

There are two main skill trees, Military and Humanity. The choices affect the overall ending depend on which traits they choose, there will be a total of 10 levels each with 2 different choices, one favouring humanity and the other Military. The ending of the game will reflect the skills chosen by the player. If the player chooses an equal number of both military and humanity then the game ending will be neutral.

Humanity Skills

- 1: Nano Basic Heal – Heals 25% of health
- 2: Nano Heal – Heals 50% of health
- 3: Nano Advanced Heal – Heals 75% of health
- 4: Nano Basic Protect – Damage is reduced by 25%
- 5: Nano Protect – Damage is reduced by 50%
- 6: Nano Advanced Protect - Damage is reduced by 75%
- 7: Basic Health node – HP is increased by 25%
- 8: Health node – HP is increased by 50%
- 9: Basic Nano capacity – Increase Nano storage by 25%
- 10: Nano Shield – No damage for turn.

Weaponisation

- 1: Basic Damage Increase – Damage is Increased by 25%
- 2: Damage Increase – Damage is increased by 50%
- 3: Decimation – Damage is increased by 75%
- 4: Basic Thick Skin – Damage is reduced by 25%
- 5: Thick Skin – Damage is reduced by 50%
- 6: Ballistic Skin – Damage is reduced by 75%
- 7: Nano Drain – Health is restored by 25% at the end of each battle
- 8: Advanced Nano Drain - Health is restored by 50% at the end of each battle
- 9: Nano Pulse Cannon – A laser with the Damage of 100
- 10: Kamehameha – Instakill