

## SIREN

SKILL TREE // PHASELOCK

### ACTION SKILL:

**Phaselock:** Siren locks an Enemy in sphere of energy, preventing the Enemy from taking Actions for 2 turns. If an Enemy cannot be Phaselocked, they instead take 3d6 Cryo Damage per turn. **(MST Mod per Day + 1/Encounter)**

MASTERY (MST)

MOD



TIER 1

### WARD



+5 max Shields/SL.  
10+MST Mod Shield Recharge if SL is at 3.

### ACCELERATE



+1 SPD.  
+1/SL on Traverse Checks.

### SWEET RELEASE



After killing a *Phaselocked* Enemy, gain 1 healing Orb/SL. Each Orb moves 3 squares/turn to a chosen ally and grants 1d4/SL Health.

### FLICKER



10%+MST Mod Element chance on Elemental Guns.  
+1/SL on Sneak Checks.

TIER 2

### SUSPENSION



*Phaselock* duration is increased by 1 turn. Gain 1d6+MST Mod Elemental Damage to *Phaselock* immune Enemies.

### RESTORATION



Gain 1d6+MST Mod Health and the ability to target allies with Ranged Attacks to heal 1d4 Damage per Hit.  
+1/SL on Insight Checks.

### WRECK



While an Enemy is *Phaselocked*, gain Extra Movement and +2 DMG Mod/SL.

### IMMOLATE



While at half Health or lower, all Attacks gain 2d6/SL Incendiary Damage.

TIER 3

### FLEET



Each turn while Shields are depleted, gain Extra Movement.

### INERTIA



After killing an Enemy, gain +10 Shield Recharge and Extra Movement for 1 turn/SL.

### ELATED



While *Phaselock* is active, all Vault Hunters gain 10+MST Mod/SL Health Regen.

### CONVERGE



When *Phaselock* is activated, 1/SL targets are pulled up to 2+MST Mod squares towards the *Phaselocked* Enemy.

TIER 4

### QUICKEN



If acting in the Before Enemies phase, activate *Phaselock* for free on the first turn.

### SUSTENANCE



5+MST Mod Health Regen.  
+1/SL on Search Checks.

### RES



Activate *Phaselock* to grant an ally with depleted Shields +15 Health/SL instead of the normal *Phaselock* Action.

### CLOUD KILL



First time shooting an Enemy during an encounter, a cloud of Radiation forms in a 3x3 square around them, dealing 2d6/SL+MST Mod Radiation Damage to each Enemy that enters or exits that area.

TIER 5

### SUB-SEQUENCE



When an Enemy dies while *Phaselocked*, roll 1d20+MST Mod/SL. If any are 15+, an adjacent Enemy becomes *Phaselocked*.

### LIFE TAP



After killing an Enemy, gain 1d6/SL Health.

### SCORN



Instead of a regular Melee Attack, Throw an Orb at an adjacent target. The Orb deals 3d6 Shock Damage to the target and all adjacent Enemies for 1+MST Mod turns.

TIER 6



### THOUGHTLOCK

After *Phaselocking* an Enemy, they Attack adjacent Enemies for the duration of *Phaselock*. *Phaselock* duration is increased by 1+MST Mod turns.