

Alien Profession Perk Lines

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

Adventurer:

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

Agent:

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

Bureaucrat:

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

Doctor:

Embrace			
Levels when perks are gained: 15, 15, 55, 55, 55, 105, 105, 145, 205, 210 Available for: Doctor: 1-10			
Max nano: 1500 Nano cost modifier: -4	MM.: 50 BM: 50 MC: 50	NR: 50	Nano init: 100 HealMultiplier: 3
Mistreatment → Player level: 15+ → (1)			
Attack: Matter Creation 40% Bio. Metam. 60% Defense: Nano Resist: 75% Range: 25 m	If A&B A&C B&C If Not (A & B & C) Embrace 1: Damage: -106..-116 Embrace 2: Damage: -214..-235 Embrace 3: Damage: -576..-633 Embrace 4: Damage: -692..-761 Embrace 5: Damage: -806..-886 Embrace 6: Damage: -1490..-1639 Embrace 7: Damage: -1986..-2184 Embrace 8: Damage: -3778..-4155 Embrace 9: Damage: -7278..-8005 Embrace 10: Damage: -7492..-8241 If A & B & C Embrace 1: Damage: -159..-174 Embrace 2: Damage: -321..-353 Embrace 3: Damage: -864..-950 Embrace 4: Damage: -1038..-1141 Embrace 5: Damage: -1209..-1329 Embrace 6: Damage: -2235..-2458 Embrace 7: Damage: -2979..-3276 Embrace 8: Damage: -5667..-6233 Embrace 9: Damage: -10917..-12008 Embrace 10: Damage: -11238..-12361 Terminate A,B,C DoTs		Attack: 1 second Recharge: On Hit: 55s On Miss: 23s
Close Call → Player level: 105+ → (6)			
Range: 20 m	If Percentage of health <= 50 Embrace 6: Health 450 .. 550 Embrace 7: Health 650 .. 850 Embrace 8: Health 850 .. 1250 Embrace 9: Health 1500 .. 1900 Embrace 10: Health 2200 .. 2500 If Percentage of health <= 15 Embrace 6: Health 900 .. 1000 Embrace 7: Health 1200 .. 1600 Embrace 8: Health 1800 .. 2500 Embrace 9: Health 3000 .. 4000 Embrace 10: Health 4000 .. 5000		Attack: 1 second Recharge: Always: 120s
Nano Transmission → Player level: 210+ → (10)			
Range: 20 m	Current nano -400 .. -400, 9 hits, 1s delay Current nano -400 .. -400 Heal modifier: 100 On End Nano Re-Cast self if Current nano >= 4501 → 10 Seconds		Attack: 1 second Recharge: Always: 240s

Enforcer:

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

Engineer:

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

Fixer

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

Keeper

Crusade			
Levels when perks are gained: 15, 15, 55, 55, 55, 105, 105, 145, 205, 210 Available for: Keeper: 1-10			
Max health: 1500	Fast attack: 51	Evade close: 51 Dodge ranged: 31 Duck explosives: 31	Melee init: 50
Force Opponent → Player level: 15+ → (1)			
Attack: Attack Modifier: 100% Defense: Evade Close: 100% Range: 10 m	Skill 1: -27..-27, 5 hits, 5s delay Skill 67: -50 .. -50, 5 hits, 5s delay Skill 200: -100 .. -100, 5 hits, 5s delay Skill 334: -150 .. -150, 5 hits, 5s delay Skill 467: -200 .. -200, 5 hits, 5s delay Skill 600: -250 .. -250, 5 hits, 5s delay Skill 734: -300 .. -300, 5 hits, 5s delay Skill 867: -350 .. -350, 5 hits, 5s delay Skill 1000: -409..-409, 5 hits, 5s delay Skill 1125: -562 .. -562, 5 hits, 5s delay Skill 1250: -724 .. -724, 5 hits, 5s delay Skill 1375: -886 .. -886, 5 hits, 5s delay Skill 1500: -1048 .. -1048, 5 hits, 5s delay Skill 1625: -1210 .. -1210, 5 hits, 5s delay Skill 1750: -1372 .. -1372, 5 hits, 5s delay Skill 1875: -1535 .. -1535, 5 hits, 5s delay Skill 2000: -1706 .. -1706, 5 hits, 5s delay Skill 2250: -1962 .. -1962, 5 hits, 5s delay Skill 2500: -2218 .. -2218, 5 hits, 5s delay Skill 2750: -2474 .. -2474, 5 hits, 5s delay Skill 3000: -2731..-2731, 5 hits, 5s delay → 25 seconds		Attack: 2 seconds Recharge: On Hit: 110s On Miss: 65s
Insight → Player level: 105+ → (6)			
Range: 10 m	Team: Crusade 6: Health: 50 .. 50, 5 hits, 2s delay Evade close 44, Offense modifier 64 Crusade 7: Health: 100 .. 100, 5 hits, 2s delay, Evade close 67, Offense modifier 102 Crusade 8: Health: 150 .. 150, 5 hits, 2s delay Evade close 89, Offense modifier 135 Crusade 9: Health: 200 .. 200, 5 hits, 2s delay Evade close 103, Offense modifier 184 Crusade 10: Health: 250 .. 250, 5 hits, 2s delay Evade close 126, Offense modifier 216 → 20 seconds		Attack: 2 seconds Recharge: Always: 110s
Purify → Player level: 210+ → (10)			
Attack: Attack Modifier: 100% Defense: Evade Close: 100% Range: 10 m	AOE 10 meter: Damage: -1 .. -1 Taunt 10000 Stunned → 2.5 seconds		Attack: 1 second Recharge: On Hit: 110s On Miss: 65s

Martial Artist

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

Meta-Physicist

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

Nano-Technician

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

Shade

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

Soldier

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

Trader

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