

## Alien Profession Perk Lines

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

### Adventurer:

<b>The Call</b>			
Levels when perks are gained: 15, 15, 55, 55, 55, 105, 105, 145, 205, 210 Available for: Adventurer: 1-10			
<b>Max nano: 520</b> <b>Max health: 520</b>	<b>Fast attack: 51</b> <b>Fling shot: 51</b>	<b>Dodge ranged: 51</b> <b>Evade close: 51</b> <b>Duck explosives: 51</b>	<b>Concealment: 100</b>
<b>Beckoning</b> → Player level: 15+ → (1)			
<b>Range:</b> 1 m (Team)	<b>Team:</b> <b>Must be polymorphed.</b> Damage modifier all damage types: 200 @ level 200 → 30 seconds		<b>Attack:</b> 1 second <b>Recharge:</b> Always: 90s
<b>Nocturnal Strike</b> → Player level: 105+ → (6)			
<b>Attack:</b> Attack Modifier: 100% <b>Defense:</b> Evade Close: 50% Dodge Ranged: 50% <b>Range:</b> 25 m	The Call 6: <b>Damage: -295..590</b> The Call 7: <b>Damage: -393..-786</b> The Call 8: <b>Damage: -742..-1495</b> The Call 9: <b>Damage: -1440..-3032</b> The Call 10: <b>Damage: -1482..-3122</b>		<b>Attack:</b> 2 seconds <b>Recharge:</b> On Hit: 30s On Miss: 15s
<b>Awakening</b> → Player level: 210+ → (10)			
<b>Range:</b> 1 m (Team)	<b>Team:</b> Health 4000 .. 4500		<b>Attack:</b> 1 second <b>Recharge:</b> Always: 105s

## Agent:

<b>Made</b>			
Levels when perks are gained: 15, 15, 55, 55, 55, 105, 105, 145, 205, 210 Available for: Agent: 1-10			
<b>Max nano: 520</b> Nano cost modifier: -2	<b>Aimed shot: 51</b> <b>Sharp objects: 102</b>	<b>Dodge ranged: 51</b> <b>Evade close: 51</b> <b>Duck explosives: 51</b>	<b>Concealment: 140</b>
<b>Recalibrate</b> → Player level: 15+ → (1)			
<b>Range:</b> Self	Ranged init 400 @ level 200 → <b>30 seconds</b>	<b>Attack:</b> <b>2 seconds</b> <b>Recharge:</b> Always: 120s	
<b>Silent Plague</b> → Player level: 105+ → (6)			
<b>Attack:</b> <b>Attack Modifier: 100%</b> <b>Defense:</b> <b>Dodge Ranged: 100%</b> <b>Range:</b> 25 m	Made 6: <b>Damage: -433..-441</b> , 5 hits, 5s delay Made 7: <b>Damage: -577..-587</b> , 5 hits, 5s delay Made 8: <b>Damage: -1097..-1119</b> , 5 hits, 5s delay Made 9: <b>Damage: -2189..-2233</b> , 5 hits, 5s delay Made 10: <b>Damage: -2253..-2299</b> , 5 hits, 5s delay → <b>30 seconds (pvp &amp; pvm)</b>	<b>Attack:</b> 2 seconds <b>Recharge:</b> On Hit: 120s On Miss: 60s	
<b>The Shot</b> → Player level: 210+ → (10)			
<b>Attack:</b> <b>Attack Modifier: 100%</b> <b>Defense:</b> Dodge Ranged: 100% <b>Range:</b> 30 m	<b>Damage: -3664..-4414</b> <b>The Shot:</b> Ranged init: -500 Nano init: -500 Run speed: -500 → <b>10 Seconds pvp / 20 seconds pvm</b> <b>This perk should be possible to execute when concealed.</b>	<b>Attack:</b> <b>2 seconds</b> <b>Recharge:</b> <b>On Hit: 60s</b> <b>On Miss: 30s</b>	

## Bureaucrat:

<b>Loophole</b>			
Levels when perks are gained: 15, 15, 55, 55, 55, 105, 105, 145, 205, 210 Available for: Bureaucrat: 1-10			
<b>Nano cost modifier: -4</b>	<b>PM: 60</b> <b>SI: 60</b> <b>BM: 60</b> <b>MC: 60</b> <b>TS: 60</b> <b>NanoDmgMul: 3</b>	<b>NR: 100</b>	<b>Nano init: 100</b> <b>Psychology: 60</b>
<b>Puppeteer</b> → Player level: 15+ → (1)			
<b>Range: All Pets</b>	NPC family == 95 && NPC family == 94 Loophole 1: Offense modifier 200, All damage types: 5 Loophole 2: Offense modifier 205, All damage types: 10 Loophole 3: Offense modifier 210, All damage types: 20 Loophole 4: Offense modifier 215, All damage types: 25 Loophole 5: Offense modifier 220, All damage types: 30 Loophole 6: Offense modifier 225, All damage types: 35 Loophole 7: Offense modifier 230, All damage types: 40 Loophole 8: Offense modifier 235, All damage types: 50 Loophole 9: Offense modifier 240, All damage types: 75 Loophole 10: Offense modifier 250, All damage types: 100 → 30 seconds	<b>Attack:</b> 1 second <b>Recharge:</b> Always: 100s	
<b>Antitrust</b> → Player level: 105+ → (6)			
<b>Attack:</b> <b>Attack Modifier: 100%</b> <b>Defense:</b> <b>Dodge Ranged: 100%</b> <b>Range: 25 m</b>	Loophole 6: <b>Damage: -243..-487</b> Loophole 7: <b>Damage: -324..-649</b> Loophole 8: <b>Damage: -618..1236</b> Loophole 9: <b>Damage: -1191..-2507</b> Loophole 10: <b>Damage: -1226..-2580</b>	<b>Attack:</b> 2 seconds <b>Recharge:</b> On Hit: 15s On Miss: 8s	
<b>Overrule</b> → Player level: 210+ → (10)			
<b>Range: 20 m (Team)</b>	<b>Team:</b> Nano resist: 450 Defense modifier: 500 → 20 Seconds	<b>Attack:</b> 1 second <b>Recharge:</b> Always: 110s	

## Doctor:

<b>Embrace</b>			
Levels when perks are gained: 15, 15, 55, 55, 55, 105, 105, 145, 205, 210 Available for: Doctor: 1-10			
<b>Max nano: 1500</b> Nano cost modifier: -4	<b>MM.: 50</b> <b>BM: 50</b> <b>MC: 50</b>	<b>NR: 50</b>	<b>Nano init: 100</b> <b>HealMultiplier: 3</b>
<b>Mistreatment</b> → Player level: 15+ → (1)			
<b>Attack:</b> Matter Creation 40% Bio. Metam. 60% <b>Defense:</b> Nano Resist: 75% Range: 25 m	<b>If A&amp;B   A&amp;C   B&amp;C</b> <b>If Not (A &amp; B &amp; C)</b> Embrace 1: <b>Damage: -106..-116</b> Embrace 2: <b>Damage: -214..-235</b> Embrace 3: <b>Damage: -576..-633</b> Embrace 4: <b>Damage: -692..-761</b> Embrace 5: <b>Damage: -806..-886</b> Embrace 6: <b>Damage: -1490..-1639</b> Embrace 7: <b>Damage: -1986..-2184</b> Embrace 8: <b>Damage: -3778..-4155</b> Embrace 9: <b>Damage: -7278..-8005</b> Embrace 10: <b>Damage: -7492..-8241</b> <b>If A &amp; B &amp; C</b> Embrace 1: <b>Damage: -159..-174</b> Embrace 2: <b>Damage: -321..-353</b> Embrace 3: <b>Damage: -864..-950</b> Embrace 4: <b>Damage: -1038..-1141</b> Embrace 5: <b>Damage: -1209..-1329</b> Embrace 6: <b>Damage: -2235..-2458</b> Embrace 7: <b>Damage: -2979..-3276</b> Embrace 8: <b>Damage: -5667..-6233</b> Embrace 9: <b>Damage: -10917..-12008</b> Embrace 10: <b>Damage: -11238..-12361</b> <b>Terminate A,B,C DoTs</b>		<b>Attack:</b> 1 second <b>Recharge:</b> On Hit: 55s On Miss: 23s
<b>Close Call</b> → Player level: 105+ → (6)			
Range: 20 m	<b>If Percentage of health &lt;= 50</b> Embrace 6: Health 450 .. 550 Embrace 7: Health 650 .. 850 Embrace 8: Health 850 .. 1250 Embrace 9: Health 1500 .. 1900 Embrace 10: Health 2200 .. 2500 <b>If Percentage of health &lt;= 15</b> Embrace 6: Health 900 .. 1000 Embrace 7: Health 1200 .. 1600 Embrace 8: Health 1800 .. 2500 Embrace 9: Health 3000 .. 4000 Embrace 10: Health 4000 .. 5000		<b>Attack:</b> 1 second <b>Recharge:</b> Always: 120s
<b>Nano Transmission</b> → Player level: 210+ → (10)			
Range: 20 m	Current nano -600 .. -600, 10 hits, 1s delay Current nano -600 .. -600 Heal modifier: 100 <b>On-End-Nano</b> <b>Re-Cast self if Current nano &gt;= 4501</b> <b>→ 10 Seconds</b>		<b>Attack:</b> 1 second <b>Recharge:</b> Always: 240s

## Enforcer:

<b>Mutate</b>		
Levels when perks are gained: 15, 15, 55, 55, 55, 105, 105, 145, 205, 210 Available for: Enforcer: 1-10		
<b>Max health: 2500</b>	<b>Brawl: 52</b> <b>Fast Attack: 52</b>	<b>Melee init: 52</b>
<b>Arouse Anger</b> → Player level: 15+ → (1)		
<b>Attack:</b> Attack Modifier: 100% <b>Defense:</b> Evade Close: 100% <b>Range:</b> 10 m	AMS Skill 0001: <b>Damage: -38..-76</b> , Taunt 500 AMS Skill 1000: <b>Damage: -409..-818</b> , Taunt 5000 AMS Skill 2000: <b>Damage: -1621..-3412</b> , Taunt 15000 AMS Skill 3000: <b>Damage: -2457..-5461</b> , Taunt: 25000 <b>*Fix that the Recharge timer is broken when the perk is resisted.</b>	<b>Attack:</b> 2 seconds <b>Recharge:</b> On Hit: 90s On Miss: 45s
<b>Cause of Anger</b> → Player level: 105+ → (6)		
<b>Attack:</b> <b>Attack Modifier: 100%</b> <b>Defense:</b> Evade Close: 100% <b>Range:</b> 10 m	Mutate 6: <b>Damage: -426..-853</b> Affected by Arouse Anger running: <b>Taunt: 2500</b> Mutate 7: <b>Damage: -569..-1137</b> Affected by Arouse Anger running: <b>Taunt: 5000</b> Mutate 8: <b>Damage: -680..-1361</b> Affected by Arouse Anger running: <b>Taunt: 7500</b> Mutate 9: <b>Damage: -2084..-4388</b> Affected by Arouse Anger running: <b>Taunt: 12500</b> Mutate 10: <b>Damage: -2146..-4517</b> Affected by Arouse Anger running: <b>Taunt: 15000</b>	<b>Attack:</b> 2 seconds <b>Recharge:</b> <b>On Hit: 90s</b> <b>On Miss: 45s</b>
<b>Highway</b> → Player level: 210+ → (10)		
<b>Range:</b> Self	Max health           2000 <b>Health:</b> <b>2000</b> Defense modifier    200 <b>→ 40 Seconds</b>	<b>Attack:</b> 1 second <b>Recharge:</b> Always: 120s

## Engineer:

<b>Creative Mind</b>			
Levels when perks are gained: 15, 15, 55, 55, 55, 105, 105, 145, 205, 210 Available for: Engineer: 1-10			
	<b>Grenade: 51</b> <b>Pistol: 51</b> <b>Burst: 31</b> <b>Fling: 31</b> <b>MC: 51</b> <b>TS: 51</b>	<b>Duck explosives 51</b> <b>NR: 100</b>	<b>Ranged init 100</b> <b>Nano init 100</b>
<b>Optimize Bot Protocol</b> → Player level: 210+ → (10)			
<b>Range: All Pets</b>	NPC type == 95 Creative Mind 1: Offense modifier 200, All damage types: 5 Creative Mind 2: Offense modifier 205, All damage types: 10 Creative Mind 3: Offense modifier 210, All damage types: 20 Creative Mind 4: Offense modifier 215, All damage types: 25 Creative Mind 5: Offense modifier 220, All damage types: 30 Creative Mind 6: Offense modifier 225, All damage types: 35 Creative Mind 7: Offense modifier 230, All damage types: 40 Creative Mind 8: Offense modifier 235, All damage types: 50 Creative Mind 9: Offense modifier 240, All damage types: 75 Creative Mind 10: Offense modifier 250, All damage types: 100 <b>→ 30 Seconds</b>		<b>Attack:</b> 1 second <b>Recharge:</b> Always: 100s
<b>Freak Shield</b> → Player level: 15+ → (1)			
<b>Range: 20 m</b>	<b>Team:</b> Creative Mind 1: All AC Types: 1000, Shield All Damage: 5 Creative Mind 2: All AC Types: 1500, Shield All Damage: 10 Creative Mind 3: All AC Types: 2500, Shield All Damage: 15 Creative Mind 4: All AC Types: 3000, Shield All Damage: 20 Creative Mind 5: All AC Types: 3500, Shield All Damage: 25 Creative Mind 6: All AC Types: 4000, Shield All Damage: 30 Creative Mind 7: All AC Types: 6000, Shield All Damage: 35 Creative Mind 8: All AC Types: 7000, Shield All Damage: 40 Creative Mind 9: All AC Types: 9000, Shield All Damage: 45 Creative Mind 10: All AC Types: 10000, Shield All Damage: 50 <b>→ 1 minute</b>		<b>Attack:</b> 1 second <b>Recharge:</b> Always: 250s
<b>Medallion</b> → Player level: 105+ → (6)			
<b>Attack:</b> <b>Attack Modifier: 100%</b> <b>Defense:</b> <b>Duck explosives: 90%</b> <b>Range: 20 m</b>	Creative Mind 6: <b>Damage: -291..-582</b> Creative Mind 7: <b>Damage: -388..-776</b> Creative Mind 8: <b>Damage: -738..-1478</b> Creative Mind 9: <b>Damage: -1424..-2997</b> Creative Mind 10: <b>Damage: -1465..-3085</b>  Nano resist: <b>-500 @ level 200</b> Defense modifier <b>-600 @ level 200</b> <b>→ 15 Seconds pvp / 23 seconds pvm</b>		<b>Attack:</b> 2 seconds <b>Recharge:</b> On Hit: 120s On Miss: 60s

## Fixer

<b>Dark Kin</b>		
Levels when perks are gained: 15, 15, 55, 55, 55, 105, 105, 145, 205, 210 Available for: Fixer: 1-10		
	Burst 55 Offense modifier 43 <b>Full Auto: 31</b>	Evade close 79 Dodge ranged 79 Duck explosives 79
<b>Power Bolt</b> → Player level: 15+ → (1)		
<b>Attack:</b> <b>Attack Modifier: 100%</b> <b>Defense:</b> Dodge ranged: 100% <b>Range:</b> 20 m	<b>Level 001: Damage: -100 .. -350</b> <b>Level 100: Damage: -600..-1200</b> <b>Level 200: Damage: -2400..-2500</b> <b>Level 220: Damage: -3000..-3500</b>  <b>10% chance: Power Bolt: Stunned</b> <b>→ 3 seconds (pvp &amp; pvm)</b>	<b>Attack:</b> <b>2 seconds</b> <b>Recharge:</b> On Hit: 90s On Miss: 45s
<b>Numb</b> → Player level: 105+ → (6)		
<b>Attack:</b> <b>Attack Modifier: 100%</b> <b>Defense:</b> Dodge ranged: 100% <b>Range:</b> 20 m	Dark Kin 6: <b>Damage: -287..-574</b> (-215 .. -450) Dark Kin 7: <b>Damage: -383..-766</b> (-336 .. -673) Dark Kin 8: <b>Damage: -560..-1121</b> (-528 .. -1056) Dark Kin 9: <b>Damage: -936..-1971</b> (-648 .. -1365) Dark Kin 10: <b>Damage: -964..-2029</b> (-744 .. -1653)  <b>Numb:</b> All damage type modifiers: 100 <b>→ 15 seconds</b>	<b>Attack:</b> 2 seconds <b>Recharge:</b> On Hit: 30s On Miss: 15s
<b>Cripple</b> → Player level: 210+ → (10)		
<b>Attack:</b> <b>Attack Modifier: 100%</b> <b>Defense:</b> Dodge ranged: 100% <b>Range:</b> 20 m	<b>If Numb running:</b> Damage: -6000..-7000 <b>Else:</b> Damage: -3000..-3500	<b>Attack:</b> <b>2 seconds</b> <b>Recharge:</b> On Hit: 90s On Miss: 45s

## Keeper

<b>Crusade</b>			
Levels when perks are gained: 15, 15, 55, 55, 55, 105, 105, 145, 205, 210 Available for: Keeper: 1-10			
<b>Max health: 1500</b>	<b>Fast attack: 51</b>	<b>Evade close: 51</b> <b>Dodge ranged: 31</b> <b>Duck explosives: 31</b>	<b>Melee init: 50</b>
<b>Force Opponent</b> → Player level: 15+ → (1)			
<b>Attack:</b> <b>Attack Modifier: 100%</b> <b>Defense:</b> Evade Close: 100% <b>Range: 10 m</b>	<b>Skill 1: -27..-27, 5 hits, 5s delay</b> <b>Skill 67: -50 .. -50, 5 hits, 5s delay</b> <b>Skill 200: -100 .. -100, 5 hits, 5s delay</b> <b>Skill 334: -150 .. -150, 5 hits, 5s delay</b> <b>Skill 467: -200 .. -200, 5 hits, 5s delay</b> <b>Skill 600: -250 .. -250, 5 hits, 5s delay</b> <b>Skill 734: -300 .. -300, 5 hits, 5s delay</b> <b>Skill 867: -350 .. -350, 5 hits, 5s delay</b> <b>Skill 1000: -409..-409, 5 hits, 5s delay</b> <b>Skill 1125: -562 .. -562, 5 hits, 5s delay</b> <b>Skill 1250: -724 .. -724, 5 hits, 5s delay</b> <b>Skill 1375: -886 .. -886, 5 hits, 5s delay</b> <b>Skill 1500: -1048 .. -1048, 5 hits, 5s delay</b> <b>Skill 1625: -1210 .. -1210, 5 hits, 5s delay</b> <b>Skill 1750: -1372 .. -1372, 5 hits, 5s delay</b> <b>Skill 1875: -1535 .. -1535, 5 hits, 5s delay</b> <b>Skill 2000: -1706 .. -1706, 5 hits, 5s delay</b> <b>Skill 2250: -1962 .. -1962, 5 hits, 5s delay</b> <b>Skill 2500: -2218 .. -2218, 5 hits, 5s delay</b> <b>Skill 2750: -2474 .. -2474, 5 hits, 5s delay</b> <b>Skill 3000: -2731..-2731, 5 hits, 5s delay</b> <b>→ 25 seconds (pvp &amp; pvm)</b>		<b>Attack:</b> 2 seconds <b>Recharge:</b> On Hit: 110s On Miss: 65s
<b>Insight</b> → Player level: 105+ → (6)			
<b>Range: 10 m</b>	<b>Team:</b> Crusade 6: Health: 50 .. 50, 5 hits, 2s delay Evade close 44, Offense modifier 64 Crusade 7: Health: 100 .. 100, 5 hits, 2s delay, Evade close 67, Offense modifier 102 Crusade 8: Health: 150 .. 150, 5 hits, 2s delay Evade close 89, Offense modifier 135 Crusade 9: Health: 200 .. 200, 5 hits, 2s delay Evade close 103, Offense modifier 184 Crusade 10: Health: 250 .. 250, 5 hits, 2s delay Evade close 126, Offense modifier 216 <b>→ 20 seconds</b>		<b>Attack:</b> <b>2 seconds</b> <b>Recharge:</b> Always: 110s
<b>Purify</b> → Player level: 210+ → (10)			
<b>Attack:</b> <b>Attack Modifier: 100%</b> <b>Defense:</b> <b>Evade Close: 100%</b> <b>Range: 10 m</b>	<b>AOE 10 meter:</b> <b>Damage: -1 .. -1</b> <b>Taunt 10000</b> <b>Stunned</b> <b>→ 2,5 seconds (pvp &amp; pvm)</b>		<b>Attack:</b> 1.5 seconds <b>Recharge:</b> On Hit: 110s On Miss: 65s

## Martial Artist

<b>Xuyun</b>			
Levels when perks are gained: 15, 15, 55, 55, 55, 105, 105, 145, 205, 210 Available for: Martial Artist: 1-10			
<b>Max health: 1000</b>	<b>Brawl: 60</b>	<b>Evade close: 60</b> <b>Dodge ranged: 60</b> <b>Duck explosives: 60</b>	<b>Physical Init: 100</b>
<b>Red Dawn</b> → Player level: 15+ → (1)			
<b>Range: Self</b>	Martial arts Skill 0001: Health: 250 .. 252 Martial arts Skill 1000: Health: 1000-1100 Martial arts Skill 2000: Health: 1000-1500 Martial arts Skill 3000: Health: 1500-2200	<b>Attack:</b> 1 second <b>Recharge:</b> Always: 60s	
<b>Moonmist</b> → Player level: 105+ → (6)			
<b>Range: Self</b>	Martial arts 200 @ level 200  → 40 seconds	<b>Attack:</b> 1 second <b>Recharge:</b> Always: 100s	
<b>Red Dusk</b> → Player level: 210+ → (10)			
<b>Attack:</b> <b>Attack Modifier: 100%</b> <b>Defense:</b> Evade close: 100% <b>Range: 10 m</b>	Melee init -1000 Ranged init -1000 Physical init -1000 Nano init -1000 Nano interrupt chance -100 → 10 Seconds (pvp & pvm)	<b>Attack:</b> 1 second <b>Recharge:</b> On Hit: 32s On Miss: 16s	

## Meta-Physicist

<b>Ancient Knowledge</b>			
Levels when perks are gained: 15, 15, 55, 55, 55, 105, 105, 145, 205, 210 Available for: Meta Physicist: 1-10			
<b>Max nano 1500</b>	<b>PM: 60</b> <b>SI: 60</b> <b>MM: 60</b> <b>BM: 60</b> <b>MC: 60</b> <b>TS: 60</b>	<b>NR: 100</b>	<b>Nano init: 100</b> <b>NanoDmgMul: 3</b>
<b>Ken Fi</b> → Player level: 15+ → (1)			
<b>Range: All Pets</b>	NPC type == 97 or Target NPC type == 96 Ancient Knowledge 1: Offense modifier 200, Heal modifier 5 <b>All damage types: 5</b> Ancient Knowledge 2: Offense modifier 205, Heal modifier 6 <b>All damage types: 10</b> Ancient Knowledge 3: Offense modifier 210, Heal modifier 7 <b>All damage types: 20</b> Ancient Knowledge 4: Offense modifier 215, Heal modifier 8 <b>All damage types: 25</b> Ancient Knowledge 5: Offense modifier 220, Heal modifier 9 <b>All damage types: 30</b> Ancient Knowledge 6: Offense modifier 225, Heal modifier 10 <b>All damage types: 35</b> Ancient Knowledge 7: Offense modifier 230, Heal modifier 12 <b>All damage types: 40</b> Ancient Knowledge 8: Offense modifier 235, Heal modifier 14 <b>All damage types: 50</b> Ancient Knowledge 9: Offense modifier 240, Heal modifier 17 <b>All damage types: 75</b> Ancient Knowledge 10: Offense modifier 250, Heal modifier 20 <b>All damage types: 100</b> <b>→ 30 seconds</b>		<b>Attack:</b> <b>1 second</b> <b>Recharge:</b> Always: 100s
<b>Ken Si</b> → Player level: 105+ → (6)			
<b>Attack:</b> <b>Attack Modifier: 100%</b> <b>Defense:</b> <b>Dodge Ranged: 50%</b> <b>Evade Close: 50%</b> <b>Range: 20 m</b>	Ancient Knowledge 6: <b>Damage &amp; Nano: -284..-568, 5 hits, 5s delay</b> Ancient Knowledge 7: <b>Damage &amp; Nano: -379..-758, 5 hits, 5s delay</b> Ancient Knowledge 8: <b>Damage &amp; Nano: -721..-1442 5 hits, 5s delay</b> Ancient Knowledge 9: <b>Damage &amp; Nano: -1390..-2926, 5 hits, 5s delay,</b> Ancient Knowledge 10: <b>Damage &amp; Nano: -1431..-3012, 5 hits, 5s delay</b> <b>→ 25 seconds (pvp &amp; pvm)</b>		<b>Attack:</b> <b>2 seconds</b> <b>Recharge:</b> On Hit: 120s On Miss: 60s
<b>Ka Mon</b> → Player level: 210+ → (10)			
<b>Range: 20 m (Team)</b>	<b>Team:</b> Bio Met Skill 0001: Health 1, Nano 1 Bio Met Skill 1000: Health 1000, Nano 1000 Bio Met Skill 2000: Health 2000, Nano 2000 Bio Met Skill 3000: Health 3000, Nano 3000		<b>Attack:</b> <b>1 second</b> <b>Recharge:</b> On Hit: 25s On Miss: 12s

## Nano-Technician

<b>Ancient Matrix</b>			
Levels when perks are gained: 15, 15, 55, 55, 55, 105, 105, 145, 205, 210 Available for: Nano-Technician: 1-10			
<b>Nano delta: 20</b>	<b>PM: 60</b> <b>SI: 60</b> <b>MM: 60</b> <b>BM: 60</b> <b>MC: 60</b> <b>TS: 60</b>	<b>NR: 100</b>	<b>Nano init: 200</b> <b>NanoDmgMul: 3</b>
<b>Flim Focus</b> → Player level: 15+ → (1)			
<b>Range: Self</b>	Ancient Matrix 1: Nano init: 50 Ancient Matrix 2: Nano init: 60 Ancient Matrix 3: Nano init: 100 Ancient Matrix 4: Nano init: 125 Ancient Matrix 5: Nano init: 150 Ancient Matrix 6: Nano init: 200 Ancient Matrix 7: Nano init: 250 Ancient Matrix 8: Nano init: 300 Ancient Matrix 9: Nano init: 450 Ancient Matrix 10: Nano init: 500 → 30 Seconds		<b>Attack:</b> 1 second <b>Recharge:</b> Always: 60s
<b>Utilize</b> → Player level: 105+ → (6)			
<b>Attack:</b> <b>Matter Creation: 100%</b> <b>Defense:</b> <b>Nano resist: 100%</b> <b>Range: 35 m</b>	<b>Must have Flim Focus running</b> Ancient Matrix 6: <b>Damage: -1000 .. -1200</b> Ancient Matrix 7: <b>Damage: -1300 .. -1500</b> Ancient Matrix 8: <b>Damage: -1700 .. -1900</b> Ancient Matrix 9: <b>Damage: -2614..-5504</b> Ancient Matrix 10: <b>Damage: -2692..-6666</b>		<b>Attack:</b> 2 seconds <b>Recharge:</b> On Hit: 60s On Miss: 30s
<b>Program Overload</b> → Player level: 210+ → (10)			
<b>Range: Self</b>	<b>Program Overload:</b> Nano attack damage modifier 20  → 30 seconds		<b>Attack:</b> 1 second <b>Recharge:</b> Always: 120s

## Shade

<b>Shadow</b>			
Levels when perks are gained: 15, 15, 55, 55, 55, 105, 105, 145, 205, 210 Available for: Shade: 1-10			
	<b>Sneak attack: 50</b>	<b>Evade close: 100</b> <b>Duck explosives: 100</b> <b>Dodge ranged: 100</b>	<b>Concealment: 100</b> <b>Add.All.Dmg: 30</b> <b>XP Modifier: 10</b>
<b>Blur</b> → Player level: 15+ → (1)			
<b>Attack:</b> <b>Attack Modifier: 100%</b> <b>Defense:</b> Evade Close: 95% <b>Range: 10 m</b>	Offense modifier -220, Defense modifier -220 → <b>15 Seconds (pvp &amp; pvm)</b>		<b>Attack:</b> 1 second <b>Recharge:</b> On Hit: 65s On Miss: 33s
<b>Diffuse</b> → Player level: 105+ → (6)			
<b>Attack:</b> <b>Attack Modifier: 100%</b> <b>Defense:</b> Evade Close: 100% <b>Range: 10 m</b>	Shadow 6: Health, recover 150% → <b>Damage: -401..-451</b> Shadow 7: Health, recover 150% → <b>Damage: -535..-585</b> Shadow 8: Health, recover 150% → <b>Damage: -1018..-1068</b> Shadow 9: Health, recover 150% → <b>Damage: -1961..-2011</b> Shadow 10: Health, recover 150% → <b>Damage: -2019..-2069</b>		<b>Attack:</b> <b>2 seconds</b> <b>Recharge:</b> <b>On Hit: 60</b> <b>On Miss: 30s</b>
<b>Chaos Ritual</b> → Player level: 210+ → (10)			
<b>Attack:</b> <b>Attack Modifier: 100%</b> <b>Defense:</b> Evade Close: 100% <b>Range: 10 m</b>	<b>Damage: -1907..-4015</b>		<b>Attack:</b> 2 seconds <b>Recharge:</b> <b>On Hit: 30s</b> <b>On Miss: 15s</b>

## Soldier

<b>Power in Numbers</b>		
Levels when perks are gained: 15, 15, 55, 55, 55, 105, 105, 145, 205, 210 Available for: Soldier: 1-10		
<b>Max health: 2000</b>	<b>Offense modifier: 51</b> <b>Full auto: 51</b>	<b>Ranged init: 51</b>
<b>Suppressive Horde</b> → Player level: 15+ → (1)		
<b>Range:</b> 10 m (Team)	Team: All damage types 200 @ level 200 → <b>25 Seconds</b>	<b>Attack:</b> 2 seconds <b>Recharge:</b> Always: 65s
<b>Clipfever</b> → Player level: 105+ → (6)		
<b>Attack:</b> <b>Attack Modifier: 100%</b> <b>Defense:</b> Dodge Ranged: 100% <b>Range:</b> 20 m (AOE)	Area of effect: 10 meters: <b>Power In Numbers 6:</b> <b>Damage:</b> -300 .. -600 <b>Power In Numbers 7:</b> <b>Damage:</b> -350 .. -650 <b>Power In Numbers 8:</b> <b>Damage:</b> -632..-1263 <b>Power In Numbers 9:</b> <b>Damage:</b> -1217..-2563 <b>Power In Numbers 10:</b> <b>Damage:</b> -1253..-2638	<b>Attack:</b> <b>2 seconds</b> <b>Recharge:</b> On Hit: 100s On Miss: 50s
<b>Muzzle Overload</b> → Player level: 210+ → (10)		
<b>Attack:</b> <b>Attack Modifier: 100%</b> <b>Defense:</b> Dodge ranged: 100% <b>Range:</b> 20 m	Self: All damage types: 100 → <b>30 seconds</b>  Target: <b>Damage:</b> -1100..-3080	<b>Attack:</b> 2 seconds <b>Recharge:</b> On Hit: 100s On Miss: 50s

## Trader

<b>Volunteer</b>			
Levels when perks are gained: 15, 15, 55, 55, 55, 105, 105, 145, 205, 210 Available for: Trader: 1-10			
	<b>PM: 31</b> <b>TS: 31</b>	<b>Dodge ranged: 100</b> <b>Evade close: 100</b> <b>Duck explosives: 100</b>	<b>Nano init: 100</b> <b>Ranged init: 100</b>
<b>Tap Vitae</b> → Player level: 15+ → (1)			
<b>Attack:</b> Attack Modifier: 100% <b>Defense:</b> Dodge Ranged: 100% <b>Range:</b> 25 m	<b>Volunteer 1:</b> Team: Health 37 .. 75, Target: Damage: -25 .. -50 <b>Volunteer 2:</b> Team: Health 75 .. 150, Target: Damage: -50 .. -100 <b>Volunteer 3:</b> Team: Health 130 .. 260, Target: Damage: -87 .. -173 <b>Volunteer 4:</b> Team: Health 181 .. 362, Target: Damage: -121 .. -242 <b>Volunteer 5:</b> Team: Health 231 .. 462, Target: Damage: -154 .. -308 <b>Volunteer 6:</b> Team: Health 283 .. 566, Target: Damage: -189 .. -378 <b>Volunteer 7:</b> Team: Health 432 .. 864, Target: Damage: -288 .. -575 <b>Volunteer 8:</b> Team: Health 576 .. 1152, Target: Damage: -384 .. -794 <b>Volunteer 9:</b> Team: Health 831 .. 1662, Target: Damage: -554 .. -1167 <b>Volunteer 10:</b> Team: Health 1140 .. 2280, Target: Damage: -760 .. -1520		<b>Attack:</b> 2 seconds <b>Recharge:</b> Hit: 25s Miss: 13s
<b>Sacrifice</b> → Player level: 105+ → (6)			
<b>Range:</b> 20 m (Team)	<b>Self: Sacrifice:</b> Offense modifier: -10000 <del>Defense modifier: -10000</del> <del>Set Health to: 1000</del> → 25 seconds  <b>Team:</b> <b>Volunteer 6:</b> All damage types: 600 <b>Volunteer 7:</b> All damage types: 800 <b>Volunteer 8:</b> All damage types: 900 <b>Volunteer 9:</b> All damage types: 1000 <b>Volunteer 10:</b> All damage types: 1300 → 25 seconds		<b>Attack:</b> 1 second <b>Recharge:</b> On Hit: 100s On Miss: 50s
<b>Purple Heart</b> → Player level: 210+ → (10)			
<b>Range:</b> 20 m (Team)	<b>Self: Sacrifice:</b> Offense modifier: -10000 <del>Defense modifier: -10000</del> <del>Set Health to: 1000</del> → 15 seconds  Team: Health 6350 .. 8541		<b>Attack:</b> 1 second <b>Recharge:</b> Always: 330s