



ASSASSIN

SKILL TREE // MERCENARY

ACTION SKILL:

DeceptiOn: The Assassin becomes Cloaked for 2 turns, sending out an illusionary decoy that mimics their Attacks and movements for the duration of *DeceptiOn* (mimicked Attacks do not deal Damage or have any effect). Performing any Attack while *DeceptiOn* is active will break the cloak and illusion, but will upgrade all Hits to Crits for that Attack. (MST Mod per Day + 1/Encounter)

TIER 1

<p>HEADSHOT</p> <p>+2 Crit Damage/SL.</p>	<p>FAST HANDS</p> <p>+1 SPD. +1/SL on Interact Checks.</p>	<p>COUNTER STRIKE</p> <p>The first time Damage is taken during an encounter, deal +1 Hit/SL on your next 1+MST Mod Attacks.</p>	<p>IRON HAND</p> <p>+1 Melee Damage and +10 max Health/SL.</p>
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TIER 2

<p>KILLER</p> <p>After killing an Enemy, gain +1 DMG Mod/SL for 1+MST Mod turns.</p>	<p>PRECISION</p> <p>+1 ACC/SL. +1 on Traverse Checks.</p>	<p>AMBUSH</p> <p>1+MST Mod when Attacking from behind. +1 DMG Mod/SL against an Enemy that Attacked an ally this or the previous turn. +1/SL on Sneak Checks.</p>	<p>FEARLESS</p> <p>+1 MST. +2 DMG Mod/SL while Shields are depleted.</p>
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TIER 3

<p>ONE SHOT ONE KILL</p> <p>The first Ranged Attack during an encounter deals a bonus 5+MST Mod Damage.</p>	<p>BORE</p> <p>1+MST Mod times per day, when a target is Crit, fire through them dealing 2/SL Damage to the nearest Enemy.</p>	<p>DEATHMARK</p> <p>When dealing Melee Damage, Enemies are marked. Attacks against marked targets from all sources deal +2 DMG Mod/SL.</p>	<p>UNFORSEEN</p> <p>Decoy explodes when <i>DeceptiOn</i> times out, dealing 1d6/SL+MST Mod Shock Damage to adjacent Enemies. +1/SL on Sneak Checks.</p>
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TIER 4

<p>KILL CONFIRMED</p> <p>+1 Crit Damage/SL for each extra Attack Action taken in an encounter. Bonus resets after each encounter.</p>	<p>INNERVATE</p> <p>While <i>DeceptiOn</i> is active, gain +2 SPD Mod, +1 DMG Mod/SL and 5 Health Regen/SL.</p>	<p>RESURGENCE</p> <p>After killing an Enemy with a Melee Attack, gain 1d4/SL+MST Mod Health.</p>	<p>FOLLOWTHROUGH</p> <p>After killing an Enemy, gain an Extra Movement and +1 Melee Damage/SL for 1+MST Mod turns.</p>
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TIER 5

<p>TWO FANG</p> <p>Take a Reload Action to add +1 Crit/SL to a next Attack.</p>	<p>AT ONE WITH THE GUN</p> <p>1+MST Mod ACC. +1 SPD/SL.</p>	<p>BACKSTAB</p> <p>Melee Attacks deal +2d6/SL Damage when Attacking from behind.</p>	<p>LIKE THE WIND</p> <p>+3 on Traverse Checks. +2 SPD.</p>
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TIER 6

<p>DEATH BLOSSOM</p>

In *DeceptiOn*, Decoy throws a fistful of Kunai, dealing 3d6+MST Mod random Elemental Damage to all adjacent Enemies.