

## Profession Perk Lines

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

### Adventurer

<b>Ferocity of Nature</b>		
Levels when perks are gained: 150, 200, 205 Available for: Adventurer: 1-3		
	<b>Multi ranged: 20</b> <b>Multi melee: 20</b>	<b>All damage types: 55</b>
<b>Devour</b> → Player level: 150+ → (1)		
<b>Attack:</b> Attack Modifier: 100% <b>Defense:</b> Evade Close: 45% Dodge Ranged: 45% <b>Range: 5 m</b>	<b>User must be <i>morphed</i>.</b> <b>Ferocity of Nature 1:</b> Level 001: Health, recover 50% <b>Damage:</b> -29..-53 Level 100: Health, recover 50% <b>Damage:</b> -72..-334 Level 200: Health, recover 50% <b>Damage:</b> -344..-1238 Level 220: Health, recover 50% <b>Damage:</b> -598..-3112 <b>Ferocity of Nature 2:</b> Level 001: Health, recover 60% <b>Damage:</b> -29..-53 Level 100: Health, recover 60% <b>Damage:</b> -101..-387 Level 200: Health, recover 60% <b>Damage:</b> -432..-1402 Level 220: Health, recover 60% <b>Damage:</b> -699..-3299 <b>Ferocity of Nature 3:</b> Level 001: Health, recover 75% <b>Damage:</b> -29..-53 Level 100: Health, recover 75% <b>Damage:</b> -131..-441 Level 200: Health, recover 75% <b>Damage:</b> -532..-1588 Level 220: Health, recover 75% <b>Damage:</b> -961..-3785	<b>Attack:</b> <b>2 seconds</b> <b>Recharge:</b> Hit: 45s Miss: 23s
<b>Bleeding Wounds</b> → Player level: 200+ → (2)		
<b>Attack:</b> Attack Modifier: 100% <b>Defense:</b> Evade Close: 45% Dodge Ranged: 45% <b>Range: 5 m</b>	<b>User must be <i>morphed</i>.</b> <b>Target has</b> <i>Affected by Disable Natural Healing</i> <i>Soften Up</i> <i>Malicious Prohibition</i> <i>Force Opponent</i> <i>Full Frontal</i> <i>Taint Wounds</i> <b>running:</b> <b>Damage:</b> -222 .. -222 <b>Damage:</b> -222 .. -222, 15 hits, 2 s delay  <b>Else:</b> <b>Damage:</b> -166 .. -166 <b>Damage:</b> -166 .. -166, 15 hits, 2 s delay <b>→ 30 seconds (pvp &amp; pvm)</b>	<b>Attack:</b> <b>2 seconds</b> <b>Recharge:</b> Hit: 80s Miss: 40s
<b>Gutting Blow</b> → Player level: 205+ → (3)		
<b>Attack:</b> Attack Modifier: 100% <b>Defense:</b> Evade Close: 50% Dodge Ranged: 50% <b>Range: 5 m</b>	<b>User must be <i>morphed</i>.</b> <b>Requires <del>Freak strength</del> <i>stun running</i></b> <b>Damage:</b> -3578 .. -4646	<b>Attack:</b> <b>2 seconds</b> <b>Recharge:</b> Hit: 80s Miss: 40s



<b>Outdoorsman</b>			
Levels when perks are gained: 80, 140, 200 Available for: Adventurer 1-3			
	<b>1h Edged: 20</b> <b>Multi Melee: 30</b> <b>Multi Ranged: 30</b>	<b>Swimming: 200</b> <b>Run Speed: 90</b>	<b>Adventuring: 50</b> <b>Snare Resist: 6%</b> <b>Root Resist: 6%</b>
<b>Stoneworks</b> → Player level: 200+ → (3)			
<b>Range:</b> 20 m (AOE) <b>Attack:</b> <b>Attack Modifier:</b> 100% <b>Defense:</b> <b>Evade Close:</b> 50% <b>Dodge Ranged:</b> 50%	<b>Requires Encase in Stoneto running on user.</b> Area Of Effect: Restrict Action Movement <b>School:</b> Combat: Root <b>→ 5 seconds pvp / 25 seconds pvm</b>		<b>Attack:</b> <b>1 second</b> <b>Recharge:</b> Always: 90s

<b>Shadowstalker</b>			
Levels when perks are gained: 20, 70, 110, 150, 200, 206 Available for: Adventurer: 1-6			
<b>Agility: 25</b>	<b>Sneak attack: 80</b>	<b>Dodge ranged: 10</b> <b>Evade close: 10</b> <b>Duck explosives: 10</b> <b>Defense modifier: 45</b>	<b>Concealment: 90</b>
<b>Shadow Stab</b> → Player level: 70+ → (2)			
<b>Attack:</b> 1h edged: 100% <b>Defense:</b> Evade close: 100% <b>Range: 5 m</b>	<b>Behind target</b> <b>Wielded weapon: melee</b> 1 Hand Edged Skill 0001: <b>Damage:</b> -276 .. -514 1 Hand Edged Skill 1000: <b>Damage:</b> -405 .. -1151 1 Hand Edged Skill 2000: <b>Damage:</b> -1122 .. -3284 1 Hand Edged Skill 3000: <b>Damage:</b> -2308 .. -6286		<b>Attack:</b> 2 seconds <b>Recharge:</b> Hit: 70s Miss: 35s
<b>Blade of Night</b> → Player level: 150+ → (4)			
<b>Range:</b> Self	Wielded weapon: melee Sneak attack: 100  <b>→ 30 seconds</b>		<b>Attack:</b> <b>1 second</b> <b>Recharge:</b> Always: 80s
<b>Shadow Killer</b> → Player level: 206+ → (6)			
<b>Attack:</b> 1h edged: 100% <b>Defense:</b> Evade close: 100% <b>Range: 5 m</b>	<b>If Affected by Chemical Blindness running: (Trad, Doc, eng)</b> 1 Hand Edged Skill 0001: <b>Damage:</b> -2469 .. -4585 1 Hand Edged Skill 1000: <b>Damage:</b> -3965 .. -7763 1 Hand Edged Skill 2000: <b>Damage:</b> -4149 .. -8905 1 Hand Edged Skill 3000: <b>Damage:</b> -4332 .. -10046 <b>Else:</b> 1 Hand Edged Skill 0001: <b>Damage:</b> -1851 .. -3438 1 Hand Edged Skill 1000: <b>Damage:</b> -2973 .. -5822 1 Hand Edged Skill 2000: <b>Damage:</b> -3111 .. -6678 1 Hand Edged Skill 3000: <b>Damage:</b> -3249 .. -7534		<b>Attack:</b> <b>2 seconds</b> <b>Recharge:</b> Hit: 180s Miss: 90s

<b>Lightstalker</b>			
Levels when perks are gained: 20, 70, 110, 150, 200, 206 Available for: Adventurer: 1-6			
<b>Agility: 25</b>	<b>Aimed Shot: 80</b>	<b>Dodge ranged: 10</b> <b>Evade close: 10</b> <b>Duck explosives: 10</b> <b>Defense modifier: 45</b>	<b>Concealment: 90</b>
<b>Light Bullet</b> → Player level: 70+ → (2)			
<b>Attack:</b> Pistol: 100% <b>Defense:</b> Dodge Ranged: 100% <b>Range:</b> 25 m	<b>Wielded weapon: ranged</b> 1 Hand Edged Skill 0001: Damage: -276 .. -514 1 Hand Edged Skill 1000: Damage: -405 .. -1151 1 Hand Edged Skill 2000: Damage: -1122 .. -3284 1 Hand Edged Skill 3000: Damage: -2308 .. -6286	<b>Attack:</b> 2 seconds <b>Recharge:</b> Hit: 70s Miss: 35s	
<b>Power of Light</b> → Player level: 150+ → (4)			
<b>Range:</b> Self	Wielded weapon: ranged Aimed Shot: 100  <b>→ 30 seconds</b>	<b>Attack:</b> <b>1 second</b> <b>Recharge:</b> Always: 80s	
<b>Light Killer</b> → Player level: 206+ → (6)			
<b>Attack:</b> Pistol: 100% <b>Defense:</b> Dodge Ranged: 100% <b>Range:</b> 25 m	<b>If Affected by Chemical Blindness running: (Trad, Doc, eng)</b> 1 Hand Edged Skill 0001: Damage: -2469 .. -4585 1 Hand Edged Skill 1000: Damage: -3965 .. -7763 1 Hand Edged Skill 2000: Damage: -4149 .. -8905 1 Hand Edged Skill 3000: Damage: -4332 .. -10046 <b>Else:</b> 1 Hand Edged Skill 0001: Damage: -1851 .. -3438 1 Hand Edged Skill 1000: Damage: -2973 .. -5822 1 Hand Edged Skill 2000: Damage: -3111 .. -6678 1 Hand Edged Skill 3000: Damage: -3249 .. -7534	<b>Attack:</b> 2 seconds <b>Recharge:</b> Hit: 180s Miss: 90s	

## Agent

<b>Assassin</b>			
Levels when perks are gained: 10, 20, 30, 40, 80, 120, 170, 190, 201, 203 Available for: Agents 1 – 10			
	<b>Aimed Shot: 100 Rifle: 25</b>	<b>Evade Close: 50 Duck Explosives: 50 Dodge Ranged: 80</b>	<b>Critical Chance: 2 Concealment: 40</b>
<b>Tranquilizer</b> → Player level: 20+ → (2)			
<b>Attack:</b> Attack Modifier: 100% <b>Defense:</b> Dodge Ranged: 80% Range: 25 m	<b>Requires a Ranged weapon type to be wielded</b> Assassin 2: Ranged Init -200, Run Speed -300, <b>Damage:</b> -53 Assassin 3: Ranged Init -350, Run Speed -430, <b>Damage:</b> -103 Assassin 4: Ranged Init -400, Run Speed -560, <b>Damage:</b> -127 Assassin 5: Ranged Init -550, Run Speed -690, <b>Damage:</b> -237 Assassin 6: Ranged Init -700, Run Speed -820, <b>Damage:</b> -339 Assassin 7: Ranged Init -850, Run Speed -950, <b>Damage:</b> -465 Assassin 8: Ranged Init -1000, Run Speed -1050, <b>Damage:</b> -523 Assassin 9: Ranged Init -1200, Run Speed -1100, <b>Damage:</b> -780 Assassin 10: Ranged Init -1400, Run Speed -1200, <b>Damage:</b> -1012 → <b>15 seconds pvp / 30 seconds pvm</b>		<b>Attack:</b> <b>2 seconds</b> <b>Recharge:</b> Hit: 60s Miss: 30s
<b>Toxic Shock</b> → Player level: 40+ → (4)			
Range: Self	<b>Requires a Ranged weapon type to be wielded</b> Assassin 4: Proc Initiative 1 4, Proc Chance 1 50% Proc Nano 1: Toxic Shock: <b>Damage:</b> -35 .. -35 Assassin 5: Proc Initiative 1 4, Proc Chance 1 52% Proc Nano 1: Toxic Shock: <b>Damage:</b> -50 .. -50 Assassin 6: Proc Initiative 1 4, Proc Chance 1 54% Proc Nano 1: Toxic Shock: <b>Damage:</b> -70 .. -70 Assassin 7: Proc Initiative 1 4, Proc Chance 1 56% Proc Nano 1: Toxic Shock: <b>Damage:</b> -90 .. -90 Assassin 8: Proc Initiative 1 4, Proc Chance 1 60% Proc Nano 1: Toxic Shock: <b>Damage:</b> -130 .. -130 Assassin 9: Proc Initiative 1 4, Proc Chance 1 65% Proc Nano 1: Toxic Shock: <b>Damage:</b> -170 .. -170 Assassin 10: Proc Initiative 1 4, Proc Chance 1 75% Proc Nano 1: Toxic Shock: <b>Damage:</b> -200 .. -200 → <b>On Successful ranged hit</b> → <b>300 seconds</b>		<b>Attack:</b> <b>1 seconds</b> <b>Recharge:</b> Always: 800s
<b>Concussive Shot</b> → Player level: 170+ → (7)			
<b>Attack:</b> Attack Modifier: 100% <b>Defense:</b> Dodge Ranged: 100% Range: 25 m	<b>Requires a Ranged weapon type to be wielded</b> <b>Stunned</b> → <b>3 seconds (pvp &amp; pvm)</b> Aimed Shot Skill 0001: <b>Damage</b> -1126..-2251 Aimed Shot Skill 1000: <b>Damage</b> -2251..-4503 Aimed Shot Skill 2000: <b>Damage</b> -3267..-6878 Aimed Shot Skill 3000: <b>Damage</b> -3947..-8772		<b>Attack:</b> <b>1 second</b> <b>Recharge:</b> Hit: 85s Miss: 43s
<b>Assassinate</b> → Player level: 203+ → (10)			
<b>Attack:</b> Attack Modifier: 100% <b>Defense:</b> Dodge Ranged: 100% Range: 30 m	<b>Requires a Ranged weapon type to be wielded</b> <b>Target must have Affected by Concussive Shot running</b>  <b>Damage:</b> -6280..-13222		<b>Attack:</b> <b>2 seconds</b> <b>Recharge:</b> Hit: 130s Miss: 65s

<b>Shadowsneak</b>		
Levels when perks are gained: 10, 30, 70, 100, 130, 160, 200, 203, 208, 213 Available for: Agents 1 – 10		
<b>Sense: 55</b>	<b>Aimed Shot: 10</b>	<b>Concealment: 100</b>
<b>Fade Armor</b> → Player level: 70+ → (3)		
<b>Attack:</b> <b>Attack Modifier:</b> 100% <b>Defense:</b> Dodge Ranged: 100% <b>Range:</b> 25 m	<b>Requires a Ranged weapon type to be wielded</b> <b>All AC Types -3000 @ level 200</b> <b>→ 40 seconds (pvp &amp; pvm)</b>	<b>Attack:</b> 2 seconds <b>Recharge:</b> Hit: 120s Miss: 60s
<b>Shadow Bullet</b> → Player level: 160+ → (6)		
<b>Attack:</b> <b>Attack Modifier:</b> 100% <b>Defense:</b> Dodge Ranged: 100% <b>Range:</b> 40 m	<b>Requires a Ranged weapon type to be wielded</b> <b>Aimed Shot Skill 0001: Damage: -1488 .. -2976</b> <b>Aimed Shot Skill 1000: Damage: -2976 .. -5951</b> <b>Aimed Shot Skill 2000: Damage: -4557 .. -9594</b> <b>Aimed Shot Skill 3000: Damage: -5612 .. -12470</b>	<b>Attack:</b> <b>1 second</b> <b>Recharge:</b> Hit: 180s Miss: 90s
<b>Night Killer</b> → Player level: 213+ → (10)		
<b>Attack:</b> <b>Attack Modifier:</b> 100% <b>Defense:</b> Dodge Ranged: 100% <b>Range:</b> 40 m	<b>Requires a Ranged weapon type to be wielded</b> <b>Target must have affected by Shadow Bullet running</b> <b>Affected by Shadow Killer running (Adventurer)</b> <b>Aimed Shot Skill 0001: Damage: -2701 .. -5402</b> <b>Aimed Shot Skill 1000: Damage: -5402 .. -10804</b> <b>Aimed Shot Skill 2000: Damage: -6231 .. -13119</b> <b>Aimed Shot Skill 3000: Damage: -6945 .. -15434</b> <b>Affected by Shadow Killer not running (Adventurer)</b> <b>Aimed Shot Skill 0001: Damage: -2251 .. -4502</b> <b>Aimed Shot Skill 1000: Damage: -4502 .. -9003</b> <b>Aimed Shot Skill 2000: Damage: -5193 .. -10932</b> <b>Aimed Shot Skill 3000: Damage: -5788 .. -12862</b> <b>(Add in additional perk specials beyond Shadow Killer)</b>	<b>Attack:</b> <b>2 seconds</b> <b>Recharge:</b> Hit: 360s Miss: 180s

<b>Sharpshooter</b>		
Levels when perks are gained: 50, 100, 160, 201, 203 , 218 Available for: Agents 1 - 6		
	<b>Aimed Shot: 30</b>	<b>Critical Chance: 3</b>
<b>Snipe Shot 1</b> → Player level: 100+ → (2)		
<b>Attack:</b> <b>Attack Modifier:</b> 100% <b>Defense:</b> Dodge Ranged: 100% <b>Range:</b> 40 m	<b>Requires a Ranged weapon type to be wielded</b> Aimed Shot Skill 0001: Damage: -314 .. -628 Aimed Shot Skill 1000: Damage: -1140 .. -2279 Aimed Shot Skill 2000: Damage: -2652 .. -5583 Aimed Shot Skill 3000: Damage: -3783 .. -8407	<b>Attack:</b> 1 second <b>Recharge:</b> Hit: 120s Miss: 60s
<b>Snipe Shot 2</b> → Player level: 203+ → (5)		
<b>Attack:</b> <b>Attack Modifier:</b> 100% <b>Defense:</b> Dodge Ranged: 100% <b>Range:</b> 40 m	<b>Requires a Ranged weapon type to be wielded</b> <b>Target must have affected by Snipe Shot 1 running</b>  <b>Target has</b> <i>Laser Paint Target</i> <i>Stumble</i> <i>Atrophy</i> <i>Vital Shock</i> <i>Leg Shot</i> <i>The Shot</i> <b>Running:</b> Aimed Shot Skill 0001: Damage: -1906 .. -3812 Aimed Shot Skill 1000: Damage: -3812 .. -7623 Aimed Shot Skill 2000: Damage: -4397 .. -9257 Aimed Shot Skill 3000: Damage: -4901 .. -10890  <b>Else:</b> Aimed Shot Skill 0001: Damage: -1588 .. -3176 Aimed Shot Skill 1000: Damage: -3176 .. -6353 Aimed Shot Skill 2000: Damage: -3664 .. -7714 Aimed Shot Skill 3000: Damage: -4084 .. -9075	<b>Attack:</b> 2 seconds <b>Recharge:</b> Hit: 120s Miss: 60s

<b>Black Ops</b>			
Levels when perks are gained: 20, 50, 80, 120, 150, 170, 190, 201, 203, 208 Available for: Agents 1 – 10			
	<b>Aimed Shot: 65</b> <b>Fling Shot: 100</b> <b>Rifle: 55</b>	<b>Concealment: 60</b>	<b>All damage types: 90</b> <b>Critical Chance: 1</b>
<b>Chaotic Modulation</b> → Player level: 20+ → (1)			
<b>Range:</b> 1 m	+200 add damage @ level 200 Damage bonus Type cycles: Fire → 10 Seconds, on end: Cold → 10 Seconds, on end: Poison → 10 Seconds, on end: Chemical → 10 Seconds, on end: Radiation → 10 Seconds, on end: Energy → 10 Seconds, on end: Melee → 10 Seconds, on end: Projectile → 10 Seconds → 80 seconds		<b>Attack:</b> 1 second <b>Recharge:</b> Always: 80s
<b>Soften Up</b> → Player level: 80+ → (3)			
<b>Attack:</b> Attack Modifier: 100% <b>Defense:</b> Dodge Ranged: 50% <b>Range:</b> 25 m	<b>Requires a Ranged weapon type to be wielded</b> All AC Types -4000 @ Level 200 Runspeed -600 @ Level 200 → 15 seconds pvp / 20 seconds pvm		<b>Attack:</b> 1 second <b>Recharge:</b> Hit: 120s Miss: 60s
<b>Pinpoint Strike</b> → Player level: 170+ → (6)			
<b>Attack:</b> Attack Modifier: 100% <b>Defense:</b> Dodge Ranged: 100% <b>Range:</b> 40 m	<b>Requires a Ranged weapon type to be wielded</b> <b>Target has</b> <i>Armor Piercing Shot</i> <i>Medallion</i> <i>Confinement</i> <i>Tracer</i> <b>running:</b> Aimed Shot Skill 0001: Damage: -1070 .. -2140 Aimed Shot Skill 1000: Damage: -2140 .. -4280 Aimed Shot Skill 2000: Damage: -3105 .. -6538 Aimed Shot Skill 3000: Damage: -3752 .. -8338  <b>Else:</b> Aimed Shot Skill 0001: Damage: -856 .. -1712 Aimed Shot Skill 1000: Damage: -1712 .. -3424 Aimed Shot Skill 2000: Damage: -2484 .. -5230 Aimed Shot Skill 3000: Damage: -3002 .. -6670		<b>Attack:</b> 2 seconds <b>Recharge:</b> Hit: 50s Miss: 25s
<b>Death Strike</b> → Player level: 203+ → (9)			
<b>Attack:</b> Attack Modifier: 100% <b>Defense:</b> Dodge Ranged: 100% <b>Range:</b> 34 m	<b>Requires a Ranged weapon type to be wielded</b> <b>Requires the health of the target to be below 50%</b> <b>And requires the target to be affected by a stun in Calm-line</b> Aimed Shot Skill 0001: Damage: -1984 .. -3968 Aimed Shot Skill 1000: Damage: -3968 .. -7936 Aimed Shot Skill 2000: Damage: -4578 .. -9637 Aimed Shot Skill 3000: Damage: -5102 .. -11338		<b>Attack:</b> 2 seconds <b>Recharge:</b> Hit: 90s Miss: 45s

## Bureaucrat

<b>Bureaucratic Shuffle</b>		
Levels when perks are gained: 50, 70, 100, 140, 160, 180, 201, 202, 203, 206 Available for: Bureaucrats 1 – 10		
<b>Max Health: 200</b>		<b>Dodge Ranged: 40</b> <b>Duck Explosives: 40</b> <b>Evade Close: 40</b>
<b>Psychology: 200</b>		
<b>Dodge the Blame</b> → Player level: 50+ → (1)		
<b>Range:</b> 1 m	<b>Bureaucratic Shuffle 1:</b> Defense Modifier 300 → 15 sec <b>Bureaucratic Shuffle 2:</b> Defense Modifier 350 → 15 sec <b>Bureaucratic Shuffle 3:</b> Defense Modifier 425 → 15 sec <b>Bureaucratic Shuffle 4:</b> Defense Modifier 600 → 15 sec <b>Bureaucratic Shuffle 5:</b> Defense Modifier 800 → 16 sec <b>Bureaucratic Shuffle 6:</b> Defense Modifier 1200 → 16 sec <b>Bureaucratic Shuffle 7:</b> Defense Modifier 1700 → 16 sec <b>Bureaucratic Shuffle 8:</b> Defense Modifier 2300 → 17 sec <b>Bureaucratic Shuffle 9:</b> Defense Modifier 3000 → 17 sec <b>Bureaucratic Shuffle 10:</b> Defense Modifier 3800 → 17 sec	<b>Attack:</b> 1 second <b>Recharge:</b> Always: 120s
<b>Succumb</b> → Player level: 140+ → (4)		
<b>Attack:</b> Psychology: 100% <b>Defense:</b> NR: 75% <b>Range:</b> 20 m	All AC types: -4500 @ Level 200 Evade Close -250 @ Level 200 <b>→ 15 seconds pvp / 18 seconds pvm</b>	<b>Attack:</b> 1 second <b>Recharge:</b> Hit: 120s Miss: 60s
<b>Confound With Rules</b> → Player level: 201+ → (7)		
<b>Attack:</b> Psychology: 100% <b>Defense:</b> NR: 75% <b>Range:</b> 20 m	Evade Close -400 @ Level 200 Runspeed -900 @ Level 200 <b>→ 15 seconds pvp / 22 seconds pvm</b>	<b>Attack:</b> 1 second <b>Recharge:</b> Hit: 120s Miss: 60s
<b>Silenced Opponent</b> → Player level: 206+ → (10)		
<b>Attack:</b> Psychology: 100% <b>Defense:</b> NR: 75% <b>Range:</b> 20 m	Stunned <b>→ 3 Seconds (pvp &amp; pvm)</b>	<b>Attack:</b> 1 second <b>Recharge:</b> Hit: 60 Miss: 30

<b>Commanding Presence</b>		
Levels when perks are gained: 10, 50, 70, 90, 120, 150, 180, 200, 201, 205 Available for: Bureaucrats 1 - 10		
<b>Commanding Presence</b> → Player level: 50+		
<b>Range:</b> 1 m (Team aura)	<b>Commanding Presence 1:</b> Defense Modifier 8, Offensive Modifier 10 <b>Commanding Presence 2:</b> Defense Modifier 12, Offensive Modifier 20 <b>Commanding Presence 3:</b> Defense Modifier 20, Offensive Modifier 34 <b>Commanding Presence 4:</b> Defense Modifier 30, Offensive Modifier 49 <b>Commanding Presence 5:</b> Defense Modifier 40, Offensive Modifier 65 <b>Commanding Presence 6:</b> Defense Modifier 50, Offensive Modifier 80 <b>Commanding Presence 7:</b> Defense Modifier 60, Offensive Modifier 110 <b>Commanding Presence 8:</b> Defense Modifier 70, Offensive Modifier 142 <b>Commanding Presence 9:</b> Defense Modifier 85, Offensive Modifier 170 <b>Commanding Presence 10:</b> Defense Modifier 100, Offensive Modifier 260, XP Modifier 2 <b>→ 2 minutes</b> <b>(Fix that it updates slowly when zoning)</b>	<b>Attack:</b> 1 second <b>Recharge:</b> Always: 120s
<b>Demand Justice</b> → Player level: 205+ → (10)		
<b>Attack:</b> Attack modifier: 100% <b>Defense:</b> Dodge Ranged: 100% <b>Range:</b> 20 m	<b>Commanding Presence 10:</b> Damage: -1696 .. -3768	<b>Attack:</b> 2 seconds <b>Recharge:</b> Hit: 25s Miss: 12s

<b>Directorship</b>		
Levels when perks are gained: 30, 60, <b>80</b> , 110, 140, 160, 190, 201, 205, 208 Available for: Bureaucrats 1 – 10		
		<b>Sensory Imp: 54</b> <b>Psychol Mod: 54</b> <b>Biological Met: 54</b>
<b>Directorship</b> → Player level: 30+ → (1)		
<b>Range:</b> 1 m (Team Aura)	<b>On Team:</b> <b>Directorship 1:</b> XP Modifier 1, <b>XP Regain Percentage 50</b> <b>Directorship 2:</b> XP Modifier 2, <b>XP Regain Percentage 100</b> <b>Directorship 3:</b> XP Modifier 3, <b>XP Regain Percentage 150</b> <b>Directorship 4:</b> XP Modifier 4, <b>XP Regain Percentage 200</b> <b>Directorship 5:</b> XP Modifier 5, <b>XP Regain Percentage 250</b> <b>Directorship 6:</b> XP Modifier 6, <b>XP Regain Percentage 300</b> <b>Directorship 7:</b> XP Modifier 7, <b>XP Regain Percentage 350</b> <b>Directorship 8:</b> XP Modifier 8, <b>XP Regain Percentage 400</b> <b>Directorship 9:</b> XP Modifier 9, <b>XP Regain Percentage 450</b> <b>Directorship 10:</b> XP Modifier 10, <b>XP Regain Percentage 500</b> → 3 minutes <b>(Fix that it updates slowly when zoning)</b>	
<b>Leadership</b> → Player level: 60+ → (2)		
<b>Range:</b> 1 m (TEAM)	<b>On Team:</b> <b>Directorship 4:</b> Experience Modifier 50 → 45 seconds	<b>Attack:</b> 1 second <b>Recharge:</b> Always: 600s
<b>Insurance Claim</b> → Player level: 80+ → (3)		
<b>Range:</b> 10 m	<b>Directorship 3:</b> Target: Experience Regain Percentage 50 <b>Directorship 4:</b> Target: Experience Regain Percentage 65 <b>Directorship 5:</b> Target: Experience Regain Percentage 80 <b>Directorship 6:</b> Target: Experience Regain Percentage 95 <b>Directorship 8:</b> Target: Experience Regain Percentage 110 <b>Directorship 9:</b> Target: Experience Regain Percentage 125 <b>Directorship 10:</b> Target: Experience Regain Percentage 150 <b>Directorship 11:</b> Target: Experience Regain Percentage 200 → 3 hours	<b>Attack:</b> 1 second <b>Recharge:</b> Always: 1s
<b>Governance</b> → Player level: 110+ → (4)		
<b>Range:</b> 1 m (TEAM)	<b>On Team:</b> <b>Directorship 1:</b> Experience Modifier 75 → 50 seconds	<b>Attack:</b> 1 second <b>Recharge:</b> Always: 600s
<b>The Director</b> → Player level: 208+ → (10)		
<b>Range:</b> 1 m (TEAM)	<b>On Team:</b> <b>Directorship 1:</b> Experience Modifier 100 → 55 seconds	<b>Attack:</b> 1 second <b>Recharge:</b> Always: 600s

<b>Insurance Agent</b>		
Levels when perks are gained: 80, 140, 190, 203, 209 Available for: Bureaucrats 1-5		
		<b>Sensory Impr: 18</b> <b>Psychol Modi: 18</b> <b>Biological Met: 18</b>
<b>Insurance Agent</b> → Player level: 80+ → (1)		
Range: 10 m (Team-Aura)	Insurance Agent 1: Team: Experience Regain Percentage 280 Insurance Agent 2: Team: Experience Regain Percentage 315 Insurance Agent 3: Team: Experience Regain Percentage 350 Insurance Agent 4: Team: Experience Regain Percentage 400 Insurance Agent 5: Team: Experience Regain Percentage 500 → 4 minutes, 10 seconds	<b>Attack:</b> 1 second <b>Recharge:</b> Always: 1s
<b>Insurance Claim</b> → Player level: 80+ → (1)		
Range: 10 m	Insurance Agent 1: Target: Experience Regain Percentage 50 Insurance Agent 2: Target: Experience Regain Percentage 65 Insurance Agent 3: Target: Experience Regain Percentage 80 Insurance Agent 4: Target: Experience Regain Percentage 150 Insurance Agent 5: Target: Experience Regain Percentage 150 → 3 hours	<b>Attack:</b> 1 second <b>Recharge:</b> Always: 1s

<b>Autocracy</b>		
Levels when perks are gained: 30, 60, 90, 120, 150, 180, 203, 209 Available for: Bureaucrats 1 - 8		
	<b>Matter Crea: 100</b> <b>Psy. mod: 100</b>	<b>Nano damage mod: 10</b>
<b>Total Control</b> → Player level: 30+ → (1)		
<b>Range: Self</b>	<b>Autocracy 1:</b> Current nano 125 .. 125 <b>Autocracy 2:</b> Current nano 250 .. 250 <b>Autocracy 3:</b> Current nano 500 .. 500 <b>Autocracy 4:</b> Current nano 750 .. 750 <b>Autocracy 5:</b> Current nano 1000 .. 1000 <b>Autocracy 6:</b> Current nano 1250 .. 1250 <b>Autocracy 7:</b> Current nano 1500 .. 1500 <b>Autocracy 8:</b> Current nano 2000 .. 2000	<b>Attack:</b> 1 second <b>Recharge:</b> Always: 60s
<b>Propaganda</b> → Player level: 150+ → (5)		
<b>Attack:</b> Psy. Mod: 55% Mat. Crea: 45% <b>Defense:</b> Nano Resist: 100% <b>Range:</b> 20 m	<b>Autocracy 5:</b> Damage: -125 .. -251 Damage: -211 .. -421, 10 hits, 1.5sec delay <b>Autocracy 6:</b> Damage: -211 .. -421 Damage: -211 .. -421, 10 hits, 1.5sec delay <b>Autocracy 7:</b> Damage: -290 .. -611 Damage: -290 .. -611, 10 hits, 1.5sec delay <b>Autocracy 8:</b> Damage: -345 .. -766 Damage: -345 .. -766, 10 hits, 1.5sec delay <b>→ 15 seconds (pvp &amp; pvm)</b>	<b>Attack:</b> 1 second <b>Recharge:</b> Hit: 45 Miss: 22
<b>Judgment of the Ruler</b> → Player level: 209+ → (8)		
<b>Attack:</b> Psy. Mod: 55% Mat. Crea: 45% <b>Defense:</b> Nano Resist: 100% <b>Range:</b> 20 m	<b>Must have Propaganda running</b> <b>Autocracy 8:</b> Damage -2342 .. -5205	<b>Attack:</b> 2 seconds <b>Recharge:</b> Hit: 45 Miss: 22

## Doctor

<b>Nano Surgeon</b>			
Levels when perks are gained: 40, 80, 120, 150, 180, 201 Available for: Doctors 1 – 6			
		<b>Matter Met: 42</b> <b>Biological Met: 42</b>	<b>First Aid: 45</b> <b>Treatment: 60</b>
<b>Enhanced Heal</b> → Player level: 40+			
<b>Range:</b> Self	<b>Nano Surgeon 1:</b> Self Health 150 <b>Nano Surgeon 2:</b> Self Health 350 <b>Nano Surgeon 3:</b> Self Health 640 <b>Nano Surgeon 4:</b> Self Health 890 <b>Nano Surgeon 5:</b> Self Health 1100 <b>Nano Surgeon 6:</b> Self Health 1500		<b>Attack:</b> 1 second <b>Recharge:</b> Always: 50s
<b>Team Heal</b> → Player level: 150+			
<b>Range:</b> 1 m (Team)	<b>Nano Surgeon 4:</b> Team Health 790 <b>Nano Surgeon 5:</b> Team Health 1000 <b>Nano Surgeon 6:</b> Team Health 1300		<b>Attack:</b> 1 second <b>Recharge:</b> Always: 60s
<b>Malicious Prohibition</b> → Player level: 180+			
<b>Attack:</b> Biological Met: 100% <b>Defense:</b> Nano Resist: 85% <b>Range:</b> 30 m	Heal Modifier -70 <b>→ 35 seconds (pvp &amp; pvm)</b>		<b>Attack:</b> 1 second <b>Recharge:</b> Hit: 240s Miss: 120s
<b>Treatment Transfer</b> → Player level: 201+			
<b>Range:</b> 10 m	<b>Target is required to be 200+</b> User: -120 Treatment <b>→ 120 seconds</b>  Target: Treatment 60 <b>→ 600 seconds</b>		<b>Attack:</b> <b>1 second</b> <b>Recharge:</b> Always: 240s

<b>Specialist Healer</b>		
Levels when perks are gained: 70, 90, 130, 150, 160, 180, 200, 204, 209, 211 Available for: Doctors 1 – 10		
		<b>First Aid: 30</b> <b>Heal Modifier: 21</b>
<b>Cure 1</b> → Player level: 70+ → (1)		
<b>Range:</b> 12 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 Blind <b>Reduced by 1000000 s</b>	<b>Attack:</b> 1 second <b>Recharge:</b> Always: 70s
<b>Vaccinate 1</b> → Player level: 130+ → (3)		
<b>Range:</b> 12 m	On Target: Divest Skills Plunder Skills <b>Reduced by 1000000 s</b>	<b>Attack:</b> 1 second <b>Recharge:</b> Always: 70s
<b>Cure 2</b> → Player level: 160+ → (5)		
<b>Range:</b> 12 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 Blind <b>Reduced by 1000000 s</b>	<b>Attack:</b> 1 second <b>Recharge:</b> Always: 70s
<b>Vaccinate 2</b> → Player level: 200+ → (7)		
<b>Range:</b> 12 m	On Target: Divest Skills Plunder Skills <b>Reduced by 1000000 s</b>	<b>Attack:</b> 1 second <b>Recharge:</b> Always: 70s
<b>Hale and Hearty</b> → Player level: 209+ → (9)		
<b>Range:</b> 12 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 Blind Divest Skills, Plunder Skills Init Debuffs <b>Reduced by 1000000 s</b>	<b>Attack:</b> 1 second <b>Recharge:</b> Always: 60s
<b>Team Hale and Hearty</b> → Player level: 211+ → (10)		
<b>Range:</b> 12 m (team)	On Team: 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 Blind Divest Skills, Plunder Skills Init Debuffs <b>Reduced by 1000000 s</b>	<b>Attack:</b> 1 second <b>Recharge:</b> Always: 60s

<b>Assault Force Medic</b>			
Levels when perks are gained: 60, 80, 100, 120, 150, 190, 200, 204, 208, 212 Available for: Doctors 1 - 10			
<b>Max Health: 340</b>		<b>Biological Met: 43</b> <b>Matter Met: 43</b>	<b>First Aid: 25</b> <b>Treatment: 40</b>
<b>Battlegroup Heal 1</b> → Player level: 60+ → (1)			
<b>Range:</b> 40 m (AOE)	<b>Assault Force Medic 1:</b> Health 250 <b>Assault Force Medic 2:</b> Health 500 <b>Assault Force Medic 3:</b> Health 750 <b>Assault Force Medic 4:</b> Health 1000 <b>Assault Force Medic 5:</b> Health 1400 <b>Assault Force Medic 6:</b> Health 1800 <b>Assault Force Medic 7:</b> Health 2300 <b>Assault Force Medic 8:</b> Health 2900 <b>Assault Force Medic 9:</b> Health 3900 <b>Assault Force Medic 10:</b> Health 5000		<b>Attack:</b> 1 second <b>Recharge:</b> Always: 600s
<b>Battlegroup Heal 2</b> → Player level: 150+ → (5)			
<b>Range:</b> 40 m (AOE)	<b>Assault Force Medic 5:</b> Health 1400 <b>Assault Force Medic 6:</b> Health 1800 <b>Assault Force Medic 7:</b> Health 2300 <b>Assault Force Medic 8:</b> Health 2900 <b>Assault Force Medic 9:</b> Health 3900 <b>Assault Force Medic 10:</b> Health 5000		<b>Attack:</b> 1 second <b>Recharge:</b> Always: 600s
<b>Viral Combination</b> → Player level: 190+ → (6)			
<b>Attack:</b> Biological Met: 50% <b>Mat.Creation:</b> 50% <b>Defense:</b> Nano Resist: 75% <b>Range:</b> 25 m	<b>Doctor DOT line A, Doctor DOT line B running</b> <b>Assault Force Medic 6:</b> Viral Combination: Doctor DOT line C not running: Poison -612 .. -1115 Doctor DOT line C running: Poison -1107 .. -2034 <b>Assault Force Medic 7:</b> Viral Combination: Doctor DOT line C not running: Poison -834 .. -1528 Doctor DOT line C running: Poison -1379 .. -2540 <b>Assault Force Medic 8:</b> Viral Combination: Doctor DOT line C not running: Poison -1038 .. -1907 Doctor DOT line C running: Poison -1748 .. -3225 <b>Assault Force Medic 9:</b> Viral Combination: Doctor DOT line C not running: Poison -1311 .. -2414 Doctor DOT line C running: Poison -2213 .. -4089 <b>Assault Force Medic 10:</b> Viral Combination: Doctor DOT line C not running: Poison -1748 .. -3225 Doctor DOT line C running: Poison -2914 .. -4862		<b>Attack:</b> <b>2 seconds</b> <b>Recharge:</b> Hit: 20s Miss: 10s
<b>Battlegroup Heal 3</b> → Player level: 204+ → (8)			
<b>Range:</b> 40 m (AOE)	<b>Assault Force Medic 8:</b> Health 2900 <b>Assault Force Medic 9:</b> Health 3900 <b>Assault Force Medic 10:</b> Health 5000		<b>Attack:</b> 1 seconds <b>Recharge:</b> Always: 600s
<b>Battlegroup Heal 4</b> → Player level: 212+ → (10)			
<b>Range:</b> 40 m (AOE)	<b>Assault Force Medic 10:</b> Health 5000		<b>Attack:</b> 1 seconds <b>Recharge:</b> Always: 600s

## Enforcer

<b>Form of Troll</b>		
Levels when perks are gained: 30, 60, 90, 110, 130, 160, 200, 202, 204, 215 Available for: Enforcers 1 – 10		
<b>Max Health: 4400</b>		<b>Heal Delta: 49</b>
<b>Troll Form</b> → Player level: 90+ → (3)		
<b>Range: Self</b>	All AC types: 6000 @ Level 200 → 40 seconds Runspeed -800 @ Level 200 → 5 seconds	<b>Attack:</b> 1 second <b>Recharge:</b> Hit: 120s Miss: 60s
<b>Disable Natural Healing</b> → Player level: 130+ → (5)		
<b>Attack:</b> Attack Modifier: 100% <b>Defense:</b> Evade Close: 100% <b>Range: 8 m</b>	Heal interval 1000 Nano Interval 1000 → 30 seconds	<b>Attack:</b> 1 second <b>Recharge:</b> Hit: 90s Miss: 45s
<b>Stone Fist</b> → Player level: 200+ → (7)		
<b>Attack:</b> Attack Modifier: 100% <b>Defense:</b> Evade Close: 100% <b>Range: 8 m</b>	<b>Requires Troll Form to be already running on User</b> Stunned → 3 seconds pvp / 5 seconds pvm <b>School:</b> Combat: Calm	<b>Attack:</b> 1 second <b>Recharge:</b> Hit: 300s Miss: 150s
<b>Avalanche</b> → Player level: 204+ → (9)		
<b>Attack:</b> Attack Modifier: 100% <b>Defense:</b> Evade Close: 100% <b>Range: 8 m (AOE)</b>	<b>Requires Troll Form to be already running on User</b> <b>Target has Stoneworks Or Encase in Stone running:</b> Damage: -4667 .. -10667 Stunned → 3 seconds pvp / 5 seconds pvm <b>Target has Stoneworks Or Encase in Stone not running:</b> Damage: -2611 .. -6849 Stunned → 2 seconds pvp / 3 seconds pvm	<b>Attack:</b> 2 seconds <b>Recharge:</b> Hit: 240s Miss: 120s

<b>Manners of Mongo</b>		
Levels when perks are gained: 20, 40, 70, 100, 150, 201, 205, 209, 214, 219 Available for: Enforcers 1 – 10		
<b>Max Health: 800</b>		<b>Psychology: 100</b>
<b>Taunt</b> → Player level: 20+ → (1)		
<b>Attack:</b> Attack Modifier: 100% <b>Defense:</b> Evade Close: 10% <b>Range:</b> 10 m	<b>Damage:</b> -1 Level 001: Taunt 600 Level 100: Taunt 2400 Level 200: Taunt 8000 Level 220: Taunt 16000	<b>Attack:</b> 1 second <b>Recharge:</b> On Hit: 30s On Miss: 15s
<b>Charge</b> → Player level: 40+ → (2)		
<b>Attack:</b> Attack Modifier: 100% <b>Defense:</b> Evade Close: 100% <b>Range:</b> 8 m	Level 001: <b>Damage:</b> -108..-215 Level 100: <b>Damage:</b> -215..-431 Level 200: <b>Damage:</b> -1133..-2385 Level 220: <b>Damage:</b> -2153..-4784	<b>Attack:</b> <b>2 seconds</b> <b>Recharge:</b> On Hit: 40s On Miss: 20s
<b>Headbutt</b> → Player level: 100+ → (4)		
<b>Attack:</b> Attack Modifier: 100% <b>Defense:</b> Evade Close: 100% <b>Range:</b> 5 m	<b>Requires user to be in front of the target</b> <b>Stunned</b> → <b>Random Roll (&lt;=49)</b> → <b>4 seconds</b> Level 001: <b>Damage:</b> -593..-1186 Level 100: <b>Damage:</b> -1186 .. -2373 Level 200: <b>Damage:</b> -2761 .. -5812 Level 220: <b>Damage:</b> -3938 .. -8752	<b>Attack:</b> <b>2 seconds</b> <b>Recharge:</b> On Hit: 90s On Miss: 45s
<b>Hatred</b> → Player level: 201+ → (6)		
<b>Attack:</b> Attack Modifier: 100% <b>Defense:</b> Evade Close: 10% <b>Range:</b> 10 m	<b>Damage:</b> -1 Level 001: Taunt 3000 Level 100: Taunt 8000 Level 200: Taunt 17000 Level 220: Taunt 30000	<b>Attack:</b> 1 second <b>Recharge:</b> On Hit: 42s On Miss: 21s
<b>Groin Kick</b> → Player level: 214+ → (9)		
<b>Attack:</b> Attack Modifier: 100% <b>Defense:</b> Evade Close: 100% <b>Range:</b> 5 m	<b>Requires user to be in front of the target</b> Target: Stunned → <b>3 seconds pvp</b> / 4 seconds pvm Melee Init -1100 Ranged Init -1100 Physic Init -1100 Nano Init -1100 → <b>15 seconds pvp</b> / 18 seconds pvm	<b>Attack:</b> <b>1 second</b> <b>Recharge:</b> On Hit: 70s On Miss: 35s

<b>Bone Crusher</b>		
Levels when perks are gained: 10, 30, 50, 80, 110, 140, 170, 200, 201, 203 Available for: Enforcer: 1-10		
		<b>2h Blunt: 200</b>
<b>Pulverize</b> → Player level: 30+		
<b>Attack:</b> 2h Blunt: 100% <b>Defense:</b> Evade close: 100% <b>Range: 5 m</b>	<b>Requires a 2HB weapon type to be wielded</b> 2 Handed Blunt Skill 0001: Damage: -72..-145 2 Handed Blunt Skill 1000: Damage: -145..-289 2 Handed Blunt Skill 2000: Damage: -983..-2069 2 Handed Blunt Skill 3000: Damage: -2044..-4541	<b>Attack:</b> <b>2 seconds</b> <b>Recharge:</b> On Hit: 30s On Miss: 15s
<b>Hammer and Anvil</b> → Player level: 110+ → (5)		
<b>Range:</b> Self	<b>Requires a 2HB weapon type to be wielded</b> Bone Crusher 5: Offense modifier: 5, All Damage Types: 15 Bone Crusher 6: Offense modifier: 15, All Damage Types: 30 Bone Crusher 7: Offense modifier: 30, All Damage Types: 50 Bone Crusher 8: Offense modifier: 45, All Damage Types: 70 Bone Crusher 9: Offense modifier: 60, All Damage Types: 95 Bone Crusher 10: Offense modifier: 90, All Damage Types: 120 → <b>40 seconds</b>	<b>Attack:</b> <b>1 second</b> <b>Recharge:</b> Always: 120s
<b>Overwhelming Might</b> → Player level: 200+ → (7)		
<b>Attack:</b> 2h Blunt: 100% <b>Defense:</b> Evade close: <b>80%</b> <b>Range: 5 m</b>	<b>Requires a 2HB weapon type to be wielded</b> 2 Handed Blunt Skill 0001: Damage: -1322..-2643 2 Handed Blunt Skill 1000: Damage: -2643..-5287 2 Handed Blunt Skill 2000: Damage: -3319..-6988 2 Handed Blunt Skill 3000: Damage: -3812..-8470	<b>Attack:</b> <b>2 seconds</b> <b>Recharge:</b> On Hit: 50s On Miss: 25s
<b>Seismic smash</b> → Player level: 203+ → (10)		
<b>Attack:</b> 2h Blunt: 100% <b>Defense:</b> Evade close: 100% <b>Range: 5 m</b>	<b>Requires a 2HB weapon type to be wielded</b> 2 Handed Blunt Skill 0001: Damage: -2480..-4960 2 Handed Blunt Skill 1000: Damage: -4960..-9921 2 Handed Blunt Skill 2000: Damage: -5722..-12046 2 Handed Blunt Skill 3000: Damage: -6378..-14172 <b>Area of Effect, 6 m:</b> 2 Handed Blunt Skill 0001-1000: Damage: -1456..-2472 2 Handed Blunt Skill 0001-1000: Damage: -1508..-2572 2 Handed Blunt Skill 0001-1000: Damage: -1560..-2670	<b>Attack:</b> <b>2 seconds</b> <b>Recharge:</b> On Hit: 90s On Miss: 45s

## Engineer

<b>Gadgeteer</b>			
Levels when perks are gained: 10, 20, 40, 70, 100, 120, 150, 180, 200, 203 Available for: Engineers 1 – 10			
		<b>Matter Creation: 30</b> <b>Time and Space: 30</b>	<b>Quantum Physics: 55</b> <b>Weapon Smithing: 70</b> <b>Mech Engi: 55</b> <b>Electrical Engi: 55</b>
<b>Reconstruction</b> → Player level: 20+ → (2)			
<b>Range:</b> 8 m (pet)	<b>Requires (Breed == Human and NPC type == 95)</b> <b>Gadgeteer 2:</b> Health: 15, Health: 15.. 15, 30 hits, 4 s delay → 2 minutes <b>Gadgeteer 3:</b> Health: 24, Health: 24.. 24, 30 hits, 4 s delay → 2 minutes <b>Gadgeteer 4:</b> Health: 37, Health: 37.. 37, 33 hits, 4 s delay → 2 minutes, 3 seconds <b>Gadgeteer 5:</b> Health: 56, Health: 56.. 56, 33 hits, 4 s delay → 2 minutes, 3 seconds <b>Gadgeteer 6:</b> Health: 76, Health: 76.. 76, 48 hits, 3 s delay → 2 minutes, 24 seconds <b>Gadgeteer 7:</b> Health: 112, Health: 112.. 112, 48 hits, 3 s delay → 2 minutes, 24 seconds <b>Gadgeteer 8:</b> Health: 180, Health: 180.. 180, 50 hits, 3 s delay → 2 minutes, 30 seconds <b>Gadgeteer 9:</b> Health: 262, Health: 262.. 262, 50 hits, 3 s delay → 2 minutes, 30 seconds <b>Gadgeteer 10:</b> Health: 350, Health: 350.. 350, 60 hits, 3 s delay → 3 minutes		<b>Attack:</b> 1 second <b>Recharge:</b> Always: 240s
<b>Taunt Box</b> → Player level: 100+ → (5)			
<b>Range:</b> 8 m (pet)	<b>Requires (Breed == Human and NPC type == 95)</b> <b>Pet's fighting target:</b> <b>Gadgeteer 5:</b> Taunt 1000, Damage: -1521..-3202 <b>Gadgeteer 6:</b> Taunt 2000, Damage: -1639..-3451 <b>Gadgeteer 7:</b> Taunt 4000, Damage: -1797..-3781 <b>Gadgeteer 8:</b> Taunt 6000, Damage: -1936..-4075 <b>Gadgeteer 9:</b> Taunt 8000, Damage: -2021..-4255 <b>Gadgeteer 10:</b> Taunt 10000, Damage: -2342..-5205		<b>Attack:</b> 2 seconds <b>Recharge:</b> Always: 60s
<b>Siphon Box</b> → Player level: 150+ → (7)			
<b>Range:</b> 8 m (Pet)	<b>Requires (Breed == Human and NPC type == 95)</b> <b>Gadgeteer 7: Proc Chance 15%</b> Health, recover 10% <b>Damage: -137..-273</b> <b>Gadgeteer 8: Proc Chance 17%</b> Health, recover 12% <b>Damage: -273..-547</b> <b>Gadgeteer 9: Proc Chance 20%</b> Health, recover 13% <b>Damage: -443..-934</b> <b>Gadgeteer 10: Proc Chance 22%</b> Health, recover 15% <b>Damage: -557..-1238</b> → 60 minutes		<b>Attack:</b> 1 second <b>Recharge:</b> Always: 1s

## Gadgeteer (Page 2)

Chaotic Energy → Player level: 203+ → (10)

**Range:**  
8 m (pet)

Requires (Breed == Human and NPC type == 95)

**Chaotic Energy:**

**Target has**

*Notum Overflow*

*Accelerate Decaying Quarks*

*Propaganda*

*Sabotage Quark Field*

*Numb*

*Hostile Takeover*

**running:**

**Random roll <= 69:**

Target Remove Healing nanos <= 55 NCU, 1 times

Remove Protection nanos <= 55 NCU, 1 times

Remove Psionic nanos <= 55 NCU, 1 times

Remove Space nanos <= 55 NCU, 1 times

**Damage:** -181 .. -1835

→ **Proc Chance 20%**

**Else:**

**Random roll <= 19**

Remove Healing nanos <= 55 NCU, 1 times

Remove Protection nanos <= 55 NCU, 1 times

Remove Psionic nanos <= 55 NCU, 1 times

Remove Space nanos <= 55 NCU, 1 times

**Attack:**

1 second

**Recharge:**

Always: 180s

<b>Mechanic</b>			
Levels when perks are gained: 30, 50, 70, 100, 130, 160, 201, 206, 212, 217 Available for: Engineers 1 – 10			
	<b>Quantum Physics: 80</b> <b>Weapon Smithing: 130</b>	<b>Matter Creation: 60</b> <b>Time and Space: 60</b>	<b>Mech. Engi.: 80</b> <b>Electrical Engi.: 80</b>
<b>Repair Pet</b> → Player level: 70+ → (3)			
<b>Range: 8 m</b>	<b>Requires (Breed == Human and NPC type == 95)</b> <b>Mechanic 3:</b> Health: 600.. 600 <b>Mechanic 4:</b> Health: 950.. 950 <b>Mechanic 5:</b> Health: 1500.. 1500 <b>Mechanic 6:</b> Health: 2300.. 2300 <b>Mechanic 7:</b> Health: 3600.. 3600 <b>Mechanic 8:</b> Health: 5000.. 5000 <b>Mechanic 9:</b> Health: 7000.. 7000 <b>Mechanic 10:</b> Health: 9000.. 9000		<b>Attack:</b> <b>1 second</b> <b>Recharge:</b> Always: 50s
<b>Deconstruction</b> → Player level: 160+ → (6)			
<b>Range: 15 m</b>	<b>Mechanic 6:</b> All AC Types: -4000 <b>Mechanic 7:</b> All AC Types: -4600 <b>Mechanic 8:</b> All AC Types: -5600 <b>Mechanic 9:</b> All AC Types: -6700 <b>Mechanic 10:</b> All AC Types: -8000 → 24 seconds (pvp & pvm)		<b>Attack:</b> <b>1 second</b> <b>Recharge:</b> Always: 50s

<b>Demolitions</b>		
Levels when perks are gained: 20, 50, 90, 120, 150, 190, 201, 203, 206, 209 Available for: Engineer: 1-10		
	<b>Grenade: 200</b>	
<b>Install Explosive Device</b> → Player level: 50+ → (2)		
Grenade: 100% <b>Defense:</b> Duck explosives: 90% <b>Range: 8 m</b>	<b>Requires a Grenade weapon type to be wielded</b> <b>3 seconds</b> countdown, On Nano Death:  <b>If Affected by Thermal Primer running:</b> <b>Demolitions 2:</b> Damage: -920 .. -1728, Damage: -35, Damage: -35, 7 hits, 2s delay, <b>Demolitions 3:</b> Damage: -1180 .. -2292, Damage: -45, Damage: -45, 7 hits, 2s delay, <b>Demolitions 4:</b> Damage: -1480 .. -3000, Damage: -60, Damage: -60, 7 hits, 2s delay, <b>Demolitions 5:</b> Damage: -1907 .. -3941, Damage: -90, Damage: -90, 7 hits, 2s delay, <b>Demolitions 6:</b> Damage: -2334 .. -4934, Damage: -115, Damage: -115, 7 hits, 2s delay, <b>Demolitions 7:</b> Damage: -3062 .. -6586, Damage: -140, Damage: -140, 7 hits, 2s delay, <b>Demolitions 8:</b> Damage: -4154 .. -8914, Damage: -160, Damage: -160, 7 hits, 2s delay, <b>Demolitions 9:</b> Damage: -4558 .. -10166, Damage: -190, Damage: -190, 7 hits, 2s delay, <b>Demolitions 10:</b> Damage: -6000 .. -13142, Damage: -240, Damage: -240, 7 hits, 2s delay, <b>→ 14 seconds (pvp &amp; pvm)</b>  <b>If Affected by Thermal Primer not running:</b> <b>Demolitions 2:</b> Damage: -319 .. -793 <b>Demolitions 3:</b> Damage: -496 .. -1022 <b>Demolitions 4:</b> Damage: -748 .. -1640 <b>Demolitions 5:</b> Damage: -1093 .. -2431 <b>Demolitions 6:</b> Damage: -1480 .. -3350 <b>Demolitions 7:</b> Damage: -1907 .. -4441 <b>Demolitions 8:</b> Damage: -2698 .. -6210 <b>Demolitions 9:</b> Damage: -3790 .. -8738 <b>Demolitions 10:</b> Damage: -4693 .. -10715	<b>Attack:</b> <b>1 second</b> <b>Recharge:</b> Hit: 90s Miss: 45s

<b>Demolitions (Page 2)</b>		
<b>Install Notum Depletion Device</b> → Player level: 120+ → (4)		
<b>Grenade:</b> 100% <b>Defense:</b> Duck explosives: 90% <b>Range:</b> 8 m	<b>Requires a Grenade weapon type to be wielded</b> <b>3 seconds countdown, On Nano Death:</b>  <b>If Affected by Suppressive Primer running:</b> <b>Demolitions 4:</b> Nano -1077 .. -1999, Nano -40 .. -40, Nano -40 .. -40, 4 hits, 3s delay, <b>Demolitions 5:</b> Nano -1458 .. -2708 Nano -65 .. -65, Nano -65 .. -65, 4 hits, 3s delay, <b>Demolitions 6:</b> Nano -2089 .. -3879 Nano -85 .. -85, Nano -85 .. -85, 4 hits, 3s delay, <b>Demolitions 7:</b> Nano -3016 .. -5602 Nano -120, Nano -120, 4 hits, 3s delay, <b>Demolitions 8:</b> Nano -4092 .. -7598 Nano -180, Nano -180, 4 hits, 3s delay, <b>Demolitions 9:</b> Nano -4490 .. -8338, Nano -250, Nano -250, 4 hits, 3s delay, <b>Demolitions 10:</b> Nano -6025 .. -14288 Nano -395, Nano -395, 4 hits, 3s delay, <b>→ 12 seconds (pvp &amp; pvm)</b>  <b>If Affected by Suppressive Primer not running:</b> <b>Demolitions 4:</b> Nano -406 .. -754 <b>Demolitions 5:</b> Nano -737 .. -1369 <b>Demolitions 6:</b> Nano -1248 .. -2318 <b>Demolitions 7:</b> Nano -1879 .. -3489 <b>Demolitions 8:</b> Nano -2657 .. -4935 <b>Demolitions 9:</b> Nano -3733 .. -6933 <b>Demolitions 10:</b> Nano -4756 .. -8832	<b>Attack:</b> <b>1 second</b> <b>Recharge:</b> Hit: 90s Miss: 45s
<b>Boom Boom</b> → Player level: 190+ → (6)		
<b>Attack:</b> Grenade: 100% <b>Defense:</b> Duck: 100% <b>Range:</b> 25 m	<b>Requires a Grenade weapon type to be wielded</b> Grenade Skill 0001: Damage: -1157..-2314 Grenade Skill 1000: Damage: -2314..-4628 Grenade Skill 2000: Damage: -3042..-6403 Grenade Skill 3000: Damage: -3549..-7887	<b>Attack:</b> 2 seconds <b>Recharge:</b> Hit: 60s Miss: 30s
<b>Suppressive Primer</b> → Player level: 201+ → (7)		
<b>Attack:</b> Grenade: 100% <b>Defense:</b> Duck explosives: 15% <b>Range:</b> 8 m	Cast Affected by Thermal Primer <b>→ 25 Seconds (pvp &amp; pvm)</b>  (This will increase the damage of Install Notum Depletion Device)	<b>Attack:</b> <b>1 second</b> <b>Recharge:</b> Hit: 30s Miss: 15s
<b>Thermal Primer</b> → Player level: 209+ → (10)		
<b>Attack:</b> Grenade: 100% <b>Defense:</b> Duck explosives: 15% <b>Range:</b> 8 m	Cast Affected by Thermal Primer <b>→ 25 Seconds (pvp &amp; pvm)</b>  (This will increase the damage of Install Explosive Device)	<b>Attack:</b> <b>1 second</b> <b>Recharge:</b> Hit: 30s Miss: 15s

## Fixer

<b>Defensive Stance</b>		
Levels when perks are gained: 40, 70, 100, 130, 160, 200, 205, 207, 212, 219 Available for: Fixers 1 - 10		
<b>Defensive Stance</b> → Player level: 40+ → (1)		
<b>Range:</b> Self	<b>Can't be used with Grid armor: Cyberdeck not &amp; 4</b> <b>Defensive Stance 1:</b> Defense mod. 20, Critical decrease 2 <b>Defensive Stance 2:</b> Defense mod. 40, Critical decrease 4 <b>Defensive Stance 3:</b> Defense mod. 62, Critical decrease 7 <b>Defensive Stance 4:</b> Defense mod. 85, Critical decrease 10 <b>Defensive Stance 5:</b> Defense mod. 109, Critical decrease 14 <b>Defensive Stance 6:</b> Defense mod. 135, Critical decrease 21 <b>Defensive Stance 7:</b> Defense mod. 163, Critical decrease 30 <b>Defensive Stance 8:</b> Defense mod. 195, Critical decrease 42 <b>Defensive Stance 9:</b> Defense mod. 235, Critical decrease 57 <b>Defensive Stance 10:</b> Defense mod. 300, Critical decrease 80 <b>→ 4 hours</b>	<b>Attack:</b> <b>1 seconds</b> <b>Recharge:</b> <b>Always: 1s</b>
<b>Deceptive Stance</b> → Player level: 70+ → (2)		
<b>Range:</b> Self	<b>Can't be used with Grid armor: Cyberdeck not &amp; 4</b> <b>Defensive Stance 2:</b> Defense modifier 150 → <b>21 seconds</b> <b>Defensive Stance 3:</b> Defense modifier 250 → <b>22 seconds</b> <b>Defensive Stance 4:</b> Defense modifier 350 → <b>23 seconds</b> <b>Defensive Stance 5:</b> Defense modifier 450 → <b>24 seconds</b> <b>Defensive Stance 6:</b> Defense modifier 550 → <b>25 seconds</b> <b>Defensive Stance 7:</b> Defense modifier 650 → <b>26 seconds</b> <b>Defensive Stance 8:</b> Defense modifier 750 → <b>27 seconds</b> <b>Defensive Stance 9:</b> Defense modifier 875 → <b>28 seconds</b> <b>Defensive Stance 10:</b> Defense modifier 1000 → <b>30 seconds</b>	<b>Attack:</b> <b>1 seconds</b> <b>Recharge:</b> <b>Always: 200s</b>
<b>Grid NCU Extension</b>		
Levels when perks are gained: 50, 120, 190, 201 Available for: Fixers 1 - 4		
		<b>Comp. Lit: 100</b> <b>NCU Memory: 70</b>
<b>NCU Booster</b> → Player level: 50+ → (1)		
<b>Range:</b> 15m (target)	<b>Grid NCU Extension 1:</b> NCU memory: 10 if Level $\geq$ 11 <b>Grid NCU Extension 2:</b> NCU memory: 23 if Level $\geq$ 41 <b>Grid NCU Extension 3:</b> NCU memory: 40 if Level $\geq$ 111 <b>Grid NCU Extension 4:</b> NCU memory: 70 if Level $\geq$ 181 <b>→ 30 minutes</b>  <b>(This perk special doesn't work properly. It should check the level of the target with the previous level requirements if the target is too low level to get one of the higher level buffs.)</b>	<b>Attack:</b> <b>1 seconds</b> <b>Recharge:</b> <b>Always: 120s</b>

<b>Worm ICE</b>		
Levels when perks are gained: 50, 70, 90, 110, 140, 160, 190, 201, 209, 215 Available for: Fixers 1 - 10		
<b>ECM 1</b> → Player level: 140+ → (4)		
<b>Range:</b> Self	Reduce Divest skills: 1000000s Reduce Plunder skills: 1000000s Reduce Nano shutdown: 1000000s  Resistance Divest skills: 100% Resistance Plunder skills: 100% Resistance Nano shutdown: 100% → 10 seconds	<b>Attack:</b> 1 second <b>Recharge:</b> Always: 65s
<b>ECM 2</b> → Player level: 215+ → (10)		
<b>Range:</b> Self	Reduce Divest skills: 1000000s Reduce Plunder skills: 1000000s Reduce Nano shutdown: 1000000s  Resistance Divest skills: 100% Resistance Plunder skills: 100% Resistance Nano shutdown: 100% → 10 seconds	<b>Attack:</b> 1 second <b>Recharge:</b> Always: 65s

<b>Thief</b>		
Levels when perks are gained: 50, 120, 100, 170 Available for: Fixers 1 - 4		
<b>Sense: 30</b>		<b>Break &amp; Entry: 200</b> <b>Trap disarming: 70</b>
<b>Escape</b> → Player level: 100+ → (3)		
<b>Range:</b> Self	<b>if Distance to target delta &lt;= 0:</b> You need to be running from something while doing this <b>if Distance to target delta &gt;= 1:</b> Escape: Run speed 450, Defense modifier 300 → 10 seconds	<b>Attack:</b> 1 second <b>Recharge:</b> Always: 120s

## Keeper

<b>Aura of Revival</b>		
Levels when perks are gained: 10, 30, 50, 70, 90, 110, 130, 150, 200, 206		
Available for: Keepers: 1 -10		
<b>Aura of Revival</b> → Player level: 10+ → (1)		
<b>Range:</b> Passive Team Aura	Aura of Revival 1: Health 35 .. 35, <b>every 9 seconds</b> Aura of Revival 2: Health 86 .. 86, <b>every 9 seconds</b> Aura of Revival 3: Health 124 .. 124, <b>every 9 seconds</b> Aura of Revival 4: Health 168 .. 168, <b>every 9 seconds</b> Aura of Revival 5: Health 192 .. 192, <b>every 8 seconds</b> Aura of Revival 6: Health 223 .. 223, <b>every 8 seconds</b> Aura of Revival 7: Health 239 .. 239, <b>every 8 seconds</b> Aura of Revival 8: Health 266 .. 266, <b>every 7 seconds</b> Aura of Revival 9: Health 335 .. 335, <b>every 7 seconds</b> Aura of Revival 10: Health 404 .. 404, <b>every 6 seconds</b>	
<b>Revive</b> → Player level: 206+ → (10)		
<b>Range:</b> 8m (Target)	Aura of Revival 10: Health +20%	<b>Attack:</b> 1 second <b>Recharge:</b> Always: 120s

<b>Blessing</b>		
Levels when perks are gained: 10, 30, 50, 80, 110, 150, 170, 190, 202, 207 Available for: Keepers: 1 -10		
<b>Max health: 2770</b>		<b>Psy. Mod: 60</b> <b>Bio. Mod: 60</b> <b>(gained at 190+)</b>
<b>Lay on Hands</b> → Player level: 10+ → (1)		
<b>Range: 8 m</b> (Target)	Blessing 1: Health 90 .. 90 Blessing 2: Health 160 .. 160 Blessing 3: Health 240 .. 240 Blessing 4: Health 330 .. 330 Blessing 5: Health 430 .. 430 Blessing 6: Health 540 .. 540 Blessing 7: Health 760 .. 760 Blessing 8: Health 990 .. 990 Blessing 9: Health 1230 .. 1230 Blessing 10: Health 1510 .. 1510 <b>*Remove onFailure</b>	<b>Attack:</b> 1 second <b>Recharge:</b> Always: 40s
<b>Devotional Armor</b> → Player level: 80+ → (4)		
<b>Range: 8m</b> (Target)	Blessing 4: Reflect all damage types: 18 → 14 sec Blessing 5: Reflect all damage types: 19 → 15 sec Blessing 6: Reflect all damage types: 21 → 16 sec Blessing 7: Reflect all damage types: 23 → 17 sec Blessing 8: Reflect all damage types: 25 → 18 sec Blessing 9: Reflect all damage types: 28 → 19 sec Blessing 10: Reflect all damage types: 32 → 20 sec	<b>Attack:</b> 1 second <b>Recharge:</b> Always: 120s
<b>Curing Touch</b> → Player level: 150+ → (6)		
<b>Range: 8m</b> (Target)	<b>Body Dev. Skill 0001: Health 2 .. 2</b> <b>Body Dev. Skill 1000: Health 2000 .. 2000</b> <b>Body Dev. Skill 2000: Health 4000 .. 4000</b> <b>Body Dev. Skill 3000: Health 6000 .. 6000</b>  Reduce Blind 10000000s <b>*Remove Buff flag so keepers can heal when the ncu is full.</b>	<b>Attack:</b> 1 second <b>Recharge:</b> Always: 120s

<b>Holy Mark</b>		
Levels when perks are gained: 20, 40, 70, 90, 110, 130, 150, 180, 200, 202 Available for: Keepers: 1 -10		
<b>Max health: 320</b> <b>All AC types: 2000</b>		<b>Evade Close: 200</b> <b>Duck Explosives: 100</b> <b>Dodge Ranged: 100</b>
<b>Mark of Vengeance</b> → Player level: 20+ → (1)		
<b>Attack:</b> 2h edged: 100% <b>Defense:</b> Evade close: 95% <b>Range: 8 m</b>	Holy Mark 1: Evade close: -10 → 40 sec Holy Mark 2: Evade close: -20 → 42 sec Holy Mark 3: Evade close: -33 → 44 sec Holy Mark 4: Evade close: -49 → 46 sec Holy Mark 5: Evade close: -70 → 48 sec Holy Mark 6: Evade close: -95 → 50 sec Holy Mark 7: Evade close: -120 → 52 sec Holy Mark 8: Evade close: -150 → 54 sec Holy Mark 9: Evade close: -200 → 56 sec Holy Mark 10: Evade close: -240 → 1 min	<b>Attack:</b> <b>1 second</b> <b>Recharge:</b> Hit: 80s Miss: 45s
<b>Mark of Sufferance</b> → Player level: 80+ → (4)		
<b>Range: 8 m</b> (Target)	Holy Mark 4: Health 15, Health 15 .. 15, 20 hits, 15s delay Holy Mark 5: Health 30, Health 30 .. 30, 20 hits, 15s delay Holy Mark 6: Health 55, Health 55 .. 55, 20 hits, 15s delay Holy Mark 7: Health 95, Health 95 .. 95, 20 hits, 15s delay Holy Mark 8: Health 120, Health 120 .. 120, 20 hits, 15s delay Holy Mark 9: Health 150, Health 150 .. 150, 20 hits, 15s delay Holy Mark 10: Health 185, Health 185 .. 185, 20 hits, 15s delay → <b>5 minutes</b>  Reduce: Doctor DOT line A, Doctor DOT line B, Doctor DOT line C, Reduce Nano-technician DOT line A: 1000000s Reduce Agent DOT line 1000000s Reduce Nano-technician DOT line B: 1000000s Reduce Blind: 1000000s Reduce Doctor DOT line C: 1000000s	<b>Attack:</b> 1 second <b>Recharge:</b> Always: 600s
<b>Mark of the Pious</b> → Player level: 150+ → (6)		
<b>Range: (Self)</b>	Holy Mark 7: Defense modifier: 160 Holy Mark 8: Defense modifier: 180 Holy Mark 9: Defense modifier: 210 Holy Mark 10: Defense modifier: 250 → <b>20 seconds</b>	<b>Attack:</b> <b>1 second</b> <b>Recharge:</b> Hit: 180s
<b>Mark of the Unhallowed</b> → Player level: 202+ → (10)		
<b>Attack:</b> 2h edged: 100% <b>Defense:</b> Evade close: 100% <b>Range: 8 m</b>	Offense modifier: -220 Defense modifier: -220 → <b>15 seconds pvp / 50 seconds pvm</b>	<b>Attack:</b> <b>1 second</b> <b>Recharge:</b> Hit: 240s Miss: 120s

<b>Street Samurai</b>			
Levels when perks are gained: 10, 30, 60, 100, 130, 160, 200, 201, 203, 206 Available for: Keepers: 1 -10			
	<b>2h Edged: 20</b> <b>Fast attack: 200</b>	<b>Parry: 200</b> <b>Riposte: 200</b>	<b>All Damage Types: 187</b> <b>Ranged init: -2250</b>
<b>Deep Cuts</b> → Player level: 10+ → (1)			
<b>Attack:</b> Attack Modifier: 100% <b>Defense:</b> Evade close: 100% <b>Range: 5 m</b>	<b>Requires a melee weapon to be wielded</b> Level 001: Damage: -27 .. -49 Level 100: Damage: -80 .. -548 Level 200: Damage: -535 .. -1858 Level 220: Damage: -1568 .. -3747  <b>Target has</b> <i>Bloodletting</i> <i>Bleeding Wounds</i> <i>Toxic Shock</i> <i>Lacerate</i> <i>Ken Si</i> <i>Pain Lance</i> <b>running:</b> Level 001-099: Damage: -50, 5 hits, 6s delay Level 100-199: Damage: -176, 5 hits, 6s delay Level 200-220: Damage: -340, 5 hits, 6s delay  <b>Else:</b> Level 001-099: Damage: -30, 5 hits, 6s delay Level 100-199: Damage: -130, 5 hits, 6s delay Level 200-220: Damage: -290, 5 hits, 6s delay <b>→ 30 seconds (pvp &amp; pvm)</b>		<b>Attack:</b> 1 second <b>Recharge:</b> Hit: 40s Miss: 20s
<b>Blade Whirlwind</b> → Player level: 100+ → (4)			
<b>Range: Self</b>	<b>Requires a melee weapon to be wielded</b> All damage types: 180 @ Level 200 Parry: 160 @ Level 200 <b>→ 50 seconds</b>		<b>Attack:</b> 1 second <b>Recharge:</b> Always: 110s
<b>Honoring the Ancients</b> → Player level: 160+ → (6)			
<b>Range: Self</b>	<b>Requires a melee weapon to be wielded</b> Resistance Calm 100% Resistance Fear line 100% <b>→ 45 seconds</b>		<b>Attack:</b> 1 second <b>Recharge:</b> Always: 120s
<b>Seppuku Slash</b> → Player level: 203+ → (9)			
<b>Attack:</b> Attack Modifier: 100% <b>Defense:</b> Evade close: 100% <b>Range: 5 m</b>	<b>Requires a melee weapon to be wielded</b> <b>Requires: User Percentage of health &lt;= 49</b> if Percentage of health <= 14 Damage: -5345..-11877 if 14 < Percentage of health <= 50 Damage: -4009..-8908 if 50 < Percentage of health <= 70 Damage: -3006..- 6681 if 70 < Percentage of health Damage: -2004..- 4454		<b>Attack:</b> <b>2 seconds</b> <b>Recharge:</b> Hit: 95s Miss: 48s

## Martial Artist

<b>Spiritual Master</b>		
Levels when perks are gained: 10, 40, 70, 100, 130, 180, 201, 203, 205, 210 Available for: Martial Artist:1-10		
	<b>Martial arts: 150</b>	<b>Riposte: 100</b> <b>Dimach: 200</b>
<b>Dragon Damage</b> → Player level: 40+ → (2)		
<b>Attack:</b> Martial Arts: 100% <b>Defense:</b> Evade Close: 100% <b>Range: 5 m</b>	<b>Martial Arts Skill 0001:</b> Damage: -134 .. -267 <b>Martial Arts Skill 1000:</b> Damage: -267 .. -534 <b>Martial Arts Skill 2000:</b> Damage: -1405 .. -2958 <b>Martial Arts Skill 3000:</b> Damage: -2670 .. -5933 <b>Dragon Damage::</b> Damage: AC -2000 @ Level 200 <b>→ 20 seconds (pvp &amp; pvm)</b>	<b>Attack:</b> <b>2 seconds</b> <b>Recharge:</b> Hit: 60s Miss: 3s
<b>Chi Conductor</b> → Player level: 130+ → (5)		
<b>Attack:</b> Martial Arts: 100% <b>Defense:</b> Evade Close: 100% <b>Range: 5 m</b>	<b>If Affected by Flesh Quiver</b> <b>Martial Arts Skill 0001:</b> Damage: -706 .. -1413 <b>Martial Arts Skill 1000:</b> Damage: -1413 .. -2826 <b>Martial Arts Skill 2000:</b> Damage: -2603 .. -5481 <b>Martial Arts Skill 3000:</b> Damage: -3421 .. -7602 <b>Else</b> <b>Martial Arts Skill 0001:</b> Damage: -530 .. -1060 <b>Martial Arts Skill 1000:</b> Damage: -1060 .. -2119 <b>Martial Arts Skill 2000:</b> Damage: -1952 .. -4110 <b>Martial Arts Skill 3000:</b> Damage: -2566 .. -5701	<b>Attack:</b> 1 second <b>Recharge:</b> Hit: 60s Miss: 33s
<b>Incapacitate</b> → Player level: 201+ → (7)		
<b>Attack:</b> Martial Arts: 100% <b>Defense:</b> Evade Close: 100% <b>Range: 5 m</b>	<b>Target has</b> <b>Headache</b> <b>Lacerate</b> <b>Groin Kick</b> <b>Leg Shot</b> <b>Red Dusk</b> <b>Bleeding Wounds</b> <b>running:</b> Melee init        -1300 Ranged init        -1300 Physical init       -1300 Nano init           -1300  <b>Else:</b> Melee init        -900 Ranged init        -900 Physical init       -900 Nano init           -900 <b>→ 14 seconds pvp / 19 seconds pvm</b>	<b>Attack:</b> <b>1 second</b> <b>Recharge:</b> Hit: 60s Miss: 30s

## Spiritual Master (Page 2)

**Flesh Quiver** → Player level: 205+ → (9)

<p><b>Attack:</b> Martial Arts: 100%</p> <p><b>Defense:</b> Evade Close: 100%</p> <p><b>Range: 5 m</b></p>	<p><b>If Affected by Tremor Hand running</b> (General perk)</p> <p>Martial Arts Skill 0001: <b>Damage: -1728 .. -3208</b></p> <p>Martial Arts Skill 1000: <b>Damage: -3393 .. -6701</b></p> <p>Martial Arts Skill 2000: <b>Damage: -3448 .. -7604</b></p> <p>Martial Arts Skill 3000: <b>Damage: -3504 .. -8506</b></p> <p><b>Else</b></p> <p>Martial Arts Skill 0001: <b>Damage: -1296 .. -2406</b></p> <p>Martial Arts Skill 1000: <b>Damage: -2544 .. -5025</b></p> <p>Martial Arts Skill 2000: <b>Damage: -2586 .. -5703</b></p> <p>Martial Arts Skill 3000: <b>Damage: -2628 .. -6379</b></p> <p><b>Flesh Quiver:</b> All AC types: -4000 → <b>20 seconds (pvp &amp; pvm)</b></p>	<p><b>Attack:</b> 2 seconds</p> <p><b>Recharge:</b> Hit: 60s Miss: 30s</p>
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**Obliterate** → Player level: 210+ → (10)

<p><b>Attack:</b> Martial Arts: 100%</p> <p><b>Defense:</b> Evade Close: 100%</p> <p><b>Range: 5 m</b></p>	<p><b>Must have Affected by Flesh Quiver running</b></p> <p><b>if Percentage of health &lt;= 15</b></p> <p>Martial Arts Skill 0001: <b>Damage: -7647 .. -14201</b></p> <p>Martial Arts Skill 1000: <b>Damage: -8690 .. -16538</b></p> <p>Martial Arts Skill 2000: <b>Damage: -8866 .. -17666</b></p> <p>Martial Arts Skill 3000: <b>Damage: -9043 .. -18793</b></p> <p><b>if Percentage of health &gt;= 15 &amp;&amp; &lt;= 50</b></p> <p>Martial Arts Skill 0001: <b>Damage: -5352 .. -9940</b></p> <p>Martial Arts Skill 1000: <b>Damage: -6083 .. -11576</b></p> <p>Martial Arts Skill 2000: <b>Damage: -6206 .. -12366</b></p> <p>Martial Arts Skill 3000: <b>Damage: -6330 .. -13155</b></p>	<p><b>Attack:</b> 2 seconds</p> <p><b>Recharge:</b> Hit: 180s Miss: 90s</p>
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<b>Disharmony</b>		
Levels when perks are gained: 60, 80, 110, 130, 150, 170 190, 201, 205, 213 Available for: Martial Artist:1-10		
		<b>All Damage Types: 220</b>
<b>Disharmony</b> → Player level: 60+ → (1)		
<b>Range:</b> Target (proc)	Proc initiative 1: 3 Proc nano 1: Disharmony: Disharmony 1: Health, recover <b>100%: Damage:-20 .. -20</b> → <b>Proc chance: 20%</b> Disharmony 2: Health, recover <b>100%: Damage:-30 .. -30</b> → <b>Proc chance: 22%</b> Disharmony 3: Health, recover <b>100%: Damage:-40 .. -40</b> → <b>Proc chance: 24%</b> Disharmony 4: Health, recover <b>100%: Damage:-55 .. -55</b> → <b>Proc chance: 26%</b> Disharmony 5: Health, recover <b>100%: Damage:-70 .. -70</b> → <b>Proc chance: 28%</b> Disharmony 6: Health, recover <b>100%: Damage:-88 .. -88</b> → <b>Proc chance: 30%</b> Disharmony 7: Health, recover <b>100%: Damage:-108 .. -130</b> → <b>Proc chance: 32%</b> Disharmony 8: Health, recover <b>100%: Damage:-130 .. -130</b> → <b>Proc chance: 35%</b> Disharmony 9: Health, recover <b>100%: Damage:-188 .. -188</b> → <b>Proc chance: 40%</b> Disharmony 10: Health, recover <b>130%: Damage:-240 .. -240</b> → <b>Proc chance: 50%</b>	<b>Attack:</b> - <b>Recharge:</b> -
<b>Balance of Yin and Yang</b> → Player level: 170+ → (6)		
<b>Range:</b> Self	Dimach Skill 0001: Health 60 .. 60 Dimach Skill 0800: Health 450 .. 450 Dimach Skill 1500: Health 1100 .. 1100 Dimach Skill 2200: Health 1800 .. 1800 Dimach Skill 3000: Health 2300 .. 2300	<b>Attack:</b> 1 second <b>Recharge:</b> <b>Always: 300s</b>
<b>Stumble</b> → Player level: 213+ → (10)		
<b>Attack:</b> Attack Modifier: 100% <b>Defense:</b> Evade Close: 50% Dodge Ranged: 50% <b>Range:</b> 20 m	Damage: -500 .. -500 Damage: -500 .. -500, 5 hits, 1s delay Root <b>→ 5 seconds (pvp &amp; pvm)</b>	<b>Attack:</b> 1 second <b>Recharge:</b> Always: 90s

<b>Unstoppable</b>		
Levels when perks are gained: 150, 170, 200, 204 Available for: Martial Artist:1-4		
<b>Resist Calm: 100%</b>		
<b>Resist Root: 25%</b>		

## Meta-Physicist

<b>Channel Rage</b>			
Levels when perks are gained: 10, 30, 60, 100, 130, 170, 200, 201, 205, 208 Available for: Meta-Physicist: 1-10			
<b>Max health: 210</b>	<b>Matter creation: 85</b> <b>Time and space: 85</b>	<b>Defense modifier: 100</b> <b>Nano resist: 195</b>	
<b>Channel Rage</b> → Player level: 10+ → (1)			
<b>Range:</b> 30m (attack pet)	<b>Target NPC type == 97 and Target Breed == Human</b> Channel Rage 1: All Damage Types: 15, Offense Modifier: 1 Channel Rage 2: All Damage Types: 28, Offense Modifier: 2 → <b>Level &gt;= 28</b> Channel Rage 3: All Damage Types: 50, Offense Modifier: 3 → <b>Level &gt;= 57</b> Channel Rage 4: All Damage Types: 75, Offense Modifier: 4 → <b>Level &gt;= 79</b> Channel Rage 5: All Damage Types: 105, Offense Modifier: 5 → <b>Level &gt;= 107</b> Channel Rage 6: All Damage Types: 140, Offense Modifier: 8 → <b>Level &gt;= 113</b> Channel Rage 7: All Damage Types: 175, Offense Modifier: 10 → <b>Level &gt;= 125</b> Channel Rage 8: All Damage Types: 210, Offense Modifier: 15 → <b>Level &gt;= 137</b> Channel Rage 9: All Damage Types: 250, Offense Modifier: 20 → <b>Level &gt;= 179</b> Channel Rage 10: All Damage Types: 300, Offense Modifier: 30 → <b>Level &gt;= 197</b> → 2 hours		<b>Attack:</b> 1 second <b>Recharge:</b> Always: 1s
<b>Anger</b> → Player level: 208+ → (10)			
<b>Range:</b> 30m (attack pet)	<b>Target NPC type == 97 and Target Breed == Human</b>  <b>Pet's Fighting target:</b> Damage: -3514 .. -5808 Taunt: 11616		<b>Attack:</b> 2 seconds <b>Recharge:</b> Always: 45s

<b>Soothing Spirits</b> * Update description to reflect receiving improved pet at perk levels 1, 3, 5, 7, 9, 10!			
Levels when perks are gained: 30, 60, 90, 110, 130, 150, 170, 190, 201, 203			
Available for: Meta-Physicist:1-10			
<b>Max health: 500</b>	<b>Healpet benefit at perk level: 1, 3, 5, 7, 9, 10</b>		
<b>Spirit of Blessing</b> → Player level: 30+ → (1)			
<b>Range:</b> 1m (team)	<b>Soothing Spirits 1: Spirit of Blessing: Health: 67 .. 67</b> Soothing Spirits 2: Spirit of Blessing: Health: 125 .. 125 Soothing Spirits 3: Spirit of Blessing: Health: 250 .. 250 Soothing Spirits 4: Spirit of Blessing: Health: 375 .. 375 Soothing Spirits 5: Spirit of Blessing: Health: 500 .. 500 Soothing Spirits 6: Spirit of Blessing: Health: 625 .. 625 Soothing Spirits 7: Spirit of Blessing: Health: 725 .. 725 Soothing Spirits 8: Spirit of Blessing: Health: 875 .. 875 Soothing Spirits 9: Spirit of Blessing: Health: 1050 .. 1050 Soothing Spirits 10: Spirit of Blessing: Health: 1300 .. 1300	<b>Attack:</b> 1 second <b>Recharge:</b> Always: 20s	
<b>Spirit of Purity</b> → Player level: 30+ → (1)			
<b>Range:</b> 1m (team)	<b>Soothing Spirits 1: Spirit of Purity: Current nano: 67 .. 67</b> <b>Soothing Spirits 2: Spirit of Purity: Current nano: 125 .. 125</b> <b>Soothing Spirits 3: Spirit of Purity: Current nano: 250 .. 250</b> Soothing Spirits 4: Spirit of Purity: Current nano: 375 .. 375 Soothing Spirits 5: Spirit of Purity: Current nano: 500 .. 500 Soothing Spirits 6: Spirit of Purity: Current nano: 625 .. 625 Soothing Spirits 7: Spirit of Purity: Current nano: 750 .. 750 Soothing Spirits 8: Spirit of Purity: Current nano: 875 .. 875 Soothing Spirits 9: Spirit of Purity: Current nano: 1050 .. 1050 Soothing Spirits 10: Spirit of Purity: Current nano: 1300 .. 1300	<b>Attack:</b> 1 second <b>Recharge:</b> Always: 20s	

<b>Trance</b>		
Levels when perks are gained: 30, 60, 90, 120, 150, 180, 203, 209 Available for: Meta-Physicist 1 - 8		
	<b>Matter Crea: 100</b> <b>Psy. mod: 100</b>	<b>Nano damage mod: 10</b>
<b>Focused</b> → Player level: 60+ → (1)		
<b>Range:</b> Self	<b>Trance 1:</b> Nano damage mod: 60 <b>Trance 2:</b> Nano damage mod: 80 <b>Trance 3:</b> Nano damage mod: 100 <b>Trance 4:</b> Nano damage mod: 120 <b>Trance 5:</b> Nano damage mod: 140 <b>Trance 6:</b> Nano damage mod: 160 <b>Trance 7:</b> Nano damage mod: 180 <b>Trance 8:</b> Nano damage mod: 200 <b>→ 5 seconds</b>	<b>Attack:</b> 1 second <b>Recharge:</b> Always: 60s
<b>Headache</b> → Player level: 150+ → (5)		
<b>Attack:</b> Psy. Mod: 45% Mat. Crea: 55% <b>Defense:</b> Nano Resist: 100% <b>Range:</b> 20 m	<b>Trance 5:</b> Damage: -74 .. -149 Damage: -74 .. -149, 20 hits, 1.5sec delay <b>Trance 6:</b> Damage: -149 .. -297 Damage: -149 .. -297, 20 hits, 1.5sec delay <b>Trance 7:</b> Damage: -205 .. -431 Damage: -205 .. -431, 20 hits, 1.5sec delay <b>Trance 8:</b> Damage: -243 .. -540 Damage: -243 .. -540, 20 hits, 1.5sec delay <b>→ 30 seconds (pvp &amp; pvm)</b>	<b>Attack:</b> 1 second <b>Recharge:</b> Hit: 60 Miss: 30
<b>Migraine</b> → Player level: 209+ → (8)		
<b>Attack:</b> Psy. Mod: 45% Mat. Crea: 55% <b>Defense:</b> Nano Resist: 100% <b>Range:</b> 20 m	<b>Must have Headache running</b> Damage -3423 .. -7607	<b>Attack:</b> 2 seconds <b>Recharge:</b> Hit: 60 Miss: 30

## Nano-Technician

<b>Channeling of Notum</b>		
Levels when perks are gained: 40, 90, 170, 201 Available for: Nano-Technician: 1-4		
<b>Channeling of Notum</b> → Player level: 40+ → (1)		
<b>Range:</b> Team	Current nano: 25 .. 25, every 14 seconds Current nano: 60 .. 60, every 13 seconds Current nano: 90 .. 90, every 12 seconds Current nano: 170 .. 170, every 11 seconds *Make nano non-hostile/non-removable, make nano in NCU invisible to players. Avoids unwanted PvP flags and NCU window annoyance.	<b>Attack:</b> - <b>Recharge:</b> -

<b>Enhanced Nano Damage</b>		
Levels when perks are gained: 160, 180, 200, 203, 209, 215 Available for: Nano-Technician: 1-6		
<b>Max nano: 2000</b>		<b>Nano damage mod: 18</b>
<b>Breach Defenses</b> → Player level: 203+ → (4)		
<b>Attack:</b> Matter creation: 100% <b>Defense:</b> Nano Resist: 90% <b>Range:</b> 30 m	<b>Enhanced Nano Damage 4:</b> <b>Target has</b> <i>Zap Nano</i> <i>Medallion</i> <i>Stop Notum Flow</i> <i>Hostile Takeover</i> <b>running:</b> Nano resist -250  <b>Else:</b> Nano resist: -100  <b>Enhanced Nano Damage 5:</b> <b>Target has</b> <i>Zap Nano</i> <i>Medallion</i> <i>Stop Notum Flow</i> <i>Hostile Takeover</i> <b>running:</b> Nano resist: -750 <b>Else:</b> Nano resist: -300  <b>Enhanced Nano Damage 6:</b> <b>Target has</b> <i>Zap Nano</i> <i>Medallion</i> <i>Stop Notum Flow</i> <i>Hostile Takeover</i> <b>running:</b> Nano resist: -1200 <b>Else:</b> Nano resist: -500 → <b>15 seconds pvp / 20 seconds pvm</b>	<b>Attack:</b> <b>1 second</b> <b>Recharge:</b> Hit: 75s Miss: 38s

<b>Essence of Notum</b>		
Levels when perks are gained: 80, 180, 203 Available for: Nano-Technician: 1-3		
<b>Max nano: 6000</b>		
<b>Nano Heal</b> → Player level: 80+ → (1)		
<b>Range:</b> Team	Essence of Notum 1: Current nano <b>500</b> .. 1000 Essence of Notum 2: Current nano <b>1100</b> .. 2200 Essence of Notum 3: Current nano <b>2400</b> .. 4000	<b>Attack:</b> <b>1 second</b> <b>Recharge:</b> Always: <b>60s</b>

<b>Notum Siphon</b>		
Levels when perks are gained: 30, 60, 90, 130, 170, 200, 203, 209, 214, 218 Available for: Nano-Technician: 1-10		
<b>Matter creation: 85</b>		
<b>Notum Siphon</b> → Player level: 30+ → (1)		
<b>Range:</b> Self	Notum Siphon 1: Current nano 50 .. 50, every 10s Notum Siphon 2: Current nano 90 .. 90, every 10s Notum Siphon 3: Current nano 130 .. 130, every 9s Notum Siphon 4: Current nano 190 .. 190, every 9s Notum Siphon 5: Current nano 200 .. 200, every 8s Notum Siphon 6: Current nano 215 .. 215, every 8s Notum Siphon 7: Current nano 240 .. 240, every 7s Notum Siphon 8: Current nano 260 .. 260, every 7s Notum Siphon 9: Current nano 300 .. 300, every 7s Notum Siphon 10: Current nano 417 .. 417, every 5s	<b>Attack:</b> - <b>Recharge:</b> -
<b>Fade anger</b> → Player level: 130+ → (4) (Values unchanged due to removal of additional taunt values from NT nuke lines)		
<b>Attack:</b> Matter creation: 100% <b>Defense:</b> Nano Resist: 15% <b>Range:</b> 25 m	Notum Siphon 4: Taunt -4000 Notum Siphon 5: Taunt -5000 Notum Siphon 6: Taunt -6500 Notum Siphon 7: Taunt -8200 Notum Siphon 8: Taunt -11000 Notum Siphon 9: Taunt -15000 Notum Siphon 10: Taunt -20000	<b>Attack:</b> 1 second <b>Recharge:</b> Hit: 40s Miss: 20s
<b>Tap Notum Source</b> → Player level: 203+ → (7)		
<b>Range:</b> 15m (Target)	<del>if Inside Shadowlands not == 1</del> <del>Current nano — 400 .. 400</del> <del>Current nano 400 .. 400, 7 hits, 2s delay</del> <del>if Inside Shadowlands == 1</del> Current nano 1050 .. 1050 Current nano 1050 .. 1050, 7 hits, 2s delay → 14 seconds	<b>Attack:</b> 1 second <b>Recharge:</b> Always: 360s

## Shade

<b>Piercing Mastery</b>		
Levels when perks are gained: 10, 30, 60, 90, 130, 160, 190, 201, 202, 208 Available for: Shade: 1-10		
<b>Piercing: 200</b>		
<b>Stab</b> → Player level: 10+ → (1)		
<b>Attack:</b> Piercing: 100% <b>Defense:</b> Evade close: 100% <b>Range: 8 m</b>	Must be behind target.  Piercing Skill 0001: <b>Damage:</b> -95 .. -117 Piercing Skill 1000: <b>Damage:</b> -136 .. -652 Piercing Skill 2000: <b>Damage:</b> -538 .. -1198 Piercing Skill 3000: <b>Damage:</b> -1352 .. -4512	<b>Attack:</b> 1 second <b>Recharge:</b> Hit: 30s Miss: 15s
<b>Double Stab</b> → Player level: 30+ → (2)		
<b>Attack:</b> Piercing: 100% <b>Defense:</b> Evade close: 100% <b>Range: 10 m</b>	Must have Performed Stab running.  Piercing Skill 0001: <b>Damage:</b> -106 .. -198 Piercing Skill 1000: <b>Damage:</b> -212 .. -794 Piercing Skill 2000: <b>Damage:</b> -881 .. -2835 Piercing Skill 3000: <b>Damage:</b> -1867 .. -5467  <b>Double Stab:</b> <b>Damage:</b> -50 .. -50/75/95 <b>Damage:</b> -50 .. -50/75/95, 14 hits, 2s delay <b>→ 25 seconds (pvp &amp; pvm)</b>	<b>Attack:</b> 1 second <b>Recharge:</b> Hit: 30s Miss: 15s
<b>Perforate</b> → Player level: 90+ → (4)		
<b>Attack:</b> Piercing: 100% <b>Defense:</b> Evade close: 100% <b>Range: 10 m</b>	<b>If Performed Double Stab running:</b>  Piercing Skill 0001: <b>Damage:</b> -771 .. -1431 Piercing Skill 1000: <b>Damage:</b> -1100 .. -2444 Piercing Skill 2000: <b>Damage:</b> -2177 .. -5243 Piercing Skill 3000: <b>Damage:</b> -3432 .. -8374 <b>Else:</b> Piercing Skill 0001: <b>Damage:</b> -511 .. -949 Piercing Skill 1000: <b>Damage:</b> -729 .. -1755 Piercing Skill 2000: <b>Damage:</b> -1608 .. -4186 Piercing Skill 3000: <b>Damage:</b> -2804 .. -7208	<b>Attack:</b> 1 second <b>Recharge:</b> Hit: 30s Miss: 15s
<b>Lacerate</b> → Player level: 130+ → (5)		
<b>Attack:</b> Piercing: 100% <b>Defense:</b> Evade close: 100% <b>Range: 10 m</b>	Must have Performed Perforate running. <b>If Affected by Double Stab running:</b> Piercing Skill 0001: <b>Damage:</b> -694 .. -1290 Piercing Skill 1000: <b>Damage:</b> -1388 .. -2978 Piercing Skill 2000: <b>Damage:</b> -2369 .. -5599 Piercing Skill 3000: <b>Damage:</b> -4301 .. -9485 <b>Else:</b> Piercing Skill 0001: <b>Damage:</b> -541 .. -1005 Piercing Skill 1000: <b>Damage:</b> -1082 .. -2408 Piercing Skill 2000: <b>Damage:</b> -1993 .. -4901 Piercing Skill 3000: <b>Damage:</b> -3174 .. -7894 <b>Lacerate:</b> <b>Damage:</b> -80 .. -80/105/130 <b>Damage:</b> -80 .. -80/105/130, 14 hits, 2s delay <b>→ 25 seconds (pvp &amp; pvm)</b>	<b>Attack:</b> 1 second <b>Recharge:</b> Hit: 30s Miss: 15s

<b>Piercing Mastery (Page 2)</b>		
<b>Impale</b> → Player level: 190+ → (7)		
<b>Attack:</b> Piercing: 100% <b>Defense:</b> Evade close: 100% <b>Range:</b> 10 m	<b>If Performed Lacerate running:</b> Piercing Skill 0001: <b>Damage:</b> -3152 .. -5854 Piercing Skill 1000: <b>Damage:</b> -4502 .. -8762 Piercing Skill 2000: <b>Damage:</b> -5306 .. -11054 Piercing Skill 3000: <b>Damage:</b> -6108 .. -13344 <b>Else:</b> Piercing Skill 0001: <b>Damage:</b> -2402 .. -4462 Piercing Skill 1000: <b>Damage:</b> -3432 .. -6774 Piercing Skill 2000: <b>Damage:</b> -4235 .. -9065 Piercing Skill 3000: <b>Damage:</b> -5038 .. -11356	<b>Attack:</b> 1 second <b>Recharge:</b> On Hit: 30s On Miss: 15s
<b>Gore</b> → Player level: 201+ → (8)		
<b>Attack:</b> Piercing: 100% <b>Defense:</b> Evade close: 100% <b>Range:</b> 10 m	Must have Performed Impale running. <b>If Affected by Lacerate running:</b> Piercing Skill 0001: <b>Damage:</b> -2122 .. -3942 Piercing Skill 1000: <b>Damage:</b> -4245 .. -8283 Piercing Skill 2000: <b>Damage:</b> -4966 .. -11224 Piercing Skill 3000: <b>Damage:</b> -5363 .. -11959 <b>Else:</b> Piercing Skill 0001: <b>Damage:</b> -1801 .. -3345 Piercing Skill 1000: <b>Damage:</b> -3602 .. -7090 Piercing Skill 2000: <b>Damage:</b> -4245 .. -9083 Piercing Skill 3000: <b>Damage:</b> -4887 .. -11075 <b>Gore:</b> <b>Damage:</b> -125 .. -125/150/180 <b>Damage:</b> -125 .. -125/150/180, 14 hits, 2s delay <b>→ 25 seconds (pvp &amp; pvm)</b>	<b>Attack:</b> 1 second <b>Recharge:</b> Hit: 30s Miss: 15s
<b>Hecatomb</b> → Player level: 208+ → (10)		
<b>Attack:</b> Piercing: 100% <b>Defense:</b> Evade close: 100% <b>Range:</b> 10 m	Must have Performed Gore running. <b>If Affected by Lacerate running:</b> Piercing Skill 0001: <b>Damage:</b> -3184 .. -5914 Piercing Skill 1000: <b>Damage:</b> -6369 .. -12229 Piercing Skill 2000: <b>Damage:</b> -7059 .. -14309 Piercing Skill 3000: <b>Damage:</b> -7410 .. -15760 <b>Else:</b> Piercing Skill 0001: <b>Damage:</b> -2978 .. -5530 Piercing Skill 1000: <b>Damage:</b> -5956 .. -11460 Piercing Skill 2000: <b>Damage:</b> -6645 .. -13541 Piercing Skill 3000: <b>Damage:</b> -7059 .. -15109 <b>Hecatomb:</b> <b>Damage:</b> -205 .. -205/280/340 <b>Damage:</b> - 205 .. -205/280/340, 14 hits, 2s delay <b>→ 25 seconds (pvp &amp; pvm)</b>	<b>Attack:</b> 1 second <b>Recharge:</b> Hit: 30s Miss: 15s

<b>Shade Touch</b>			
Levels when perks are gained: 20, 60, 90, 130, 160, 200, 205 Available for: Shade: 1-7			
	<b>Martial arts: 200</b>	<b>Duck explosives: 30</b> <b>Dodge ranged: 30</b> <b>Evade close: 30</b>	
<b>Atrophy</b> → Player level: 20+ → (1)			
<b>Attack:</b> <b>Attack Rating:</b> 100% <b>Defense:</b> Evade close: 100% <b>Range:</b> 8 m	<b>Wielded weapons Melee:</b> Shade Touch 1: Damage: -105 .. -195 Shade Touch 2: Damage: -210 .. -595 Shade Touch 3: Damage: -315 .. -995 Shade Touch 4: Damage: -420 .. -1395 Shade Touch 5: Damage: -525 .. -1795 Shade Touch 6: Damage: -635 .. -2195 Shade Touch 7: Damage: -745 .. -2595 Shade Touch 8: Damage: -855 .. -3095 Shade Touch 9: Damage: -965 .. -3595 Shade Touch 10: Damage: -1075 .. -4195 <b>Atrophy:</b> Damage: -23 .. -23, Damage: -23 .. -23, 6 hits, 5s delay Melee init: -130 Ranged init: -130 Physical init: -130 Nano init: -130 Run speed: -140 <b>→ 30 seconds (pvp &amp; pvm)</b>	<b>Attack:</b> 1 second <b>Recharge:</b> Hit: 50s Miss: 25s	
<b>Consume the Soul</b> → Player level: 60+ → (2)			
<b>Attack:</b> <b>Attack Rating:</b> 100% <b>Defense:</b> Evade close: 100% <b>Range:</b> 10 m	<b>Wielded weapons Melee:</b> <b>Percentage of target health &lt;= 14</b> Shade Touch 2: Health, recover 200%, Damage: -150 .. -150 Shade Touch 3: Health, recover 200%, Damage: -300 .. -300 Shade Touch 4: Health, recover 200%, Damage: -450 .. -450 Shade Touch 5: Health, recover 200%, Damage: -600 .. -600 Shade Touch 6: Health, recover 200%, Damage: -800 .. -800 Shade Touch 7: Health, recover 250%, Damage: -1350 .. -1350 <b>Percentage of target health &lt;= 15 &amp;&amp; &gt;= 50</b> Shade Touch 2: Health, recover 150%, Damage: -150 .. -150 Shade Touch 3: Health, recover 150%, Damage: -300 .. -300 Shade Touch 4: Health, recover 150%, Damage: -450 .. -450 Shade Touch 5: Health, recover 150%, Damage: -600 .. -600 Shade Touch 6: Health, recover 150%, Damage: -800 .. -800 Shade Touch 7: Health, recover 200%, Damage: -1350 .. -1350	<b>Attack:</b> 1 second <b>Recharge:</b> Hit: 12s Miss: 6s	

## Shade Touch (Page 2)

**Doom Touch** → Player level: 130+ → (4)

<p><b>Attack:</b>  <b>Attack Rating:</b> 100%  <b>Defense:</b>          Evade close: 100%  <b>Range:</b> 8 m</p>	<p><b>Wielded weapons Melee:</b>          Shade Touch 1: Damage: -594 .. -1104          Shade Touch 2: Damage: -844 .. -1804          Shade Touch 3: Damage: -1094 .. -2504          Shade Touch 4: Damage: -1344 .. -3204          Shade Touch 5: Damage: -1594 .. -3904          Shade Touch 6: Damage: -1844 .. -4604          Shade Touch 7: Damage: -2094 .. -5304          Shade Touch 8: Damage: -2344 .. -6004          Shade Touch 9: Damage: -2594 .. -6704          Shade Touch 10: Damage: -2944 .. -7504</p> <p>All AC Types: -4000 @ level 200          → 32 seconds (pvp &amp; pvm)</p>	<p><b>Attack:</b>          1 second  <b>Recharge:</b>          Hit: 75s          Miss: 38s</p>
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**Spirit dissolution** → Player level: 205+ → (7)

<p><b>Attack:</b>  <b>Attack Rating:</b> 100%  <b>Defense:</b>          Evade close: 100%  <b>Range:</b> 8 m</p>	<p><b>Wielded weapons Melee:</b>  <b>Target has</b>  <i>Flesh Quiver</i>  <i>Tremor Hand</i>  <i>Soften Up</i>  <i>Deconstruction</i>  <i>Pain Lance</i>  <b>running:</b>          Damage:-9254 .. -19186</p> <p><b>Else:</b>          Damage:-8199 .. -17277</p>	<p><b>Attack:</b>          1 second  <b>Recharge:</b>          Hit: 80s          Miss: 40s</p>
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<b>Spirit Phylactery</b>			
Levels when perks are gained: 20, 40, 60, 100, 130, 150, 160, 200, 202, 203 Available for: Shade: 1-10			
<b>Max health: 400</b>	<b>Offense modifier: 60</b> <b>Sneak attack: 100</b>	<b>Defense modifier: 150</b>	
<b>Capture Vigor</b> → Player level: 20+ → (1)			
<b>Attack:</b> <b>Attack Rating:</b> 100% <b>Defense:</b> Evade close: 100% <b>Range:</b> 8 m	<b>Wielded weapons <b>Melee</b></b> (no scaling) Taunt: -220 <b>Capture Vigor Self:</b> Offense modifier: 25, Defense modifier: 15 <b>→ 60 seconds</b> <b>Capture Vigor Target:</b> Offense modifier: -52, Defense modifier: -54 <b>→ 15 seconds pvp / 60 seconds pvm</b>	<b>Attack:</b> 1 second <b>Recharge:</b> Hit: 25s Miss: 13s	
<b>Unsealed Blight</b> → Player level: 40+ → (2)			
<b>Attack:</b> <b>Attack Rating:</b> 100% <b>Defense:</b> Evade close: 100% <b>Range:</b> 10 m	<b>Performed <b>Capture Vigor</b> &amp; Wielded weapons <b>Melee</b></b> (no scaling) <b>Target has</b> <b><i>Bloodletting</i></b> <b><i>Lacerate</i></b> <b><i>Taint Wounds</i></b> <b><i>Full Frontal</i></b> <b><i>Ken Si</i></b> <b>running:</b> Nano -300 .. -300, Nano: -300 .. -300, 3 hits, 5s delay Damage:: -284 .. -284, Damage:: -284 .. -284, 3 hits, 5s delay  Else: Nano: -200 .. -200, Nano: -200 .. -200, 3 hits, 5s delay Damage:: -188 .. -188, Damage:: -188 .. -188, 3 hits, 5s delay <b>→ 15 seconds (pvp &amp; pvm)</b>	<b>Attack:</b> 1 second <b>Recharge:</b> Hit: 25s Miss: 13s	
<b>Capture Essence</b> → Player level: 100+ → (4)			
<b>Attack:</b> <b>Attack Rating:</b> 100% <b>Defense:</b> Evade close: 100% <b>Range:</b> 10 m	<b>Performed <b>Unsealed Blight</b> Performed <b>Capture Vigor</b> &amp; Wielded weapons <b>Melee</b></b> (no scaling) Taunt: -900 <b>Capture Essence Self:</b> Offense modifier: 46, Defense modifier: 22 <b>→ 60 seconds</b> <b>Capture Essence Target:</b> Offense modifier: -75, Defense modifier: -81 <b>→ 15 seconds pvp / 60 seconds pvm</b>	<b>Attack:</b> 1 second <b>Recharge:</b> Hit: 25s Miss: 13s	

<b>Spirit Phylactery (Page 2)</b>		
<b>Unsealed Pestilence</b> → Player level: 130+ → (5)		
<b>Attack:</b> <b>Attack Rating:</b> 100% <b>Defense:</b> Evade close: 100% <b>Range:</b> 10 m	<del>Performed Capture Essence</del> <b>Performed Unsealed Blight &amp; Wielded weapons Melee</b> (no scaling) <b>Target has</b> <i>Bloodletting</i> <i>Lacerate</i> <i>Taint Wounds</i> <i>Full Frontal</i> <i>Ken Si</i> <b>running:</b> Nano -668 .. -668, Nano: -668 .. -688, 5 hits, 3s delay Damage:: -656 .. -656, Damage:: -656 .. -656, 5 hits, 3s delay  <b>Else:</b> Nano: -504 .. -504, Nano: -504 .. -504, 5 hits, 3s delay Damage:: -496 .. -496, Damage:: -496 .. -496, 5 hits, 3s delay <b>→ 15 seconds (pvp &amp; pvm)</b>	<b>Attack:</b> 1 second <b>Recharge:</b> Hit: 25s Miss: 13s
<b>Capture Spirit</b> → Player level: 160+ → (7)		
<b>Attack:</b> <b>Attack Rating:</b> 100% <b>Defense:</b> Evade close: 100% <b>Range:</b> 10 m	<del>Performed Unsealed Pestilence</del> <b>Performed Capture Essence &amp; Wielded weapons melee</b> (no scaling) Taunt: -2300 <b>Capture Essence Self:</b> Offense modifier: 52, Defense modifier: 93 <b>→ 60 seconds</b> <b>Capture Essence Target:</b> Offense modifier: -125, Defense modifier: -126 <b>→ 15 seconds pvp / 60 seconds pvm</b>	<b>Attack:</b> 1 second <b>Recharge:</b> Hit: 25s Miss: 13s
<b>Unsealed Contagion</b> → Player level: 202+ → (9)		
<b>Attack:</b> <b>Attack Rating:</b> 100% <b>Defense:</b> Evade close: 100% <b>Range:</b> 10 m	<del>Performed Capture Spirit</del> <b>Performed Unsealed Pestilence &amp; Wielded weapons melee</b> <b>Target has</b> <i>Bloodletting</i> <i>Lacerate</i> <i>Taint Wounds</i> <i>Full Frontal</i> <i>Ken Si</i> <b>running:</b> Nano -355 .. -355, Nano: -355 .. -355, 15 hits, 1s delay Damage:: -350 .. -350, Damage:: -350 .. -350, 15 hits, 1s delay  <b>Else:</b> Nano: -293 .. -293, Nano: -293 .. -293, 15 hits, 1s delay Damage:: -288 .. -288, Damage:: -288 .. -288, 15 hits, 1s delay <b>→ 15 seconds (pvp &amp; pvm)</b>	<b>Attack:</b> 1 second <b>Recharge:</b> Hit: 25s Miss: 13s
<b>Capture Vitality</b> → Player level: 203+ → (10)		
<b>Attack:</b> <b>Attack Rating:</b> 100% <b>Defense:</b> Evade close: 100% <b>Range:</b> 10 m	<del>Performed Unsealed Contagion</del> <b>Performed Capture Spirit &amp; Wielded weapons melee</b> Taunt: -5000 <b>Capture Essence Self:</b> Offense modifier: 204, Defense modifier: 120 <b>→ 60 seconds</b> <b>Capture Essence Target:</b> Offense modifier: -250, Defense modifier: -252 <b>→ 15 seconds pvp / 60 seconds pvm</b>	<b>Attack:</b> 1 second <b>Recharge:</b> Hit: 25s Miss: 13s

<b>Sublime Rapport</b>			
Levels when perks are gained: 10, 30, 60, 90, 120, 150, 170, 190, 201, 203 Available for: Shade: 1-10			
	<b>Dimach: 100</b> <b>Parry: 40</b>	<b>Duck explosives: 30</b> <b>Dodge ranged: 30</b> <b>Evade close: 30</b>	
<b>Exultation</b> → Player level: 10+ → (1)			
<b>Attack:</b> Piercing: 100% <b>Defense:</b> Evade close: 35% <b>Range: 10 m</b>	<b>Wielded weapons Melee</b> Sublime Rapport 1: Health, recover 105%, <b>Damage:</b> -45 .. -45 Sublime Rapport 2: Health, recover 105%, <b>Damage:</b> -87 .. -87 Sublime Rapport 3: Health, recover 105%, <b>Damage:</b> -144 .. -144 Sublime Rapport 4: Health, recover 105%, <b>Damage:</b> -203 .. -203 Sublime Rapport 5: Health, recover 105%, <b>Damage:</b> -271 .. -271 Sublime Rapport 6: Health, recover 105%, <b>Damage:</b> -337 .. -337 Sublime Rapport 7: Health, recover 105%, <b>Damage:</b> -402 .. -402 Sublime Rapport 8: Health, recover 105%, <b>Damage:</b> -464 .. -464 Sublime Rapport 9: Health, recover 105%, <b>Damage:</b> -504 .. -504 Sublime Rapport 10: Health, recover 105%, <b>Damage:</b> -577 .. -577		<b>Attack:</b> 0.01 second <b>Recharge:</b> Hit: 12s Miss: 6s
<b>Ethereal Touch</b> → Player level: 30+ → (2)			
<b>Attack:</b> Piercing: 100% <b>Defense:</b> Evade close: 100% <b>Range: 10 m</b>	<b>Wielded weapons Melee</b> <b>Ethereal Touch:</b> Sublime Rapport 2: All AC Types: -400, Taunt: 333 Sublime Rapport 3: All AC Types: -480, Taunt: 432 Sublime Rapport 4: All AC Types: -600, Taunt: 600 Sublime Rapport 5: All AC Types: -700, Taunt: 758 Sublime Rapport 6: All AC Types: -800, Taunt: 933 Sublime Rapport 7: All AC Types: -1000, Taunt: 1333 Sublime Rapport 8: All AC Types: -1400, Taunt: 2333 Sublime Rapport 9: All AC Types: -2100, Taunt: 4725 Sublime Rapport 10: All AC Types: -2900, Taunt: 8458 → 40 seconds (pvp & pvm)		<b>Attack:</b> 1 second <b>Recharge:</b> Hit: 38s Miss: 19s
<b>Dimensional Fist</b> → Player level: 90+ → (4)			
<b>Attack:</b> Piercing: 100% <b>Defense:</b> Evade close: 100% <b>Range: 10 m</b>	<b>Affected by Ethereal Touch running &amp; Wielded weapons Melee</b> Piercing Skill 0001: <b>Damage: -185..-370</b> Piercing Skill 1000: <b>Damage: -370..-739</b> Piercing Skill 2000: <b>Damage: -945..-1989</b> Piercing Skill 3000: <b>Damage: -1393..-3095</b>		<b>Attack:</b> 1 second <b>Recharge:</b> Hit: 16s Miss: 8s
<b>Disorientate</b> → Player level: 150+ → (6)			
<b>Attack:</b> Piercing: 100% <b>Defense:</b> Evade close: 100% <b>Range: 8 m</b>	<b>Affected by Disorientate not running &amp; Wielded weapons Melee</b> Piercing Skill 0001: <b>Damage: -375..-751</b> Piercing Skill 1000: <b>Damage: -751..-1501</b> Piercing Skill 2000: <b>Damage: -1217..-2563</b> Piercing Skill 3000: <b>Damage: -1530..-3399</b> Stunned → 3 seconds (pvp & pvm)		<b>Attack:</b> 1 second <b>Recharge:</b> Hit: 40s Miss: 20s

## Sublime Rapport (Page 2)

**Convulsive Tremor** → Player level: 190+ → (8)

<p><b>Attack:</b> Piercing: 100%</p> <p><b>Defense:</b> Evade close: 100%</p> <p><b>Range:</b> 8 m</p>	<p><b>Performed Unsealed Pestilence &amp; Wielded weapons Melee</b></p> <p>Piercing Skill 0001: Damage: -506..-1012  Piercing Skill 1000: Damage: -1012..-2025  Piercing Skill 2000: Damage: -1331..-2801  Piercing Skill 3000: Damage: -1553..-3451</p> <p><b>Convulsive Tremor:</b>  Nano init: -500/-600/-700  Melee init: -500/-600/-700  Ranged init: -500/-600/-700  Physical init: -500/-600/-700  Damage: -58/-108/-223,  Damage: -58/-108/-223, 14 hits, 2s delay  <b>→ 25 seconds (pvp &amp; pvm)</b></p>	<p><b>Attack:</b> 1 second</p> <p><b>Recharge:</b> Hit: 60s Miss: 30s</p>
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**Symbiosis** → Player level: 203+ → (10) (Rework to include benefits from different professions)

<p><b>Range:</b> Team</p>	<p><b>Wielded weapons Melee</b></p> <p><b>Team: Target must be shade</b></p> <p>Cast Affected by Symbiosis  If no nanos in Psionic: 495 are running  <b>→ 20 seconds</b></p> <p>Cast Affected by Malicious Symbiosis  if Affected by Symbiosis running  <b>→ 20 seconds</b></p> <p>Cast Affected by Malevolent Symbiosis  if Affected by Malicious Symbiosis running  <b>→ 20 seconds</b></p> <p>Cast Affected by Chthonian Symbiosis  if Affected by Malevolent Symbiosis running or  Affected by Chthonian Symbiosis running  <b>→ 20 seconds</b></p>	<p><b>Attack:</b> 1 second</p> <p><b>Recharge:</b> Always: 120s</p>
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<b>Totemic Rites</b>		
Levels when perks are gained: 10, 40, 60, 90, 120, 150, 170, 190, 201, 204 Available for: Shade: 1-10		
	<b>Martial Arts: 100</b> <b>Sneak attack: 40</b>	<b>All Damage Types: 208</b>
<b>Ritual of Devotion</b> → Player level: 10+ → (1)		
<b>Attack:</b> Piercing: 100% <b>Defense:</b> Evade close: 100% <b>Range: 8 m</b>	<b>Wielded weapons Melee</b> <b>Piercing Skill 0001: Damage:</b> -95 .. -175 <b>Piercing Skill 1000: Damage:</b> -202 .. -774 <b>Piercing Skill 2000: Damage:</b> -414 .. -1970 <b>Piercing Skill 3000: Damage:</b> -596 .. -3108 Self: <b>If no nanos in Psionic: 495 are running</b> Ritual of Devotion: All Damage types: 15 → 1 minute <b>if Affected by Symbiosis running</b> Ritual of Devotion: All Damage types: 25 → 1 minute <b>if Affected by Malicious Symbiosis running</b> Ritual of Devotion: All Damage types: 33 → 1 minute <b>if Affected by Malevolent Symbiosis running</b> Ritual of Devotion: All Damage types: 40 → 1 minute <b>if Affected by Chthonian Symbiosis running</b> Ritual of Devotion: All Damage types: 50 → 1 minute	<b>Attack:</b> 1 second <b>Recharge:</b> Hit: 40s Miss: 20s
<b>Devour Vigor</b> → Player level: 40+ → (2)		
<b>Attack:</b> Piercing: 100% <b>Defense:</b> Evade close: 100% <b>Range: 10 m</b>	<b>Wielded weapons Melee &amp; Performed Ritual of Devotion running</b> <b>Piercing Skill 0001:</b> Health, recover 33% <b>Damage</b> -193 .. -359 <b>Piercing Skill 1000:</b> Health, recover 33% <b>Damage</b> -442 .. -1220 <b>Piercing Skill 2000:</b> Health, recover 33% <b>Damage</b> -691 .. -2483 <b>Piercing Skill 3000:</b> Health, recover 33% <b>Damage</b> -1008 .. -3872	<b>Attack:</b> 1 second <b>Recharge:</b> Hit: 40s Miss: 20s
<b>Ritual of Zeal</b> → Player level: 90+ → (4)		
<b>Attack:</b> Piercing: 100% <b>Defense:</b> Evade close: 100% <b>Range: 10 m</b>	<b>Wielded weapons Melee &amp; Performed Devour Vigor running</b> <b>Piercing Skill 0001: Damage:</b> -154 .. -286 <b>Piercing Skill 1000: Damage:</b> -202 .. -774 <b>Piercing Skill 2000: Damage:</b> -556 .. -2232 <b>Piercing Skill 3000: Damage:</b> -799 .. -3483 Self: <b>If no nanos in Psionic: 495 are running</b> Ritual of Zeal: All Damage types: 35 → 1 minute <b>if Affected by Symbiosis running</b> Ritual of Zeal: All Damage types: 48 → 1 minute <b>if Affected by Malicious Symbiosis running</b> Ritual of Zeal: All Damage types: 60 → 1 minute <b>if Affected by Malevolent Symbiosis running</b> Ritual of Zeal: All Damage types: 72 → 1 minute <b>if Affected by Chthonian Symbiosis running</b> Ritual of Zeal: All Damage types: 85 → 1 minute	<b>Attack:</b> 1 second <b>Recharge:</b> Hit: 40s Miss: 20s
<b>Devour Essence</b> → Player level: 120+ → (5)		
<b>Attack:</b> Piercing: 100% <b>Defense:</b> Evade close: 100% <b>Range: 10 m</b>	<b>Wielded weapons Melee &amp; Performed Ritual of Zeal running</b> <b>Piercing Skill 0001:</b> Health, recover 33% <b>Damage</b> -984 .. -1828 <b>Piercing Skill 1000:</b> Health, recover 33% <b>Damage</b> -2250 .. -4578 <b>Piercing Skill 2000:</b> Health, recover 33% <b>Damage</b> -2888 .. -6562	<b>Attack:</b> 1 second <b>Recharge:</b> Hit: 40s Miss: 20s

	Piercing Skill 3000: Health, recover 33% Damage -3622.. -8726	
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## Totemic Rites (Page 2)

**Ritual of Spirit** → Player level: 170+ → (7)

<p><b>Attack:</b> Piercing: 100%</p> <p><b>Defense:</b> Evade close: 100%</p> <p><b>Range:</b> 10 m</p>	<p><b>Wielded weapons <b>Melee</b> &amp; Performed Devour Essence running</b></p> <p><b>Piercing Skill 0001: Damage:</b> -420 .. -780</p> <p><b>Piercing Skill 1000: Damage:</b> -900 .. -2070</p> <p><b>Piercing Skill 2000: Damage:</b> -1451 .. -3895</p> <p><b>Piercing Skill 3000: Damage:</b> -2008 .. -5730</p> <p>Self:</p> <p><b>If no nanos in Psionic: 495 are running</b></p> <p>Ritual of Spirit: All Damage types: 70 → 1 minute</p> <p><b>if Affected by Symbiosis running</b></p> <p>Ritual of Spirit: All Damage types: 89 → 1 minute</p> <p><b>if Affected by Malicious Symbiosis running</b></p> <p>Ritual of Spirit: All Damage types: 125 → 1 minute</p> <p><b>if Affected by Malevolent Symbiosis running</b></p> <p>Ritual of Spirit: All Damage types: 120 → 1 minute</p> <p><b>if Affected by Chthonian Symbiosis running</b></p> <p>Ritual of Spirit: All Damage types: 145 → 1 minute</p>	<p><b>Attack:</b> 1 second</p> <p><b>Recharge:</b> Hit: 40s Miss: 20s</p>
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**Devour Vitality** → Player level: 190+ → (8)

<p><b>Attack:</b> Piercing: 100%</p> <p><b>Defense:</b> Evade close: 100%</p> <p><b>Range:</b> 10 m</p>	<p><b>Wielded weapons <b>Melee</b> &amp; Performed Ritual of Spirit running</b></p> <p><b>Piercing Skill 0001:</b> Health recover 45% <b>Damage</b> -2269..-4215</p> <p><b>Piercing Skill 1000:</b> Health recover 45% <b>Damage</b> -5188..-10034</p> <p><b>Piercing Skill 2000:</b> Health recover 45% <b>Damage</b> -6155..-12631</p> <p><b>Piercing Skill 3000:</b> Health recover 45% <b>Damage</b> -7491..-15911</p>	<p><b>Attack:</b> 1 second</p> <p><b>Recharge:</b> Hit: 40s Miss: 20s</p>
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**Ritual of Blood** → Player level: 204+ → (10)

<p><b>Attack:</b> Piercing: 100%</p> <p><b>Defense:</b> Evade close: 100%</p> <p><b>Range:</b> 10 m</p>	<p><b>Wielded weapons <b>Melee</b> &amp; Performed Devour Essence running</b></p> <p><b>Piercing Skill 0001: Damage</b> -937 .. -1741</p> <p><b>Piercing Skill 1000: Damage</b> -2008 .. -4130</p> <p><b>Piercing Skill 2000: Damage</b> -3233 .. -7205</p> <p><b>Piercing Skill 3000: Damage</b> -3699 .. -8869</p> <p>Self:</p> <p><b>If no nanos in Psionic: 495 are running</b></p> <p>Ritual of Blood: All Damage types: 180 → 1 minute</p> <p><b>if Affected by Symbiosis running</b></p> <p>Ritual of Blood: All Damage types: 210 → 1 minute</p> <p><b>if Affected by Malicious Symbiosis running</b></p> <p>Ritual of Blood: All Damage types: 230 → 1 minute</p> <p><b>if Affected by Malevolent Symbiosis running</b></p> <p>Ritual of Blood: All Damage types: 255 → 1 minute</p> <p><b>if Affected by Chthonian Symbiosis running</b></p> <p>Ritual of Blood: All Damage types: 295 → 1 minute</p>	<p><b>Attack:</b> 1 second</p> <p><b>Recharge:</b> Hit: 40s Miss: 20s</p>
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## Soldier

<b>Heavy Ranged</b>		
Levels when perks are gained: 20, 30, 60, 90, 140, 180, 202, 205 Available for: Soldier:1-8		
	<b>Heavy weapons: 200</b> <b>Assault rifle: 200</b>	
<b>Laser Paint Target</b> → Player level: 30+ → (2)		
<b>Attack:</b> Assault Rifle: 100% <b>Defense:</b> Dodge ranged: 100% <b>Range:</b> 40 m	Dodge ranged -400 → <b>15 seconds pvp / 30 seconds pvm</b>	<b>Attack:</b> <b>1 second</b> <b>Recharge:</b> Hit: 30s Miss: 15s
<b>Weapon Bash</b> → Player level: 60+ → (3)		
<b>Attack:</b> Assault Rifle: 100% <b>Defense:</b> Evade Close: 5% <b>Range:</b> 8 m	Assault Rifle Skill 0001: Damage: -162..-323 Assault Rifle Skill 1000: Damage: -323..-646 Assault Rifle Skill 2000: Damage: -1185..-2495 Assault Rifle Skill 3000: Damage: -1984..-4408  Stunned, <b>9% chance</b> → <b>3 seconds pvp / 4 seconds pvm</b>	<b>Attack:</b> <b>2 seconds</b> <b>Recharge:</b> Hit: 60s Miss: 30s
<b>Triangulate Target</b> → Player level: 140+ → (5) (change the name of the special)		
<b>Attack:</b> Assault Rifle: 100% <b>Defense:</b> Dodge ranged: 100% <b>Range:</b> 40 m	<b>Affected by Laser Paint Target</b> <b>Heavy Ranged 5:</b> Damage: -149..-309 Damage: -149..-309, 10 hits, 1.5 sec delay <b>Heavy Ranged 6:</b> Damage: -187..-395 Damage: -187..-395, 10 hits, 1.5 sec delay <b>Heavy Ranged 7:</b> Damage: -215..-452 Damage: -215..-452, 10 hits, 1.5 sec delay <b>Heavy Ranged 8:</b> Damage: -248..-551, Damage: -248..-551, 10 hits, 1.5 sec delay → <b>15 seconds (pvp &amp; pvm)</b>  <b>Dodge ranged -400</b> → <b>30 seconds</b>	<b>Attack:</b> <b>2 seconds</b> <b>Recharge:</b> Hit: 30s Miss: 15s
<b>Napalm Spray</b> → Player level: 202+ → (7)		
<b>Attack:</b> Assault Rifle: 100% <b>Defense:</b> Dodge ranged: 100% <b>Range:</b> 20 m	Damage: -2513 ..-3811  <b>Napalm spray</b> All AC types: -8000 → <b>15 seconds pvp / 26 seconds pvm</b>	<b>Attack:</b> <b>2 seconds</b> <b>Recharge:</b> Hit: 120s Miss: 60s

<b>Special Forces</b>		
Levels when perks are gained: 20, 50, 70, 90, 110, 130, 170, 201, 203, 205 Available for: Soldier:1-10		
	<b>Full auto: 200</b> <b>Burst: 180</b> <b>Fling shot: 180</b>	<b>Dodge: 150</b> <b>Duck: 50</b> <b>Evade: 50</b>
<b>Field Bandage</b> → Player level: 20+ → (1)		
<b>Range:</b> Self	First Aid Skill 0001: Health: 15 .. 15 First Aid Skill 1000: Health: 600 .. 600 First Aid Skill 2000: Health: 1200 .. 1200 First Aid Skill 3000: Health: 1800 .. 1800	<b>Attack:</b> 1 second <b>Recharge:</b> Always: 40s
<b>Tracer</b> → Player level: 70+ → (3)		
<b>Attack:</b> <b>Attack Rating:</b> 100% <b>Defense:</b> Dodge Ranged: 90% <b>Range:</b> 35 m	<b>Wielded weapons: Ranged</b> <b>Full Auto Skill 0001: Damage: -118..-236</b> <b>Full Auto Skill 1000: Damage: -236..-473</b> <b>Full Auto Skill 2000: Damage: -755..-1590</b> <b>Full Auto Skill 3000: Damage: -1205..-2678</b>  Tracer: Duck explosives: -200 Dodge ranged: -200 Evade close: -200 <b>→ 15 seconds (pvp &amp; pvm)</b>	<b>Attack:</b> 2 seconds <b>Recharge:</b> Hit: 50s Miss: 25s
<b>Contained Burst</b> → Player level: 130+ → (6)		
<b>Attack:</b> <b>Attack Rating:</b> 100% <b>Defense:</b> Dodge ranged: 100% <b>Range:</b> 35 m	<b>Wielded weapons: Ranged</b> <b>Affected by Tracer not running</b> Burst Skill 0001: <b>Damage:</b> -927 .. -1721 Burst Skill 1000: <b>Damage:</b> -1112 .. -2466 Burst Skill 2000: <b>Damage:</b> -1674 .. -4310 Burst Skill 3000: <b>Damage:</b> -2369 .. -6399 <b>Affected by Tracer running</b> Burst Skill 0001: <b>Damage:</b> -1551 .. -2881 Burst Skill 1000: <b>Damage:</b> -1861 .. -3857 Burst Skill 2000: <b>Damage:</b> -2688 .. -6192 Burst Skill 3000: <b>Damage:</b> -3647 .. -8773	<b>Attack:</b> 2 seconds <b>Recharge:</b> Hit: 120s Miss: 60s
<b>Violence</b> → Player level: 201+ → (8)		
<b>Range:</b> Self	<b>Wielded weapons: Ranged &amp;&amp;</b> <b>Percentage of health (Self) &lt;= 40</b> <b>If Percentage of health &lt;= 39</b> All Damage Types: 200 → 11 sec All Damage Types: 200, 11 hits, 10s delay <b>→ 2 minutes</b>	<b>Attack:</b> <b>1 second</b> <b>Recharge:</b> Always: 300s
<b>Guardian</b> → Player level: 205+ → (10)		
<b>Range:</b> 10 m (Target)	<b>Self: Total Mirror Shield Nano Running or Augmented Mirror Shield Nano Running</b> <b>Target: Affected by Guardian not running</b> All Reflect Types: 20 <b>→ 40 seconds</b> <b>Self: All Reflect Types: -55</b> <b>→ 40 seconds</b>	<b>Attack:</b> <b>1 second</b> <b>Recharge:</b> Always: 240s

## Trader

<b>Accumulator</b>		
Levels when perks are gained: 10, 20, 40, 60, 90, 110, 130, 160, 190 ,202 Available for: Trader:1-10		
<b>Max Health: 240</b> <b>Max Nano: 965</b>		<b>Heal Delta: 11</b> <b>Nano Delta: 11</b>
<b>Accumulator</b> → Player level: 20+ → (1)		
<b>Range:</b> Proc	<b>Accumulator 1:</b> Proc Chance: 17% Health, recover 50%: <b>Damage:</b> -20 .. -20 Current nano, recover 50%: -20 .. -20 <b>Accumulator 2:</b> Proc Chance: 17% Health, recover 52%: <b>Damage:</b> -41 .. -41 Current nano, recover 52%: -41 .. -41 <b>Accumulator 3:</b> Proc Chance: 18% Health, recover 55%: <b>Damage:</b> -64 .. -64 Current nano, recover 55%: -64 .. -64 <b>Accumulator 4:</b> Proc Chance: 18% Health, recover 57%: <b>Damage:</b> -104 .. -104 Current nano, recover 57%: -104 .. -104 <b>Accumulator 5:</b> Proc Chance: 19% Health, recover 63%: <b>Damage:</b> -220 .. -220 Current nano, recover 63%: -220 .. -220 <b>Accumulator 6:</b> Proc Chance: 19% Health, recover 63%: <b>Damage:</b> -268 .. -268 Current nano, recover 63%: -268 .. -268 <b>Accumulator 7:</b> Proc Chance: 20% Health, recover 66%: <b>Damage:</b> -300 .. -300 Current nano, recover 66%: -300 .. -300 <b>Accumulator 8:</b> Proc Chance: 23% Health, recover 70%: <b>Damage:</b> -387 .. -387 Current nano, recover 70%: -387 .. -387 <b>Accumulator 9:</b> Proc Chance: 26% Health, recover 75%: <b>Damage:</b> -488 .. -488 Current nano, recover 75%: -488 .. -488 <b>Accumulator 10:</b> Proc Chance: 30% Health, recover 81%: <b>Damage:</b> -624 .. -624 Current nano, recover 81%: -624 .. -624	<b>Attack:</b> - <b>Recharge:</b> -
<b>Accumulated Overflow</b> → Player level: 202+ → (10)		
<b>Attack:</b> Attack Rating: 100% <b>Defense:</b> Duck Explosives: 100% <b>Range:</b> 25 m	Damage:-3811..-5247	<b>Attack:</b> 2 seconds <b>Recharge:</b> Hit: 45s Miss: 22s

<b>Distill Life</b>		
Levels when perks are gained: 30, 60, 90, 110, 130, 150, 201, 202, 205, 208 Available for: Trader: 1-10		
<b>Max Health: 220</b>		<b>Heal Delta: 30</b>
<b>Reap Life</b> → Player level: 30+ → (1)		
<b>Attack:</b> <b>Attack Rating:</b> 100% <b>Defense:</b> Duck Explosives: 100% <b>Range:</b> 25 m	<b>Bloodletting running:</b> Distill Life 1: Health, recover 100% <b>Damage</b> -45 .. -83 Distill Life 2: Health, recover 102% <b>Damage</b> -80 .. -160 Distill Life 3: Health, recover 104% <b>Damage</b> -174 .. -339 Distill Life 4: Health, recover 107% <b>Damage</b> -297 .. -595 Distill Life 5: Health, recover 110% <b>Damage</b> -469 .. -939 Distill Life 6: Health, recover 111% <b>Damage</b> -645 .. -1291 Distill Life 7: Health, recover 112% <b>Damage</b> -770 .. -1541 Distill Life 8: Health, recover 113% <b>Damage</b> -1014 .. -2028 Distill Life 9: Health, recover 114% <b>Damage</b> -1265 .. -2531 Distill Life 10: Health, recover 115% <b>Damage</b> -1434 .. -2868 <b>Bloodletting not running:</b> Distill Life 1: Health, recover 80% <b>Damage</b> -34 .. -64 Distill Life 2: Health, recover 83% <b>Damage</b> -61 .. -123 Distill Life 3: Health, recover 87% <b>Damage</b> -143 .. -287 Distill Life 4: Health, recover 94% <b>Damage</b> -253 .. -507 Distill Life 5: Health, recover 95% <b>Damage</b> -412 .. -825 Distill Life 6: Health, recover 96% <b>Damage</b> -569 .. -1139 Distill Life 7: Health, recover 97% <b>Damage</b> -686 .. -1373 Distill Life 8: Health, recover 98% <b>Damage</b> -858 .. -1717 Distill Life 9: Health, recover 99% <b>Damage</b> -1034 .. -2069 Distill Life 10: Health, recover 100% <b>Damage</b> -1164 .. -2328	<b>Attack:</b> <b>2 seconds</b> <b>Recharge:</b> Hit: 60s Miss: 30s
<b>Bloodletting</b> → Player level: 150+ → (6)		
<b>Attack:</b> <b>Attack Rating:</b> 100% <b>Defense:</b> Duck Explosives: 50% <b>Range:</b> 20 m	<b>Damage</b> -147 .. -147 <b>Damage</b> -147 .. -147, 10 hits, 3s delay <b>→ 30 seconds (pvp &amp; pvm)</b>	<b>Attack:</b> <b>2 seconds</b> <b>Recharge:</b> Hit: 80s Miss: 40s
<b>Vital Shock</b> → Player level: 205+ → (9)		
<b>Attack:</b> <b>Attack Rating:</b> 100% <b>Defense:</b> Duck Explosives: 100% <b>Range:</b> 20 m	Health, recover 75% <b>Damage</b> -2390 .. -5940 Stunned <b>→ 3 seconds (pvp &amp; pvm)</b>	<b>Attack:</b> <b>2 seconds</b> <b>Recharge:</b> Hit: 120s Miss: 60s