

PAYDAY 2: Perk Deck Balance Update (August 2015)

As always, after any update to PAYDAY 2, please update or uninstall your mods if you experience crashes of any kind.

SOCIOPATH

- **No Talk:** When you are within **medium** (~~close~~) range of an enemy, you receive **8%** (~~4%~~) less damage from enemies.
- **Tension:** Killing an enemy regenerates **30** (~~10~~) of armor. This cannot occur more than once every **2** (~~3~~) seconds.
- **Clean hit:** Killing an enemy with a melee weapon regenerates **10%** (~~5%~~) health. This cannot occur more than once every **2** (~~3~~) seconds.
- **Overdose:** Killing an enemy at **medium** (~~close~~) range regenerates **30** (~~10~~) armor. This cannot occur more than once every **2** (~~3~~) seconds.
- **Showdown:** Killing an enemy at **medium** (close) range has a **75%** (~~20%~~) chance to spread panic among your enemies. This cannot occur more than once every **2** (~~3~~) seconds.

GAMBLER

- **Medical Supplies:** Ammo packs you pick up also yield medical supplies and heals you for **8** (~~4~~) to **12** (~~6~~) health. Cannot occur more than once every **4** (~~15~~) seconds.
- **Sharing is caring:** When you get healed from picking up ammo packs, your teammates also get healed for **100%** (~~50%~~) of the amount.
- **More healing 1:** Increase health gained from ammo packs by an additional **4** (~~2~~).
- **More healing 2:** Increase health gained from ammo packs by an additional **4** (~~2~~).

CROOK

- **Subtle:** Your chance to dodge is increased by **5%** (~~10%~~).
- **Basic Composure:** Your chance to dodge is increased by 10% for ballistic vests.
Your armor is increased by 20% for ballistic vests.
- **Advanced Composure:** Your chance to dodge is increased by 10% for ballistic vests.
Your armor is increased by 20% for ballistic vests.
- **Expert Composure:** Your chance to dodge is increased by 15% for ballistic vests.
Your armor is increased by 25% for ballistic vests.

CREW CHIEF

- **Hostage Situation:** You and your crew gains 2% max health and 4% stamina for each hostage up to 10 times.
You and your crew will gain 8% damage reduction for having an hostage.

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INFILTRATOR

- **Basic Close Combat:** When you are within **medium** (~~close~~) range of an enemy, you receive **8%** (~~4%~~) less damage from enemies.
- **Advanced Close Combat:** When you are within **medium** (~~close~~) range of an enemy, you receive **8%** (~~4%~~) less damage from enemies.
- **Expert Close Combat:** When you are within **medium** (~~close~~) range of an enemy, you receive **8%** (~~4%~~) less damage from enemies.
Each successful melee hit grants and additional 10% melee damage boost for **7** (~~6~~) seconds and can stack up to 4 times.
- **Overdog:** Each successful melee hit grants and additional 10% melee damage boost for **7** (~~6~~) seconds and can stack up to 4 times.
- **Life Drain:** Striking an enemy with your melee weapon regenerates **20%** (~~10%~~) of your health. This cannot occur more than once every **10** (~~15~~) seconds.

MUSCLE

- **800-pound Gorilla:** You gain an additional 40% more health.
You regenerate **4% of your life every 5 seconds**.

ARMORER

- **Type I, II, and III armor:** You gain **10%** (~~5%~~) more armor.

GRINDER

- **Histamine:** Damaging an enemy heals **1** (~~2~~) life points every 0.5 seconds for **5** (~~3~~) seconds. This effect stacks but cannot occur more than once every **1.5** (~~1~~) seconds and only while wearing the two-piece suit or lightweight ballistic vest.
- **Adrenaline:** Damaging an enemy heals **2** (~~3~~) life points every 0.5 seconds for **5** (~~3~~) seconds.
- **Endorphins:** Damaging an enemy heals **3** (~~4~~) life points every 0.5 seconds for **5** (~~3~~) seconds.
- **Dopamine:** Damaging an enemy heals **4** (~~5~~) life points every 0.5 seconds for **5** (~~3~~) seconds.
- **Euphoria:** Damaging an enemy heals **4** (~~5~~) life points every 0.5 seconds for **6** (~~3~~) seconds.

ROGUE

- **Subtle:** Your chance to dodge is increased by **5%** (~~10%~~).

CHANGES TO SKILLS

- **Bullseye (Fugitive Skill):**
 - **BASIC:** You regenerate **15** (~~8~~) armor for each successful headshot. This can not occur more than once every **2** (~~3~~) seconds.
 - **ACE:** You regenerate an additional **30** (~~16~~) armor for each successful headshot.
- **Hostage taker (Master Mind Skill):**
 - **Basic:** Having at least one hostage makes you regenerate **1.5%** (~~0.6%~~) health every 5 seconds.
 - **Ace:** Having at least one hostage makes you regenerate **4.5%** (~~2%~~) health every 5 seconds.

<http://www.overkillsoftware.com/>