Melee



Ranged



Survival

# Melee

Training - Increases melee damage. 10%, 15%, 20%.

Weak Point – Increases Critical damage. 5%, 10%, 15%.

Luck - Increases Critical chance. 10%, 15%, 20%.

Steam Cloud – Creates a barrier of steam that damages enemies around you.

Reach – Increases the melee distance.

Light Weight - Run speed increased. 5%, 10%, 15%.

Berserker – The less health you have the more damage you do. Health less 10%, 15%, 20%.

Dueling – Damages increases when facing a single enemy. 5%, 10%, 15%.

Explosive Hit - Add a fourth hit to the combo.

# Ranged

Trigger Finger – Increases firing speed. 10%, 15%, 20%.

Full Metal Jacket – Increased Ranged Damage.10%, 15%, 20%.

Lucky Shot – Increase critical chance.

Compression Shot –

Pierce – The bullet will have a chance to pass through an enemy. 3%, 6%, 9%.

Double Load – Increases the number of bullets fired starting at every third, then second, and every time.

Bull’s Eye – Gain the ability to instant kill an enemy. 2%, 4%, 6%.

Heavy Shot – A chance that the enemy well pushed back by the force of the bullet.

Grenade - Throw an explosive grenade to damage a group of enemies.

# Survival

Armor Durability- Total armor points go up. 10%, 20%, 30%.

Dodge - Gain the ability to roll out of damage.

Block- Lessen the damage taken in front of you.

Iron Curtain – Drops a metal shield that surrounds you, you cannot move but you can still fire your gun. Duration is dependent on how full your steam meter is.

Blowback-

Ranged miss chance -

Damage Resistance –

Improved Steam Pack – You have upgraded your to be more effeicent

Juggernaut -