

PSYCHO

SKILL TREE // FIRE AND BLOOD

ACTION SKILL:

Buzz Axe Rampage: Psycho puts away their gun, gains Extra Movement, and takes out the Buzz Axe for 2 turns. Each turn, Psycho can make a Melee Attack against an adjacent target, and a Ranged Attack as they throw their Axe up to 4 squares away. Each Attack does 3d8 Damage. If Psycho kills an Enemy, they gain 2d4 Health. **(MST Mod per Day + 1/Encounter)**



TIER 1



BURN, BABY, BURN

When performing a Melee Attack, roll **1d20+MST Mod**. On a **12+**, become inflamed for **2** turns, dealing and taking **+1d6/SL** Incendiary Damage while Attacking.



EMPTY THE RAGE

+2 Melee Damage/SL. While Shields are depleted, gain an extra **1+MST Mod** Melee Damage.



PULL THE PIN

When Shields hit **0**, a grenade drops, dealing **+1d6/SL** Damage. If the grenade kills an Enemy, gain **10+MST Mod** Shields and regain 1 grenade.



FEED THE MEAT

10+MST Mod Health/SL. **+2** on Traverse Checks.

TIER 2



BLOODY REVIVAL

+3 DMG Mod to Favored Guns while under half Health.



BLOOD OVERDRIVE

After killing an Enemy with a Ranged Attack, gain **+2** Melee Damage/SL for **1+MST Mod** turns.



TASTE OF BLOOD

Increase the duration of *Buzz Axe Rampage* by **1** turn. While *Buzz Axe Rampage* is active, after any kills, gain **1d4/SL** Damage Reduction for **1** turn.



PAIN IS POWER

+2 DMG Mod/SL to all guns, and reduce all Crits to Hits for all non-Favored Guns.

TIER 3



BUZZ AXE BOMBARDIER

Attach explosives to Buzz Axe, dealing **3d6+MST Mod** Explosive Damage for all Ranged Buzz Axe Attacks.



THRILL OF THE KILL

After killing an Enemy, **1d4+MST Mod/SL** of the Damage in excess of the Enemy's health is transferred to Health.



LIGHT THE FUSE

When Health reaches **0**, pull out a set of Explosives and deal **3d6/SL** Explosive Damage to all adjacent targets. If an Enemy is slain, gain **15+MST Mod** Health; otherwise, die.



STRIP THE FLESH

+1d6/SL to all Explosive Damage. **+2** to Interact Checks.



FIRE FIEND

1d4+MST Mod Incendiary Damage Reduction. Gain **+2/SL** on *Burn, Baby, Burn* rolls.

TIER 4



BLOOD TRANCE

Increases the Duration of *Buzz Axe Rampage* by **1** turn. When taking Health Damage for the first time during an encounter, activate *Buzz Axe Rampage* for free.



REDEEM THE SOUL

Take **2d12** Damage to grant an ally within **3** squares **2d10+DMG Mod** Health, **1+MST Mod** times per day. **+2/SL** on Traverse Checks.



SALT THE WOUND

When taking Health Damage, optionally take an additional **1d8** Damage to gain that amount **+1/SL** as bonus Damage on next Attack.



FLAME FLARE

Deal **+1d6/SL** Incendiary Damage to Enemies while inflamed. Remain inflamed for an extra **1+MST Mod** turns.



BLOOD BATH

Once per turn, after killing an Enemy with Explosive Damage, gain Extra Attack and regain **1+MST Mod** grenades.

TIER 5



NERVOUS BLOOD

After killing an Enemy with a Ranged Attack, gain Extra Attack for **1** turn. **1+MST Mod/SL** on Search Checks.



SILENCE THE VOICES

Gain **+3/SL** Melee Damage. When performing a Melee Attack, roll **1d20**. On a **15+**, take Melee Damage.



ELEMENTAL EMPATHY

When taking Elemental Damage, gain **1d4+MST Mod/SL** Health Regen.

TIER 6



RELEASE THE BEAST

If Shields are depleted when activating *Buzz Axe Rampage*, gain **+50** Health, **+3** Attacks per turn, and **5+MST Mod** Damage for the duration of *Buzz Axe Rampage*.