

Breed Perks

Atrox Primary Genome		
Levels when perks are gained: 5, 15, 35, 55, 55, 55, 115, 115, 202, 207 Available for: Atrox 1-10		
		Strength: 54 Stamina: 54
Body Tackle → Level: 5+ → (1)		
Attack: Attack modifier: 110% Defense: Evade close: 100% Range: 10 m	Atrox Primary Genome 01: Damage: -50 .. -100 Atrox Primary Genome 02: Damage: -100 .. -200 Atrox Primary Genome 03: Damage: -300 .. -600 Atrox Primary Genome 04: Damage: -500 .. -800 Atrox Primary Genome 05: Damage: -800 .. -1100 Atrox Primary Genome 06: Damage: -1000 .. -1333 Atrox Primary Genome 07: Damage: -1200 .. -1500 Atrox Primary Genome 08: Damage: -1800 .. -2100 Atrox Primary Genome 09: Damage: -2100 .. -2400 Atrox Primary Genome 10: Damage: -2500 .. -3000 (10% chance of 2 seconds stun and 1000 taunt)	Attack: 2 seconds Recharge: On Hit: 135s On Miss: 65s
Mongo Fury → Level: 55+ → (5)		
Range: Self	Atrox Primary Genome 05: All damage types: 20 Atrox Primary Genome 06: All damage types: 30 Atrox Primary Genome 07: All damage types: 50 Atrox Primary Genome 08: All damage types: 60 Atrox Primary Genome 09: All damage types: 100 Atrox Primary Genome 10: All damage types: 150 → 60 seconds Cast Affected by Mongo Fury → Effect 12351	Attack: 1 second Recharge: Always: 120s
Mongo Rage → Player level: 207+ → (10)		
Range: Self	Must have "Affected by Mongo Fury" running. Offense modifier: 1500 → Self, 10 seconds On End: Damage: -500..-500, 10 hits, 1s delay If health >=501 Runspeed -1000 Offense modifier -1000 → 20 seconds	Attack: 3 seconds Recharge: Always: 150s

Atrox Secondary Genome		
Levels when perks are gained: 5, 15, 35, 55, 55, 55, 115, 115, 202, 207 Available for: Atrox 1-10		
		Agility: 27 Sense: 27 Intelligence: 27 Psychic: 27
Wit of the Atrox → Level: 5+ → (1)		
Range: Self	Atrox Secondary Genome 01: All AC Types: 25, Max Health: 12 Atrox Secondary Genome 01: All AC Types: 50, Max Health: 25 Atrox Secondary Genome 03: All AC Types: 100, Max Health: 50 Atrox Secondary Genome 04: All AC Types: 150, Max Health: 75 Atrox Secondary Genome 05: All AC Types: 200, Max Health: 100 Atrox Secondary Genome 06: All AC Types: 300, Max Health: 150 Atrox Secondary Genome 07: All AC Types: 500, Max Health: 200 Atrox Secondary Genome 08: All AC Types: 600, Max Health: 250 Atrox Secondary Genome 09: All AC Types: 1000, Max Health: 400 Atrox Secondary Genome 10: All AC Types: 1200, Max Health: 500 → 4 hours Dodge ranged: 320 Melee damage modifier: 60 Chemical damage modifier: 60 Radiation damage modifier: 60 Cold damage modifier: 60 Fire damage modifier: 60 → 30 seconds	Attack: 1 second Recharge: Always 5s
My Way → Level: 55+ → (5)		
Range: Self	Atrox Secondary Genome 05: 100 health, every 5 sec. Atrox Secondary Genome 06: 125 health, every 5 sec. Atrox Secondary Genome 07: 200 health, every 5 sec. Atrox Secondary Genome 08: 250 health, every 5 sec. Atrox Secondary Genome 09: 500 health, every 5 sec. Atrox Secondary Genome 10: 600 health, every 5 sec. → 20 seconds	Attack: 1 second Recharge: Always 120s
My Own Fortress → Player level: 207+ → (10)		
Range: Self	All AC Types: 3000 Run speed: 1000 Offense modifier: 120 → 20 seconds Health: 2000-3000	Attack: 1 second Recharge: Always: 150s

Nanobreed Primary Genome		
Levels when perks are gained: 5, 15, 35, 55, 55, 55, 115, 115, 202, 207		
Available for: Nanomage 1-10		
		Intelligence: 54 Psychic: 54
Reject → Level: 5+ → (1)		
Attack: Attack modifier: 110% Defense: Duck Explosives: 100% Range: 20 m	Nanomage Primary Genome 01: Damage: -50 .. -100 Nanomage Primary Genome 02: Damage: -100 .. -200 Nanomage Primary Genome 03: Damage: -300 .. -600 Nanomage Primary Genome 04: Damage: -500 .. -800 Nanomage Primary Genome 05: Damage: -800 .. -1100 Nanomage Primary Genome 06: Damage: -1000 .. -1333 Nanomage Primary Genome 07: Damage: -1200 .. -1500 Nanomage Primary Genome 08: Damage: -1800 .. -2100 Nanomage Primary Genome 09: Damage: -2100 .. -2400 Nanomage Primary Genome 10: Damage: -2500 .. -3000	Attack: 2 seconds Recharge: On Hit: 135s On Miss: 65s
Notum Domination → Level: 55+ → (5)		
Attack: Attack modifier: 110% Defense: Duck Explosives: 100% Range: 20 m	Nanomage Primary Genome 05: Run Speed: -100, All init types: -100 Nanomage Primary Genome 06: Run Speed: -150, All init types: -150 Nanomage Primary Genome 07: Run Speed: -300, All init types: -300 Nanomage Primary Genome 08: Run Speed: -450, All init types: -450 Nanomage Primary Genome 09: Run Speed: -800, All init types: -800 Nanomage Primary Genome 10: Run Speed: -1000, All init types: -1000 → 15 seconds pvp & 30 seconds pvm	Attack: 1 second Recharge: On Hit: 120s On Miss: 60s
Synthesize → Player level: 207+ → (10)		
Range: Self	Nano Damage Modifier: 50 Heal Modifier: 50 Nano cost modifier: -50 → 10 seconds Nano cost modifier: 100 → 30 seconds	Attack: 1 second Recharge: Always: 150s

Nanobreed Secondary Genome		
Levels when perks are gained: 5, 15, 35, 55, 55, 55, 115, 115, 202, 207		
Available for: Nanomage 1-10		
		Strength: 27 Stamina: 27 Agility: 27 Sense: 27
Pen → Level: 5+ → (1)		
Range: Self	Nanomage Secondary Genome 03: 2% dmg to nano, Max Nano: 50 Nanomage Secondary Genome 04: 3% dmg to nano, Max Nano: 100 Nanomage Secondary Genome 05: 4% dmg to nano, Max Nano: 200 Nanomage Secondary Genome 06: 5% dmg to nano, Max Nano: 300 Nanomage Secondary Genome 07: 6% dmg to nano, Max Nano: 400 Nanomage Secondary Genome 08: 7% dmg to nano, Max Nano: 500 Nanomage Secondary Genome 09: 9% dmg to nano, Max Nano: 800 Nanomage Secondary Genome 10: 10% dmg to nano, Max Nano: 1000 → 4 hours Nanobreed Secondary Genome 10: Projectile: -900 → -1100 Nanobreed Secondary Genome 09: Projectile: -800 → -890 Nanobreed Secondary Genome 08: Projectile: -700 → -756 Nanobreed Secondary Genome 07: Projectile: -600 → -685 Nanobreed Secondary Genome 06: Projectile: -500 → -585 Nanobreed Secondary Genome 05: Projectile: -400 → -506 Nanobreed Secondary Genome 04: Projectile: -300 → -340 Nanobreed Secondary Genome 03: Projectile: -200 → -280 Blind and -600 Run speed → 30 seconds, 40% chance of break	Attack: 1 second Recharge: Always 5s
Notum Spring → Level: 55+ → (5)		
Range: Self	Nanomage Secondary Genome 05: 100 nano, every 5 sec. Nanomage Secondary Genome 06: 125 nano, every 5 sec. Nanomage Secondary Genome 07: 200 nano, every 5 sec. Nanomage Secondary Genome 08: 250 nano, every 5 sec. Nanomage Secondary Genome 09: 500 nano, every 5 sec. Nanomage Secondary Genome 10: 600 nano, every 5 sec. → 20 seconds	Attack: 1 second Recharge: Always 120s
Notum Shield → Player level: 207+ → (10)		
Range: Self	25% damage to nano → 20 seconds Nano: 2500-3500 Nano: -500 → -550 _____ Nano: -500 → -550 , 9 hits, 1s delay Reflect all damage types: 15 _____ → 10 seconds, 10% chance of break	Attack: 1 second Recharge: Always: 150s

Opifex Primary Genome		
Levels when perks are gained: 5, 15, 35, 55, 55, 55, 115, 115, 202, 207		
Available for: Opifex 1-10		
		Agility: 54 Sense: 54
Opening → Level: 5+ → (1)		
Attack: Attack modifier: 110% Defense: Dodge ranged: 100% Range: 20 m	Opifex Primary Genome 01: Damage: -50 .. -100 Opifex Primary Genome 02: Damage: -100 .. -200 Opifex Primary Genome 03: Damage: -300 .. -600 Opifex Primary Genome 04: Damage: -500 .. -800 Opifex Primary Genome 05: Damage: -800 .. -1100 Opifex Primary Genome 07: Damage: -1200 .. -1500 Opifex Primary Genome 06: Damage: -1000 .. -1333 Opifex Primary Genome 08: Damage: -1800 .. -2100 Opifex Primary Genome 09: Damage: -2100 .. -2400 Opifex Primary Genome 10: Damage: -2500 .. -3000	Attack: 2 seconds Recharge: On Hit: 135s On Miss: 65s
Blinded by Delights → Player level: 55+ → (5)		
Attack: Attack Modifier: 110% Defense: Dodge Ranged: 100% Range: 20 m	Opifex Primary Genome 05: Add all off: -25 Opifex Primary Genome 07: Add all off: -35 Opifex Primary Genome 06: Add all off: -75 Opifex Primary Genome 08: Add all off: -125 Opifex Primary Genome 09: Add all off: -200 Opifex Primary Genome 10: Add all off: -250 → 10 seconds pvp / 20 seconds pvm Blind: → 5 seconds pvp / 20 seconds pvm	Attack: 1 second Recharge: On Hit: 120s On Miss: 60s
Brimstone → Player level: 207+ → (10)		
Attack: Attack Modifier: 150% Defense: Dodge Ranged: 100% Range: 10m AoE	Damage: -666 .. -666, 5 hits, 2s delay Damage: -666 .. -666 Add All Defense: -150 → 10 seconds (pvp & pvm) Health: Cold -600 .. -610, 4 hits, 5s delay Health: Cold -600 .. -610 Melee init ————400——— Ranged init ————400——— Physical init ————400——— Nano init ————400 → 35 seconds	Attack: 2 seconds Recharge: On Hit: 150s On Miss: 30s

Opifex Secondary Genome		
Levels when perks are gained: 5, 15, 35, 55, 55, 55, 115, 115, 202, 207		
Available for: Opifex 1-10		
		Strength: 27 Stamina: 27 Intelligence: 27 Psychic: 27
Derivate → Player level: 5+ → (1)		
Range: Self	Opifex Secondary Genome 03: Add all def: 10 Opifex Secondary Genome 04: Add all def: 20 Opifex Secondary Genome 05: Add all def: 25 Opifex Secondary Genome 06: Add all def: 30 Opifex Secondary Genome 07: Add all def: 50 Opifex Secondary Genome 08: Add all def: 60 Opifex Secondary Genome 09: Add all def: 90 Opifex Secondary Genome 10: Add all def: 100 → 4 hours Sensory improvement: -5% ——— Matter metamorphosis: -5% ——— Biological metamorphosis: -5% ——— Psychological modifications: -5% ——— Matter creation: -5% ——— Time and space: -5% ——— Blind → 25 seconds	Attack: 1 second Recharge: Always 5s
Dizzying Heights → Player level: 55+ → (5)		
Range: Self	Opifex Secondary Genome 05: All init Types: 200 Opifex Secondary Genome 06: All init Types: 250 Opifex Secondary Genome 07: All init Types: 400 Opifex Secondary Genome 08: All init Types: 500 Opifex Secondary Genome 09: All init Types: 800 Opifex Secondary Genome 10: All init Types: 1000 → 30 seconds	Attack: 1 second Recharge: Always: 120s
Adapt → Player level: 207+ → (10)		
Range: Self	Absorb 1 hit, 5 hits, 4 s delay → 20 seconds (Absorbs one normal/special hit every four seconds) if Blinded by delights is running Health: Cold -3500 → -4000	Attack: 1 second Recharge: Always: 150s

Solitus Alpha Genome		
Levels when perks are gained: 5, 15, 35, 55, 55, 55, 115, 115, 202, 207		
Available for: Solitus 1-10		
		Strength: 36 Stamina: 36 Agility: 36
Tactics → Level: 5+ → (1)		
Attack: Attack modifier: 110% Defense: Evade close: 50% Dodge ranged: 50% Range: 15 m	Solitus Primary Genome 01: Damage: -50 .. -100 Solitus Primary Genome 02: Damage: -100 .. -200 Solitus Primary Genome 03: Damage: -300 .. -600 Solitus Primary Genome 04: Damage: -500 .. -800 Solitus Primary Genome 05: Damage: -800 .. -1100 Solitus Primary Genome 06: Damage: -1000 .. -1333 Solitus Primary Genome 07: Damage: -1200 .. -1500 Solitus Primary Genome 08: Damage: -1800 .. -2100 Solitus Primary Genome 09: Damage: -2100 .. -2400 Solitus Primary Genome 10: Damage: -2500 .. -3000 90% Root-resistance → 15 Seconds	Attack: 2 seconds Recharge: On Hit: 135s On Miss: 65s
Sprained Ankle → Player level: 55+ → (5)		
Attack: Attack modifier: 110% Defense: Evade close: 50% Dodge ranged: 50% Range: 15 m	Solitus Primary Genome 05: Damage: -50 .. -50 Damage: -50, 3 ticks 3.3 sec delay Solitus Primary Genome 06: Damage: -75 .. -75 Damage: -75, 3 ticks 3.3 sec delay Solitus Primary Genome 07: Damage: -150 .. -150 Damage: -150, 3 ticks 3.3 sec delay Solitus Primary Genome 08: Damage: -225 .. -225 Damage: -225, 3 ticks 3.3 sec delay Solitus Primary Genome 09: Damage: -400 .. -400 Damage: -400, 3 ticks 3.3 sec delay Solitus Primary Genome 10: Damage: -500 .. -500 Damage: -500, 3 ticks 3.3 sec delay → 10 seconds (pvp & pvm) Root: → 10 seconds pvp / 20 seconds pvm	Attack: 1 second Recharge: On Hit: 120s On Miss: 60s
Sphere → Player level: 207+ → (10)		
Range: Team	Critical Increase: 25 Add all off: 125 Add all def: 125 → 25 seconds	Attack: 1 second Recharge: Always: 150s

Solitus Beta Genome		
Levels when perks are gained: 5, 15, 35, 55, 55, 55, 115, 115, 202, 207		
Available for: Solitus 1-10		
		Sense: 36 Intelligence: 36 Psychic: 36
Feel → Level: 5+ → (1)		
Range: Self	Solitus Secondary Genome 01: 4 health, 2 nano every 10 sec. Solitus Secondary Genome 02: 8 health, 4 nano every 10 sec. Solitus Secondary Genome 03: 12 health, 6 nano every 10 sec. Solitus Secondary Genome 04: 16 health, 8 nano every 10 sec. Solitus Secondary Genome 05: 22 health, 11 nano every 10 sec. Solitus Secondary Genome 06: 30 health, 15 nano every 10 sec. Solitus Secondary Genome 07: 40 health, 20 nano every 10 sec. Solitus Secondary Genome 08: 50 health, 25 nano every 10 sec. Solitus Secondary Genome 09: 80 health, 40 nano every 10 sec. Solitus Secondary Genome 10: 100 health, 50 nano every 10 sec. → 4 hours Solitus Secondary Genome 10: Projectile: -1301 → -1855 Solitus Secondary Genome 09: Projectile: -1120 → -1502 Solitus Secondary Genome 08: Projectile: -890 → -1300 Solitus Secondary Genome 07: Projectile: -740 → -1100 Solitus Secondary Genome 06: Projectile: -620 → -890 Solitus Secondary Genome 05: Projectile: -490 → -750 Solitus Secondary Genome 04: Projectile: -350 → -540 Solitus Secondary Genome 03: Projectile: -200 → -350	Attack: 1 second Recharge: Always 5s
Tacky Hack → Player level: 55+ → (5)		
Range: Self	90% Root resistance 90% Snare resistance Reduce root 1000000 seconds Reduce snare 1000000 seconds → 15 seconds	Attack: 1 second Recharge: Always: 120s
Survival → Player level: 207+ → (10)		
Range: (Team)	Health: 500 .. 500, 9 hits, 2s delay Nano: 500 .. 500, 9 hits, 2s delay → 18 seconds Health: 500 .. 500 Nano: 500 .. 500	Attack: 1 second Recharge: Always: 150s