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| 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 | …? |
| Damage reduction is up to 90% | | You can now have 3 civilians following you at the same time | | Your steadiness is increased by 50% | |

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| 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 | |

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| TECHNICIAN | | | | | |
| ENGINEER | | BREACHER | | OPPRESSOR | |
| Your sentry guns gain a 100% increase in damage | | 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. | 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% | |

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| GHOST | | | | | |
| SHINOBI | | ARTFUL DODGER | | SILENT KILLER | |
| The ECM Jammer and Feedback duration is increased by an additional 100% | | You gain a 1% dodge chance for every 1 point of detection rate under 35 up to 32% | | The critical hit chance is increased to 70% | |
| You lockpick 200% faster. You can now hack keycard security panels | ECM Feedback will now cause SWAT turrets to fire at law enforcers | Every shot on every enemy will cause that enemy to stagger | The taser will now explode if the shock effect backfires on him | 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 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 sprint while carrying any type of bag | Increases the concealment of all weapons by 3 | You gain 3 concealment for each silenced weapon you equip | Removes the threat penalty from silencers |
| You can now jump, crouch and sprint in casing mode | | You have a 10% increased chance to dodge while crouching. You gain 15% chance to dodge while in a vehicle | | When your armor breaks you gain a 10% chance to dodge. | |

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| 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 | …? |
| 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 | …? | …? |
| You gain an additional 8 accuracy with all pistols | | You now have infinite bleedout health | | You can now sprint while charging your melee | |