

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.

~~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 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 ~~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~~

You gain **3** additional body bags in your inventory. Also increases the body bag inventory space to **6**

~~You can now jump and crouch in casing mode~~

ARTFUL DODGER

~~You gain an additional dodge while your stamina are not full. The lower you have, the more you get.~~

~~Every shot on every enemy will cause that enemy to stagger. The effect persists for **9** seconds after your armor has recovered.~~

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