

Alien - Group Perk Lines

Red text is the proposed changes.

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

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

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

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