

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~~

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

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

...?

~~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 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

...?

...?

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~~