**Cowboy Skill Trees**

Outlaw: Revolves around Crowd Control and High Multi-Target Damage.

Ability 1: Whip: Knocks the enemy back and reduces their defenses

Ability 2: Dynamite: Throw a stick of dynamite, which after a short fuse time, deals mass damage over a large area

Special Ability: Anarchy: Shots deal more damage and stun targets for a period of time

Marksman: Revolves around massive damage at a distance

Ability 1: Portable Cover: Place a temporary barricade that blocks projectiles, but allows yours through

Ability 2: Deadeye: Double damage for a very short period of time. Kills extend duration.

Special Ability: Continuum: Load a special bullet that warps through walls and deals more damage

Gunslinger: Revolves around Improving Speeds, Damage, and survivability

Ability 1: Trickshot: Fire a bullet that reflects off enemies and surfaces

Ability 2: Quick Hand: Do an evasive roll and fully reload all weapons

Special Ability: Showdown: Gain infinite ammo and increased fire rate for a period of time

**Ninja Skill Trees:**

Guerilla: Revolves around survivability and invisibility

Ability 1: Poison Dart: Shoot a poison dart that applies a poison which deals constant damage over time

Ability 2: Smoke Bomb: Throw a smoke bomb on the ground, causing the player to disappear and stunning nearby enemies

Special Ability: Deception: Go invisible and spawn a shadow double that attacks and distracts enemies

Assassin: Revolves around close range use of the Shadowblade

Ability 1: Shadow Throw: Throw a Shadowblade, slicing through anything it hits before returning to the player

Ability 2: Shadowslice: Dash forwards, dealing damage to all enemies hit

Special Ability: Blademaster: Summon two orbiting Shadowblades that follow the player, dealing immense damage

Grandmaster: Revolves around ability usage and consistent damage

Ability 1: Kunai Toss: Throw a handful of high pierce Kunai that lower the damage of enemies hit

Ability 2: Dodge: A short cooldown evade that doesn’t stop attacks or ability usage

Special Ability: Ninjutsu: Greatly reduces cooldowns, increases speed and damage

**Pirate Skill Trees**

Pyromaniac: Revolves around survivability and high damage over time:

Ability 1: Ignite: Create a damaging aura around the player, increases speed. Has a chance to ignite enemies

Ability 2: Cauterize: Reduces all incoming damage and grants life steal proportional to damage dealt

Special Ability: Hades: Pull out a Flamethrower that deals immense close-range damage for a short period of time. Has a chance to ignite enemies

Buccaneer: Revolves around heavy, consistent damage to all types of enemies:

Ability 1: Wrecking Ball: Fire a massive cannonball with infinite pierce that deals high damage and pushes enemies to the side

Ability 2: Gunpowder: Throw out gunpowder that sticks to enemies. Enemies hit with gunpowder will take additional damage and explode upon death

Special Ability: Barrage: Release several large explosives that deal heavy damage to enemies

Brawler: Revolves around heavy Crowd Control and massive cleave:

Ability 1: Sonic Boom: Fire a sonic boom that stuns enemies and knocks them back

Ability 2: Haymaker: A devastating punch that slows enemies hit and restores health

Special Ability: Bloodrage: Drop all weapons and deal immense damage with fists for a short period of time