BUNKERS & BADASSES

COMMANDO

SKILL TREE // SABRE

ACTION SKILL:

Sabre Turret: Releases a Turret in an adjacent square, that remains in place and fires at Enemies for 2 turns. It targets the closest Enemy each turn and Taunts it. Destroyed if Armor depletes. **(MST Mod per Day + 1/Encounter)**

TURRET:
Armor: 40 **ACC:** +2
DMG: 1d8 per Hit
2-7: 2 Hits
8-15: 3 Hits
16+: 4+ Hits

MASTERY (MST)

MOD

TIER 1

SENTRY
Sabre Turret gains **+1** Hit/SL and increases duration by **1**+MST Mod turns.

READY
+1 SPD and **+1**/SL on Search Checks.

EXPERTISE
+1 ACC Mod to all non-Favored Guns. **+1**/SL on Insight Checks.

IMPACT
+1 MST. **+1**/SL Melee Damage.

TIER 2

LASER SIGHT
Sabre Turret gains **+1** ACC/SL.

OVERLOAD
+1 Hit to all Accuracy Ranges for **1** gun type/SL.

METAL STORM
After killing an Enemy, gain Extra Attack and **+1** ACC Mod for **1**+MST Mod turns.

GRENADIER
+1 max grenades/SL. **+2** on Throw rolls.

LAST DITCH EFFORT
While Shields are depleted, gain Extra Movement and **+2** DMG Mod/SL.

TIER 3

SCORCHED EARTH
Sabre Turret fires Rockets, dealing **1d12** Damage per Hit with Splash.

ONSLAUGHT
After killing an Enemy, gain **+1** DMG Mod/SL and Extra Movement for **1**+ MST Mod turns.

STEADY
+1 ACC. **+2** on Interact Checks. **+1** Grenade Damage/SL and **+1** Rocket Launcher Damage/SL.

BATTLEFRONT
While *Sabre Turret* is deployed, gain **+1** DMG Mod/SL and **1**+MST Mod Grenade Damage/SL.

TIER 4

DUTY CALLS
+2 DMG Mod and **+1** ACC Mod/SL to all non-Favored Guns.

DO OR DIE
Throw **2** grenades per Throw action, **+2** Grenade Damage/SL.

RESOURCEFUL
Increase the once per encounter limit of *Sabre Turret* by **1**.

SMIRK
Sabre Turret can be deployed onto walls and ceilings.

LAST DITCH EFFORT
After killing an Enemy, Recharge **1d6**+MST Mod/SL Shields.

TIER 5

LONGBOW TURRET
Sabre Turret can be Thrown to deploy. Deals **2d6**/SL Explosive Damage to adjacent Enemies.

RANGER
+1 ACC, DMG, SPD, and MST. **+1**/SL to all Checks.

GRIT
The first time Health reaches **0** in a day, roll **1d20**/SL. If any die are **15+**, gain **10**+MST Mod Health instead.

PHALANX SHIELD
Sabre Turret gains a forward Shield that blocks **50** damage. *Sabre Turret* can move **3**+MST Mod squares per turn.

TIER 6

NUKE
Deploying *Sabre Turret* sets off a Radiation Blast, dealing **5d6**+MST Mod Radiation Damage to all Enemies within **3** squares.