

SIREN

SKILL TREE // LIGHTWALK

ACTION SKILL:

Phasewalk: Become Cloaked and gain Extra Movement for 2 turns. When activated/deactivated, create a Phase Blast that deals 3d6 Incendiary Damage to adjacent Enemies. **(MST Mod per Day + 1/Encounter)**



TIER 1



STRIKING

When performing Melee Attacks, roll **1d20+MST Mod**. On a **15+**, the target is Slowed for 1 turn/SL.



DIVA

+5 max Shields/SL.
+1/SL on Traverse Checks.



QUICKSILVER

+1 SPD and **+1/SL** on Interact Checks.



SLAYER

1+MST Mod Crit Damage/SL.

TIER 2



SPARK

All guns with Element effects gain **+1d6** Damage.



INNER GLOW

While *Phasewalk* is active, gain **+5/SL** Health Regen.



SILENT RESOLVE

When *Phasewalk* ends, gain **1d4/SL** Damage Reduction for **1+MST Mod** turns.



HIT & RUN

Gain **+1/SL** Melee Damage. *Phasewalk* duration is extended by **1** turn.



ENFORCER

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

TIER 3



INTUITION

After killing an Enemy, gain Extra Movement for **1** turn. All Vault Hunters gain **10XP** per Enemy killed next turn.



DRAMATIC ENTRANCE

When *Phasewalk* ends, Phase Blast deals **+1d6/SL** Explosive Damage. Roll **1d20+MST Mod**; on a **15+**: all adjacent Enemies are Slowed.



HARD TO GET

When activating *Phasewalk*, gain Extra Movement for **1+MST Mod** turns. **+1/SL** on Sneak Checks.



RADIANCE

Deal **1d6+MST Mod** Shock Damage to adjacent Enemies while *Phasewalk* is active. **+1/SL** on Talk Checks.

TIER 4



HIGH VELOCITY

+1 DMG Mod and **+1 ACC** Mod/SL to all gun types.



VENOM

When performing Melee Attacks, roll **1d20+MST Mod**; on a **15+**: add **+1d6/SL** Corrosive Damage.



PHOENIX

After killing an Enemy, deal **1d6/SL** Incendiary Damage to adjacent Enemies and gain **1+MST Mod** grenades.



BLACKOUT

The first time killing an Enemy during an encounter, activate *Phasewalk* for free.

TIER 5



GIRL POWER

After killing an Enemy, double the Recharge rate of Shields for **1+MST Mod** turns.



PHASE STRIKE

While *Phasewalk* is active, add **+1** Melee Die/SL when performing a Melee Attack.



RESILIENCE

1d4/SL Elemental Damage resistance. **+2/SL** on Search Checks.



HANDLED

After killing an Enemy with Favored Gun type, gain Extra Attack for **1+MST Mod** turns.

TIER 6



MIND GAMES

+2 ACC. Any time a Crit lands, roll **1d20+MST Mod**. On a **12+**, the Enemy and all adjacent targets are Slowed for **1** turn.