Configs

repair kits

- **"rarityWeight"**:
  - dictates how common the buff tier is when you roll for a repair enhancement. (higher = more common)

For armor enhancement

- **"DamageReduction"**:
  - value dictates how much less damage you take when wearing the armor while the repair enhancement is active
  - Higher = less damage taken.
    - Common tier
      - vanilla = 0.90-0.98 or 2% to 10% less damage taken
      - New config = 0.75-0.65 or 25% to 35% less damage taken
    - Rare tier
      - vanilla = 0.80-0.90 or 10% to 20% less damage taken
      - New config = 0.55-0.35 or 45% to 65% less damage taken

For Weapons

- **"WeaponSpread"**:
  - value dictates how much weapon spread is reduced by with the repair enhancement.
  - Lower = lower weapon MOA = more accurate
    - Common tier
      - vanilla = 0.90-0.99 or 1% to 10% lower MOA
      - New config = 0.75-0.85 or 15% to 25% lower MOA
    - Rare tier
      - vanilla = 0.80-0.90 or 10% to 20% lower MOA
      - New config = 0.55-0.65 or 45% to 35% lower MOA

- **"MalfunctionProtections"**:
  - value dictates how much less your weapon my jam with the repair enhancement. (higher is better)
    - Common tier
      - vanilla = 0.94-0.96 or 6% to 4% less chance of malfunction
      - New config = 0.75-0.85 or 25% to 15% less chance of malfunction
    - Rare tier
      - vanilla = 0.75-0.90 or 10% to 25% less chance of malfunction
      - New config = 0.55-0.65 or 45% to 35% less chance of malfunction

Under the skills section

These 2 values are set to 1 over the vanilla values to make the enhancement stick for the full durability repaired by the player. "CurrentDurabilityLossToRemoveBuff" "MaxDurabilityLossToRemoveBuff"

This values dictates how much the chance of rolling an enhancement on repairing with repair kits are "CommonBuffChanceLevelBonus": 1.25 = This means every level in the skill increases the chances by 1.25% (I think)