

Profession Perk Lines

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

Adventurer

Ferocity of Nature			
Levels when perks are gained: 150, 200, 205 Available for: Adventurer: 1-3			
	Multi ranged: 20 Multi melee: 20		All damage types: 55
Devour → Player level: 150+ → (1)			
Attack: Attack Modifier: 100% Defense: Evade Close: 45% Dodge Ranged: 45% Range: 3 m	User must be morphed . Ferocity of Nature 1: Level 001: Health, recover 50% Damage: -29..-53 Level 100: Health, recover 50% Damage: -72..-334 Level 200: Health, recover 50% Damage: -344..-1238 Level 220: Health, recover 50% Damage: -598..-3112 Ferocity of Nature 2: Level 001: Health, recover 60% Damage: -29..-53 Level 100: Health, recover 60% Damage: -101..-387 Level 200: Health, recover 60% Damage: -432..-1402 Level 220: Health, recover 60% Damage: -699..-3299 Ferocity of Nature 3: Level 001: Health, recover 75% Damage: -29..-53 Level 100: Health, recover 75% Damage: -131..-441 Level 200: Health, recover 75% Damage: -532..-1588 Level 220: Health, recover 75% Damage: -961..-3785	Attack: 2 seconds Recharge: Hit: 45s Miss: 23s	
Bleeding Wounds → Player level: 200+ → (2)			
Attack: Attack Modifier: 100% Defense: Evade Close: 45% Dodge Ranged: 45% Range: 3 m	User must be morphed . Target has Affected by Disable Natural Healing running: Damage: -222 .. -222 Damage: -222 .. -222, 15 hits, 2 s delay Target has Affected by Disable Natural Healing not running: Damage: -166 .. -166 Damage: -166 .. -166, 15 hits, 2 s delay	Attack: 2 seconds Recharge: Hit: 80s Miss: 40s	
Gutting Blow → Player level: 205+ → (3)			
Attack: Attack Modifier: 100% Defense: Evade Close: 50% Dodge Ranged: 50% Range: 3 m	User must be morphed . Requires Freak strength-stun-running Damage: -3578 .. -4646	Attack: 2 seconds Recharge: Hit: 80s Miss: 40s	

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

Shadowstalker			
Levels when perks are gained: 20, 70, 110, 150, 200, 206 Available for: Adventurer: 1-6			
Agility: 25	Sneak attack: 80	Dodge ranged: 10 Evade close: 10 Duck explosives: 10 Defense modifier: 45	Concealment: 90
Shadow Stab → Player level: 70+ → (2)			
Attack: 1h edged: 100% Defense: Evade close: 100% Range: 3 m	Behind target Wielded weapon: melee 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		Attack: 2 seconds Recharge: Hit: 70s Miss: 35s
Blade of Night → Player level: 150+ → (4)			
Range: Self	Wielded weapon: melee Sneak attack: 100 → 30 seconds		Attack: 2 seconds Recharge: Always: 80s
Shadow Killer→ Player level: 206+ → (6)			
Attack: 1h edged: 100% Defense: Evade close: 100% Range: 3 m	If Affected by Chemical Blindness running: (Trad, Doc, eng) 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 Else: 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		Attack: 2 seconds Recharge: Hit: 180s Miss: 90s

Agent

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

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

Sharpshooter		
Levels when perks are gained: 50, 100, 160, 201, 203 , 218 Available for: Agents 1 - 6		
	Aimed Shot: 30	Critical Chance: 3
Snipe Shot 1 → Player level: 100+ → (2)		
Attack: Attack Modifier: 100% Defense: Dodge Ranged: 100% Range: 40 m	Requires a Ranged weapon type to be wielded 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	Attack: 2 seconds Recharge: Hit: 120s Miss: 60s
Snipe Shot 2 → Player level: 203+ → (5)		
Attack: Attack Modifier: 100% Defense: Dodge Ranged: 100% Range: 40 m	Requires a Ranged weapon type to be wielded Affected by Triangulate Target running (Soldier) 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 Affected by Triangulate Target not running (Soldier) 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	Attack: 2 seconds Recharge: Hit: 120s Miss: 60s

Black Ops			
Levels when perks are gained: 20, 50, 80, 120, 150, 170, 190, 201, 203, 208 Available for: Agents 1 – 10			
	Aimed Shot: 65 Fling Shot: 100 Rifle: 55	Concealment: 60	All damage types: 90 Critical Chance: 1
Chaotic Modulation → Player level: 20+ → (1)			
Range: 1 m	+200 add damage @ level 200 Damage bonus Type cycles: Damage: → Cold → Poison → Chemical → Radiation → Energy → Melee → Projectile → 8*10 seconds	Attack: 1 second Recharge: Always: 60s	
Soften Up → Player level: 80+ → (3)			
Attack: Attack Modifier: 100% Defense: Dodge Ranged: 50% Range: 25 m	Requires a Ranged weapon type to be wielded All AC Types -4000 @ Level 200 Runspeed -600 @ Level 200 → 15 seconds	Attack: 1 second Recharge: Hit: 120s Miss: 60s	
Pinpoint Strike → Player level: 170+ → (6)			
Attack: Attack Modifier: 100% Defense: Dodge Ranged: 100% Range: 40 m	Requires a Ranged weapon type to be wielded Affected by Armor Piercing Shot running (Agent/soldier) 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 Affected by Armor Piercing Shot not running (Agent/soldier) 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	Attack: 2 seconds Recharge: Hit: 50s Miss: 25s	
Death Strike → Player level: 203+ → (9)			
Attack: Attack Modifier: 100% Defense: Dodge Ranged: 100% Range: 34 m	Requires a Ranged weapon type to be wielded Requires the health of the target to be below 50% And requires the target to be affected by a stun in Calm line 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	Attack: 2 seconds Recharge: Hit: 90s Miss: 45s	

Bureaucrat

Bureaucratic Shuffle			
Levels when perks are gained: 50, 70, 100, 140, 160, 180, 201, 202, 203, 206 Available for: Bureaucrats 1 – 10			
Max Health: 200		Dodge Ranged: 40 Duck Explosives: 40 Evade Close: 40	Psychology: 120
Dodge the Blame → Player level: 50+ → (1)			
Range: 1 m	Bureaucratic Shuffle 1: Defense Modifier 300 → 15 sec Bureaucratic Shuffle 2: Defense Modifier 350 → 15 sec Bureaucratic Shuffle 3: Defense Modifier 425 → 15 sec Bureaucratic Shuffle 4: Defense Modifier 600 → 15 sec Bureaucratic Shuffle 5: Defense Modifier 800 → 16 sec Bureaucratic Shuffle 6: Defense Modifier 1200 → 16 sec Bureaucratic Shuffle 7: Defense Modifier 1700 → 16 sec Bureaucratic Shuffle 8: Defense Modifier 2300 → 17 sec Bureaucratic Shuffle 9: Defense Modifier 3000 → 17 sec Bureaucratic Shuffle 10: Defense Modifier 3800 → 17 sec		Attack: 1 second Recharge: Always: 120s
Succumb → Player level: 140+ → (4)			
Attack: Psychology: 100% Defense: NR: 75% Range: 20 m	All AC types: -4500 @ Level 200 Evade Close -250 @ Level 200 → 18 seconds		Attack: 2 seconds Recharge: Hit: 240s Miss: 120s
Confound With Rules → Player level: 201+ → (7)			
Attack: Psychology: 100% Defense: NR: 75% Range: 20 m	Evade Close -400 @ Level 200 Runspeed -900 @ Level 200 → 15 seconds		Attack: 2 seconds Recharge: Hit: 600s Miss: 300s

Commanding Presence			
Levels when perks are gained: 10, 50, 70, 90, 120, 150, 180, 200, 201, 205 Available for: Bureaucrats 1 - 10			
Max Health: 200		Dodge Ranged: 40 Evade Close: 40 Duck Explosives: 40	Psychology: 80
Commanding Presence → Player level: 50+			
Range: 1 m (Team aura)	Commanding Presence 1: Defense Modifier 8, Offensive Modifier 10 Commanding Presence 2 Defense Modifier 12, Offensive Modifier 20 Commanding Presence 3 Defense Modifier 20, Offensive Modifier 34 Commanding Presence 4 Defense Modifier 30, Offensive Modifier 49 Commanding Presence 5 Defense Modifier 40, Offensive Modifier 65 Commanding Presence 6 Defense Modifier 50, Offensive Modifier 80 Commanding Presence 7 Defense Modifier 60, Offensive Modifier 110 Commanding Presence 8 Defense Modifier 70, Offensive Modifier 142 Commanding Presence 9 Defense Modifier 85, Offensive Modifier 170 Commanding Presence 10 Defense Modifier 100, Offensive Modifier 260, XP Modifier 2 → 2 minutes (Fix that it updates slowly when zoning)		Attack: 1 second Recharge: Always: 120s

Directorship			
Levels when perks are gained: 30, 60, 90, 110, 140, 160, 190, 201, 205, 208 Available for: Bureaucrats 1 – 10			
		Sensory Imp: 36 Psychol Mod: 36 Biological Met: 36	Psychology: 120
Directorship → Player level: 30+ → (1)			
Range: 1 m (Team Aura)	On Team: Directorship 1: Experience Modifier 1 Directorship 2: Experience Modifier 2 Directorship 3: Experience Modifier 3 Directorship 4: Experience Modifier 4 Directorship 5: Experience Modifier 5 Directorship 6: Experience Modifier 6 Directorship 7: Experience Modifier 7 Directorship 8: Experience Modifier 8 Directorship 9: Experience Modifier 9 Directorship 10: Experience Modifier 10 → 3 minutes (Fix that it updates slowly when zoning)		Attack: 1 second Recharge: Always: 180s
Leadership → Player level: 60+ → (2)			
Range: 1 m (TEAM)	On Team: Directorship 4: Experience Modifier 50 → 45 seconds		Attack: 1 second Recharge: Always: 600s
Governance → Player level: 110+ → (4)			
Range: 1 m (TEAM)	On Team: Directorship 1: Experience Modifier 75 → 50 seconds		Attack: 1 second Recharge: Always: 600s
The Director → Player level: 208+ → (10)			
Range: 1 m (TEAM)	On Team: Directorship 1: Experience Modifier 100 → 55 seconds		Attack: 1 second Recharge: Always: 600s

Insurance Agent			
Levels when perks are gained: 80, 140, 190, 203, 209 Available for: Bureaucrats 1 - 5			
		Sensory Impr: 18 Psychol Modi: 18 Biological Met: 18	Psychology: 80
Insurance Agent → 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 (Fix that it updates slowly when zoning)		Attack: 1 second Recharge: Always: 1s
Insurance Claim → 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		Attack: 1 second Recharge: Always: 1s

Doctor

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

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

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

Enforcer

Form of Troll			
Levels when perks are gained: 30, 60, 90, 110, 130, 160, 200, 202, 204, 215 Available for: Enforcers 1 – 10			
Max Health: 4400			Heal Delta: 49
Troll Form → Player level: 90+ → (3)			
Range: Self		All AC types: 6000 @ Level 200 → 40 seconds Runspeed -800 @ Level 200 → 5 seconds	Attack: 1 second Recharge: Hit: 120s Miss: 60s
Disable Natural Healing → Player level: 130+ → (5)			
Attack: Attack Modifier: 100% Defense: Evade Close: 100% Range: 6 m		Heal interval 1000 Nano Interval 1000 → 30 seconds	Attack: 1 second Recharge: Hit: 90s Miss: 45s
Stone Fist → Player level: 200+ → (7)			
Attack: Attack Modifier: 100% Defense: Evade Close: 100% Range: 6 m		Affected by Troll Form to be already running on User Stunned → 3 seconds School: Combat: Calm	Attack: 2 second Recharge: Hit: 300s Miss: 150s
Avalanche → Player level: 204+ → (9)			
Attack: Attack Modifier: 100% Defense: Evade Close: 100% Range: 7 m (AOE)		Affected by Troll Form to be already running on User Target has Stoneworks Or Encase in Stone running: Damage: -4667 .. -10667 Stunned → 3 seconds Target has Stoneworks Or Encase in Stone not running: Damage: -2611 .. -6849 Stunned → 2 seconds (Stoneworks: Adventurer)	Attack: 2 second Recharge: Hit: 240s Miss: 120s

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

Bone Crusher			
Levels when perks are gained: 10, 30, 50, 80, 110, 140, 170, 200, 201, 203 Available for: Enforcer: 1-10			
		2h Blunt: 200	
Pulverize → Player level: 30+			
Attack: 2h Blunt: 100% Defense: Evade close: 100% Range: 3 m	Requires a 2HB weapon type to be wielded 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	Attack: 2 seconds Recharge: On Hit: 30s On Miss: 15s	
Hammer and Anvil → Player level: 110+ → (5)			
Range: Self	Requires a 2HB weapon type to be wielded 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 → 40 seconds	Attack: 1 seconds Recharge: Always: 120s	
Overwhelming Might → Player level: 200+ → (7)			
Attack: 2h Blunt: 100% Defense: Evade close: 100% Range: 3 m	Requires a 2HB weapon type to be wielded 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	Attack: 2 seconds Recharge: On Hit: 50s On Miss: 25s	
Seismic smash → Player level: 203+ → (10)			
Attack: 2h Blunt: 100% Defense: Evade close: 100% Range: 3 m	Requires a 2HB weapon type to be wielded 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 Area of Effect, 6 m: 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	Attack: 2 seconds Recharge: On Hit: 90s On Miss: 45s	

Engineer

Gadgeteer			
Levels when perks are gained: 10, 20, 40, 70, 100, 120, 150, 180, 200, 203 Available for: Engineers 1 – 10			
		Matter Creation: 30 Time and Space: 30	Quantum Physics: 55 Weapon Smithing: 49 Mech Engi: 55 Electrical Engi: 55
Reconstruction → Player level: 20+ → (2)			
Range: 6 m (pet)	Requires (Breed == Human and NPC type == 95) Gadgeteer 2: Health: 15, Health: 15.. 15, 30 hits, 4 s delay → 2 minutes Gadgeteer 3: Health: 24, Health: 24.. 24, 30 hits, 4 s delay → 2 minutes Gadgeteer 4: Health: 37, Health: 37.. 37, 33 hits, 4 s delay → 2 minutes, 3 seconds Gadgeteer 5: Health: 56, Health: 56.. 56, 33 hits, 4 s delay → 2 minutes, 3 seconds Gadgeteer 6: Health: 76, Health: 76.. 76, 48 hits, 3 s delay → 2 minutes, 24 seconds Gadgeteer 7: Health: 112, Health: 112.. 112, 48 hits, 3 s delay → 2 minutes, 24 seconds Gadgeteer 8: Health: 180, Health: 180.. 180, 50 hits, 3 s delay → 2 minutes, 30 seconds Gadgeteer 9: Health: 262, Health: 262.. 262, 50 hits, 3 s delay → 2 minutes, 30 seconds Gadgeteer 10: Health: 350, Health: 350.. 350, 60 hits, 3 s delay → 3 minutes	Attack: 1 second Recharge: Always: 240s	
Taunt Box → Player level: 100+ → (5)			
Range: 6 m (pet)	Requires (Breed == Human and NPC type == 95) Pet's fighting target: Damage: -1 Gadgeteer 5: Taunt 1000 Gadgeteer 6: Taunt 2000 Gadgeteer 7: Taunt 4000 Gadgeteer 8: Taunt 6000 Gadgeteer 9: Taunt 8000 Gadgeteer 10: Taunt 10000	Attack: 1 second Recharge: Always: 60s	
Siphon Box → Player level: 150+ → (7)			
Range: 6 m (Pet)	Requires (Breed == Human and NPC type == 95) Gadgeteer 7: Proc Chance 15% Health, recover 10% Damage: -137..-273 Gadgeteer 8: Proc Chance 17% Health, recover 12% Damage: -273..-547 Gadgeteer 9: Proc Chance 20% Health, recover 13% Damage: -443..-934 Gadgeteer 10: Proc Chance 22% Health, recover 15% Damage: -557..-1238 → 60 minutes	Attack: 1 second Recharge: Always: 1s	

Gadgeteer (Page 2)

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

Range: 6 m	Requires (Breed == Human and NPC type == 95) Chaotic Energy: Affected by Notum Overflow not running and Affected by Accelerate Decaying Quarks not running and 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 Affected by Notum Overflow running or Affected by Accelerate Decaying Quarks running and 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%	Attack: 1 second Recharge: Always: 180s
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Mechanic

Levels when perks are gained: 30, 50, 70, 100, 130, 160, 201, 206, 212, 217

Available for: Engineers 1 – 10

	Quantum Physics: 80 Weapon Smithing: 130	Matter Creation: 60 Time and Space: 60	Mech. Engi.: 80 Electrical Engi.: 80
Repair Pet → Player level: 70+ → (3)			
Range: 6 m	Requires (Breed == Human and NPC type == 95) Gadgeteer 3: Health: 600.. 600 Gadgeteer 4: Health: 950.. 950 Gadgeteer 5: Health: 1500.. 1500 Gadgeteer 6: Health: 2300.. 2300 Gadgeteer 7: Health: 3600.. 3600 Gadgeteer 8: Health: 5000.. 5000 Gadgeteer 9: Health: 7000.. 7000 Gadgeteer 10: Health: 9000.. 9000	Attack: 1 second Recharge: Always: 50s	
Deconstruction → Player level: 160+ → (6)			
Range: 15 m	Gadgeteer 6: All AC Types: -4000 Gadgeteer 7: All AC Types: -4600 Gadgeteer 8: All AC Types: -5600 Gadgeteer 9: All AC Types: -6700 Gadgeteer 10: All AC Types: -8000 → 24 seconds	Attack: 1 second Recharge: Always: 50s	

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

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

Fixer

Defensive Stance		
Levels when perks are gained: 40, 70, 100, 130, 160, 200, 205, 207, 212, 219 Available for: Fixers 1 - 10		
Defensive Stance → Player level: 40+ → (1)		
Range: Self	Can't be used with Grid armor: Cyberdeck not & 4 Defensive Stance 1: Defense mod. 20, Critical decrease 2 Defensive Stance 2: Defense mod. 40, Critical decrease 4 Defensive Stance 3: Defense mod. 62, Critical decrease 7 Defensive Stance 4: Defense mod. 85, Critical decrease 10 Defensive Stance 5: Defense mod. 109, Critical decrease 14 Defensive Stance 6: Defense mod. 135, Critical decrease 21 Defensive Stance 7: Defense mod. 163, Critical decrease 30 Defensive Stance 8: Defense mod. 195, Critical decrease 42 Defensive Stance 9: Defense mod. 235, Critical decrease 57 Defensive Stance 10: Defense mod. 300, Critical decrease 80 → 4 hours	Attack: 1 seconds Recharge: Always: 1 s
Deceptive Stance → Player level: 70+ → (2)		
Range: Self	Can't be used with Grid armor: Cyberdeck not & 4 Defensive Stance 2: Defense modifier 150 → 31 seconds Defensive Stance 3: Defense modifier 250 → 32 seconds Defensive Stance 4: Defense modifier 350 → 33 seconds Defensive Stance 5: Defense modifier 450 → 34 seconds Defensive Stance 6: Defense modifier 550 → 35 seconds Defensive Stance 7: Defense modifier 650 → 36 seconds Defensive Stance 8: Defense modifier 750 → 37 seconds Defensive Stance 9: Defense modifier 875 → 38 seconds Defensive Stance 10: Defense modifier 1000 → 40 seconds	Attack: 1 seconds Recharge: Always: 300s

Grid NCU Extension			
Levels when perks are gained: 50, 120, 190, 201 Available for: Fixers 1 - 4			
			Comp. Lit: 100 NCU Memory: 70
NCU Booster → Player level: 50+ → (1)			
Range: 15m (target)	Grid NCU Extension 1: NCU memory: 10 if Level >= 11 Grid NCU Extension 2: NCU memory: 23 if Level >= 41 Grid NCU Extension 3: NCU memory: 40 if Level >= 111 Grid NCU Extension 4: NCU memory: 70 if Level >= 181 → 30 min (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.)		Attack: 1 seconds Recharge: Always: 120s

Worm ICE		
Levels when perks are gained: 50, 70, 90, 110, 140, 160, 190, 201, 209, 215 Available for: Fixers 1 - 10		
ECM 1 → Player level: 140+ → (4)		
Range: 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	Attack: 1 seconds Recharge: Always: 65s
ECM 2 → Player level: 215+ → (10)		
Range: 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	Attack: 1 second Recharge: Always: 65s

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

Keeper

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

Blessing			
Levels when perks are gained: 10, 30, 50, 80, 110, 150, 170, 190, 202, 207			
Available for: Keepers: 1 -10			
Max health: 2770			
Lay on Hands → Player level: 10+ → (1)			
Range: 8 m (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 660 .. 660 Blessing 8: Health 790 .. 790 Blessing 9: Health 930 .. 930 Blessing 10: Health 1110 .. 1110 *Remove onFailure		Attack: 1 second Recharge: Always: 30s
Devotional Armor → Player level: 80+ → (4)			
Range: 8m (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		Attack: 1 second Recharge: Always: 120s
Curing Touch → Player level: 150+ → (6)			
Range: 8m (Target)	Blessing 6: Health 2121 .. 2121, Reduce Blind 10000000s Blessing 7: Health 2348 .. 2348, Reduce Blind 10000000s Blessing 8: Health 2676 .. 2676, Reduce Blind 10000000s Blessing 9: Health 3157 .. 3157, Reduce Blind 10000000s Blessing 10: Health 3485 .. 3485, Reduce Blind 10000000s *Remove Buff flag so keepers can heal when the ncu is full.		Attack: 1 second Recharge: Always: 120s

Holy Mark			
Levels when perks are gained: 20, 40, 70, 90, 110, 130, 150, 180, 200, 202 Available for: Keepers: 1 -10			
Max health: 320 All AC types: 2000		Evade Close: 200 Duck Explosives: 100 Dodge Ranged: 100	
Mark of Vengeance → Player level: 20+ → (1)			
Attack: 2h edged: 100% Defense: Evade close: 95% Range: 8 m	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		Attack: 1 second Recharge: Hit: 80s Miss: 45s
Mark of Sufferance → Player level: 80+ → (4)			
Range: 8 m (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 → 5 minutes 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		Attack: 1 second Recharge: Always: 600s
Mark of the Pious → Player level: 150+ → (6)			
Range: (Self)	Holy Mark 7: Defense modifier: 160 Holy Mark 8: Defense modifier: 180 Holy Mark 9: Defense modifier: 210 Holy Mark 10: Defense modifier: 250 → 20 seconds		Attack: 1 second Recharge: Hit: 180s
Mark of the Unhallowed → Player level: 202+ → (10)			
Attack: 2h edged: 100% Defense: Evade close: 100% Range: 8 m	Offense modifier: -220 Defense modifier: -220 → 50 seconds		Attack: 1 second Recharge: Hit: 240s Miss: 120s

Street Samurai			
Levels when perks are gained: 10, 30, 60, 100, 130, 160, 200, 201, 203, 206 Available for: Keepers: 1 -10			
	2h Edged: 20 Fast attack: 200	Parry: 200 Riposte: 200 Ranged-init: -2250	All Damage Types: 187
Deep Cuts → Player level: 10+ → (1)			
Attack: Attack Modifier: 100% Defense: Evade close: 100% Range: 3 m	Requires a melee weapon to be wielded Level 001: Damage: -27 .. -49 Level 100: Damage: -80 .. -548 Level 200: Damage: -535 .. -1858 Level 220: Damage: -1568 .. -3747 if Affected by Bloodletting not running (Trader) 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 if Affected by Bloodletting running (Trader) 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 → 30 sec		Attack: 1 second Recharge: Hit: 40s Miss: 20s
Blade Whirlwind → Player level: 100+ → (4)			
Range: Self	Requires a melee weapon to be wielded All damage types: 180 @ Level 200 (90) Parry: 160 @ Level 200 (80) → 50 seconds		Attack: 1 second Recharge: Always: 110s
Honoring the Ancients → Player level: 160+ → (6)			
Range: Self	Requires a melee weapon to be wielded Resistance Calm 100% Resistance Fear line 100% → 45 sec		Attack: 1 second Recharge: Always: 120s
Seppuku Slash → Player level: 203+ → (9)			
Attack: Attack Modifier: 100% Defense: Evade close: 100% Range: 3 m	Requires a melee weapon to be wielded Requires: User Percentage of health <= 49 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		Attack: 2 seconds Recharge: Hit: 95s Miss: 48s

Martial Artist

Spiritual Master			
Levels when perks are gained: 10, 40, 70, 100, 130, 180, 201, 203, 205, 210 Available for: Martial Artist:1-10			
	Martial arts: 150	Riposte: 100 Dimach: 200	
DragonDamage: → Player level: 40+ → (2)			
Attack: Martial Arts: 100% Defense: Evade Close: 100% Range: 3 m	Martial Arts Skill 0001: Damage: -134 .. -267 Martial Arts Skill 1000: Damage: -267 .. -534 Martial Arts Skill 2000: Damage: -1405 .. -2958 Martial Arts Skill 3000: Damage: -2670 .. -5933 DragonDamage:: Damage: AC -2000 @ Level 200 (-2000), 20 sec	Attack: 1 second Recharge: Hit: 60s Miss: 3s	
Chi Conductor → Player level: 130+ → (5)			
Attack: Martial Arts: 100% Defense: Evade Close: 100% Range: 3 m	If Affected by Flesh Quiver Martial Arts Skill 0001: Damage: -706 .. -1413 Martial Arts Skill 1000: Damage: -1413 .. -2826 Martial Arts Skill 2000: Damage: -2603 .. -5481 Martial Arts Skill 3000: Damage: -3421 .. -7602 Else Martial Arts Skill 0001: Damage: -530 .. -1060 Martial Arts Skill 1000: Damage: -1060 .. -2119 Martial Arts Skill 2000: Damage: -1952 .. -4110 Martial Arts Skill 3000: Damage: -2566 .. -5701	Attack: 1 second Recharge: Hit: 60s Miss: 33s	
Incapacitate → Player level: 201+ → (7)			
Attack: Martial Arts: 100% Defense: Evade Close: 100% Range: 3 m	If Affected by Bleeding Wounds: (Adventurer perk) Melee init -1300 Ranged init -1300 Physical init -1300 Nano init -1300 Else Melee init -900 Ranged init -900 Physical init -900 Nano init -900 → 14 seconds	Attack: 1 second Recharge: Hit: 60s Miss: 30s	
Flesh Quiver → Player level: 205+ → (9)			
Attack: Martial Arts: 100% Defense: Evade Close: 100% Range: 3 m	If Affected by Tremor Hand running Martial Arts Skill 0001: Damage: -1728 .. -3208 Martial Arts Skill 1000: Damage: -3393 .. -6701 Martial Arts Skill 2000: Damage: -3448 .. -7604 Martial Arts Skill 3000: Damage: -3504 .. -8506 Else Martial Arts Skill 0001: Damage: -1296 .. -2406 Martial Arts Skill 1000: Damage: -2544 .. -5025 Martial Arts Skill 2000: Damage: -2586 .. -5703 Martial Arts Skill 3000: Damage: -2628 .. -6379 Flesh Quiver: All AC types: -4000, 20 sec (Tremor Hand: General)	Attack: 2 seconds Recharge: Hit: 60s Miss: 30s	

Obliterate → Player level: 210+ → (10)		
Attack: Martial Arts: 100% Defense: Evade Close: 100% Range: 3 m	Must have Affected by Flesh Quiver running if Percentage of health <= 15 Damage: Martial Arts Skill 0001: Damage: -7647 .. -14201 Martial Arts Skill 1000: Damage: -8690 .. -16538 Martial Arts Skill 2000: Damage: -8866 .. -17666 Martial Arts Skill 3000: Damage: -9043 .. -18793 if 15 < Percentage of health <= 50 Damage: Martial Arts Skill 0001: Damage: -5352 .. -9940 Martial Arts Skill 1000: Damage: -6083 .. -11576 Martial Arts Skill 2000: Damage: -6206 .. -12366 Martial Arts Skill 3000: Damage: -6330 .. -13155	Attack: 2 seconds Recharge: Hit: 180s Miss: 90s

Disharmony			
Levels when perks are gained: 60, 80, 110, 130, 150, 170 190, 201, 205, 213 Available for: Martial Artist:1-10			
		All Damage Types: 220	
Disharmony → Player level: 60+ → (1)			
Range: Target (proc)	Proc initiative 1: 3 Proc nano 1: Disharmony: Disharmony 1: Health, recover 100%: Damage:-20 .. -20 → Proc chance: 20% Disharmony 2: Health, recover 100%: Damage:-30 .. -30 → Proc chance: 22% Disharmony 3: Health, recover 100%: Damage:-40 .. -40 → Proc chance: 24% Disharmony 4: Health, recover 100%: Damage:-55 .. -55 → Proc chance: 26% Disharmony 5: Health, recover 100%: Damage:-70 .. -70 → Proc chance: 28% Disharmony 6: Health, recover 100%: Damage:-88 .. -88 → Proc chance: 30% Disharmony 7: Health, recover 100%: Damage:-108 .. -130 → Proc chance: 32% Disharmony 8: Health, recover 100%: Damage:-130 .. -130 → Proc chance: 35% Disharmony 9: Health, recover 100%: Damage:-188 .. -188 → Proc chance: 40% Disharmony 10: Health, recover 130%: Damage:-240 .. -240 → Proc chance: 50%		Attack: - Recharge: -
Balance of Yin and Yang → Player level: 190+ → (7)			
Range: 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		Attack: 1 second Recharge: Always: 300s

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

Meta-Physicist

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

Soothing Spirits * 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			
Max health: 150 Max nano: 250	Healpet benefit at perk level: 1, 3, 5, 7, 9, 10		
Spirit of Blessing → Player level: 30+ → (1)			
Range: 1m (team)	Soothing Spirits 1: Spirit of Blessing: Health: 67 .. 67 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	Attack: 1 second Recharge: Always: 20s	
Spirit of Purity → Player level: 30+ → (1)			
Range: 1m (team)	Soothing Spirits 1: Spirit of Purity: Current nano: 67 .. 67 Soothing Spirits 2: Spirit of Purity: Current nano: 125 .. 125 Soothing Spirits 3: Spirit of Purity: Current nano: 250 .. 250 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	Attack: 1 second Recharge: Always: 20s	

Nano-Technician

Channeling of Notum		
Levels when perks are gained: 40, 90, 170, 201 Available for: Nano-Technician: 1-4		
Channeling of Notum → Player level: 40+ → (1)		
Range: 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.	Attack: - Recharge: -

Enhanced Nano Damage			
Levels when perks are gained: 160, 180, 200, 203, 209, 215 Available for: Nano-Technician: 1-6			
Max nano: 2000			Nano damage mod: 18
Breach Defenses → Player level: 203+ → (4)			
Attack: Matter creation: 100% Defense: Nano Resist: 90% Range: 30 m	Enhanced Nano Damage 4: Nano resist: -100 Affected by Zap Nano running: Nano resist -250 Enhanced Nano Damage 5: Nano resist: -300 Affected by Zap Nano running: Nano resist -750 Enhanced Nano Damage 6: Nano resist: -500 Affected by Zap Nano running: Nano resist -1200 → 20 sec		Attack: 1 second Recharge: Hit: 75s Miss: 38s

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

Notum Siphon			
Levels when perks are gained: 30, 60, 90, 130, 170, 200, 203, 209, 214, 218 Available for: Nano-Technician: 1-10			
	Matter creation: 85		
Notum Siphon → Player level: 30+ → (1)			
Range: 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		Attack: - Recharge: -
Fade anger → Player level: 130+ → (4) (Values unchanged due to removal of additional taunt values from NT nuke lines)			
Attack: Matter creation: 100% Defense: Nano Resist: 15% Range: 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		Attack: 1 second Recharge: Hit: 40s Miss: 20s
Tap Notum Source → Player level: 203+ → (7)			
Range: 15m (Target)	if Inside Shadowlands not == 1 Current nano 400 .. 400 Current nano 400 .. 400, 7 hits, 2s delay if Inside Shadowlands == 1 Current nano 1050 .. 1050 Current nano 1050 .. 1050, 7 hits, 2s delay → 14 seconds		Attack: 1 second Recharge: Always: 360s

Shade

Piercing Mastery			
Levels when perks are gained: 10, 30, 60, 90, 130, 160, 190, 201, 202, 208			
Available for: Shade: 1-10			
	Piercing: 200		
Stab → Player level: 10+ → (1)			
Attack: Piercing: 100% Defense: Evade close: 100% Range: 8 m	Must be behind target. Damage: -95 .. -117 (scales)	Attack: 1 second Recharge: Hit: 30s Miss: 15s	
Double Stab → Player level: 30+ → (2)			
Attack: Piercing: 100% Defense: Evade close: 100% Range: 10 m	Must have Performed Stab running. Damage: -106 .. -198 (scales) Double Stab: Damage: -50 .. -50, Damage: -50 .. -50, 14 hits, 2s delay (scales) → 25 seconds	Attack: 1 second Recharge: Hit: 30s Miss: 15s	
Perforate → Player level: 90+ → (4)			
Attack: Piercing: 100% Defense: Evade close: 100% Range: 10 m	If Performed Double Stab running: Damage: -771 .. -1431 (scales) Else: Damage: -511 .. -949 (scales)	Attack: 1 second Recharge: Hit: 30s Miss: 15s	
Lacerate → Player level: 130+ → (5)			
Attack: Piercing: 100% Defense: Evade close: 100% Range: 10 m	Must have Performed Perforate running. Lacerate: Damage: -80 .. -80, Damage: -80 .. -80, 14 hits, 2s delay (scales) → 25 seconds If Affected by Double Stab running: Damage: -694 .. -1290 Else: Damage: -541 .. -1005 (scales)	Attack: 1 second Recharge: Hit: 30s Miss: 15s	
Impale → Player level: 190+ → (7)			
Attack: Piercing: 100% Defense: Evade close: 100% Range: 10 m	If Performed Lacerate running: Damage: -3152 .. -5854 (scales) Else: Damage: -2402 .. -4462 (scales)	Attack: 1 second Recharge: On Hit: 30s On Miss: 15s	
Gore → Player level: 201+ → (8)			
Attack: Piercing: 100% Defense: Evade close: 100% Range: 10 m	Must have Performed Impale running. If Affected by Lacerate running: Damage: -2122 .. -3942 (scales) Else: Damage: -1801 .. -3345 (scales)	Attack: 1 second Recharge: Hit: 30s Miss: 15s	
Hecatomb → Player level: 208+ → (10)			
Attack: Piercing: 100% Defense: Evade close: 100% Range: 10 m	Must have Performed Gore running. If Affected by Lacerate running: Damage: -3184 .. -5914 (scales) Else: Damage: -2978 .. -5530 (scales)	Attack: 2 seconds Recharge: Hit: 30s Miss: 15s	

Shade Touch			
Levels when perks are gained: 20, 60, 90, 130, 160, 200, 205 Available for: Shade: 1-7			
	Martial arts: 100	Duck explosives: 30 Dodge ranged: 30 Evade close: 30	
Atrophy → Player level: 20+ → (1)			
Attack: Martial arts: 100% Defense: Evade close: 100% Range: 8 m	Wielded weapons Piercing Martial Arts Skill 0001: Damage: -105 .. -195 Martial Arts Skill 1000: Damage: -176 .. -736 Martial Arts Skill 2000: Damage: -461 .. -2055 Martial Arts Skill 3000: Damage: -1079 .. -4003 Atrophy: 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 → 30 sec		Attack: 1 second Recharge: Hit: 50s Miss: 25s
Consume the Soul → Player level: 60+ → (2)			
Attack: Attack Rating: 100% Defense: Evade close: 100% Range: 10 m	Wielded weapons Piercing: & Percentage of target health <= 14 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 Wielded weapons Piercing: & Percentage of target health <= 15 to 49 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		Attack: 1 second Recharge: Hit: 12s Miss: 6s
Doom Touch → Player level: 130+ → (4)			
Attack: Martial arts: 100% Defense: Evade close: 100% Range: 8 m	Wielded weapons Piercing Martial Arts Skill 0001: Damage:-594 .. -1104 Martial Arts Skill 1000: Damage:-2080 .. -4264 Martial Arts Skill 2000: Damage:-2429 .. -5711 Martial Arts Skill 3000: Damage:-2943 .. -7465 All AC Types: -4000 @ level 200		Attack: 1 second Recharge: Hit: 75s Miss: 38s
Spirit dissolution → Player level: 205+ → (7)			

Attack: Martial arts: 100% Defense: Evade close: 125% Range: 8 m	Wielded weapons Piercing: if Affected by Flesh Quiver not running Damage: -8199 .. -17277 if Affected by Flesh Quiver is running: Damage: -9254 .. -19186 (Flesh Quiver: MA)	Attack: 1 second Recharge: Hit: 80s Miss: 40s
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Spirit Phylactery			
Levels when perks are gained: 20, 40, 60, 100, 130, 150, 160, 200, 202, 203 Available for: Shade: 1-10			
Max health: 400	Offense modifier: 60 Sneak attack: 100	Defense modifier: 150	
Capture Vigor → Player level: 20+ → (1)			
Attack: Piercing: 100% Defense: Evade close: 100% Range: 8 m	Wielded weapons Piercing (no scaling) Taunt: -220 Capture Vigor Self: Offense modifier: 25, Defense modifier: 15 → 60 sec Capture Vigor Target: Offense modifier: -52, Defense modifier: -54 → 60 sec	Attack: 1 second Recharge: Hit: 25s Miss: 13s	
Unsealed Blight → Player level: 40+ → (2)			
Attack: Piercing: 100% Defense: Evade close: 100% Range: 10 m	Performed Capture Vigor & Wielded weapons Piercing Unsealed Blight: (no scaling) <i>if Affected by Bloodletting not running: (trader perk)</i> Nano: -100 .. -100, Nano: -100 .. -100, 6 hits, 5s delay Damage:: -94 .. -94, Damage:: -94 .. -94, 6 hits, 5s delay <i>Affected by Bloodletting running: (trader perk)</i> Nano: -150 .. -150, Nano: -150 .. -150, 6 hits, 5s delay Damage:: -142 .. -142, Damage:: -142 .. -142, 6 hits, 5s delay → 30 sec	Attack: 1 second Recharge: Hit: 25s Miss: 13s	
Capture Essence → Player level: 100+ → (4)			
Attack: Piercing: 100% Defense: Evade close: 100% Range: 10 m	Performed Unsealed Blight & Wielded weapons Piercing (no scaling) Taunt: -900 Capture Essence Self: Offense modifier: 46, Defense modifier: 22 → 60 sec Capture Essence Target: Offense modifier: -75, Defense modifier: -81 → 60 sec	Attack: 1 second Recharge: Hit: 25s Miss: 13s	
Unsealed Pestilence → Player level: 130+ → (5)			
Attack: Piercing: 100% Defense: Evade close: 100% Range: 10 m	Performed Capture Essence & Wielded weapons Piercing Unsealed Pestilence: (no scaling) <i>if Affected by Bloodletting not running: (trader perk)</i> Nano: -252 .. -252, Nano: -252 .. -252, 10 hits, 3s delay Damage:: -248 .. -248, Damage:: -248 .. -248, 10 hits, 3s delay <i>Affected by Bloodletting running: (trader perk)</i> Nano: -334 .. -334, Nano: -334 .. -334, 10 hits, 3s delay Damage:: -328 .. -328, Damage:: -328 .. -328, 10 hits, 3s delay → 30 sec	Attack: 1 second Recharge: Hit: 25s Miss: 13s	
Capture Spirit → Player level: 160+ → (7)			
Attack: Piercing: 100% Defense: Evade close: 100% Range: 10 m	Performed Unsealed Pestilence & Wielded weapons Piercing (no scaling) Taunt: -2300 Capture Essence Self: Offense modifier: 52, Defense modifier: 93 → 60 sec Capture Essence Target: Offense modifier: -125, Defense modifier: -126 → 60 sec	Attack: 1 second Recharge: Hit: 25s Miss: 13s	

Spirit Phylactery (Page 2)		
Unsealed Contagion → Player level: 202+ → (9)		
Attack: Piercing: 100% Defense: Evade close: 100% Range: 10 m	Performed Capture Spirit & Wielded weapons Piercing Unsealed Contagion: * The checks is strange, <i>if Affected by Bloodletting not running: (trader perk)</i> Nano: -293 .. -293, Nano: -293 .. -293, 15 hits, 2s delay Damage:: -288 .. -288, Damage:: -288 .. -288, 15 hits, 2s delay <i>Affected by Bloodletting running: (trader perk)</i> Nano -355 .. -355, Nano: -355 .. -355, 15 hits, 2s delay Damage:: -350 .. -350, Damage:: -350 .. -350, 13 hits, 2s delay → 30 sec	Attack: 1 second Recharge: Hit: 25s Miss: 13s
Capture Vitality → Player level: 203+ → (10)		
Attack: Piercing: 100% Defense: Evade close: 100% Range: 10 m	Performed Unsealed Contagion & Wielded weapons Piercing Taunt: -5000 Capture Essence Self: Offense modifier: 204, Defense modifier: 120 → 60 sec Capture Essence Target: Offense modifier: -250, Defense modifier: -252 → 60 sec	Attack: 1 second Recharge: Hit: 25s Miss: 13s

Sublime Rapport			
Levels when perks are gained: 10, 30, 60, 90, 120, 150, 170, 190, 201, 203 Available for: Shade: 1-10			
	Dimach: 100 Parry: 40	Duck explosives: 30 Dodge ranged: 30 Evade close: 30	
Exultation → Player level: 10+ → (1)			
Attack: Piercing: 100% Defense: Evade close: 35% Range: 10 m	Wielded weapons Piercing Sublime Rapport 1: Health, recover 105%, Damage: -45 .. -45 Sublime Rapport 2: Health, recover 105%, Damage: -87 .. -87 Sublime Rapport 3: Health, recover 105%, Damage: -144 .. -144 Sublime Rapport 4: Health, recover 105%, Damage: -203 .. -203 Sublime Rapport 5: Health, recover 105%, Damage: -271 .. -271 Sublime Rapport 6: Health, recover 105%, Damage: -337 .. -337 Sublime Rapport 7: Health, recover 105%, Damage: -402 .. -402 Sublime Rapport 8: Health, recover 105%, Damage: -464 .. -464 Sublime Rapport 9: Health, recover 105%, Damage: -504 .. -504 Sublime Rapport 10: Health, recover 105%, Damage: -577 .. -577		Attack: 0.01 second Recharge: Hit: 12s Miss: 6s
Ethereal Touch → Player level: 30+ → (2)			
Attack: Piercing: 100% Defense: Evade close: 100% Range: 10 m	Wielded weapons Piercing Ethereal Touch: 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		Attack: 1 second Recharge: Hit: 38s Miss: 19s
Dimensional Fist → Player level: 90+ → (4)			
Attack: Piercing: 100% Defense: Evade close: 100% Range: 10 m	Affected by Ethereal Touch & Wielded weapons Piercing Damage: Piercing Skill 0001: -185..-370 Piercing Skill 1000: -370..-739 Piercing Skill 2000: -945..-1989 Piercing Skill 3000: -1393..-3095		Attack: 1 second Recharge: Hit: 16s Miss: 8s
Disorientate → Player level: 150+ → (6)			
Attack: Piercing: 100% Defense: Evade close: 100% Range: 8 m	Affected by Disorientate not running Wielded weapons Piercing Damage: Piercing Skill 0001: -375..-751 Piercing Skill 1000: -751..-1501 Piercing Skill 2000: -1217..-2563 Piercing Skill 3000: -1530..-3399 Stunned → 4 seconds		Attack: 1 second Recharge: Hit: 40s Miss: 20s

Sublime Rapport (Page 2)

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

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

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

Devour Essence → Player level: 120+ → (5)		
Attack: Piercing: 100% Defense: Evade close: 100% Range: 10 m	Wielded weapons Piercing & Performed Ritual of Zeal running Piercing Skill 0001: Health, recover 33% (20%), Damage -984 .. -1828 Piercing Skill 1000: Health, recover 33% (20%), Damage -2250 .. -4578 Piercing Skill 2000: Health, recover 33% (20%), Damage -2888 .. -6562 Piercing Skill 3000: Health, recover 33% (20%), Damage -3622 .. -8726	Attack: 1 second Recharge: Hit: 40s Miss: 20s

Totemic Rites (Page 2)		
Ritual of Spirit → Player level: 170+ → (7)		
Attack: Piercing: 100% Defense: Evade close: 100% Range: 10 m	Wielded weapons Piercing & Performed Devour Essence running Piercing Skill 0001: Damage -420 .. -780 Piercing Skill 1000: Damage -900 .. -2070 Piercing Skill 2000: Damage -1451 .. -3895 Piercing Skill 3000: Damage -2008 .. -5730 Self: If no nanos in Psionic: 495 are running Ritual of Spirit: All Damage types: 70 → 1 min if Affected by Symbiosis running Ritual of Spirit: All Damage types: 89 → 1 min if Affected by Malicious Symbiosis running Ritual of Spirit: All Damage types: 125 → 1 min if Affected by Malevolent Symbiosis running Ritual of Spirit: All Damage types: 120 → 1 min if Affected by Chthonian Symbiosis running Ritual of Spirit: All Damage types: 145 → 1 min	Attack: 1 second Recharge: Hit: 40s Miss: 20s
Devour Vitality → Player level: 190+ → (8)		
Attack: Piercing: 100% Defense: Evade close: 100% Range: 10 m	Wielded weapons Piercing & Performed Ritual of Spirit running Piercing Skill 0001: Health, recover 45%, Damage -2269 .. -4215 Piercing Skill 1000: Health, recover 45%, Damage -5188 .. -10034 Piercing Skill 2000: Health, recover 45%, Damage -6155 .. -12631 Piercing Skill 3000: Health, recover 45%, Damage -7491 .. -15911	Attack: 1 second Recharge: Hit: 40s Miss: 20s
Ritual of Blood → Player level: 204+ → (10)		
Attack: Piercing: 100% Defense: Evade close: 100% Range: 10 m	Wielded weapons Piercing & Performed Devour Essence running Piercing Skill 0001: Damage -937 .. -1741 Piercing Skill 1000: Damage -2008 .. -4130 Piercing Skill 2000: Damage -3233 .. -7205 Piercing Skill 3000: Damage -3699 .. -8869 Self: If no nanos in Psionic: 495 are running Ritual of Blood: All Damage types: 180 → 1 min if Affected by Symbiosis running Ritual of Blood:: All Damage types: 210 → 1 min if Affected by Malicious Symbiosis running Ritual of Blood: All Damage types: 230 → 1 min if Affected by Malevolent Symbiosis running Ritual of Blood: All Damage types: 255 → 1 min if Affected by Chthonian Symbiosis running Ritual of Blood: All Damage types: 295 → 1 min	Attack: 1 second Recharge: Hit: 40s Miss: 20s

Soldier

Heavy Ranged			
Levels when perks are gained: 20, 30, 60, 90, 140, 180, 202, 205 Available for: Soldier:1-8			
	Heavy weapons: 200 Assault rifle: 200		
Laser Paint Target → Player level: 30+ → (2)			
Attack: Assault Rifle: 100% Defense: Dodge ranged: 100% Range: 40 m	Dodge ranged -400 → 18 seconds	Attack: 2 seconds Recharge: Hit: 30s Miss: 15s	
Weapon Bash → Player level: 60+ → (3)			
Attack: Assault Rifle: 100% Defense: Evade Close: 5% Range: 8 m	Damage: Assault Rifle Skill 0001: -162..-323 Assault Rifle Skill 1000: -323..-646 Assault Rifle Skill 2000: -1185..-2495 Assault Rifle Skill 3000: -1984..-4408 Stunned → 9% chance → 4 seconds	Attack: 2 second Recharge: Hit: 60s Miss: 30s	
Triangulate Target → Player level: 140+ → (5)			
Attack: Assault Rifle: 100% Defense: Dodge ranged: 100% Range: 40 m	Dodge ranged -400 → 30 seconds	Attack: 2 seconds Recharge: Hit: 30s Miss: 15s	
Napalm Spray → Player level: 202+ → (7)			
Attack: Assault Rifle: 100% Defense: Dodge ranged: 100% Range: 20 m	Damage: -1513 ..-4811 Napalm spray All AC types: -8000 → 15 seconds	Attack: 2 seconds Recharge: Hit: 120s Miss: 60s	

Special Forces			
Levels when perks are gained: 20, 50, 70, 90, 110, 130, 170, 201, 203, 205 Available for: Soldier:1-10			
	Full auto: 200 Burst: 180 Fling shot: 180	Dodge: 150 Duck: 50 Evade: 50	
Field Bandage → Player level: 20+ → (1)			
Range: 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	Attack: 1 second Recharge: Always: 40s	
Tracer → Player level: 70+ → (3)			
Attack: Full auto: 100% Defense: Dodge Ranged: 75% Range: 35 m	Wielded weapons: Ranged Damage: Full Auto Skill 0001: -118..-236 Full Auto Skill 1000: -236..-473 Full Auto Skill 2000: -755..-1590 Full Auto Skill 3000: -1205..-2678 Tracer: Duck explosives: -200 Dodge ranged: -200 Evade close: -200 → 15 seconds	Attack: 2 seconds Recharge: Hit: 50s Miss: 25s	
Contained Burst → Player level: 130+ → (6)			
Attack: Burst: 100% Defense: Dodge ranged: 100% Range: 35 m	Wielded weapons: Ranged Affected by Tracer not running Burst Skill 0001: Damage: -927 .. -1721 Burst Skill 1000: Damage: -1112 .. -2466 Burst Skill 2000: Damage: -1674 .. -4310 Burst Skill 3000: Damage: -2369 .. -6399 Affected by Tracer running Burst Skill 0001: Damage: -1551 .. -2881 Burst Skill 1000: Damage: -1861 .. -3857 Burst Skill 2000: Damage: -2688 .. -6192 Burst Skill 3000: Damage: -3647 .. -8773	Attack: 2 seconds Recharge: Hit: 120s Miss: 60s	
Violence → Player level: 201+ → (8)			
Range: Self	Percentage of health (Self) <= 40 and Wielded weapons: Ranged Percentage of health <= 40 All Damage Types: 200 → 11 sec All Damage Types: 200, 11 hits, 10s delay → 2 min	Attack: 1 Second Recharge: Always: 300s	
Guardian → Player level: 205+ → (10)			
Attack: Assault Rifle: 100% Defense: Dodge ranged: 100% Range: Self	Target: Affected by Guardian not running All Reflect Types: 20 → 40 seconds Self: Total Mirror Shield Nano or Augmented Mirror Shield Nano Running	Attack: 1 Second Recharge: Always: 240s	

	All Reflect Types: -55 → 40 seconds	
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Trader

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

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