



## HUNTER

SKILL TREE // SHARP SHOOTER

### ACTION SKILL:

**Wings of Blood:** The Hunter's familiar flies from their perch to dive Attack and Taunt a chosen Enemy, dealing 2d8 Damage and Taunting all adjacent Enemies. All Taunted Enemies will next Attack the Hunter. (MST Mod per Day + 1/Encounter)

### FAMILIAR (WING):

Health: 15 ACC: +1  
 1 Attack/Turn: 2-7: -1 DMG  
 DMG: 1d4+1 8-15: Normal  
 16+: +1 DMG

TIER 1



#### CAUBER

+1 DMG Mod on Favored Guns.  
 +1/SL on Search Checks.



#### SWIPE

Enemies killed by *Wings of Blood* drop gold equal to their BR.  
 +1/SL on Traverse Checks.



#### DEADLY

1+MST Mod Crit Damage.  
 +1/SL on Sneak Checks.



#### GUN CRAZY

Increase DMG Mod for all Pistols by 1/SL.

TIER 2



#### SMIRK

Once per encounter, after killing an Enemy with a Crit, gain Extra Movement.  
 +1/SL on Talk Checks.



#### FAST HANDS

On the first turn of an encounter, gain Extra Attack. +1/SL on Interact Checks.



#### LETHAL STRIKE

Gain +1 Melee Damage/SL. First Melee Attack during an encounter, roll 1d20; on a 10+, double the Melee Damage.



#### SWIFT STRIKE

*Wings of Blood* gains 1d10/SL+MST Mod Damage.



#### FOCUS

+1 ACC Mod for all guns.  
 +1 ACC Mod/SL for Favored Guns.

TIER 3



#### CARRION CALL

First Crit during an encounter, activate *Wings of Blood* for free.



#### KILLER

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



#### OUT FOR BLOOD

First Familiar Attack during an encounter: gain 1d6/SL Health.



#### RIOTOUS REMEDY

After killing an Enemy, gain +5 Health Regen/SL for 1+MST Mod turns.

TIER 4



#### FLIGHT OF THE ELEMENTS

Roll a random Element. *Wings of Blood* deals +2d6 Damage of that Element type during Attacks.



#### RANSACK

The first 1/SL times an Enemy is killed during an encounter, they drop gold equal to their BR.  
 +1/SL on Search Checks.



#### HAIR TRIGGER

+1 ACC, SPD, and DMG.  
 +1/SL Melee Damage.  
 All Pistols gain Extra Attack.



#### PREDATOR

Increase the per day use of *Wings of Blood* by 1/SL. 1+MST Mod on Sneak Checks.

TIER 5



#### RELENTLESS

After killing an Enemy, gain Extra Attack for 1+MST Mod turns. Roll 1d20; on a 15+, gain +1 Crit/SL for the next Attack.



#### AERIAL IMPACT

While *Wings of Blood* is active, roll 1d20/SL each time your Familiar Hits an Enemy. If any are 15+, the Enemy is Slowed.



#### BIRD OF PREY

*Wings of Blood* can Hit an additional target/SL.

TIER 6



#### TRESPASS

Before any Attack at Range 4+, roll 1d20+MST Mod. On a 10+, the Attack ignores Shields and deals +MST Mod Damage.