



PAYDAY 3: COMMUNITY UPDATE

DESIGN CHANGES & ADDITIONS



COMMUNITY UPDATE

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WHAT'S COMING

1

Almost certain changes

WHAT'S COMING: TECHIE CHANGES



Lowered drone damage across all difficulties



Lowered drone health



Increased Techie respawn rate by 20 seconds



WHAT'S COMING: WEAPON CHANGES



R900

- ▶ Armor penetration increased from 1.3 to 2
- ▶ Damage increase



Mosconi 12

- ▶ Reduced hipfire spread across several stances
- ▶ Reduced pellet spread



WHAT'S COMING: SKILL CHANGES



Triage (Medic) no longer consumes buffs



Threat Assessment (Strategist) bonus increased to 20%



Negotiator (Manipulator) now gives 2 extra resources instead of 1



Shell Shock (Demolitionist) now works on all enemies and applies a 20% penalty



CQC Specialist now says "Whenever you grab a human shield, gain or refresh RUSH"



CQC Specialist Aced now says ""Whenever you perform a takedown, gain or refresh GRIT"



Groundskeeper (CQC Specialist) takedown speed bonus is now 60% (up from 20%)



Soft Assets (CQC Specialist) now says "If you have RUSH and shove away a SWAT you held as a human shield, RUSH is consumed, and you repair your current armor chunk if it's damaged. This ability only triggers once per enemy. You move 5% faster while holding a human shield."



Savage Takedown (CQC Specialist) now says "Whenever you grab a human shield, any civilian within X meters will immediately become intimidated."



High Grain (Ammo Specialist) now works crew-wide, so anyone interacting with an Ammo Bag will benefit from it. If multiple crew members have this skill equipped, the bonus is increased.



Steady Hands (Medic) now works crew-wide, so anyone interacting with a Medic Bag will benefit from it. If multiple crew members have this skill equipped, the bonus is increased.



Disengage (Tank) now also lets you sprint through Nader gas grenades, regardless whether you've used up the skill or not.

WHAT'S COMING: EQUIPMENT CHANGES

MEDIC BAGS

- ▶ Medic Bags now heal 50% of your max health (up from 35%)
- ▶ Medic Bags now restore 1 down by default
 - ▶ *Field Surgery (Medic) is unchanged and will give you an additional down*

FIRST AID KITS

- ▶ First Aid Kits now heal 25% of your max health (up from 20%)

ARMOR REPAIR KIT

- ▶ Armor Repair Kit interaction speed reduced to 0.5 seconds

ARMOR

- ▶ Standard Lining regeneration time reduced from 4 to 3 seconds

WHAT'S COMING: OVERKILL CHANGES



The assault difficulty will now update **mid-wave** instead of between assault waves. This is for OVK difficulty only.

WHAT'S IN PROGRESS

2

Very likely to happen in the future, but with
some tweaks or changes



IN PROGRESS: TECHIE CHANGES



Working on making drones easier to notice



Working on the Tactical Drone



The Tactical Drone spawns together with the Combat Drone



The Tactical Drone will try to blind players. If successful, players will lose their active EDGE/GRIT/RUSH and become unable to gain it again for 20 seconds



Making drones able to hack sentry turrets of players (in addition to sentry turrets not being able to target drones anymore)

IN PROGRESS: WEAPON CHANGES



Giving some love to the Ziv Commando



Giving some love to the Northwest assault rifle

IN PROGRESS: EQUIPMENT CHANGES

MEDIC BAGS

Medic Bag will now apply an “Overheal” effect when it heals you above max health

- ▶ *Overheal is temporary health*
- ▶ *Your max overheal is equal to your max health (so if your max health is 100, you can have 100 overheal on top of it)*
- ▶ *Overheal slowly degrades when you don't take damage (currently at a rate of 1 health every 2 seconds)*
- ▶ *Whenever you take health damage, the overheal decay stops for 4 seconds.*

IN PROGRESS: NEW SKILLS

“FORTITUDE”

BASE

Increase your base maximum health by 50. Whenever you heal to or above maximum health, you gain or refresh GRIT.

ACED

Your maximum number of “downs” is increased by 1 and your bleedout time is increased by 50%.

MASTERY

If you have a deployable bag in your loadout, it has 2 additional charges.

UPGRADE 1

Whenever a crewmate heals using a Medic Bag, you heal for 40% of the amount they healed. If this heals you above full health, the excess amount is added as “Overheal.”

UPGRADE 2

Your max health is increased by 15 for each “down” you currently have.

UPGRADE 3

Whenever you “Overheal,” you gain 10% additional “Overheal” for each “down” you currently have.

UPGRADE 4

Your “Overheal” degrades 25% slower for each “down” you currently have. If you have any amount of Overheal, you can use First Aid Kits to pause its degradation for 10 seconds.

UPGRADE 5

As long as you have EDGE, GRIT or RUSH, any damage you take to your “Overheal” health is reduced by 50%.

► *For reference, armor in the game reduces damage by 25% at the moment.*

IN PROGRESS: NEW SKILLS

“CLEAN SLATE”



New Tank Mastery that says “If you have no armor, you can interact with an Armor Repair Kit to restore one armor chunk.”



Disengage will become the new “Escapist” Mastery



The current Escapist Mastery will become an upgrade to Escapist

IN PROGRESS: FAVORS



Being able to purchase favors directly from the lobby, including heist-specific favors. The heist-specific ones will likely cost C-Stacks. You can still earn them as drops.

WHAT'S BEING EXPLORED

3

Very early stages of development or testing,
might get axed or changed drastically

WHAT'S BEING EXPLORED

- ▶ **New Armor Type:** a two chunk armor that does not take permanent damage (aka always regenerates to full), but has lower damage reduction. You can maintain a chunk forever if you're careful, but if it breaks, you need to restore it.
- ▶ **Additional skill point** at level 1 (so you would have 2 skill points when you start the game)
- ▶ **A new consumable slot** in which you can carry First Aid Kits or Armor Repair Kits that you pick up in the heist
- ▶ **Letting multiple hostages follow you** (potentially as part of an existing skill)
- ▶ **Favors that act as payout modifiers** (more cash, more infamy points, etc)
- ▶ **Additional base functionality** for Ammo Bags, like having it increase armor penetration when used
- ▶ **An "Assassin" skill line** that focuses on RUSH and suppressed weapons