

GUNZERKER

SKILL TREE // GUN LUST

ACTION SKILL:

Gunzerking: Gunzerker gains the ability to wield 2 equipped guns at once for 2 turns. Each Ranged Attack fires both guns at a single target. While *Gunzerking*, Gunzerker gains Health Regen. (**MST Mod per Day + 1/Encounter**)



TIER 1



QUICK DRAW

+2 Initiative Mod/SL.
+1/SL on Interact Checks.



FILLED TO THE BRIM

Increase max grenades by 1/SL.
Increase max potions by 1+MST Mod.



INCITE

The first time you take Damage during an encounter, gain Extra Movement.
+1/SL on Traverse Checks.



HARD TO KILL

10+MST Mod Health.
+5 Health Regen/SL.

TIER 2



LAST LONGER

Gunzerking duration is increased by 1 turn.
+2 on Talk Checks.



ALL I NEED IS ONE

After *Gunzerking*, gain +1 DMG Mod/SL for 1+MST Mod turns.



ALL IN THE REFLEXES

The first turn of each encounter, gain Extra Movement. +1 Melee Damage/SL.



ASBESTOS

Each SL choose 1: 1d4 Incendiary / Corrosive / Shock / Radiation Damage Reduction.



I'M THE JUGGERNAUT

After killing an Enemy, gain 1d4+MST Mod Damage Reduction for 1 turn/SL.

TIER 3



AUTO-LOADER

After killing an Enemy, you may move 1 square.



I'M ALREADY READY

Increase the per day use of *Gunzerking* by 1.
+1/SL on Insight Checks.



STEADY AS SHE GOES

+1 ACC. While *Gunzerking* is active, gain 1+MST Mod ACC Mod/SL.



DIVERGENT LIKENESS

While *Gunzerking* is active, if both guns are the same type, gain +1 DMG Mod/SL. If both guns are different types, gain +1 ACC Mod/SL.

TIER 4



DOUBLE YOUR FUN

While *Gunzerking* is active, Throw 2 grenades but only expend 1. Gain 1+MST Mod Grenade Damage.



FISTFUL OF HURT

When performing a Melee Attack, add +1d8 DMG Mod/SL and Knockback 1.



BUS THAT CAN'T SLOW DOWN

While *Gunzerking* is active, gain Extra Movement each turn.
+1/SL on Traverse Checks.



JUST GOT REAL

+1 DMG Mod/SL. If Health is below half, gain 1+MST Mod DMG Mod/SL instead.

TIER 5



KEEP IT PIPING HOT

After *Gunzerking*, gain +1 DMG Mod and +1 SPD Mod for 1+MST Mod turns. +1 Grenade Damage/SL.



KEEP FIRING...

While *Gunzerking* is active, gain +1 SPD Mod/SL and Extra Attack.



SEXUAL TYRANNOSAURUS

While your Shields are depleted, gain 5 Health Regen/SL for 1+MST Mod turns.



GET SOME

The first time you take Health Damage during an encounter, you may activate *Gunzerking* for free.

TIER 6



NO KILL LIKE OVERKILL

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.