

# 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~~

~~The amount of headshots required is reduced to 4~~

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~~

Having a converted enemy increases your armour by 50%  
Your converted enemy has 100% more health

Enemies you mark deal 75% less damage

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 0.5 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

## TANK

## AMMO SPECIALIST

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

~~You gain another 50% more armor~~

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

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.

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

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

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

Your saw deals an additional 50% more damage against enemies

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

You deal an additional 15% damage with shotguns

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

The movement speed penalty of armor is reduced by 25%

The duration will now always be 15 seconds.

You gain 2 additional saw blades for the OVE9000 portable saw

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

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

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

# TECHNICIAN

## ENGINEER

Your sentry guns gain a **100%** increase in damage

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

Your sentry guns have an additional **100%** more ammunition.

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

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

The cost of deploying a sentry gun is reduced by an additional **15%**

## BREACHER

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

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

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

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

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

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

## OPPRESSOR

~~The effect is expanded to all of weapons and mode~~

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

Increases your stagger chance to **50%**

Your steadiness is increased by **50%**

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

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

# GHOST

## SHINOBI

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

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

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

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 jump and crouch in casing mode~~

## ARTFUL DODGER

You gain a **1%** dodge chance for every **1** point of detection rate under **35** up to **32%**

Every shot on every enemy will cause that enemy to stagger

You can now sprint while carrying any type of bag

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

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

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

## SILENT KILLER

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

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

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

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

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

Removes the threat penalty from silencers

# 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  
200%

...?

~~You reload all pistol  
40% 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 5% 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