

# 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 60~~  
~~seconds and increases the fire effect radius~~  
~~by 375%~~

~~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

## 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 ~~20%~~ 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