

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		
Available for: Enforcer: 1-10, Meta-Physicist: 1-10		
1h Blunt: 200		
Quick Bash → Player level: 30+ → (2)		
Attack: 1h Blunt: 100% Defense: Evade close: 100% Range: 5 m	Wielded weapons: 1h Blunt 1 hand Blunt Skill 0001: Damage: -83..-165 1 hand Blunt Skill 1000: Damage: -166..-331 1 hand Blunt Skill 2000: Damage: -1123..-2363 1 hand Blunt Skill 3000: Damage: -2333..-5185	Attack: 1 second Recharge: On Hit: 26s On Miss: 13s
Crush Bone → Player level: 110+ → (5)		
Attack: 1h Blunt: 100% Defense: Evade close: 100% Range: 5 m	Wielded weapons: 1h Blunt Quick Bash not running / running: 1 hand Blunt Skill 0001: Damage: -495..- 989 / -659..-1319 1 hand Blunt Skill 1000: Damage: -166..- 1979 / -1320..-2639 1 hand Blunt Skill 2000: Damage: - 2116..- 4453 / -2821..-5937 1 hand Blunt Skill 3000: Damage: - 2928..- 6507 / -3904..-8676 Crush Bone → 300/600/900 skill: Damage: -33 / -68 / -124 Damage: -33 / -68 / -124, 4 hits, 2s delay (5 hits, 6sec) → 30 seconds (pvp & pvm) Melee init: -300 / -600 / -900 Ranged init: -300 / -600 / -900 Physical init: -300 / -600 / -900 Nano init: -300 / -600 / -900 Run speed: -400 / -800 / -1200 → 8 seconds pvp / 30 seconds pvm	Attack: 2 seconds Recharge: On Hit: 55s On Miss: 23s
Bring the Pain → Player level: 200+ → (8) → Enforcer		
Attack: 1h Blunt: 100% Defense: Evade close: 100% Range: 10m (AOE)	Wielded weapons: 1h Blunt Area of Effect, 10m: Damage: -1315 → -3641 Stunned → 3 seconds (pvp & pvm)	Attack: 2 seconds Recharge: On Hit: 58s On Miss: 29s
Bring the Pain → Player level: 200+ → (8) → Meta-Physicist		
Attack: 1h Blunt: 100% Defense: Evade close: 50% Range: 20m (AOE)	Wielded weapons: 1h Blunt Area of effect, 20m: De-taunt over time: Taunt -5000, 6 hits, 5s delay, → 30 seconds Self: Bring the Pain 1 hand Blunt Blunt Mastery 8: All damage types: 150 1 hand Blunt Blunt Mastery 9: All damage types: 200 1 hand Blunt Blunt Mastery 10: All damage types: 250 → 30 seconds	Attack: 1 second Recharge: On Hit: 60s On Miss: 30s
Devastating Blow → Player level: 203+ → (10)		
Attack: 1h Blunt: 100% Defense: Evade close: 90% Range: 5 m	Wielded weapons: 1h Blunt 1 hand Blunt Skill 0001: Damage: -992..- 1983 1 hand Blunt Skill 1000: Damage: -1983..- 3967 1 hand Blunt Skill 2000: Damage: -2288..- 4817 1 hand Blunt Skill 3000: Damage: -2550..- 5667	Attack: 2 seconds Recharge: On Hit: 30s 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		
2h Edged: 200		
Cleave → Player level: 20+ → (1)		
Attack: 2h Edged: 100% Defense: Evade close: 100% Range: 5 m	Wielded weapons: 2h Edged 2 Hand Edged Skill 0001: Damage: -92..-170 2 Hand Edged Skill 1000: Damage: -114..-612 2 Hand Edged Skill 2000: Damage: -562..-2242 2 Hand Edged Skill 3000: Damage: -1429..-4655	Attack: 1 second Recharge: On Hit: 28s On Miss: 14s
Transfix → Player level: 100+ → (4)		
Attack: 2h Edged: 100% Defense: Evade close: 100% Range: 5 m	Wielded weapons: 2h Edged Target must have Affected by Cleave running. 2 Hand Edged Skill 0001: Damage: -666..-1238 2 Hand Edged Skill 1000: Damage: -787..-1861 2 Hand Edged Skill 2000: Damage: -1722..-4398 2 Hand Edged Skill 3000: Damage: -3550..-8594	Attack: 2 seconds Recharge: On Hit: 60s On Miss: 30s
Pain Lance → Player level: 180+ → (7)		
Attack: 2h Edged: 100% Defense: Evade close: 100% Range: 5 m	Wielded weapons: 2h Edged 2 Hand Edged Skill 0001: Damage: -674..-1348 2 Hand Edged Skill 1000: Damage: -1348..- 2696 2 Hand Edged Skill 2000: Damage: -1859..- 3914 2 Hand Edged Skill 3000: Damage: -2207..- 4904 Pain Lance → 300/600/900 skill: Damage: -400..-400/-500/-600 Damage: -400..-400/-500/-600, 5 hits, 3s delay → 15 seconds (pvp & pvm)	Attack: 2 seconds Recharge: On Hit: 60s On Miss: 30s
Slice and Dice → Player level: 204+ → (9)		
Attack: 2h Edged: 100% Defense: Evade close: 100% Range: 5 m	Wielded weapons: 2h Edged 2 Hand Edged Skill 0001: Damage: -704..- 1408, Damage: -704..- 1408 2 Hand Edged Skill 1000: Damage: -1408..- 2815, Damage: -1408..- 2815 2 Hand Edged Skill 2000: Damage: -1624..- 3419, Damage: -1624..- 3419 2 Hand Edged Skill 3000: Damage: -1810..- 4022, Damage: -1810..- 4022	Attack: 2 seconds Recharge: On Hit: 40s 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		
Max health: 400	Rifle: 120 Fling shot: 20	
Armor Piercing Shot → Player level: 40+ → (2)		
Attack: Rifle: 100% Defense: Dodge ranged: 100% Range: 35 m	Wielded weapons: Rifle Rifle Skill 0001: Damage: -66..-66 Rifle Skill 1000: Damage: -478.. 478 Rifle Skill 2000: Damage: -1728..-1728 Rifle Skill 3000: Damage: -2468..-2468 Armor Piercing Shot: All AC types: -2000 → 22 seconds (pvp & pvm)	Attack: 1 second Recharge: On Hit: 50s On Miss: 25s
Find the Flaw → Player level: 160+ → (7)		
Attack: Rifle: 100% Defense: Dodge ranged: 100% Range: 35 m	Wielded weapons: Rifle Must have Affected by Armor Piercing Shot running. Rifle Skill 0001: Damage: -903..-1806 Rifle Skill 1000: Damage: -1806..-3613 Rifle Skill 2000: Damage: -2767..-5825 Rifle Skill 3000: Damage: -3407..-7571	Attack: 1 second Recharge: On Hit: 45s On Miss: 23s
Called Shot → Player level: 204+ →(10)		
Attack: Rifle: 100% Defense: Dodge ranged: 100% Range: 35 m	Wielded weapons: Rifle Must have Affected by Find the Flaw running. Rifle Skill 0001: -963..-1925 Rifle Skill 1000: -1925..-3850 Rifle Skill 2000: -2221..-4675 Rifle Skill 3000: -2475..-5500 Called shot → 300/600/900 skill: Damage: -240/-275/-300 Damage: -240/-275/-300, 10 hits, 3s delay → 30 Seconds (pvp & pvm)	Attack: 2 seconds Recharge: On Hit: 60s 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		
	1h Edged: 200 Fast Attack: 50	
Quick Cut → Player level: 20+ → (1)		
Attack: 1h Edged: 100% Defense: Evade close: 100% Range: 5 m	Wielded weapons: 1h Edged 1 Hand Edged Skill 0001: Damage: -53..-99 1 Hand Edged Skill 1000: Damage: -67..-125 1 Hand Edged Skill 2000: Damage: -538..-2198 1 Hand Edged Skill 3000: Damage: -1367..-4539	Attack: 2 seconds Recharge: On Hit: 25s On Miss: 13s
Flay → Player level: 100+ → (4)		
Attack: 1h Edged: 100% Defense: Evade close: 100% Range: 5 m	Wielded weapons: 1h Edged 1 Hand Edged Skill 0001: Damage: -431..-801 1 Hand Edged Skill 1000: Damage: -594..-1503 1 Hand Edged Skill 2000: Damage: -1598..-4166 1 Hand Edged Skill 3000: Damage: -3293..-8115	Attack: 2 seconds Recharge: On Hit: 60s On Miss: 30s
Flurry of Cuts → Player level: 180+ → (7)		
Attack: 1h Edged: 100% Defense: Evade close: 90% Range: 5 m	Wielded weapons: 1h Edged 1 Hand Edged Skill 0001: Damage: -1939..-3601 1 Hand Edged Skill 1000: Damage: -2813..-5623 1 Hand Edged Skill 2000: Damage: -3111..-6977 1 Hand Edged Skill 3000: Damage: -3410..-8332	Attack: 1 second Recharge: On Hit: 45s On Miss: 23s
Ribbon Flesh → Player level: 204+ → (9)		
Attack: 1h Edged: 100% Defense: Evade close: 90% Range: 5 m	Wielded weapons: 1h Edged Must have Affected by Flurry of Cuts running 1 Hand Edged Skill 0001: Damage: -2301..-4273 1 Hand Edged Skill 1000: Damage: -3233..-6403 1 Hand Edged Skill 2000: Damage: -3436..-7580 1 Hand Edged Skill 3000: Damage: -3638..-8756	Attack: 2 seconds Recharge: On Hit: 50s 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		
	Pistol: 200 Fling Shot: 20	All Damage Types: 60
Quick Shot → Player level: 30+ → (2)		
Attack: Pistol: 100% Defense: Dodge ranged: 100% Range: 25 m	Wielded weapons: Pistol Pistol Skill 0001: -102..-205 Pistol Skill 1000: -206..-411 Pistol Skill 2000: -1394..-2933 Pistol Skill 3000: -2896..-6436	Attack: 1 second Recharge: On Hit: 45s On Miss: 23s
Double Shot → Player level: 120+ → (5)		
Attack: Pistol: 100% Defense: Dodge ranged: 100% Range: 25 m	Wielded weapons: Pistol Target must have Affected by Quick Shot running Pistol Skill 0001: Damage: -680..-1361 Pistol Skill 1000: Damage: -1362..-2722 Pistol Skill 2000: Damage: -2693..-5669 Pistol Skill 3000: Damage: -3627..-8061	Attack: 2 seconds Recharge: On Hit: 55s On Miss: 28s
Deadeye → Player level: 203+ → (9)		
Attack: Pistol: 100% Defense: Dodge ranged: 90% Range: 30 m	Wielded weapons: Pistol Pistol Skill 0001: Damage: -1332 .. -2663 Pistol Skill 1000: Damage: -2663 .. -5325 Pistol Skill 2000: Damage: -3072 .. -6467 Pistol Skill 3000: Damage: -3423..-7607	Attack: 2 seconds Recharge: On Hit: 45s 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		
	Shotgun: 200	All damage types: 60
Leg Shot → Player level: 60+ → (3)		
Attack: Shotgun: 100% Defense: Duck explosives: 100% Range: 20 m	Wielded weapons: Shotgun Shotgun Skill 0001: Damage: -133..-267 Shotgun Skill 1000: Damage: -267..-534 Shotgun Skill 2000: Damage: -978..-2059 Shotgun Skill 3000: Damage: -1637..-3638 Leg shot → 300/600/900 skill: Target has <i>Bloodletting</i> <i>Laser Paint Target</i> <i>Stumble</i> <i>Atrophy</i> <i>Confinement</i> running: Damage: -120 .. -120 / -240 / -480 Damage: -120 .. -120 / -240 / -480, 15 hits, 2s delay Else: Damage: -60 .. -60 / -120 / -240 Damage: -60 .. -60 / -120 / -240, 15 hits, 2s delay → 30 seconds (pvp & pvm)	Attack: 1 second Recharge: On Hit: 48s On Miss: 24s
Easy Shot → Player level: 160+ → (7)		
Attack: Shotgun: 100% Defense: Duck explosives: 100% Range: 25 m	Wielded weapons: Shotgun If Leg Shot running: Shotgun Skill 0001: -938..-1875 Shotgun Skill 1000: -1875..-3751 Shotgun Skill 2000: -2872..-6047 Shotgun Skill 3000: -3537..-7859 Target has <i>Grasp</i> <i>Bearhug</i> <i>Grip of Colossus</i> running: Shotgun Skill 0001: -1125..-2250 Shotgun Skill 1000: -2250..-4501 Shotgun Skill 2000: -3447..-7256 Shotgun Skill 3000: -4244..-9431	Attack: 2 seconds Recharge: On Hit: 47s On Miss: 24s
Head Shot → Player level: 200+ → (9)		
Attack: Shotgun: 100% Defense: Duck explosives: 75% Range: 25 m	Wielded weapons: Shotgun Shotgun Skill 0001: Damage: -1470..-2941 Shotgun Skill 1000: Damage: -2941..-5881 Shotgun Skill 2000: Damage: -3392..-7141 Shotgun Skill 3000: Damage: -3781..-8402	Attack: 2 seconds Recharge: On Hit: 49s 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		
	SMG: 200 Burst: 20	
Reinforce Slugs → Player level: 40+ → (2)		
Range: Self	Wielded weapons: Submachine Gun SMG Mastery 2: Damage modifier all damage types: 40 SMG Mastery 3: Damage modifier all damage types: 60 SMG Mastery 4: Damage modifier all damage types: 80 SMG Mastery 5: Damage modifier all damage types: 105 SMG Mastery 6: Damage modifier all damage types: 135 SMG Mastery 7: Damage modifier all damage types: 165 SMG Mastery 8: Damage modifier all damage types: 195 SMG Mastery 9: Damage modifier all damage types: 225 SMG Mastery 10: Damage modifier all damage types: 270 → 2 minutes	Attack: 1 second Recharge: Always 300s
Jarring Burst → Player level: 100+ → (5)		
Attack: SMG: 100% Defense: Dodge ranged: 100% Range: 25 m	Wielded weapons: Submachine Gun SMG Skill 0001: Damage: -388..-777 SMG Skill 1000: Damage: -777..- 554 SMG Skill 2000: Damage: -1808..-3805 SMG Skill 3000: Damage: -2578..-5730 Jarring Burst: Stun → 2 seconds (pvp & pvm)	Attack: 2 seconds Recharge: On Hit: 55s On Miss: 27s
Solid Slug → Player level: 160+ → (7)		
Attack: SMG: 100% Defense: Dodge ranged: 90% Range: 25 m	Wielded weapons: Submachine Gun Must have Reinforce Slugs running. SMG Skill 0001: Damage: -1157..-2314 SMG Skill 1000: Damage: -2314..-554 SMG Skill 2000: Damage: -3543..-7460 SMG Skill 3000: Damage: -4363..-9696	Attack: 2 seconds Recharge: On Hit: 60s On Miss: 30s
Neutronium Slug → Player level: 203+ → (10)		
Attack: SMG: 100% Defense: Dodge ranged: 90% Range: 25 m	Wielded weapons: Submachine Gun Must have Reinforce Slugs running. SMG Skill 0001: Damage: -1101..-2202 SMG Skill 1000: Damage: -2202..-4403 SMG Skill 2000: Damage: -2540..-5347 SMG Skill 3000: Damage: -2831..-6291	Attack: 2 seconds Recharge: On Hit: 35s 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)		
Range: Self	Power Up 1: Damage modifier all damage types: 15 → 30 sec Power Up 2: Damage modifier all damage types: 25 → 30 sec Power Up 3: Damage modifier all damage types: 35 → 30 sec Power Up 4: Damage modifier all damage types: 50 → 30 sec Power Up 5: Damage modifier all damage types: 65 → 30 sec Power Up 6: Damage modifier all damage types: 85 → 30 sec Power Up 7: Damage modifier all damage types: 105 → 30 sec Power Up 8: Damage modifier all damage types: 130 → 30 sec Power Up 9: Damage modifier all damage types: 160 → 30 sec Power Up 10: Damage modifier all damage types: 200 → 30 sec	Attack: 1 second Recharge: Always: 300s
Power Volley → Player level: 70+ → (3)		
Attack: Ranged Energy: 100% Defense: Dodge ranged: 100% Range: 35 m	Wielded weapons: Ranged energy Must have Energize running- Ranged Energy Skill 0001: Damage: -448..-896 Ranged Energy Skill 1000: Damage: -896..-1791 Ranged Energy Skill 2000: Damage: -1806..-3644 Ranged Energy Skill 3000: Damage: -2029..-3620 Stunned: → 3 seconds (pvp & pvm) → 19% chance	Attack: 1 second Recharge: On Hit: 45s On Miss: 22s
Power Shock → Player level: 130+ → (5)		
Attack: Ranged Energy: 100% Defense: Dodge ranged: 100% Range: 35 m	Wielded weapons: Ranged energy Must have Energize running- Self: Must have Power Volley running Ranged Energy Skill 0001: Damage: - 882 .. -1765 Ranged Energy Skill 1000: Damage: -1565..-3529 Ranged Energy Skill 2000: Damage: -2289..-4819 Ranged Energy Skill 3000: Damage: -2551..-4669 Stunned: → 3 seconds (pvp & pvm) → 19% chance	Attack: 1 second Recharge: On Hit: 45s On Miss: 22s
Power Blast → Player level: 201+ → (7)		
Attack: Ranged Energy: 100% Defense: Dodge ranged: 100% Range: 35 m	Wielded weapons: Ranged energy Must have Energize running- Self: Must have Power Shock running Ranged Energy Skill 0001: Damage: -992 ..-1984 Ranged Energy Skill 1000: Damage: -1984..-3968 Ranged Energy Skill 2000: Damage: -2862..-4626 Ranged Energy Skill 3000: Damage: -3566..-5146 Remove Protection nanos <= 4 NCU 1 time – 14% chance Remove Healing nanos <= 4 NCU 1 time – 14% chance	Attack: 1 second Recharge: On Hit: 45s On Miss: 22s
Power Combo → Player level: 205+ → (10)		
Attack: Ranged Energy: 100% Defense: Dodge ranged: 100% Range: 35 m	Wielded weapons: Ranged energy Must have Energize running- Self: Must have Power Blast running Ranged Energy Skill 0001: Damage: -1001..-2003 Ranged Energy Skill 1000: Damage: -2003..-4005 Ranged Energy Skill 2000: Damage: -2889..-5767 Ranged Energy Skill 3000: Damage: -3848..-6774 Stunned: → 3 seconds (pvp & pvm) → 24% chance Remove Protection nanos <= 15 NCU 1 time – 50% chance Remove Healing nanos <= 15 NCU 1 time – 50% chance	Attack: 2 seconds Recharge: On Hit: 45s On Miss: 22s

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

Careful in Battle			
Levels when perks are gained: 40, 70, 100, 130, 160, 200, 205, 207, 212, 219			
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 Careful in Battle 2: Defensive Modifier 150 → 21 seconds Careful in Battle 3: Defensive Modifier 250 → 22 seconds Careful in Battle 4: Defensive Modifier 350 → 23 seconds Careful in Battle 5: Defensive Modifier 450 → 24 seconds Careful in Battle 6: Defensive Modifier 550 → 25 seconds Careful in Battle 7: Defensive Modifier 650 → 26 seconds Careful in Battle 8: Defensive Modifier 750 → 27 seconds Careful in Battle 9: Defensive Modifier 875 → 28 seconds Careful in Battle 10: Defensive Modifier 1000 → 30 seconds		Attack: 1 second Recharge: Always: 200s

Tinkerer			
Levels when perks are gained: 60, 120, 180, 200 Available for: Engineers 1-4, Traders 1-4			
			Electrical Engi: 65 Mechanical Engi: 65 Quantum Physics: 65
Sabotage Quark Field → Player level: 120+ → (2)			
Attack: Mechanical Engineering: 100% Defense: Duck Explosives: 25% Range: 25 m	Tinkerer 2: Damage: -877..-1754 Tinkerer 3: Damage: -1639..-3451 Tinkerer 4: Damage: -2224..-4683 if Quark Containment Field running Target Reduce 503 1000000s Affected by Sabotage Quark Field Target Reduce 734 1000000s Quark Containment Field Sabotage Quark Field: Sensory improvement: -60 Matter metamorphosis: -60 Biological metamorphosis: -60 Psychological modifications: -60 Matter creation: -60 Time and space: -60 → 15 seconds pvp / 18 seconds pvm	Attack: 2 seconds Recharge: On Hit: 30s On Miss: 15s	
Ignition Flame → Player level: 200+ → (4)			
Attack: Mechanical Engineering: 100% Defense: Duck Explosives: 35% Range: 35 m	if Affected by Napalm Spray running: Fire -100 ..-100, 10 hits, 3s delay Fire -100 ..-100 → 30 seconds Fire -1621 ..-5011 If Affected by Napalm Spray not running: Fire -1215 ..-3758 (Napalm Spray, Heavy Ranged, Soldier) Damage: -3021..-6360 if affected by sabotage quark field running Damage: -300 .. -300 Damage: -300 .. -300, 10 hits, 3s delay → 30 seconds (pvp & pvm)	Attack: 2 seconds Recharge: On Hit: 60s 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 Max Health: 160	Bio. Met: 15 Mat. Met. 15 Mat. Crea: 15 Time Space: 15 Psy. Mod: 15 Sens. Imp: 15	
Dazzle with Lights → Player level: 20+ → (1)		
Attack: Matter Creation: 100% Defense: Nano Resist: 70% Range: 25 m	Starfall 1: All Init Types -50, Offense Modifier -20 Starfall 2: All Init Types -100, Offense Modifier -45 Starfall 3: All Init Types -150, Offense Modifier -60 Starfall 4: All Init Types -200, Offense Modifier -80 Starfall 5: All Init Types -300, Offense Modifier -105 Starfall 6: All Init Types -400, Offense Modifier -130 Starfall 7: All Init Types -500, Offense Modifier -150 Starfall 8: All Init Types -600, Offense Modifier -170 Starfall 9: All Init Types -700, Offense Modifier -200 Starfall 10: All Init Types -800, Offense Modifier -300 → 15 seconds (pvp & pvm)	Attack: 1 second Recharge: On Hit: 30s On Miss: 15s
Combust → Player level: 90+ → (3) (Decrease maximum damage of special)		
Attack: Matter Creation: 100% Defense: Nano Resist: 100% Range: 35 m	Requires Affected by Dazzle with Lights running on target Target has <i>Napalm Spray</i> <i>Succumb</i> <i>Medallion</i> <i>Stop Notum Flow</i> <i>Accelerate Decaying Quarks</i> <i>Hostile Takeover</i> running: Level 001: Damage: -548..-1095 Level 100: Damage: -1095..-2190 Level 200: Damage: -2799..-5892 Level 220: Damage: -4126..-9170 Else: Level 001: Damage: -438..-876 Level 100: Damage: -876..-1752 Level 200: Damage: -2239..-4714 Level 220: Damage: -3301..-7336	Attack: 1 second Recharge: On Hit: 60s On Miss: 30s

Starfall (Page 2)

Thermal Detonation → Player level: 190+ → (6) (Decrease maximum damage of special)		
Attack: Matter Creation: 100% Defense: Nano Resist: 100% Range: 35 m	Requires Affected by Combust already be running on target Target has <i>Napalm Spray</i> <i>Succumb</i> <i>Medallion</i> <i>Stop Notum Flow</i> <i>Accelerate Decaying Quarks</i> <i>Hostile Takeover</i> running: Level 001: Damage: -1446..-2893 Level 100: Damage: -2893..-5785 Level 200: Damage: -3802..-8004 Level 220: Damage: -4436..-9859 Else: Level 001: Damage: -1157..-2314 Level 100: Damage: -2314..-4628 Level 200: Damage: -3042..-6403 Level 220: Damage: -3549..-7887	Attack: 1 second Recharge: On Hit: 60s On Miss: 30s
Supernova → Player level: 214+ → (10) (Decrease maximum damage of special)		
Attack: Matter Creation: 100% Defense: Nano Resist: 100% Range: 35 m	Requires Affected by Thermal Detonation running on target Level 001: Damage: -1750..-3500 Level 100: Damage: -3500..-7000 Level 200: Damage: -4038..-8500 Level 220: Damage: -4500..-10000	Attack: 2 seconds Recharge: On Hit: 60s 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 Chemistry: 200
Taint Wounds → Player level: 20+		
Attack: Attack Modifier 100% Defense: Duck Explosives: 100% Range: 20 m	Target has <i>Reap Life</i> <i>Bloodletting</i> <i>Toxic Shock</i> <i>Lacerate</i> <i>Malicious Prohibition</i> <i>Leg Shot</i> <i>Full Frontal</i> running: Alchemist 1: -31.. -31, 10 hits, 3 s delay Alchemist 2: -87.. -87, 10 hits, 3 s delay Alchemist 3: -240.. -240, 10 hits, 3 s delay Alchemist 4: -574.. -574, 10 hits, 3 s delay Alchemist 5: -807.. -807, 10 hits, 3 s delay Alchemist 6: -1057.. -1057, 10 hits, 3 s delay Else: Alchemist 1: Damage: -29 .. -29, 10 hits, 3 s delay Alchemist 2: Damage: -73.. -73, 10 hits, 3 s delay Alchemist 3: Damage: -225.. -225, 10 hits, 3 s delay Alchemist 4: Damage: -478.. -478, 10 hits, 3 s delay Alchemist 5: Damage: -672.. -672, 10 hits, 3 s delay Alchemist 6: Damage: -880.. -880, 10 hits, 3 s delay → 30 sec (pvp & pvm)	Attack: 2 seconds Recharge: On Hit: 70s On Miss: 35s
Chemical Blindness → Player level: 40+ → (2)		
Attack: Attack Modifier 100% Defense: Duck Explosives: 100% Range: 25 m	Chemical Blindness: Offensive Modifier -500 @ level 200 Blind → 8 seconds pvp / 25 seconds pvm	Attack: 1 second Recharge: On Hit: 50s On Miss: 25s
Poison Sprinkle → Player level: 100+ → (4)		
Attack: Attack Modifier 100% Defense: Duck Explosives: 100% Range: 25 m	Target has <i>Reap Life</i> <i>Bloodletting</i> <i>Toxic Shock</i> <i>Lacerate</i> <i>Malicious Prohibition</i> <i>Leg Shot</i> <i>Full Frontal</i> running: Alchemist 4: -356 .. -356, 10 hits, 1,5 s delay Alchemist 5: -501 .. -501, 10 hits, 1,5 s delay Alchemist 6: -656 .. -656, 10 hits, 1,5 s delay Else: Alchemist 4: -297 .. -297, 10 hits, 1,5 s delay Alchemist 5: -417 .. -417, 10 hits, 1,5 s delay Alchemist 6: -546 .. -546, 10 hits, 1,5 s delay	Attack: 2 seconds Recharge: On Hit: 90s On Miss: 45s

→ 15 seconds pvp / 15 seconds pvm		
Alchemist (page 2)		
Seal Wounds → Player level: 160+ → (6)		
Range: 15 m	On Target: Doctor DOT line A, Doctor DOT line B, Doctor DOT line C Nano-Technician DOT line A Nano-Technician DOT line B Agent DOT line Reduced by 1000000 s (Add in nanoline resistances for 10 seconds)	Attack: 1 seconds Recharge: 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: Attack Modifier 100% Defense: Evade Close: 85% Range: 5 m	Brawl Skill 0001: Damage: - 174..- 348 Brawl Skill 1000: Damage: - 348..- 696 Brawl Skill 2000: Damage: - 1112..- 2340 Brawl Skill 3000: Damage: - 1773..- 3940 Random Roll <=19 Stunned → 4 seconds	Attack: 1 second Recharge: On Hit: 35s On Miss: 18s
Followup Smash → Player level: 190+ → (4)		
Attack: Attack Modifier 100% Defense: Evade Close: 100% Range: 5 m	User: Must have Affected by Big Smash running Brawl Skill 0001: Damage: -791..- 1581 Brawl Skill 1000: Damage: -1581..- 3162 Brawl Skill 2000: Damage: -2078..- 4375 Brawl Skill 3000: Damage: -2425..- 5389 Stunned: → 2 seconds (pvp & pvm) Followup Smash: Nano Init -600 → 12 seconds (pvp & pvm)	Attack: 2 seconds Recharge: On Hit: 45s On Miss: 23s
Blindside Blow → Player level: 205+ → (6)		
Attack: Attack Modifier 100% Defense: Evade Close: 100% Range: 5 m (AOE)	Requires user to be behind the target Requires NPC hatelist size >= 6 AOE, 5m: Brawl Skill 0001: - 851..- 1701 Brawl Skill 1000: - 1701..- 3403 Brawl Skill 2000: - 1963..- 4132 Brawl Skill 3000: - 2187..- 4861 Stunned: → 2 seconds (pvp & pvm)	Attack: 2 seconds Recharge: On Hit: 130s 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 Matter Metam: 100 Matter Creation: 100 Time and Space: 100 Psy. Mod: 100 Sensory Imp: 100		
Shutdown Removal 1 → Player level: 205+ (6)			
Range: 5 m	Self: Reduces Nano Shutdown 1000000s	Attack: 1 second	Recharge: Always: 60s
Shutdown Removal 2 → Player level: 205+ (10)			
Range: 5 m	Self: Reduces Nano Shutdown 1000000s Give 10 seconds immunity to NSD.	Attack: 1 second	Recharge: 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: Colossal Health 3: Health: 100 Colossal Health 4: Health: 200 Colossal Health 5: Health: 300 Colossal Health 6: Health: 400 Colossal Health 7: Health: 500 Colossal Health 8: Health: 600 Colossal Health 9: Health: 730 Colossal Health 10: Health: 900	Attack: 1 second Recharge: Always: 50s
Lifeblood → Player level: 130+ (5)		
Range: Self	Colossal Health 5: Health: 240 .. 240, Health: 240 .. 240, 14 hits, 2 s delay Colossal Health 6: Health: 264 .. 264, Health: 264 .. 264, 14 hits, 2 s delay Colossal Health 7: Health: 288 .. 288, Health: 288 .. 288, 14 hits, 2 s delay Colossal Health 8: Health: 312 .. 312, Health: 312 .. 312, 14 hits, 2 s delay Colossal Health 9: Health: 336 .. 336, Health: 336 .. 336, 14 hits, 2 s delay Colossal Health 10: Health: 360 .. 360, Health: 360 .. 360, 14 hits, 2 s delay → 32 seconds	Attack: 1 second Recharge: Always: 300s
Draw Blood → Player level: 202+ (9)		
Attack: Body Dev: 100% Defense: Nano Resist: 50% Range: 6 m	Drain hit Health Recover 120% Damage: -2325..-3525	Attack: 2 seconds Recharge: On Hit: 60s 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 Reflect all damage: 3
Bio Shield → Player level: 10+		
Range: Self	Bio Shielding 1: Shield all damage types: 7 Bio Shielding 2: Shield all damage types: 14 Bio Shielding 3: Shield all damage types: 22 Bio Shielding 4: Shield all damage types: 31 Bio Shielding 5: Shield all damage types: 40 Bio Shielding 6: Shield all damage types: 52 Bio Shielding 7: Shield all damage types: 65 Bio Shielding 8: Shield all damage types: 78 Bio Shielding 9: Shield all damage types: 90 Bio Shielding 10: Shield all damage types: 120 → 5 minutes	Attack: 1 second Recharge: Always: 600s
Bio Cocoon → Player level: 40+		
Range: Self	Bio Shielding 3: Absorbs all damage types: 800 Bio Shielding 4: Absorbs all damage types: 1600 Bio Shielding 5: Absorbs all damage types: 2500 Bio Shielding 6: Absorbs all damage types: 3500 Bio Shielding 7: Absorbs all damage types: 4600 Bio Shielding 8: Absorbs all damage types: 5600 Bio Shielding 9: Absorbs all damage types: 7000 Bio Shielding 10: Absorbs all damage types: 10000 → 30 seconds	Attack: 1 second Recharge: Always: 120s
Bio Rejuvenation → Player level: 130+		
Range: 25 m (AOE)	Bio Shielding 7: Health: 250 / 350 / 425 / 570 Bio Shielding 8: Health: 450 / 550 / 625 / 775 Bio Shielding 9: Health: 650 / 750 / 850 / 1000 Bio Shielding 10: Health: 880 / 1000 / 1125 / 1450 <i>*Is different for each profession using it, change this so all professions heal the same amount (the highest amount).</i>	Attack: 1 second Recharge: Always: 30s
Bio Regrowth → Player level: 201+		
Range: 8 m (target)	Health: 500 .. 500 Health: 500 .. 500, 29 hits, 1s delay → 31 seconds	Attack: 1 second Recharge: 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 Stamina: 35	Adventuring: 90
Encase in Stone → Player level: 190+ (2)		
Range: Self	All AC Types: 7000 Critical Decrease 10 → 30 seconds Encased in Stone: RunSpeed -2000 → 30 seconds	Attack: 1 second Recharge: Always: 180s
Detonate Stoneworks → Player level: 207+ (4)		
Attack: Attack Modifier: 100% Defense: Duck Explosives: 90% Range: 20 m	User: Must Have Affected by Encase in Stone running. OR Target: Must have Stoneworks running AND Target: Must not have Affected by Detonate Stoneworks If Target has Stoneworks running: (Adventurer) Damage: -4975 .. -11239 If target does not have Stoneworks running: (Adventurer) Damage: -3731 .. -8429 Self: Reduce "Encased in Stone" 1000000s	Attack: 2 seconds Recharge: 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%		
Root Resist: 45%		
Removal 1 → Player level: 90+		
Range: 1 m	User: Reduce Snare 1000000s	Attack: 1 seconds Recharge: Always: 60s
Removal 2 → Player level: 160+		
Range: 1 m	User: Reduce Root 1000000s	Attack: 1 seconds Recharge: Always: 60s
Purge 1 → Player level: 200+		
Range: 10 m	Target: Reduce Snare 1000000s Target: Reduce Root 1000000s	Attack: 1 seconds Recharge: Always: 60s
Purge 2 → Player level: 204+		
Range: 10 m	Target: Reduce Snare 1000000s Target: Reduce Root 1000000s	Attack: 1 seconds Recharge: Always: 60s
Great Purge → Player level: 212+		
Range: 10 m	Target: Reduce Snare 1000000s Target: Reduce Root 1000000s Target: Snare Resistance 100% Target: Root Resistance 100% → 20 seconds	Attack: 1 seconds Recharge: Always: 60s

Notum Source		
Levels when perks are gained: 20, 50, 80, 110, 140, 180, 201, 203, 207, 210 Available for: Nano-Technician 1-10, Meta Physicist 1-10		
Intelligence: 15 Psychic: 15	Max Nano: 1000 Nano Delta: 86	
Access Notum Source → Player level: 20+		
Range: 1 m (Team)	Notum Source 1: Current Nano 200...200 Notum Source 2: Current Nano 300...300 Notum Source 3: Current Nano 400...400 Notum Source 4: Current Nano 600...600 Notum Source 5: Current Nano 800...800 Notum Source 6: Current Nano 1000...1000 Notum Source 7: Current Nano 1300...1300 Notum Source 8: Current Nano 1500...1500 Notum Source 9: Current Nano 2000...2000 Notum Source 10: Current Nano 2500...2500	Attack: 1 second Recharge: Always: 140s
Blast Nano → Player level: 110+		
Attack: Mat.Crea.: 100% Defense: Nano Resist: 90% Range: 15 m	If not affected by Zap Nano: Notum Source 4: Current Nano -1100 Notum Source 5: Current Nano -1500 Notum Source 6: Current Nano -2000 Notum Source 7: Current Nano -2500 Notum Source 8: Current Nano -3000 Notum Source 9: Current Nano -4000 Notum Source 10: Current Nano -5000 If affected by Zap Nano: Sensory Improvement: -100 Matter Metamorphosis: -100 Biological Metamorphosis: -100 Psychological Modifications: -100 Matter Creation: -100 Time & Space: -100 Duration: 10s PvP/25s PvM	Attack: 1 second Recharge: On Hit: 75s On Miss: 38s
Stop Notum Flow → Player level: 201+		
Attack: Mat.Crea.: 100% Defense: Nano Resist: 100% Range: 15 m	Target: Nano Resist: -800 Duration: 15s PvP/40s PvM	Attack: 1 second Recharge: On Hit: 90s On Miss: 45s
Notum Overflow → Player level: 210+		
Attack: Mat.Crea.: 100% Defense: Nano Resist: 100% Range: 15 m	Target: Nano Vulnerability 15 Duration: 60s (Potential change?)	Attack: 1 seconds Recharge: On Hit: 360s On Miss: 180s

Theoretical Research		
Levels when perks are gained: 40, 70, 110, 140, 180, 201, 203, 205, 208, 209 Available for: Nano-Technician 1-10, Meta Physicist 1-10		
	Max Nano: 1100 Nano Programming: 200	
Quark Containment Field → Player level: 110+		
Attack: Mat.Crea.: 100% Defense: Nano Resist: 90% Range: 22 m	Target: Root Duration: 10s PvP/60s PvM	Attack: 1 second Recharge: On Hit: 120s On Miss: 60s
Knowledge Enhancer → Player level: 180+		
Range: 10 m	Theoretical Research 5: Nano Damage Modifier: +8% Theoretical Research 6: Nano Damage Modifier: +9% Theoretical Research 7: Nano Damage Modifier: +10% Theoretical Research 8: Nano Damage Modifier: +11% Theoretical Research 9: Nano Damage Modifier: +12% Theoretical Research 10: Nano Damage Modifier: +15% Duration: 1h	Attack: 1 second Recharge: Always: 2s
Accelerate Decaying Quarks → Player level: 209+		
Attack: Mat.Crea.: 100% Defense: Nano Resist: 100% Range: 15 m	Target must have Quark Containment Field running Damage: Health -3152...-5854 AND Sensory imp.: -2000 Bio. Metam.: -2000 Mat. Metam.: -2000 Psy mod.: -2000 Matter creation: -2000 Time and space: -2000 Duration: 10s Non-Removable	Attack: 2 seconds Recharge: On Hit: 120s On Miss: 60s