**Perk Documentation**

**Perk Type Description:**

**Standard:** A basic perk that adds a small bonus to one stat or splits the already small bonus between multiple stats.

**Noteworthy:** A perk that significantly changes the way a weapon or piece of armour functions, with either a large stat bonus or unique ability, such as making a target explode.

**Masterwork:** A unique perk that can be found on unique pristine or raid weapons / armour, that’s slightly better than Noteworthy in terms of usefulness.

**Black-Listed:** A very powerful perk that can only be found on Black-Listed tier weapons and armour. It grants a bonus so powerful the player is restricted to only being allowed to equip one weapon and armour piece at a time. This perk consists of a unique trait that takes advantage of the item’s weakness or strength, guaranteeing it to be the most powerful in option in any area its designed for.

**Perks:**

**Standard:**

**Barrels:**

Rifled Barrel: +5% Range, +5% Accuracy.

*Increases this weapons range and accuracy.*

Weighted Barrel: +10% Stability.

*Recoil goes up, weights go down...*

Reinforced Barrel: +3% Range, +3% Accuracy, +4% Rate of Fire.

*Reinforces the barrel to withstand sustained fire.*

Extended Barrel: +10% Range.

*Increases this weapons range.*

Steel Barrel: +10% Accuracy.

*Increases this weapons accuracy.*

**Frames:**

Reinforced Frame: +2% Range, +2% Accuracy, +3% Stability, -2% Rate of Fire.

*Reinforces the frame to allow improve overall performance.*

Lightweight Frame: +10% Rate of Fire, -5% Damage.

*Lightens this weapons frame for increased rate of fire.*

Skeletonized Frame: +15% Accuracy, -5% Stability.

*Lightens this weapons frame to easier target acquisition.*

Steel Frame: +13% Stability, -5% Rate of Fire.

*Increases stability at the cost of rate of fire.*

Ambidextrous Frame: +5% Accuracy, +5% Range.

*Upgrades the frame to allow for either hand to be used during operation.*

**Muzzles:**

Muzzle Break: +10% Stability.

*Controls the flow of gas resulting in easier recoil control.*

Flash Hider: +5% Accuracy, -5% Rate of Fire, +3% Damage.

*Lowers the intensity of the muzzle flash resulting in higher accuracy.*

High Calibre Muzzle: +5% Accuracy, -7% Rate of Fire, +5% Damage.

*Optimizes the rounds power to full effect.*

Sound Suppressor: +5% Range, +5% Accuracy.

*Suppresses this weapons noise, while also lengthening the barrel.*

Flash Suppressor: +5% Stability, +5% Accuracy.

*Limits the weapons muzzle flash making it easier to acquire targets.*

**Stocks:**

Rubber Padding: +5% Stability, +5% Accuracy.

*Adds extra grip and padding to the stock making it easier to control.*

Reinforced Stock: +13% accuracy, -5% stability.

*Improved stock durability while decreasing padding.*

Lightweight Stock: +15% Accuracy, -10% Magazine.

*Makes the weapon easier to aim while making recoil harder to control.*

Removed Stock: -15% Accuracy, +2% damage, +10% Rate of Fire, +1 Agility.

*Removes to stock to reduce weight and justify spray n’ pray.*

Wire Stock: -10% Accuracy, +5% Stability, +5% Range, +10% Rate of Fire, +1 Agility.

*Reduces weight while preserving most accuracy and stability.*

**Grips:**

Pistol Grip: +10% Accuracy.

*Changes the weapons grip to be more comfortable.*

Textured Grip: +10% stability.

*Textures this weapons grip for easier target acquisition.*

**Ammunition:**

**Noteworthy:**

Holstered:

*All weapons gain 25% damage increase while this weapon is holstered.*

**Masterwork:**

**Black-Listed:**