

Class Mod & Oz Kit Discrepancies

Incorrectly listed values

For some reason, the games seem to list a lot of Class Mod and Oz Kit stats incorrectly. Below are the highest possible values at lvl 90 (OP10) in BL2 and lvl 70 in TPS for each Class Mod and Oz Kit. I also added additional information about certain items, because they work differently from what the game tells you (like Zer0's Sniper COMs).

For a lot of these the way the game calculates them seems to be the same, for example all stats listed as 23% are 43%, but there are still some more or less random values here and there, like the Loose Cannon. All values have been checked multiple times with different guns. In cases like the Gunner compared to the Infiltrator, it's likely just a rounding error and the stat listed in-game should be 0.5% smaller.

The games round a lot of stats, so the values listed can be a tiny bit higher or lower than what they actually are. In TPS, for example, all stats listed as 49% are actually 48.5%.

Also, take everything listed about accuracy with a grain of salt, as Cheat Engine doesn't seem to be very precise at calculating it. For example, all Tiny Tina Class Mods that boost accuracy don't show any change in values in CE but they still increase your accuracy in-game. Presumably they do in fact boost it by 37% (I compared them to Zer0's Shot), but I can't be certain.

All relics I tested listed the correct values.

Please note: All of this was tested on PC. Console versions of the games may not gain higher stat bonuses from Class Mods and Oz Kits. An example of this can be seen [here](#).

Axton

Gunner:	51% fire rate instead of 34%
Ranger:	58.5% reload speed instead of 37% 58.5% fire rate instead of 37% Accuracy boost is unknown
Leg. Soldier:	36.8% fire rate instead of 27%
Veteran:	65% reload speed instead of 39%
Leg. Ranger:	Does not boost Onslaught or Quick Charge (unless it is re-equipped while the skills are active)
Specialist:	57.5% accuracy instead of 37%

Maya

Cleric:	58.5% reload speed instead of 37% 58.5% fire rate instead of 37% Accuracy boost is unknown
Trickster:	47% fire rate instead of 32%
(Leg.) Cat:	Accuracy penalty is unknown

Zer0

Infiltrator:	52% fire rate instead of 34%
Rogue:	58.5% reload speed instead of 37% 58.5% fire rate instead of 37% Accuracy boost is unknown
Stalker:	52% fire rate instead of 34%
Professional:	58.5% reload speed instead of 37%
Leg. Hunter:	36.8% reload speed instead of 27%
Shot:	57.5% accuracy instead of 37%
(Leg.) Sniper:	The crit damage applies to all gun types

Salvador

Monk:	58.5% reload speed instead of 37% 58.5% fire rate instead of 37% Accuracy boost is unknown
Leg. Berserker:	45.6% fire rate instead of 31%
Beast:	57.5% reload speed instead of 37%
War Dog:	57.5% reload speed instead of 37%
Auspicious Raider:	105% accuracy instead of 53%
Renegade:	Accuracy penalty is unknown

Gaige

Necromancer:	58.5% reload speed instead of 37% 58.5% fire rate instead of 37% Accuracy boost is unknown
Punk:	41% fire rate instead of 29%
Prodigy:	65% reload speed instead of 39% Accuracy boost is unknown
(Leg.) Anarchist:	Accuracy penalty is unknown

Krieg

Barbarian:	58.5% reload speed instead of 37% 58.5% fire rate instead of 37% Accuracy boost is unknown
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Athena

Celestial Gladiator:	57.2% fire rate instead of 27%
Dominator:	43% fire rate instead of 23%
Cannoness:	48.5% fire rate instead of 25% 48.5% reload speed instead of 33%
Gladiatrix:	48.5% reload speed instead of 33%
Storm:	Boosts all shock damage, not just electrocute DoTs
Hologram:	Boosts all shock damage, not just electrocute DoTs

Wilhelm

Equalizer:	43% fire rate instead of 23%
Projector:	43% fire rate instead of 23%
Blaster:	43% fire rate instead of 23% Accuracy boost is unknown
Mauler:	81.125% accuracy instead of 45%

Aurelia

Blue Blood:	39.15% fire rate instead of 22%
Lady:	38% fire rate instead of 22%
Privileged:	43% fire rate instead of 23% 38% reload speed instead of 28%
Master:	45% reload speed instead of 31%

Claptrap

Factory Second:	48.5% reload speed instead of 33% 48.5% fire rate instead of 25%
Loose Cannon:	50.675% fire rate instead of 25%

Nisha

Eridian Vanquisher:	48.5% fire rate instead of 25%
The Kid:	43% fire rate instead of 23%
Rustler:	Accuracy boost is unknown
Lone Star:	Gun damage passive does not apply when the Class Mod is equipped inside the inventory, only when equipped from outside the inventory, or after the game is reloaded with it equipped

Jack

Hero:	36.1% fire rate instead of 21%
Entrepreneur:	48.5% reload speed instead of 33%
CEO:	44.15% accuracy instead of 31%
Economist:	42.86% weapon swap speed instead of 30%

Oz Kits

Ack Ack:	7.58% fire rate per stack instead of 7%
Strafing Run:	65% reload speed instead of 39.4% 58.5% fire rate instead of 36.9%
Precision Strike:	130% accuracy instead of 57%
Duality:	53% fire rate instead of 34.6% 58.5% reload speed instead of 36.9% Does boost elemental damage by the listed amount (47%) but boosts DoTs of the respective element by 58.5%. The cryo variant (the one that states "+0%") does boost cryo DoTs by 58.5% as well but actually boosts corrosive damage instead of cryo damage by 47%. The incendiary variant does not boost DoTs (wouldn't work in a vacuum anyway), but therefore grants a larger elemental bonus, just like the explosive variant.
Hyperventilator:	Always decreases the fire rate divisor and additionally increases it with missing oxygen (exact numbers unknown, some estimates are below, just know that it decreases fire rate and is thus mostly useless as other Oz Kits outperform it in fire rate or movement speed)

Hyperventilator tested with a HellFire and Boss Nova:

Listed fire rate boost: +0.41% per missing O2 (max +82%)

Roughly -21.84% fire rate divisor while equipped and roughly +49.8% divisor on top of that at 0 oxygen.

How the game calculates it is currently unknown, feel free to try figuring it out yourself with the numbers below.

The movement speed boost works correctly.

HellFire:

Base fire rate: 0.1116071418
Hyperv. equipped: 0.1428013295
At 0 oxygen: 0.0872271508
With an additional 43% fire rate buff: 0.06528642774

Boss Nova:

Base fire rate: 0.4
Hyperv. equipped: 0.5117999911
At 0 oxygen: 0.3126221299
With an additional 48.5% fire rate buff: 0.2266931087