

## 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/>