

MASTERMIND

MEDIC

CONTROLLER

SHARPSHOOTER

~~The inspire distance is increased by 9 metres~~

~~Having at least one of your own hostage or converted law enforcer makes you regenerate 9% health every 5 seconds~~

~~All enemies within a 100cm radius of the bullet trajectory are tased~~

First Aid Kits will now restore 1 down for the player that uses it

~~Your Doctor Bags now have 2 more charges~~

~~Shouting at a civilian has a chance for them to revive you. Charges can be replenished with a Doctor Bag and now has 2 charges~~

~~You gain 25% armor for each converted enemy up to 8 times.~~

~~Each headshot will refund 1 bullet.~~

Increases the reload speed boost duration by 8 seconds

Crew members that use your first aid kits or doctor bags take 50% less damage for 120 seconds.

The damage reduction lasts 10 seconds longer.

You can now take special enemies hostage and convert them.

~~Your converted enemy gets 0.8 seconds of invulnerability whenever they take damage.~~

You can now sprint while aiming down sights

...?

~~Damage reduction is up to 90%~~

You can now have 3 civilians following you at the same time

Your steadiness is increased by 50%

ENFORCER

SHOTGUNNER

The damage bonus now applies to melee damage, throwables, grenade launchers and rocket launchers.

The damage falloff for shotguns is reduced by **100%**

Your rate of fire is increased by **50%** when firing from the hip or aiming with single shot shotguns.

You take **50%** more faster to put ammo into clip.

You deal an additional **15%** damage with shotguns

You have **10%** chance to active **ZEAL TIME**.

TANK

~~You gain another **50%** more armor~~

All your weapons gain a **5%** chance to pierce enemy shields

You take an additional **25%** less damage when interacting with objects

~~Increases your armor recovery rate by **50%**~~

~~You regenerate an another additional **25%** armor for each successful headshot. Cooldown is reduced **1** second~~

The movement speed penalty of armor is reduced by **25%**

AMMO SPECIALIST

~~The effect is expanded to all kind of weapon and ammo~~

~~You consume **75%** less from ammo bag~~

Your saw deals an additional **50%** more damage against enemies

~~You have **30%** chance to enter 'Bulletstorm' for **3** seconds while standing next to any ammo bags.~~

~~You gain **2** additional saw blades for the OVER9000 portable saw.~~

~~Pick up range is **150%** more bigger now~~

TECHNICIAN

ENGINEER

BREACHER

OPPRESSOR

~~Your sentry will fire~~ explode arrow now

Increases the fire effect duration by ~~15~~ seconds
and increases the fire effect radius by ~~75~~%

The effect is expanded to all of weapons and
mode

~~You can now pick up
destroyed sentry guns~~

~~You can now bring
the normal amount of
secondary
deployables with you~~

You gain a ~~1~~% chance
to pick up an
additional trip mine
from ammo boxes

The chance to fix the
drill or saw is now
~~100~~%

The reload speed
bonus is now reduced
by ~~0~~%

You gain ~~4~~ accuracy
for every bullet fired
by a gun in automatic
fire mode, This bonus
is reset when you
stop firing

~~Your sentry guns have
an additional ~~100~~%
more ammunition~~

...?

Your trip mine
damage is increased
by an additional ~~100~~%

Your drill and saw
timer is decreased by
an additional ~~30~~%

Increases your
stagger chance to
~~50~~%

You gain ~~24~~ weapon
stability while firing
from the hip

Your sentry guns gain ~~50~~% damage resistance

The chance to automatically restart after
breaking is now ~~25~~%

Your steadiness is increased by ~~50~~%

GHOST

SHINOBI

ARTFUL DODGER

SILENT KILLER

The ECM Jammer and Feedback duration is increased by an additional **100%**

~~You gain an additional dodge while your stamina are not full. The lower you have, the more you get.~~

The critical hit chance is increased to **70%**

~~You lockpick **200%** faster. You can now hack keycard security panels~~

ECM Feedback will now cause SWAT turrets to fire at law enforcers

~~Every shot on every enemy will cause that enemy to stagger. The effect persists for **9** seconds after your armor has recovered.~~

~~The taser will now explode if the shock effect backfires on him~~

You gain a **3%** critical hit chance for every **1** point of detection rate under **75** up to **30%**

You deal an additional **15%** damage with all silenced weapons

You gain **3** additional body bags in your inventory. Also increases the body bag inventory space to **6**

The trade penalty for killing a civilian is reduced by **20** seconds

You can now sprint while carrying any type of bag

Increases the concealment of all weapons by **3**

You gain **3** concealment for each silenced weapon you equip

Removes the threat penalty from silencers

~~You can now jump and crouch in casing mode~~

~~You have a **10%** increased chance to dodge while crouching. You gain **15%** chance to dodge while in a vehicle~~

When your armor breaks you gain a **10%** chance to dodge.

FUGITIVE

GUNSLINGER

REVENANT

BRAWLER

The damage boost now stacks up to ~~10~~ times

You now have ~~3~~ charges.

Damage taken is now reduced by ~~0%~~, but your maximum health is now increased by ~~150%~~

...?

You reload all pistol ~~10%~~ faster by each stack. Stack is up to ~~8~~ times now

Increases the duration of swan song by ~~6~~ seconds. You now get a ~~0%~~ movement penalty

The chance to get instantly revived is increased by an additional ~~30%~~

Each successfully counter attack will create an explosion

...?

Your pistol magazine sizes are increased by ~~100%~~

...?

You gain a ~~20%~~ dodge chance for ~~10~~ seconds after being revived

You will now gain ~~5~~ health every ~~0.5~~ seconds for ~~10~~ seconds after being revived

...?

...?

You gain an additional ~~8~~ accuracy with all pistols

You now have ~~9001%~~ more bleedout health

You gain ~~100%~~ additional movement speed while using melee