

<i>Starting Gift</i>	
Health	7
Energy/Psych	1
Barrier	2
<i>Weapon Mastery</i>	
1 Rifle mastery level	
<i>Armor Mastery</i>	
Light, medium	
Initiative	+4

## RIFLEMAN

Lvl 1	Preliminary training
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The rifleman gain  
+10% in assault  
weapon and +2  
damage with rifles

Passive
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Lvl 5	diligent
the rifleman gain +10% chance in every vision related action	
Passive	

## SNIPER

## COMMANDO

Lvl 10	eagle vision
the sniper gain +10% in precision weapon and 2 weapon mastery point, can only wear now light armor	
Passive	

Lvl 10	commando training
the commando gain +10% in melee weapon and 2 mastery point in rifle	
Passive	

Lvl 10	killer gaze
Attacks in a specific area have more penalties and the shooter sees the vision of all allies.	
Passive	

Lvl 10	Stun Shot
Launches a shot that stuns the target for 1d4 turns (if critical knocks it out)	
Active (2	

Lvl 10	lightning reflex
Will automatically dodge the next attack when activated	
Active (once/turn)	

Lvl 10	Sprinter
Increases speed by +1 by default	
Passive	

Lvl 15	lightning gauss
The gauss cannon no longer has the reload turn	
Passive	

Lvl 15	Suppressive Fire
Suppressive fire on the enemy, if he acts, the sniper receives an opportunity fire	
Active (2	

Lvl 15	"We're going to tear them down"
When activated, increases its movement speed by 2 and increases melee weapons by +20%.	
Active (3 times/combat)	

Lvl 15	Close Combat Pro
If an enemy moves into the commando's control zone, he will make a reflex shot with a +10% chance of success	
Passive	

Lvl 20	Accurate shot
Aiming at a body part increases critical hit by 10%.	
Active (2	

Lvl 20	"in my sights"
The sniper for one turn inflicts +10 extra damage on a target, he will not be able to get behind cover	
Active (2	

Lvl 20	Commando's Fury
The ability "we're going to tear them down" becomes permanent (available if choosen "we're going to tear them down")	
Passive	

Lvl 20	Charge
The commando can launch an attacking charge with his bayonet and his rifle at the same time	
passive	

Lvl 20	Ultimate shot
Allows a pistol or rifle bullet to pass through an obstacle and deal normal damage to the target behind it.	
Active (3 times/combat)	