

- Dying resets your skill tree and gives you a negative trait
- **Pistol with a soul harvest skill - +15/15 for every kill for the remainder of the mission**
- **new skill - reprisal - free action, +30 crit, gain a charge every time you get hit**
- **Beam autopistol with open fire**
- **Slam Fire: every time you hit an enemy with your standard shot, your action gets refunded, but you lose 15 aim for the rest of your turn**

Return:

- 1. Go back to vanilla strat layer - simple but time consuming**
- 2. Get some of tedster's optimizations**
- 3. Keep the current skill trees**
- 4. Remove most of the weapon research, add T2/T3/T4/T5 weapon parts as loot that can be used for following research projects:**
 - **Randomly grants a rifle/cannon/lmg weapon of a tier**
 - **Randomly grants a vector/sniper rifle weapon/bolt caster of a tier**
 - **Randomly grants a smg/shotgun of a tier**
 - **Randomly grants a spark weapon of a tier**
 - **Randomly grants 2 secondary weapons of a tier**
 - **Randomly grants an armor of a tier**

- can also research jackal armor/new world weapons for an early game boost
- Add separate modules for utility items, except T1 medikit and t1 smoke grenades
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- Attachments get looted as normal

Weapon Variants:

Siege: +50% ammo, -1 mobility, -10 aim and crit

Heavy: +1 armor piercing +20 aim, +20 crit, -2 mobility

Lightweight: +1 mobility, +20 dodge, -35% ammo

Re-Active: +25% damage bonus right after reloading, -5% crit

Headhunter: +25% damage vs pod leaders, -10 crit

Relic: 25% lifesteal, -10 aim and crit

Cursed: +25% damage, + 5 aim and crit, chance to damage the user after every turn

Ultra: +25% damage

Modular: +1 weapon slot