

Skirmisher

While able to take maximum advantage of their Sling by using deft movements to avoid and confuse enemies that try to get close, the Skirmisher truly excels when fighting other ranged users. They have mastered the use of their Shield as well as their Sling and are nearly impossible to defeat in a standoff.

Locked Description:

Let he who is without loot throw the first stone!

Starting stats +4 Dex +2 Will +3 Cunning. HP 100, HP / Level +0

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Skirmisher Combat (Class, Dex) x1.3

The primary damage dealing branch of Skirmisher. Requires Dex.

Sling Supremacy

Increases Physical Power and weapon damage by x per rank. Reloads your Sling Bullets by 1 + (skill rank) each time you move, improves regular reloading by the same amount.

Thoughts - Like old Sling Mastery, but keeping with the theme of the constantly mobile Skirmisher by allowing reloading on the move. Reloads per action also improved over Sling Mastery because why not. I'm not actually concerned about the balance implications of either of these changes because eventually you get sling pouches with 70+ bullets anyway, so reloading nearly stops being an issue entirely.

Swift Shot

Fire off a quick sling bullet for 100% (+10% / rank, 150% max) damage, at double your normal attack speed. Costs 10 Stamina. Cooldown 5. Moving lowers the cooldown by 1.

Thoughts - Your bread and butter, does roughly the same damage as Steady Shot, and again, encourages the player to stay on the move. Upped the initial damage a bit over Steady Shot to make the initial rank more appealing. Speed boost is thematic and a nice touch that will keep you wanting to use this as often as possible, even once you have Sling Bombardment.

Hurricane Shot

Take aim and unload 4 + (rank) sling bullets for 80% (+5% / rank, 100% max) against your closest enemies inside a cone. Each enemy can only be targeted two times at most. Costs 30 Stamina. Cooldown 7. Using Swift Shot lowers the cooldown by 1.

Thoughts - Your go-to AoE damage. Weaving movement and Swift Shots in between Hurricane Shots will be your primary method of whittling down large groups. Max damage possible in one round is 1000%, but limited to 200% per target.

Sling Bombardment

Sustain. Instant. Your basic Shots now fire 2 sling bullets for 60% weapon damage + 10% (per effective rank, max 100%) while this is activated, at a cost of 15 Stamina per attack.

Thoughts - I like the idea of transforming the basic Shot into something more useful, and special attacks that don't have cooldowns. This is both! Comparison between using this vs. Swift Shot in any given round favors Swift Shot due to its enhanced speed, when both skills are 5/5.

Heavy Slinger (Class, Dex) x1.3

Bigger bad guys demand bigger ammo!

Rain of Pain

Active: Lob heavy bullets at your foes, at any tile within sling range. Opponents in that tile and radius 1 around that tile are dealt 100% (+25% / rank max 200%) weapon damage. This attack can't miss. Costs 25 stamina. 10 turn cooldown.

Breaker Ammo

Your basic shots, Rain of Pain, Fusilade, Swift Shot, Hurricane Shot, Sling Bombardment, and Counter Shots shred 1 (+1 / rank) armour and pierce 5% (+5% / rank) physical resist of your target. The armour shred can stack up to 5 times and lasts 5 turns.

Fusilade

Use your sling to launch a barrage of bullets to any tile within sling range in a radius 2, Stunning them for (skill level/2) turns and doing 50% (+10% / rank) weapon damage. This attack can't miss. Costs 30 Stamina. Cooldown 15.

Strong Arm

Passive. Lowers the cooldown of Rain of Pain and Heavy Metal by 1 per rank. At rank 3 increases the aoe of Rain of Pain to radius 2. At rank 5 increases the stun duration of Heavy Metal by 1.

Called Shots (Class, Cun) x1.3

This category is all about called shots, inflicting maximum pain to specific places on your enemies. Most scaling is done with Cunning. All negative status effects are improved if the attack is a critical hit. These shots all ignore unit collision between yourself and your target, your aim is just that good.

Kneecapper

Nail your opponent in the knee for 150% (+10% / rank) weapon damage, slowing their movement by 60% for 4 turns. Critical hits knock your target down for 2 turns (pin). At (raw) rank 3 the slow is extended to 5 turns, and at (raw) rank 5 extended to 6 turns. Costs 20 Stamina. Cooldown 10.

Throat Smasher

Something in your throat? Silences an enemy for 1 + (rank / 2) turns and does 150% (+10% / rank) damage. Silence duration is doubled on critical hits. Silence chance scales with Accuracy. Costs 20 Stamina. Cooldown 10.

Noggin Knocker

Shoot a sling bullets for 150% (+10% / rank) damage into your opponent's forehead, making them more vulnerable to being critically hit for 2 + (rank / 2) turns. If this attack is a critical, you also Stun the target for 2 + (rank / 2) turns. Stun chance scales with Accuracy. Costs 20 Stamina. Cooldown 10.

Sling Sniper

Passive. Your mastery of called shots is unparalleled. Gain 5% bonus critical chance and 10% critical damage per rank on your Called Shots. At (raw) rank 3 lowers the cooldowns of your Called Shots by 3 each. At rank (raw) 5 gain x% physical resist piercing (dex / cunning, max 30%) with all Called Shot attacks.

Buckler Training (Class, Dex) x1.3

Mastery over their Shields separates Slingers from Archers, and gives them an edge. Those with enough skill even manage to deflect spells.

Buckler Expertise

Passive. You are allowed to equip Shields. Convert Strength requirement to Dexterity when equipping. You have an x% (5% / rank, max 25%) chance to block any incoming melee attack (physical or otherwise), completely negating it. Disabled if wearing any Armour heavier than Leather. Requires offhand Shield.

Bash and Smash

Active. Bash an enemy in melee range with your shield, doing 100% (+25% dex/rank) Shield damage and knocking them back 2 squares, immediately followed by a deadly short range Sling shot attack for 150% (+50% cunning/rank) damage. At Rank 3 the Knock-back is 3 squares, and at rank 5 you attack with your Shield twice, causing Knock-back on the 2nd hit. Costs x Stamina. Cooldown 14-10 (-1 / rank).

Notes - Just a simple space control technique with a high damage component if you go 5/5 into this and Buckler Mastery. As a ranged user you don't want to get this close to anyone anyways, so doing a lot of damage is actually somewhat moot and more of an emergency button than a go-to attack. I could see a lot of people just going 1 / 5 in this, and it would still be useful to them.

Buckler Mastery

Passive. You have a x% (rank / dex, max 50%) chance to block any incoming projectile (physical or otherwise), completely negating it. At Rank 5 your Bash and Smash shield attack(s) is (are) guaranteed critical. Disabled if wearing any Armour heavier than Leather. Requires offhand Shield.

Notes - This is what gives you superiority over ranged opponents, with a nice bonus to Bash and Smash.

Counter Shot

Sustain. Instant. Any time you block an attack with Buckler Training or Buckler Expertise you instantly counterattack with your Sling for 50% (+10% per rank) weapon damage. Costs 10 Stamina per Counter Shot. At rank 5 your Counter Shots are guaranteed critical hits.

Notes - Fun stuff right? Not a huge source of damage even with 5/5, but a great little passive that jives with the rest of the category.

Tireless Combatant (Class, Will) x1.3

Your will carries you through the most difficult struggles, allowing you to fight on when others would have collapsed from exhaustion. Requires Will to rank up.

Breathing Room

Passive. Any time you do not have an opponent in a square adjacent to you, you restore $x (1.5 * e.rank)$ Stamina at start of your turn. At rank 3 you also restore an equal amount of health any time Breathing Room activates.

Thoughts - Quick math: at effective rank 6 you would gain 10.5 Stamina and HP per turn. This talent benefits ranged / hit and run style characters more than straight melee fighters.

Dauntless Challenger

Passive. When the going gets tough, you get tougher. Gain $(0.5 * e.rank * \text{enemies in LoS})$ Stamina regen and beginning at rank 3 $(e.rank * \text{enemies in LoS})$ bonus healing. The bonuses cap at 4 enemies in LoS.

Thoughts - Quick math: at effective rank 6 you would gain 3.5 Stamina regen and 7 HP regen per enemy. This talent benefits melee characters quite a bit more than Breathing Room will.

Steady Pace

Sustain. Instant. Control your movements to conserve your energy. While Pace Yourself is activated you are globally slowed by 15%, but receive a $(10 + (5 * e.rank))\%$ discount on all Stamina based abilities. At rank 3 the slow is reduced to 10%, and at rank 5 the slow is reduced to 5%. No cooldown.

Thoughts - Quick math: at effective rank 7 you would gain a 45% Stamina discount. Good with any type of Stamina dependent class.

The Eternal Warrior

Passive. For each round in which you spend Stamina, gain a stack of the Eternal War buff. These expire after 3 turns, but new stacks refresh the duration. Max stacks 5.

For each stack of Eternal Warrior you gain (.5 * e.rank) Resist All and Resist All cap. At Rank 5, Breathing Room and Dauntless Challenger are 20% more effective.

Thoughts - Quick math for you: at effective rank 5 with 5 stacks you would gain 17.5% resist all (and cap). Great with any type of character who has invested in this category.

Trapping (Class, Cun) x1.0

Poisons (Class Locked, Cun) x1.0

Combat Training (Generic) x1.0

Survival (Generic, Cun?) x1.0

Acrobatics (Generic, Dex) x1.3

A new Generic category intended for light footed Rogues who prefer flight to fighting fair! The class intended to receive this is Skirmisher (a Sling Rogue I am working on), but it is meant to be neutral enough that melee Rogues would also enjoy having it available. I would place this as a locked Generic on all 3 standard Rogue classes, while free for Skirmisher.

Vault

Instant. Use your opponent as a platform and spring off of them, landing anywhere within a (2 + skill level / 2 squares) cone on the other side. Costs 20 Stamina. 25-20 turn cooldown (skill). Can be used on Traps to move past them without triggering.

Cunning Roll

Instant. Move 2 spaces in any direction (can pass through an enemy). Gain 5% (+5% / rank) critical hit chance on your next attack if it is performed in the same round as Cunning Roll. At rank 5, you can roll up to 3 spaces. Cooldown 20-15 (skill). Costs 10 Stamina.

Trained Reactions

Sustained. Any time you would be hit for 25% of your max HP or more in one attack, you instead dodge out of the way, gaining a temporary buff that reduces this damage and all further damage this round by 30%(+5% / rank / max 50%).Costs 30 Stamina when triggered, can only activate once per turn. Cooldown 10.

Superb Agility

Lowers the CD of Vault, Cunning Roll, and Trained Reactions by 1 turn per rank, and the Stamina costs by. At Rank 3 you also gain 10% global speed for 1 turn after using Vault, Cunning Roll, or when Trained Reactions activates. At rank 5 the speed bonus after these skills lasts for 2 rounds.

TODO List

- Cunning Roll
 - Needs to break Pin and Grapple
- Heavy Slinger
 - All talents need implemented
- Called Shots
 - Lots of changes need implemented
- Talent review
 - Make sure talents all do what current descriptions indicate