ENHANCED PAYDAY EXPERIENCE

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Here's the full list of ideas along with the reasoning behind them.
Any numbers in any skills can be subject to changes to make them balanced! Feedback is welcome!

version 1.0

MISCELLANEOUS

ECM FEEDBACK

Jammers are a potent tool in both loud and stealth with the ability to do many different things. However one always uses them for stealth and very little for loud, mostly because the *Hacker* perk deck delivers better. We are reducing the feedback cooldown to make jammers a more desirable choice for loud.
– Decreased ECM feedback cooldown to 150 s.

REVIVED HEALTH

We are making the revived health step difference spread among difficulties so it progresses more smoothly as the difficulty goes up, from Normal and Hard at 50% to Death Wish and Death Sentence at 10%.
The new revived health steps are:
– Normal and Hard: 50% (+10%)
– Very hard: 40%
– OVERKILL: 30% (-10%)
– Mayhem: 20% (+10%)
– DW and DS: 10%.

SKILL TREE CHANGES

The * represents a not fully implemented effect.

MASTERMIND

PAINKILLERS

The buff from *Painkillers* on paper looks very powerful, but the skill is outshadowed by *Quick fix*. By reducing the strength and increasing the duration, it should be more usable and have better synergy with *Running from death*.
Basic: Crew members you revive take 15% less damage for 10 s.
Ace: Crew members you revive take 40% less damage for 10 s.

/!\ FEEDBACK NEEDED /!\: Since these upgrades affect another player, we are not sure it would be wise to implement it!

FORCED FRIENDSHIP

The damage absorption per hostage is a nice situational buff, but with the current numbers it just doesn't deliver. By increasing the buff per hostage players may consider acing this skill.
Ace: You and your crew gain 2.5 damage absorption for each hostage you have, up to 8 hostages.

STOCKHOLM SYNDROME

The aim is to give this forgotten skill a little bit more value while keeping its use very situational. Its basic version is thought to be niche in stealth and we are adding a new effect to make the hostage situation a little less painful.
Basic: You also can have up to 3 hostages following you at the same time.

STABLE SHOT

Stable shot and *Steady grip* provide flat stats boosts that are both powerful and easy to gain. We are turning down the effects on their basic versions to encourage players to ace them if they want a strong buff. Moreover we are making *Stable shot* a pure accuracy buff skill while *Steady grip* being its stability counterpart.
Basic: You gain 4 weapon accuracy.
Ace: You gain additional 12 weapon accuracy.

RIFLEMAN

We are moving the increased zoom level to its basic version and the movement speed penalty removal while aiming down sights to ace while also slightly nerfing the accuracy while moving.
Basic: Now also provides 25% zoom level increase. No more removes the movement speed penalty while aiming down sights.
Ace: Removes the movement speed penalty while aiming down sights. Weapon accuracy while moving with SMGs, ARs, SRs is now 12.

MARKSMAN

With the buff to *Stable shot* aced the flat accuracy in this skill is not needed anymore. We are moving its former ace effect to its basic version, slightly turning down the numbers, while adding a rate of fire increase for Sniper Rifles to the ace version.
Basic: You gain 15% increased accuracy while aiming down sights with SMGs, ARs and SRs fired in single shot mode.
Ace: Your Sniper Rifles gain 50% increased rate of fire.

AMMO EFFICIENCY

The ammo return after some headshots are landed is a nice mechanic, especially for players who prefer sniping at a distance. Oftentimes at higher difficulties it doesn't deliver. Increasing the headshot damage to its ace version should help save even more bullets.
Ace: Also increases your headshot damage by 35%. Does not stack with *Helmet popping* perk.

AGGRESSIVE RELOAD

There are just too many weapons that benefit from the passive reload speed. We are restricting it to Assault and Sniper rifles only but slightly increasing the value.
Basic: Reload speed buff increased to 20% but only for Assault Rifles and Sniper Rifles.

ENFORCER

FAR AWAY

If you like using Shotguns at any distance, you will pretty much prioritize the range increase over the accuracy bonus. We are swapping the basic and ace version as well as increasing the accuracy while aiming down sights.

Basic: You gain 50% increased effective range with Shotguns while aiming down sights.

Ace: You gain a 60% accuracy bonus with Shotguns while aiming down sights.

CLOSE BY

We are removing all skills that provide extra ammo in the magazines as we like managing weapons with their attachments only. We are then removing the extra 15 shells effect from here and slightly increasing the rate of fire buff to compensate.

Ace: Removed the extra 15 shells in Shotguns magazines. Increased the rate of fire buff to 40%.

OVERKILL

OVERKILL skill makes Shotguns shine over any other weapon type. We think that reducing its duration will force players to engage with and/or swap back to their Shotgun more frequently.

Basic: Reduced duration to 12 seconds.

Ace: Reduced duration to 12 seconds.

SCAVENGER

We are reducing the number of kills needed for enemies to drop an extra ammo box which should help more at higher difficulties.

Ace: Every 5th enemy you kill will drop an extra ammo box.

PORTABLE SAW

The OVE9000 saw is a way to do objectives faster at the cost of a weapon slot. Having two skills dedicated only to this tool, with one being about using it on enemies, is a bit too much. We are merging *Portable saw* and *Saw massacre* in a single skill which hopefully makes the saw more desirable.

Basic: Unlocks the secondary OVE9000. You gain 1 extra saw blade.

Ace: Increases your saw efficiency by 40% and reduces the wear down on enemies by 50%. You can now saw through shields. Killing enemies with the saw has a 50% chance to spread panic among enemies within a 10 m radius.

SAW MASSACRE – New ARMOR PICKUP

Because of the removal of *Saw massacre*, we've come up with a new idea regarding ammunition in the *Ammo specialist* tree.

Basic: When you pick up ammo, you restore 5 armor. Cannot occur more than once every 2 seconds.

Ace: You restore 15 additional armor.

FULLY LOADED

The throwable pickup provided from this skill does not work as the description suggests, in fact in vanilla such chance is increased by 1% multiplicatively, which means that, starting from 5% base chance, in order to get to a 50% chance one should "fail" 232 pickups. This mod makes it so that the chance increase is added instead of multiplied and in order to get to the same 50% chance one needs 45 "failed pickups".

Ace: Fixed the mechanic that increases the throwable pickup chance. Now it's 5% + 1% everytime you don't find a throwable.

TECHNICIAN

THIRD LAW

Third law and *Eco sentry* are getting some effects swapped in order to make the former a skill to improve sentries resistance, while giving the latter the purpose of making sentries cheaper in terms of ammo cost.
Basic: Removed 5% cost reduction. Added 150% increased health to sentry.

ECO SENTRY

Ace: No longer provides 150% increased health to sentry. Added extra 5% cost reduction.

HARDWARE EXPERT

The self-restarting drills can be very helpful, but the chance of them happening is just too low for the points invested in this mechanic. We are boosting up the chances in both *Hardware expert* and *Kickstarter* and also updating the description to better explain how it works.
Ace: Gives your drills and saws a 15% chance to be self-restarting.

DRILL SAWGEANT

Drills usually work as a stop to the objective progression of a heist and players have to take cover and defend themselves and the loot. However *Drill sawgeant* does not apply to all drills (e.g. BFD) and neither does to other mechanics that prevent the player from progressing in the heist like hacking. We are then buffing these upgrades to make this skill more desirable in drills-heavy heists in place of pure survivability skills. This should also reduce the pain of stealth heists who only require you to wait for the drill, like Bank heist and Jewelry store at higher difficulties.
Basic: Drills and saws timers are decreased by 20%
Ace: Drills and saws timers are decreased by an additional 30%.

KICKSTARTER

The ace effect is helpful but the vanilla chance does not justify the points spent in it.
Basic: Your drills and saws gain an additional 25% chance to be self-restarting.
Ace: Increased chance to restart drills and saws with melee attack to 65%.

STEADY GRIP

Check *Stable shot* for the reasoning behind the changes.
Basic: You gain 4 weapon stability.
Ace: You gain additional 12 weapon stability.

HEAVY IMPACT

The stagger chance provided by *Heavy Impact* is situational as it does not apply to Bulldozers, which are the most resistant enemies, while others will very likely be defeated before one notices the stagger. We are then increasing the chance as well as giving the ace version the ability to hip-fire while sprinting.
Basic: Stagger chance increased to 20%.
Ace: You can now hip-fire with your weapons while sprinting.

LOCK N' LOAD

With the former basic version of *Lock n' load* moved to *Heavy Impact*, this skill's basic version is getting a new effect. Also the ace version will require one more kill to trigger the reload speed buff.

Basic: No longer allows you to hip-fire while sprinting. You swap your weapons 35% faster. Passive self swap speed bonuses only do not stack anymore and only the highest value will count.

Ace: Now requires 3 kills to trigger the reload speed buff.

SUREFIRE

We didn't like the +15 bullets skills and *Surefire* is no different. We are replacing its basic effect with something more synergetic with the subtree.

Basic: No longer provides 15 extra bullets in the magazine. Your firearms have a chance to spread panic.

GHOST

DIRE NEED

Dire need's effect can be very helpful in certain situations, but players usually don't want to spend points for a tier 3 skill which provides only that. Its basic version is being moved to *Second wind* aced, while its ace version is being removed from the game. Here are two alternatives to replace this skill.

New – *LUCKY SHOT*

The aim of this skill is to provide an alternative to *Hostage taker* to recover some health. Another purpose of the skill is to scale up well with difficulty.

Basic: Dodging will restore health equal to 4% of the dodged damage.

Ace: Dodging will restore health equal to 10% of the dodged damage.

SNEAKY BASTARD

Sneaky bastard is a skill for dodge players who want to limit their loadout options for extra dodge chance. However, this skill isn't mandatory even in dodge builds as most perk decks provide much more dodge chance without the concealment requirement and the ace version is skipped too often. Giving the ace version a higher cap should give it more value.

Ace: You gain 1% dodge chance for every 1 point of detection rate under 35, up to 15%.

SECOND WIND

Second wind helps you greatly when your armor is depleted. The ace version extending the movement speed to your crew though does not justify the points you are spending and may be a weird random buff for them. Instead we give it the former effect of *Dire need* for an extra help when out of armor.

Ace: When your armor breaks, the first shot on every enemy will cause that enemy to stagger. This effect ends when your armor recovers.

OPTICAL ILLUSIONS

We are moving the ace effect to *The professional* for better synergy and bringing back the old crouch speed increase.

Ace: Now increases your crouch speed by 10%.

THE PROFESSIONAL

The professional is all about silenced weapons. We are merging their former effects (but removing the snap to zoom speed increase) and adjusting the numbers for them to be the basic version while the ace version has the former *Optical illusions* effect.

Basic: You gain 4 stability and accuracy for silenced weapons.

Ace: You gain 1 concealment for every silenced weapon you equip and reduce the concealment penalty of silencers by 2.

HIGH VALUE TARGET

High value target is being moved to the *Gunslinger* subtree for balancing reasons.

New – *GHOST TRAINING*

Here we are putting the removed SMGs reload speed buff taken away from *Aggressive Reload* to give this subtree its own weapon of reference. As for the ace effect there are three possible choices, but for now we have implemented the first one.

Basic: You reload SMGs 20% faster.

Ace: Your silenced weapons can now pierce through enemy body armor.

Ace*: Killing an enemy with a silenced weapon will grant you 15% increased damage for 4 seconds.

Ace*: You deal 15% more damage to special enemies with your silenced weapons.

UNSEEN STRIKE

This skill is seeing a slight change to make it proc more often. The ace version also should bring more powerful crits to the table to better reward the extra 8 points spent.

Basic: If you do not lose any armor or health for 3 seconds you gain 40% critical hit chance for 4 seconds.

Ace: The critical hit chance duration is increased to 12 seconds. Your critical hits deal 50% more damage.

FUGITIVE

GUN NUT

Just like *Close by* and *Surefire*, this skill is getting the extra magazine capacity removed and it's replaced by the former *One-handed talent*, which was incredibly underwhelming for a tier 3 skill.

Basic: No longer provides 5 extra bullets to pistols' magazines. Now provides 5 flat damage to all pistols.

Ace: Also provides an additional 10 flat damage to all pistols.

ONE-HANDED TALENT → HIGH VALUE TARGET

This is arguably the most underwhelming skill in the *Gunslinger* subtree with the raw power being highly overshadowed by *Trigger happy*. With the flat damage being moved to *Gun Nut*, this skill serves no purpose anymore. Its place has been taken by *High value target*.

Basic: High value target basic effects.

Ace: High value target ace effects.

TRIGGER HAPPY

This skill provides a powerful damage increase for pistols. We are turning it down and making it stack.

Basic: For every hit with a pistol you gain a 40% damage boost that lasts 4 seconds. Stacks up to 2 times.

Ace: The boost stacks up to 3 times for a total of 120% total.

RUNNING FROM DEATH

We find that *Running from death* and *Up you go* make like a phantom tier in the *Revenant* subtree and one usually skips them to get straight to *Swan song*. We are merging what we think are the most useful upgrades in one skill and giving the other a brand new effect.

Basic: You move 30% faster for 10 seconds after being revived.

Ace: You take 30% less damage for 10 seconds after being revived and you get revived with 50% more health.

UP YOU GO – New RELENTLESS

It happens too often that *Messiah* is hard to use at higher difficulties because of the insane incoming damage. This skill should render *Messiah* much more useful without touching its effects directly.

Basic: You take 40% less damage while in bleedout.

Ace: You take 90% less damage while in bleedout. Your bleedout time is increased by 33%.

FEIGN DEATH

This skill is a pure toss-up and with it being less than 50-50 it's not really worth the effort, mostly because for the same points one can get *Swan song*. We want to keep the core idea while giving it something more to justify the cost.

Basic: When you get downed you have a 20% chance to instantly get revived. This chance is increased by 10% for every other currently downed heister, up to 50%. (The chance is computed the moment you get downed.)

Ace: Your base chance is now 45%. You then can have a chance of up to 75%.

COUNTERSTRIKE

This skill basic upgrade is completely useless and even its ace version is highly situational. We are adding some effects that we think a melee focused subtree should have to make *Counterstrike* more useful.

Basic: Removed the knockback on enemies while charging a melee weapon. You swing your melee weapons 50% faster.

Ace: When charging your melee weapons, you will counterattack enemies that try to strike you, including Cloakers, knocking them down. The knockback does not deal any damage. You charge your melee weapons 100% faster.

POSSIBLE FUTURE CHANGES

Although we are testing the changes above, we are also looking at some other changes. Some of them are:

- Shockproof, Frenzy and Berserker skills.
- Armorer, Hitman, Crook, Burglar, Infiltrator, Gambler, Maniac and Biker perk decks.