i> pulls enemies within 2 squares, 1 square closer.	□
Cold Advance	<i>Passive</i>	You gain +2 Crit Damage/SL. The first SL times you deal Crit damage while <i>Diadem Shard</i> is active, increase its duration by 1 turn.	□□□
Snow Blindness	<i>Augment</i>	When an ally adjacent to your <i>Diadem Shard</i> is hit by a ranged attack, roll 1d20. On a 15+ the attack becomes a Miss.	—

Tier 5 Skills

White Out	<i>Passive</i>	While <i>Diadem Shard</i> is active, enemies adjacent to you deal 2/SL less Damage.	□□□
Winter's Veil	<i>Passive</i>	Once per Encounter, when your shields are depleted release a Cryo nova, dealing 2d6 Cryo Damage/SL to adjacent enemies and roll 1d20+SL for each enemy. On a 15+ the enemy is frozen.	□□□

Tier 6 Skills

Wintertide	<i>Kill Skill</i>	After Killing an Enemy, your attacks deal +1d10 Cryo damage for 1 + MST Mod turns.	□
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Contractual Aristocracy

Centrepiece

Sanguine Ruby. While your *Diadem Shard* follows an ally, it grants them Extra Move, Extra Attack, +1 Bust.

Tier 1 Skills

Duchess	<i>Passive</i>	When you kill an enemy, gain +2 Ranged Accuracy Rolls/SL for 2 turns. This effect is cut short if your <i>Servant</i> dies.	□
Contractual Obligations	<i>Passive</i>	At the start of each day, choose an ally, it becomes your <i>Servant</i> . You gain +3 Ranged Damage and Your <i>Servant</i> gains 10 + MST Mod Shields.	□
Valet	<i>Passive</i>	When your <i>Servant</i> kills an enemy, you and your <i>Servant</i> gain +2 on Reload Checks/SL for 2 turns. This effect is cut short if your <i>Servant</i> dies.	□

Tier 2 Skills

Protect Your Assets.	<i>Passive</i>	You and your <i>Servant</i> gain 5 Shields/SL and 1d4 + MST Mod Health/SL.	□□□
You First.	<i>Passive</i>	When you kill an Enemy, your <i>Servant</i> gains 3d4 + DMG Mod Shield.	□
Quality Not Quantity	<i>Passive</i>	You gain +2 Ranged Damage/SL and +1 Burst while using Rare (Blue) or higher rarity weapons. -1 Ranged Damage/SL while using Uncommon (Green) or lower rarity weapons.	□□□
Blood Gems	<i>Augment</i>	Your <i>Diadem Shard</i> grants adjacent allies 5+MST Mod Health Regeneration.	—

Tier 3 Skills

Excellent Shot, Madam	<i>Passive</i>	When your <i>Servant</i> damages an enemy it becomes marked. When you hit a marked enemy with a Ranged Attack, you deal an extra 1d6 Cryo damage.	□
Internship Program	<i>Augment</i>	After you summon your <i>Diadem Shard</i> each adjacent ally to it becomes your <i>Intern</i> . <i>Intern</i> 's are considered to be your <i>Servants</i> but gain half the effects granted to them (Rounded down), and don't cut effects short when they die.	—

Tier 4 Skills

Next to Cleanliness	<i>Kill Skill</i>	You deal +2 Damage/SL with Non-elemental, Shock, and Cryo weapons.	□□□
All Glory to the Master	<i>Passive</i>	When you kill an Enemy Marked by your <i>Servant</i> , you gain +2 Crit Damage/SL and your <i>Servant</i> gains +1 Crit Damage/SL for 2 turns. This effect is cut short if your <i>Servant</i> dies.	□
Keep Your Chin Up.	<i>Passive</i>	Each time you or your <i>Servant</i> kill an enemy, the other member regains 1d4 + MST Mod Health/SL.	□□□
Red Queen's Gambit	<i>Augment</i>	When you activate <i>Diadem Shard</i> and have it target an ally, you gain Extra Attack, +1 Bust for 1 turn.	—

Tier 5 Skills

Podsnappery	<i>Passive</i>	While your Health is Damaged, gain +4 Shield Regen/SL, or +8 Shield Regen/SL and +Extra Attack if your Health is below half.	□□□
Save the Queen	<i>Passive</i>	When an Enemy hits you with a melee attack they become marked. The first time your <i>Servant</i> hits a marked enemy with an Attack, it deals an extra 1d6 Cryo damage/SL.	□□□

Tier 6 Skills

A Backhand to Remember	<i>Passive</i>	1+MST Mod times per day, you can make an Backhand Melee Attack. It has a range of 2 squares, deals an extra 2d10 Cryo Damage, and pushes the enemy 2 squares back. After you hit an Enemy, all Allies gain Extra Move for 2 Mod turns.	□
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Asset Management

Centrepiece

Rippling Amethyst. While your *Diadem Shard* follows an ally, it projects a 30 capacity Shield. Allies adjacent to the *Diadem* are also protected by this Shield.

Tier 1 Skills

Full Glass	<i>Passive</i>	Gain +SPD Mod/SL while your Shields are Full.	□□□
Spotless	<i>Passive</i>	At the start of each encounter, until you take Health damage, gain +2 Ranged Damage/SL.	□□□

Tier 2 Skills

Graded Assets	<i>Passive</i>	You gain +10 Shield Capacity/SL and +2 Recharge Rate/SL on Rare (Blue) or higher rarity Shields. -5 Shield Capacity/SL while using Uncommon (Green) or lower rarity shields	□□□
Refraction Distortion	<i>Passive</i>	You are considered 2 square further away for determine an Enemies closest target.	□
Matching Set	<i>Passive</i>	Gain +3 Shield Recharge Rate/SL per equipped weapon that shares its manufacturer with your shield. Allies gain +2 Shield Recharge Rate/SL per equipped weapon or shield shares its manufacturer with your shield.	□□□
Lead lined Safe	<i>Augment</i>	Radiation Damage can't bypass <i>Rippling Amethyst's</i> Shield, and it gains 1d12 Radiation Damage Reduction.	—

Tier 3 Skills

Crystal Musket	<i>Passive</i>	Convert half of your health into Shield (rounded down). Your Health can't be reduced below 1 using this skill.	□
Earthed Insulation	<i>Augment</i>	Shock Damage doesn't gain a damage multiplier against <i>Rippling Amethyst's</i> Shield, and it gains 1d12 Shock Damage Reduction.	—

Tier 4 Skills

Elastic Assets	<i>Passive</i>	Each time your shields would be reduced to 0, roll 1d20+1/SL. On a 20+ you instantly regain 5+MST Mod Shields.	□□□
Market Freeze	<i>Passive</i>	When your <i>Diadem Shard's</i> shield is depleted it releases a Cryo nova dealing 3d6 Cryo Damage to adjacent enemies and slowing them	□
Designer Coat	<i>Passive</i>	Gain +1d4 Shock Damage Reduction. If SL is 3 or higher Elemental Status effects only affect you for 1 turn.	□□□
Temperature Controlled	<i>Augment</i>	<i>Rippling Amethyst's</i> Shield gains 1d6 Incendiary and Cryo Damage Reduction. Allies adjacent to it can't be Slowed, Frozen, or Burnt and if they are they are cleansed.	—

Tier 5 Skills

Mint Condition	<i>Passive</i>	At the start of each encounter gain +3 Crit Damage/SL until you take damage.	□□□
Insurance Policy	<i>Passive</i>	+1d6 Damage Reduction/SL while your Shields are Full.	□□□

Tier 6 Skills

Crown Jewelle	<i>Passive</i>	Your <i>Diadem Shard</i> gains the effects of your shield, and grants them to any ally it follows. While <i>Rippling Amethyst</i> is equip Adjacent allies also gain the effects.	□□□
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Beast Master

Class information

Beast Masters are as varied as the animals in the kingdom. They can be cold loners, but as soon as they find their pack, they can become the life of the party. They are often pragmatic, and associate more with animals than they do people.

Their bond with their pet is their strongest, and anything that comes between the two will find of where they get the title of Master.

Appearance

Attuned to nature, Beast Masters often wear ghillie suits formed of natural materials or cover themselves with trophies of the monsters they have hunted.

Beast Master Backgrounds

Raised by Skags

You are an outsider, born and raised in the wilds by viscous creatures. **+1 Mastery, -4 on Speech Checks with Humans, +2 on Speech Checks with Animals.**

Savage

Mercy is for the weak. Those who hurt you will be made an example of. **+1 Damage, -2 on Interact Checks.**

Stalker

You are a patient hunter, who can lie for days waiting for the right moment to strike. **+3 on Sneak Checks, -1 Speed.**

Party Animal

You have boundless energy, are always up for a late night romp. **+1 Speed, -2 on Interact Checks.**

Scavenger

You will dig through every pile of Sh*t you come across if it might save you buying a bullet. **+3 on Search Checks, -1 Damage.**

Class Features

Favoured Gun

Sniper Rifle or Shotgun

Stat Modifiers

Accuracy +2 • Damage +1 • Speed +0 • Mastery +1

Melee Die

1d6

Skill Trees

Beast Masters have access to four trees which they can invest their skill points in.

Stalker focuses on burst damage and survivability.

Pet: Jabber

Master focuses on improving your pet's power.

Pet: Skag

Hunter focuses on

Pet: Spiderant

Trapper focuses on improving you and your pet's survivability.

Pet: Loader

Pets

The Beast Master is always accompanied by its Pet. 1+MST Mod times per Day, when the Beast Master would make a Ranged Attack, they can command their beast to perform its "Command Attack".

At the end of an encounter, you can change your Pet, Action Skill, and Action Skill Augmentations.

Stalker

Action Skill

Fade Away

The Beast Master becomes Cloaked for 2 turns. While cloaked you gain Extra Movement and +2 Health Regeneration. Performing any Attack while Fade Away is active will break the cloak but will upgrade the first Hit to a Crit for that Attack.

[2 Augment Slots] (MST Mod per Day + 1/Encounter)

Tier 1 Skills

Self-Repairing System	<i>Passive</i>	+5 Health/SL, +1 Health Regeneration/SL.	□□□
Sic'Em	<i>Passive</i>	You can use Attack Command 1/SL extra times per Day. Attack Commands deal an extra 1d4 Damage.	□□
Furious Attack	<i>Hunter Skill</i>	The first 1/SL times you or your Pet kill an enemy each Encounter, you both gain +1 Damage for the Encounter.	□□□

Tier 2 Skills

Guerrillas in the Mist	<i>Augment</i>	When you use <i>Fade Away</i> you gain Extra Attack, but its duration its reduced by 1 turn.	—
Eager to Impress	<i>Kill Skill</i>	When your Pet kills an enemy with its Command Attack, you can Activate your Action Skill for Free. You can use this skill once per Encounter and 1/SL times per Day.	□□□
All my BFF's	<i>Passive</i>	Your Pet gains Half of your Health Regeneration/SL. Allies within 2 squares gain Half of this value (rounded up).	□□
Overclocked	<i>Passive</i>	After you Reload your Weapon gain Extra Attack. +1 on Reload Checks/SL.	□□□

Tier 3 Skills

Not my Circus	<i>Augment</i>	When you use <i>Fade Away</i> your Pet taunts all enemies within 2 squares, and gains +1d4 Damage Reduction per enemy for 2 turns.	—
Lick the Wounds	<i>Passive</i>	Your Pet can revive you, or other allies.	□
Turn Tail and Run	<i>Passive</i>	At the start of your turn, gain +2 Ranged Damage/SL until you move. At the end of your turn, gain +1 Health Regeneration/SL for 1 turn, if you used all your movement.	□□
Beefcake Jabber	<i>Pet</i>	See Pets section.	—

Tier 4 Skills

Until you are Dead	<i>Augment</i>	When <i>Fade Away</i> ends you retain the Extra Movement and Health Regeneration for 2 turns.	—
The Fast and the Furryous	<i>Passive</i>	While you are above half Health you gain +1 Movement/SL, +1 Ranged Damage/SL, and your Pet gains +2 Damage/SL.	□□
Hidden Machine	<i>Passive</i>	Attacks deal +1d4/SL Damage when Attacking an enemy from behind or attacking an enemy who last targeted someone other than you.	□□□
Gunslinger Jabber	<i>Pet</i>	See Pets section.	—

Tier 5 Skills

Unblinking Eye	<i>Augment</i>	During <i>Fade Away</i> if you attack an enemy you have attacked before, you gain +1 Crit.	—
Rage and Recover	<i>Kill Skill</i>	After you kill an Enemy, you and your Pet gain +1 Health Regeneration/SL for 1+MST Mod turns.	□□□

Tier 6 Skills

The Power Inside	<i>Passive</i>	Activating your Action Skill gives you and your Pet +5 Damage for 2 turns. Bonus is doubled if your are at full Health.	□□□
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Master

Action Skill

Gamma Burst

You create a rift at a point within 6 squares, and teleport your Pet there. The Rift explodes dealing 2d6 radiation damage to Enemies within 1 square. Your Pet's Attacks deal +1d6 Radiation Damage for 2 turns.

[2 Augment Slots] (MST Mod per Day + 1/Encounter)

Tier 1 Skills

Ferocity	<i>Passive</i>	+2 Pet Damage/SL. +3 on Animal Speech Checks.	□□□
Persistence	<i>Passive</i>	+2 Ranged Damage/SL. If SL is 2 or higher gain +1 Action Skill Duration.	□□
Hunter			
Go for the Eyes!	<i>Passive</i>	The first SL attacks your Pet makes each Encounter are automatically critical hits. +2 Pet Crit Damage/SL.	□□□

Tier 2 Skills

Atomic Aroma	<i>Augment</i>	During <i>Gamma Burst</i> Enemies adjacent to your pet take 1d6 Radiation Damage each turn.	—
Who rescued who?	<i>Passive</i>	Each time you or your Pet kill an enemy, the other regains 1d4+MST Mod Health/SL.	□□□
He Bites!	<i>Passive</i>	Each time your pet takes Melee Damage, it deals 1d4 retaliatory Melee Damage/SL.	□□
Frenzy	<i>Hunter Skill</i>	After your Pet kills an enemy, you gain +2 Ranged Damage/SL for 1+MST Mod turns.	□□□

Tier 3 Skills

Empathic Rage	<i>Augment</i>	During <i>Gamma Burst</i> your Ranged Attacks also deal an extra 1d6 Radiation Damage.	—
Pyscho Head on a Stick	<i>Hunter Kill Skill</i>	After you kill an enemy, your pet gains Extra Movement and +1 Melee Die of Damage for 1+MST Mod turns.	□
Hive Mind	<i>Passive</i>	Gain +1d4 Damage Reduction/SL. Reduced Damage is taken by your Pet. Your Pet gains +2 Damage/SL.	□
Great Horned Skag	<i>Pet</i>	See Pets section.	—

Tier 4 Skills

Endurance	<i>Augment</i>	During <i>Gamma Burst</i> your Pet gains +2 Damage Each turn. +1 Action Skill Duration.	—
Barbaric Yawp	<i>Passive</i>	Your <i>Pet Bonuses</i> are 1+1/SL times more effective	□□□
Mutated Defenses	<i>Passive</i>	Once per Encounter, when your pet is reduced to 0 Health, it is instantly Healed to half its Max Health and gains 1d12 Damage reduction for 2 turns.	□
Eridian Skag	<i>Pet</i>	See Pets section.	—

Tier 5 Skills

Burst Aid	<i>Augment</i>	During <i>Gamma Burst</i> allies adjacent to the burst gain +5 Health Regeneration.	—
Pack Tactics	<i>Passive</i>	You and your Pet gain 10+MST Mod Health/SL and your Pet gains +2 Damage/SL.	□□
Shared Spirit	<i>Passive</i>	While you are below half Health gain +1d12 Damage Reduction. Reduced Damage is taken by your Pet.	□

Tier 6 Skills

Dominance	<i>Passive</i>	1 + MST Mod times per day, as an action you can dominate an enemy for 2 turns. Beasts can be Dominated for twice as long. You can only Dominate one enemy at a time.	□
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Hunter

Action Skill

Rakk Attack

You summon a swarm of Rakks that circle around you for 2 turns. Once per turn, you command a pair of rakks from the swarm to divebomb an enemy within 4 squares (no action required), each dealing 1d10 Damage.
[2 Augment Slots] (MST Mod per Day + 1/Encounter)

Tier 1 Skills

Interplanetary Stalker	<i>Hunter Kill Skill</i>	After you kill an enemy, you and your Pet gain +1 DMG/SL for 1+MST Mod turns, plus unique bonuses depending on the type of enemy killed. Human bonus - +2 Action Skill Damage. Robot bonus - +2 to all Corrosive Damage. Beast bonus - Gain Extra Movement.	□□□
Leave No Trace	<i>Passive</i>	After dealing Crit Damage, roll 1d20+2/SL. On a 18+ your weapon is instantly reloaded.	□□
Second Intention	<i>Hunter Kill Skill</i>	After you kill an enemy gain +1 on Reload Checks/SL for 1+MST Mod turns. +2/SL on Critical Kills.	□□□

Tier 2 Skills

Rakk Open a Cold One	<i>Augment</i>	<i>Rakk Attack</i> deals Cryo Damage.	—
Hunters Eye	<i>Hunter Skill</i>	Gain unique bonuses when fighting different types of enemies vs Human - +1 Crit Damage/SL. vs Robot - +2 Damage to Alloy Health/SL. vs Beast - Gain 1d6 Damage Reduction.	□□□
Head Count	<i>Passive</i>	The first you kill an enemy with Critical Damage you can Activate your <i>Action Skill</i> for Free. You can use this skill once per Encounter and 1/SL times per Day.	□□
Ambush Predator	<i>Passive</i>	While there are no Enemies within 4 squares of you, you gain +2 Crit Damage/SL, and +1 ACC/SL.	□□□

Tier 3 Skills

Falconer's Feast	<i>Augment</i>	Each Enemy hit by <i>Rakk Attack</i> summons a healing Orb Each Orb moves 3 squares/turn to a chosen ally and grants them 2d4+MST Mod Health.	—
Two Fang Spiderant Scorchers	<i>Passive Pet</i>	When you hit an enemy, roll 1d20+SL. On a 15+ you gain +1 hit. See Pets section.	□□□ —

Tier 4 Skills

Flock 'N Load	<i>Augment</i>	<i>Rakk Attack</i> conjures 1 additional Rakk.	—
Big Game	<i>Passive</i>	+1 SL to Hunter Skills and Hunter Kill Skills, that have at least 1 SL †.	□
The Most Dangerous Game	<i>Hunter Kill Skill</i>	When you kill a Badass or Stronger enemy gain improved stats until you die, go into <i>Fight for your Life</i> , or finish the day: +1 Ranged Damage/SL, +1 Crit Damage/SL, +1 Ranged Accuracy, +2 Pet Damage/SL.	□□□
Spiderant Countess	<i>Pet</i>	See Pets section.	—

Tier 5 Skills

Rakkcelerate	<i>Augment</i>	<i>Rakk Attack</i> gains +1 use per Encounter.	—
Galactic Shadow	<i>Passive</i>	Gain +3 Crit Damage. You count as being 2 squares further away, for determining closest enemy for an attack.	□
Grim Harvest	<i>Passive</i>	After you use your <i>Action Skill</i> gain +1 Ranged Damage/SL, +2 Action Skill Damage/SL, and +2 Pet Damage/SL for 2 turns.	□□□

Tier 6 Skills

Megavore	<i>Passive</i>	Rolling an 18+ on a d20 for a Ranged Attack counts as a natural 20.	□□□
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† SL granted this way grants also increases the Skills Soft and Hard Caps by the same value.

Trapper

Action Skill

Gravity Snare.

The Beast Master tosses out a Gravity Snare at a point within 4 squares. It knocks all adjacent enemies into the air for 1 turn. The snare remains for 2 turns and repeats its effect at the start of each of your turns.

[2 Augment Slots] (MST Mod per Day + 1/Encounter)

Tier 1 Skills

Gotta Go Fast	<i>Passive</i>	Your Pet gains +1 Movement/SL and +1 Damage/SL.	□□□
Success	<i>Passive</i>	When you or your Pet's shield is depleted, it releases a Radiation Nova, dealing 1d6	□□
Imminent		Radiation Damage/SL to adjacent enemies. Shields must recharge between uses.	
Gotta Go Fast	<i>Passive</i>	You and your Pet gain +1 on Reload Checks/SL.	□□□

Tier 2 Skills

Forage	<i>Augment</i>	Each enemy lifted by <i>Gravity Snare</i> randomly drops a Health or Shield Potion.	—
Better Toys	<i>Passive</i>	You and your Pet gain +8 Shield Capacity/SL and +3 Shield Recharge/SL.	□□
Combat Veterinarian	<i>Passive</i>	If you and your Pet attack the same enemy, it regains 1d4+MST mod Health.	□
Throatripper	<i>Passive</i>	Your Pets attacks are considered a natural 20 on a 20-1/SL.	□□

Tier 3 Skills

Wide Net	<i>Augment</i>	<i>Gravity Snare</i> effects enemies within 2 squares, and it gains +1 Duration.	—
Lethal Force Authorized	<i>Passive</i>	When your Pet enters <i>Fight for your Life</i> it instead runs towards the closest Enemy and Explode, dealing 3d6 Explosive Splash Damage.	□
Take This!	<i>Passive</i>	Your Pet gains a copy of your Shield.	□
BUL Loader	<i>Pet</i>	See Pets section.	—

Tier 4 Skills

Trap Card	<i>Augment</i>	You can use <i>Gravity Snare</i> while in <i>Fight for your Life</i> dropping it on your location.	—
Monkey Do!	<i>Passive</i>	Your Pet gains +2 Crit Damage/SL.	□□□
Wooly Armour	<i>Passive</i>	While your Shields are full, your Pet gains 1d12 Damage Reduction.	□
Not Even A Challenge	<i>Passive</i>	While your Action Skill is active, when your Pet kills an enemy, it gains +1 Duration. You can use this skill once per Encounter and 1/SL times per Day.	□
WAR Loader	<i>Pet</i>	See Pets section.	—

Tier 5 Skills

Blind with Anger	<i>Augment</i>	<i>Gravity Snare</i> instead confuses enemies for 1 turn.	—
Fuzzy Math	<i>Passive</i>	When you or your Pet deal Critical Damage, you instantly regain 1d4+MST Mod Shield/SL.	□□□
Keep Them Safe	<i>Passive</i>	1+MST mod times per day. When you use your Pets Command Attack, it regains 1d6+MST Mod Shields/SL.	□□□

Tier 6 Skills

Capacitance	<i>Passive</i>	1 per Encounter. When you use an <i>Action Skill</i> your Shield Capacity Increases by 50 for 1+MST Mod turns, and you instantly regain 50 shields.	□□□
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Jabbers

Lil' Jabber

Health: 15 *Bio*

Movement: 5 squares

Attacks (1/turn):

Ranged- Pistol 1d4 Damage, ACC +1, Range 4
(2-7 = -1 DMG, 8-15 = Normal, 16+ = +2 DMG)

Command:

Ranged- Barrel Toss

Your Jabber throws a Radiation Elemental Barrel at a point within 4 squares.

Pet Bonus:

+1 SPD Mod

Beefcake Jabber

Health: 20 *Bio*

Movement: 5 squares

Attacks (1/turn):

Ranged- Shotgun 1d6 Damage, ACC -2, Range 4
(2-7 = -1 DMG, 8-15 = Normal, 16+ = +2 DMG)

Command:

Melee- Bat 1d12 Damage, ACC +0, +2 knockback
(2-15 = Normal Damage, 16 = +1 Hit)

Pet Bonus:

+1 SPD Mod

+20 Health

Gunslinger Jabber

Health: 15 *Bio*

Movement: 6 squares

Attacks (1/turn):

Ranged- Submachine Gun 1d6 Damage, ACC +1, Range 4
(2-7 = -1 DMG, 8-15 = Normal, 16+ = +2 DMG)

Command:

Ranged- Rocket Launcher 1d12 Damage, ACC +1, Range 6
(2-7 = -1 DMG, 8-15 = Normal, 16+ = +2 DMG)

Pet Bonus:

+1 SPD Mod

+2 Crit Damage

Skags

Guard Skag

Health: 15 *Bio*

Movement: 5 squares

Attacks (1/turn):

Melee- Bite 1d6 Damage, ACC +1
(2-7 = -2 DMG, 8-15 = Normal, 16+ = +2 DMG)

Command:

Ranged- Barf

Your Skag throws up a Corrosive Elemental Pool in 2 adjacent squares.

Pet Bonus:

+1 DMG Mod

Great Horned Skag

Health: 20 *Bio*

Movement: 5 squares

Attacks (1/turn):

Melee- Bite 1d8 Damage, ACC +1
(2-7 = -2 DMG, 8-15 = Normal, 16+ = +2 DMG)

Command:

Melee- Charge 1d12 Damage, ACC +0, +2 Movement
(2-15 = Normal Damage, 16 = +1 Hit)

Pet Bonus:

+1 DMG Mod

+2 Ranged Damage

Eridian Skag

Health: 15 *Bio*, 1d6 Elemental Damage Resistance

Movement: 5 squares

Attacks (1/turn):

Melee- Bite 1d8 Elemental Damage, ACC +1
(2-7 = -2 DMG, 8-15 = Normal, 16+ = +2 DMG)

Command:

Melee- Singularity
All enemies within 2 squares are pulled closer.

Pet Bonus:

+1 DMG Mod

+2 Elemental Damage

Spiderant

Spiderant Centurion

Health: 20 *Bio*

Movement: 4 squares

Attacks (1/turn):

Melee- Bite 1d6 Damage, ACC +1
(2-7 = -2 DMG, 8-15 = Normal, 16+ = +2 DMG)

Command:

Melee- Charge

Gains Extra Movement and makes a Melee Attack.

Pet Bonus:

+1 Health Regeneration

Spiderant Scorcher

Health: 20 *Bio*, 1d4 Incendiary Damage Reduction

Movement: 4 squares

Attacks (1/turn):

Melee- Bite 1d6 Incendiary Damage, ACC +1
(2-7 = -2 DMG, 8-15 = Normal, 16+ = +2 DMG)

Command:

Melee- Charge

Gains Extra Movement and makes a Melee Attack.

Pet Bonus:

+1 Health Regeneration

+2 Elemental Damage

Spiderant Countess

Health: 25 *Bio*

Movement: 4 squares

Attacks (1/turn):

Melee- Bite 1d6 Damage, ACC +1
(2-7 = -2 DMG, 8-15 = Normal, 16+ = +2 DMG)

Command:

Melee- Charge

Burrows underground, then emerges at a point within 5 spaces dealing 2d6 Corrosive Damage to Adjacent Enemies.

Pet Bonus:

+1 Health Regeneration

+2 Damage Reduction

Loaders

ION Loader

Health: 15 *Alloy*

Movement: 5 squares

Attacks (1/turn):

Ranged- Sniper 1d6 Shock Damage, Range 6, If Range is 3+ gain +3 ACC.
(2-7 = -1 DMG, 8-15 = Normal, 16+ = +2 DMG)

Command:

Ranged- Eye Laser

Your Loader shoots a laser that deals 1d10

Incendiary Damage to an Enemy within 6 Squares.

Pet Bonus:

+1d6 Elemental Damage Reduction

Bul Loader

Health: 15 *Alloy*

Movement: 5 squares

Attacks (1/turn):

Ranged- Shotgun 1d6 Damage, Range 4, If Range is 2 or less +2 DMG.
(2-7 = -1 DMG, 8-15 = Normal, 16+ = +2 DMG)

Command:

Melee- Buldoze

Your Loader bulldozes 4 squares knocking all

enemies up in the air for 1 turn.

Pet Bonus:

+1d6 Elemental Damage Reduction
+20 Shield Capacity

ION Loader

Health: 15 *Alloy*

Movement: 5 squares

Attacks (1/turn):

Ranged- Shotgun 1d6 Incendiary Damage, Range 4, If Range is 2 or less +2 DMG.
(2-7 = -1 DMG, 8-15 = Normal, 16+ = +2 DMG)

Command:

Ranged- Grenade

Your Loader throws a copy of your Grenade at an

Enemy within 4 squares.

Pet Bonus:

+1d6 Elemental Damage Reduction
+2 Ranged Damage

Berserker

Class Features

Favoured Gun

Rocket Launcher or Combat Rifle

Stat Modifiers

Accuracy +0 • Damage +2 • Speed +1 • Mastery +1

Melee Die

1d10

Skill Trees

Berserkers have access to four trees which they can invest their skill points in.

Blaster focuses on explosives.

Brawler focuses on melee combat.

Tank focuses on durability.

Lead Eater focuses on high capacity rifles.

Detailed on the following pages.

At the end of an encounter, you can change your Signature Move, and Action Skill Augmentations.

Blaster

Action Skill

Boom, Lift-off

You throw an explosive charge at your feet. It explodes dealing 4d6 Explosive Damage to adjacent enemies, you take 2d6 Explosive Damage. You then launch yourself to a point within 5 squares.

[1 Augment Slot] (MST Mod per Day + 1/Encounter)

Tier 1 Skills

Endowed	<i>Passive</i>	+1 to all Explosive Damage/SL. +2 on Interact Checks	□□□
Custom Payload	<i>Passive</i>	Gain +2 on Interact Checks. At the end of each Encounter, you can change your Grenade's type.	□
Rapid Reload	<i>Passive</i>	+2 to Reload Checks/SL. If SL is 3 or higher gain +1 ACC.	□□□

Tier 2 Skills

Revenge	<i>Kill Skill</i>	After you kill an Enemy, gain +2 Ranged Damage/SL for 1+MST Mod turns.	□□□
Wide Load	<i>Passive</i>	+1 Mag Size and +2 on Reload checks for Rocket Launchers.	□
Badaboom Bitch	<i>Passive</i>	+1 Splash Damage/SL. +1 to Hit with Rocket Launchers.	□□□
Tungstan Shoes	<i>Augment</i>	You become Immune to Explosive and Splash Damage from <i>Boom, Lift-off</i> , but you launch yourself 2 less squares.	—

Tier 3 Skills

Grenade Jump	<i>Action Skill</i>	When you use <i>Boom, Lift-off</i> your explosive charge gains the effects of your equipped Grenade.	—
Liquidate	<i>Passive</i>	When you kill an enemy with Explosive Damage you can Activate your action skill for Free. You can benefit this skill 1/SL times per Day and only once per Encounter.	□□□
Tina's Cocktail	<i>Passive</i>	Gain +2 on Interact Checks. At the end of each Encounter, if you threw at least 1 Grenade, regain 1 Grenade.	□
Cast Iron	<i>Passive</i>	Gain +1d4 Explosive and Splash Damage Reduction/SL. Use d6s if you dealt the Damage.	□□□
Concussive Blast	<i>Augment</i>	<i>Boom, Lift-off</i> Knocks all Damaged Enemies 2 Squares away. +2 to Launch Distance.	—

Tier 4 Skills

Rocket Jump	<i>Action Skill</i>	When you use <i>Boom, Lift-off</i> your explosive charge gains the effects of your equipped Rocket Launcher.	—
Fiery Burrito	<i>Passive</i>	Deal an extra 1d6 Incendiary Damage/SL to enemies hit with Splash Damage.	□□□
Jet Fuel	<i>Augment</i>	<i>Boom, Lift-off</i> scorch the earth, leaving an Incendiary pool over your previous location and each adjacent square for 2 turns.	—

Tier 5 Skills

Blast Off!	<i>Passive</i>	When you Knock Back an Enemy with Explosive Damage, they take an extra 2 Damage/SL and are pushed back an additional 1 Square/SL. +1 <i>Boom, Lift-off</i> distance.	□□□
Holding out	<i>Augment</i>	When you use <i>Boom, Lift-off</i> , you can take an adjacent ally with you.	—

Tier 6 Skills

Cluster	<i>Passive</i>	When you throw a grenade Grenades, Shoot a Rocket launcher or use <i>Boom, Lift-off</i> roll a d20. On a 18+, spawn a free copy of your Grenade in the same location.	□
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Brawler

Action Skill

Berserk

Your put away your guns and break out fists for 2 turns. Each turn you can make 2 Melee attacks and gain, +1 Extra Movement, +1 Melee Die to your Melee Damage, +10 Health Regen.
[1 Augment Slot] (MST Mod per Day + 1/Encounter)

Tier 1 Skills

Iron Fist	Passive	+1 Melee Damage/SL. Your Melee attacks have a 10%/SL to knock Enemies back 1 square.	□□□
Sting like a Bee	Passive	During <i>Berserk</i> your gain +1 Melee Range/SL and +1 Melee Damage/SL. As you make an attack from 2 or squares away you dash towards the Enemy.	□□□

Tier 2 Skills

Endless Rage	Passive	You gain +1 Action Skill Duration/SL.	□□□
Pitcher	Passive	You gain +1 Throw Range and +2 on Throw Checks.	□
Heavy Handed	Kill Skill	After you Kill an Enemy you gain +2 Melee Damage/SL for 1+MST Mod turns.	□□□
Iron Gloves	Augment	During <i>Berserk</i> you gain +1d4 Damage Reduction and your Melee Attacks gain +1 Knock Back.	—

Tier 3 Skills

Right, Right, Left	Action Skill	Replaces <i>Berserk</i> : Instead of your normal 2 attacks you can make a 3-hit-combo. The first time you hit an Enemy with a Melee attack each turn, it takes an extra 1 die of Melee .	—
Prize Fighter	Passive	The first time you make a Melee Attack each encounter, 1d6/SL. The target drops fold equal to 10x the sum. Your Party gain +1 to Loot Chest Rolls/SL and if SL is 3 or higher, gain +1 to Cache rolls.	□□□
Manhandled	Passive	You can pick up and throw enemies of your size. When you throw an enemy, it and any other enemy or object hit, take damage equal to your melee damage.	□
Short Fuse	Passive	You gain +1 Action Skill Uses/SL per day. +1 on Traverse Checks/SL.	□□□
Explosive Impact	Augment	During <i>Berserk</i> your Melee Attacks deal Explosive Splash Damage. You are immune to the splash damage.	—

Tier 4 Skills

Haymaker	Action Skill	During <i>Berserk</i> instead of your normal 2 attacks you can make 1 Haymaker Attack. It deals 4 Melee die of Damage and all Melee Damage is doubled.	—
Blood Sport	Kill Skill	After you kill an Enemy, while your Action Skill is active, you regain 5+MST Mod Health/SL.	□□□
Pain Train	Augment	During <i>Berserk</i> you move through Enemies. Once per turn, when you move through an Enemy it takes 1d4 Melee Damage.	—

Tier 5 Skills

Slab	Passive	Gain +5 Health/SL, +1d4 Melee Damage Reduction/SL, and +5 Health Regen.	□□□
Northern Star	Augment	While <i>Berserk</i> is active, you can make 4 Melee attacks instead of 2, but your Melee Damage Die is reduced to a d6.	—

Tier 6 Skills

My Name Ain't David	Passive	When you activate your Action Skill, you become Large, gain 50 Health and Max Health, and +5 Health Regeneration for 2 turns, or until your Action Skill ends.	□□□
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Tank

Action Skill

Tank Up

You pull out a Riot Shield granting you increased defences for 2 turns. You gain 1d4 Damage Reduction, your Melee attacks become Shield Slams that Taunt and Knock back enemies 1 square, and your shield creates Full cover.

[1 Augment Slot] (MST Mod per Day + 1/Encounter)

Tier 1 Skills

Hardened	<i>Passive</i>	Gain 10+MST Mod Health/SL.	□□□
Safe Guard	<i>Passive</i>	Gain 10 Shield Capacity/SL.	□□□

Tier 2 Skills

Bash	<i>Passive</i>	When you Damage an Enemy with a Melee Attack, roll a d20+2/SL. On a 18+ they are Dazed for 2 turns.	□□□
Juggernaut	<i>Kill Skill</i>	After you kill an Enemy gain +1d4 Damage Reduction/SL for 1+MST Mod turns.	□□□
Steady	<i>Augment</i>	During <i>Tank Up</i> you gain +2 Ranged Accuracy. This increases to +4 if you haven't moved.	—

Tier 3 Skills

Juggernaut	<i>Action Skill</i>	Replaces <i>Tank Up</i> : In addition to its normal effects, you gain 1d8 Explosive, Splash, Non-Elemental, and Melee Damage Reduction.	—
Pay Back	<i>Kill Skill</i>	After you kill an Enemy gain +1 Damage Mod/SL for 1+MST Mod turns.	□□□
Relentless	<i>Passive</i>	Entering <i>Fight for your Life</i> , does not end your Action Skill and grants it +1 Duration.	□
Die Hard	<i>Passive</i>	You gain +1 <i>Fight for your Life</i> duration/SL, and when you are Revived you regain an extra 10+MST Mod Health/SL.	□□□
Cleave	<i>Augment</i>	Your <i>Shield Slam</i> attacks gain Splash.	—

Tier 4 Skills

Hazmat	<i>Action Skill</i>	Replaces <i>Tank Up</i> : In addition to its normal effects, you gain 1d6 Non-Explosive Elemental Damage Reduction, and Elemental Status effects only last 1 turn.	—
Unbreakable	<i>Passive</i>	The first time your shields are depleted each encounter, instantly regain 20+MST Mod shields/SL.	□□□
War Cry	<i>Augment</i>	When you activate <i>Tank Up</i> , you Taunt all enemies within 4 squares for 1 turn.	—

Tier 5 Skills

Divert Power	<i>Passive</i>	While your Shields are Damaged gain +1 DMG Mod/SL or +2 DMG Mod/SL, if they are depleted.	□□□
Bullet Magnet	<i>Augment</i>	During <i>Tank Up</i> Ranged Attacks against adjacent allies target you. Gain +1d4 Damage reduction.	—

Tier 6 Skills

I don't think so.	<i>Passive</i>	Once per Day, when you are reduced to 0 health, instead of entering <i>Fight for your Life</i> you instantly regain 100 Health.	□
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Lead Eater

Action Skill

Heavy Ordnance

You put away your gun and digi-stuct a giant gatling cannon for 2 turns.
[1 Augment Slot] (MST Mod per Day + 1/Encounter)

Gatling Cannon Stats

Ranged Attack. 1d6 Hit, +4 Extra Attacks. -2 ACC, 6 Square Range.
(2-7 = 0 Hits, 8-15 = 1 Hit, 16+ = 2 Hits)

Tier 1 Skills

Suppressing Fire	<i>Passive</i>	When you Damage an Enemy with a Ranged Attack, roll a 20+1/SL. On an 18+ they are Dazed for 2 turns. When Dazing Badass and stronger enemy roll two d20 and take the lower one.	□□□
XXL Bullets	<i>Passive</i>	You gain +3 Ranged Damage/SL and -1 Ranged ACC/SL with all guns.	□□□

Tier 2 Skills

Assault	<i>Passive</i>	+1 Combat Rifle Damage/SL and +1 Ranged ACC with Combat Rifles.	□□□
Centre of Attention	<i>Passive</i>	Dazed Enemies are also Taunted. +1 on <i>Suppressing Fire</i> rolls.	□
XXL Mags	<i>Passive</i>	Gain +2 on Reload Checks/SL and +1 to Mag Size.	□□□
Quick Refill	<i>Augment</i>	When you activate <i>Heavy Ordnance</i> adjacent allies can instantly reload their weapons.	—

Tier 3 Skills

Plasma Cannon	<i>Action Skill</i>	Replaces your Gatling Cannon, when during <i>Heavy Ordnance</i> . Plasma Cannon: 1d8 Shock and Incendiary Splash Damage/Hit, 6 Square Range (2-7 = 2 Hit, 8-15 = 3 Hits, 16+ = 4 Hits)	—
Sentry Gunner	<i>Passive</i>	At the start of your turn gain, +1d4 Damage Reduction/SL and Extra Attack until you move. If you take this Extra Attack, you can't take your Movement but my take Extra Movement.	□□□
Shell Shocker	<i>Passive</i>	You can use <i>Suppressing Fire</i> on enemies damaged by your Grenades and Splash Damage. +1 on <i>Suppressing Fire</i> rolls.	□
Flawless Ego	<i>Passive</i>	Each time you Daze an Enemy you regain 1d4 Shields/SL.	□□□
Violent Vents	<i>Augment</i>	At the end of your turn, adjacent Enemies take 2d6+MST Mod Incendiary Damage. You take half 1d6 Incendiary Damage.	—

Tier 4 Skills

AP Cannon	<i>Action Skill</i>	Replaces your Gatling Cannon, when during <i>Heavy Ordnance</i> . AP Cannon: 2d10 Corrosive and Radiation Hit, +2 ACC, 9 Square Range (2-7 = 1 Hit, 8-15 = 2 Hits, 16+ = 2 Hits, 2 Crits)	—
Demoralise	<i>Kill Skill</i>	After you kill an Enemy, you can use <i>Suppressing Fire</i> on all Enemies adjacent to it. +1 on <i>Suppressing Fire</i> rolls/SL for 1+MST Mod turns.	□□□
Demolitionist	<i>Augment</i>	<i>Heavy Ordnance</i> ignores and destroys Cover.	—

Tier 5 Skills

Sustained Firing	<i>Passive</i>	Each turn you fire the same weapon gain +1 Ranged Damage/SL, until you; go 1 turn without firing, or swap weapons. Max of 5 Stacks.	□□□
Parting Gift	<i>Augment</i>	At the end of <i>Heavy Ordnance</i> you can throw your weapon like a Grenade, it explodes dealing 2d8 Damage.	—

Tier 6 Skills

Wall of Lead	<i>Passive</i>	While using a Combat Rifle it gains Splash.	□
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Commando

Class Features

Favoured Gun

Submachine Gun or Combat Rifle

Stat Modifiers

Accuracy +1 • Damage +1 • Speed +0 • Mastery +2

Melee Die

1d8

Skill Trees

Commandos have access to four trees which they can invest their skill points in.

Guerilla focuses on long improving their turret.

Gunpowder focuses on improving their ranged damage, mainly with combat rifles.

Survival focuses on survivability.

Napalm focuses on utility and elemental damage.

Action Skill

Saber Turret

You throw out a Turret in an adjacent space, that remains in place and fires at Enemies for 2 turns. It targets the closest Enemy each turn and Taunts it. Destroyed if Armour depletes.

Saber Turret Stats

Health: 40 Alloy

Movement: 0 square

Attacks (1/turn):

Ranged- Hard Point

[1 Hard Point with 1 Augment Slot | 1 Chassis Slot]
(MST mod per Day + 1/Encounter)

At the end of an encounter, you can change your Turrets Hard Point, Chassis, and any Action Skill Augmentations.

Guerrilla

Chassis

Spider. You give your turret some legs.

Movement. +5

Hard Point - Ballistic

Auto Cannon:

1d8/Hit, +2 ACC, 5 Square Range.

(2-7 = 2 Hits, 8-15 = 3 Hits, 16+ = 4 Hits)

Tier 1 Skills

Sentry Ready	<i>Passive</i>	Your <i>Saber Turret</i> gains +3 Damage/SL. If SL is 3 or higher gain +1 Duration.	□□□
	<i>Passive</i>	+1 on Reload Checks/SL.	□□□

Tier 2 Skills

Minigun	<i>Hard point</i>	Ballistic: 1d4/Hit, +1 ACC, 5 Square Range, +2 Extra Attack (2-7 = 1 Hit, 8-15 = 2 Hits, 16+ = 3 Hits)	—
Laser Sight	<i>Passive</i>	Your <i>Saber Turret</i> gains +1 Accuracy/SL.	□□□
Willing	<i>Passive</i>	+5 Shield Recharge/SL.	□□□
AP Rounds	<i>Augment</i>	Your <i>Saber Turret's</i> Ballistic Hard Points deal Corrosive Damage, and gain +3 ACC against Enemies in Partial or Full Cover.	—

Tier 3 Skills

Hover Wheels	<i>Chassis</i>	You give your turret some Wheels. <i>Movement.</i> +3, Hover.	—
Onslaught	<i>Kill Skill</i>	After you kill an enemy gain +2 Ranged/SL and Extra Movement for 1+MST Mod turns.	□□□
Well Oiled	<i>Passive</i>	Each time you or <i>Saber Turret</i> kill an enemy, it's Duration is increased by 1 turn and it gains +1 DMG.	□
Able	<i>Passive</i>	Once per turn, after you hit an enemy regain 1d4+MST Mod Health/SL.	□□□
Hollow Point Rounds	<i>Augment</i>	Your <i>Saber Turret's</i> Ballistic Hard Point gains an altered spread. (2-7 = Miss, 8-15 = +1 Hit 16+ = +1 Crit)	—

Tier 4 Skills

Anti-material Cannon	<i>Hard point</i>	Ballistic: 1d12/Hit, +0 ACC, 9 Square Range, if Range 3+: +3 Accuracy (2-7 = 0 Hit, 8-15 = 2 Hits, 16+ = 2 Hits, 1 Crit)	—
Grenadier	<i>Passive</i>	+1 max grenades/SL. +2 on Throw Rolls.	□□□
Demolition Rounds.	<i>Augment</i>	Your <i>Saber Turret's</i> Ballistic Hard Point deal Explosive Damage and gain Splash.	—

Tier 5 Skills

Crisis Management	<i>Passive</i>	While your shields are depleted, gain +1 DMG Mod/SL.	□□□
Inferno Rounds	<i>Augment</i>	Your <i>Saber Turret's</i> Ballistic Hard Point deal Incendiary Damage, gain +1 Extra Attack (Minigun gains +2 Extra Attacks). It takes 3d6 Incendiary Damage at the end of each of its turns.	—

Tier 6 Skills

Double Up	<i>Passive</i>	All of your <i>Saber Turret's</i> <i>Hard Points</i> deal an extra 1d4 Slag damage per hit.	□
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Gunpowder

Chassis

Howitzer. Give your Turret a height boost.

Health. +20

Range. +3 Max Range, +2 Minimum Range

Hard Point - Explosive

Missile Pod:

1d6 Explosive Splash/Hit, +2 ACC, 5 Square Range.
(2-7 = 1 Hit, 8-15 = 2 Hits, 16+ = 3 Hits)

Tier 1 Skills

Impact	<i>Passive</i>	+1 Gun Damage/SL and +1 Melee Damage/SL.	□□□
Expertise	<i>Passive</i>	+1 on Swap Checks/SL and +1 Movement.	□□□

Tier 2 Skills

Mine Launcher	<i>Hard point</i>	Explosive: Deploy a mine, 5 Square Range, +1 Extra Attack. When an enemy enters a square adjacent to a mine on its turn, the mine explodes dealing 2d10 Explosive damage to all adjacent Enemies. Improved by <i>Saber Turret</i> Damage.	—
Overload	<i>Passive</i>	+1 to Combat Rifle Mag Size and +1 on Combat Rifle Reload Checks/SL.	□□□
Metal Storm	<i>Passive</i>	After you kill an Enemy gain Extra Attack and +1 ACC Mod/SL for 1+MST mod turns.	□□□
Napalm Payload	<i>Augment</i>	Your <i>Saber Turret's</i> Explosive Hard Points deal Incendiary Damage, and leave Incendiary Elemental Pools in each adjacent square for 1 turn.	—

Tier 3 Skills

Firing Controls	<i>Chassis</i>	Your <i>Saber Turret</i> gains a control cabin. An ally can use their action to fire the Turret's Hard Point, with +3 ACC and Extra Attack.	—
Steady	<i>Passive</i>	+1 ACC. +2 on Interact Checks. +1 Grenade Damage/SL and +1 Rocket Launcher Damage/SL.	□□□
Longbow Turret	<i>Passive</i>	Your <i>Saber Turret</i> gains +9 Deployment Range, and +30 Health.	□
Battle Front	<i>Passive</i>	While your <i>Turret</i> is deployed, gain +1 DMG Mod/SL and 1+MST Mod Grenade Damage.	□□□
E.M.Payload	<i>Augment</i>	Your <i>Saber Turret's</i> Explosive Hard Points deal Shock Damage, and +1 Crit against Robot Enemies.	—

Tier 4 Skills

Rocket Launcher	<i>Hard point</i>	Explosive: 1d12 Explosive Splash /Hit, +0 ACC, 9 Square Range, ignores Cover (2-7 = 0 Hit, 8-15 = 2 Hits, 16+ = 2 Hits, 1 Crit)	—
Duty Calls	<i>Passive</i>	+2 Gun Damage/SL with Non-elemental Weapons.	□□□
Do or Die	<i>Passive</i>	+1 <i>Fight for your Life</i> Duration. While in <i>Fight for your Life</i> you can throw Grenades and gain +5 Grenade Damage and +5 Rocket Launcher Damage.	□
Concussive Payload	<i>Augment</i>	Your <i>Saber Turret's</i> Explosive Hard Points deals splashes to enemies within 2 squares, and knocks back all enemies hit, but deals -1 hit.	—

Tier 5 Skills

Ranger	<i>Passive</i>	+1 Gun Damage, +1 Crit Damage, +1 Ranged Accuracy, +1 on Reload Checks, +10 Health.	□
Void Payload	<i>Augment</i>	Your <i>Saber Turret's</i> Explosive Hard Points pull in all enemies within 2 squares, 1 square closer before exploding.	—

Tier 6 Skills

Nuke	<i>Passive</i>	Deploying your <i>Saber Turret</i> sets off a Radiation Nova, dealing 5d6+MST Mod Radiation Damage to all Enemies within 3 squares.	□□□
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Survival

Chassis

Bunker. Give your Turret heightened defence.

Health. +10

Cover. Grants Partial Cover to adjacent allies.

Hard Point - Technical

Static Storm: 1d4 Shock/Hit, +2 ACC, 4 Square Range. Enemies Electrocutted are also Dazed.

(2-7 = 1 Hit, 8-15 = 2 Hits, 16+ = 3 Hits)

Tier 1 Skills

Healthy	<i>Passive</i>	+10 Health/SL.	□□□
Preparation	<i>Passive</i>	+5 Shield Capacity/SL. While Shields are full gain +1 Health Regeneration.	□□□

Tier 2 Skills

Toxic Test tubes	<i>Hard point</i>	Technical: 1d4 Radiation/Hit, +2 ACC, 4 Square Range. Enemies Irradiated are also Confused. (2-7 = 1 Hit, 8-15 = 2 Hits, 16+ = 3 Hits)	—
Last Ditch Effort	<i>Passive</i>	While in <i>Fight for your Life</i> you gain Extra Movement and +1 DMG Mod/SL.	□□□
Pressure	<i>Passive</i>	While your Health is Damaged, gain +1 on Reload Checks/SL, or +2 on Reload Checks/SL and your Shields recharge at the end of your turn, if your Health is below half.	□□□
Unstable Compounds	<i>Augment</i>	Your <i>Saber Turret's</i> Technical Hard Points gain +30% Elemental Effect Chance.	—

Tier 3 Skills

Fortress	<i>Chassis</i>	Your <i>Saber Turret</i> becomes Large and Gains +30 Health. Allies can hide inside it and gain Full Cover while inside.	—
Forbearance	<i>Passive</i>	+5 Health/SL. If SL is 3 or higher Elemental Status effects only affect you for 1 turn.	□□□
Phalanx Shield	<i>Passive</i>	Your <i>Saber Turret</i> gains a 50 capacity Shield. Allies adjacent to the <i>Saber Turret</i> are also protected by this shield.	□
Quick Charger	<i>Kill Skill</i>	After you kill an enemy you instantly regain 1d6 Shields/SL at the end of your turns, for 1+MST Mod turns.	□□□
Doctor's Orders	<i>Augment</i>	Your <i>Saber Turret's</i> Technical Hard Points Heal allies: - <i>Static Storm</i> Restores 1d4 Shields per hit. - <i>Toxic Test tubes</i> Restores 1d4 Health per hit. - <i>Rusting Residue</i> Grants 1d4 Temporary Armour per hit.	—

Tier 4 Skills

Rusting Residue	<i>Hard point</i>	Technical: 1d4 Corrosion/Hit, +2 ACC, 4 Square Range. Corroded Enemies are also slowed. (2-7 = 1 Hit, 8-15 = 2 Hits, 16+ = 3 Hits)	—
Resourceful	<i>Passive</i>	You can use your Action Skill an extra SL times per day.	□□□
Mag-Lock	<i>Passive</i>	Your <i>Saber Turret</i> can be deployed on and stick to any surface. When deployed, adjacent enemies take 1d6+MST Mod Shock Damage and are forced to reload their weapons.	□
Bombard	<i>Augment</i>	Your <i>Saber Turret's</i> Technical Hard Points gain Splash.	—

Tier 5 Skills

Grit	<i>Passive</i>	Each time your health would be reduced to 0, roll 1d20+SL. On a 20+ you instantly gain 10+MST Mod Health.	□□□
Red Button	<i>Augment</i>	When your <i>Saber Turret</i> expires or is destroyed, it releases a Nova affecting enemies within 2 squares, dealing 2d8+MST Mod Damage. The Damage is the same as the Technical Hard Point equipped, and carries the same effects.	—

Tier 6 Skills

Gemini	<i>Passive</i>	You can deploy two <i>Saber Turret</i> when you use your Action Skill.	□
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Napalm

Chassis

Porcupine. Your Turret Bites Back.

Barbed. Enemies take 1d6 damage, after they deal melee damage to the Turret.

Melee. Gains a 1d12 Melee Attack.

Hard Point - Chemical

Flame Thrower: 3 Square Cone. Enemies in the Area take 2d6 Incendiary. +10% Elemental Effect Chance.

Tier 1 Skills

Smoking Gun	<i>Passive</i>	After you or your <i>Saber Turret</i> deal Incendiary Damage roll 1d20+SL. On a 18+ a Ash Cloud appears on you, that grants allies Partial Cover for 1 turn.	□□□
Let the Sparks Fly	<i>Passive</i>	You gain +10% Burn Chance/SL and +5% Non-Burn Elemental Effect Chance/SL.	□□□

Tier 2 Skills

Ooze launcher.	<i>Hard point</i>	Chemical: 4 Square Range, 2x2 Cube. Enemies in the Area take 2d6 Corrosive. +10% Elemental Effect Chance.	—
Heat Exchanger	<i>Passive</i>	After you deal Cryo Damage gain +1 Incendiary Damage/SL and +5% Burn Chance/SL on your next attack, and after you deal Incendiary Damage gain +1 Cryo Damage/SL and +5% Slow Chance/SL on your next attack.	□□□
Asbestos Suit	<i>Passive</i>	You gain +1d4 Incendiary Damage Reduction/SL and +1d4 Non-Incendiary Damage Reduction.	□□□
Chemical Slick	<i>Augment</i>	Your <i>Saber Turret's</i> Chemical Hard Points leave puddles in all effected squares for 1 turn. Enemies that walk through them have their speed reduced to 0 and fall.	—

Tier 3 Skills

Blaring Sirens	<i>Chassis</i>	Your <i>Saber Turret</i> Taunts all Enemies within 2 squares each turn. Gains +1 Damage Reduction per Enemy Taunted.	—
Stail Air	<i>Passive</i>	Ash Clouds linger of 1 extra turn/SL. +1 on <i>Smoking Gun</i> rolls.	□□□
Chemical Burn	<i>Passive</i>	Any non-Explosive, Elemental Damage can proc <i>Smoking Gun</i> effects. +1 on <i>Smoking Gun</i> rolls.	□
Chain Reaction	<i>Passive</i>	When you apply an Elemental Status, roll 1d20+1/SL. On a 18+ an adjacent Enemy is also affected.	□□□
Mining Fluids	<i>Augment</i>	Your <i>Saber Turret's</i> Chemical Hard Points destroy Cover.	—

Tier 4 Skills

Slagger Sprinkler	<i>Hard point</i>	Chemical: Releases a Slag Nova 1 Square in all directions, and Splashes to Enemies within 2 Squares. Enemies take 2d6 Slag Damage. +10% Elemental Effect Chance.	—
Black Ops	<i>Passive</i>	While you have Partial Cover gain +1 DMG Mod/SL. Double this bonus if you have full cover.	□□□
Expansive Smoke	<i>Passive</i>	Ash Clouds become Large. +1 on <i>Smoking Gun</i> rolls.	□
Compound Fluids	<i>Augment</i>	Your <i>Saber Turret's</i> Chemical Hard Points gain an additional element: <i>Flame Thrower</i> Radiation, <i>Ooze launcher</i> Shock, <i>Slagger Sprinkler</i> Cryo.	—

Tier 5 Skills

Dark as Night	<i>Passive</i>	Ash Clouds Grant Full Cover.	□
Flickering Embers	<i>Passive</i>	After you or your <i>Saber Turret</i> inflict Burn, make <i>Smoking Gun</i> roll. On 18+ a Ash Cloud appears on the Enemy for 1 turn. Enemies take double Burn Damage while in an Ash Cloud.	□□□
Extended Tanks	<i>Augment</i>	Your <i>Saber Turret's</i> Chemical Hard Points affect a larger Area: - <i>Flame Thrower</i> 5 Square Cone. - <i>Ooze launcher</i> 3x3 Cube. - <i>Slagger Sprinkler</i> 2 Square Nova, Splashes to Enemies within 3 squares.	—

Tier 6 Skills

Overclock	<i>Passive</i>	Your Turret gains Extra Attack and produces an Ash Cloud in an adjacent square after each attack.	□
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Doppelganger

Class information

Ambition is the driving force of a the Doppelganger. Those who fall before, crushed under their boots are no different to cogs ground down in their corporate machine. Who needs friends and workers when you have an army of clones?

Appearance

Doppelganger's dress to impress. Steamed suits, polished shoes, dazzling watches, and a subtle bit of tech-wear or augments to round out the look. Anything to set them apart from the from the dirt eating lowlife around them.

Doppelganger Backgrounds

Yes Man

You have an incredible knack for getting people to spill information, though usually at the expense of your dignity. **+3 to talk Checks, -1 Damage.**

Human Resources

You know people. You know how to deal with them. They may not like how you go about it but it works. **+1 Mastery, -2 to Sneak Checks.**

Execution Lead

You were fired shortly after a gross misunderstanding of your job title, but at least it made for good experience. **+1 Damage, -2 to Insight Checks.**

Finance

You have a couple backend trades going on, siphoning 1% of the bosses income. **Get 200 Gold in stolen assets each month, -1 Mastery.**

Resource Acquisition

You still hold onto a copy of your companies business contacts. Allowing you to root out the best suppliers. **+5 to all % loot roles, -1 Speed.**

Class Features

Favoured Gun

Shotgun or Submachine Gun

Stat Modifiers

Accuracy +1 • Damage +1 • Speed +0 • Mastery +2

Melee Die

1d4

Skill Trees

Doppelgangers have access to four trees which they can invest their skill points in.

The Hero of this Story focuses on improving you and your Clones stats, and using Grenades.

Greater Good focuses on your clones dying for your benefit.

Free Enterprise focuses on swapping weapons.

Black Market focuses on random effects.

Action Skill

Expendable Assets

The Doppelganger summons clones for 2 turns.

When activated, the Doppelganger summons two copies of its self, in unoccupied spaces, adjacent to it. At the start of each of their turns, they respawn up to one clone, if either died.

The clones remain in place shooting at and taunting the closest enemies to them, with their *Finger Guns*, but won't attack the same enemy twice or the same enemies as other clones. Clones take damage at the start of the Doppelganger's turn, equal to half their maximum health, and when their health is depleted, they are destroyed.

[2 Augment Slots | 1 Corporate Secret]
(MST Mod per Day + 1/Encounter)

At the end of an encounter, you can change your Corporate Secret and Action Skill Augmentations.

Clone Stats

Health: 5

Movement: 0

Finger Guns: 1d4 Hit, +1 ACC, Extra Attack, Range 4
(2-7= 1 Hit -1, 8-15= 1 Hit, 16+= Hit +1)

The Hero of this Story

Tier 1 Skills

Ashen Tech	Corporate Secret	Your clones gain +10 Health, and 2 Health Regeneration.	—
Best Foot Forward	Passive	The first SL times you kill an enemy while <i>Expendable Assets</i> is active, increase its duration by 1 turn. +1/SL on Talk Checks.	□□□
Bolster	Passive	You gain 5+MST Mod Health/SL and your clones gain 10+MST Mod Health/SL.	□□□

Tier 2 Skills

Just Compensation	Passive	You gain +2 Grenade Damage/SL for each Grenade you have expended this Encounter.	□□□
Take Their Freedom	Passive	When you or one of your clones kills an enemy, you and your clones regain 1d4+MST Mod Health/SL.	□□□
You Have My Shield	Augment	Your clones gain Common Shield. Damage they take at the start of their turn is taken by their shields first.	—

Tier 3 Skills

Pangoblin Tech	Corporate Secret	Your clones gain +50 Health, and don't lose health at the start of your turn, but can't respawn.	—
Jack's Cache	Passive	When one of your Clones kills an enemy, the next grenade you throw before the end of <i>Expendable Assets</i> is free. You can only use Jack's Cache, once per use of <i>Expendable Assets</i> .	□
Inspire	Passive	You gain a +5 Bonus to Talk Checks, that use relevant Handsome Jack quotes.	□

Tier 4 Skills

Hero Pose	Passive	5+MST Mod Shield capacity/SL and MST Mod Shield Regen/SL.	□□□
Lean On Me	Passive	While you are above half your maximum health, you gain Extra Attack, and your clones deal an extra 1d6 Corrosive damage/SL on each attack.	□□□
On My Mark	Augment	Your Clones, they can throw Common Grenades. They can throw 2 Grenades per use of <i>Expendable Assets</i> .	—

Tier 5 Skills

Eridian Tech	Corporate Secret	Your clones gain +3d4 Damage Reduction.	—
Persistence	Passive	When <i>Expendable Assets</i> ends, you gain +10 shields/SL and 5+MST Mod Health regen, for 1 + MST Mod rounds.	□□□
Resolute	Passive	Your clones gain 1d4 damage resistance/SL, and gain +5 DMG until the end of your next turn, after taking damage from an enemy.	□□□

Tier 6 Skills

Promote the Ranks	Passive	The first clone you summon with <i>Expendable Assets</i> will be a Badass. Each time you summon a clone for the duration, roll a d20 on an 18+ it becomes a badass too. Badass clones have double their normal Health and have a basic Rocket Launcher.	□
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Greater Good

Tier 1 Skills

Malefactor Tech	Corporate Secret	Your clone's weapons deal Shock and Incendiary Damage, and +20% Elemental Effect Chance.	—
Integrity	Passive	You gain +2 Ranged Damage/SL, against enemies below half their maximum health. If you haven't attacked an enemy prior to it falling below half health, your first attack against it deals 2x damage.	□□□
Collaborate	Passive	When one of your Clones dies, you and your clones gain +1 DMG/SL for the duration of <i>Expendable Assets</i> . This effect can stack 5 times.	□□□

Tier 2 Skills

Synergy	Kill Skill	After you kill an enemy you gain +2 Ranged Damage/SL and +2 Crit Damage/SL for 1+MST Mod turns.	□□□
Teamwork	Passive	When one of your allies enters <i>Fight for your Life</i> , or one of your Clones dies, you regain 1d4+MST Mod Health/SL.	□□□
Diversify	Augment	Your Clones gain Common Shotguns, and Deal an additional 2 Damage with all weapons, against enemies with 1 square.	—

Tier 3 Skills

Dahlia Tech	Corporate Secret	Your clones gain +1 Burst.	—
Commitment	Passive	When one of your clones is destroyed, or when you are put into <i>Fight for your Life</i> you gain +1 Extra Attack until the end of your next turn.	□

Tier 4 Skills

Winning	Kill Skill	After Killing an enemy gain extra movement and regain 15 Shields/SL.	□□□
Accountability	Passive	When one of your Clones or allies takes damage, gain a stack of <i>Accountability</i> up to 10 stacks. At the start of your turn, lose all stacks. If 5 stacks were lost this way gain +1 Burst this turn. If 10 stacks were lost this way gain Extra Attack instead.	□
Optimism	Passive	When one of your Clones dies, it deals 2d6 Shock Damage/SL to adjacent enemies.	□□□
Big Iron	Augment	Your Clones gain Common Pistols. When using Pistols or Finger Guns, they gain a second copy until they swap weapons. Each Ranged Attack fires both weapons at a single target.	—

Tier 5 Skills

Alas! Tech	Corporate Secret	Your Clones gain; +1 DMG/Hit, +1 ACC, +5 Health.	—
Believe	Kill Skill	After you kill an enemy you gain +1 Burst/SL for 1+MST Mod turns.	□□□
Potential	Passive	When you summon a Clone it deals 2d6 Shock Damage to adjacent enemies. Additionally, you can use <i>Expendable Assets</i> while in <i>Fight for your Life</i> .	□
Delegation	Passive	Each time you take damage, transfer up to 3 Damage/SL to one of your Clones. You can't reduce damage below 1 with this skill.	□□□

Tier 6 Skills

Leadership	Passive	When one of your clones dies it counts as you killing an enemy. Additionally, once per use of <i>Expendable Assets</i> , when a clone dies you gain a Second Wind if you were in <i>Fight For Your Life</i> .	□
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Free Enterprise

Tier 1 Skills

Hyperius Tech	<i>Corporate Secret</i>	Your clone's gain +3 ACC, and -1 DMG/Hit.	—
High Frequency Trading Incentives	<i>Passive</i>	+3 on Swap Checks/SL.	□□□
	<i>Passive</i>	After Swapping weapons gain +2 Ranged Damage/SL, for 2 turns. This effect can stack up to 3 times.	□□□

Tier 2 Skills

Compound Interest	<i>Passive</i>	The first time you hit an enemy, mark it with compound interest and place 1d6/SL, next to it. At the end of each of enemies turns, place 1d6/SL next to it. The next time you hit the enemy, remove compound interest, and roll all the dice. The enemy takes Explosive Splash damage equal to the result.	□□□
Marginal Benefits	<i>Passive</i>	When you throw a Grenade, roll 1d20+SL. On an 18+ your Weapon is Instantly Reloaded.	□□□
Swat Team	<i>Augment</i>	Your Clones gain Common Submachine Guns, and +5 Armour.	—

Tier 3 Skills

Feriere Tech	<i>Corporate Secret</i>	Your clones respawn instantly. When they roll a natural 1 on an attack roll or swap weapons, they throw their weapon like a grenade.	
Money is Power	<i>Passive</i>	Each time you gain gold, gain +1 DMG until the end of your next encounter. +2 to Search Checks.	□

Tier 4 Skills

Company Man	<i>Passive</i>	You gain +1 ACC, and +1 Crit Damage/SL per piece of Hyperion equipment you have equipped. +2 to Talk Checks/SL.	□
Merger	<i>Passive</i>	Once per encounter, instead of a regular Melee Attack, shoot a laser that deals 2d6 Shock and 2d6 Incendiary damage, to all enemies in a 4 square long line.	□
Taxation of Trade Routes	<i>Passive</i>	After you make a Ranged attack, roll a d20 +1/SL, or +2/SL if you have Reloaded this turn. On a 20+ you may attack the same Enemy again. These extra attacks can't proc <i>Taxation of Trade Routes</i> .	□□□
Its gona' be a Long Shot...	<i>Augment</i>	Your Clones gain Common Sniper Rifles, when attacking an Enemy 4 or more squares away with any weapon, they gain +1 Accuracy.	—

Tier 5 Skills

Stoker Tech	<i>Corporate Secret</i>	Your clones gain Extra Attack and -3 ACC	
Absolute Advantage	<i>Kill Skill</i>	After you kill an enemy, gain ammo advantage for 1+MST Mod turns. Each time you make a ranged attack roll 1d20+1/SL. On a 15+ you don't consume ammo, and your weapon can't jam.	□□□
Laser Surplus	<i>Passive</i>	You can use <i>Merger</i> +3 times per Day.	□
Supply and Demand	<i>Passive</i>	You gain 1d4/SL+MST Mod Health Regen. This value is doubled while you are below half health. Adjacent allies regain half this amount.	□□□

Tier 6 Skills

Sponsored By...	<i>Passive</i>	You gain the effects of your active Corporate Secret.	□
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Black Market

Tier 1 Skills

Skuldugger Tech	<i>Corporate Secret</i>	You Summon three Clones. They deal 0 hits on a 2-7.	—
Static Shock	<i>Passive</i>	+1 Shock Damage/SL, +5% Electrocute Chance/SL.	□□□
Malicious Code	<i>Passive</i>	When you summon clone with <i>Expendable Assets</i> roll 1d20+1/SL on a 15+ it gains a random Glitch effect from the following: - <i>Overload</i> Clones gains +1 Burst. - <i>Loop</i> Clones gains +1 Extra Attack. - <i>Multi-shot</i> Clones gains Splash. - <i>Amplify</i> Clones deals +10 Damage, but takes 5 damage when it attacks.	□□□

Tier 2 Skills

Fire Wall	<i>Passive</i>	When your Shield is Depleted for the first time each Encounter, deal 3d6 Incendiary Damage to all enemies within 1/SL Squares.	□□□
Luxury Imports	<i>Passive</i>	Your clones equipment becomes better; Uncommon at SL 1, Rare at SL 2, and Epic at SL 3.	□□□
Transfer	<i>Augment</i>	Your Clones gain +5 Movement. When they are summoned, it can in an unoccupied space within 3 squares.	—

Tier 3 Skills

Blackpowder Tech	<i>Corporate Secret</i>	Your clones gain +2 Weapon Range, +2 Crit Damage on a 16+, even if they don't deal a crit.	—
Corrupted Implant	<i>Kill Skill</i>	After you kill an Enemy, gain a Random Glitch effect for 1+MST Mod turns. After your Clones kill an Enemy they can roll <i>Malicious Code</i> to gain a Glitch effect.	□

Tier 4 Skills

Malpractice	<i>Passive</i>	Your Clones gain extra effects based on their Glitch Effect. +1 <i>Malicious Code</i> rolls /SL. - <i>Overload</i> Clones gain 1d6 Damage Reduction. - <i>Loop</i> Clones gains +3 Movement. - <i>Multi-shot</i> Clones gain +2d8 Melee Damage. - <i>Amplify</i> When you or an ally shoot through the Clone their attack deals +10 damage and the clone takes 5 damage.	□□□
Stolen Patent	<i>Passive</i>	Your clones equipment gains the Prefixes, Red Text, and Secondary effects of similar equipment you have equipped.	□
System Shock	<i>Passive</i>	Electrocuted Enemies are unable to make ranged attacks. +2 Electrocute Damage/SL.	□□□
Digi-Berets	<i>Augment</i>	Your Clones gain Common Combat Rifles. If a Clone survives a full round it gains Extra Attack.	—

Tier 5 Skills

Torgue Tech	<i>Corporate Secret</i>	Your clone's Weapon Attacks Splash. If they already have Splash, they deal full Splash Damage.	—
Voltaic Vampire	<i>Passive</i>	Gain 1d4 Shock Damage Reduction. After you deal Shock or Electrocute Damage regain 2 Shields/SL.	□□□
Trojan Horse	<i>Passive</i>	You choose what effects your Clones gain. +1 <i>Malicious Code</i> rolls.	□
Biological Hacking	<i>Passive</i>	After you apply an Electrocute Status to an Enemy, roll a d6 + SL. On a 6 it also gains the Irradiated Status.	□□□

Tier 6 Skills

Extra RAM	<i>Passive</i>	You and your Clones can have 2 Glitch Effects at once.	□
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Enforcer

Class information

This warrior of metal who constantly tinkers with their creations and their own body. An enforcer brings their area control, through a fleet of AI drones, that destroy and restore in equal measures.

Appearance

Enforcers can be considered a sibling of the Mechromancer and share many of their flares for cybernetics, prosthetics, and mechanical enhancements. Though they are often more orderly than their chaotic, anarchy loving twin. They have a small tactical/military bent like the Commando and Solider.

Enforcer Backgrounds

Stoic Static

You head is either deep in an engineering manual or the engine of a space craft, people just don't excite you the same way. **+3 on Insight Checks, -2 on Talk Checks.**

Tough Skin

You don't let the little things bother you, or the big things, or even bullets, since you're made of metal. **+10 Health, your Health has the Alloy tag instead of Bio tag, -2 to Sneak Checks.**

Terminator

You were quite literally built to solve problems. As long as the solution was bullets and high explosives. **+1 Damage, -2 to Interact Checks.**

Fluent in Binary

You know how to talk to machines, and not just the ones that understand humans like Hyperion's Alex. **+1 Speed, +2 to Speech Checks with Robots, -3 to Speech Checks with other Creatures.**

Tinkering

You are constantly modifying yourself, to see how to improve different aspects of your life. **Each day roll 1d4. (1) +1 Damage, (2) +1 Accuracy, (3) +1 Speed, (4) +1 Mastery.**

Class Features

Favoured Gun

Combat Rifle or Submachine Gun

Stat Modifiers

Accuracy +1 • Damage +2 • Speed +0 • Mastery +1

Melee Die

1d8

Skill Tree

Enforcers have access to four trees which they can invest their skill points in.

Hunter Killer focuses on improving Wolf's combat effectiveness, and your Elemental Damage.

Cyber Commando focuses on your body with implants and the number of drones you can control.

Dreadnought focuses on improving Saint's support effectiveness, and your survivability.

Warhead focuses on improving Bastian's defensive and your Explosive and Radiation Damage.

Action Skill

Alpha Squadron

Summon a pair of flying drones, in adjacent spaces, that can move and Attack Enemies or perform other actions for 2 turns. Each drone can act once each turn.

Destroyed Drones respawn at the start of your turn, but can't move on the turn they are summoned.

[2 Drone Slots | 2 Augment Slots]

(MST Mod per Day + 1/Encounter)

At the end of an encounter, you can change your active Drones, and Action Skill Augmentations.

Hunter Killer

Drone: Wolf

Shield: 10 *Energy*

Health: 15 *Alloy*

Movement: 4 squares

Ranged - Blast 1d6/Hit, +1 ACC, 4 Square Range

(**2-7** = 1 Hit, **8-15** = 2 Hits, **16+** = 3 Hits)

Tier 1 Skills

Afterburner	<i>Passive</i>	Your Drones gain +1 Movement/SL. <i>Wolf</i> gains +1 ACC/SL.	□□□
Fire Support	<i>Passive</i>	<i>Wolf</i> gains +2 Ranged Damage/SL. You gain +1 Ranged Damage/SL	□□□

Tier 2 Skills

Venom Bolts	<i>Passive</i>	Gain +2 Corrosion Damage/SL and +10% Melt Chance. <i>Wolf's</i> Second hit on each attack deals 1d12 Corrosive Damage.	□□□
Suppression	<i>Kill Skill</i>	After Killing an Enemy, gain +1 Burst for 1 + MST Mod turns. <i>Wolf</i> gains +1 Burst/SL for the same duration.	□□□
Launch Deck	<i>Augment</i>	When you activate <i>Alpha Squadron</i> and when a Drone respawns, they can do so up to 3 squares away from you.	—

Tier 3 Skills

Laser Guided	<i>Passive</i>	When you attack an Enemy it becomes marked. <i>Wolf</i> gains +2 to Ranged Attacks and +2 Ranged Damage against marked targets. The first time your Drones Kill a marked target, increase your Action Skill Duration by 1 turn.	□
Create Opening	<i>Augment</i>	While one of your Drones is adjacent to at least one other drone it can choose to not take its action, to grant the other drone Extra Attack.	—

Tier 4 Skills

Rolling Thunder	<i>Passive</i>	Each turn your Action Skill is active, <i>Wolf</i> gains +2 Ranged Damage. Your other drones gain half this bonus.	□□□
Kill Switch	<i>Passive</i>	When <i>Wolf</i> is Destroyed or Expires, it divebombs a point within 2 squares dealing 3d6 Explosive Damage to adjacent Enemies.	□
Scramble	<i>Passive</i>	The first SL times you <i>Drones</i> are destroyed, they instantly respawn. Increase your Action Skill Duration by 1 turn.	□□□
Razor Wing	<i>Augment</i>	Your drones gain gain +1 Extra Melee Attack per turn. Their melee die is 1d4.	—

Tier 5 Skills

Cold War	<i>Passive</i>	When you deal Elemental Damage you have a 5%/SL Chance to Slow. On top of Cryo Damages normal chance to slow.	□□□
Escalation	<i>Passive</i>	+2 Crit Damage/SL. The first time you deal Critical Damage, after using your Action Skill, increase its duration by 1 turn.	□□□

Tier 6 Skills

Omega Strike	<i>Passive</i>	In addition to its normal Attack, <i>Wolf</i> fires two Missiles at targets within 6 squares. Dealing 1d8 Explosive Damage.	□
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Cyber Commando

Drone: Valkyrie

Shield: 10 *Energy*

Health: 15 *Alloy*

Movement: 4 squares

Ranged - Bomb Valkyrie drops a bomb, in an adjacent space, that deals 1d8 Explosive Damage, and splashes to adjacent enemies.

Tier 1 Skills

Laser Focus	<i>Passive</i>	+1 Radiation Damage/SL, +1 Mag Size with Radiation Weapons.	□□□
Man and Machine	<i>Passive</i>	You and your <i>Drones</i> gain 5 Shield Capacity/SL.	□□□

Tier 2 Skills

Fist to Fight	<i>Passive</i>	Your first Ranged attack each Encounter and after not dealing or taking damage for a turn, deals +3 Damage/SL.	□□□
Hot Potato	<i>Passive</i>	Each time <i>Valkyrie</i> drops a bomb, you can expend a Grenade to have it drop a copy of your Grenade.	□
Targeting Scope	<i>Kill Skill</i>	After Killing an Enemy, gain +1 on Ranged Attacks/SL and +2 Crit Damage/SL for 1 + MST Mod turns.	□□□
Warp Drive	<i>Augment</i>	Drones gain +2 Movement. When your drones are Destroyed or Expire, they dive bomb a point within 2 squares. Each Enemy within 2 Squares is pulled 1 square closer.	—

Tier 3 Skills

Power Fist	<i>Passive</i>	Your Melee Attacks deal 1d10 Explosive Damage and have +1 Range.	□
Lend a Hand	<i>Augment</i>	When you activate <i>Alpha Squadron</i> you can eject your fist, and have it transform into an additional Drone. For the duration you can't make Melee Attacks or throw Grenades.	—

Tier 4 Skills

Emergency Response	<i>Passive</i>	Each time your Shields are reduced to 0, after being fully Recharged. You and your <i>Drones</i> gain Extra Attack for 1/SL turns.	□□□
Shock Absorbers	<i>Passive</i>	You gain Extra Movement, and +2 to Traverse Checks.	□
Divert Power	<i>Passive</i>	Once per Encounter, when your Health falls below half you instantly regain 30 Shield/SL, and gain 1d12 Damage Resistance/SL for 1 turn.	□□□
One Way Trip	<i>Augment</i>	When you activate <i>Alpha Squadron</i> your drones gain 2x as much Health, Shield Capacity and Shield Regen, but don't respawn when downed.	—

Tier 5 Skills

Meteor Slam	<i>Passive</i>	+1d6 Slam Damage/SL. If SL is 3 or higher your Slam hits all enemies within 2 squares.	□□□
Waste Not	<i>Passive</i>	When <i>Valkyrie</i> is Destroyed or Expires, it divebombs a point within 2 squares and drops a copy of your Grenade for free.	□
Welcome to the Gun Show	<i>Passive</i>	+1 Ranged Damage/SL, +1 On Ranged Attacks, +1 on reload checks/SL, and +1 Mag Size with all Weapons.	□□□

Tier 6 Skills

Vengeance Protocol	<i>Passive</i>	1 + MST Mod times per day, when your shields are depleted, A cannon pops out of your shoulder. Each time you damage an enemy with a Ranged Attack, it takes an extra 2d6 Radiation Damage.	□
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Dreadnought

Drone: Saint

Shield: 10 *Energy*

Health: 15 *Alloy*

Movement: 4 squares

Ranged - Heal: Restore 2d4 Health, 2 Square Range

Tier 1 Skills

Auxiliary Tanks	<i>Passive</i>	<i>Alpha Squadron</i> gains +1 Duration, and +1/SL uses per day.	□□□
Fortify	<i>Passive</i>	You and your <i>Drones</i> gain 5 Health/SL.	□□□

Tier 2 Skills

Energize	<i>Passive</i>	<i>Saint</i> can recharge 50 Shields to All Allies within 2 squares, once each time it is summoned. <i>Saint</i> gains +1d4 Healing/SL.	□□□
Heatsinks	<i>Passive</i>	You gain +5 Shield Regen/SL. If you have exhausted your Per Encounter uses of your Action Skill, double this Skills potency.	□□□
Support Group	<i>Augment</i>	While you or your <i>Drones</i> are adjacent to one of your <i>Drones</i> , you both gain 1d6 Damage reduction, when you are hit by a ranged attack. The reduced damage is shared to the other.	—

Tier 3 Skills

Termination Protocols	<i>Passive</i>	Instead of entering <i>Fight for your Life</i> you enter Termination Protocol. During which, your Movement is halved (rounded down), and you deal 1d10+MST Mod Shock Damage to adjacent Enemies. When you would die, your power core explodes, dealing 6d6 Radiation Damage to all adjacent Enemies. If an Enemy is killed, regain 15 + MST Mod Health.	□
A.I.D. Protocol	<i>Augment</i>	Your <i>Drones</i> can revive adjacent allies. When they do they are destroyed, but the Revived ally gains Temporary Armor and Shields equal to the Drone's Armor and Shields.	—

Tier 4 Skills

Rapid Reinforcement	<i>Kill Skill</i>	After Killing an Enemy, gain +1 Movement/SL and +1 on Reload Checks for 1+MST Mod turns.	□□□
Zero Hour	<i>Passive</i>	When <i>Saint</i> is Destroyed or Expires, it divebombs a point within 2 squares and deploys a Healing Zone for 2 turns. Adjacent allies heal for Saints Healing Power +3d4 each turn.	□
Hazmat Containment System	<i>Passive</i>	While you have an Elemental Status effect, allies within 2 squares gain 1d6 Damage Reduction/SL against that Element. When you gain a status effect, roll 1d20+2/SL. On a 15+ and adjacent Enemy gains the same status.	□□□
Blitz	<i>Augment</i>	When you activate <i>Alpha Squadron</i> you and your allies within 2 squares gain Extra Attack and Extra Movement.	—

Tier 5 Skills

Kinetic Armor	<i>Passive</i>	You gain 10 + MST Mod Health/SL. When enemies within 1 square hit you with an attack, they take 1d6 Explosive Damage/SL.	□□□
Hard to Kill	<i>Passive</i>	Each time you take gain 1d4 Damage Reduction for 1 turn. This effect can stack up to 3 times. If SL is 2, increases to 1d6. If SL is 3, increases to 1d8.	□□□

Tier 6 Skills

Overcharge	<i>Passive</i>	When <i>Saint</i> spawns it boosts you and adjacent allies. A boosted vault hunter gains; Extra Attack, Extra Movement, and +5 on Reload Checks for 1 turn.	□
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Warhead

Drone: Bastian

Shield: 10 *Energy*

Health: 15 *Alloy*

Movement: 4 squares

Ranged - Laser 1d4 Radiation/Hit, +1 ACC, 4 Square Range
(**2-7**= 1 Hit, **8-15**= 2 Hits, **16+**= 3 Hits)

Tier 1 Skills

Waste? Not!	<i>Passive</i>	Gain +2 Corrosive, Slag, and Incendiary Damage/SL. +5% Elemental Effect Chance/SL.	□□□
Glowing	<i>Passive</i>	Gain +5 Health/SL. If SL is 3 or higher, gain +5 Health Regen.	□□□

Tier 2 Skills

Wet Work	<i>Passive</i>	When you kill an Enemy with Elemental Damage, roll 1d20+2/SL. On a 15+ spawn an elemental pool in beneath them.	□□□
Company PPE	<i>Passive</i>	You are immune to status effects from Elemental Pools and take half as much Damage.	□
Environmental Collapse	<i>Passive</i>	Your Elemental Pools and Elemental Status effects gain +1 duration/SL.	□□□
Chemical Trails	<i>Augment</i>	Your drones deal 1d4 Radiation Damage to Adjacent Enemies.	—

Tier 3 Skills

Shields Up!	<i>Passive</i>	Your Drones gain copies of your shield.	□
Kamikaze	<i>Augment</i>	When your drones are destroyed they explode dealing 2d6 Explosive Damage to adjacent enemies.	—

Tier 4 Skills

Radiation Leak	<i>Passive</i>	When an Irradiated Enemy dies and explodes, it deals an extra +1 Damage Die/SL, to adjacent Enemies.	□□□
Fat Boy	<i>Passive</i>	When <i>Bastian</i> is Destroyed or Expires, it divebombs a point within 2 squares and leaves pools of Radiation in all adjacent squares that last for 2 turns.	□
Slip and Slide	<i>Passive</i>	When an Enemy enters an Elemental Pool, roll 1d20+1/SL. On an 18+ they are Staggered.	□□□
Mega-Combiner	<i>Augment</i>	When you activate <i>Alpha Squadron</i> it summons a singular Drone with the combined Health and weapons of all your Drones. It gains +1 Action per drone combined and Extra Movement if 3 or more are combined.	—

Tier 5 Skills

Big Spill	<i>Passive</i>	When you create an Elemental pool, it spreads to cover a 2x2 area.	□
Flammable Waste	<i>Passive</i>	When you deal Incendiary Damage to a creature standing in an Elemental pool, the pool explodes. Dealing 1d6 Incendiary Splash Damage/SL. Any adjacent pools explode causing a chain reaction.	□□□

Tier 6 Skills

XL Hanger	<i>Passive</i>	<i>Alpha Squadron</i> gains a 3rd Drone.	□
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Gladiator

Class information

Protect and serve, those are the tenants of the Gladiator. While Gladiators are great at keeping their allies up, they can also decimate their enemies, by carving throw them in melee or by calling down storms of destruction upon them.

Appearance

Gladiators are about protection. They want to be decked out in the best armour they can find (even if its just aesthetic). Often influenced by the warriors of yester year; large pauldrons, heavy visors, thunderous boots, and shining breastplates.

Gladiator Backgrounds

Pit Fighter

You used to fight for others entertainment, now you fight for something greater. **+1 Damage, -2 on Sneak Checks.**

Mythic Bulwark

You inherited a supposedly indestructible shield with spoken about in legends. You seek to unravel the truths about it. **Shield of Legend: +2 Damage Reduction, -2 on Traverse Checks.**

Great Athlete

You've always been the first to hit the gym and track fields. But the more you run ahead of the crowds the more alone you feel. **+1 Speed, -2 on Talk Checks.**

Inspiring Leader

You've always been a team player, and will use your strength to lift others to greatness. **+3 to Talk Checks, -1 Damage.**

Oder of Storms

You where an acolyte of a dying church, dedicated to harnessing the power of thunder and lightning. **+1 Mastery, -2 on Search Checks.**

Class Features

Favoured Gun

Shotgun or Submachine Gun

Stat Modifiers

Accuracy +0 • Damage +1 • Speed +1 • Mastery +2

Melee Die

1d10

Skill Trees

Gladiators have access to four trees which they can invest their skill points in.

Phalanx focuses protecting your allies with a Kinetic Aspis.

Xiphos focuses on melee combat.

Ceraunic Storm focuses on Incendiary and Shock damage.

Gorgon's Eye focuses on crowd control, using Corrosive and Cryo damage

Action Skills

Each Skill tree has a unique Action Skill; you can choose any one of them.

At the end of an encounter, you can change your Action Skill and Action Skill Augmentations.

Phalanx

Action Skill

Kinetic Aspis.

You raise a shield to block incoming projectiles for 2 turns. When a ranged attack hits you, roll 1d20, on a 10+ the attack is absorbed by the shield and you take no damage, and on a 20+ the attack is absorbed and reflected back. The shield grants you Partial Cover. Attacks that miss because of cover are automatically absorbed. You can throw your shield at the end of your turn, or at the end of the skill's duration.

Throw Range: 4 square

Damage: 1d6 +1d6 per absorbed attack.

[2 Augment Slots] (MST Mod per Day + 1/Encounter)

Tier 1 Skills

Invictus	<i>Passive</i>	Increase <i>Action Skill</i> Damage by 1d4/SL, <i>Kinetic Aspis</i> throw damage by 1d8/SL instead.	□□□
Ephodos	<i>Passive</i>	You gain +1 Ranged Damage/SL, and +1 movement/SL while <i>Action Skill</i> is active.	□□□

Tier 2 Skills

Guardian	<i>Augment</i>	<i>Kinetic Aspis</i> can block damage for adjacent allies.	—
Vanguard	<i>Passive</i>	You and allies within 1 Square gain 1d4+DMG Mod Health Regen/SL while <i>Kinetic Aspis</i> is active.	□□□
Hold the Line	<i>Passive</i>	Increase the duration of <i>Kinetic Aspis</i> by SL turns.	□□□

Tier 3 Skills

Get Behind Me!	<i>Augment</i>	When you activate <i>Kinetic Aspis</i> you can Teleport any number of allies within 3 spaces to unoccupied squares adjacent to you.	—
Prismatic Aegis	<i>Passive</i>	Each unique elemental damage absorbed by <i>Kinetic Aspis</i> adds 1d6 damage of that element, to its throw.	□
Parry	<i>Augment</i>	<i>Kinetic Aspis</i> can protect against and absorb Melee attacks. When an attack is absorbed or reflected the Enemy is pushed back 1 square.	—

Tier 4 Skills

Plant Your Flag	<i>Augment</i>	When you activate <i>Kinetic Aspis</i> you plant a flag that lasts for the duration but is not removed if you throw your shield early. Allies within adjacent to the flag gain 10 Health Regen.	—
United Front	<i>Passive</i>	Gain 5 + MST Mod Shield/SL. Each time you absorb damage with <i>Kinetic Aspis</i> , regain 3 Shield/SL.	□□□
Clear	<i>Passive</i>	When you throw your <i>Kinetic Aspis</i> , allies within 2 squares of the Enemy hit, regain 2d8+DMG Mod Health.	□
Stalwart	<i>Passive</i>	Gain 5 + MST Mod Health/SL.	□□□
Towering Shield	<i>Augment</i>	<i>Kinetic Aspis</i> grants Full Cover instead of Partial Cover.	—

Tier 5 Skills

Return Fire	<i>Passive</i>	Gain +2/SL to Absorb and Reflect roles while using <i>Kinetic Aspis</i> .	□□□
Prepare For Glory	<i>Passive</i>	While <i>Kinetic Aspis</i> is active, enemies will always target you, over allies within SL squares of you. Each time you are attacked, gain +1 DMG Mod for the duration of <i>Kinetic Aspis</i> .	□□□

Tier 6 Skills

Wrath of the Goddess	<i>Passive</i>	When you throw <i>Kinetic Aspis</i> , it ricochets up a different enemy within 3 squares, up to 3 times. Each time it ricochets, it deals 2d6 less damage, to a minimum of 1d6.	□
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Xiphos

Action Skill

Digi-Xiphos.

You digi-struct a Xiphos in your spare hand, and gain Extra Movement and +1 Extra Melee Attack for 2 turns.

Your Melee attacks do 3d6 Damage.

[2 Augment Slots] (MST Mod per Day + 1/Encounter)

Tier 1 Skills

Gun Kata	<i>Passive</i>	Gain +1 Ranged Damage/SL. After making a Ranged Attack, gain +3 Melee Damage/SL, for 2 turns.	□□□
Clarity of Purpose	<i>Passive</i>	+2 Melee Damage/SL and +8 Health/SL.	□□□

Tier 2 Skills

Static Strikes	<i>Augment</i>	Your <i>Digi-Xiphos</i> deals Shock damage and has +20% Elemental Effect Chance.	—
Mercurial	<i>Kill Skill</i>	When you Kill an Enemy, gain Extra movement and 1d4 Damage Reduction/SL, for 1 + MST Mod Turns.	□□□
Omega-Senshu	<i>Passive</i>	When you hit an Enemy with an attack add +3 Damage/SL if it is below half its maximum health.	□□□

Tier 3 Skills

Cleave	<i>Augment</i>	Each Melee attack you make with your <i>Digi-Xiphos</i> splashes to 1 adjacent enemy.	—
Rend	<i>Passive</i>	Melee attacks cause enemies to bleed for 2 turns. Bleeding Enemies take a die of melee damage at the end their turn. Badass and Stronger enemies take twice as much damage.	□
Laser Blade	<i>Augment</i>	Your <i>Digi-Xiphos</i> and Bleed effects deals Incendiary damage. Bleed damage is doubled but lasts for 1 turn.	—

Tier 4 Skills

Dual Wield	<i>Augment</i>	When you activate <i>Digi-Xiphos</i> you put away your gun and gain 2 copies of your Xiphos. You gain +1 Extra Melee Attack.	—
Bloodlust	<i>Passive</i>	Regain 1d4 Health/SL each time an enemy takes Bleed Damage.	□□□
Epicenter	<i>Passive</i>	When make a Slam Melee Attack, Enemies within 2 squares are pulled 1 closer.	□
Tear	<i>Passive</i>	You deal +2 Ranged Damage/SL against Bleeding targets.	□□□
Sword and Board	<i>Augment</i>	When you activate <i>Digi-Xiphos</i> you put away your gun and pull out a <i>Kinetic Aspis</i> . You gain its normal effects, but can't throw it.	—

Tier 5 Skills

You've Got Red on You	<i>Passive</i>	Enemies you Kill with Melee or Bleeding Damage explode, Dealing 1d6 Explosive Damage/SL to adjacent Enemies.	□□□
Fury of the Arena	<i>Passive</i>	For each Bleeding Enemy gain +1 on Reload Checks. If 2 or more Enemies are bleeding, gain +1 burst.	□□□

Tier 6 Skills

Blood Rush	<i>Passive</i>	Once per turn, you can make a Blood Rush Melee Attack. It has a range of 2 squares and deals +2 Die of Melee Damage. As you make the attack you teleport to your target. If the target wasn't already bleeding, or is killed by the attack, gain +1 Extra Melee Attack and you can use Blood Rush again.	□
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Ceraunic Storm

Action Skill

Super Charged

You gain a quiver of lightning bolts, and can hover for 2 turns. You can throw them in place of a Ranged attack.

They have a range of 6 Squares and deals 4d10 Shock Damage.

[2 Augment Slots] (MST Mod per Day + 1/Encounter)

Hard Point

Minigun: 1d6 Hit, +2 Extra Attacks. -2 ACC, 5 Square Range.

(2-7 = 0 Hits, 8-15 = 1 Hit, 16+ = 2 Hits)

Tier 1 Skills

Storm Weaving	<i>Passive</i>	After Swapping weapons gain Storm Weaving for 2 turns. While Storm Weaving is active you gain +1 Burst/SL and 2x Elemental Effect Chance.	□□
Maelstrom	<i>Passive</i>	After dealing Incendiary or Shock damage, gain +1 Elemental Damage. All stacks are lost if you don't deal Incendiary or Shock damage on your turn.	□

Tier 2 Skills

Cold Front	<i>Augment</i>	While <i>Super Charged</i> when you Electrocute an Enemy it is also slowed.	—
Gathering Tempest	<i>Passive</i>	+1 Mag Size with all weapons. +1 on Reload Checks/SL.	□□□
Conduit	<i>Passive</i>	At the end of your turn, regain Shields equal to 1/SL x your <i>Maelstrom</i> bonus.	□□□

Tier 3 Skills

Hammer Blow	<i>Augment</i>	Your lightning bolts from <i>Super Charged</i> deal 4d6 Shock Splash Damage.	—
Smite	<i>Passive</i>	1 + MST Mod times per day, when you hit an Enemy with a Ranged Attack, create an explosion. Dealing 2d4 Shock and 2d4 Incendiary to adjacent Enemies.	□
Unrelenting	<i>Kill Skill</i>	After you kill an Enemy, you add a bonus to your Reload Checks equal to SL x your <i>Maelstrom</i> bonus for 1+MST Mod turns. If SL is 3 or Higher gain Extra Attack for the Duration.	□□□
Bolt Thrower	<i>Augment</i>	<i>Super Charged</i> generates 3 bolts of lightning. You can throw them all as part of the same attack, but <i>Super Charged</i> then immediately ends once the third is thrown.	—

Tier 4 Skills

Air Step	<i>Augment</i>	While <i>Super Charged</i> you gain Extra Move and can fly.	—
Superconductor	<i>Passive</i>	When you hit an Enemy with a Lightning Bolt, roll 1d20+SL. On a 18+ another Lighting Bolt strikes an enemy within 2 squares.	□□□
Zeus' Rage	<i>Passive</i>	Your Lightning bolts explode. Dealing 2d4 Shock and 2d4 Incendiary to adjacent Enemies.	□
Elemental Barrage	<i>Passive</i>	The first 1/SL times you roll a natural 1 on an attack roll, reroll it.	□□□
Artic Gale	<i>Augment</i>	While <i>Super Charged</i> is active a storm cloud follows you. At the end of your turn deal 1d6 Cryo Damage to adjacent Enemies and slow them.	—

Tier 5 Skills

Overload	<i>Passive</i>	When you Burn or Electrocute an Enemy, roll 1d20+SL. On an 18+ all adjacent Enemies also gain the same effect.	□□□
Flash Freeze	<i>Passive</i>	When you Freeze an Enemy you can no longer gain or loose <i>Maelstrom</i> for SL turns.	□□□

Tier 6 Skills

Hades' Shackles	<i>Passive</i>	When you activate <i>Super Charged</i> you release a Shock Nova damaging all Enemies within 2 squares. Damaged Enemies are chained to you. When a chained Enemy dies, they release an Incendiary Nova damaging all Enemies within 2 squares. Nova Damage 2d6	□
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Gorgon's Eye

Action Skill

Medusa's Gaze

Your eyes glow with the brilliance of Medusa 2 turns. You gain 10 armour when you use this Action Skill, and again at the start of each turn. You can emit a flash of petrifying light as a Ranged attack. It affects all Enemies in a 3 square cone, Petrifying them for 1 turn. If an Enemy cannot be Petrified, they instead take 2 dice of Corrosive Damage.

[2 Augment Slots] (MST Mod per Day + 1/Encounter)

Tier 1 Skills

Vicious Intent	<i>Passive</i>	Gain +2 Corrosive and Cryo Damage/SL and +10% Melt and Slow Chance/SL.	□□□
Hardened Resolve	<i>Kill Skill</i>	After you kill an Enemy gain 10 Armour/SL each turn and 1d4 Damage Reduction for 1+MST Mod turns.	□□□

Tier 2 Skills

Chilling Gaze	<i>Augment</i>	Enemies Petrified by <i>Medusa's Gaze</i> are Slowed for 2 turns. Enemies that cannot be Petrified take Cryo damage and are slowed instead.	—
Caustic Chill	<i>Passive</i>	After you apply an Melt Status to an Enemy, roll a d6 + SL. On a 6 it also gains the Slow Status.	□□□
Flesh to Stone	<i>Passive</i>	You lose 10 Health/SL. At the start of each Encounter gain 25 Armour/SL.	□□□

Tier 3 Skills

Medusa's Grace	<i>Augment</i>	Allies within 2 squares also gain Armour, while <i>Medusa's Gaze</i> is active.	—
Calcifying Cryo	<i>Passive</i>	Slowing a Frozen enemy Petrifies them for 1 turn. +10% Elemental Effect Chance.	□
Piercing Gaze	<i>Augment</i>	<i>Medusa's Gaze</i> affects a 6 square line, instead of a cone. Enemies in the area first take 2d6+MST Mod Radiation Damage before being Petrified. With <i>Hall of Mirrors</i> you emit 8 lines in the cardinal directions.	—

Tier 4 Skills

Maiden of Stone	<i>Augment</i>	While <i>Medusa's Gaze</i> is active you gain 2d6 Damage reduction and are immune to Elemental Status Effects. Your Movement is reduced by 3.	—
Fossilise and Pulverize	<i>Passive</i>	Your Melee attacks gain +1 Melee Die against Petrified Enemies.	□□□
Combustive Crystallisation	<i>Passive</i>	When you kill a Petrified Enemy, while <i>Medusa's Gaze</i> is active, they explode dealing 1d10 Explosive Damage to adjacent Enemies	□
Carbon Coffin	<i>Passive</i>	When you or an adjacent ally enter <i>Fight for your Life</i> you can summon a protective coffin over them. They gain +1 <i>Fight for your Life</i> Duration/SL and are Petrified for the Duration. When an ally is Revived from a Coffin it regains twice as much health.	□□□
Heavy Object	<i>Augment</i>	While <i>Medusa's Gaze</i> is active, gravity within 3 squares of you is magnified. Enemies within the area have their Movement and Range reduced by 3.	—

Tier 5 Skills

Cast Off	<i>Passive</i>	Once per Encounter, when your Armour is Depleted, you release a Corrosive Nova. All Enemies within 3 squares take 2d6 Corrosive Damage/SL with +5% Elemental Effect Chance/SL.	□□□
Calcified Cast	<i>Passive</i>	While you have Armour, gain 10 Health Regen/SL. Half of this Regen is shared with adjacent Allies.	□□□

Tier 6 Skills

Hall of Mirrors	<i>Passive</i>	<i>Medusa's Gaze</i> emits petrifying light to all Enemies within 3 squares.	□
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Gunner

Class information

The gunner is a military grade engineer who indulges in the cycle of destruction and creation. By building mech suits and blowing up other people's shit!

Appearance

Gunners spend as much time modifying their outfits as they do their mechs. They favour heavy overalls, welding helmets, and steel toe capped boots. Accented with some military stripes or hot-rod flames and they are good to go.

Gunner Backgrounds

Mamma Bear

You are always there to protect your cubs, even at your own expense. **+5 Health, +10 Iron Bear Health, Enemies will always target you over an Ally adjacent to you.**

Panda Bear

You often get overlooked in a crowd. **+3 to Sneak Checks, -1 Mastery.**

Grizzly Bear

AHHHHHHHHH! You are literally a bear. **+1 Damage, +1 Speed, -4 to Talk Checks.**

Black Bear

You love to explore and be alone in nature, but other people just don't seem to understand. **+3 to Traverse Checks, -2 to Talk Checks.**

Teddy Bear

Your cute and adorable disposition takes others by surprise, and lowers their guard. **+3 to talk Checks, -1 Damage.**

Class Features

Favoured Gun

Combat rifle or Rocket launcher

Stat Modifiers

Accuracy +1 • Damage +2 • Speed +0 • Mastery +1

Melee Die

1d6

Skill Tree

Gunners have access to the following four trees which they can invest their skill points in.

Bottomless Mags focuses on sustained and rapid fire.

Demolition Woman focuses on explosive and splash effects, and improving Iron Bear

Shield of Retribution focuses on shields.

Bear Mother focuses on elemental effects and improving Iron Cub.

Action Skill

Iron Bear

You call down and jump into a personalised Mech, that lasts for 2 turns. On each turn, you can attack with each of its hardpoint weapons.

Each Skill tree has a unique set of hard points, you can choose equip any two of them, and may pick the same one twice.

Iron Bear

Health: 50 Alloy

Movement: 6

Attacks (1 Each/turn):

Ranged- Hard Point A

Ranged- Hard Point B

[2 Hard Points with 1 Augment Slot each]

(MST mod per Day + 1/Encounter)

At the end of an encounter, you can change your Mech's Hard Points, and any Action Skill Augmentations.

Bottomless Mags

Hard Point

Minigun: 1d6 Hit, +2 Extra Attacks. -2 ACC, 5 Square Range.
(2-7 = 0 Hits, 8-15 = 1 Hit, 16+ = 2 Hits)

Tier 1 Skills

Cloud of Lead	<i>Passive</i>	When you make a Ranged Attack, roll 1d20 + 2/SL. On a 15+ your attack deals Incendiary Damage and deals an additional 1d4/SL Incendiary Damage.	□□□
Dakka Bear	<i>Passive</i>	Adds a turret on top of <i>Iron Bear</i> , that your allies can use. If <i>Iron Cub</i> is equipped, it gains +1d6 damage. Turret: 1d6 Hit, Extra Attacks. ACC, 4 Square Range (2-7 = 1 Hit, 8-15 = 2 Hits, 16+ = 3 Hits)	□
Matched Set	<i>Passive</i>	+1 Mag Size, per equipped item that matches your held gun's Manufacturer. +2 on Interact checks/SL.	□□□

Tier 2 Skills

Let Off Some Steam	<i>Augment</i>	Minigun: After each attack gain +1 damage for the remainder of <i>Iron Bear</i> 's duration.	
Stoke the Embers	<i>Passive</i>	+1d6/SL to all Incendiary Damage you and <i>Iron Bear</i> deal.	□□
Redistribution	<i>Passive</i>	After you deal Critical Damage, you gain 1d4 Health Regeneration for 1 + MST Mod turns.	□
Scrappy	<i>Passive</i>	+1/SL on Swap Checks, +1 on Ranged Attack rolls. If SL is 3 or higher, +2 Ranged Damage.	□□□
Salamander	<i>Hard Point</i>	Salamander: All enemies in a 3 square cone take 2d8 incendiary damage, with a +20% Elemental Effect Chance.	

Tier 3 Skills

General Winter	<i>Augment</i>	Minigun: 1d4 Cryo Damage/Hit, +1 Extra Attacks	
Rushin' Offensive	<i>Passive</i>	Gain Extra Movement, +2 to Traverse Checks.	□
Scorching RPM's	<i>Passive</i>	+1 Burst, +2 Crit Damage/SL, +1d4 Hard Point Damage.	□□□
Fuel Economy	<i>Augment</i>	Salamander: After attacking <i>Iron Bear</i> gains Extra Movement.	

Tier 4 Skills

Exploding Bullets.	<i>Augment</i>	Minigun: 1d12 Explosive Damage/Hit, Splash -2 Extra Attacks, +3 ACC	
The Iron Bank	<i>Passive</i>	+1 Mag Size/SL.	□□□
Specialist Bear	<i>Passive</i>	If <i>Iron Bear</i> has two of the same weapons, it gains +1 burst.	□
Chemical Warfare	<i>Augment</i>	Salamander: Deals 2d10 Corrosive Damage instead. Enemies afflicted with Melt Damage of Time take an extra die of damage each turn.	

Tier 5 Skills

Some for the Road	<i>Passive</i>	After exiting <i>Iron Bear</i> , you and all allies within 2 squares, activate your reload effects, and you don't have to reload for 2 turns.	□
"Click, Click..."	<i>Passive</i>	After each attack gain +1 Ranged Damage/SL and you reload on +1.	□□□
Molten Roar	<i>Augment</i>	Salamander: becomes a ranged attack, dealing 1d8 Incendiary Splash Damage per Hit, +1 Extra Attack. 4 Square Range. (2-7 = 1 Hit, 8-15 = 1 Hit, 16+ = 2 Hits)	

Tier 6 Skills

Forge	<i>Passive</i>	When you roll a 1 on a Ranged Attack roll, you can choose to reroll it.	□
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Demolition Woman

Hard Point

V-35 Grenade Launcher: 1d4 Explosive Damage/Hit, +2 Burst, Splash, 5 Square Range.
(2-7 = 1 Hit, 8-15 = 2 Hits, 16+ = 3 Hits)

Tier 1 Skills

Fire in the Skag Den	Passive	Deal an extra 1d4 Incendiary Damage/SL to enemies hit with Splash Damage.	□□□
Deadlines	Passive	Increase Iron Bear's Duration by 1/SL Turn.	□□
Grizzled	Passive	<i>Iron Bear</i> gains +1 Movement/SL. When you kill an enemy with you can Activate your action skill for Free. You can benefit this skill 1/SL times per Day and only once per Encounter.	□□□

Tier 2 Skills

Shaped Charge	Augment	V-35 Grenade Launcher: Enemies directly Hit, take an additional 3d4 Explosive Damage.	
Means of Destruction	Passive	Each time you deal Splash Damage, roll 1d20 + SL. On a 20+ gain a Grenade.	□□
Torgue Cross-Promotion	Passive	Each time you deal Splash Damage, roll 1d20 + SL. On a 18+ it's splash distance is doubled.	□□□
Stainless Steel Bear	Passive	<i>Iron Bear</i> gains +10 Health/SL, +1d4 Damage Reduction/SL, +1/SL Hard Point	□□□
Vanquisher Rocket Pod	Hard Point	Vanquisher Rocket Pod: 1d8 Explosive Damage/Hit, Splash, 5 Square Range (2-7 = 1 Hit, 8-15 = 2 Hits, 16+ = 3 Hits)	

Tier 3 Skills

Musical Chairs	Augment	V-35 Grenade Launcher: When you roll a 16+ on your Ranged Attack roll, enemies within 2 squares of the target are pulled 1 square closer.	
Pull the Holy Pin	Passive	When you throw a Grenade. Roll 1d20 + SL. On a 20+ it deals 2x damage.	□□
Auto Bear	Passive	After exiting <i>Iron Bear</i> , it stands stationary and automatically targets enemies within range for 1 turn. When <i>Iron Bear</i> expires or is destroyed, it explodes dealing 4d6 Explosive Damage to enemies within 2 squares.	□
Active Tracking	Augment	Vanquisher Rocket Pod: You can choose to forgo an attack, to apply 3 lock-on, to enemies within 8 squares. You can lock-on the same target multiple times. The next time you attack, make one attack against each locked-on target, and ignore cover.	

Tier 4 Skills

Lock and Speedload	Augment	V-35 Grenade Launcher: +2 Burst	
Vampyr	Passive	You regain 5 Health/SL per enemy hit with a Grenade. <i>Iron Bear</i> regains 2 Health/SL per enemy hit with Splash Damage.	□
Why Can't I Carry All These Grenades?	Passive	+1 Max Grenades/SL. +2 on Throw Rolls.	□□
Augment	Augment	Vanquisher Rocket Pod: Deals 1d6 Damage/Hit, enemies become marked. Damage against marked targets, from any source is increased by 5.	

Tier 5 Skills

To the Last	Passive	You can throw Grenades while in Fight for your Life.	□
Explosive Punctuation	Passive	After each attack gain +1 <i>Bang</i> . For each stack of <i>Bang</i> gain +1 Ranged Damage/SL. You are forced to Reload on a roll of 1 +1 per Stack of <i>Bang</i> (before Mods). All Stacks are lost when you Reload.	□□□
Hammerdown Protocol	Augment	Vanquisher Rocket Pod: After making an attack, you must spend your next attack reloading. Deals 2d12 Radiation Damage, Splash. Splashes to two squares away.	

Tier 6 Skills

Short Fuse	Passive	When you make a ranged attack, roll 1d20. On an 18+ the attack gains splash. If it already had splash, deal an extra 1d10 splash Damage.	□
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Shield of Retribution

Hard Point

Railgun: 1d10 Shock Hit, +2 ACC, 8 Square Range.
(2-7 = 1 Hit, 8-15 = 1 Hit, 16+ = 1 Hit, 1 Crit)

Hard Point

Railgun	<i>Hard Point</i>	Railgun: 1d10 Shock Hit, +2 ACC, 8 Square Range (2-7 = 1 Hit, 8-15 = 1 Hit, 16+ = 1 Hit, 1 Crit)
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Tier 1 Skills

Selfless Vengeance	<i>Passive</i>	After you reload, you can choose to take 2d4/SL Incendiary Damage, to grant you and your allies within 4 squares, +1d4/SL Incendiary Damage for 1 + MST Mod turns.	□□□
Security Bear	<i>Passive</i>	<i>Iron Bear</i> gains a 20 Health Shield. While the Shield is active <i>Iron Bear</i> gains 1d6 Damage Reduction. Allies adjacent to <i>Iron Bear</i> are also protected by this shield. Any bonuses to your Shield apply to <i>Iron Bear's</i> Shield. If <i>Iron Cub</i> is equipped, it gains 2d6 Damage Reduction instead, but can't protect allies.	□
Armored Infantry	<i>Passive</i>	You gain +1 DMG/SL and +1d4 Damage Reduction, while your shields are not depleted.	□□□

Tier 2 Skills

Hell on Rails	<i>Augment</i>	Railgun: Attacks deal 1d12 Incendiary Damage.	
Drowning in Brass	<i>Kill Skill</i>	After killing an enemy, you and any allies within 2 squares gain +2 Ranged Damage/SL for 1 + MST Mod turns.	□□
Thin Red Line	<i>Passive</i>	Convert one third of your health/SL into Shield. Your Health can't be reduced below 1 using this skill.	□□
Vladof Ingenuity	<i>Passive</i>	Gain +10 Shield Capacity/SL, +5 Shield Regen/SL, and +1d4 Shock Resistance/SL.	□□□
Bear Fist	<i>Hard Point</i>	Bear Fist: 2d6 Hit, +1 Extra Attacks. +0 ACC, 1 Square Range (2-7 = 1 Hit, 8-15 = 2 Hit, 16+ = 3 Hit)	

Tier 3 Skills

Capacitive Armature	<i>Augment</i>	Railgun: Attacks chain to enemies within 2 squares, dealing 1d4 Shock/Hit	
Full Can of Whoop-Ass	<i>Passive</i>	Entering <i>Iron Bear</i> causes you, and all allies within 2 squares to instantly regain 25 Shield.	□
Experimental Munitions	<i>Passive</i>	When you or <i>Iron Bear</i> deal Crit Damage, deal an additional 1d8 Incendiary Damage.	□
Wild Swing	<i>Augment</i>	Bear Fist: Attacks deal 1d6 Random Elemental Splash Damage.	

Tier 4 Skills

Corrosive Sabot Round	<i>Augment</i>	Railgun: Deals 1d6 Corrosive Damage/Hit, and 2d6 Corrosive Damage at the end of enemies next turn.	
Behind the Iron Curtain	<i>Passive</i>	Gain +10 Shield Regen/SL. Regen Shield each turn if SL is at 2.	□□
Desperate Measures	<i>Passive</i>	While your or <i>Iron Bear's</i> shields are depleted, gain +2 Ranged Damage/SL. While your Health is below half, gain +4 Ranged Damage/SL instead.	□□
Close the Distance	<i>Augment</i>	Bear Fist: Has +2 Range and deals Shock Damage. After an attack, pull the enemy next to <i>Iron Bear</i> .	

Tier 5 Skills

Phalanx Doctrine	<i>Kill Skill</i>	After you kill an enemy, gain +2/SL Shield Capacity, and +2 Damage, for the rest of the Encounter.	□□□
Force Feedback	<i>Passive</i>	When you deal Crit Damage, Regen Shields.	□
Shockhammer	<i>Augment</i>	Bear Fist: Deals 2d4 Shock Damage/Hit, gains +1 Extra Attack.	

Tier 6 Skills

Tenacious Defense	<i>Passive</i>	Once per Encounter, when your shields are depleted, instantly regain half of your shields and gain +5 Ranged Damage for 5 + MST Mod turns.	□
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Bear Mother

Hard Point

Iron Cub: *Iron Cub* replaces *Iron Bear*. It is a smaller mech that fights along side you. It gains two copies of whatever weapon is equipped in the other Hard Point Slot. It has 30 Health *Alloy*, 5 Speed, and +1 Action Skill Duration. *Iron Cub*'s attack Damage is halved (rounded up), before applying any bonuses.

Tier 1 Skills

Biofuel	Passive	Whenever you or <i>Iron Bear</i> Ignite an enemy, <i>Iron Bear</i> regains 1d6 Health.	□□□
Big Surplus	Passive	After activating <i>Iron Bear</i> gain +1d4/SL to all Incendiary Damage for 1+MST Mod turns.	□□
Really Big Guns	Passive	<i>Iron Bear</i> gains +3 Ranged Damage/SL.	□□□

Tier 2 Skills

Fuel for the Fire	Augment	Iron Cub: Whenever you or <i>Iron Bear</i> inflict an Elemental Status Effect on an enemy, you both regain 1d4 Health/SL.	
Double Time	Passive	While <i>Iron Bear</i> is active, you and <i>Iron Bear</i> gain +1 Movement/SL, and +2 to Traverse Checks/SL.	□□
Harmonious Havoc	Passive	You gain +1 Ranged Damage/SL, per gun, shield, or grenade you have equipped that matches your weapons element.	□□□
Explosive Fury	Passive	You and <i>Iron Bear</i> gain +2 Status Effect Damage/SL, and +5% Status Effect Chance/SL	□□□

Tier 3 Skills

Baby Nukes	Augment	Iron Cub: Whenever <i>Iron Bear</i> is Deployed or Destroyed, it deals 2d8 Radiation Damage to all enemies within 3 Squares.	
Fired Up	Passive	Whenever you or <i>Iron Bear</i> inflict a status effect on an enemy, roll 1d20 + 1 per enemy with a status effect. On a 18+ gain Extra Attack.	□

Tier 4 Skills

My Little Friend	Augment	Iron Cub: When <i>Iron Bear</i> Spawns you can grant it, one of your weapons. It can forgo attack with one of its Hard Points to attack with the weapon.	
Nitrotrinadium Engines	Passive	Increase <i>Iron Bear</i> 's Duration by 1. Gain +1 Action Skill Uses per day/SL.	□□□
Never Going to Give you Up	Passive	When you or <i>Iron Bear</i> inflict an Elemental Status Effect on an enemy, gain +1 Action Skill Duration. You can benefit this skill 1/SL times per Encounter.	□□□

Tier 5 Skills

Efficiency Engine	Augment	Iron Cub: While <i>Iron Bear</i> is active, gain +2 Ranged Damage per turn. Damage Stacks and is lost when <i>Iron Bear</i> expires.	
Feature Creep	Passive	<i>Iron Iron Bear</i> , gains +1 burst, and +2d6 Damage Reduction.	□
Limit Break	Passive	Whenever you or <i>Iron Bear</i> inflict a status effect on an enemy, roll 1d20 + 1/SL. On a 18+ you can activate <i>Iron Bear</i> for free. You can only benefit from this skill once per Encounter.	□□□
Superior Firepower	Augment	You and <i>Iron Bear</i> deal +5 Status Effect Damage.	□

Tier 6 Skills

Running on Fumes	Passive	Whenever you or <i>Iron Bear</i> ignite an enemy, roll 1d20 On a 18+ you Increase <i>Iron Bear</i> 's Duration by 1. Each time you Successfully use this skill, raise its required value by 1 for the remainder of <i>Iron Bear</i> 's Duration.	□
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Class Features

Favoured Gun

Rocket Launcher or Shotgun

(In addition to their Favoured Gun, the Gunzerker starts with a Crappy Pistol.)

Stat Modifiers

Accuracy +1 • Damage +2 • Speed +0 • Mastery +1

Melee Die

1d10

Weapon Slots

Gunzerkers can carry 4 active weapons.

Skill Tree

Gunzerkers have access to the following four trees which they can invest their skill points in.

Gunlust focuses on switching and reloading weapons.

Rampage focuses on extending Gunzerking time.

Brawn focuses on survivability and health regen.

Gun Smith focuses on shields and gun mods.

Action Skill

Gunzerking

The Gunzerker gains the ability to wield 2 equipped guns at once for 2 turns and can immediately make a Ranged Attack. Each Ranged Attack fires both guns at a single target.

[2 Augment Slots | 1 Gunzerking Trait]
(MST Mod per Day + 1/Encounter)

At the end of an encounter, you can change your Gunzerking Trait, and Action Skill Augmentations.

Gunlust

Gunzerking Trait

It's not a bug it's a feature. While *Gunzerking* each weapon you are holding gains the effects of the others Prefix and Red Text.

Tier 1 Skills

Locked and Loaded	<i>Passive</i>	After you Reload gain, Extra Attack for 2 turns. +2 Initiative Mod/SL.	□□□
Quick Draw	<i>Passive</i>	+2 on Swap Checks/SL and +1 Crit Damage/SL.	□□□

Tier 2 Skills

I'm Your Huckleberry	<i>Passive</i>	+1 Pistol Damage/SL, +1 on Pistol Reload Checks/SL.	□□□
All I Need is One	<i>Passive</i>	After Swapping weapons, on your next Attack, gain +2 Damage/SL.	□□□
Clear the Dance Floor	<i>Augment</i>	When you Activate <i>Gunzerking</i> Enemies within 2 squares are pushed 2 squares away.	—

Tier 3 Skills

Divergent Likeness	<i>Passive</i>	While <i>Gunzerking</i> gain +1 DMG Mod/SL if the weapons are of the same type, or +1 ACC Mod/SL if they are different.	□□□
Auto-Loader	<i>Passive</i>	Killing an enemy Instantly Reloads any weapons you are not holding. Swapping to these weapons triggers <i>Locked and Loaded</i> .	□
Money Shot	<i>Passive</i>	1+MST Mod times per day, you can deal +1 Burst/SL, but then must immediately Reload your gun(s).	□□□
Tacti-Cool!	<i>Augment</i>	While <i>Gunzerking</i> your gain +2 on Swap rolls and can Swap both of your Weapons simultaneously.	—

Tier 4 Skills

Lay Waste	<i>Kill Skill</i>	After you kill an Enemy, gain +1 Ranged Damage/SL and +1 Crit Damage/SL for 1+MST Mod turns.	□□□
Down Not Out	<i>Passive</i>	Entering <i>Fight for your Life</i> does not end <i>Gunzerking</i> .	□
Crosseyed Crook	<i>Augment</i>	While <i>Gunzerking</i> your aim your weapons independently of one another, targeting different enemies.	—

Tier 5 Skills

Keep it Piping Hot	<i>Passive</i>	After <i>Gunzerking</i> gain +1 Gun, Melee, and Grenade Damage/SL for 2 turns.	□□□
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Tier 6 Skills

No Kill like Overkill	<i>Passive</i>	After killing an Enemy, on your next Attack, gain X+MST Mod Damage where x is Damage dealt in excess of the Enemy's Health.	□
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Rampage

Gunzerking Trait

Cross-promotion. While *Gunzerking* each weapon you are holding gains the effects of the others Manufacture Effect. If they are the same, they become twice as potent.

Tier 1 Skills

Inconceivable	Passive	1/SL times per Encounter, when you roll a 1 on a Ranged Attack (before modifiers) reroll it, taking the new result.	□□□
Filled to the Brim	Passive	Gain +1 Mag Size with all weapons. +1 on Reload Checks/SL.	□□□

Tier 2 Skills

All in the Reflexes	Passive	+2 Melee Damage/SL, +1 on Reload Checks/SL.	□□□
Last Longer	Passive	+1 Action Skill Duration/SL.	□□□
Topped Up	Augment	When you Activate <i>Gunzerking</i> adjacent allies Instantly Reload their Weapons.	—

Tier 3 Skills

I'm Ready Already	Passive	+SL uses of your Action Skill per Day.	□□□
Steady as She Goes	Passive	While <i>Gunzerking</i> gain 5+MST Mod ACC Mod	□
5 Shots or 6	Kill Skill	After you kill an Enemy, gain 5 <i>Shots or 6</i> for 1+MST Mod Turns. While you have 5 <i>Shots or 6</i> each time you roll a 1+2/SL on a Ranged Attack roll (before modifications), you don't expend ammo, and instead add 1 ammo to your weapon.	□□□
Reload Cancel	Augment	While <i>Gunzerking</i> your gain +2 on Reload rolls and can Reload both of your Weapons simultaneously.	—

Tier 4 Skills

Yippee Ki Yay	Passive	While <i>Gunzerking</i> the first SL times you kill an enemy gain +1 Action Skill Duration.	□□□
Double Your Fun	Passive	While <i>Gunzerking</i> when you throw a Grenade. Throw a second copy at the same location, for Free.	□

Tier 5 Skills

Get Some	Passive	After you kill an enemy gain a Stack of <i>Get Some</i> . If you have 5 stacks you can activate <i>Gunzerking</i> for Free. You can benefit this skill SL times per Day and only once per Encounter.	□□□
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Tier 6 Skills

Keep Firing...	Passive	While <i>Gunzerking</i> gain +1 Extra Attack and +2 on Reload Checks.	□
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Brawn

Gunzerking Trait

Painless. While *Gunzerking* gain 10 Health Regen.

Tier 1 Skills

Hard to Kill	<i>Passive</i>	Gain 10+MST Mod Health. +1 Health Regen/SL.	□□□
Incite	<i>Passive</i>	After you take Damage gain +1 Movement/SL, +2 on Traverse Checks,	□□□

Tier 2 Skills

Asbestos	<i>Passive</i>	Gain +1d4 Elemental Damage Reduction. If SL is 3 or higher Elemental Status effects only affect you for 1 turn.	□□□
I'm the Juggernaut	<i>Passive</i>	After you kill an Enemy, gain 1d4 Damage Reduction/SL for 1+MST Mod turns.	□□□
Help a Brother	<i>Augment</i>	While <i>Gunzerking</i> adjacent allies gain half of your Health Regen.	—

Tier 3 Skills

Piggy Back	<i>Augment</i>	While <i>Gunzerking</i> gain Extra Movement. You can carry an ally on your shoulders.	—
Ain't Got Time to Bleed	<i>Passive</i>	While <i>Gunzerking</i> , gain +2 Health Regen/SL or +5 Health Regen/SL, if your Health is below half.	□□□
Fistful of Hurt	<i>Passive</i>	1+MST Mod times per day, you can make an <i>Fistful of Hurt</i> Melee Attack. It deals +2 Melee Die of Damage and knocks the Enemy back 3 squares.	□
Out of Bubblegum	<i>Passive</i>	Gain +1 DMG Mod/SL while your Shields are Depleted.	□□□
Get Some!	<i>Augment</i>	While <i>Gunzerking</i> your taunt all enemies within 2 squares.	—

Tier 4 Skills

Bus That Can't Slow Down	<i>Passive</i>	While <i>Gunzerking</i> , gain +1 on Traverse Checks/SL. If SL Is 3 or higher, you also gain Extra Movement.	□□□
Just Got Real	<i>Passive</i>	While your Health is Damaged +1 DMG Mod/SL or +2 DMG Mod/SL, if your Health is below half.	□□□
Castle Stance	<i>Augment</i>	When you Activate <i>Gunzerking</i> until you move, gain +1 Extra Ranged Attack. After taking this attack, you can't move this turn, but may still take extra movement.	—

Tier 5 Skills

Sexual Tyrannosaurus	<i>Passive</i>	While your Shields are Depleted gain +5 Health Regen/SL.	□□□
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Tier 6 Skills

Come At Me Bro	<i>Passive</i>	Once while <i>Gunzerking</i> , you can Taunt all enemies within 4 squares. You Instantly Regain 50 Health and gain +1d12 Damage Reduction for 2 turns.	□
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Gun Nut

Gunzerking Trait

Rock Hard Abs. While *Gunzerking* gain 1d10 Damage Resistance.

Tier 1 Skills

Horse Shoes 'n' Hand Grenades	<i>Passive</i>	Gain +1 Crit Damage/SL and +1 Splash Damage/SL.	□□□
Shining Example	<i>Passive</i>	+10 Shield Capacity/SL.	□□□

Tier 2 Skills

Killer Headache	<i>Passive</i>	After you kill an enemy, any Critical Damage you deal Splashes for 1+MST Mod turns. If the attack kills an enemy, deal full Splash damage.	□□□
Frequent Flyer	<i>Passive</i>	Gain +1d4 Explosive and Splash Damage Reduction/SL. Use d6s if you dealt the Damage.	□□□
Stampede	<i>Augment</i>	While <i>Gunzerking</i> gain Extra Movement and +2 on Traverse Checks.	—

Tier 3 Skills

Fastball	<i>Passive</i>	+1 on Throw Rolls/SL. If you hit an Enemy with a Grenade it takes 1d4 Melee Damage/SL.	□□□
Toss a Coin	<i>Passive</i>	In place of throwing a Grenade, you can toss a coin into the air. When you make a Ranged Attack, you can instead target a coin. If you do, roll 1d20. On a 11+ it ricochets to an enemy within Range and hits it as though you scored a 20. Otherwise the attack misses.	□
The shirt off my Back	<i>Passive</i>	While your Shields are Depleted gain +2 Damage Reduction/SL or +1d4 Damage Reduction/SL, if your Health is below half.	□□□

Tier 4 Skills

Charon's Dues	<i>Passive</i>	+3 Crit Damage/SL, +2 on <i>Toss a Coin</i> rolls.	□□□
Knuckle Shuffle	<i>Passive</i>	You can make Melee attacks against coins. On a success the Melee attack hits an Enemy within 5 Squares and is considered a Natural 20. +1 on <i>Toss a Coin</i> rolls.	□
Flex	<i>Augment</i>	When you start <i>Gunzerking</i> you flex, causing a button to pop of your shirt. The button Functions as a Coin from the <i>Toss a Coin</i> feature.	—

Tier 5 Skills

Close Enough	<i>Passive</i>	When you throw a Grenade, roll 1d20. On a 16+ it is considered a Critical Hit. +2 Grenade and Rocket Launcher Crit Damage/SL.	□□□
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Tier 6 Skills

Pocket Change	<i>Passive</i>	You can throw 3 coins when you use <i>Toss a Coin</i> with ranged attacks ricocheting between all three before they hit their target. If at least one Coin is successful the attack hits for a 16+, if two coins are successful the attack counts as natural 20, and if all 3 are successful it counts as natural 20 and deals double damage. +1 on <i>Toss a Coin</i> rolls.	□
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Hunter

Class Features

Favoured Gun

Sniper Rifle or Pistol

Stat Modifiers

Accuracy +2 • Damage +1 • Speed +0 • Mastery +1

Melee Die

1d4

Skill Tree

Hunters have access to the following four trees which they can invest their skill points in.

Gunslinger focuses on improving melee and pistols.

Sniper focuses on improving Sniper Rifles

Rogue focuses on improving your Action Skills.

Tamer focuses on improving your Pet.

Wing Stats

Health 15 *Bio*

Movement 5

Attacks (1/turn):

Melee- Claw 1d4, ACC +1

(2-7 = Hit, 8-15 = 1 Hit +1, 16+ = 1 Hit +2)

Gunslinger

Action Skill

Bloody Wind.

The Hunter's familiar swoops around them. Dealing 1d8 Action Skill Damage to each adjacent Enemy and Taunting them for 2 turns.

[2 Augment Slots] (MST Mod per Day + 1/Encounter)

Tier 1 Skills

Deadly	<i>Passive</i>	Gain +2 Crit Damage/SL.	□□□
Gun Crazy	<i>Passive</i>	Gain +2 Damage/SL with Pistols.	□□□

Tier 2 Skills

Whirlwind	<i>Augment</i>	Enemies Damaged by <i>Bloody Wind</i> are Knocked Back 2 squares.	—
Lethal Strike	<i>Passive</i>	Gain +1 Melee Damage/SL. Your melee attacks are considered natural d20's if the result is 20-1/SL or higher (before Mods).	□□□
Riotous Remedy	<i>Kill Skill</i>	After you kill an enemy gain, +5 Health Regen/SL for 1+MST Mod turns.	□□□

Tier 3 Skills

Ice Storm	<i>Augment</i>	<i>Bloody Wind</i> deals Cryo Damage and Slows Enemies.	—
Predator	<i>Passive</i>	Gain +1/SL uses of your action Skill per Day.	□□□
Lucky Me!	<i>Passive</i>	1+MST Mod times per day, when you kill an enemy with Crit Damage, they drop gold equal to 3x their BR.	□
Hair Trigger	<i>Passive</i>	Gain +1 on Reload Checks/SL with Pistols. If SL is 3 or higher Gain +1 Burst with Pistols.	□□□
Cyclone	<i>Augment</i>	<i>Bloody Wind</i> pulls in Enemies within 2 squares, 1 square closer before dealing damage.	—

Tier 4 Skills

Disorientating Gale	<i>Augment</i>	<i>Bloody Wind</i> deals Radiation Damage and Confuses Enemies.	—
Relentless	<i>Kill Skill</i>	After you kill an enemy gain, +2 Gun Damage/SL, and Your Ranged attacks are considered natural d20's if the result is 20-1/SL or higher (before Mods), for 1+MST Mod turns.	□□□
Lucky Rabbits Foot	<i>Passive</i>	After you roll a Natural 20 (or equivalent before Mods) gain extra Movement.	□
Storm Season	<i>Augment</i>	<i>Bloody Wind</i> deals 1d4+2 Action Skill Damage to all enemies within 2 squares.	—

Tier 5 Skills

Loaded Pot	<i>Passive</i>	+1/SL uses of <i>Lucky Me!</i> per day, and increases its Multiplier by 1/SL. When you use <i>Lucky Me!</i> the Enemy explodes in a shower of coins dealing 2d8+MST Mod Damage to adjacent Enemies.	□□□
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Tier 6 Skills

Bloody Mess	<i>Passive</i>	When you or your pet roll a natural 20 on an Attack roll or equivalent (before Mods), the attack deals Damage to all adjacent Enemies.	□
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Sniper

Action Skill

Marked in Blood.

The Hunter's familiar flies to a point within 6 squares and dive bombs it. The Enemy takes 1d8 Action Skill Damage and is Marked for 2 turns. A Marked Enemy can't benefit from cover, and you add your ACC Mod to your Damage against it.

[2 Augment Slots] (MST Mod per Day + 1/Encounter)

Tier 1 Skills

Focus	<i>Passive</i>	Gain +1 on Ranged Attacks/SL.	□□□
Calibre	<i>Passive</i>	Gain +2 DMG Mod/SL with Sniper Rifles.	□□□

Tier 2 Skills

Free for All	<i>Augment</i>	All allies add your ACC Mod to the Damage they deal against Enemies Marked by <i>Marked in Blood</i> .	—
Smirk	<i>Passive</i>	The first 1/SL Enemies you kill with Crit Damage each encounter grants double the XP and loot sources.	□□□
Killer	<i>Kill Skill</i>	After you kill an Enemy gain +1 DMG Mod/SL and +1 on Reload Checks for 1+MST Mod turns.	□□□

Tier 3 Skills

10 Gallon Drum	<i>Augment</i>	<i>Marked in Blood</i> marks adjacent enemies.	—
Loaded	<i>Passive</i>	+1 Sniper Rifle Mag Size, +1 on Sniper Rifle Reload Checks/SL.	□□□
Trespass	<i>Passive</i>	1+MST Mod times per day, you can make a Trespass Ranged attack. It ignores Shields on enemies with Health or Armour and deals +1 Crit.	□
Carrion Kill	<i>Passive</i>	When you kill an enemy with Crit Damage you can Activate your Action Skill for Free. You can benefit this skill SL times per Day and only once per Encounter.	□□□
Escape Route	<i>Augment</i>	After using <i>Marked in Blood</i> , your Pet becomes Cloaked for 2 turns. Performing any Attack will break the cloak, but will upgrade the first Hit to a Crit for that Attack.	—

Tier 4 Skills

Paint a pretty Picture	<i>Augment</i>	<i>Marked in Blood</i> deals Slag damage and has +20% Elemental Effect Chance.	—
Crows Nest	<i>Passive</i>	At the start of your turn gain +1 ACC Mod/SL until you move and treat Partial Cover as Full Cover.	□□□
High Altitude	<i>Passive</i>	Gain +5 on Climbing Travers Checks.	□
Horrific	<i>Augment</i>	Enemies within 1 square of an Enemy Marked by <i>Marked in Blood</i> must run away at least 2 squares.	—

Tier 5 Skills

Tracker Rounds	<i>Passive</i>	The first time you hit an enemy with a Ranged Attack you can deal an extra 1d4/SL Slag damage with +20% Elemental effect chance/SL.	□□□
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Tier 6 Skills

Bunker Buster	<i>Passive</i>	You can use <i>Trespass</i> once per encounter for free. It ignores Armour on enemies with Health and deals +2 Hits.	□
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Rogue

Action Skill

Wings of Blood.

The Hunter's familiar flies to a point within 6 squares and dive bombs it, dealing 2d8 Action Skill Damage, and Taunting all adjacent Enemies. Taunted Enemies will attack the Hunter.
[2 Augment Slots] (MST Mod per Day + 1/Encounter)

Tier 1 Skills

Swift Strike	<i>Passive</i>	+1 Action Skill Damage per Dice/SL and +1 Action Skill Range/SL.	□□□
Swipe	<i>Passive</i>	When you kill an enemy with your Action Skill it drops SL Ammo Pick-Ups in adjacent squares.	□□□

Tier 2 Skills

Shock and Claw	<i>Augment</i>	<i>Wings of Blood</i> deals Explosive Damage and knocks back Enemies 1 square.	—
Fast Hands	<i>Passive</i>	+1 on Reload Checks/SL.	□□□
Out for Blood	<i>Passive</i>	Each time you damage an enemy with your Action Skill you and your Pet regain 1d4+MST Mod Health/SL.	□□□

Tier 3 Skills

Dark Guise	<i>Augment</i>	Enemies Damaged by <i>Wings of Blood</i> are Taunted to an Ally of your Choice.	—
Areal Impact	<i>Passive</i>	When you Damage an Enemy with your Action Skill, roll a 20+2/SL. On an 15+ they are Dazed for 2 turns.	□□□
Bird of Prey	<i>Passive</i>	When you use an Action Skill with no duration, you can repeat it dealing half as much damage. Otherwise gain +1 Action Skill Duration.	□
Ransack	<i>Passive</i>	You and your allies gain +5% on Loot Rolls/SL and you gain +1 on Search Checks/SL.	□□□
Go for the Heart	<i>Augment</i>	<i>Wings of Blood</i> Targets only one Enemy, but deals 2x Damage.	—

Tier 4 Skills

Raid	<i>Augment</i>	<i>Wings of Blood</i> deals 1d10 damage but can be repeated every turn for 2 turns.	—
Flight of the Elements	<i>Passive</i>	When you use your Action Skill roll a random Element. Your Action Skill deals an extra 1d4/SL of that Elemental type.	□□□
Waiting in the Wings	<i>Augment</i>	<i>Wings of Blood</i> gains +1 use per Encounter.	—

Tier 5 Skills

Phoenix Ashes	<i>Passive</i>	1/SL times per Day, when your Pet dies it explodes. Enemies within 2 squares take 3d6 Incendiary Damage. It then respawns next to you.	□□□
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Tier 6 Skills

Shadows Overhead	<i>Passive</i>	When you preform your Action Skill you Pet's shadow flies off to a different target repeating it. Your Pet's shadow can benefit from <i>Bird of Prey</i> .	□
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Tamer

Action Skill

Blood Lust.

Your Pet grows in size and ferocity for 2 turns. It gains +20 Health and Max Health, Extra Attack, Extra Movement, and +3 Damage.

[2 Augment Slots] (MST Mod per Day + 1/Encounter)

Tier 1 Skills

Strict Diet	<i>Passive</i>	Your Pet gains +10 Health/SL.	□□□
Blitz	<i>Passive</i>	Your Pet gains +1 ACC Mod/SL and +1 Movement.	□□□

Tier 2 Skills

Feral Feast	<i>Augment</i>	During <i>Blood Lust</i> your Pet regains 1d4+MST Mod Health after each attack.	—
Flurry of Talons	<i>Passive</i>	Your Pet gains +1 Burst/SL.	□□□
Hunters Call	<i>Passive</i>	Using an Action Skill, revives your Pet.	□
Rend	<i>Passive</i>	On a natural 20, your Pet deals +1 Crit. You and your Pet gain +2 Crit Damage/SL.	□□□

Tier 3 Skills

Darkest Night	<i>Augment</i>	When you Activate <i>Blood Lust</i> you become Cloaked. Performing any Attack will break the cloak, but will upgrade the first Hit to a Crit for that Attack.	—
Persistence Hunter	<i>Passive</i>	+1 Action Skill Duration/SL.	□□□
Flight Regulations	<i>Passive</i>	Your Pet gains a copy of your Shield.	□
Gore	<i>Passive</i>	Your Pet gains +1 Damage/SL. Its attacks are considered natural d20's if the result is 20-1/SL or higher (before Mods).	□□□
Flyby	<i>Augment</i>	During <i>Blood Lust</i> , in place of an attack, your Pet can pick up an Ally or Enemy and carry them.	—

Tier 4 Skills

Carrion Dinner	<i>Augment</i>	During <i>Blood Lust</i> , when your Pet kills an enemy, it summons 3 healing Orb Each Orb moves 3 squares/turn to a chosen ally and grants them 2d4+MST Mod Health.	—
Evasion	<i>Passive</i>	After your Pet moves, it gains 1d4 Damage Reduction/SL. Use d6s if it used all of its movement.	□□□
Vile Birth	<i>Augment</i>	When you Activate <i>Blood Lust</i> your Pet releases a blood Nova, dealing 1d10 Action Skill Damage to all adjacent Enemies.	—

Tier 5 Skills

Surprise	<i>Passive</i>	Your Pet gains, +2 Damage/SL and +1 Movement during the first turn of each Encounter.	□□□
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Tier 6 Skills

Blood and Talons	<i>Passive</i>	You gain a Second Pet. It is mechanically identical to your main pet, and shares any Augments. When you use your Action Skill, both pets perform it, and can target different enemies.	□
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Law bringer

Class information

Stricken with a strong sense of (misguided) justice, the Law Bringer seeks to tame the chaotic, and unify the disparate. They do this by exercising their cowboy~esc skills and flair for gunslinging.

Appearance

Cowboy; Leather dusters, brimmed hats, aviators, fingerless pistol gloves, spurred boots you name it. If a cowboy worth their salt would be seen it so would a Law Bringer.

Law Bringer Backgrounds

Bounty Hunter

You make your coin collecting the heads of those who have caused a ruckus. **+1 Damage, -2 on Talk Checks.**

Sheriff

You've seen too many fights in your time, you defuse them before they even happen. **+1 Mastery, +1 on Talk Checks, -3 on Traverse checks.**

Outlaw

You shoot first and ask questions never. People need to leave you the hell alone, or become equated with your hot iron. **+1 Speed, -2 on Sneak Checks.**

Pistoleer

You are never caught without your trusty side arm. Which is actually your main arm as you are inept with anything heavier. **+2 Pistol Damage, +1 Pistol Accuracy, -1 All other Ranged Damage, +4 to Pistol Interact Checks, -2 to All other Weapon Interact Checks.**

Danger Sense

You get an uneasy feeling in your bones, moments before stuff goes sideways. **+2 on Insight Checks, -1 on Talk Checks**

Class Features

Favoured Gun

Pistol or Shotgun

Stat Modifiers

Accuracy +1 • Damage +0 • Speed +2 • Mastery +1

Melee Die

1d6

Skill Tree

Law Bringers have access to the following four trees which they can invest their skill points in.

Law & Order focuses on improving melee and survivability.

Fan the Hammer focuses on improving Showdown and Pistols.

The Riflewoman focuses on improving your rate of fire.

Weaponised Wench focuses on improving close quarters combat.

Action Skill

Showdown

The Law Bringer heightens their senses, allow them to freeze time, if only for an instant. They make 3 Ranged or Melee Attacks, against enemies within range, and may attack the same enemy multiple times. The Law Bringer adds their SPD Mod to their Accuracy Roll and Damage rolls, during Showdown. [2 Augment Slots | 1 Creed] (MST Mod per Day + 1/Encounter)

Action Skill Improvements

Each Skill tree has a unique *Creed*, which changes the way *Showdown* functions; you can choose any one of them.

At the end of an encounter, you can change your Creed, and Action Skill Augmentations.

Law & Order

Creed

Whip Crack. During **Showdown** your Melee Attacks gain +2 Range, and deal +1 die of Damage.

Tier 1 Skills

Law	<i>Passive</i>	+5 Shield Capacity/SL, and +2 Melee Damage/SL.	□□
Order	<i>Passive</i>	Each time you take Health Damage, equal or over a quarter of your Max Health you gain a Stack of <i>Order</i> up to a maximum of 5. You lose all stacks at the end of an Encounter. When you take Health Damage roll 1d20+ <i>Order</i> . On a 20+ you regain Health equal to double the Damage Dealt.	□

Tier 2 Skills

The Third Degree	<i>Passive</i>	When <i>Showdown</i> ends or after killing an enemy your next Melee attack gains +2 Damage/SL. This effect can stack 3 times.	□□□
Rough Rider	<i>Passive</i>	+1d6 Slam Damage. Dealing Slam Damage grants 1 <i>Order</i> per damaged Enemy. +2 Max <i>Order</i> Stacks.	□
Wanted	<i>Passive</i>	When an Enemy causes the Law Bringer to gain <i>Order</i> they become wanted. The next attack against them gains +1d4 Damage/SL.	□□□
Have a Nice Trip	<i>Augment</i>	Enemies damaged during <i>Showdown</i> are Dazed.	—

Tier 3 Skills

Discipline	<i>Passive</i>	When you gain 5 <i>Order</i> your Shields are immediately restored. While you have 5 or more <i>Order</i> you gain +1 DMG, +1 SPD, +1ACC. +3 Max <i>Order</i> .	□
Thunderous Crack	<i>Augment</i>	During <i>Showdown</i> after you make a Melee Attack, deal 1d6 Explosive Damage to Adjacent Enemies.	—

Tier 4 Skills

Due Process	<i>Passive</i>	After dealing Melee Damage, gain +2 Ranged Damage/SL for 2 turns.	□□□
Blood of the Guilty	<i>Passive</i>	When you or an adjacent ally kill an Enemy you gain 1 <i>Order</i> and regain 1d4+MST Mod Health. +2 Max <i>Order</i> .	□
Jurisdiction	<i>Passive</i>	During <i>Showdown</i> you gain Extra Movement and regain 1d4+MST Mod Health/SL after each attack.	□□□
Shockwave	<i>Augment</i>	At the end of <i>Showdown</i> all Enemies within 2 Squares are pushed 2 squares away.	—

Tier 5 Skills

No Pain, No Gain	<i>Passive</i>	While your Health is Damaged you gain +1 Ranged Damage/SL. If your Health is below half, double this bonus.	□□□
Rarin' to Go	<i>Kill Skill</i>	After you kill an enemy gain, a bonus to Ranged Damage equal to your number of <i>Order</i> Stacks and +1 on Reload Checks/SL, for 1 + MST Mod turns. The Damage bonus cannot exceed 5/SL.	□□□

Tier 6 Skills

Thunder Crackdown	<i>Passive</i>	1+MST Mod times per day, when you make a Melee Attack, it creates 5 square cone Electrical Burst. Each Enemy in the cone takes 1d6 Shock Damage per <i>Order</i> . +3 Max <i>Order</i> .	□
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Fan the Hammer

Creed

Powder Keg. During **Showdown** your Attacks Splash to one Adjacent Enemy.

Tier 1 Skills

Saddle Up	<i>Kill Skill</i>	After killing an enemy, gain +1 Ranged Damage/SL and +2 Movement Speed for 1 + MST Mod turns.	□□□
Ruthless	<i>Passive</i>	The first SL times you kill an enemy during Showdown, you can make an additional attack. +1/SL on Insight Checks.	□□□

Tier 2 Skills

Magnificent Six	<i>Passive</i>	+2 Non-elemental Damage/SL. After every 6th attack, you must reload.	□□□
Bottled Courage	<i>Passive</i>	When you enter Showdown you regain 10 shields/SL. +2/SL to all potion rolls.	□□□
Fire Cracker	<i>Augment</i>	During <i>Showdown</i> you can throw a copy of your Grenade for free.	—

Tier 3 Skills

Short Fuse	<i>Kill Skill</i>	After killing an enemy, your ranged attacks against enemies within 3 squares deal an extra 2d8 Explosive Splash Damage, for 1+MST Mod turns.	□
All Lined Up	<i>Augment</i>	During <i>Showdown</i> you gain +2 Attacks but can't target the same Enemy twice.	—

Tier 4 Skills

Faster 'n You	<i>Kill Skill</i>	After killing an enemy you gain +1 to Reload Checks/SL, and +1 to Swap Checks/SL for 1+MST Mod turns. If SL is 3 or higher you also gain Extra Attack.	□□□
Pickpocket	<i>Passive</i>	Dealing Melee Damage to an Enemy reloads your Weapon.	□
Bounty Hunter	<i>Passive</i>	During <i>Showdown</i> your Attacks are count as natural 20s if the d20 result is 20-SL or higher (before mods).	□□□
Gunslinger	<i>Augment</i>	At the start and end of <i>Showdown</i> your Weapon is instantly Reloaded.	—

Tier 5 Skills

Hell's Comin' With Me!	<i>Passive</i>	After reloading, each time you make an attack before the end of your next turn, roll a d20+3/SL, on a 20+ attack the enemy again. These extra attacks can't proc <i>Hell's Comin' With Me</i> .	□□□
High Noon	<i>Passive</i>	Each attack made during showdown deals +1 damage/SL, per attack you've made in showdown.	□□□

Tier 6 Skills

One for Each of Ya	<i>Passive</i>	While holding a Pistol, you gain a second copy until you swap weapons. Each Ranged Attack fires both pistols at a single target.	□
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The Riflewoman

Creed

Eagle Eye. During **Showdown** your Ranged Attacks gain +2 Range and Effects that Proc on weapon range, do so at +1 Range.

Tier 1 Skills

Snap Shot	<i>Passive</i>	+1 SPD. The first time you attack an enemy each turn, gain +1/SL to the Accuracy Roll.	□□□
Bona Fide Grit	<i>Kill Skill</i>	After killing an enemy, gain +1 Crit Damage/SL and 5 Health Regen/SL, for 1 + MST Mod turns.	□□□

Tier 2 Skills

Quick Shot	<i>Passive</i>	After reloading, gain +2 Ranged Damage/SL for 1 + MST Mod turns. If SL is 3 or higher also gain +1 Burst for the duration.	□□□
Unchained	<i>Passive</i>	Each time you deal Ranged Damage gain a Stack of Unchained. For every 5 Stacks you have gain +1 Extra Attack. This effect can stack 5 times/SL. All stacks are lost if you don't make a Ranged Attack on your turn.	□□□
Cycle Fire	<i>Augment</i>	Gain +1 Extra attack during Showdown , and you instantly Swap Weapons after each attack.	—

Tier 3 Skills

Fistful of Bullets	<i>Passive</i>	Increase all Magazine Sizes by 1.	□
Mysterious Stranger	<i>Augment</i>	When you use Showdown you can teleport to a point within 6 squares.	—

Tier 4 Skills

Crack Shot	<i>Passive</i>	The first ranged attack you make each encounter, or after reloading, deals an extra 1d8 damage/SL. If it kills the enemy, each adjacent enemy takes 2d8 explosive damage.	□□□
Impatience	<i>Passive</i>	After you kill an Enemy gain +2 on your next Reload Check. This effect can stack infinitely.	□
Hot Shot	<i>Passive</i>	When you deal crit hit with a non-elemental weapon, it deals an extra 1d6 Incendiary Damage/SL.	□□□
One's All I Need	<i>Augment</i>	You can only make 1 Attack during and it deals double damage Showdown . If you roll over a 20 it counts as a Natural 20.	—

Tier 5 Skills

Trick Shot	<i>Passive</i>	1/SL times per Encounter. When you roll under 8 on an attack roll you can treat the roll as an 8.	□□□
Tombstone	<i>Kill Skill</i>	After killing an enemy, each time you make an attack, roll a d20+2/SL, on a 20+ the attack gains +1 Crit.	□□□

Tier 6 Skills

The Unforgiven	<i>Passive</i>	Each time you attack an enemy during Showdown , you can deal 1d4 damage to a different enemy creature adjacent to it. At the end of showdown , all enemies who took damage explode, taking 2d8 explosive damage.	□
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Weaponised Wench

Creed

Dance Floor. During **Showdown** before and attack you can pull the Enemy 1 square closer or after the attack you can push it one square away.

Tier 1 Skills

Duck and Weave	<i>Passive</i>	When you take Melee Damage, roll 1d20+1/SL. On a 20+ you dodge the attack, and take no damage.	□□□
Pistol Whip	<i>Passive</i>	After dealing Ranged Damage, gain +2/SL Melee damage on your next Melee Attack. After dealing Melee Damage, gain +2/SL Ranged damage on your next Ranged Attack.	□□□

Tier 2 Skills

Momentum	<i>Passive</i>	After Activating <i>Showdown</i> you gain +1 SPD Mod/SL and +1 to <i>Duck and Weave</i> rolls/SL for 2 turns.	□□□
Shadowy Facade	<i>Passive</i>	When you dodge an attack with <i>Duck and Weave</i> the Attack hits another Enemy within 1 Square of you, and within range of the attack. +1 to <i>Duck and Weave</i> rolls.	□
Blindside	<i>Passive</i>	When you Damage an adjacent Enemy, roll a 20+1/SL. On an 18+ they are Dazed for 2 turns. When Dazing Badass and stronger enemy roll two d20 and take the lower one.	□□□
Round 'em Up	<i>Augment</i>	When you use <i>Showdown</i> all Enemies within 3 Squares are pulled 2 squares closer.	—

Tier 3 Skills

Slide and Dive	<i>Passive</i>	You can move through Enemy Spaces, +5 on Slide Traverse Checks.	□
Shadowy Escape	<i>Passive</i>	1+MST Mod times per day, when you dodge an attack with <i>Duck and Weave</i> you can teleport to a point within 3 squares and become Cloaked for 2 turns. Attacking will break the cloak, but will upgrade your first Hit to a Crit for that Attack. +1 to <i>Duck and Weave</i> rolls.	□
Lingering Chills	<i>Augment</i>	After you use <i>Showdown</i> Slow all Enemies within 2 squares.	—

Tier 4 Skills

CQC	<i>Passive</i>	Attacks against adjacent enemies gain +1 on ACC rolls, and +1 on DMG rolls/SL.	□□□
Bullet Time	<i>Passive</i>	You can dodge Ranged Attacks made within SL squares with <i>Duck and Weave</i> . +1 to <i>Duck and Weave</i> rolls.	□
Retaliation	<i>Passive</i>	1/SL times per Encounter, when you dodge an attack with <i>Duck and Weave</i> you gain Extra Attack.	□□□
Disorientating Haze	<i>Augment</i>	After you use <i>Showdown</i> Confuse all Enemies within 2 squares.	—

Tier 5 Skills

White Hot Brass	<i>Passive</i>	After you reload your weapon deal 1d6 Incendiary Damage/SL to all adjacent Enemies.	□□□
Nothing Personal	<i>Passive</i>	When Attacking an enemy from behind, or attacking an enemy who last targeted someone other than you, gain +2 Damage/SL and +1 on <i>Blindside</i> rolls/SL.	□□□

Tier 6 Skills

Shadowy Reality	<i>Passive</i>	You can use <i>Shadowy Escape</i> once per encounter for free. When you use it a Shadowy Clone of you appears in your previous location. +1 to <i>Duck and Weave</i> rolls.	□
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Shadow Clone Stats

Health: 5

Movement: 0 squares

Attacks(1/turn):

Ranged: 1d4/Hit, +1 ACC, 4 Square Range
(2-7= 1 Hit, 8-15= 2 Hits, 16+= 3 Hits)

Mechromancer

Class Features

Favoured Gun

Combat Rifle or Shotgun

Stat Modifiers

Accuracy +0 • Damage +1 • Speed +1 • Mastery +2

Melee Die

1d6

Skill Trees

Mechromancers have access to four trees which they can invest their skill points in.

Best Friends Forever focuses on long improving deathtrap.

Little Big Trouble focuses on improving your elemental effects, especially Shock.

Ordered Chaos focuses on raw damage at the expense of every thing else.

Transhuman Technophile focuses on cryo damage and utility

Detailed on the following pages.

Action Skill

Deathtrap

Summons a metal golem that moves and Attacks Enemies for 2 turns. The robot attacks twice each turn.

[1 Deathtrap Ability with 1 Augment Slot | 1 Core]
(MST Mod per Day + 1/Encounter)

Deathtrap Stats

Health: 30 Alloy

Movement: 5 squares

Attacks (2/turn):

Melee- Claws 2d8 Damage

Ranged- Shock pulse 3 Square Range, 2d6 Shock Damage

Action Skill Improvements

Each Skill tree has a unique *Cores* and *Special Attacks*:

Cores change Deathtrap's base stats allowing it to excel in different play styles. You can equip any 1 *Core* to Deathtrap at a time.

Special Attacks are more potent or situational moves. Deathtrap can have any 1 *Special Attack* equipped at a time. Deathtrap can preform 1 special attack per turn, in place of one of its normal attacks.

At the end of an encounter, you can change Deathtraps'; Core, Special Actions and Augmentations.

Best Friends Forever

Core

Heavy. You give Deathtrap some bulk!

Health: +15

Damage Reduction: +1d6

Deathtrap Ability

Buck Up. Deathtrap Restores an allies shields:

Range: 5 Squares

Restores: +100% shields

Tier 1 Skills

Close Enough	Passive	When you roll under 8 on an attack roll you can roll gain, taking the new roll. SL/Encounter.	□□□
Cooking up Trouble	Passive	After you reload a weapon, you gain 3/SL health regeneration, until you swap weapons or fire.	□□□

Tier 2 Skills

Overload	Augment	<i>Buck Up</i> Restores up to 100% of an allies shield, up to a maximum of 200%. The creature is then Electrocuted until its shields are reduced to 0.	—
The Better Half	Passive	After making an attack, your next SL attacks gain extra attack, but you must then reload.	□□□
Explosive Clap	Deathtrap Ability	<i>Deathtrap</i> claps it's hands together creating a shockwave. Dealing 2d8+MST Mod Explosive damage to all Enemies within 2 squares.	—

Tier 3 Skills

Super Heavy	Core	You give <i>Deathtrap</i> the body of a titan; Size: +100%, Health: +30, Damage reduction: +3d4, Melee range: +100%, Speed: -75%	—
Potent as a Pony	Passive	You and <i>Deathtrap</i> Gain 5 Health/SL.	□□□
Upshot Robot	Passive	Each time you or <i>Deathtrap</i> kill an enemy, it's Duration is increased by 1 turn and it gains +1 Melee Damage.	□
Unstoppable Force	Kill Skill	Killing an enemy grants you extra movement and regain 2 Shield/SL.	□□□
High Five	Augment	When <i>Deathtrap</i> uses <i>Explosive Clap</i> it can give you a high-five, if you are within it's melee range. If you do the shockwave deals 3d8+MST Mod Explosive damage to all Enemies within 4 squares.	—

Tier 4 Skills

Divert Power	Augment	<i>Buck Up</i> Restores up to 50% of an allies shield, and doubles the potency of any secondary effects it has, until the shield is depleted or the end of the encounter.	—
Titan Payload	Passive	When you summon <i>Deathtrap</i> , it falls from the sky making an explosion on impact. All enemies within 1 square of it take 2d8+MST Mod Explosive damage.	□
Made of Sterner Stuff	Passive	<i>Deathtrap</i> gains +1d4 Melee Damage/SL, and +1d4 Damage Resistance/SL.	□□□

Tier 5 Skills

20% Cooler	Passive	You can use your Action Skill an extra SL times per day.	□□□
Quantum Clap	Augment	When <i>Deathtrap</i> uses its <i>Explosive Clap</i> , it first pulls all enemies within 4 squares 2 squares closer to it.	—

Tier 6 Skills

Sharing is Caring	Passive	<i>Deathtrap</i> gets a copy of your shield.	□
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Little Big Trouble

Core

Insulated Battery. You give Deathtrap a new lead-based paint job.

Shock Damage Reduction: +1d12

Duration: +1 turn

Deathtrap Ability

The Stare. Deathtrap fires a laser beam and sweeps it across the battlefield:

Range: 5 Squares

Area: 3 + MST Mod squares long Line

Damage: 2d6 Incendiary Damage

Tier 1 Skills

More Pep	<i>Passive</i>	+3% Elemental Status Effect chance/SL. Doubled for Electrocute.	□□□
Myelin	<i>Passive</i>	1d4+MST Mod Shock Damage Reduction and +10 Shield capacity/SL.	□□□

Tier 2 Skills

Hyper Cannon	<i>Augment</i>	<i>The Stare</i> becomes a chest laser. Projecting in a straight line, 3 squares wide and 6 + MST Mod Squares long. Enemies in the area take 6d6 Incendiary Damage. <i>Deathtrap</i> then powers down, for 1 turn.	—
Shock Strom	<i>Passive</i>	After killing an Enemy with a Crit, a Shock rift is created that deals 2d6 Shock Damage/SL to all adjacent targets. <i>Deathtrap</i> also creates rifts when it kills an enemy.	□□□
Strength of Five Gorillas	<i>Passive</i>	You and <i>Deathtrap</i> gain +3 Melee Damage/SL.	□□□
One, Two, Boom	<i>Deathtrap Ability</i>	<i>Deathtrap</i> shoots out an orb to a point with 5 Squares. If it hits an enemy, they take 3d8 + MST Mod Shock Damage. If you shoot the Orb, it explodes dealing 3d8+MST Mod Shock Splash Damage.	—

Tier 3 Skills

Nuclear	<i>Core</i>	You give <i>Deathtrap</i> fusion reactor that'll last a lifetime. Duration: +∞ turns, Radiation Damage Reduction -1d12. When <i>Deathtrap</i> dies it explodes dealing 5d6+MST Mod Radiation Damage to all Enemies and Allies within 3 squares.	—
Electro Brun	<i>Passive</i>	After you apply an Electrocute Status to an Enemy, roll a d6 + SL. On a 6 it also gains the Burn Status.	□□□
Shock and "AAAGGGGHHH"	<i>Passive</i>	After Reloading, deal 2d6+MST Mod Shock Damage/SL to all Enemies within 1 square.	□
Evil Enchantress	<i>Kill Skill</i>	After you kill an Enemy gain +10%/SL to apply Shock, Incendiary, and Corrosive status effects, for 1+MST Mod turns.	□□□
Hyper Cube	<i>Augment</i>	<i>One, Two, Boom</i> becomes a 4th dimensional cube. If it hits an enemy, they take 2d8+MST Mod Shock Damage and 2d8 radiation Damage. If you shoot the cube, it deals 1d8+MST Mod Shock Damage and 1d8 radiation Damage to all enemies within 4 squares.	—

Tier 4 Skills

Funnelling Eyes	<i>Augment</i>	<i>The Stare</i> releases a swarm of 12 tiny eye lasers. Each deal 1d4 Incendiary Damage to an Enemy within 8 Squares. The first time an Enemy takes damage from the eyes each turn, it takes an extra MST Mod Incendiary Damage.	—
Wires Don't Talk	<i>Passive</i>	+1d4/SL to all Shock & Electrocute Damage. +2 to Interact Checks.	□□□

Tier 5 Skills

Interspersed Outburst	<i>Passive</i>	The first Ranged Attack you make during an encounter, or after not performing one for a round, deals a bonus 2 + MST Mod Slag Damage/SL.	□□□
Prism Prison	<i>Augment</i>	<i>One, Two, Boom</i> becomes a oscillate triangular pyramid. If it hits an enemy, they take 3d8+MST Mod Cryo Damage and are Frozen. If you shoot the pyramid, it explodes dealing 3d8+MST Mod Cryo Splash Damage and slows enemies.	—

Tier 6 Skills

Make it Sparkle	<i>Passive</i>	Shooting <i>Deathtrap</i> with an elemental gun, charges it with that element. Its Melee attacks deal 2 dice of damage of that element.	□
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Ordered Chaos

Core

Mobility. You graft some jump jets onto Deathtrap, grating it greater mobility:

Speed: 7 Squares, Hover

Jump Height: +1

Deathtrap Ability

Robot Rampage. Deathtrap lashes out with a flurry of attacks:

Attacks: 9

Damage: 1d4

Tier 1 Skills

Anarchy	<i>Passive</i>	After Killing an Enemy, or being forced to Reload (after rolling a 1), the Mechromancer gains 1 stack of Anarchy, up to a maximum of 5 stacks. All stacks are lost if they choose to Reload, enter <i>Fight for your Life</i> , or Die. For every stack of Anarchy you have, you gain +2 DMG and -1 ACC.	□
Smaller, Lighter, Faster	<i>Passive</i>	+3/SL to Reload Checks, -1/SL Magazine.	□□

Tier 2 Skills

Ion Blades	<i>Augment</i>	<i>Robot Rampage</i> is now a two attacks that deals 2d8 Radiation Damage and bypasses Shields on enemies with Armour or Flesh.	—
Preshrunk Cyberpunk	<i>Passive</i>	+1 Max Anarchy/SL.	□□□
Blood Soaked Shields	<i>Passive</i>	After you kill an Enemy, you gain 10 Shields/SL and lose 1 Health/SL.	□□□
Buzz Saw Slinger	<i>Deathtrap Ability</i>	<i>Deathtrap</i> shoots out a buzz saw to a point within 6 Squares. It passes through Cover and deals 2d8 Melee Damage to every Enemy it passes through.	—

Tier 3 Skills

Flight	<i>Core</i>	You give <i>Deathtrap</i> a pair of wings. Flight Speed: 7, Hover, -10 Health.	—
Annoyed Android	<i>Passive</i>	You gain +1 SPD/SL, <i>Deathtrap</i> gains +1 movement/SL.	□□□
Discord	<i>Passive</i>	Choosing to Reload no longer removes Anarchy, but triggers <i>Discord</i> . While <i>Discord</i> is active you gain +5 ACC, +1 Burst, 3 Health Regen and you lose 2 Anarchy at the end of your turn. Choosing to Reload again causes you to end <i>Discord</i>	□
Typecast Iconoclast	<i>Passive</i>	When you gain a stack of Anarchy, roll a d20+SL. On a 20+ you gain an additional stack.	□□□
Boomerang Blades	<i>Augment</i>	<i>Buzz Saw Slinger</i> deals 1d10 Melee Damage and returns to <i>Deathtrap</i> at the end of your turn, slicing through all enemies in its path.	—

Tier 4 Skills

Can Opener	<i>Augment</i>	<i>Robot Rampage</i> is now a single attack that deals 5d8 Incendiary Damage and bypasses Armour on enemies with Flesh.	—
Rational Anarchist	<i>Passive</i>	Once per day, you can start an Encounter with maximum Anarchy.	□
Death From Above	<i>Passive</i>	When you shoot an Enemy you can choose to expend 1 stack of Anarchy to create a Digi-Splosion. The attack gains splash and deals an extra 1d6 Explosive Damage/SL.	□□□

Tier 5 Skills

The Nth Degree	<i>Passive</i>	The first Hit from an Attack during an encounter ricochets up to 2/SL times hitting other Enemies	□□□
Executioner Blade	<i>Augment</i>	<i>Buzz Saw Slinger</i> +2 Crit to the first Enemy it hits but does not pass through it.	—

Tier 6 Skills

With Claws	<i>Passive</i>	While you have Anarchy you and <i>Deathtrap</i> gain +1 Extra Melee Attack per turn, and +1 Melee Damage per Anarchy Stack.	□□□
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Transhuman Techophile

Core

Water Cooling. Improve Death Traps cooling.
Incendiary/Cryo Damage Reduction: +1d8
Extra Movement and Extra Attack on first turn.

Deathtrap Ability

Frost Beam. Deathtrap shoots an entropic beam, that sucks in heat:
Range: 5 Squares
Damage: 2d8 Cryo Splash Damage. Targeted Enemy is Frozen, splashed enemies are slowed.

Tier 1 Skills

Chill Out	<i>Passive</i>	+1d4/SL to all Cryo Damage, or +2d4/SL if you are Slowed or Frozen. When performing an attack that deals Cryo damage, Roll 1d20 + MST Mod + SL. On a 20+ you become Slowed.	□□□
Popsicle Pack	<i>Passive</i>	Convert the first Hit of each non-Cryo ranged attack into Cryo damage. +2 Cryo damage/SL.	□□□
Sub Zero Cola	<i>Kill Skill</i>	When you kill an enemy, gain +10% Elemental Effect Chance/SL for 1+MST Mod turns. +1 on <i>Chill Out</i> rolls/SL.	□□□

Tier 2 Skills

Frozen Breath	<i>Augment</i>	<i>Deathtrap</i> exhales a cloud of nitrogen vapours in a 3 Square cone. Dealing 1d10+MST Mod Cryo Damage and Freezing enemies.	—
Slick	<i>Passive</i>	While Slowed or Frozen when you are hit by an attack roll a d20+SL. On a 20+ you evade the attack.	□□□
Glacial Pace	<i>Passive</i>	While Slowed or Frozen you can move +1 extra squares/SL.	□□□
Microwave Pulse	<i>Deathtrap Ability</i>	<i>Deathtrap</i> emits a flash of energy in a 2x2 Square adjacent to it. Enemies in the area take 2d10 Radiation Damage and Dazed.	—

Tier 3 Skills

Unity	<i>Core</i>	<i>Deathtrap</i> merges with you. You gain Armour <i>Alloy</i> equal to its Health +2 Extra Attacks. You can only use its Attacks.	—
Freezer Burn	<i>Passive</i>	When you damage a Freeze Enemy it takes an extra 1d4 Cryo Damage/SL.	□□□
Colourful Chaos	<i>Passive</i>	Any non-Explosive, elemental damage can proc <i>Chill Out</i> . +1 to <i>Chill Out</i> rolls.	□
Letting it Go	<i>Passive</i>	You gain +SL to Traverse Checks while Slowed or Frozen. If SL Is 3 or higher, you can move and preform a Melee or Ranged attack while Frozen.	□□□
Chilling Images	<i>Augment</i>	<i>Microwave Pulse</i> deals Cryo Damage and Freezes all Enemies.	—

Tier 4 Skills

Glacial Gaze	<i>Augment</i>	<i>Frost Beam</i> deals 4d10 Cryo Damage and Freezes the target.	—
Flash Freeze	<i>Passive</i>	The first time you are Slowed or Frozen each Encounter you instantly gain 20 Shields/SL.	□□□

Tier 5 Skills

Thermostat	<i>Passive</i>	+1 Slow and Freeze Duration/SL. When your Slow or Frozen effects ends, roll for <i>Chill Out</i> again. +1 <i>Chill Out</i> rolls/SL.	□□□
Thunder Struck	<i>Augment</i>	<i>Microwave Pulse</i> deals Shock Damage and knocks Enemies back 2 Squares.	—

Tier 6 Skills

Eye of the storm	<i>Passive</i>	While you are Slowed or Frozen a harsh wind whips around you. At the end of your turn deal 1d4 Cryo Damage to all Enemies within 2 squares and Slow them.	□
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Operative

Class information

An operative is tech junkie, always tinkering away on something at the back of the party. Don't take your eyes off them though, what ever they are working on is bound to impress.

They'll take an opportunity to show how cunning and daring they are, planting walls, creating holograms, deploy drones or launching concealed weapons.

Appearance

Tech wear is the name of the game. RGB integrated LEDs, jack ports, augmented reality and holograms.

Backgrounds

Infinite Agent

You've double crossed so many people you've forgotten who's side your on, but you have become very good at making new friends. **+3 on Speech Checks, -1 Damage.**

Tinkerer

You are a meticulous inventor. You make all your own gadgets and do your own stunts. **+1 Mastery, +1 on Interact Checks, -3 on Speech Checks.**

Sewer Rat

You are always on the run. You've become very adept at keeping low, as to avoid danger. **+3 on Sneak Checks, -2 on Insight.**

Smarty Pants

Your smart as they come. You can solve any problem, to the annoyance of others. **+3 on Insight Checks, -1 Speed.**

Hired Killer

You're here to collect bounties and chug whisky, and you are running awful dry. **+1 Damage, -2 on Search.**

Class Features

Favoured Gun

Sniper rifle or Submachine Gun

Stat Modifiers

Accuracy +1 • Damage +0 • Speed +2 • Mastery +1

Melee Die

1d6

Skill Trees

Operatives have access to four trees which they can invest their skill points in.

Under Cover focuses on long range and maintaining your shields.

Hit Man focuses on improving and maintaining your kill skills.

Double Agent focuses getting the most out of your action skills.

The Professional focuses on crit damage and utility.

Detailed on the following pages.

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Action Skills

Each Skill tree has a unique action skill, you can choose any one of them.

As you allocate skill points in your skill trees, you will gain access to Action Skill Augmentations. These subtly change the way your Action skill functions; you can have two of them active at any time.

At the end of an encounter, you can change your Action Skill Augmentations, and at the end of a day you can change your action skill.

Teched Out

Operatives often choose their own gadgets over traditional means. You can choose to equip a second action skill. If you do you are unable to throw grenades. You can activate the second Action Skills as in place of the Throw action.

Under Cover

Action Skill

Barrier

Summon a barrier; 3 squares long and 1 square tall, for 2 turns. The Barrier blocks Ranged Damage from the front and Amps Ranged Damage from behind. Amped Attacks deal an extra +2 Damage.

When you deploy the barrier, or on another turn when you walk through it, you can pick and hold the barrier carrying it with you. This reduces its size to 1 square and halves its Amp damage.

[2 Augment Slots] (MST Mod per Day + 1/Encounter)

Tier 1 Skills

Adrenaline	<i>Passive</i>	At the start of your turn, if your shields are above half, roll a d20+1/SL. On a 20+ you can activate your Action Skill for Free. If your shields are full add 2/SL instead.	□□□
Hearty Stock	<i>Passive</i>	+5 Shield Capacity/SL.	□□
Ready for Action	<i>Passive</i>	+3 Shield Recharge/SL.	□□□

Tier 2 Skills

Charged Relay	<i>Augment</i>	Allies adjacent to the <i>Barrier</i> gain Extra Move.	
Brain Freeze	<i>Passive</i>	When you deal Crit Damage roll a d20+3/SL. On a 20+ the Enemy is Slowed.	□□□
Stiff upper Lip	<i>Passive</i>	After you take Elemental Damage, you gain 1d4 Damage Reduction/SL to that Element, until you take damage from a different Element.	□□□
Ready for Action	<i>Passive</i>	At the start of your turn, if your shields are below half, gain 3 Health Regen/SL. If your shields are Depleted gain 3+MST Mod Health Regen/SL instead.	□□□

Tier 3 Skills

Nanites or Some Shite	<i>Augment</i>	Allies adjacent to the <i>Barrier</i> gain; +3 Health Regen and their Shields begin to Recharge.	
Distributed Denial	<i>Passive</i>	Your <i>Barrier</i> gains the effects of your shield. When a Vault Hunter touches the <i>Barrier</i> they gain the effects for 1 turn.	□
All-rounder	<i>Augment</i>	Your <i>Barrier</i> becomes a dome, encompassing a 3x3 square area.	

Tier 4 Skills

Retaliation	<i>Augment</i>	When the <i>Barrier</i> blocks Damage, allies adjacent to it gain +3 DMG for 1 turn.	
Really Expensive Jacket	<i>Passive</i>	Elemental Status effects only affect you for 1 turn.	□
Best Served Cold	<i>Kill Skill</i>	When you kill an enemy, it creates a Cryo Nova. Dealing 1d6+MST Mod Cryo Damage/SL to adjacent Enemies.	□□□
Futility Belt	<i>Kill Skill</i>	When you kill an enemy, converts Elemental Damage you take to Non-elemental Damage for 2 turns. +1d8 Non-elemental Damage Reduction.	□
Deterrence Field	<i>Augment</i>	Enemies that cross your <i>Barrier</i> take 2d4 Shock Damage and are staggered.	

Tier 5 Skills

Refreshment	<i>Passive</i>	When you Damage a Frozen Enemy you Regain 1d4+MST Mod Health/SL.	□□
Calm, Cool, Collected	<i>Passive</i>	When you Freeze an enemy your Shields instantly start to Recharge. If your Shields are full you gain +3 Health Regeneration. If your health is full your Actions Skill's duration is reset.	□
Nerves of Steel	<i>Passive</i>	At the start of your turn, if your shields are full, Gain +1 ACC/SL. Stacks up to 3 times. All stacks are lost when you take Damage.	□□

Tier 6 Skills

Confident Competence	<i>Passive</i>	At the start of your turn, if your shields are above half, gain +1 DMG and +1 ACC. If your shields are full gain +2 DMG and +2 ACC instead.	□□□
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Hitman

Action Skill

SNTNL

Summon a hovering drone, that can move and Attack with a pulse for 2 turns.
[2 Augment Slots] (MST Mod per Day + 1/Encounter)

SNTNL Stats

Armor: 15

Movement: 3 squares

Ranged- Pulse 1d4/Hit, +1 ACC, 4 Square Range
(**2-7**= 1 Hit, **8-15**= 2 Hits, **16+**= 3 Hits)

Tier 1 Skills

Violent Speed	<i>Kill Skill</i>	After you Kill an Enemy, gain +1 Movement/SL for 2 turns. This effect can stack twice.	□□□
Cold Bore	<i>Passive</i>	+2 to Swap Checks/SL. After Swapping gain +1d4 Cryo Damage/SL on your next Ranged Attack.	□□□
Violent Momentum	<i>Passive</i>	+2 on Traverse Checks/SL. If SL is 3 or higher, add your Movement to your Range Damage.	□□□

Tier 2 Skills

Winter's Drone	<i>Augment</i>	SNTNL's pulse deals Cryo damage and has a +30% Elemental Effect Chance.	
Cool Hands	<i>Kill Skill</i>	+1/SL to Reload Checks. After you kill an enemy gain +1/SL to Reload Checks for 2 turns. This effect can stack twice.	□□□
Drone Delivery	<i>Passive</i>	When you summon your SNTNL it throws a copy of your Grenade.	□
Salvation	<i>Kill Skill</i>	After you kill an enemy, you gain 1d4/SL Health Regeneration.	□□□

Tier 3 Skills

Bad Dose	<i>Augment</i>	SNTNL gains an Irradiated Attack. Enemies hit are Dazed. You gain +1 Movement for 1 round, per Dazed Enemy. <i>Ranged - Irradiated</i> 1d4 Radiation/Hit, 4 Square Range (2-7= 1 Hit, 8-15 = 1 Hit Splash, 16+ = 2 Hits Splash)	
Seein' Red	<i>Passive</i>	Activating an Action Skill activates all your Kill Skills. +1 SL to all Kill Skills†.	□
Static Field	<i>Augment</i>	SNTNL gains a Shock Attack. You regain Shield equal to the Damage Dealt. <i>Ranged - Shock</i> 1d4 Shock/Hit, 4 Square Range (2-7= 1 Hit, 8-15 = 1 Hit Splash, 16+ = 2 Hits Splash)	

Tier 4 Skills

Boomsday	<i>Augment</i>	SNTNL gains a missile Attack. <i>Ranged - Missile</i> 1d6 Explosive/Hit, 5 Square Range (2-7= 1 Hit, 8-15 = 2 Hits, 16+ = 3 Hits)	
Violent Violence	<i>Kill Skill</i>	After you Kill an Enemy, gain +2 Range Damage/SL for 2 turns. This effect can stack twice.	□□□
Playing Dirty	<i>Kill Skill</i>	After you Kill an Enemy, your next 2 Attacks within the next 2 turns, gain +1 Burst/SL.	□□□
Almighty Ordnance	<i>Augment</i>	SNTNL bombards a point within 5 Squares, dealing 3d6 Explosive Damage to enemies within 2 Squares of the point. Once per Activation.	

Tier 5 Skills

Good Misfortune	<i>Kill Skill</i>	After you kill an Enemy, roll 1d20 + 1/SL for each of your active Action Skills. On a 18+ you Increase that Action Skill's Duration by 1. Each time you Successfully use this skill, raise its required value by 5 for the remainder of that Action Skill's Duration.	□□
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Tier 6 Skills

Death Follows Close	<i>Passive</i>	+2 SL to all Kill Skills†. +2 to Kill Skill Duration.	□
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† SL granted this way grants also increases the Skills Soft and Hard Caps by the same value.

Double Agent

Action Skill

Digi-Clone

Summon a stationary clone, Attacks the closest enemy for 2 turns. The Clone has a copy of your Shield. Once per turn, you can expend 1 movement to swap places with your clone.

[2 Augment Slots] (MST Mod per Day + 1/Encounter)

Clone Stats

Health: 5

Movement: 0 squares

Ranged: 1d4/Hit, +1 ACC, 4 Square Range

(**2-7**= 1 Hit, **8-15**= 2 Hits, **16+**= 3 Hits)

Tier 1 Skills

Synchronicity	<i>Passive</i>	+1 Ranged Damage/SL, per Active Action Skill.	□□□
Praemunitus	<i>Passive</i>	You and your Clone gains +1 Mag Size/SL.	□□
Borrowed Time	<i>Passive</i>	When you activate an Action Skill, roll d20 + 1/SL per active Action Skill. On a 20+ gain +1 Action Skill Duration to all active Skills.	□□□

Tier 2 Skills

Winter's Drone	<i>Augment</i>	When you swap to your <i>Digi-Clone</i> you create a Cryo Nova on both of you. Dealing 1d6+MST Mod Cryo Damage to Enemies within 1 square.	
Donnybrook	<i>Kill Skill</i>	After you Kill an Enemy, your <i>Digi-Clone</i> gains +2 Health Regeneration/SL and +1 Ranged Damage/SL for 2 turns. This effect can stack twice.	□□□
Fractal Frags	<i>Passive</i>	When you summon your <i>Digi-Clone</i> it throws a copy of your Grenade.	□
Duct Tape Mod	<i>Passive</i>	You become Immune to your own Splash Damage. The first Ranged Attack you make after Reloading shoots a Grenade. SL times per Encounter.	□□□

Tier 3 Skills

Schadenfreude	<i>Augment</i>	When your <i>Digi-Clone</i> takes Health Damage, you regain that much Shield.	
Quick Breather	<i>Passive</i>	After swapping with your clone, your shields immediately begin to recharge, and your clone regains 5 health.	□
Which One's Real?	<i>Augment</i>	Your <i>Digi-Clone</i> is summoned, when you Swap places, it Taunts Enemies within 2 squares, for 1 turn.	

Tier 4 Skills

Doppelbanger	<i>Augment</i>	You can detonate your <i>Digi-Clone</i> . It deals 1d8 Explosive Damage to all Enemies within 2 squares for each turn of Duration remaining.	
Pocket Full of Grenades	<i>Kill Skill</i>	After killing an enemy you gain grenade regeneration for 2 turns. When you gain this effect, and at the start of your turn roll d20+SL. On a 20+ gain 1 Grenade. This Effect stacks twice.	□□
Old-U	<i>Passive</i>	You can Activate <i>Digi-Clone</i> , while in <i>Fight for Your Life</i> . Doing so Revives you with full Health, but immediately ends <i>Digi-Clone's</i> Duration.	□
Supersonic Man	<i>Passive</i>	You gain +1 Movement/SL for each active Action Skill.	□□
Digital Distribution	<i>Augment</i>	You gain 1d12 Damage Resistance while your <i>Digi-Clone</i> is Active. It takes any Damage you Resist in this way.	

Tier 5 Skills

Like A Ghost	<i>Passive</i>	When you or your <i>Digi-Clone</i> take Ranged Damage, roll d20. On a 20+ you ignore the attack. After Activating an Action Skill you add SL to this roll for 2 turns.	□□
Boom. Enhance.	<i>Passive</i>	When you summon your <i>Digi-Clone</i> it consumes up to 3 Grenades. Your <i>Digi-Clone</i> gains +1 Ranged Damage, +10 Health, and +1 Duration, per Grenade.	□
Trick of the Light	<i>Passive</i>	Attacks deal +1d4 Cryo Damage/SL when Attacking an enemy who is not targeting you. <i>SNTNL</i> Always gains this bonus.	□□

Tier 6 Skills

Double Barrel	<i>Passive</i>	Your <i>Digi-Clone</i> gains a copy of your Gun.	□□□
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The Professional

Action Skill

MNTIS You switch on your shoulder cannon, which stays on for 2 turns. Once per turn, you can fire it at an enemy (no action required).

[2 Augment Slots] (MST Mod per Day + 1/Encounter)

MNTIS Stats

Ranged 1d12 Shock/Hit, +1 ACC, 6 Square Range
(2-7= 1 Hit, 8-15= 2 Hits, 16+= 2 Hits 1 Crit)

Tier 1 Skills

Man of Focus	<i>Passive</i>	After you use your Action Skill, gain +1 ACC Mod/SL for 2 turns.	□□□
Renegade	<i>Passive</i>	After you deal Critical Damage, you gain +3 Health Regeneration/SL, for 1+MST Mod turns.	□□
Déjà Vu	<i>Passive</i>	When you kill an Enemy with Crit Damage, roll 1d20+2/SL. On an 18+ Reload your Weapon.	□□□

Tier 2 Skills

Colder Shoulder	<i>Augment</i>	MNTIS deals Cryo Damage. The Operative gains +20% Cryo Elemental Effect Chance.	
Headman's Hand	<i>Kill Skill</i>	After you kill an Enemy, gain +2 Crit Damage/SL, for 2 turns. This effect can stack twice.	□□□
Renegade	<i>Passive</i>	+2 on Speech Checks/SL. If SL is 2 or higher, add your Movement to your Ranged Accuracy.	□□
Commitment	<i>Passive</i>	After you kill an Enemy, gain +2 Damage/SL, for 2 turns. This effect can stack twice.	□□□

Tier 3 Skills

Wet Work	<i>Augment</i>	Enemies killed by MNTIS explode Dealing 2d6 Incendiary Splash Damage and then leave an Incendiary Puddle .	
Fugitive	<i>Passive</i>	Gain Extra Movement, +2 to Traverse Checks.	□
Brain Drain	<i>Augment</i>	After you kill an Enemy with Critical Damage, MNTIS's next use is Free.	

Tier 4 Skills

No Way Out	<i>Augment</i>	Enemies hit by MNTIS take an extra 1d12 Damage and are pulled 2 squares in a straight line towards the Operative.	
Domino Effect	<i>Passive</i>	After the Operative deals Critical Damage, they gain +1/SL to Reload Checks. Double this bonus if the crit was scored with MNTIS.	□□□
The Art of War	<i>Passive</i>	After you Activate an Action Skill, your next Ranged Attack gains +3 Damage/SL. This effect can stack twice.	□□□

Tier 5 Skills

Sheer Will	<i>Passive</i>	+1 Action Skill use per Day/SL. If SL is 2 or higher, the first time you kill an Enemy with Crit Damage each Encounter, you can use your Action Skill for free.	□□
Eraser	<i>Passive</i>	2/SL times per day, when you deal Crit Damage, you shot pierces through the target, to another colinear Enemy within the weapons maximum range. It takes the same damage as the previous Enemy.	□□
Proliferation	<i>Augment</i>	MNTIS gains +1 duration, and after each attack it gains +1d6 Damage for the rest of the duration.	

Tier 6 Skills

Our Man Flynt	<i>Passive</i>	While ADS your attacks gain +1 Crit and always apply their Elemental Status Effects.	□
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Class Features

Favoured Gun

Shotgun or Submachine Gun

Stat Modifiers

Accuracy +1 • Damage +2 • Speed +1 • Mastery +0

Melee Die

1d12

Skill Trees

Psychos have access to the following four trees which they can invest their skill points in.

Bloodlust focuses on dealing and maintaining damage.

Mania focuses on melee damage and taking damage.

Hellborn focuses on incendiary damage and setting yourself on fire.

CARNAGE focuses on Explosive damage and damaging yourself.

Action Skills

Each Skill tree has a unique action skill, you can choose any one of them.

As you allocate skill points in your skill trees, you will gain access to Action Skill Augmentations. These subtly change the way your Action skill functions; you can have two of them active at any time.

At the end of an encounter, you can change your Action Skill Augmentations, and at the end of a day you can change your action skill.

Bloodlust

BloodLust. After you deal damage gain 1 stack. At the start of your turn, if you didn't take any damage, lose half of your stacks of Bloodlust (rounded down, minimum of one). You can have a maximum of 10 stacks.

Action Skill

Adrenaline Rush

The Psycho's sends a shot of adrenaline through their veins for 2 turns. The Psycho; adds their SPD to movement, instead of SPD Mod, adds their SPD Mod to their Accuracy Roll, Damage rolls, and Search check rolls to find hidden enemies.

[2 Augment Slots] (MST Mod per Day + 1/Encounter)

Tier 1 Skills

Blood Twitch	<i>Kill Skill</i>	After you kill an Enemy, gain a bonus on Swap checks for 1+MST Mod turns. The bonus equal to 2/SL + <i>Bloodlust</i> .	□□□
Bleeding Edge	<i>Passive</i>	Each time you take health damage, gain 1/SL stack(s) of <i>Bloodlust</i> .	□□
Blood-Filled Guns	<i>Passive</i>	After you reload your weapon, gain a bonus to its Mag size equal to 1/SL + <i>Bloodlust</i> .	□□□

Tier 2 Skills

Blood Drive	<i>Augment</i>	The first time you Kill an Enemy each turn, during <i>Adrenaline Rush</i> gain a healing Orb. Each Orb moves 3 squares/turn to a chosen ally and grants 2d4 Health.	
Taste of Blood	<i>Passive</i>	While your Action Skill is active, gain a number of d4s of damage reduction equal to 1/SL + <i>Bloodlust</i> . Kills made during your action skill grant an extra 1/SL stacks of <i>Bloodlust</i> .	□□□
Bloody Revival	<i>Passive</i>	While in Fight For Your Life, gain DMG Mod equal to your <i>Bloodlust</i> Stack.	□
Blood Overdrive	<i>Passive</i>	After you kill an Enemy with a Ranged Attack, gain a bonus to Melee Damage for 1+MST Mod turns. The bonus equals 2/SL + 2x <i>Bloodlust</i> .	□□□

Tier 3 Skills

Blood Surge	<i>Augment</i>	During <i>Adrenaline Rush</i> , you gain 10 Health Regen.	
Blood Bath	<i>Kill Skill</i>	After you kill an Enemy with a Grenade or Splash Damage, gain a bonus to Ranged Damage for 1+MST Mod turns. The bonus equals 2/SL + 2x <i>Bloodlust</i> .	□□□
Fuel the Blood	<i>Passive</i>	After you kill an Enemy with a Melee Attack, gain a bonus to Grenade Damage for 1+MST Mod turns. The bonus equals 2/SL + 2x <i>Bloodlust</i> .	□□□
Blood Hazard	<i>Augment</i>	After you take damage during <i>Adrenaline Rush</i> , you spawn a corrosive pool where you stand that lasts for 2 turns. If there is already a pool, refresh its duration and it spreads to an adjacent square. You are immune to these pools.	

Tier 4 Skills

Blood Shot Eyes	<i>Augment</i>	During <i>Adrenaline Rush</i> , you gain +1 Crit on attacks of 16+.	
Blood Trance	<i>Passive</i>	When you activate your action skill, Increase its duration by an amount equal to your <i>Bloodlust</i> , minimum of 1/SL.	□□□
Boiling Blood	<i>Passive</i>	You can go 1/SL turns without damage, before you start losing <i>Bloodlust</i> . +2 to Insight checks.	□□□

Tier 5 Skills

Nervous Blood	<i>Kill Skill</i>	After you kill an Enemy, gain a bonus on Reload checks for 1+MST Mod turns. The bonus equal to 2/SL + <i>Bloodlust</i> .	□□□
Syphon Blood	<i>Passive</i>	While your Action Skill is active, regain a number of d4s of health equal to 1/SL + <i>Bloodlust</i>	□□□

Tier 6 Skills

Bloodsplosion	<i>Passive</i>	5 + MST Mod times per day, when you kill an Enemy, they explode dealing damage equal to the overkill damage + <i>Bloodlust</i> to all adjacent Enemies. The damage type of the explosion matches the overkill damage (Explosive if none).	□
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Mania

Action Skill

Buzz Axe Rampage

They Psycho puts away their guns, gains Extra Movement, and takes out the Buzz Axe for 2 turns. Each turn, Psycho can make a Melee Attack against an adjacent target, and a Ranged Attack as they throw their Axe up to 4 squares away. Each Attack does 3d8 Damage. If Psycho kills an Enemy, they regain 2d4 Health.
[2 Augment Slots] (MST Mod per Day + 1/Encounter)

Tier 1 Skills

Empty the Rage	<i>Passive</i>	+2 Melee Damage/SL. While your shields are depleted, gain an extra 1 + MST Mod Melee Damage.	□□□
Feed the Meat	<i>Passive</i>	Gain 10 + MST Mod Health/SL. +1 Shield Delay. +2 on Traverse Checks.	□□□

Tier 2 Skills

Grind the Cartilage	<i>Augment</i>	Attach explosives to your Buzz Axe, dealing 3d6+MST Mod Explosive Splash Damage for all Buzz Axe Attacks.	
Embrace the Pain	<i>Passive</i>	While your shields are depleted, gain +1 Burst/SL. +1 Shield Delay/SL.	□□□
Fuel the Rampage	<i>Passive</i>	When you take health damage for the first during an encounter, you can activate your action skill for free. Gain +1 DMG Mod/SL while your shields are depleted, or +2 DMG Mod/SL while your Health is below half.	□□□

Tier 3 Skills

Fan the Flames	<i>Augment</i>	Your Buzz axe becomes white hot. During <i>Buzz Axe Rampage</i> each attack causes sparks to fly to all enemies adjacent to the target, dealing 1d6 incendiary damage, and has a 25% chance to ignite them.	
Thrill of the Kill	<i>Passive</i>	After Killing an Enemy, regain 1d4+MST Mod Health/SL. The health regained can't be higher than the excess damage you dealt.	□□□
Challenge the Crown	<i>Passive</i>	The first time you kill a Badass or stronger enemy each encounter. You gain +30 health, +3 melee damage, and +3 movement, until the end of the encounter. If you are killed, or put into fight for your life, your killer instantly becomes a Badass or stronger!	□
Fortify the Flesh	<i>Passive</i>	For each SL, increase the Feed the Meat skill by 1. -10 Shield Capacity/SL, +1d4 Damage Reduction/SL.	□□□
Scatter the Scars	<i>Augment</i>	During <i>Buzz Axe Rampage</i> you can make 3 attacks instead of 2. The first two deal 2d8 damage, and the 3rd deals 5d8.	

Tier 4 Skills

Redeem the soul	<i>Passive</i>	Take 2d12 Damage to grant an ally within 3 squares 2d10+DMG Mod Health, 1 + MST Mod times per day. If they are in Fight For Your Life, they gain 20+DMG Mod Health instead.	□□□
Salt the wound	<i>Passive</i>	Once per turn, when you take health damage, gain 1 DMG Mod/SL. This effect stacks up to 5 times. All stacks are lost at the end of your turn.	□□□
Fell the Mountain	<i>Augment</i>	Once per turn, during <i>Buzz Axe Rampage</i> in place of two attacks you can perform one drastic swing, dealing 4d10 Damage, and shattering the ground in a 3 square long line. Enemies within the area take 2d8 Explosive Splash damage.	

Tier 5 Skills

Silence the Voices	<i>Passive</i>	Gain +3/SL Melee Damage. When you make a Melee Attack, on a roll of a 1-3 (before Mods), you hit yourself.	□□□
End the Noise	<i>Passive</i>	At the end of your turn, while your Action Skill is active, you can end it early and regain 2d12 + MST Mod Health, per turn reaming.	□□□

Tier 6 Skills

Release the Beast	<i>Passive</i>	If your shields are depleted when activating <i>Buzz Axe Rampage</i> , gain +50 Health, +3 Attacks per turn, and 5 + MST Mod Damage for the duration of <i>Buzz Axe Rampage</i> .	□
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Hellborn

Action Skill

Immanent Inferno

The Psycho sets themselves on fire for 2 turns. For the duration you gain 1d4 + MST Mod Incendiary Damage reduction, and can throw a fire ball as a Ranged attack. It has a range of 4 Squares and deals 3d6 Incendiary Splash Damage.

[2 Augment Slots] (MST Mod per Day + 1/Encounter)

Tier 1 Skills

Burn, Baby, Burn	Passive	+1d4/SL to all Incendiary Damage, or +2d4/SL if you are ignited. When performing an attack that deals Incendiary damage, Roll 1d20 + 1/SL. On a 20+ you ignite yourself, gaining the Burning Condition.	□□□
Flickering Flames	Passive	Convert the first SL Hits of each non-Incendiary ranged attack into Incendiary damage. +2 Incendiary damage/SL.	□□
Fuel the Fire	Passive	When you Kill an enemy, gain +5% Elemental Effect chance/SL for 1+MST Mod turns. +1 on <i>Burn, Baby, Burn</i> rolls/SL.	□□□

Tier 2 Skills

Frostfire Freezerburn	Augment	<i>Immanent Inferno</i> deals Cryo and Incendiary damage, freezes its target, and slows splashed Enemies.	
Numbed Nerves	Passive	1d4 + MST Mod/SL Damage reduction, while ignited.	□□□
Pain is Power	Passive	+1 DMG Mod/SL, or +2 DMG Mod/SL if you are ignited. Reduce all Crits to Hits for non-Favoured Guns.	□□□

Tier 3 Skills

Blasting Burn	Augment	<i>Immanent Inferno</i> , Splashes to targets within 2 squares.	
Elemental Elation	Passive	Each time you deal Incendiary Damage, gain a stack of <i>Elation</i> , to a maximum of 10. You lose 1 stack at the start of your turns, unless you are ignited. Gain a bonus on Reload Checks equal to 1/SL + <i>Elation</i> . While you have 10 Stacks gain +1 Extra Attack.	□□□
Delusional Damage	Passive	Any non-Explosive, elemental damage can proc <i>Burn, Baby, Burn</i> . +1 to <i>Burn, Baby Burn</i> rolls.	□
Fire Fiend	Passive	Your melee attacks can proc <i>Burn, Baby, Burn</i> . +1 ACC/SL while ignited.	□□□
Dragon's Damnation	Augment	<i>Immanent Inferno</i> is instead a 3 Square cone attack. 5 squares with <i>Blasting Burn</i> .	

Tier 4 Skills

Napalm Nightmares	Augment	<i>Immanent Inferno</i> deals Corrosive and Incendiary damage. Enemies hit becomes frightened of you and run away.	
Flame Flare	Passive	+1 Burn Duration. When an enemy stop burning, roll 1d20+2/SL. On a 15+ the enemy starts burning again.	□□□
Breakneck Burn	Passive	+1 SPD/SL while ignited. Once ignited, the last 2/SL squares you occupied become Incendiary Elemental puddles.	□□□
Conjure Catclysm	Augment	You can expend multiple charges of <i>Immanent Inferno</i> to increase its damage by 2 dice, per charge. If you expend at least 3 charges increase its damage to 2d8/per charge.	

Tier 5 Skills

Elemental Empathy	Passive	Each time you deal Burn damage, regain 1d4+MST Mod health/SL.	□□□
Righteous Redemption	Passive	Once per day, when you are your health reaches 0 you instantly regain 5d10+DMG health. If you are ignited when you are reduced to 0 hit points, you also release a fire nova, that deals 2d6 Explosive Damage and 2d6 Incendiary Damage to adjacent enemies.	□
Enduring Inferno	Augment	If you were already ignited when you activate <i>Immanent Inferno</i> extends the duration by 1 + MST Mod turns.	

Tier 6 Skills

Raving Retribution	Passive	At the end of turn, while you are ignited, you shoot out an orb of fire that deals 3d8 splash Incendiary damage to an enemy within 4 squares.	□
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CARNAGE

Action Skill

Light the Fuse

They Psycho puts away their guns, gains Extra Movement, Extra Ranged Attack and takes out a bundle of 6 TNT sticks for 2 turns. The Psycho throw these sticks up to 4 squares away. Each Attack does 1d6 Explosive Damage with Splash. At the end of the duration, or in place of throwing a stick, the Psycho detonates the remaining bundle, dealing 1d6 Explosive Damage per stick, to each adjacent enemy, and half as much to each other enemy within 2 squares.

[2 Augment Slots] (MST Mod per Day + 1/Encounter)

Tier 1 Skills

Blast Propulsion	<i>Passive</i>	After dealing Splash Damage, you gain +1 Movement/SL, for 1 + MST Mod turns.	□□□
Pull the Pin	<i>Passive</i>	When you die, you drop a free grenade. If you kill an enemy with it, you get double XP.	□
Rocket Man	<i>Passive</i>	You gain 1d4 Splash Damage Reduction/SL. When you take damage from your own explosions, you can choose to be knocked back instead of rolling. If you do this you get knocked back twice as far.	□□□

Tier 2 Skills

Value Pack	<i>Augment</i>	You gain +2 sticks of TNT, per use of <i>Light the Fuse</i> . +1 use of <i>Light the Fuse</i> per Day.	—
Snort the Gunpowder	<i>Passive</i>	You gain +1 DMG/SL against enemies adjacent to you, this bonus is doubled for weapons that deal Splash Damage.	□□□
Shrapnel Shell	<i>Passive</i>	Your Health is halved. At the start of each Encounter gain Armour Alloy equal to your Health. While you have Armour, gain 1d4 Damage Reduction.	□
Jet Fuel	<i>Passive</i>	After you deal Splash Damage to yourself, you gain +1 Movement/SL, for 1 + MST Mod turns. When you deal Splash damage roll 1d20 + SL, on a 20+ the splash damage becomes critical, and suffers no damage reduction.	□□□

Tier 3 Skills

Thermite Thantasy	<i>Augment</i>	Your TNT burns through armour and flesh. It's Damage is converted to Incendiary and Corrosive.	—
Atom Smasher	<i>Passive</i>	For each square you've moved this turn gain +1 Splash Damage/SL. For every 10 squares you've moved this turn, increase Splash Range by 1.	□□□
Last Laugh	<i>Passive</i>	You can use <i>Light the Fuse</i> , when you would enter <i>Fight For Your Life</i> . +1 Fight For Your Life duration and gain extra movement while using <i>Light the Fuse</i> in <i>Fight For Your Life</i> .	□
Strip the Flesh	<i>Passive</i>	+1d6/SL to all Explosive Damage. +2 to Interact Checks. +1 Fight For Your Life duration if SL is at 3.	□□□
No-more Nails	<i>Augment</i>	Your TNT sticks to targets and surfaces and don't explode until <i>Light the Fuse</i> ends. Damage increases to 1d8. Enemies hit are slowed.	—

Tier 4 Skills

Static Scramble	<i>Augment</i>	Your TNT wrecks electrics. It's Damage is converted to Shock and enemies who take damage, have to reload their weapons before they can attack again.	
MIRV Mother	<i>Passive</i>	The first time your grenades explode, roll 1d20 + 2/SL. On a 20+ the grenades explodes again.	□□□
Torgue Sponsored	<i>Passive</i>	+1 Burst/SL with Torgue weapons.	□□□
Bouncing bombs	<i>Augment</i>	Your TNT becomes rubberized, after being thrown and not hitting a creature it bounces, covering the same distance again if possible. When it bounces it deals 1d4 Explosive Splash Damage.	

Tier 5 Skills

Gravity Crunch	<i>Passive</i>	When make an attack that deals splash damage, roll 1d20. On a 18+ all enemies within 2xSL squares are pulled SL squares closer.	□□□
World Splitter	<i>Passive</i>	Attacks that deal Splash Damage, Splash out an Additional time at half the previous splash damage.	□
Fat Boy	<i>Augment</i>	You swap your TNT for a single dirty bomb. It deals 6d12 Radiation Splash Damage.	

Tier 6 Skills

War Head	<i>Passive</i>	When you deal Explosive Damage, the main target of the attack also takes Splash damage.	□
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Siren Lineage

Siren's are drastically different from one another, dependant mostly on which siren they descend from.

You can choose from [α] Alpha, [β] Beta, [γ] Gamma, [δ] Delta, [ϵ] Epsilon, or [ζ] Zeta

Attuned Element

Each Siren Starts more attuned to one Element than another.

Action Skill Improvements

Each Skill tree has a unique Action Skill; you can choose any one of them. As you allocate skill points in your skill trees, you will gain access to new Action Skill variants.

At the end of an encounter, you can change your Action Skill, Action Skill Augmentations, and Attuned Element.

Alpha Lineage Class Features

Favoured Gun

Submachine gun or Sniper Rifle

Stat Modifiers

Accuracy +1 • Damage +1 • Speed +2 • Mastery +0

Starting Element

Incendiary

Melee Die

1d8

Skill Trees

Alpha Siren's have access to four trees which they can invest their skill points in.

Assassin focuses on Speed and finesse.

Control focuses on Dazing and locking down Enemies.

Elemental focuses on Elemental effects.

Conservation focuses on Defence.

Beta Lineage Class Features

Favoured Gun

Submachine gun or Sniper Rifle

Stat Modifiers

Accuracy +0 • Damage +1 • Speed +1 • Mastery +2

Starting Element

Cryo

Melee Die

1d6

Skill Trees

Beta Siren's have access to four trees which they can invest their skill points in.

Motion focuses on Controlling the battlefield.

Harmony focuses on Healing.

Cataclysm focuses on Elemental Effects.

Discipline focuses on Crit Damage.

Gamma Lineage Class Features

Favoured Gun

Submachine gun or Shotgun

Stat Modifiers

Accuracy +0 • Damage +2 • Speed +1 • Mastery +1

Starting Element

Shock

Melee Die

1d10

Skill Trees

Gamma Siren's have access to four trees which they can invest their skill points in.

Brawl focuses on Melee Combat and survivability.

Mystical Assault focuses on maximising the potential of your Action Skills.

Fist of the Elements focuses on Elemental Damage

Enlightened Force focuses on utility.

Epsilon Lineage Class Features

(Phaseleach)

Favoured Gun

Submachine gun or Sniper Rifle

Stat Modifiers

Accuracy +1 • Damage +1 • Speed +2 • Mastery +0

Starting Element

Incendiary

Melee Die

1d8

Skill Trees

Epsilon Siren's have access to four trees which they can invest their skill points in.

1st focuses on .

2nd focuses on

3rd focuses on

4th focuses on

Delta Lineage Class Features

(Phaseshift)

Favoured Gun

Submachine gun or Sniper Rifle

Stat Modifiers

Accuracy +1 • Damage +1 • Speed +2 • Mastery +0

Starting Element

Incendiary

Melee Die

1d8

Skill Trees

Delta Siren's have access to four trees which they can invest their skill points in.

1st focuses on .

2nd focuses on

3rd focuses on

4th focuses on

Zeta Lineage Class Features

(Something New)

Favoured Gun

Submachine gun or Sniper Rifle

Stat Modifiers

Accuracy +1 • Damage +1 • Speed +2 • Mastery +0

Starting Element

Incendiary

Melee Die

1d8

Skill Trees

Zeta Siren's have access to four trees which they can invest their skill points in.

1st focuses on .

2nd focuses on

3rd focuses on

4th focuses on

Alpha - Assassin

Action Skill

Phasewalk

You become Cloaked and gain Extra Movement for 2 turns. When Activated and Deactivated, create a Phase Blast that deals 2d6 Attuned Elemental Damage to adjacent Enemies.

While Phasewalking you can't use your weapons. Performing a Melee Attack will End Phasewalk Instantly and grants +2 Melee Damage die to the Attack.

[1 Augment Slot] (MST Mod per Day + 1/Encounter)

Tier 1 Skills

Slayer	<i>Passive</i>	+2 Crit Damage/SL.	□□□
Silent Resolve	<i>Passive</i>	After your action skill ends, gain +1d4 Damage Resistance/SL for 1 turn.	□□□

Tier 2 Skills

Enforcer	<i>Kill Skill</i>	After you kill an enemy gain +2 Ranged Damage with Pistols, Combat Rifles, Submachine Guns, & Sniper Rifles, for 1+MST Mod turns.	□□□
Hit and Run	<i>Passive</i>	+2 Melee Damage/SL. If SL is 3 or higher gain +1 Action Skill Duration.	□□□
Slick Step	<i>Element</i>	Converts your Attuned Element to Corrosive.	—

Tier 3 Skills

Void Step	<i>Action Skill</i>	During <i>Phasewalk</i> instead of moving, you teleport to a point within 8 squares. You can do this once, whenever you would take your Movement or Extra Movement. Each time you teleport you can also take one ally with you.	—
High Velocity	<i>Passive</i>	+1 Weapon Range/SL and +1 Damage/SL with Pistols, Combat Rifles, Submachine Guns, & Sniper Rifles.	□□□
Phase Strike	<i>Passive</i>	While in <i>Phasewalk</i> replace all your Melee Damage Die with Crit Die.	□
Black Out	<i>Passive</i>	When you kill an enemy with Action Skill Damage, you can Activate your action skill for Free. You can benefit this skill 1/SL times per Day and only once per Encounter.	□□□
Dust off	<i>Augment</i>	After damaging an Enemy with your Action Skill, regain 1d4+MST Mod Health per Enemy.	—

Tier 4 Skills

Crescendo	<i>Action Skill</i>	<i>Phasewalk's</i> Phase Blast deals 3d6 Attuned Elemental Damage to Enemies within 2 Squares, but only works on Activation.	—
Pistol Whip	<i>Passive</i>	After dealing Melee Damage, you can Instantly Reload a Pistol, Combat Rifle, Submachine Gun, or Sniper Rifle. SL/Encounter.	□□□
Diminuendo	<i>Action Skill</i>	<i>Phasewalk's</i> Phase Blast deals 3d6 Attuned Elemental Damage to Enemies within 2 Squares, but only works on Deactivation.	—

Tier 5 Skills

Marathon	<i>Passive</i>	+2 Traverse Checks/SL and +1 Movement/SL while Action Skill is active. If SL is 3 or higher gain +1 Action Skill Duration.	□□□
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Tier 6 Skills

Shattering Strike	<i>Passive</i>	While in <i>Phasewalk</i> your Melee attacks gain Splash.	□
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Alpha - Control

Action Skill

Phasewarp

You reach into reality, and begin moving around creatures like your pawns for 2 turns. Once per turn, while activate, you can take one enemy within 6 squares and teleport it to a different location. Then create a Phase Blast Centred on it, that deals 2d6 Attuned Elemental Damage to adjacent Enemies.

[1 Augment Slot] (MST Mod per Day + 1/Encounter)

Tier 1 Skills

Diva	<i>Passive</i>	Gain +5 Shield Capacity/SL.	□□□
Striking	<i>Passive</i>	When you Damage an Enemy with a Melee Attack, roll a 20+1/SL. On an 18+ they are Dazed for 2 turns. When Dazing Badass and stronger enemy roll two d20 and take the lower one.	□□□

Tier 2 Skills

Inner Glow	<i>Passive</i>	When you activate your Action Skill, gain 1d4+MST Mod Health Regeneration/SL for the duration. If SL is 3 or higher gain +1 Action Skill Duration.	□□□
Dramatic Entrance	<i>Passive</i>	When you Damage an Enemy with your action skill, you can attempt to Daze them, making a <i>Striking</i> roll. +1 to <i>Striking</i> rolls/SL.	□□□
Static Stride	<i>Element</i>	Converts your Attuned Element to Shock.	—

Tier 3 Skills

Reinforcements	<i>Action Skill</i>	When you use <i>Phasewarp</i> you can take one ally within 6 squares and teleport it to a different location. Then create a Healing Nova on them, that restores 2d4 Health and Shields to adjacent allies.	—
Hard to Get	<i>Passive</i>	You gain 1/SL additional uses of your Action Skill each day.	□□□
Dazed and Confused	<i>Passive</i>	When you Daze a creature, it is also Confused for the same duration.	□
Girl Power	<i>Passive</i>	After you kill an enemy, gain 1d4+MST Mod Shield Regeneration/SL for 1+MST Mod turns	□□□
Flashy	<i>Augment</i>	When you activate your Action Skill create an Nova that deals 1d6 Attuned Elemental Damage to all Enemies within 1 Square of you.	—

Tier 4 Skills

Swap Souls	<i>Action Skill</i>	When you use <i>Phasewarp</i> you can take one ally and one enemy, each within 4 squares of you, and swap their locations. Then create a Phase Blast Centred on one of them.	—
Mind Games	<i>Passive</i>	When you deal Cirt Damage an Enemy with a Ranged Attack, you can attempt to Daze them, making a <i>Striking</i> roll. +1 to <i>Striking</i> rolls/SL.	□□□

Tier 5 Skills

Head Cracker	<i>Passive</i>	When you Daze or Confuse an enemy they take 1d4 Damage/SL.	□□□
Set the Stage	<i>Augment</i>	Your Action Skill pulls in all Enemies within 2 squares, 1 square closer.	—

Tier 6 Skills

Pandemonium	<i>Passive</i>	Each time an enemy you Confused, attacks another enemy, you can attempt to Daze them making a <i>Striking</i> roll.	□
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Alpha - Elemental

Action Skill

Phaseraise

You summon an ephemeral spiderant that moves and Attacks Enemies for 2 turns.
[1 Augment Slot] (MST Mod per Day + 1/Encounter)

Tier 1 Skills

Quick Silver	<i>Passive</i>	+2 on Speech Checks/SL. +1 Burst.	□□□
Spark	<i>Passive</i>	+5% Elemental Effect Chance/SL, +10%+MST Mod Elemental weapon find chance.	□□□

Tier 2 Skills

Resilience	<i>Passive</i>	+1d6 Non-Shock Elemental Damage Reduction/SL.	□□□
Radiance	<i>Passive</i>	While your Action Skill is active you deal 1d4 Shock Damage/SL, to each enemy within 1 Square. If SL is 3 or higher gain +1 Action Skill Duration.	□□□
Bewilder	<i>Augment</i>	Enemies damaged by Action Skill become Confused.	—

Tier 3 Skills

Machine Spirit	<i>Action Skill</i>	<i>Phaseraise</i> summons a mechanical Spiderant; It has the <i>Alloy</i> tag instead of <i>Bio</i> , +1d4 Damage Reduction, and 5 speed but can't hover.	—
Venom	<i>Passive</i>	Your Melee Attacks deal an extra 1d4 Corrosive and Radiation damage/SL.	□□□
Fire Hawk	<i>Kill Skill</i>	After you kill an enemy, you deal 3d6 Incendiary damage to each Enemy within 1 Square, for 1+MST Mod turns.	□
Intuition	<i>Kill Skill</i>	After you kill an enemy, gain +1 Movement/SL and Extra Move for 1+MST Mod turns.	□□□
Ephemeral Wings	<i>Augment</i>	After you use your Action Skill, summon an Ephemeral Wing for 2 turns.	—

Tier 4 Skills

Matter over Mind	<i>Action Skill</i>	<i>Phaseraise</i> summons a living Spiderant; It has health instead of shield, and deals 1d8 damage on a hit, and 5 speed but can't hover.	—
Wildfire	<i>Passive</i>	When you apply Burn to an Enemy, roll 1d20+2/SL. On a 15+ and adjacent Enemy gains burn. This effect can Chain.	□□□

Tier 5 Skills

Frightful	<i>Action Skill</i>	<i>Phaseraise</i> summons a Badass Spiderant; It has twice as much Shields, Extra Attack, Extra Movement, but it's duration is half as long (rounded down, minimum 1 turn).	—
Combust	<i>Passive</i>	When you deal Incendiary damage to a Burning Enemy, maximise the Burn damage it takes from Elemental Damage Die this turn, instead of rolling.	□
Fire Light	<i>Passive</i>	Convert the first 1/SL hits you make with Non-Incendiary weapons to Incendiary damage. Incendiary Weapons treat any damage roll of 1/SL or lower, as 1+1/SL.	□□□

Tier 6 Skills

Phoenix	<i>Passive</i>	While <i>Fire Hawk</i> is active you gain Extra Movement and can fly, and deal 5+MST Mod extra Incendiary damage.	□
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Ephemeral Spiderant Stats

Shields: 30 *Bio*

Damage Reduction 1d6 Attuned Element

Movement: 4 squares, hover

Attacks (2/turn):

Melee - Claws 1d6 Attuned Element Damage
(2-7 = 2 Hits, 8-15 = 3 Hits, 16+ = 3 Hits, 1 Crit DMG)

Ephemeral Wing

Shields 15 *Bio*

Movement 5 fly

Attacks (1/turn):

Melee 1d4 Attuned Element Damage, ACC+1
(2-7 = Hit, 8-15 = 1 Hit +1, 16+ = 1 Hit +2)

Alpha - Conservation

Action Skill

Phasecrash

You attune to the powers of space and gravity. Once per turn, you can pull down a meteor from the heavens on a point within 6 squares (no action required). Each Enemy within 1 square of the point takes 3d6 Attuned Elemental Damage.

[1 Augment Slot] (MST Mod per Day + 1/Encounter)

Tier 1 Skills

Refresh	<i>Passive</i>	Gain +5 Shield Recharge/SL.	□□□
Hot Blooded	<i>Passive</i>	Gain +10 Health/SL. If SL is 3 or higher, gain +MST Mod Health Regen.	□□□

Tier 2 Skills

Stone Skin	<i>Passive</i>	While your Shields are Depleted you gain 1d6 damage resistance and 1d6 Attuned Element Damage Resistance/SL.	□□□
Unstoppable	<i>Passive</i>	Your Melee attacks gain +1 Knockback/SL. If SL is 3 or higher gain MST Mod Melee Damage.	□□□
Blasting Leap	<i>Element</i>	Converts your Attuned Element to Explosive.	—

Tier 3 Skills

Shooting Stars	<i>Action Skill</i>	<i>Phasecrash</i> summons 2 meteors. Each deals 3d6 Attuned Elemental Splash Damage to an Enemy within 6 squares. Can't target the same enemy multiple times.	—
Iron Will	<i>Passive</i>	Gain 10 Armour/SL with the <i>Alloy</i> Tag. If SL is 3 or higher, gain +5 Armour Regen.	□□□
Immaculate Stature	<i>Passive</i>	While your Health is above half gain +2 Movement, while your Armour is above half gain +1 DMG Mod, and while your Shields are above half gain +1 Burst.	□
Focus	<i>Passive</i>	+2 Non-Splash Range and Action Skill Damage/SL, -2 Splash and AoE Action Skill Damage/SL.	□□□
Mystic Step	<i>Augment</i>	After you use your Action Skill, you can teleport to an ally or Enemy within 8 squares.	—

Tier 4 Skills

Meteor Swarm	<i>Action Skill</i>	<i>Phasecrash</i> summons 5 meteors. Each deal 3d6 Attuned Elemental Damage to an Enemy within 6 squares. Can't target the same enemy multiple times.	□
Blood, Iron and Plasma	<i>Kill Skill</i>	After you kill an Enemy gain 5+MST Mod Health Regen/SL for 1+MST Mod turns. If your Health is full restore armour, and If your armour is full restore shields.	□□□

Tier 5 Skills

Spear of God	<i>Action Skill</i>	<i>Phasecrash</i> summons 1 spear. It deals 6d6 Attuned Elemental Damage to an Enemy within 6 squares.	—
Steady	<i>Passive</i>	Instead of your Movement or Extra Movement, you can cause regain Shields equal to your Recharge.	□□□

Tier 6 Skills

Flawless Stature	<i>Passive</i>	While your Health is full gain Extra Movement, while your Armour is full add your MST Mod to your DMG Mod, and while your Shields are full gain Extra Attack.	□
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Beta - Motion

Action Skill

Phaselock

The Siren locks an enemy, within 6 squares, in a sphere of energy, preventing the Enemy from taking actions for 2 turns. If an Enemy cannot be Phaselocked, they instead take 3d6 Attuned Elemental Damage per turn.
[1 Augment Slot] (MST Mod per Day + 1/Encounter)

Tier 1 Skills

Ward	<i>Passive</i>	Gain +5 Shield Capacity/SL.	□□□
Accelerate	<i>Passive</i>	Gain +2 Ranged Weapon Damage/SL. If SL is 3 or higher Gain +1 Weapon Range.	□□□

Tier 2 Skills

Suspension	<i>Passive</i>	+1 Action Skill Duration/SL.	□□□
Kinetic Reflection	<i>Kill Skill</i>	After you kill an enemy you gain Mirror for 1+MST Mod turns. While you have Mirror you gain 1d4 Ranged Damage Reduction/SL, and enemies take 2d4 Damage/SL +MST Mod when they deal damage to you with ranged attacks.	□□□
Wait your turn	<i>Augment</i>	Your Action Skill Staggers all adjacent Enemies.	—

Tier 3 Skills

Omit Record	<i>Action Skill</i>	<i>Phaselock</i> removes the Enemy from the Encounter for the Duration. +1 Action Skill Duration.	—
Fleet	<i>Passive</i>	While your Shields are depleted, you gain +2 Movement/SL.	□□□
Converge	<i>Passive</i>	When you use your Action Skill, Enemies within 3 squares are pulled 1 square closer. Enemies pulled adjacent to the source take 1d6 Damage.	□
Inertia	<i>Kill Skill</i>	After you kill an enemy you gain +1 to Reload Checks/SL and +1d4 Shield Regeneration/SL for 1+MST Mod turns.	□□□
Energise	<i>Augment</i>	At the end of your Action Skill, regain 1d8+MST Mod Health. If it ends early regain 2d8 Health per turn remaining.	—

Tier 4 Skills

Planetarium	<i>Action Skill</i>	<i>Phaselock</i> locks up to three enemies; one within 1-2 Squares, one within 3-4 squares, and one within 5-6 squares of you.	—
Quicken	<i>Passive</i>	+1/SL uses of your Action Skill per Day.	□□□

Tier 5 Skills

Ancinet Seal	<i>Action Skill</i>	<i>Phaselock</i> can target Badass or Stronger Enemies. When you do, it's duration is half as long (rounded down, minimum 1 turn).	—
Sub-Sequence	<i>Passive</i>	1/SL times per Encounter, you can redirect your Action Skill, choosing a new target or moving a Phaselocked one, and activating any Start of Action Skill effects.	□□□

Tier 6 Skills

Thoughtlock	<i>Passive</i>	When you Phaselock an Enemy, you can instead choose to Mind Control them for the normal Duration +1 turn.	□
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Beta - Harmony

Action Skill

Phaseblock

The Siren summons a spherical barrier at point within 6 squares for 2 turns. The barrier protects a 3x3 square area, from all external Ranged and Splash Damage. (MST Mod per Day + 1/Encounter)
[1 Augment Slot] (MST Mod per Day + 1/Encounter)

Tier 1 Skills

Mind's Eye	<i>Passive</i>	+1 Crit Damage/SL, +2 Melee Damage/SL.	□□□
Sweet Release	<i>Passive</i>	Once per Activation, after killing an Enemy with, or within, your Action Skill, gain 1 healing Orb/SL. Each Orb moves 3 squares/turn to a chosen ally and restores 1d4 Health/SL.	□□□

Tier 2 Skills

Restoration	<i>Passive</i>	Gain 6+MST Mod Health and the ability to target allies with Ranged Attacks to heal 1d4 Damage per Hit/SL and 1d6 Health per Crit/SL.	□□□
Wreck	<i>Passive</i>	While your Action Skill is active, gain Extra Movement and +2 Ranged Damage/SL.	□□□
Eridian Touch	<i>Element</i>	Converts your Attuned Element to Slag.	—

Tier 3 Skills

Floor is Lava	<i>Action Skill</i>	<i>Phaseblock</i> covers the area with Elemental Pools. You and your Allies are immune to them.	—
Elated	<i>Passive</i>	While your Action Skill is active, all Vault Hunters gain 10+MST Mod Health Regen/SL.	□□□
Res	<i>Passive</i>	When you use your Action Skill Revive all allies within 1 square of the target.	□
Recompense	<i>Passive</i>	When you take Damage roll 1d20+SL. On a 15+ the Enemy takes the same Damage.	□□□
Tug on the Strings	<i>Augment</i>	Your Action Skill pulls in all Enemies within 2 squares, 1 square closer.	—

Tier 4 Skills

Hall of Mirrors	<i>Action Skill</i>	<i>Phaseblock</i> 's barrier reduces incoming Ranged and Splash Damage by half. Outgoing Ranged attacks gain +1 Burst and +5 Crit Damage.	—
Sustenance	<i>Passive</i>	2/SL + MST Mod Health Regen.	□□□

Tier 5 Skills

Thunder Dome	<i>Action Skill</i>	<i>Phaseblock</i> covers a 5x5 Area. No one, other than you, can enter or exit.	—
Life Tap	<i>Passive</i>	After you kill an Enemy gain, regain 1d6 Health/SL.	□□□

Tier 6 Skills

Scorn	<i>Passive</i>	Instead of a regular Melee Attack, throw an Orb of Slag. The Orb deals 3d6 Splash Slag damage and Slags all damaged Enemies.	□
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Beta - Cataclysm

Action Skill

Phasebomb

The Siren hurls a ball of condensed energy at a point within 5 squares, that emits energy for 2 turns. Each Enemy, within 2 squares of the Orb takes 2d6 Attuned Elemental Damage each turn.
[1 Augment Slot] (MST Mod per Day + 1/Encounter)

Tier 1 Skills

Flicker	<i>Passive</i>	+5% Elemental Effect Chance/SL, +10%+MST Mod Elemental weapon find chance.	□□□
Foresight	<i>Passive</i>	+1 Mag Size and +1 on Reload Checks/SL with all weapons.	□□□

Tier 2 Skills

Immolate	<i>Passive</i>	+2 Incendiary Damage/SL. While in <i>Fight for your Life</i> each hit deals +1d4 Incendiary Damage/SL.	□□□
Helios	<i>Passive</i>	When you use your Action Skill create an Explosion dealing 1d8 Incendiary Damage/SL to all Enemies within 2 squares.	□□□
Flickering Fist	<i>Element</i>	Converts your Attuned Element to Incendiary.	—

Tier 3 Skills

Super Nova	Action Skill	<i>Phasebomb</i> affects enemies within 3 Squares.	—
Chain Reaction	<i>Passive</i>	While your Action Skill is active, each time you make a Ranged Attack roll 1d20+SL. On a 15+ the attack gains Splash.	□□□
Cloud Kill	<i>Passive</i>	First time shooting an Enemy during an Encounter, a cloud of Radiation forms in a 3x3 square around them, dealing 3d6+MST Mod Radiation Damage to each Enemy in the area.	□
Backdraft	<i>Passive</i>	When your Shield is Depleted for the first time each Encounter, deal 2d6 Incendiary Damage/SL to all enemies within 2 Squares.	□□□
Universal Lock	Augment	Enemies Damaged by your Action Skill are Phaselocked for 2 turns or until they take damage. <i>Phaselock</i> : Adjacent Enemies are Phaselocked, <i>Phaseblock</i> : Contained Enemies are Phaselocked, and <i>Phasesnap</i> : Confused Enemies are Phaselocked.	—

Tier 4 Skills

Dark Star	Action Skill	<i>Phasebomb</i> deals 3d8 Damage, but only affects adjacent Enemies.	—
Reaper	<i>Passive</i>	When you hit an Enemy with a Ranged Attack add +1 Crit die/SL if it is undamaged.	□□□

Tier 5 Skills

Black Hole	Action Skill	<i>Phasebomb</i> Enemies within 3 squares are pulled 1 square closer at the start of their turn and have their movement halved.	—
Blight Phoenix	<i>Passive</i>	After you kill an enemy, you deal 1d6 Corrosive damage/SL to each Enemy within 1 Square, for 1+MST Mod turns.	□□□

Tier 6 Skills

Ruin	<i>Passive</i>	Enemies Damaged by your Action Skill receive ALL Elemental Status Effects (Burn, Electrocute, Melt, Slow, Irradiated, Slagged).	□
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Beta - Discipline

Action Skill

Phasesnap

The Siren creates a bubble at a point, within 6 squares, that explodes with a wail, confusing all Enemies within 2 squares for 2 turns. If an Enemy cannot be Confused, they instead take 1d6 Attuned Elemental Damage per turn.

[1 Augment Slot] (MST Mod per Day + 1/Encounter)

Tier 1 Skills

Recoil Control	<i>Passive</i>	+1 Crit Damage/SL. After you Deal Crit Damage, you can knock yourself back 1 Square.	□□□
My Happy Place	<i>Passive</i>	While no enemies are within 3 Squares of you, gain +3/SL Health Regen.	□□□

Tier 2 Skills

Out of Sight out of Mind	<i>Passive</i>	+2 Crit Damage/SL against Enemies more than 3 Squares away.	□□□
Universal Sight	<i>Passive</i>	+1 Action Skill Range/SL, +2 Action Skill Damage/SL.	□□□
Voltic Strike	<i>Element</i>	Converts your Attuned Element to Shock.	—

Tier 3 Skills

Siren's Song	<i>Action Skill</i>	<i>Phasesnap</i> staggers enemies and puts them to sleep for the duration, or until they take damage.	—
Pure Instinct	<i>Kill Skill</i>	After you kill an Enemy, you and adjacent regain 5+MST Mod Shields/SL for 1+MST Mod turns.	□□□
Thread the Needle of Fate	<i>Passive</i>	1+MST Mod times per Day, when you kill an enemy with Crit Damage you can Activate your Action Skill for Free.	□
Line up my Sights	<i>Passive</i>	After you kill an Enemy without dealing Crit Damage, gain +2 Crit Damage/SL on your next attack that deals Crit Damage. This effect can Stack 3 times.	□□□
Phaseskip	<i>Augment</i>	After you activate your Action Skill, you can teleport to a point within 4 squares.	—

Tier 4 Skills

Personal Space	<i>Kill Skill</i>	After you kill an Enemy, gain +1/SL on Reload and Swap Checks for 1+MST Mod turns. Double this bonus if no Enemies are within 3 Squares.	□□□
Phade	<i>Augment</i>	After you activate your Action Skill, you become Cloaked for 2 turns. Preforming any Attack will break the cloak but will upgrade the first Hit to a Crit for that Attack.	—

Tier 5 Skills

Static Snap	<i>Action Skill</i>	<i>Phasesnap</i> instead grants 10 Shield Regeneration to adjacent allies.	—
Overseer's Eye	<i>Passive</i>	Your Critical Hits deal your Attuned Element Damage and always apply its Elemental Status effect.	□
Brush it off	<i>Passive</i>	You are Immune to the Status effect of your Attuned Element, and reduce the duration of others to 1 turn.	□

Tier 6 Skills

Cycle of Violence	<i>Passive</i>	When you kill an Enemy with Crit Damage while your Action Skill is active, gain +2 Crit Damage for the duration. Once per turn, when you kill an Enemy with Crit Damage gain, gain +1 Action Skill Duration.	□
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Gamma - Brawl

Action Skill

Phaseslam

The Siren leaps into the air then slams down, dealing 3d6 Attuned Elemental Damage to adjacent Enemies.
[1 Augment Slot] (MST Mod per Day + 1/Encounter)

Tier 1 Skills

Root to Rise	Passive	+10 Health + MST Mod/SL.	□□□
Personal Space	Passive	If Range is 2 or less gain +2 Ranged Damage/SL.	□□
Clarity	Passive	Gain +1 Health Regeneration/SL. While Action Skill is active double this.	□□□

Tier 2 Skills

Arms Deal	Passive	+2 Splash Damage/SL, and +1d4 Splash Damage Reduction/SL.	□□□
Samsara	Passive	Each time you Damage an Enemy with your Action Skill, regain Health 1d4/SL.	□□
Helping Hand(s)	Passive	While your Action Skill is Active, gain +1d6 Damage Reduction/SL.	□□□
Blight Tiger	Element	Converts your Attuned Element to Corrosion.	—

Tier 3 Skills

Fracture	Action Skill	Phaseslam creates a line 4 squares long and 2 squares wide.	—
Mindfulness	Passive	While Health is Damaged gain +5 Shield Recharge/SL, if your Health is below Half gain +10 Shield Recharge/SL and Extra Move.	□□
Find Your Center	Passive	After you use your Action Skill gain +1 Melee Die and +1 Melee Range for 1+MST Mod turns.	□
Vigor	Kill Skill	After you kill an Enemy all Vault Hunters gain +2 Movement/SL for 1+MST Mod turns.	□□
Revelation	Augment	When you activate your Action Skill create an Nova that deals 1d6 Damage to all Enemies within 2 Squares.	—

Tier 4 Skills

Downfall	Action Skill	When you leap as part of Phaseslam you shoot a laser at an Enemy within 6 squares, dealing 4d6 Attuned Elemental Damage. Phaseslam deals -1d6 damage.	—
One with Nature	Passive	+5 Health/SL and +1d6 Elemental Damage Reduction/SL.	□□□

Tier 5 Skills

Do unto Others	Passive	Once per turn, summon an Orb that deals 1d6 Attuned Element Damage to an Enemy within 3 Squares.	□
Jab Cross	Passive	After you deal Melee Damage, your next Action Skill deals +1d6 Damage/SL.	□□□
Guardian Angel	Passive	Once per Day, when you would enter <i>Fight for your Life</i> immediately revive, regain half of your Health and release a Nova that deals 2d6 Attuned Element Damage to all Enemies within 2 Squares.	□
Glamour	Augment	Enemies damaged by Action Skill become Confused. Phasegrasp enemies adjacent to the grasped target are Confused.	—

Tier 6 Skills

Blitz	Passive	Once per turn, you can make a Blitz Melee Attack. It has +2 Melee Range, and +2d6 of Attuned Element Damage. As you make the attack you teleport to your target. If the target is killed by the attack, gain +1 Extra Melee Attack and you can use Blitz again.	□
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Gamma - Mystical Assault

Action Skill

Phasecast

The Sire sends forward an Astral Projection of themselves in a line 9 square long. Dealing 3d6 Attuned Elemental Damage to everything in its path.

[1 Augment Slot] (MST Mod per Day + 1/Encounter)

After putting at least 1 skill point into this tree, you are able to generate stacks of **Rush**, which many skills scale with. You can have a maximum of 3 stacks. All stacks are consumed when you use your Action Skill. 1 Stack is lost if you don't gain any stacks on your turn.

Tier 1 Skills

Do Harm	<i>Kill Skill</i>	After you kill an enemy gain 1 <i>Rush</i> . When you activate your Action Skill, gain +1 Action Skill Damage/SL per stack of <i>Rush</i> for 1+MST Mod turns.	□□□
Fast Hand(s)	<i>Passive</i>	+1 on Reload and Swap checks/SL.	□□
Violent Tapestry	<i>Passive</i>	After you apply an Elemental Effect gain 1 <i>Rush</i> . When you activate your Action Skill, gain +1% Elemental Effect Chance/SL per stack of <i>Rush</i> for 1+MST Mod turns.	□□□

Tier 2 Skills

Alacrity	<i>Passive</i>	+1 on Reload Checks/SL. When you activate your Action Skill, gain +1 on Reload Checks per stack of <i>Rush</i> for 1+MST Mod turns.	□□□
Transcend	<i>Passive</i>	When you activate your Action Skill, gain +1 on Ranged attacks, and +1 Crit Damage/SL for 1+MST Mod turns.	□□
Restless	<i>Passive</i>	+1/SL uses of your Action Skill per Day.	□□□
Soul Sap	<i>Augment</i>	After damaging an Enemy with your Action Skill, regain 1d4+MST Mod Health per Enemy.	—

Tier 3 Skills

Deliverance	<i>Action Skill</i>	<i>Phasecast</i> deals -1d6 Damage. Each Enemy damaged releases a homing orb. Each Orb moves 3 squares/turn to a chosen Enemy and 1d4 Attuned Elemental Damage.	—
Ascendant	<i>Passive</i>	Increase the potency of All your action skill Augments: Soul Sap : +1d4 Healing per Enemy. Allure : +pulls enemies within 3 squares. Glamour +1 confusion Duration. Stillness of Mind Enemies remain Phaselocked for +1 turn or until the end of their next turn when Damaged. Revelation +1 Nova Range. Expedite -2 kill requirement.	□
Stillness of Mind	<i>Augment</i>	Enemies damaged by your Action Skill are Phaselocked for 2 turns, or until they take Damage. <i>Phasegrasp</i> enemies adjacent to the grasped target are phaselocked, until they take damage.	—

Tier 4 Skills

Reverberation	<i>Action Skill</i>	<i>Phasecast</i> deals -1d6 Damage, but deals +2 Damage to an Enemy for each Enemy its already hit.	—
From Rest	<i>Passive</i>	Gain +1 Burst/SL.	□□
Laid Bare	<i>Passive</i>	Enemies Damaged by your Action Skill are <i>Laid Bare</i> for 2 turns. A <i>Laid Bare</i> Enemy takes +1 Damage/SL from all sources.	□□
Wrath	<i>Passive</i>	+1 Gun Damage/SL. When you activate your Action Skill, gain +1 Gun Damage per stack of <i>Rush</i> for 1+MST Mod turns.	□□

Tier 5 Skills

Remnant	<i>Passive</i>	After you kill an enemy, release a homing orb. Each Orb moves 3 squares/turn to a chosen Enemy and 1d4 Attuned Elemental Damage/SL.	□□
Awakening	<i>Passive</i>	+1/SL Max <i>Rush</i> Stacks.	□□
Tandava	<i>Action Skill</i>	<i>Phasecast</i> instead shoots out an orb at a point within 6 squares, that explodes, dealing 3d6 Attuned Elemental Damage to each adjacent enemy.	—

Tier 6 Skills

Avatar	<i>Passive</i>	After using your Action Skill, you can activate it again for free. +3 Max <i>Rush</i> Stacks. If you kill an Enemy with your Action Skill, regain half your <i>Rush</i> .	□
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Gamma - Fist of Elements

Action Skill

Phasegrasp

The Siren holds an enemy, within 6 squares, in a clenched fist, preventing the Enemy from taking actions for 2 turns. If an Enemy cannot be Phaselocked, they instead take 3d6 Attuned Element Damage per turn.
[1 Augment Slot] (MST Mod per Day + 1/Encounter)

Tier 1 Skills

Anima	<i>Passive</i>	+2 Elemental Status Effect Damage/SL. If SL is 3 or higher +1 Elemental Status Effect Duration.	□□□
Steady Hand(s)	<i>Passive</i>	+1/SL on Ranged Attacks rolls.	□□
Infusion	<i>Passive</i>	The first SL hits of each Ranged attack are converted to the Damage type of your Attuned Element.	□□□

Tier 2 Skills

Tempest	<i>Passive</i>	+1 Elemental Damage/SL. +1 Shock Damage/SL.	□□□
Illuminated Fist	<i>Passive</i>	Gain +1d6 Melee Damage. Your Melee attacks deal the damage of your Attuned Element.	□
Wildfire	<i>Passive</i>	When you apply an Elemental Status, roll 1d20+1/SL. On a 18+ an adjacent Enemy is also affected.	□□□
Soul Fire	<i>Element</i>	Converts your Attuned Element to Incendiary.	—

Tier 3 Skills

The Eternal Fist	<i>Action Skill</i>	<i>Phasegrasp</i> : Each time a <i>grasped</i> enemy is killed, <i>Phasegrasp</i> another Enemy within 2 squares. The Duration is unchanged.	—
Dread	<i>Passive</i>	After a <i>grasped</i> enemy is killed, gain +2 DMG Mod for 2 turns. Each time a Vault Hunter kills a <i>grasped</i> enemy they instantly reload their weapon.	□
Allure	<i>Augment</i>	Your Action Skill pulls in all Enemies within 2 squares, 1 square closer.	—

Tier 4 Skills

Indiscriminate	<i>Passive</i>	After you hit an Enemy with a Ranged Attack, roll 1d20+2/SL. On a 15+ deal 1 Hit of Damage to another Enemy within 2 squares.	□
Deep Well	<i>Passive</i>	+1 Mag Size on Elemental Weapons.	□
Catharsis	<i>Passive</i>	Once per turn, when you kill an Enemy that had an elemental status effect, they explode. Dealing 1 die of Elemental Damage/SL to adjacent Enemies.	□□
Ties that Bind	<i>Action Skill</i>	<i>Phasegrasp</i> all adjacent enemies are Chained. When a Chained Enemy takes Damage all other Chained Enemies take 1d4 Attuned Element Damage.	—

Tier 5 Skills

Fist Over Matter	<i>Action Skill</i>	<i>Phasegrasp</i> Arms summon out of the ground and deal 1d6 Attuned Element Damage to adjacent Enemies, each turn.	—
Sustainment	<i>Passive</i>	After you deal Elemental Damage with a Ranged Attack, regain 1d4+MST Mod Health/SL.	□□□
Conflux	<i>Passive</i>	When you apply an Elemental Status, roll 1d20+1/SL. On a 18+ it also randomly gains electrocute, burn, or melt.	□□□

Tier 6 Skills

Forceful Expression	<i>Passive</i>	Your Ranged Weapon Attacks deal +1 Hit. This hit deals your Attuned Element Damage.	□
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Gamma - Enlightened Force

Action Skill

Phaseflare

The Siren summons an orb of Elemental Energy that floats in place for 2 turns. The Orb can move 5 squares/turn and deals 1d6 Attuned Elemental Splash Damage to adjacent Enemies.

You can punch the orb as a Melee Attack, shooting it at an Enemy within 5 squares. The enemy takes Attuned Elemental Damage equal to your Melee Damage.

[1 Augment Slot] (MST Mod per Day + 1/Encounter)

Tier 1 Skills

Trust In Yourself	Passive	When your Shield is Depleted gain +1 on Reload and Swap Checks/SL for 1+MST Mod turns. If your Shield was Depleted by a Melee Attack, double these bonuses.	□□□
No Mistakes In Nature	Passive	After you inflict an Elemental Status Effect, gain +2 Melee Damage/SL for 2 turns.	□□□
Heavy Rain	Passive	+1 Splash Damage/SL, +1 Weapon Range.	□□□

Tier 2 Skills

Glow Up	Action Skill	<i>Phaseflare</i> instead grants 10 Health Regeneration to adjacent allies. Punching the orb to an ally in <i>Fight for your Life</i> revives them.	—
Go With The Flow	Passive	When you Freeze an Enemy gain +1 Ranged Damage/SL and Extra Movement for 2 turns.	□□
Unweave the Rainbow	Passive	You deal Melee or Splash damage to Frozen Enemies they take an extra 1d4 Attuned Element Damage/SL.	□□
Ebb and Flow	Passive	When you kill an Enemy with a Melee Attack, you regain 1d4+MST Mod Health/SL.	□□
Cold Hearted	Element	Converts your Attuned Element to Cryo.	—

Tier 3 Skills

Shooting Star	Action Skill	<i>Phaseflare</i> deals 1d4 Attuned Elemental Splash Damage to adjacent Enemies, and at the end of your turn, fires a bolt at the last enemy you damaged, dealing 1d4 Attuned Elemental Damage.	—
Combo Breaker	Passive	After you kill an Enemy with a Melee Attack, roll 1d20. On a 18+ you can use your Action Skill for Free.	□
Expedite	Augment	After you Kill 5 or more Enemies with your Action Skill, you can use it again for free.	—

Tier 4 Skills

Joyfull Freedom	Passive	After you use your Action Skill, gain +2 Melee Damage/SL for 2 turns.	□□□
Burn Both Ends	Passive	After you use your Action Skill, Taunt all Enemies within 2 Squares/SL. Gain +1 DMG Mod per Enemy Taunted for 1 turn.	□□□

Tier 5 Skills

Light Fantastic	Action Skill	<i>Phaseflare</i> deals 1d4 Attuned Elemental Splash Damage to adjacent Enemies. Each time you kill an enemy, <i>Phaseflare</i> deals an extra 1d4 damage until the end of your turn.	—
Body and Mind	Kill Skill	After you kill an Enemy, your Melee Attacks deal Splash damage and you gain +1 Splash Damage/SL for 1+MST Mod turns.	□□
Free The Soul	Passive	Once per turn, when you kill a Frozen Enemy it explodes in a Cryo Nova. Dealing 2d6+MST Mod Cryo Damage to adjacent Enemies.	□
Atman	Passive	+2 Action Skill Damage/SL.	□□□

Tier 6 Skills

Clear The Mind	Kill Skill	After you kill an Enemy, you ignore Elemental Damage Resistance for 1+MST Mod turns.	□
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Soldier

Class Features

Favoured Gun

Pistol or Combat Rifle

Stat Modifiers

Accuracy +1 • Damage +0 • Speed +1 • Mastery +2

Melee Die

1d8

Skill Trees

Soldier have access to four trees which they can invest their skill points in.

Medic focuses on healing allies.

Infantry focuses on improving your Damage.

Support focuses on improving your Battle Station.

Supply Route focuses on maximising your resources.

At the end of an encounter, you can change your action skill, and Action Skill Augmentations.

Action Skill

Deploy Battle Station

You deploy a battle station, in an adjacent square that persists for 2 turns. It gains different effects based on its Support Points.

[2 Support Point | 1 Augment Slot Each]
(MST Mod per Day + 1/Encounter)

Battle Station Stats

Health: 30 Alloy

Movement: 0 square

Actions (2/turn):

Support Point A

Support Point B

At the end of an Encounter you can change your Support Points, and Action Skill Augments.

Medic

Support Points

Healing Beacon

Your *Battle Station* can mend your allies wounds. Allies within 2 squares gain 5+MST Mod Health Regeneration.

Tier 1 Skills

Fitness	<i>Passive</i>	+10 Health/SL. +1 on Traverse Checks/SL.	□□□
Emergency Response	<i>Passive</i>	Your <i>Support Points</i> grants and additional 5 Healing Regeneration, Shield Recharge, and Armour/SL.	□□□

Tier 2 Skills

Chemotherapy	<i>Augment</i>	Enemies within 2 squares of your <i>Healing Beacon</i> take 2d10 Radiation Damage, each turn.	—
Overload	<i>Passive</i>	+1 on Reload Checks/SL, +1 Mag size, +1 on Interact Checks/SL.	□□□
Cauterise	<i>Passive</i>	You can target allies with your Ranged Attacks to heal them. They regain 2 Health/SL per Hit and 6 Health/SL per Crit. Splash damage heals for half as much.	□□□
Containment Launcher	<i>Support Point</i>	Your <i>Battle Station</i> gains a Net Launcher. Each turn it targets an enemy within 4 squares and locks them that enemy in a net. The Enemy can't take actions while in the Net, except to take an action to free itself. If an Enemy cannot be Phaselocked, they instead take 2d8 Damage.	—

Tier 3 Skills

Wide Reach	<i>Augment</i>	Your <i>Healing Beacon</i> heals allies within 3 squares.	—
After Care	<i>Passive</i>	When you Revive an ally they regain an extra 10+MST Mod Health/SL.	□□□
Clear!	<i>Passive</i>	When you deploy your <i>Battle Station</i> , each ally within 2 squares in <i>Fight for your Life</i> are revived, and each Enemy takes 1d10+MST Mod Shock Damage.	□
Grit	<i>Passive</i>	Gain +1d6 Non-elemental Damage Resistance/SL.	□□□
Artic Fisher	<i>Augment</i>	Enemies trapped by your <i>Containment Launcher</i> are Frozen. Otherwise they take cold damage and are Slowed.	—

Tier 4 Skills

Laser Surgery	<i>Augment</i>	Instead of granting Health regeneration to adjacent allies, once per turn, the <i>Healing Beacon</i> shoots a healing laser and an ally within 6 squares, resorting 3x its Health Regen value.	—
Wartime Protections	<i>Passive</i>	Your <i>Battle Station</i> is immune to Ranged and Splash Damage, while it hasn't dealt Damage.	□
Stat	<i>Kill Skill</i>	After you kill an enemy, you and adjacent allies gain 1d4+MST Mod Health Regeneration/SL for 1+MST Mod turns	□□□
Barbed Netting	<i>Augment</i>	Enemies trapped by your <i>Containment Launcher</i> take 2d8 damage when they escape.	—

Tier 5 Skills

Healer's Hands	<i>Passive</i>	For each SL, increase <i>Emergency Response</i> and <i>After Care</i> by 1.	□□
We need a Bigger Net	<i>Augment</i>	Your <i>Containment Launcher</i> can target a wider area. Capturing Large Enemies, or up to 4 enemies within a 2x2 square.	—

Tier 6 Skills

Time of Need	<i>Passive</i>	When you deploy your <i>Battle Station</i> , each ally within 2 squares regains 50 Health, and their shields begin to recharge.	□
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Infantry

Support Point

Scorpion Turret

Your Battle Station is equipped with a Turret.

Ranged - Assault 1d4/Hit, +0 ACC, 4 Square Range

(**2-7** = 3 Hits, **8-15** = 4 Hits, **16+** = 5 Hits)

Tier 1 Skills

Sentry	<i>Passive</i>	<i>Scorpion Turret</i> gains +1 ACC/SL and +1 DMG Mod/SL.	□□□
Impact	<i>Passive</i>	+1 Ranged Damage/SL. +1 on Talk Checks/SL.	□□□

Tier 2 Skills

Stinger Rounds	<i>Augment</i>	Your <i>Scorpion Turret</i> deals Corrosive and Radiation Damage.	—
Scattershot	<i>Passive</i>	Gain +1 ACC Mod/SL and +1 DMG Mod/SL with Shotguns.	□□□
Scorpion Shield	<i>Passive</i>	Your <i>Scorpion Turret</i> gains a 50 capacity Shield. Allies adjacent to the Scorpion Turret are also protected by this shield	□
Metal Storm	<i>Kill Skill</i>	After you kill an enemy gain +1 Burst and +1 ACC Mod/SL for 1+MST Mod turns.	□□□
Armour Plating	<i>Support Point</i>	Your <i>Battle Station</i> is equipped with Heavy Armour. It gains +20 Health and deploys two 30 Health <i>Alloy</i> walls in adjacent spaces. The walls and <i>Battle Station</i> grant Partial Cover.	—

Tier 3 Skills

HE Rounds	<i>Augment</i>	Your <i>Scorpion Turret</i> deals 1d12 Explosive Damage per hit.	—
Refire	<i>Passive</i>	When you kill an enemy with Non-Elemental Damage you can Activate your action skill for Free. You can benefit this skill SL times per Day and only once per Encounter.	□□□
Guided Missile	<i>Passive</i>	Once per turn, your <i>Battle Station</i> launches a <i>missile</i> at a point within 8 squares, dealing 1d10+MST Mod Explosive Splash Damage.	□
Assault	<i>Passive</i>	+1 ACC Mod/SL, +1 on Reload Checks/SL, and +1 Mag Size with Combat Rifles	□□□
Great Wall	<i>Augment</i>	<i>Armour Plating</i> deploys and additional 4 walls. They must all be adjacent to one another or the <i>Battle Station</i> .	—

Tier 4 Skills

Sniper Turret	<i>Augment</i>	Your <i>Scorpion Turret</i> deals 1d10 Hit, 8 Range, +3 ACC if Range is 3+ (2-7 = 0 Hits, 8-15 = 2 Hits, 16+ = 2 Hits, 2 Crits)	—
Holstered Havoc	<i>Passive</i>	<i>Scattershot</i> and <i>Assault</i> apply to all Favoured weapons.	□
Basic Breach	<i>Passive</i>	+2 Range Damage/SL with Non-Elemental Weapons. If SL is 3 or Higher gain +1 Crit with Non-Elemental Weapons on a 16+.	□
Fortress	<i>Augment</i>	<i>Armour Plating</i> grants the <i>Battle Station</i> and its walls an additional 20 Health, 1d6 Explosive and Non-Elemental Damage reduction, and they now grant Full Cover.	—

Tier 5 Skills

Spray and Pray	<i>Passive</i>	2/SL times per Encounter, when your roll a 8 or higher (after mods) on a Ranged attack you can choose to <i>Spray</i> . When you do, the attack is considered a 7 to hit (after mods), and it hits one additional Enemy adjacent to the target. If SL is 3 or higher, when your roll a 16+ on a Ranged attack and <i>Spray</i> your attack hits up to two additional Enemies adjacent to the target.	□□□
Raid Shelter	<i>Augment</i>	<i>Armour Plating</i> instead makes your <i>Battle Station</i> Large and grants and extra +50 Health. Allies can hide inside it and gain immunity to Non-Explosive Elemental Damage and Status Effects.	—

Tier 6 Skills

Heavy Artillery	<i>Passive</i>	Your <i>Battle Station</i> launches 2 <i>missiles</i> when deployed, and 1 per turn on following turns. If you have the <i>Guided Missile</i> Skill launch twice as many <i>missiles</i> when deployed.	□
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Support

Support Point

Scanner.

Your *Battle Station* is equipped with a Scanning Dish that reveals enemies. Allies gain +3 on Attack rolls against enemies and within 4 Squares of the Battle Station.

Tier 1 Skills

Defence	<i>Passive</i>	Gain +5 Shield Recharge/SL.	□□□
Stockpile	<i>Passive</i>	Gain +1 Mag Size, +1 Max Ammo, +1 On Reload Check/SL.	□□□

Tier 2 Skills

Jamming Signal	<i>Augment</i>	Enemies within range of your <i>Scanner</i> must roll 1d20 before shooting a gun. On a 10 or lower they're gun jams and they must reload.	—
Quick Charge	<i>Kill Skill</i>	After you kill an Enemy, gain +5 Shield Recharge/SL and your Shield constantly Recharges for 1+MST Mod turns.	□□□
Barrage	<i>Passive</i>	+2 Action Skill Damage/SL.	□□□
Static Outlet	<i>Support Point</i>	Your <i>Battle Station</i> is equipped with a Shield Battery. Allies within 2 squares gain +5 Shield Recharge and their shields constantly recharge.	—

Tier 3 Skills

Heart Beat Sensor	<i>Augment</i>	Enemies within range of your <i>Scanner</i> can't benefit from cover, and attacks against them gain +1 crit on a 16+.	—
Grenadier	<i>Kill Skill</i>	After you kill an Enemy, gain +2 Grenade Damage/SL for 1+MST Mod turns. If SL is 3 or Higher, regain 1 expended Grenade.	□□□
Entrenched	<i>Passive</i>	Each time an ally, adjacent to your <i>Battle Station</i> uses their Action Skill, you gain +1 Action Skill Duration.	□
Deploy	<i>Passive</i>	+1/SL uses of your Action Skill per Day.	□□□
Discharge	<i>Augment</i>	Enemies within 2 squares of your <i>Static Outlet</i> take 2d10 Shock Damage, each turn.	—

Tier 4 Skills

Trophy System	<i>Augment</i>	Enemy's Rockets, grenades, and explosives, that target points within 2 squares of your <i>Scanner</i> are destroyed and don't explode.	—
Curve Ball	<i>Passive</i>	+1 on Throw Rolls/SL. If SL is 3 or Higher gain +2 max grenades.	□□□
Resupply	<i>Passive</i>	Each you activate your <i>Battle Station</i> it now comes equipped with a Grenade rack. The first 1/SL times an ally adjacent to your <i>Battle Station</i> throws a grenade, they don't expend 1 from their supply.	□□
Ion Storm	<i>Augment</i>	Allies within 2 squares of your <i>Static Outlet</i> gain +1d6 Shock Damage Reduction. +1 Action Skill duration.	—

Tier 5 Skills

Dead Man's Switch	<i>Passive</i>	If your <i>Battle Station</i> is Destroyed, it launches 2/SL copies of your equipped Grenade, at random points within 3 squares.	□□□
Vault Battery	<i>Augment</i>	When you deploy your <i>Static Outlet</i> , an adjacent ally can use their action skill for free. Your party can benefit this Augment 3 times per Day and only once per Encounter.	—

Tier 6 Skills

Model Cerberus	<i>Passive</i>	Your <i>Battle Station</i> can have 3 Support Points, as long as none are the same. +1 Action Skill Duration.	□
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Supply Route

Support Point

Ammo Printer.

Your Battle Station is equipped with a Ammunition Printer. Allies adjacent to the Battle Station gain +10 on reload checks. The first time an ally ends their turn adjacent to the Battle Station, they gain 1 Ammo for each weapon type.

Tier 1 Skills

Ceramic Plates	<i>Passive</i>	Gain +5 Armour/SL at the start of each Ecounter. +5 Shield Capacity/SL.	□□□
The Quick and the Dead	<i>Passive</i>	+1 on Initiative rolls/SL. If SL is 3 or Higher, gain Extra Movement at the start of each Encounter.	□□□

Tier 2 Skills

Strip Clean	<i>Augment</i>	When an ally reloads their weapon, while adjacent to <i>Ammo Printer</i> they gain Extra Attack.	—
Flack Jacket	<i>Passive</i>	Gain +10 Armour/SL at the start of each Ecounter. While you have Armour, gain 1d4 Splash Damage Reduction/SL.	□□□
Mag Dump	<i>Passive</i>	After you reload a Weapon, your next attack with it gains +1 Burst/SL.	□□□
Forge	<i>Support Point</i>	Your <i>Battle Station</i> is equipped with a armour forge. Allies within 2 squares gain 15 Armour. An ally can only gain this once per use of your action skill.	—

Tier 3 Skills

Ammo Eater	<i>Augment</i>	When the <i>Ammo Printer</i> or an adjacent ally is targeted by a ranged attack, roll 1d20. On 15+ the attack is absorbed, dealing no damage.	—
Well Oiled	<i>Passive</i>	+1 Action Skill Duration/SL.	□□□
Walking Fortress	<i>Passive</i>	You can deploy your <i>Battle Station</i> on yourself, like a suit of plate. You gain its Health as <i>Armour Alloy</i> , but -2 Movement.	□
Tactical	<i>Passive</i>	+1 on Reload and Swap Checks/SL.	□□□
Get out of the Fire	<i>Augment</i>	Enemies within 2 squares of your <i>Forge</i> take 2d10 Incendiary Damage, each turn.	—

Tier 4 Skills

Custom Rounds	<i>Augment</i>	When you deploy your <i>Ammo Printer</i> roll 1d100. The <i>Ammo Printer</i> gains a Weapon Prefix. Adjacent allies can choose to gain this prefix, when they make a Ranged Attack.	—
Shrapnel Magnet	<i>Passive</i>	After you throw a Grenade gain 10 Armour/SL, until the end of your next turn.	□□□
Custom Trim	<i>Augment</i>	When you deploy your <i>Forge</i> roll 1d10. The <i>Forge</i> gains a Shield, Manufacturer Effect. When an ally gains armour, they gain that effect while they have armour.	—

Tier 5 Skills

Heavy Metal	<i>Passive</i>	While you have armour, gain +1 DMG Mod/SL and +1d4 Non-Elemental Damage Reduction/SL.	□□□
Skipper's Blue Prints	<i>Augment</i>	When you deploy your <i>Forge</i> It summons a Basic Loader, each turn. Each loader is under your control for 2 turns.	—

Tier 6 Skills

ASHO Violation	<i>Passive</i>	Your Support Points can have 2 Arguments.	□
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Loader Stats

Health: 15 *Alloy*

Movement: 5 squares

Attacks (1/turn):

Melee- Punch 1d8/hit

(2-7 = 1 Hit, 8-15 = 1 Hit +2, 16+ = 2 Hits)

Ranged- Eye Laser 1d6 Incendiary Damage, Range

6

(2-7 = -1 DMG, 8-15 = Normal, 16+ = +1 DMG)

Wild Card

Class information

You were stuck down with a case of ECHOnet poisoning, from drinking too much of its liquid data. While this normally kills most people, you instead were blessed/cursed with the power to conjure the horrors of the ECHOnet in their truest form. By copying everyone else and never doing your own thing.

Appearance

You don't just live online, you are online. Your appearance is an amalgamation of different identities and trends you have patchworked together to something resembling a semi-cohesive personality and form.

Wild Card Backgrounds

Chatter Box

You can make a friend out of anyone, or anything, but your naïveté gets the best of you. **+3 on Talk Checks, -2 to Sneak Checks.**

Hoarder

You have something for every situation, and as reliably as Ruel 34; If you don't have it now, you will very soon. **+3 on Search Checks, -2 to Talk Checks.**

Lurker

Always watching from afar, but never interacting. This is the cold life you have chosen. **+3 on Insight Checks, -2 to Traverse Checks.**

Zoomy

You're always pent up with energy, which is great for getting around, but you do bother others. **+1 Speed, +1 Mastery, Enemies will always target you over an Ally adjacent to you.**

Mask Maker

You create new personalities as easily as putting on a new shirt. **Every day gain +4 on a Random Check, and -2 to a different Random Check.**

Class Features

Favoured Gun

Any one.

Stat Modifiers

Accuracy +0 • Damage +1 • Speed +1 • Mastery +2

Melee Die

1d10

Skill Trees

Wild Cards have access to four trees which they can invest their skill points in.

Boomtrap focuses on explosive damage.

I Love You Guys! focuses on supporting your allies.

Fragmented Fragtrap focuses on weaponised chaos.

Dark Web focuses on avoiding death and controlling possibilities.

Action Skill

Meme Magic

The Wild Card pulls on the energy of the ECHOnet, and puts on a costume of another Vault Hunter. Roll 1d100 and take the result from the Meme Magic Table.

[2 Augment Slots]

(MST Mod per Day + 1/Encounter)

At the end of an Encounter you can change your Action Skill Augments.

Boomtrap

Tier 1 Skills

Drop the Hammer	<i>Passive</i>	After Reloading, gain +2 DMG Mod/SL, and -1 ACC Mod/SL, +2 on Reload Checks for 2 turns.	□□□
Kill Bot	<i>Passive</i>	After killing an enemy, regain 1d4+MST Mod Health/SL and lose 1d4 shields/SL. This skill can proc even if you have no shields.	□□□

Tier 2 Skills

Coincidental Combustion	<i>Passive</i>	When you make an attack with a Non-Explosive weapon, roll 1d20 + SL. On a 18+ deal an extra 1d10 explosive splash damage.	□□□
Repulsive	<i>Passive</i>	Once per turn, when an Enemy hits you with a melee attack, they take 1d10 Explosive Damage/SL and are knocked back 2 squares.	□□□
Dynamic Entrance	<i>Augment</i>	When you activate <i>Meme Magic</i> you generate an Explosive Nova, dealing 1d10 Explosive Damage to adjacent Enemies.	—

Tier 3 Skills

Second Wind (by Feriore)	<i>Passive</i>	When you enter <i>Fight for your Life</i> you throw a copy of your grenade, for free. At the start of each turn while in <i>Fight for your Life</i> , you generate an Explosive Nova. Dealing 1d8+MST Mod Explosive Damage to Enemies within 1 square.	□
Climatic Finale	<i>Augment</i>	When <i>Meme Magic</i> finishes you generate an Explosive Nova, dealing 1d10 Explosive Damage to adjacent Enemies.	—

Tier 4 Skills

Load 'n' Splode	<i>Passive</i>	After you reload, gain +2 Explosive Damage/SL for 2 turns.	□□□
I am Rubber. You are Glue.	<i>Kill Skill</i>	After killing an enemy, you become rubber for 1 + MST Mod turns. While rubber, each time you are hit by a ranged attack (not including splash damage), roll 1d20. On a 15+ the attack is reflected back to its source and you take no damage.	□
Start with a Bang!	<i>Passive</i>	The first attack you make each Encounter and after Reloading, releases an explosive nova that deals 1d10 Explosive Damage/SL to each Enemy within 2 squares, and 3/SL Damage to you.	□□□

Tier 5 Skills

Hyperion Punch	<i>Passive</i>	After dealing Explosive Damage, your next melee attack deals and extra 1d6 Incendiary Damage/SL.	□□□
One Last Thing	<i>Passive</i>	After each hit you make with ranged weapons, gain a stack of " <i>End it</i> ", up to a maximum of 5 stacks. While you have 5 stacks you can expend them all to cause your next attack to deal an extra 1d12 Damage/SL. After using this attack, you must reload.	□□□

Tier 6 Skills

Livin' Near the Edge	<i>Passive</i>	While your Health is Damaged, gain +3 on Reload Checks and +2 DMG Mod, or +6 on Reload Checks, +4 DMG Mod, and +1 Extra Attack if your Health is below half.	□
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I Love You Guys!

Tier 1 Skills

Best Buds 4 Life	<i>Passive</i>	Gain +1 <i>Fight for your Life</i> duration, and +1 DMG Mod/SL while in <i>Fight for your Life</i> . When you are Revived, or Revive an ally, you both gain 5 Health Regeneration/SL for 2 turns.	□□□
Maniacal Laughter	<i>Passive</i>	+5% Elemental Effect Chance/SL. When you inflict an Elemental Status Effect all Vault Hunters gain 5+MST Mod Health Regen/SL.	□□□

Tier 2 Skills

Through Thick and Thin	<i>Passive</i>	1/SL times per Day, after using your action skill, choose one ally within 4 squares. They can use their action skill for free. If SL is 3 or Higher gain +1 uses of your Action skill per day.	□□□
Kick Him While He's Down	<i>Passive</i>	When you enter <i>Fight for your Life</i> you Taunt all enemies within 2 squares.	□
All The Things Are Awesome!	<i>Passive</i>	Gain +1 DMG Mod, +1 on Swap Checks, and gain 5+MST Mod Health for each ally in your Party. To a Maximum of SL allies.	□□□
Slight of Hand	<i>Augment</i>	When you activate <i>Meme Magic</i> you can choose to gain the effects of an adjacent result instead.	—

Tier 3 Skills

You're... GOING TO LOVE ME!!	<i>Kill Skill</i>	When you kill an enemy, it releases a Nova that allies within 2 squares for 3d4+MST Mod Health.	□
Four Corners	<i>Augment</i>	When you activate <i>Meme Magic</i> you can choose to take the your result, +25, +50, or +75. Lopping results greater than 100. Triggers before <i>Slight of Hand</i> if equipped.	—

Tier 4 Skills

Wax Off, Wax On	<i>Passive</i>	Gain +5 Shield Capacity/SL and +5 Shield Recharge Rate/SL.	□□□
It's a Trap... Card.	<i>Passive</i>	Once per encounter, when your shields are depleted, release a nova that heals allies within 2 squares for 3d4+MST Mod Health. Enemies within this range take 3d4+MST Mod Explosive Damage.	□
Pain Simulator is Painful	<i>Passive</i>	+10 Health/SL and 1d4 Damage Reduction/SL.	□□□
I'm seeing Double	<i>Augment</i>	When you activate <i>Meme Magic</i> and gain an effect of a Vault Hunter that is in your party they can activate their action skill for free.	—

Tier 5 Skills

Kick Him While He's Up	<i>Passive</i>	If you Revive yourself from <i>Fight for your Life</i> gain +1 DMG Mod/SL and +1 Crit Damage/SL for 2 turns.	□□□
Organized Guns are Happy Guns	<i>Passive</i>	You gain +2 on Reload Checks/SL. If SL is 3 or higher, your allies gain +2 on Reload Checks.	□□□

Tier 6 Skills

HIGH FIVES GUYS	<i>Passive</i>	Once per Day, instead of a regular Melee Attack, throw out your hand for a High Five. Your allies can use a melee attack to return it. You and each ally gain Extra Attack, +5 DMG, and 10 Health Regeneration for the Encounter. If no one returns it you still gain the Damage and Health Regeneration.	□
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Fragmented Fragtrap

Tier 1 Skills

Subroutine Surprise	<i>Passive</i>	Gain access to Weapon, Health, and Shield Combat Subroutines. Roll 1d100 at the start of each encounter and at the end of the Duration. Gain the listed Subroutine for 2 turns. <i>Weapon</i> +2 DMG and +1 ACC with A Weapon type and Become Favoured with it. <i>Health</i> Gain and Heal 30 Health, +5 Health Regen. <i>Shield</i> Gain and Resort 30 Shields, +5 Shield Recharge.	□
Fuzzy Logic	<i>Passive</i>	Once per round, when you take damage, gain +3 Crit Damage/SL, until the end of your next turn.	□□
Personality Chip	<i>Passive</i>	Gain access to Social Subroutines. Roll 1d100 at the start of each Day, and the end of each Encounter. Each Grants +3 to the Listed Checks, and -1 to all other checks.	□

Tier 2 Skills

Surprised? Stabilize	<i>Passive</i>	Once per round, when you take damage, gain +1 ACC Mod/SL, until the end of your next turn.	□□□
Rope-a-Derp	<i>Passive</i>	You can gain Melee Combat Subroutines. <i>Melee</i> +2 Melee Damage Dice and +1 Melee ACC.	□
Blue Shell	<i>Passive</i>	Gain +1 <i>Fight for your Life</i> duration, and +2 DMG Mod/SL and +2 on Reload Checks/SL while in <i>Fight for your Life</i> .	□
Feeling Better than Ever	<i>Augment</i>	When you activate <i>Meme Magic</i> you gain a second Combat Subroutine. Double its benefits and its duration equals your Action Skill duration.	—

Tier 3 Skills

Triple Clocked	<i>Passive</i>	Triple the bonuses of your Combat and Social Subroutines. While you have a Combat Subroutine gain -3 DMG and -2 ACC with Other Ranged Weapons.	□
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Tier 4 Skills

Grenade Vent	<i>Passive</i>	+2 Grenade Damage/SL +2 to throw checks. After you throw a Grenade gain +1 to your current <i>Subroutine</i> duration.	□□□
Element of Surprise	<i>Passive</i>	You can gain Elemental Combat Subroutines. <i>Elemental</i> +2 DMG and +10% Elemental Effect chance with A Element.	□
Death Machine	<i>Kill Skill</i>	When you kill an enemy gain, +2 DMG Mod/SL, and Extra Movement, for MST Mod + 1 Turns.	□□□
Spreading Surprise	<i>Augment</i>	When you activate <i>Meme Magic</i> you can grant each ally within 4 squares a random Combat Subroutine.	—

Tier 5 Skills

Cryogenic Exhaust Manifold	<i>Passive</i>	When you Slam release a Cryo Nova dealing +1d6 Cryo Damage to Enemies within 1 square. After you slam gain -1 to your current <i>Subroutine</i> duration.	□□□
Float like a Bee	<i>Passive</i>	+1 Melee Damage/SL. After you kill an Enemy with a Melee Attack, Regain 1d4+MST Mod Health/SL and gain +1 to your current <i>Subroutine</i> duration.	□□□

Tier 6 Skills

Rainbow Coolant	<i>Passive</i>	Activating a <i>Subroutine</i> creates a Rainbow Nova that deals 1d4 Incendiary, 1d4 Shock, 1d4 Corrosive, 1d4 Explosive, 1d4 Slag, 1d4 Cryo, and 1d4 Radiation Damage to all enemies within 4 squares.	□
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Dark Web

Tier 1 Skills

Instant Message	<i>Passive</i>	+1 Weapon Range/SL Effects that Proc on weapon range, do so at +1 Range. If SL is 3 or Higher gain +2 Movement.	□□□
Back Up Copy	<i>Passive</i>	1/SL times per Day, when you die you choose to become a <i>Digi-ghost</i> . While in this form, you can't take damage, any damage you deal is halved, and every action you take generates +1 Mayhem. After 2 turns you are Revived, as though by a Brew-U Station, in a Square adjacent to where you died.	□□□

Tier 2 Skills

I'm gonna SNAP!	<i>Passive</i>	Gain +1 DMG Mod/SL for each Temporary Trauma you have.	□□□
Downloaded RAM	<i>Passive</i>	Gain +10 Shield Capacity/SL.	□□□
1 Day Delivery	<i>Augment</i>	When you activate <i>Meme Magic</i> you can teleport to a point within 8 Squares.	—

Tier 3 Skills

Fractured Mind	<i>Passive</i>	When you activate a random effect, you generate 2 results and choose either.	□
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Tier 4 Skills

Leaky Virus	<i>Passive</i>	While in <i>Fight for your Life</i> or while you are a <i>Digi-Ghost</i> you generate an aura of Viral Energy. Adjacent enemies take 1d6 Radiation Damage/SL once per turn.	□□□
Hard Reboot	<i>Passive</i>	After you Revive Gain Extra Movement and Extra Attack.	□
Glowing Eyes	<i>Passive</i>	When an enemy puts you into <i>Fight for your Life</i> , it becomes marked until the end of the Encounter. Your attacks against it are considered natural d20's if the result is 20-2/SL or higher (before Mods).	□□□
Infinite Possibilities	<i>Augment</i>	At the end of an Encounter, you can change any Action Skills, Augments and secondary effects of All results you gain from other Vault Hunters as part of <i>Meme Magic</i> . For the purposes of meeting prerequisites for their Action Skills, Augments or secondary effects, use your progression within your Skill tree of the same colour.	—

Tier 5 Skills

Archivist	<i>Passive</i>	When an ally within 1/SL Squares Dies you can turn them into a <i>Digi-Ghost</i> , expending a use of <i>Back Up Copy</i> . +1/SL use of <i>Back Up Copy</i> .	□□□
Lifeless	<i>Passive</i>	+1d4 Non-Elemental Damage Reduction/SL. After you, Revive use d8s for 2 turns.	□□□

Tier 6 Skills

Hyper-Source	<i>Passive</i>	1+MST Mod times per Day, when you activate a random effect, you can choose the outcome.	□
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Meme Magic Table

d100	Costume
01-04	Assassin <i>Deception - Assault.</i>
05-08	Baroness <i>Diadem Shard - Frost Sapphire.</i>
09-12	Beast Master <i>Gamma Burst & Summon a Guard Skag.</i>
13-16	Berserker <i>Berserk.</i>
17-20	Commando <i>Saber Turret - Spider Chassis & Auto Cannon .</i>
21-24	Disco Ball <i>Laser Inferno .</i>
25-28	Doctor <i>Selfless Medic .</i>
29-32	Doppelganger <i>Expendable Assets - Hyperius Tech .</i>
33-36	Enforcer <i>Alpha Squadron - Wolf & Saint.</i>
37-40	Gladiator <i>Kinetic Aspis.</i>
41-44	Grenadier <i>The Bomb .</i>
45-48	Gun Wizard <i>Mystic .</i>
49-52	Gunner <i>Iron Bear - 2x Minigun .</i>
53-56	Gunzerker <i>Gunzerking - Painless .</i>
56-60	Hunter <i>Wings of Blood & Summon a Wing.</i>
61-64	Law bringer <i>Showdown - Eagle Eye.</i>
65-68	Mechromancer <i>Deathtrap - Heavy Core & Robot Rampage .</i>
69-72	Operative <i>Barrier & Digi-Clone</i>
73-76	Pirate <i>Aye Aye Captain! .</i>
77-80	Psycho <i>Buzz Axe Rampage .</i>
81-84	Siren (α) <i>Phasewalk - Incendiary.</i>
85-88	Siren (β) <i>Phaselock - Cryo .</i>
89-92	Siren (γ) <i>Phaseslam - Shock .</i>
93-96	Soldier <i>Battle Station - Healing Beacon & Scorpion Turret .</i>
97-00	Wild Card <i>Wild Pair .</i>

Disco Ball - Laser Inferno

You put on a disco costume for 2 turns. Non-Explosive Elemental Damage reflects off you, back to their owner, you gain extra movement and gain +2 Jump Height. Each turn you shoot four lasers at, different enemies within 4 squares. Each deals 1d6 random Non-Explosive Elemental Damage.

Doctor - Senseless Sacrifice

You dawn a doctors costume for 2 turns. Your Attacks restore Health equal to half their damage, when used on allies. Once, you may choose to put yourself into *Fight for your Life* to revive all allies within 4 squares, including any that died within the last turn.

Gun Wizard - Mystic

You put on a Wizard costume for 2 turns. Gain +1 Extra Ranged Attack, and you add your MST Mod to your Ranged Attack rolls. Once per turn, ALL of your equipped weapons are reloaded.

Grenadier - The Bomb

You put on a grenade consume for 2 turns. You add your MST Mod to throw rolls for the duration. Each turn you can throw a grenade, without consuming one (no action required). At the end of the duration you explode dealing 3d8 Explosive Damage to all adjacent enemies.

Pirate - Aye Aye Captain!

A dawn a pirate costume for 2 turns. Each turn you can fire a cannon ball at an Enemy within 5 squares (no action required). It deals 1d10 Explosive damage. In place of a Ranged attack you can fire your cannons again.

Wild Card - Wild Pair

Roll 2d100, rerolling a die when you get a pair of the same result, or either die if they roll another *Wild Pair* result. Activate both effects from the Meme Magic Table.

Combat Subroutines

d100	Result
01-05	Pistol Subroutine
06-10	Submachine Gun Subroutine
11-15	Combat Rifle Subroutine
16-20	Sniper Rifle Subroutine
21-25	Rocket Launcher Subroutine
26-30	Shotgun Subroutine
31-40	Health Subroutine
41-50	Shield Subroutine
51-70	Melee Subroutine
71-75	Incendiary Subroutine
76-80	Shock Subroutine
81-85	Corrosive Subroutine
86-90	Radiation Subroutine
91-95	Cryo Subroutine
96-00	Slag Subroutine

Social Subroutines

d6	Result
1	Interact Subroutine
2	Talk Subroutine
3	Insight Subroutine
4	Sneak Subroutine
5	Search Subroutine
6	Traverse Subroutine

