Character

Projectile types – Tear, fire DOT, corruption Hack, shock Paralysis, freeze increased damage

Ropercaster

tripcaster

Sling – Grenades. Shorter range, heavy arc. Splash damage. Limited ammo

Proximity bombs, sticky bombs

Rattler – shotgun

traps

Scan – weakpoints, AI paths

Move, roll, jump, slide, climb

Enemy –

Explosive – blow up cover

Normal machine gun

Charge

Jump

Feel –

Shooting –

Zoom

Screenshake

Particles

Knockback