Musketeer Mod Skill-List

Core:

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Req | AP | Ammo | SP | CD |  | Scale | Range | Description |
| Reload |  | 2 | -Max | 0 | 0 |  |  |  | Mute and Disarm for 2 turns, restore Ammo after that |
| Buckshot | 2 | 2 | 2 | 0 | 3 |  |  | 9 |  |
| Rapidfire | 2 | 2 | 3 | 0 | 3 |  | Fin | 10 | 3 shots in rapid succession |
| Mark Target | 1 | 1 | 0 | 0 | 1 |  |  | 8 | Mark target |
| Rend Target | 1 | 2 | 1 | 0 | 3 |  | Fin | 10 | Can only target marked targets |
| Coup de Grace | 2 | 3 | 1 | 1 | 4 |  |  | 1 | Instantly kills. Can target below 10% max hp. |
| Divine Flagellation | 2 | 2 | 1 | 0 | 3 |  |  | 10 | Select a marked target, cast cluster rain on it |
| Augmented Reload |  | 2 | -Max | 1 | 2 |  |  |  | Reload incendiary, explosive, or armor piercing rounds instead of normal ammo. |
| Arrow Recovery |  |  |  |  |  |  |  |  | Change Talent to affect Rifles? |
| Well aimed Shot |  | 2 | 1 | 0 | 3 |  |  | 13 | Long range shot with decent damage. Bonus damage against marked target. |
| Steadfast/Bolster |  | 2 | 0 | 0 | 3 |  |  |  | +1 Range, ~20% Dmg reduction and 10% ACC. Effect is lost on movement. |
| Steady Breathing |  | 2 | 0 | 0 | 3 |  |  |  | Target gains 15% Crit-Chance and a 20% Chance to apply “Marked” on attacks. |
| Tracking Shot |  | 2 | 1 | 0 | 4 |  |  | 10 | Fire a Tracking Shot on Target Character, dealing XX% Damage and marking it for 3 turns. |
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Experimental or unsure about feasibility

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| Name | Req | AP | Ammo | SP | CD |  | Scale | Range | Description |
| Unload | 1 | 2 | All | 0 | 3 |  | Fin | 10 | Unload all your current ammo |
| Flare | 2 | 2 | 2 | 1 | 4 |  |  | 13 | Mark all targets in Area, uncover invis |
| Bola Shot | 1 | 2 | 2 | 0 | 3 |  |  | 10 | Select 2 targets, pull them to center. |
|  |  |  |  |  |  |  |  |  |  |