

BERSERKER

SKILL TREE // BRUTE

ACTION SKILL:

Berserk: Puts away guns and breaks out fists for 2 turns. Each turn gains an Extra Movement and ability to Melee Attack twice, dealing +1 Melee Die Damage with each Attack. Regens 10 Health each turn. **(MST Mod per Day + 1/Encounter)**

MASTERY (MST)

MOD



TIER 1



IRON FIST

+1 Melee Damage/SL.



HARDENED

10+MST Mod Health/SL.



SAFEGUARD

Increase Shield capacity by 10/SL.



ENDOWED

+1 Splash Damage/SL for all Explosive Damage.

TIER 2



BASH

When performing a Melee Attack, roll 1d20+DMG Mod. On a 15+, the target becomes Slowed.



HEAVY HANDED

After killing an Enemy, gain +1 DMG Mod/SL for 1+MST Mod turns.



JUGGERNAUT

First time you kill an Enemy during an encounter, gain +1d4/SL Damage Reduction for 1+MST Mod turns.



WIDE LOAD

+1 Hit to all Rocket Launchers. +1/SL Splash Damage.

TIER 3



ENDLESS RAGE

Berserk lasts for an extra 1+MST Mod turns.



PRIZE FIGHTER

The first time you make a Melee Attack during an encounter, roll 1d6/SL. Target drops gold equal to 10x the sum.



SHORT FUSE

Increase the ability to *Berserk* by 1/SL per day. +1/SL on Traverse Checks.



CAST IRON

1d4/SL Damage Reduction to Explosive and Splash Damage.



STING LIKE A BEE

During *Berserk*, the first time performing a Melee Attack on an Enemy each turn, gain an Extra Movement. +2/SL on Traverse Checks.

TIER 4



LIQUIDATE

The first time you deal Explosive Damage during an encounter, activate *Berserk* for free.



BLOOD SPORT

After killing an Enemy while *Berserk* is active, gain 5+MST Mod Health/SL.



PAY BACK

The first time Shields are depleted during an encounter, gain +1 DMG Mod/SL for 1+MST Mod turns.



DIEHARD

The first time Health reaches 0 in a day, gain 10+MST Mod Health/SL.

TIER 5



RAPID RELOAD

+1 ACC/SL and +1 SPD/SL.



REVENGE

After killing an Enemy, gain +1 DMG Mod/SL with all guns for 1+MST Mod turns.



MASTER BLASTER

After killing an Enemy, gain +1 SPD Mod and add +1 Range/SL to any Rocket Launchers the party has equipped for the rest of the encounter.

TIER 6



UNBREAKABLE

The first time Shields are depleted during an encounter, gain 20+MST Mod Shields and +10 Shield Recharge for 2+MST Mod turns.