

# 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

## 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%** ~~(+100% bullets per shot)~~

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%**

~~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.~~

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

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

~~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

Outside of stealth activate ~~3~~ seconds of ECM feedback every ~~10~~ seconds.

~~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%~~

~~Outside of stealth automatically mark units who near you.~~

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 ~~1%~~ 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