

## Alien - Group Perk Lines

Red text is the proposed changes.

<b>Ranger</b>		
Levels when perks are gained: 25, 25, 25, 25, 25, 25, 85, 85, 85, 195 Available for: <b>Meta-Physicist: 1-10</b> , Martial Artist: 1-10, <b>Agent: 1-10</b>		
	<b>Bow: 75</b> <b>Bow special attack: 38</b>	
<b>Clearshot</b> → Player level: 25+ → (1)		
<b>Attack:</b> Bow: 100%	<b>Requires Bow Equipped</b> Bow Skill 0001: <b>Damage: -120..-340</b> Bow Skill 1000: <b>Damage: -789..-1045</b> Bow Skill 2000: <b>Damage: -1589..- 2979</b> Bow Skill 3000: <b>Damage: -2254..-5010</b>	<b>Attack:</b> 2 seconds <b>Recharge:</b> On Hit: 55s On Miss: 23s
<b>Defense:</b> Dodge Ranged: 100%		
<b>Range:</b> 30 m		
<b>Popshot</b> → Player level: 25+ → (6)		
<b>Attack:</b> Bow: 100%	<b>Requires Bow Equipped</b> Ranger 6: <b>Damage: -250 .. -1000</b> Ranger 7: <b>Damage: -350 .. -1400</b> Ranger 8: <b>Damage: -450 .. -1800</b> Ranger 9: <b>Damage: -550 .. -2200</b> Ranger 10: <b>Damage: -1268..-2669</b>	<b>Attack:</b> <b>2 seconds</b> <b>Recharge:</b> On Hit: 25s On Miss: 13s
<b>Defense:</b> Dodge Ranged: 100%		
<b>Range:</b> 30 m		
<b>Clearsight</b> → Player level: 195+ → (10)		
<b>Attack:</b> Bow: 100%	<b>Requires Bow Equipped</b> <b>Damage: -3500 .. -7500</b>	<b>Attack:</b> <b>2 seconds</b> <b>Recharge:</b> On Hit: 85s On Miss: 43s
<b>Defense:</b> Dodge Ranged: 100%	Self: Ranged init: 400 Physical init: 400	
<b>Range:</b> 30 m	→ <b>25 seconds</b>	

<b>The Unknown Factor</b>			
Levels when perks are gained: 25, 25, 25, 25, 25, 25, 25, 25			
Available for: <b>Trader: 1-8</b> , Fixer: 1-8, Agent: 1-8, Engineer: 1-8, Doctor: 1-8, Nano-Tech: 1-8, Meta: 1-8, <b>Crat: 1-8</b>			
			<b>Chemistry: 160</b> <b>Psychology: 160</b> <b>Nano prog: 160</b> <b>Pharmaceuticals: 160</b>
<b>Hostile Takeover</b> → Player level: 25+ → (4)			
<b>Attack:</b> Intelligence: 100% Psychic: 100% <b>Defense:</b> Nano Resist: 100% <b>Range:</b> 20 m	<b>Ranged init: -1000 @ Lvl 200</b> <b>Nano init: -1000 @ Lvl 200</b> <b>Melee init: -1000 @ Lvl 200</b> <b>Physical init: -1000 @ Lvl 200</b> <b>→ 10 seconds pvp / 20 seconds pvm</b>		<b>Attack:</b> 2 seconds <b>Recharge:</b> On Hit: 65s On Miss: 30s
<b>Chaotic Assumption</b> → Player level: 25+ → (8)			
<b>Attack:</b> Intelligence: 100% Psychic: 100% <b>Defense:</b> Nano Resist: 100% <b>Range:</b> 20 m	<b>Level 001: Damage: -1250..-2499</b> <b>Level 100: Damage: -2499..-4999</b> <b>Level 200: Damage: -2883..-6070</b> <b>Level 220: Damage: -3213..-7141</b>		<b>Attack:</b> 2 seconds <b>Recharge:</b> On Hit: 65s On Miss: 32s

<b>Counterweight</b>			
Levels when perks are gained: 25, 25, 55, 85, 105, 125			
Available for: Adventurer: 1-6, Enforcer: 1-6, Shade: 1-6, <b>Engineer: 1-6</b> , <b>Fixer: 1-6</b> , <b>Bureaucrat: 1-6</b>			
	Multi ranged: 100 Multi melee: 100		
<b>Full Frontal</b> → Player level: 55+ → (3)			
<b>Attack:</b> <b>Attack Modifier: 100%</b> <b>Defense:</b> Dodge Ranged: 50% Evade Close: 50% <b>Range:</b> 20 m	<b>(not-removeable/unbreakable)</b> <b>Ranged init: -1000 @ Lvl 200</b> <b>Run speed: -1000 @ Lvl 200</b> <b>→ 10 Seconds (pvp &amp; pvm)</b>		<b>Attack:</b> <b>1 second</b> <b>Recharge:</b> On Hit: 60s On Miss: 30s
<b>Confinement</b> → Player level: 125+ → (6)			
<b>Attack:</b> <b>Attack Modifier: 100%</b> <b>Defense:</b> Dodge Ranged: 50% Evade Close: 50% <b>Range:</b> 20 m	Full Frontal running <b>Level 001: Damage: -280..-559</b> <b>Level 100: Damage: -997..-1994</b> <b>Level 200: Damage: -1281..-2696</b> <b>Level 220: Damage: -1420..-3155</b>  Root <b>(not-removeable/unbreakable)</b> <b>→ 6 Seconds (pvp &amp; pvm)</b>		<b>Attack:</b> <b>2 seconds</b> <b>Recharge:</b> On Hit: 60s On Miss: 30s

<b>Illogical Patterns</b>			
Levels when perks are gained: 25, 25, 25, 25, 25, 25, 25, 25			
Available for: Engineer: 1-8, Fixer: 1-8, <b>Trader: 1-8</b>			
			Quantum physics: 160 Mechanical engi: 160 Electrical engi: 160 Tutoring: 160 Weapon smithing: 160
<b>Guesstimate</b> → Player level: 25+ → (3)			
<b>Attack:</b> <b>Intelligence: 100%</b> <b>Psychic: 100%</b> <b>Defense:</b> Nano Resist: 100% <b>Range:</b> 20 m	Random roll <= 33 Guesstimate: Root ( <b>not-removeable/unbreakable</b> ) <b>→ 6 Seconds pvp / 15 seconds pvm</b>  Last random roll >= 34 && Last random roll <= 65 Guesstimate: Projectile -1 .. -1 Stun ( <b>not-removeable</b> ) <b>→ 2 seconds (pvp &amp; pvm)</b>  Last random roll >= 66 Guesstimate: <b>Run speed: -450 → -1000 (not-removeable/unbreakable)</b> <b>→ 15 seconds / 20 seconds pvm</b>		<b>Attack:</b> <b>1 second</b> <b>Recharge:</b> On Hit: 65s On Miss: 33s
<b>Memory Scrabble</b> → Player level: 25+ → (8)			
<b>Attack:</b> <b>Intelligence: 100%</b> <b>Psychic: 100%</b> <b>Defense:</b> Nano Resist: 100% <b>Range:</b> 20 m	Target must have Affected by Guesstimate running. Random roll >= 1 --> <b>Damage: -500 .. -500</b> Last random roll >= 41 --> <b>Damage: -500 .. -500</b> Last random roll >= 51 --> <b>Damage: -500 .. -500</b> Last random roll >= 61 --> <b>Damage: -500 .. -500</b> Last random roll >= 71 --> <b>Damage: -500 .. -500</b> Last random roll >= 81 --> <b>Damage: -500 .. -500</b> Last random roll >= 91 --> <b>Damage: -500 .. -500</b> Last random roll >= 98 --> <b>Damage: -500 .. -500</b>  <b>Damage with different amount of skill for use above:</b> <b>Level 001: Damage: -500</b> <b>Level 100: Damage: -739</b> <b>Level 200: Damage: -1065</b> <b>Level 220: Damage: -1399</b>		<b>Attack:</b> <b>2 seconds</b> <b>Recharge:</b> On Hit: 65s On Miss: 33s