

MASTERMIND

MEDIC		CONTROLLER		SHARPSHOOTER	
The inspire distance is increased by 9 metres. This cannot occur more than once every 10 seconds		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 4 more charges	Nearby hostages and civilians will revive you if you are downed	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.
Reviving a player gives them 100% of their max health		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 total armor value is increased by an additional 50%		You can now collect ammo for rocket launchers and the OVE9000 saw from dropped ammo boxes	
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 5 health for each successful headshot. This cannot occur more than once every 2 seconds	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%		Every single enemy you kill will drop an extra ammo box	

TECHNICIAN

ENGINEER		BREACHER		OPPRESSOR	
Your sentry guns gain a 100% increase in damage		Increases the fire effect duration by 20 seconds and increases the fire effect radius by 100%		125% from the bonus headshot damage is permanently applied to hitting enemies on the body, and body shots will now trigger headshot-related skills.	
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.	The cost of deploying a sentry gun is reduced by an additional 15%	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, 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

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

The damage boost now stacks up to **10** times

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

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

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

REVENANT

You now have **3** charges.

Increases the duration of swan song by **6** seconds. You now get a **0%** movement penalty

You gain a **5%** dodge chance for **10** seconds after being revived

You now have infinite bleedout health

BRAWLER

Damage taken is now reduced by **0%**, but your maximum health is now increased by **200%**

Knockdowns now deal damage

The lower your health, the more damage you do. When your health is below **100%**, you will do up to **500%** more melee and saw damage, and **200%** more damage with ranged weapons. Entering berserker state negates regeneration effects.

Every kill you get will increase your next melee attack damage by **200%**, up to a maximum of **1600%**. This effect is reduced by **50%** when you kill an enemy with a melee attack.

Your melee attacks against all enemies do an additional **100%** damage

You can now sprint while charging your melee