

# 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

Having a converted enemy increases your armour by **50%**  
Your converted enemy has **100%** more health

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 **0.5** 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 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%

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 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~~  
~~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

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 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~~