

SOLDIER

SKILL TREE // FORTUNE

ACTION SKILL:

Scorpio Turret: Deploy a Shielded Turret with aura effects for 2 turns that blocks Damage from the front, targets the closest Enemy, and fires each turn. Destroyed if Armor depletes. **(MST Mod per Day + 1/Encounter)**

TURRET:

Shields: 30
Armor: 10
DMG: 2d4 per Hit

ACC: +0
2-7: 2 Hits
8-15: 3 Hits
16+: 4+ Hits



TIER 1

IMPACT

MST Mod + 1 Damage to all gun types. +1/SL on Talk Checks.

SENTRY

Scorpio Turret gains +1 ACC and +1 DMG Mod/SL.

STOCKPILE

Scorpio Turret drops 1 Loot Token per adjacent Ally each Turn. Adjacent Allies gain +1 ACC Mod/SL.

AID STATION

Allies adjacent to the Scorpio Turret gain MST Mod +5 Health/SL each turn.

TIER 2

DEFENSE

Check for Shield Recharge after Acting instead of at End of Turn.

SCATTERSHOT

+1 ACC Mod/SL and +1 DMG Mod/SL for all Shotguns.

CAUTERIZE

Target allies with Ranged Attacks to Recharge their Shields 1d4/SL per Hit. If SL is at 3, grenades heal MST+1d8 Damage if they land adjacent to allies.

FITNESS

MST Mod+10/SL max Health. +1/SL on Traverse Checks.

TIER 3

REFIRE

First time dealing Crit Damage to an Enemy during an encounter, activate Scorpio Turret for free.

METAL STORM

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

BARRAGE

While Scorpio Turret is active, it gets +1 Hit/SL per turn. +1 on Interact Checks.

QUICK CHARGE

After killing an Enemy, gain +10/SL Shield Recharge for MST Mod+1 turn.

TIER 4

GRENADIER

After killing an Enemy, gain +1 Grenade Damage/SL and gain 1 grenade.

SUPPLY DROP

For each SL, increase the Stockpile or Aid Station skill by 1.

OVERLOAD

Increase DMG 1+MST. Mod+1/SL on Insight Checks.

DEPLOY

The first time taking Health damage during an encounter, activate Scorpio Turret for free. Scorpio Turret gains MST Mod+10 Shields/SL.

TIER 5

STAT

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

ASSAULT

+1 SPD/SL and +1 ACC/SL.

GRIT

+1d4/SL Damage resistance to all Ranged Attacks.

REVIVE

When activating Scorpio Turret adjacent to an ally with depleted Shields, roll 1d20/SL+MST Mod. If any are 15+: the ally gains 2d6 Shield Recharge.

TIER 6



GUIDED MISSILE

Scorpio Turret launches a Guided Missile that deals 2d10+MST Mod Splash Damage in addition to its normal Attack each turn.