

# MASTERMIND

## MEDIC

## CONTROLLER

## SHARPSHOOTER

You give all your crew speedboost after revive someone

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 **1**

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

You gain a **50%** stability bonus while aiming down sights with all SMGs, Assault Rifles, and Sniper Rifles fired in single shot mode.

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.

Your 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 successfull headshot. Cooldown is reduced 1 second

Each ammo bag now contains 100% more ammunition

Your saw deals an additional 50% more damage against enemies

You now reload tube-fed shotguns 2 shells at a time

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

Your sentry guns gain a **100%** increase in damage

You can now pick up destroyed sentry guns

Your sentry guns have an additional **100%** more ammunition.

Your sentry guns gain **50%** damage resistance

You can now bring the normal amount of secondary deployables with you

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

## BREACHER

Increases the fire effect duration by **15** seconds and increases the fire effect radius by **75%**

You gain a **1%** chance to pick up an additional trip mine from ammo boxes

Your trip mine damage is increased by an additional **100%**

The chance to automatically restart after breaking is now **25%**

The chance to fix the drill or saw is now **100%**

Your drill and saw timer is decreased by an additional **30%**

## OPPRESSOR

The effect is expanded to all of weapons and mode

The reload speed bonus is now reduced by **0%**

Increases your stagger chance to **50%**

Your steadiness is increased by **50%**

You gain **4** accuracy for every bullet fired by a gun in automatic fire mode, This bonus is reset when you stop firing

You gain **24** weapon stability while firing from the hip

# 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, crouch and sprint 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

The taser will now explode if the shock effect backfires on him

Increases the concealment of all weapons by **3**

You have a **10%** increased chance to dodge while crouching. You gain **15%** chance to dodge while in a vehicle

## 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 deal an additional **15%** damage with all silenced weapons

You gain **3** concealment for each silenced weapon you equip

Removes the threat penalty from silencers

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 **200%**

The base damage of all pistols is increased by an additional **15** damage

You reload all pistols **100%** faster

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%**

Knockdowns now deal damage

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Your pistol magazine sizes are increased by **100%**

Your akimbo weapons' reload speed is increased by **50%**

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

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You gain an additional **8** accuracy with all pistols

You now have infinite bleedout health

You can now sprint while charging your melee