

If we were to rework the game and in turn, balance out the abnormalities, we should expect something like Evolve. What I'm about to describe entails reworking many characters' health, movement, stamina, and damage tables. This is a work-in-progress. More information to follow as time passes. For reference:
<https://www.predatorhuntinggrounds.com/>

This will require a certain skill level to play properly, do not expect potatoes to get it and do not balance off of potatoes. This will be geared toward team play and coordination. If you fail, you did not work together or you did not do your job.

- Reinforcements are disabled permanently
- Predator blood is highlighted within 15m of view
- Fireteam members bleed when damaged by any Predator damage other than energy weapons for 10 seconds, mudded Fireteam members bleed for only 3 seconds, LMS does not bleed unless damaged by the Katana or Wristblades. If damaged by the Katana or Wristblades, LMS bleeds for 3 seconds with or without mud
- Blood can be seen in thermal 10 seconds after having been dropped from a Fireteam member
- Bleeding effect does not damage Fireteam members unless applied by the Katana or Wristblades, dealing 1 damage per second
- Spotting is no longer a hovering indicator over the Predator. Instead, spotting is now a last seen indication. Example: If the Predator is spotted, the spot will highlight where the Predator was last spotted for 6 seconds, leaving a green Predator symbol above the location of the spot. You don't need wallhacks, calm down. Evolve did the same thing and it worked incredibly well
- Perks are no longer based on a point system. Instead, perks are based on a tier slot system.
- Perk slots with a higher tier can equip any perk with a lower or equal tier

Fireteam

We'd have four types of classes: Assaults, Scouts, Supports, and Brawlers. Only one of each type of class can be played at a time.

Tier 1 perks include Action Hero, Efficient, Flesh Ripper, Multi Tasker, Persistent, Prepper, Shuffler, Sludge Blood, Body Armor, OWLF Trained, Quick Release, Iron Lungs, and Fast Hands

Tier 2 perks include: Dexterous, Heavy Hitter, Pig in Shit, Weapons Training, Silent, and Ice Cold

Tier 3 perks include: Thick Skin, Double Time, Yautja's Bane, Tracker, Gearhead, and Sixth Sense

****Assaults specialize in dishing out pain and taking it. Assault classes deal 15% more damage with their primary weapons. Assault classes interact with their weapons and environment items(reloading, medkits, ammo crates) 25% faster. Assaults can use any of the Assault Rifles, Shotguns, Sidearms and Secondary Specials****

Assault* - *decreased time to ADS, increased hip-fire accuracy, faster ADS movement speed

Health: 155

Movement Speed: 7.2

Stamina Capacity: 900

Stamina Regeneration: 250/s

Perk Slots: 3, 2, 1

Dutch 2025* - *escapes from traps and nets 10% faster, applies mud 20% faster, mud also remains 10% longer

Health: 160

Movement Speed: 7.3

Stamina Capacity: 1000

Stamina Regeneration: 230/s

Perk Slots: 3, 2, 2

****Scouts contribute to the team by chasing, applying additional damage pressure, spotting, and evading the Predator. Scout classes apply mud 15% faster and Predator spotting technologies last 25% shorter. Scouts can use any of the Assault Rifles, Snipers, SMGs, and Sidearms****

Scout* - *traverses water 30% faster and interacts with items 25% more quickly, including gear

Health: 125

Movement Speed: 7.6

Stamina Capacity: 1150

Stamina Regeneration: 330/s

Perk Slots: 3, 3, 1

Recon* - *immune to Predator motion detectors but not to thermal marking

Health: 135

Movement Speed: 7.4

Stamina Capacity: 1100

Stamina Regeneration: 375/s

Perks Slots: 3, 1, 1

Isabelle* - *when downed, can continue to use the remainder of her secondary weapon's magazine

Health: 145

Movement Speed: 7.3

Stamina Capacity: 1050

Stamina Regeneration: 340/s

Perks Slots: 2, 2, 2

****Supports bring up the rear and keep the team supplied with ammo and health packs. They're as slow as they are hard to kill. All Support classes carry 2 bags of Ammo and Medkits with 2 uses each. All Support classes bring 1 extra gear item apart from their ammo and health packs. All Support classes have a 20m radius of 10% damage resistance that also applies to themselves. Supports can use any of the Primary Specials, Assault Rifles, Shotguns, and Secondary Specials****

Support* - *increased ammo reserves by 20% for every Fireteam member

Health: 200

Movement Speed: 6.8

Stamina Capacity: 800

Stamina Regeneration: 250/s

Dante* - *gains 10% damage resistance for 5 seconds after sprinting for 3 seconds

Health: 185

Movement Speed: 6.9

Stamina Capacity: 1000

Stamina Regeneration: 250/s

****Brawlers fight their opponents head-on, fearlessly charge in with guns blazing and swords swinging. Do not underestimate them in melee fights as they take 25% less melee damage. Brawlers can use any of the primary special weapons, Assault Rifles, SMGs, and secondary special weapons****

Dutch 1987* - *while muddled, damage resistance is brought up to 15% for all types of damage. deals 10% more hip-fire damage

Health: 180

Movement Speed: 7.2

Stamina Capacity: 1200

Stamina Regeneration: 120/s

Perk Slots: 3, 2, 1

OWLF Operative* - *immune to thermal marking but not to Predator motion detectors

Health: 175

Movement Speed: 7.3

Stamina Capacity: 1150

Stamina Regeneration: 135/s

Perk Slots: 3, 3, 1

Predators

We're going to have three types of classes for the Predators. Hunters, Scouts, and Berserkers. Simple. Only one of each class can be played in Gauntlet.

****Hunters, well, hunt. Balanced stamina capacity and regeneration, standard energy capacity and standard energy regeneration. Hunters are slightly larger than each Fireteam class and as such take 5% less bullet damage. Alongside being able to charge bows and the plasma caster 10% faster, Hunters can enter thermal/electromagnetic and cloak 50% faster****

Hunter* - *deploys/uses/switches gear items 30% faster, does not affect medkits

Health: 1300

Movement Speed: 9.7

Stamina Capacity: 1175

Stamina Regeneration: 150/s

Energy Capacity: 1250

Energy Regeneration: 90/s

Overload Cooldown: 12 Seconds

City Hunter* - *switches weapons 10% faster and inflicts 5 more damage with his Combi-Stick variant including throws, netgun has 10 more nets

Health: 1250

Movement Speed: 10.0

Stamina Capacity: 1100

Stamina Regeneration: 180/s

Energy Capacity: 1250

Energy Regeneration: 85/s

Overload Cooldown: 15 Seconds

Wolf* - *carries one extra gear item and one more of each gear item

Health: 1400

Movement Speed: 10.0

Stamina Capacity: 1380

Stamina Regeneration: 135/s

Energy Capacity: 1450

Energy Regeneration: 80/s

Overload Cooldown: 14 Seconds

Elder* - *can continue using accurate plasma fire without his mask, cloak is consumed 10% less

Health: 1250

Movement Speed: 9.5

Stamina Capacity: 1000

Stamina Regeneration: 150/s

Energy Capacity: 1380

Energy Regeneration: 90/s

Overload Cooldown: 11 Seconds

**Bionic* - **

****Scouts are incredibly mobile and difficult to pin down. With the lowest health pools, Scouts have a default 10% resistance to bullet damage but take 10% more melee damage from Fireteam members due to a severe lack of armor. Being such a fragile class, Scouts require immense speed to maximize the potential for evasion, moving at high sprinting speeds for long periods of time and jumping higher and farther. Passive Long Jump on each Scout class unless otherwise specified. Chasing is not advised****

**Scout* - **