



**SMGs**

Core Attribute	Max Roll	Current Roll
SMG Damage	15%	
Critical Hit Chance	21%	

Attribute	Max Roll	Current Roll
Damage to Armor	6%	
DMG to target out of cover	10%	
Headshot Damage	10%	
Critical Hit Damage	10%	
Reload Speed	12%	
Stability	12%	
Accuracy	12%	
Optimal Range	24%	
Magazine Size	12.50%	
Rate of Fire	5%	
Swap Speed	15%	
Health Damage	9.50%	

Talents
Breadbasket
Killer
Preservation
Optimist
Strained
Close & Personal
Fast Hands
Sadist
Vindictive
Ranger
Steady Handed
Spike
Eyeless
Ignited
Perpetuation
Reformation
Outsider
Unwavering
Measured

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**LMGs**

Core Attribute	Max Roll	Current Roll
LMG Damage	15%	
DMG to target out of cover	12%	

Attribute	Max Roll	Current Roll
Damage to Armor	6%	
Critical Hit Chance	9.50%	
Headshot Damage	10%	
Critical Hit Damage	10%	
Reload Speed	12%	
Stability	12%	
Accuracy	12%	
Optimal Range	24%	
Magazine Size	12.50%	
Rate of Fire	5%	
Swap Speed	15%	
Health Damage	9.50%	

Talents
Breadbasket
Killer
Preservation
Optimist
Strained
Close & Personal
Fast Hands
Sadist
Vindictive
Ranger
Steady Handed
Spike
Eyeless
Ignited
Perpetuation
Reformation
Unhinged
Frenzy
Measured
Overwhelm

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**Pistols**

Core Attribute	Max Roll	Current Roll
Pistol Damage	15%	

Attribute	Max Roll	Current Roll
Damage to Armor	6%	
Critical Hit Chance	9.50%	
DMG to target out of cover	10%	
Headshot Damage	10%	
Critical Hit Damage	10%	
Reload Speed	12%	
Stability	12%	
Accuracy	12%	
Optimal Range	24%	
Magazine Size	12.50%	
Rate of Fire	5%	
Swap Speed	15%	
Health Damage	9.50%	

Talents
Breadbasket
Killer
Preservation
Optimist
Strained
Close & Personal
Fast Hands
Sadist
Vindictive
Ranger
Steady Handed
Spike
Eyeless
Ignited
Perpetuation
Reformation
Salvage
Finisher
Lucky Shot

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