

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 4 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 guns gain a **100%** increase in damage

~~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.

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

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 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