

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.~~

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

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

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

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.

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

You deal an additional **15%** damage with shotguns

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

TANK

~~Your gain another **50%** more armor~~

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

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

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

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

The movement speed penalty of armor is reduced by **25%**

AMMO SPECIALIST

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

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

The duration will now always be **15** seconds.

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

Your saw deals an additional **50%** more damage against enemies

You gain **2** additional saw blades for the OVE9000 portable saw

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

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

~~You lockpick 200% faster. You can now hack keycard 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~~
~~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 ~~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~~