BUNKERS & BADASSES

MECHROMANCER
SKILL TREE // SHOCK AND CLAWS

ACTION SKILL:

Deathtrap: Summons a metal golem that moves and Attacks Enemies for 2 turns. The robot Attacks twice each turn. **(MST Mod per Day + 1/Encounter)**

ROBOT:
Armor: 30
Movement: 5 Squares
Attacks (2/Turn):
Melee: Claws - 2d8
Ranged: Shock Pulse - 3 square Range, 2d6 Shock Damage

MASTERY (MST)

MOD

TIER 1

CLOSE ENOUGH
First **1**/SL Ranged Attacks during an encounter are upgraded to the next highest Accuracy Range.

MORE PEP
Increase the Elemental Damage of your Favored Guns by **1**+MST Mod/SL. **+2** on Interact Checks.

MYELIN
1d4+MST Mod Shock Damage Reduction and **+10**/SL Shield capacity.

ANARCHY
After killing an Enemy or Throwing an item, gain **+1** DMG Mod/SL for **1** turn.

TIER 2

STRENGTH OF FIVE GORILLAS
Mechromancer and Robot each gain **+3** Melee Damage.

BUCK UP
When activating *Deathtrap*, an ally adjacent to Robot Recharges **10**+MST Mod/SL Shields.

SHOCK STORM
After killing an Enemy with a Crit, a Shock rift is created that deals **2d6**/SL Shock Damage to all adjacent targets. The Robot also creates a rift when they kill an Enemy.

THE STARE
Robot gains Fire Bolt as a Ranged Attack. Fire Bolt casts a bolt of Incendiary that travels up to **3**+MST Mod squares and deals **2d6**/SL Incendiary Damage to everything in the line of fire.

TIER 3

UPSHOT ROBOT
While *Deathtrap* is active, the first **1**+MST Mod times Robot kills an Enemy, it increases the duration of *Deathtrap* by **1** turn.

POTENT AS A PONY
Mechromancer and Robot each gain MST+**10** Shield Capacity/SL.

SHOCK AND "AAGGGHHH!"
Throwing a grenade creates a Shock rift that deals **2d6**/SL Shock Damage to adjacent targets.

UNSTOPPABLE FORCE
After killing an Enemy, gain Extra Movement and **1d4**/SL Shield Recharge. **+2** on Traverse Checks.

EVIL ENCHANTER
Increase the Damage of all Elemental types by **2d6**. Increase Elemental chance by **10%**+MST Mod.

TIER 4

EXPLOSIVE CLIP
When *Deathtrap* ends, it detonates the Robot, dealing **3d8**+MST Mod Damage to all adjacent targets.

MADE of STERNER STUFF
Mechromancer and Robot each gain **1d4**/SL Damage Reduction to all Damage.

ONE TWO BOOM
Once per *Deathtrap* activation, Robot can fire an orb up to MST+**3** squares away. If the orb is shot, it will explode dealing **2d6**/SL Corrosive Damage to all adjacent targets.

WIRES DON'T TALK
When an Enemy enters an adjacent square to Mechromancer or Robot, they take **1d6**/SL Shock Damage.

ANNOYED ANDROID
Robot gains SPD Mod to their Movement.

TIER 5

20% COOLER
First time successfully performing a Badass Move during an encounter, activate *Deathtrap* for free. **+2** on Talk Checks.

INTERSPERSED OUTBURST
On the first turn of an encounter, gain Extra Movement and **+2** DMG Mod/SL.

THE NTH DEGREE
First Hit from an Attack during an encounter ricochets up to **1**+MST Mod times and deals **+1d4**/SL Damage to each adjacent Enemy.

SHARING IS CARING
While *Deathtrap* is active, Robot gains a copy of equipped Shield. **+1** MST Mod/SL.

TIER 6

MAKE IT SPARKLE
While *Deathtrap* is active, shooting the Robot with an Elemental Gun will charge the Robot with that Element type. Damage dealt adds **3d6**+MST Mod Elemental Damage for the duration of *Deathtrap*.