

# 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

## 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~~  
400% 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

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 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~~