## *Shadowlands - Group Perk Lines*

Green text is the changes already made. Red text is the proposed changes.

| **Blunt Mastery** | | |
|---|---|---|
| Levels when perks are gained: 10, 30, 50, 80, 110, 140, 170, 200, 201, 203<br>Available for: Enforcer: 1-10, Meta-Physicist: 1-10 | | |
| | **1h Blunt: 200** | |
| **Quick Bash** → Player level: 30+ → (2) | | |
| **Attack:**<br>1h Blunt: 100%<br>**Defense:**<br>Evade close: 100%<br>**Range:** 5 m | **Wielded weapons: 1h Blunt**<br>1 hand Blunt Skill 0001: Damage: -83..-165<br>1 hand Blunt Skill 1000: Damage: -166..-331<br>1 hand Blunt Skill 2000: Damage: -1123..-2363<br>1 hand Blunt Skill 3000: Damage: -2333..-5185 | **Attack:**<br>1 second<br>**Recharge:**<br>On Hit: 26s<br>On Miss: 13s |
| **Crush Bone** → Player level: 110+ → (5) | | |
| **Attack:**<br>1h Blunt: 100%<br>**Defense:**<br>Evade close: 100%<br>**Range:** 5 m | **Wielded weapons: 1h Blunt**<br>**Quick Bash not running / running:**<br>1 hand Blunt Skill 0001: Damage: -495..- 989 / -659..-1319<br>1 hand Blunt Skill 1000: Damage: -166..- 1979 / -1320..-2639<br>1 hand Blunt Skill 2000: Damage: - 2116..- 4453 / -2821..-5937<br>1 hand Blunt Skill 3000: Damage: - 2928..- 6507 / -3904..-8676<br>**Crush Bone → 300/600/900 skill:**<br>Damage: -33 / -68 / -124<br>Damage: -33 / -68 / -124, 4 hits, 2s delay (5 hits, 6sec)<br>**→ 30 seconds (pvp & pvm)**<br>Melee init: -300 / -600 / -900<br>Ranged init: -300 / -600 / -900<br>Physical init: -300 / -600 / -900<br>Nano init: -300 / -600 / -900<br>Run speed: -400 / -800 / -1200<br>**→ 8 seconds pvp / 30 seconds pvm** | **Attack:**<br>2 seconds<br>**Recharge:**<br>On Hit: 55s<br>On Miss: 23s |
| **Bring the Pain**→ Player level: 200+ → (8) → **Enforcer** | | |
| **Attack:**<br>1h Blunt: 100%<br>**Defense:**<br>Evade close: 100%<br>**Range:** 10m (AOE) | **Wielded weapons: 1h Blunt**<br>Area of Effect, 10m: Damage: -1315 → -3641<br>Stunned<br>**→ 3 seconds (pvp & pvm)** | **Attack:**<br>2 seconds<br>**Recharge:**<br>On Hit: 58s<br>On Miss: 29s |
| **Bring the Pain**→ Player level: 200+ → (8) → **Meta-Physicist** | | |
| **Attack:**<br>1h Blunt: 100%<br>**Defense:**<br>Evade close: 50%<br>**Range:** 20m (AOE) | **Wielded weapons: 1h Blunt**<br>**Area of effect, 20m: De-taunt over time:**<br>Taunt -5000, 6 hits, 5s delay,<br>**→ 30 seconds**<br>**Self: Bring the Pain**<br>1 hand Blunt Blunt Mastery 8: All damage types: 150<br>1 hand Blunt Blunt Mastery 9: All damage types: 200<br>1 hand Blunt Blunt Mastery 10: All damage types: 250<br>**→ 30 seconds** | **Attack:**<br>1 second<br>**Recharge:**<br>On Hit: 60s<br>On Miss: 30s |
| **Devastating Blow**→ Player level: 203+ → (10) | | |
| **Attack:**<br>1h Blunt: 100%<br>**Defense:**<br>Evade close: 90%<br>**Range:** 5 m | **Wielded weapons: 1h Blunt**<br>1 hand Blunt Skill 0001: Damage: -992..- 1983<br>1 hand Blunt Skill 1000: Damage: -1983..- 3967<br>1 hand Blunt Skill 2000: Damage: -2288..- 4817<br>1 hand Blunt Skill 3000: Damage: -2550..- 5667 | **Attack:**<br>2 seconds<br>**Recharge:**<br>On Hit: 30s<br>On Miss: 15s |

# Reaver

Levels when perks are gained: 20, 50, 70, 100, 130, 160, 180, 201, 204, 209
Available for: Enforcer: 1-10, Keeper: 1-10

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| | **2h Edged: 200** | | |

**Cleave** → Player level: 20+ → (1)

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|---|---|---|
| **Attack:**<br>2h Edged: 100%<br>**Defense:**<br>Evade close: 100%<br>**Range:** 5 m | **Wielded weapons: 2h Edged**<br>2 Hand Edged Skill 0001: Damage: -92..-170<br>2 Hand Edged Skill 1000: Damage: -114..-612<br>2 Hand Edged Skill 2000: Damage: -562..-2242<br>2 Hand Edged Skill 3000: Damage: -1429..-4655 | **Attack:**<br>1 second<br>**Recharge:**<br>On Hit: 28s<br>On Miss: 14s |

**Transfix** → Player level: 100+ → (4)

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|---|---|---|
| **Attack:**<br>2h Edged: 100%<br>**Defense:**<br>Evade close: 100%<br>**Range:** 5 m | **Wielded weapons: 2h Edged**<br>**Target must have Affected by Cleave running.**<br>2 Hand Edged Skill 0001: Damage: -666..-1238<br>2 Hand Edged Skill 1000: Damage: -787..-1861<br>2 Hand Edged Skill 2000: Damage: -1722..-4398<br>2 Hand Edged Skill 3000: Damage: -3550..-8594 | **Attack:**<br>2 seconds<br>**Recharge:**<br>On Hit: 60s<br>On Miss: 30s |

**Pain Lance**→ Player level: 180+ → (7)

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|---|---|---|
| **Attack:**<br>2h Edged: 100%<br>**Defense:**<br>Evade close: 100%<br>**Range:** 5 m | **Wielded weapons: 2h Edged**<br>2 Hand Edged Skill 0001: Damage: -674..-1348<br>2 Hand Edged Skill 1000: Damage: -1348..- 2696<br>2 Hand Edged Skill 2000: Damage: -1859..- 3914<br>2 Hand Edged Skill 3000: Damage: -2207..- 4904<br>**Pain Lance → 300/600/900 skill:**<br>Damage: -400..-400/-500/-600<br>Damage: -400..-400/-500/-600, 5 hits, 3s delay<br>**→ 15 seconds (pvp & pvm)** | **Attack:**<br>2 seconds<br>**Recharge:**<br>On Hit: 60s<br>On Miss: 30s |

**Slice and Dice** → Player level: 204+ → (9)

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|---|---|---|
| **Attack:**<br>2h Edged: 100%<br>**Defense:**<br>Evade close: 100%<br>**Range:** 5 m | **Wielded weapons: 2h Edged**<br>2 Hand Edged Skill 0001: Damage: -704..- 1408,<br>Damage: -704..- 1408<br>2 Hand Edged Skill 1000: Damage: -1408..- 2815,<br>Damage: -1408..- 2815<br>2 Hand Edged Skill 2000: Damage: -1624..- 3419,<br>Damage: -1624..- 3419<br>2 Hand Edged Skill 3000: Damage: -1810..- 4022,<br>Damage: -1810..- 4022 | **Attack:**<br>2 seconds<br>**Recharge:**<br>On Hit: 40s<br>On Miss: 20s |

# Infantry

Levels when perks are gained: 10, 40, 60, 90, 120, 140, 160, 190, 201, 204
Available for: Agent: 1-10, Soldier: 1-10

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|---|---|---|---|
| **Max health: 400** | **Rifle: 120**<br>**Fling shot: 20** | | |

**Armor Piercing Shot** → Player level: 40+ → (2)

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|---|---|---|
| **Attack:**<br>Rifle: 100%<br>**Defense:**<br>Dodge ranged: 100%<br>**Range:** 35 m | **Wielded weapons: Rifle**<br>Rifle Skill 0001: Damage: -66..-66<br>Rifle Skill 1000: Damage: -478.. 478<br>Rifle Skill 2000: Damage: -1728..-1728<br>Rifle Skill 3000: Damage: -2468..-2468<br><br>Armor Piercing Shot:<br>All AC types: -2000<br>**→ 22 seconds (pvp & pvm)** | **Attack:**<br>1 second<br>**Recharge:**<br>On Hit: 50s<br>On Miss: 25s |

**Find the Flaw** → Player level: 160+ → (7)

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|---|---|---|
| **Attack:**<br>Rifle: 100%<br>**Defense:**<br>Dodge ranged: 100%<br>**Range:** 35 m | **Wielded weapons: Rifle**<br>**Must have Affected by Armor Piercing Shot running.**<br>Rifle Skill 0001: Damage: -903..-1806<br>Rifle Skill 1000: Damage: -1806..-3613<br>Rifle Skill 2000: Damage: -2767..-5825<br>Rifle Skill 3000: Damage: -3407..-7571 | **Attack:**<br>1 second<br>**Recharge:**<br>On Hit: 45s<br>On Miss: 23s |

**Called Shot** → Player level: 204+ →(10)

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|---|---|---|
| **Attack:**<br>Rifle: 100%<br>**Defense:**<br>Dodge ranged: 100%<br>**Range:** 35 m | **Wielded weapons: Rifle**<br>**Must have Affected by Find the Flaw running.**<br>Rifle Skill 0001: -963..-1925<br>Rifle Skill 1000: -1925..-3850<br>Rifle Skill 2000: -2221..-4675<br>Rifle Skill 3000: -2475..-5500<br><br>**Called shot → 300/600/900 skill:**<br>Damage: -240/-275/-300<br>Damage: -240/-275/-300, 10 hits, 3s delay<br>**→ 30 Seconds (pvp & pvm)** | **Attack:**<br>2 seconds<br>**Recharge:**<br>On Hit: 60s<br>On Miss: 30s |

# Edged Mastery

Levels when perks are gained: 20, 50, 70, 100, 130, 160, 180, 201, 204, 209
Available for: Enforcer:1-10, Adventurer: 1-10

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| | **1h Edged: 200**<br>**Fast Attack: 50** | | |

**Quick Cut** → Player level: 20+ → (1)

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|---|---|---|
| **Attack:**<br>1h Edged: 100%<br>**Defense:**<br>Evade close: 100%<br>**Range:** 5 m | **Wielded weapons: 1h Edged**<br>1 Hand Edged Skill 0001: Damage: -53..-99<br>1 Hand Edged Skill 1000: Damage: -67..-125<br>1 Hand Edged Skill 2000: Damage: -538..-2198<br>1 Hand Edged Skill 3000: Damage: -1367..-4539 | **Attack:**<br>2 seconds<br>**Recharge:**<br>On Hit: 25s<br>On Miss: 13s |

**Flay** → Player level: 100+ → (4)

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|---|---|---|
| **Attack:**<br>1h Edged: 100%<br>**Defense:**<br>Evade close: 100%<br>**Range:** 5 m | **Wielded weapons: 1h Edged**<br>1 Hand Edged Skill 0001: Damage: -431..-801<br>1 Hand Edged Skill 1000: Damage: -594..-1503<br>1 Hand Edged Skill 2000: Damage: -1598..-4166<br>1 Hand Edged Skill 3000: Damage: -3293..-8115 | **Attack:**<br>2 seconds<br>**Recharge:**<br>On Hit: 60s<br>On Miss: 30s |

**Flurry of Cuts**→ Player level: 180+ → (7)

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|---|---|---|
| **Attack:**<br>1h Edged: 100%<br>**Defense:**<br>Evade close: 90%<br>**Range:** 5 m | **Wielded weapons: 1h Edged**<br>1 Hand Edged Skill 0001: Damage: -1939..-3601<br>1 Hand Edged Skill 1000: Damage: -2813..-5623<br>1 Hand Edged Skill 2000: Damage: -3111..-6977<br>1 Hand Edged Skill 3000: Damage: -3410..-8332 | **Attack:**<br>1 second<br>**Recharge:**<br>On Hit: 45s<br>On Miss: 23s |

**Ribbon Flesh** → Player level: 204+ → (9)

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|---|---|---|
| **Attack:**<br>1h Edged: 100%<br>**Defense:**<br>Evade close: 90%<br>**Range:** 5 m | **Wielded weapons: 1h Edged**<br>**Must have Affected by Flurry of Cuts running**<br>1 Hand Edged Skill 0001: Damage: -2301..-4273<br>1 Hand Edged Skill 1000: Damage: -3233..-6403<br>1 Hand Edged Skill 2000: Damage: -3436..-7580<br>1 Hand Edged Skill 3000: Damage: -3638..-8756 | **Attack:**<br>2 seconds<br>**Recharge:**<br>On Hit: 50s<br>On Miss: 25s |

# Pistol Mastery

Levels when perks are gained: 10, 30, 60, 90, 120, 150, 180, 201, 203, 205
Available for: Adventurer: 1-10, Bureaucrat:1-10, Engineer: 1-10, Doctor: 1-10, Meta-Physicist: 1-10

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| | **Pistol: 200**<br>**Fling Shot: 20** | | **All Damage Types: 60** |

**Quick Shot** → Player level: 30+ → (2)

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| **Attack:**<br>Pistol: 100%<br>**Defense:**<br>Dodge ranged: 100%<br>**Range:** 25 m | **Wielded weapons: Pistol**<br>Pistol Skill 0001: -102..-205<br>Pistol Skill 1000: -206..-411<br>Pistol Skill 2000: -1394..-2933<br>Pistol Skill 3000: -2896..-6436 | **Attack:**<br>1 second<br>**Recharge:**<br>On Hit: 45s<br>On Miss: 23s |

**Double Shot** → Player level: 120+ → (5)

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| **Attack:**<br>Pistol: 100%<br>**Defense:**<br>Dodge ranged: 100%<br>**Range:** 25 m | **Wielded weapons: Pistol**<br>**Target must have Affected by Quick Shot running**<br>Pistol Skill 0001: Damage: -680..-1361<br>Pistol Skill 1000: Damage: -1362..-2722<br>Pistol Skill 2000: Damage: -2693..-5669<br>Pistol Skill 3000: Damage: -3627..-8061 | **Attack:**<br>2 seconds<br>**Recharge:**<br>On Hit: 55s<br>On Miss: 28s |

**Deadeye**→ Player level: 203+ → (9)

| | | |
|---|---|---|
| **Attack:**<br>Pistol: 100%<br>**Defense:**<br>Dodge ranged: 90%<br>**Range:** 30 m | **Wielded weapons: Pistol**<br>Pistol Skill 0001: Damage: -1332 .. -2663<br>Pistol Skill 1000: Damage: -2663 .. -5325<br>Pistol Skill 2000: Damage: -3072 .. -6467<br>Pistol Skill 3000: Damage: -3423..-7607 | **Attack:**<br>2 seconds<br>**Recharge:**<br>On Hit: 45s<br>On Miss: 22s |

# Shotgun Mastery

Levels when perks are gained: 10, 30, 60, 90, 120, 140, 160, 180, 200, 202
Available for: Trader: 1-10, Engineer: 1-10, Soldier:1-10

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| | **Shotgun: 200** | **All damage types: 60** |

**Leg Shot** → Player level: 60+ → (3)

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| **Attack:**<br>Shotgun: 100%<br>**Defense:**<br>Duck explosives: 100%<br>**Range:** 20 m | **Wielded weapons: Shotgun**<br>Shotgun Skill 0001: Damage: -133..-267<br>Shotgun Skill 1000: Damage: -267..-534<br>Shotgun Skill 2000: Damage: -978..-2059<br>Shotgun Skill 3000: Damage: -1637..-3638<br>**Leg shot → 300/600/900 skill:**<br>**If Affected by Bloodletting:**<br>Damage: -120 .. -120 / -240 / -480<br>Damage: -120 .. -120 / -240 / -480, 15 hits, 2s delay<br>**Else:**<br>Damage: -60 .. -60 / -120 / -240<br>Damage: -60 .. -60 / -120 / -240, 15 hits, 2s delay<br>**→ 30 seconds (pvp & pvm)**<br>(Add in additional perk specials beyond Bloodletting) | **Attack:**<br>1 second<br>**Recharge:**<br>On Hit: 48s<br>On Miss: 24s |

**Easy Shot** → Player level: 160+ → (7)

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| **Attack:**<br>Shotgun: 100%<br>**Defense:**<br>Duck explosives: 100%<br>**Range:** 25 m | **Wielded weapons: Shotgun**<br>**If Leg Shot running:**<br>Shotgun Skill 0001: -938..-1875<br>Shotgun Skill 1000: -1875..-3751<br>Shotgun Skill 2000: -2872..-6047<br>Shotgun Skill 3000: -3537..-7859<br>**If Affected by Grasp running or Affected by Bearhug running or Affected by Grip of Colossus running (General):**<br>Shotgun Skill 0001: -1125..-2250<br>Shotgun Skill 1000: -2250..-4501<br>Shotgun Skill 2000: -3447..-7256<br>Shotgun Skill 3000: -4244..-9431 | **Attack:**<br>2 seconds<br>**Recharge:**<br>On Hit: 47s<br>On Miss: 24s |

**Head Shot** → Player level: 200+ → (9)

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|---|---|---|
| **Attack:**<br>Shotgun: 100%<br>**Defense:**<br>Duck explosives: 75%<br>**Range:** 25 m | **Wielded weapons: Shotgun**<br>Shotgun Skill 0001: Damage: -1470..-2941<br>Shotgun Skill 1000: Damage: -2941..-5881<br>Shotgun Skill 2000: Damage: -3392..-7141<br>Shotgun Skill 3000: Damage: -3781..-8402 | **Attack:**<br>2 seconds<br>**Recharge:**<br>On Hit: 49s<br>On Miss: 24s |

# SMG Mastery

Levels when perks are gained: 20, 40, 60, 80, 100, 130, 160, 190, 201, 203
Available for: Fixer: 1-10, Soldier:1-10

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| | **SMG: 200**<br>**Burst: 20** | | |

**Reinforce Slugs** → Player level: 40+ → (2)

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| **Range:** Self | **Wielded weapons: Submachine Gun**<br>SMG Mastery 2: Damage modifier all damage types: 40<br>SMG Mastery 3: Damage modifier all damage types: 60<br>SMG Mastery 4: Damage modifier all damage types: 80<br>SMG Mastery 5: Damage modifier all damage types: 105<br>SMG Mastery 6: Damage modifier all damage types: 135<br>SMG Mastery 7: Damage modifier all damage types: 165<br>SMG Mastery 8: Damage modifier all damage types: 195<br>SMG Mastery 9: Damage modifier all damage types: 225<br>SMG Mastery 10: Damage modifier all damage types: 270<br>**→ 2 minutes** | **Attack:**<br>1 second<br>**Recharge:**<br>Always 300s |

**Jarring Burst** → Player level: 100+ → (5)

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| **Attack:**<br>SMG: 100%<br>**Defense:**<br>Dodge ranged: 100%<br>**Range:** 25 m | **Wielded weapons: Submachine Gun**<br>SMG Skill 0001: Damage: -388..-777<br>SMG Skill 1000: Damage: -777..- 554<br>SMG Skill 2000: Damage: -1808..-3805<br>SMG Skill 3000: Damage: -2578..-5730<br><br>Jarring Burst: Stun<br>**→ 2 seconds (pvp & pvm)** | **Attack:**<br>2 seconds<br>**Recharge:**<br>On Hit: 55s<br>On Miss: 27s |

**Solid Slug** → Player level: 160+ → (7)

| | | |
|---|---|---|
| **Attack:**<br>SMG: 100%<br>**Defense:**<br>Dodge ranged: 90%<br>**Range:** 25 m | **Wielded weapons: Submachine Gun**<br>~~**Must have Reinforce Slugs running.**~~<br>SMG Skill 0001: Damage: -1157..-2314<br>SMG Skill 1000: Damage: -2314..-554<br>SMG Skill 2000: Damage: -3543..-7460<br>SMG Skill 3000: Damage: -4363..-9696 | **Attack:**<br>2 seconds<br>**Recharge:**<br>On Hit: 60s<br>On Miss: 30s |

**Neutronium Slug**→ Player level: 203+ → (10)

| | | |
|---|---|---|
| **Attack:**<br>SMG: 100%<br>**Defense:**<br>Dodge ranged: 90%<br>**Range:** 25 m | **Wielded weapons: Submachine Gun**<br>~~**Must have Reinforce Slugs running.**~~<br>SMG Skill 0001: Damage: -1101..-2202<br>SMG Skill 1000: Damage: -2202..-4403<br>SMG Skill 2000: Damage: -2540..-5347<br>SMG Skill 3000: Damage: -2831..-6291 | **Attack:**<br>2 seconds<br>**Recharge:**<br>On Hit: 35s<br>On Miss: 17s |

# Power Up

Levels when perks are gained: 10, 40, 70, 100, 130, 150, 180, 201, 203, 205
Available for: Soldier:1-10, Doctor: 1-10, Engineer: 1-10, Agent: 1-10, Fixer: 1-10, Trader: 1-10

| | **Ranged Energy: 200** | | **All damage types: 50** |
|---|---|---|---|

**Energize** → Player level: 10+ → (1)

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|---|---|---|
| **Range:** Self | Power Up 1: Damage modifier all damage types: 15 → **30 sec**<br>Power Up 2: Damage modifier all damage types: 25 → **30 sec**<br>Power Up 3: Damage modifier all damage types: 35 → **30 sec**<br>Power Up 4: Damage modifier all damage types: 50 → **30 sec**<br>Power Up 5: Damage modifier all damage types: 65 → **30 sec**<br>Power Up 6: Damage modifier all damage types: 85 → **30 sec**<br>Power Up 7: Damage modifier all damage types: 105 → **30 sec**<br>Power Up 8: Damage modifier all damage types: 130 → **30 sec**<br>Power Up 9: Damage modifier all damage types: 160 → **30 sec**<br>Power Up 10: Damage modifier all damage types: 200 → **30 sec** | **Attack:**<br>1 second<br>**Recharge:**<br>Always: 300s |

**Power Volley** → Player level: 70+ → (3)

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|---|---|---|
| **Attack:**<br>Ranged Energy: 100%<br>**Defense:**<br>Dodge ranged: 100%<br>**Range:** 35 m | **Wielded weapons: Ranged energy**<br>~~**Must have Energize running**~~<br>Ranged Energy Skill 0001: Damage: -448..-896<br>Ranged Energy Skill 1000: Damage: -896..-1791<br>Ranged Energy Skill 2000: Damage: -1806..-3644<br>Ranged Energy Skill 3000: Damage: -2029..-3620<br>Stunned: → **3 seconds (pvp & pvm)** → 19% chance | **Attack:**<br>1 second<br>**Recharge:**<br>On Hit: 45s<br>On Miss: 22s |

**Power Shock** → Player level: 130+ → (5)

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|---|---|---|
| **Attack:**<br>Ranged Energy: 100%<br>**Defense:**<br>Dodge ranged: 100%<br>**Range:** 35 m | **Wielded weapons: Ranged energy**<br>~~**Must have Energize running**~~<br>**Self: Must have Power Volley running**<br>Ranged Energy Skill 0001: Damage: - 882 .. -1765<br>Ranged Energy Skill 1000: Damage: -1565..-3529<br>Ranged Energy Skill 2000: Damage: -2289..-4819<br>Ranged Energy Skill 3000: Damage: -2551..-4669<br>Stunned: → **3 seconds (pvp & pvm)** → 19% chance | **Attack:**<br>1 second<br>**Recharge:**<br>On Hit: 45s<br>On Miss: 22s |

**Power Blast** → Player level: 201+ → (7)

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|---|---|---|
| **Attack:**<br>Ranged Energy: 100%<br>**Defense:**<br>Dodge ranged: 100%<br>**Range:** 35 m | **Wielded weapons: Ranged energy**<br>~~**Must have Energize running**~~<br>**Self: Must have Power Shock running**<br>Ranged Energy Skill 0001: Damage: -992 ..-1984<br>Ranged Energy Skill 1000: Damage: -1984..-3968<br>Ranged Energy Skill 2000: Damage: -2862..-4626<br>Ranged Energy Skill 3000: Damage: -3566..-5146<br>Remove Protection nanos <= 4 NCU 1 time – 14% chance<br>Remove Healing nanos <= 4 NCU 1 time – 14% chance | **Attack:**<br>1 second<br>**Recharge:**<br>On Hit: 45s<br>On Miss: 22s |

**Power Combo**→ Player level: 205+ → (10)

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|---|---|---|
| **Attack:**<br>Ranged Energy: 100%<br>**Defense:**<br>Dodge ranged: 100%<br>**Range:** 35 m | **Wielded weapons: Ranged energy**<br>~~**Must have Energize running**~~<br>**Self: Must have Power Blast running**<br>Ranged Energy Skill 0001: Damage: -1001..-2003<br>Ranged Energy Skill 1000: Damage: -2003..-4005<br>Ranged Energy Skill 2000: Damage: -2889..-5767<br>Ranged Energy Skill 3000: Damage: -3848..-6774<br>Stunned: → **3 seconds (pvp & pvm)** → 24% chance<br>Remove Protection nanos <= 15 NCU 1 time – 50% chance<br>Remove Healing nanos <= 15 NCU 1 time – 50% chance | **Attack:**<br>2 seconds<br>**Recharge:**<br>On Hit: 45s<br>On Miss: 22s |

| **Acrobat** | | | |
|---|---|---|---|
| Levels when perks are gained: 30, 60, 100, 140<br>Available for: Fixer: 1-4, Adventurer: 1-4, Martial Artist: 1-4, Shades: 1-4 | | | |
| **Agility: 30** | **Multi melee: 30**<br>**Multi ranged: 30** | **Dodge Ranged: 110**<br>**Evade Close: 110**<br>**Duck Explosives: 110** | |
| **Limber** → Player level: 60+ → (2) | | | |
| **Range:** 1 m | User: Duck Explosives 200<br>User: Dodge Ranged 200<br>User: Evade Close 200<br>→ **40 seconds** | | **Attack:**<br>1 second<br>**Recharge:**<br>Always: 65s |
| **Dance of Fools** → Player level: 140+ → (4) | | | |
| **Range:** 1 m | User: Duck Explosives 800<br>User: Dodge Ranged 800<br>User: Evade Close 800<br>→ **40 seconds** | | **Attack:**<br>1 second<br>**Recharge:**<br>Always: 65s |

| **Careful in Battle** | | | |
|---|---|---|---|
| Levels when perks are gained: 40, 70, 100, 130, 160, 200, 205, 207, 212, 219<br>Available for: Bureaucrats, Martial Artists, Shades 1 – 10 | | | |
| | | **Defense Modifier: 300** | **Critical Decrease: 80** |
| **Evasive Stance** → Player level: 40+ → (1) | | | |
| **Range:** 1 m | **Careful in Battle 1:** Defensive Modifier 50 → **20 seconds**<br>**Careful in Battle 2:** Defensive Modifier 150 → **21 seconds**<br>**Careful in Battle 3:** Defensive Modifier 250 → **22 seconds**<br>**Careful in Battle 4:** Defensive Modifier 350 → **23 seconds**<br>**Careful in Battle 5:** Defensive Modifier 450 → **24 seconds**<br>**Careful in Battle 6:** Defensive Modifier 550 → **25 seconds**<br>**Careful in Battle 7:** Defensive Modifier 650 → **26 seconds**<br>**Careful in Battle 8:** Defensive Modifier 750 → **27 seconds**<br>**Careful in Battle 9:** Defensive Modifier 875 → **28 seconds**<br>**Careful in Battle 10:** Defensive Modifier 1000 → **30 seconds** | | **Attack:**<br>1 second<br>**Recharge:**<br>Always: 200s |

# Tinkerer

Levels when perks are gained: 60, 120, 180, 200
Available for: Engineers 1-4, Traders 1-4

| | | | |
|---|---|---|---|
| | | | **Electrical Engi: 65**<br>**Mechanical Engi: 65**<br>**Quantum Physics: 65** |

**Sabotage Quark Field** → Player level: 120+ → (2)

| | | |
|---|---|---|
| **Attack:**<br>Mechanical Engineering: 100%<br>**Defense:**<br>Duck Explosives: 25%<br>**Range:** 25 m | Tinkerer 2: Damage: -877..-1754<br>Tinkerer 3: Damage: -1639..-3451<br>Tinkerer 4: Damage: -2224..-4683<br><br>~~**if Quark Containment Field running**~~<br>~~**Target Reduce 503 1000000s**~~<br>~~**Affected by Sabotage Quark Field**~~<br>~~**Target Reduce 734 1000000s**~~<br>~~**Quark Containment Field**~~<br><br>**Sabotage Quark Field:**<br>Sensory improvement: -60<br>Matter metamorphosis: -60<br>Biological metamorphosis: -60<br>Psychological modifications: -60<br>Matter creation: -60<br>Time and space: -60<br>→ **15 seconds pvp / 18 seconds pvm** | **Attack:**<br>2 seconds<br>**Recharge:**<br>On Hit: 30s<br>On Miss: 15s |

**Ignition Flame** → Player level: 200+ → (4)

| | | |
|---|---|---|
| **Attack:**<br>Mechanical Engineering: 100%<br>**Defense:**<br>Duck Explosives: 35%<br>**Range:** 35 m | ~~**if Affected by Napalm Spray running:**~~<br>~~**Fire -100 .. -100, 10 hits, 3s delay**~~<br>~~**Fire -100 .. -100**~~<br>~~**→ 30 seconds**~~<br>~~**Fire -1621 .. -5011**~~<br>~~**If Affected by Napalm Spray not running:**~~<br>~~**Fire -1215 .. -3758**~~<br>~~**(Napalm Spray, Heavy Ranged, Soldier)**~~<br><br>Damage: -3021..-6360<br><br>**if affected by sabotage quark field running**<br>Damage: -300 .. -300<br>Damage: -300 .. -300, 10 hits, 3s delay<br>→ **30 seconds (pvp & pvm)** | **Attack:**<br>2 seconds<br>**Recharge:**<br>On Hit: 60s<br>On Miss: 30s |

# Starfall

Levels when perks are gained: 20, 50, 90, 120, 150, 190, 202, 205, 210, 214
Available for: Bureaucrats 1-10, Doctors 1-10, Meta-Physicists 1-10 and Nano-Technicians 1-10

| | | | |
|---|---|---|---|
| **Max Nano: 400**<br>**Max Health: 160** | **Bio. Met: 15**<br>**Mat. Met. 15**<br>**Mat. Crea: 15**<br>**Time Space: 15**<br>**Psy. Mod: 15**<br>**Sens. Imp: 15** | | |

**Dazzle with Lights** → Player level: 20+ → (1)

| | | |
|---|---|---|
| **Attack:**<br>Matter Creation: 100%<br>**Defense:**<br>Nano Resist: 70%<br>**Range:** 25 m | **Starfall 1:** All Init Types -50, Offense Modifier -20<br>**Starfall 2:** All Init Types -100, Offense Modifier -45<br>**Starfall 3:** All Init Types -150, Offense Modifier -60<br>**Starfall 4:** All Init Types -200, Offense Modifier -80<br>**Starfall 5:** All Init Types -300, Offense Modifier -105<br>**Starfall 6:** All Init Types -400, Offense Modifier -130<br>**Starfall 7:** All Init Types -500, Offense Modifier -150<br>**Starfall 8:** All Init Types -600, Offense Modifier -170<br>**Starfall 9:** All Init Types -700, Offense Modifier -200<br>**Starfall 10:** All Init Types -800, Offense Modifier -300<br>**→ 15 seconds (pvp & pvm)** | **Attack:**<br>1 second<br>**Recharge:**<br>On Hit: 30s<br>On Miss: 15s |

**Combust** → Player level: 90+ → (3) (Decrease maximum damage of special)

| | | |
|---|---|---|
| **Attack:**<br>Matter Creation: 100%<br>**Defense:**<br>Nano Resist: 100%<br>**Range:** 35 m | **Requires Affected by Dazzle with Light running on target**<br>**Affected by Napalm Spray not running**<br>Level 001: Damage: -438..-876<br>Level 100: Damage: -876..-1752<br>Level 200: Damage: -2239..-4714<br>Level 220: Damage: -3301..-7336<br>**Affected by Napalm Spray running** (Soldier perk)<br>Level 001: Damage: -548..-1095<br>Level 100: Damage: -1095..-2190<br>Level 200: Damage: -2799..-5892<br>Level 220: Damage: -4126..-9170<br>(Add in additional perk specials beyond Napalm Spray) | **Attack:**<br>1 second<br>**Recharge:**<br>On Hit: 60s<br>On Miss: 30s |

**Thermal Detonation** → Player level: 190+ → (6) (Decrease maximum damage of special)

| | | |
|---|---|---|
| **Attack:**<br>Matter Creation: 100%<br>**Defense:**<br>Nano Resist: 100%<br>**Range:** 35 m | **Requires Affected by Combust already be running on target**<br>**Affected by Napalm Spray not running**<br>Level 001: Damage: -1157..-2314<br>Level 100: Damage: -2314..-4628<br>Level 200: Damage: -3042..-6403<br>Level 220: Damage: -3549..-7887<br>**Affected by Napalm Spray running** (Soldier perk)<br>Level 001: Damage: -1446..-2893<br>Level 100: Damage: -2893..-5785<br>Level 200: Damage: -3802..-8004<br>Level 220: Damage: -4436..-9859<br>(Add in additional perk specials beyond Napalm Spray) | **Attack:**<br>1 second<br>**Recharge:**<br>On Hit: 60s<br>On Miss: 30s |

**Supernova** → Player level: 214+ → (10) (Decrease maximum damage of special)

| | | |
|---|---|---|
| **Attack:**<br>Matter Creation: 100%<br>**Defense:**<br>Nano Resist: 100%<br>**Range:** 35 m | **Requires Affected by Thermal Detonation running on target**<br>Level 001: Damage: -1750..-3500<br>Level 100: Damage: -3500..-7000<br>Level 200: Damage: -4038..-8500<br>Level 220: Damage: -4500..-10000 | **Attack:**<br>2 seconds<br>**Recharge:**<br>On Hit: 60s<br>On Miss: 30s |

# Alchemist

Levels when perks are gained: 20, 40, 70, 100, 130, 160
Available for: Doctor, Engineer and Trader 1- 6

| | | | |
|---|---|---|---|
| | | | **Pharmaceuticals: 200**<br>**Chemistry: 200** |

**Taint Wounds** → Player level: 20+

| | | |
|---|---|---|
| **Attack:**<br>Attack Modifier 100%<br>**Defense:**<br>Duck Explosives: 100%<br>**Range:** 20 m | **Affected by Reap Life not running:** (Reap Life: trader)<br>Alchemist 1: Damage: -29 .. -29, 10 hits, 3 s delay<br>Alchemist 2: Damage: -73.. -73, 10 hits, 3 s delay<br>Alchemist 3: Damage: -225.. -225, 10 hits, 3 s delay<br>Alchemist 4: Damage: -478.. -478, 10 hits, 3 s delay<br>Alchemist 5: Damage: -672.. -672, 10 hits, 3 s delay<br>Alchemist 6: Damage: -880.. -880, 10 hits, 3 s delay<br>**Affected by Reap Life running:** (Reap Life: trader)<br>Alchemist 1: -31.. -31, 10 hits, 3 s delay<br>Alchemist 2: -87.. -87, 10 hits, 3 s delay<br>Alchemist 3: -240.. -240, 10 hits, 3 s delay<br>Alchemist 4: -574.. -574, 10 hits, 3 s delay<br>Alchemist 5: -807.. -807, 10 hits, 3 s delay<br>Alchemist 6: -1057.. -1057, 10 hits, 3 s delay<br>**→ 30 sec (pvp & pvm)**<br>(Add in additional perk specials beyond Reap Life) | **Attack:**<br>2 seconds<br>**Recharge:**<br>On Hit: 70s<br>On Miss: 35s |

**Chemical Blindness** → Player level: 40+ → (2)

| | | |
|---|---|---|
| **Attack:**<br>Attack Modifier 100%<br>**Defense:**<br>Duck Explosives: 100%<br>**Range:** 25 m | **Chemical Blindness:**<br>Offensive Modifier -500 @ level 200<br>Blind<br>**→ 8 seconds pvp / 25 seconds pvm** | **Attack:**<br>1 second<br>**Recharge:**<br>On Hit: 50s<br>On Miss: 25s |

**Poison Sprinkle** → Player level: 100+ → (4)

| | | |
|---|---|---|
| **Attack:**<br>Attack Modifier 100%<br>**Defense:**<br>Duck Explosives: 100%<br>**Range:** 25 m | **Affected by Bloodletting not running:** (Bloodletting: Trader)<br>Alchemist 4: -297 .. -297, 10 hits, 1,5 s delay<br>Alchemist 5: -417 .. -417, 10 hits, 1,5 s delay<br>Alchemist 6: -546 .. -546, 10 hits, 1,5 s delay<br>**Affected by Bloodletting running:** (Bloodletting: Trader)<br>Alchemist 4: -356 .. -356, 10 hits, 1,5 s delay<br>Alchemist 5: -501 .. -501, 10 hits, 1,5 s delay<br>Alchemist 6: -656 .. -656, 10 hits, 1,5 s delay<br>**→ 15 seconds pvp / 15 seconds pvm**<br>(Add in additional perk specials beyond Bloodletting) | **Attack:**<br>2 seconds<br>**Recharge:**<br>On Hit: 90s<br>On Miss: 45s |

**Seal Wounds** → Player level: 160+ → (6)

| | | |
|---|---|---|
| **Range:** 15 m | On Target:<br>Doctor DOT line A, Doctor DOT line B, Doctor DOT line C<br>Nano-Technician DOT line A<br>Nano-Technician DOT line B<br>Agent DOT line<br>**Reduced by 1000000 s**<br><br>(Add in nanoline resistances for 10 seconds) | **Attack:**<br>1 seconds<br>**Recharge:**<br>Always: 50s |

# Brawler

Levels when perks are gained: 30, 70, 120, 190, 201, 205
Available for: Enforcers 1-6, Martial Artists 1-6

| | | | |
|---|---|---|---|
| | **Brawl: 200** | | **All damage types: 50** |

**Big Smash** → Player level: 70+ → (2)

| | | |
|---|---|---|
| **Attack:**<br>Attack Modifier 100%<br>**Defense:**<br>Evade Close: 85%<br>**Range:** 5 m | Brawl Skill 0001: Damage: - 174..- 348<br>Brawl Skill 1000: Damage: - 348..- 696<br>Brawl Skill 2000: Damage: - 1112..- 2340<br>Brawl Skill 3000: Damage: - 1773..- 3940<br>~~Random Roll <=19~~<br>~~Stunned~~<br>~~**→ 4 seconds**~~ | **Attack:**<br>1 second<br>**Recharge:**<br>On Hit: 35s<br>On Miss: 18s |

**Followup Smash** → Player level: 190+ → (4)

| | | |
|---|---|---|
| **Attack:**<br>Attack Modifier 100%<br>**Defense:**<br>Evade Close: 100%<br>**Range:** 5 m | **User: Must have Affected by Big Smash running**<br>Brawl Skill 0001: Damage: -791..- 1581<br>Brawl Skill 1000: Damage: -1581..- 3162<br>Brawl Skill 2000: Damage: -2078..- 4375<br>Brawl Skill 3000: Damage: -2425..- 5389<br><br>**Stunned:**<br>**→ 2 seconds (pvp & pvm)**<br><br>**Followup Smash:**<br>Nano Init -600<br>**→ 12 seconds (pvp & pvm)** | **Attack:**<br>2 seconds<br>**Recharge:**<br>On Hit: 45s<br>On Miss: 23s |

**Blindside Blow** → Player level: 205+ → (6)

| | | |
|---|---|---|
| **Attack:**<br>Attack Modifier 100%<br>**Defense:**<br>Evade Close: 100%<br>**Range:** 5 m (AOE) | ~~**Requires user to be behind the target**~~<br>~~**Requires NPC hatelist size >= 6**~~<br>AOE, 5m:<br>Brawl Skill 0001: - 851..- 1701<br>Brawl Skill 1000: - 1701..- 3403<br>Brawl Skill 2000: - 1963..- 4132<br>Brawl Skill 3000: - 2187..- 4861<br><br>**Stunned:**<br>**→ 2 seconds (pvp & pvm)** | **Attack:**<br>2 seconds<br>**Recharge:**<br>On Hit: 130s<br>On Miss: 65s |

# Nano Doctorate

Levels when perks are gained: 50, 80, 120, 160, 200, 202 , 205, 210, 213, 216
Available for: Agents 1-10, Bureaucrats 1-10, Doctors 1-10, Meta-Physicists 1-10, Nano-Technicians 1-10, Traders 1-10

| | | | |
|---|---|---|---|
| | **Biological Metam: 100**<br>**Matter Metam: 100**<br>**Matter Creation: 100**<br>**Time and Space: 100**<br>**Psy. Mod: 100**<br>**Sensory Imp: 100** | | |

| | | |
|---|---|---|
| **Shutdown Removal 1 →** Player level: 205+ (6) | | |
| **Range:** 5 m | Self: Reduces Nano Shutdown 1000000s | **Attack:**<br>1 second<br>**Recharge:**<br>Always: 60s |
| **Shutdown Removal 2 →** Player level: 205+ (10) | | |
| **Range:** 5 m | Self: Reduces Nano Shutdown 1000000s<br><br>Give 10 seconds immunity to NSD. | **Attack:**<br>1 second<br>**Recharge:**<br>Always: 60s |

# Colossal Health

Levels when perks are gained: 10, 30, 60, 90, 130, 150, 190, 201, 202, 206
Available for: Enforcers 1-10, Soldiers 1-10

| **Max Health: 3180** | | | |
|---|---|---|---|

**Blessing of Life** → Player level: 60+ (3)

| | | |
|---|---|---|
| **Range:** 1 m (Team) | **On Team:**<br>**Colossal Health 3:** Health: 100<br>**Colossal Health 4:** Health: 200<br>**Colossal Health 5:** Health: 300<br>**Colossal Health 6:** Health: 400<br>**Colossal Health 7:** Health: 500<br>**Colossal Health 8:** Health: 600<br>**Colossal Health 9:** Health: 730<br>**Colossal Health 10:** Health: 900 | **Attack:**<br>1 second<br>**Recharge:**<br>Always: 50s |

**Lifeblood** → Player level: 130+ (5)

| | | |
|---|---|---|
| **Range:** Self | **Colossal Health 5:**<br>Health: 240 .. 240, Health: 240 .. 240, 14 hits, 2 s delay<br>**Colossal Health 6:**<br>Health: 264 .. 264, Health: 264 .. 264, 14 hits, 2 s delay<br>**Colossal Health 7:**<br>Health: 288 .. 288, Health: 288 .. 288, 14 hits, 2 s delay<br>**Colossal Health 8:**<br>Health: 312 .. 312, Health: 312 .. 312, 14 hits, 2 s delay<br>**Colossal Health 9:**<br>Health: 336 .. 336, Health: 336 .. 336, 14 hits, 2 s delay<br>**Colossal Health 10:**<br>Health: 360 .. 360, Health: 360 .. 360, 14 hits, 2 s delay<br>→ **32 seconds** | **Attack:**<br>1 second<br>**Recharge:**<br>Always: 300s |

**Draw Blood** → Player level: 202+ (9)

| | | |
|---|---|---|
| **Attack:**<br>Body Dev: 100%<br>**Defense:**<br>Nano Resist: 50%<br>**Range:** 6 m | Drain hit Health Recover 120% Damage: -2325..-3525 | **Attack:**<br>2 seconds<br>**Recharge:**<br>On Hit: 60s<br>On Miss: 30s |

# Bio Shielding

Levels when perks are gained: 10, 20, 40, 60, 80, 100, 130, 160, 190, 201
Available for: Engineer: 1-10, Adventurer: 1-10, Enforcer: 1-10, Keeper: 1-10

| | | | |
|---|---|---|---|
| **All AC types: 890** | | | **Shield all damage: 80**<br>**Reflect all damage: 3** |

**Bio Shield** → Player level: 10+

| | | |
|---|---|---|
| **Range:**<br>Self | **Bio Shielding 1:** Shield all damage types: 7<br>**Bio Shielding 2:** Shield all damage types: 14<br>**Bio Shielding 3:** Shield all damage types: 22<br>**Bio Shielding 4:** Shield all damage types: 31<br>**Bio Shielding 5:** Shield all damage types: 40<br>**Bio Shielding 6:** Shield all damage types: 52<br>**Bio Shielding 7:** Shield all damage types: 65<br>**Bio Shielding 8:** Shield all damage types: 78<br>**Bio Shielding 9:** Shield all damage types: 90<br>**Bio Shielding 10:** Shield all damage types: 120<br>**→ 5 minutes** | **Attack:**<br>1 second<br>**Recharge:**<br>Always: 600s |

**Bio Cocoon** → Player level: 40+

| | | |
|---|---|---|
| **Range:** Self | **Bio Shielding 3:** Absorbs all damage types: 800<br>**Bio Shielding 4:** Absorbs all damage types: 1600<br>**Bio Shielding 5:** Absorbs all damage types: 2500<br>**Bio Shielding 6:** Absorbs all damage types: 3500<br>**Bio Shielding 7:** Absorbs all damage types: 4600<br>**Bio Shielding 8:** Absorbs all damage types: 5600<br>**Bio Shielding 9:** Absorbs all damage types: 7000<br>**Bio Shielding 10:** Absorbs all damage types: 10000<br>**→ 30 seconds** | **Attack:**<br>1 second<br>**Recharge:**<br>Always: 120s |

**Bio Rejuvenation** → Player level: 130+

| | | |
|---|---|---|
| **Range:** 25 m (AOE) | **Bio Shielding 7:** Health: ~~**250 / 350 / 425 /**~~ 570<br>**Bio Shielding 8:** Health: ~~**450 / 550 / 625 /**~~ 775<br>**Bio Shielding 9:** Health: ~~**650 / 750 / 850 /**~~ 1000<br>**Bio Shielding 10:** Health: ~~**880 / 1000 / 1125 /**~~ 1450<br>*Is different for each profession using it, change this so all professions heal the same amount (the highest amount). | **Attack:**<br>1 second<br>**Recharge:**<br>Always: 30s |

**Bio Regrowth** → Player level: 201+

| | | |
|---|---|---|
| **Range:** 8 m (target) | Health: 500 .. 500<br>Health: 500 .. 500, 29 hits, 1s delay<br>**→ 31 seconds** | **Attack:**<br>1 second<br>**Recharge:**<br>Always: 300s |

# Mountaineer

Levels when perks are gained: 110, 190, 202, 207
Available for: Adventurer: 1-5, Enforcer: 1-5, Soldier: 1-5, Fixer: 1-5, Agent: 1-5, Keeper: 1-5

| | | | |
|---|---|---|---|
| **Max Health: 215** | **Strength: 35**<br>**Stamina: 35** | | **Adventuring: 90** |

**Encase in Stone** → Player level: 190+ (2)

| | | |
|---|---|---|
| **Range:** Self | All AC Types: 7000<br>Critical Decrease 10<br>**→ 30 seconds**<br><br>**Encased in Stone:**<br>RunSpeed -2000<br>**→ 30 seconds** | **Attack:**<br>1 second<br>**Recharge:**<br>Always: 180s |

**Detonate Stoneworks** → Player level: 207+ (4)

| | | |
|---|---|---|
| **Attack:**<br>Attack Modifier: 100%<br>**Defense:**<br>Duck Explosives: 90%<br>**Range:** 20 m | **User: Must Have Affected by Encase in Stone running.**<br>**OR Target: Must have Stoneworks running**<br>**AND Target: Must not have Affected by Detonate Stoneworks**<br><br>**If Target has Stoneworks running: (Adventurer)**<br>Damage: -4975 .. -11239<br>**If target does not have Stoneworks running: (Adventurer)**<br>Damage: -3731 .. -8429<br><br>**Self:** Reduce "Encased in Stone" 1000000s<br>(Add in additional perk specials beyond Stoneworks) | **Attack:**<br>2 seconds<br>**Recharge:**<br>Always: 90s |

# Spatial Displacement

Levels when perks are gained: 70, 90, 130, 160, 180, 200, 201, 204, 207, 212
Available for: Fixer: 1-10, Adventurer: 1-10, Martial Artist: 1-10, Keeper 1-10, Shade 1-10

| | | | |
|---|---|---|---|
| Snare Resist: 45%<br>Root Resist: 45% | | | |

| | | |
|---|---|---|
| **Removal 1 →** Player level: 90+ | | |
| **Range:** 1 m | User: Reduce Snare 1000000s | **Attack:**<br>1 seconds<br>**Recharge:**<br>Always: 60s |
| **Removal 2 →** Player level: 160+ | | |
| **Range:** 1 m | User: Reduce Root 1000000s | **Attack:**<br>1 seconds<br>**Recharge:**<br>Always: 60s |
| **Purge 1 →** Player level: 200+ | | |
| **Range:** 10 m | Target: Reduce Snare 1000000s<br>Target: Reduce Root 1000000s | **Attack:**<br>1 seconds<br>**Recharge:**<br>Always: 60s |
| **Purge 2 →** Player level: 204+ | | |
| **Range:** 10 m | Target: Reduce Snare 1000000s<br>Target: Reduce Root 1000000s | **Attack:**<br>1 seconds<br>**Recharge:**<br>Always: 60s |
| **Great Purge →** Player level: 212+ | | |
| **Range:** 10 m | Target: Reduce Snare 1000000s<br>Target: Reduce Root 1000000s<br>Target: Snare Resistance 100%<br>Target: Root Resistance 100%<br>**→ 20 seconds** | **Attack:**<br>1 seconds<br>**Recharge:**<br>Always: 60s |