

Google sometimes opens this document in the HTML view, which makes it look broken.

To return to the normal view, remove /htmlview and everything after that from your Browser's address bar. If that doesn't work you might need to try again later.

Here's how item quality & level translates to gear score:

Item quality	Item level		
	30	31	32
Superior	131	147	165
Highend	163	182	204
Set	191	214	240

Updated for 1.1

Gear

Gear Talents

Gear Mods

Weapons

Weapon Talents

Weapon Mods

Updated tables for patch 1.2 will probably be added on the weekend.

Gear Item		Mask			Body Armor			Backpack			Gloves			Knee Pads			Holster		
Gear Score		131	147	165	131	147	165	131	147	165	131	147	165	131	147	165	131	147	165
# of Attributes	Main Stats	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	3/2	3/2	3/2
	Major	1	1	1	3	3	3	1	1	1	3	3	3	2	2	2	1/2	1/2	1/2
	Minor	1	1	1	1	1	1	1	1	1	0	0	0	3	3	3	0	0	0
	Skills	1	1	1	1	1	1	2	2	2	1	1	1	1	1	1	1	1	1
Major (offensive)	Main Stat	360 - 441	403 - 493	451 - 553	360 - 441	403 - 493	451 - 553	360 - 441	403 - 493	451 - 553	360 - 441	403 - 493	451 - 553	360 - 441	403 - 493	451 - 553	360 - 441	403 - 493	451 - 553
	Crit Chance	3 - 4%	3,5 - 4%	3,5 - 4%	x	x	x	x	x	x	4,5 - 5,5%	4,5 - 5,5%	4,5 - 5,5%	x	x	x	x	x	x
	Crit Damage	x	x	x	x	x	x	12 - 15%	13 - 16%	13 - 16%	25 - 31%	26 - 32%	27 - 33%	12 - 15%	13 - 16%	13 - 16%	x	x	x
	SMG Damage	x	x	x	x	x	x	x	x	x	270 - 330	302 - 370	338 - 415	x	x	x	x	x	x
	Assault Rifle Damage	x	x	x	x	x	x	x	x	x	360 - 441	403 - 493	451 - 553	x	x	x	x	x	x
	Shotgun Damage	x	x	x	x	x	x	x	x	x	360 - 441	403 - 493	451 - 553	x	x	x	x	x	x
	LMG Damage	x	x	x	x	x	x	x	x	x	360 - 441	403 - 493	451 - 553	x	x	x	x	x	x
	Pistol Damage	x	x	x	x	x	x	x	x	x	360 - 441	403 - 493	451 - 553	x	x	x	180 - 220	201 - 246	225 - 276
	Sniper Rifle Damage	x	x	x	x	x	x	x	x	x	1263 - 1547	1415 - 1731	1584 - 1942	x	x	x	x	x	x
	Damage vs Elites	8 - 9%	8 - 10%	8 - 10%	6 - 7%	6 - 7%	6 - 7%	x	x	x	8 - 9%	8 - 10%	8 - 10%	4 - 4%	4 - 5%	4 - 5%	x	x	x
	Armor (native)	270 - 330	302 - 370	338 - 415	540 - 662	605 - 740	677 - 831	360 - 441	403 - 493	451 - 553	270 - 330	302 - 370	338 - 415	450 - 551	504 - 616	564 - 691	270 - 330	302 - 370	338 - 415
Armor (additional)	x	x	x	360 - 441	403 - 493	451 - 553	270 - 330	302 - 370	338 - 415	x	x	x	180 - 220	201 - 246	225 - 276	270 - 330	302 - 370	338 - 415	
Health	1353 - 1657	1516 - 1855	1697 - 2080	1800 - 2205	2017 - 2467	2257 - 2767	x	x	x	x	x	x	900 - 1102	1008 - 1233	1128 - 1383	x	x	x	
HP on Kill	8 - 9%	8 - 10%	8 - 10%	8 - 9%	8 - 10%	8 - 10%	x	x	x	8 - 9%	8 - 10%	8 - 10%	x	x	x	x	x	x	
Exotic Damage Resilience	9,5 - 11,5%	9,5 - 12%	10 - 12%	9,5 - 11,5%	9,5 - 12%	10 - 12%	x	x	x	x	x	x	7 - 8,5%	7 - 9%	7,5 - 9%	x	x	x	
Protection vs Elites	x	x	x	8 - 9%	8 - 10%	8 - 10%	x	x	x	x	x	x	4 - 4%	4 - 5%	4 - 5%	4 - 4%	4 - 5%	4 - 5%	
Major (Utility)	Skill Haste	x	x	x	x	x	8 - 9%	8 - 10%	8 - 10%	x	x	x	x	x	x	x	6 - 7%	6 - 7%	6 - 7%
	Skill Power	2706 - 3315	3033 - 3710	3394 - 4161	x	x	x	3600 - 4410	4035 - 4935	4515 - 5535	x	x	x	x	x	x	x	x	x
	Signature Resource Gain	x	x	x	x	x	x	8 - 9%	8 - 10%	8 - 10%	x	x	x	x	x	x	x	x	x
	Mod Slots (native) ¹	1	1	1	x	x	x	1	1	1	x	x	x	x	x	x	x	x	x
	Mod Slots (extra) ²	x	1	1	1 - 3	1 - 3	1 - 3	x	x	x	x	x	x	1	1	1	1	1	1
Minor	Enemy Armor Damage	5 - 6%	5 - 6%	5 - 6%	x	x	x	x	x	x	x	x	x	6 - 8%	6 - 8%	7 - 8%	x	x	x
	Shock Resistance	x	x	x	x	x	x	x	x	x	x	x	x	18 - 23%	19 - 23%	19 - 24%	x	x	x
	Burn Resistance	9 - 11%	9 - 11%	9 - 12%	x	x	x	9 - 11%	9 - 11%	9 - 12%	x	x	x	18 - 23%	19 - 23%	19 - 24%	x	x	x
	Disorient Resistance	9 - 11%	9 - 11%	9 - 12%	x	x	x	x	x	x	x	x	x	18 - 23%	19 - 23%	19 - 24%	x	x	x
	Blind/Deaf Resistance	9 - 11%	9 - 11%	9 - 12%	x	x	x	x	x	x	x	x	x	18 - 23%	19 - 23%	19 - 24%	x	x	x
	Disrupt Resistance	x	x	x	x	x	x	9 - 11%	9 - 11%	9 - 12%	x	x	x	18 - 23%	19 - 23%	19 - 24%	x	x	x
	Bleed Resistance	x	x	x	x	x	x	36 - 44%	40 - 49%	45 - 55%	x	x	x	72 - 88%	80 - 98%	90 - 110%	x	x	x
	Scavenging	16 - 19%	16 - 20%	16 - 20%	x	x	x	x	x	x	x	x	x	64 - 79%	66 - 81%	67 - 83%	x	x	x
	Kill XP	8 - 9%	8 - 10%	8 - 10%	16 - 19%	16 - 20%	16 - 20%	x	x	x	x	x	x	32 - 39%	33 - 40%	33 - 41%	x	x	x
	Ammo Capacity	x	x	x	32 - 39%	33 - 40%	33 - 41%	32 - 39%	33 - 40%	33 - 41%	x	x	x	x	x	x	x	x	x
Backpack Capacity	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	
Skills	Skill Bonus (Group A) ³	2 - 2,5%	2 - 2,5%	2 - 2,5%	2 - 2,5%	2 - 2,5%	2 - 2,5%	2 - 2,5%	2 - 2,5%	2 - 2,5%	2 - 2,5%	2 - 2,5%	2 - 2,5%	2 - 2,5%	2 - 2,5%	2 - 2,5%	2 - 2,5%	2 - 2,5%	2 - 2,5%
	Skill Bonus (Group B) ⁴	6,5 - 7,5%	6,5 - 8%	6,5 - 8%	6,5 - 7,5%	6,5 - 8%	6,5 - 8%	6,5 - 7,5%	6,5 - 8%	6,5 - 8%	6,5 - 7,5%	6,5 - 8%	6,5 - 8%	6,5 - 7,5%	6,5 - 8%	6,5 - 8%	6,5 - 7,5%	6,5 - 8%	6,5 - 8%

¹ not included in # of Attributes

² listed as "Skill Bonus" in game, but actually is a Major Attribute. Only 1 can be rerolled.

^{3,4} Skill Bonuses vary between gear pieces, see table "skill bonus availability" for details

Gear Item		Mask			Body Armor			Backpack			Gloves			Knee Pads			Holster				
Gear Score		163	182	204	163	182	204	163	182	204	163	182	204	163	182	204	163	182	204		
# of Attributes	Main Stats	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	3/2	3/2	3/2		
	Major	1	1	1	3	3	3	1	1	1	3	3	3	2	2	2	1/2	1/2	1/2		
	Minor	1	1	1	1	1	1	1	1	1	0	0	0	3	3	3	0	0	0		
	Skills	1	1	1	1	1	1	2	2	2	1	1	1	1	1	1	1	1	1		
Major (offensive)	Main Stat	420 - 514	470 - 575	526 - 645	420 - 514	470 - 575	526 - 645	420 - 514	470 - 575	526 - 645	420 - 514	470 - 575	526 - 645	420 - 514	470 - 575	526 - 645	420 - 514	470 - 575	526 - 645		
	Crit Chance	4 - 4.5%	4 - 5%	4 - 5%	x	x	x	x	x	x	5 - 6%	5 - 6.5%	5.5 - 6.5%	x	x	x	x	x	x		
	Crit Damage	x	x	x	x	x	x	15 - 18%	15 - 18%	15 - 19%	30 - 36%	30 - 37%	31 - 38%	15 - 18%	15 - 18%	15 - 19%	x	x	x		
	SMG Damage	x	x	x	x	x	x	x	x	x	315 - 385	353 - 431	395 - 484	x	x	x	x	x	x		
	Assault Rifle Damage	x	x	x	x	x	x	x	x	x	420 - 514	470 - 575	526 - 645	x	x	x	x	x	x		
	Shotgun Damage	x	x	x	x	x	x	x	x	x	420 - 514	470 - 575	526 - 645	x	x	x	x	x	x		
	LMG Damage	x	x	x	x	x	x	x	x	x	420 - 514	470 - 575	526 - 645	x	x	x	x	x	x		
	Pistol Damage	x	x	x	x	x	x	x	x	x	420 - 514	470 - 575	526 - 645	x	x	x	210 - 257	235 - 287	263 - 322		
	Sniper Rifle Damage	x	x	x	x	x	x	x	x	x	1473 - 1805	1651 - 2020	1848 - 2265	x	x	x	x	x	x		
	Damage vs Elites	9 - 11%	9 - 11%	9 - 12%	7 - 8%	7 - 8%	7 - 9%	x	x	x	9 - 11%	9 - 11%	9 - 12%	4 - 5%	4 - 5%	4 - 6%	x	x	x		
Major (defensive)	Armor (native)	315 - 385	353 - 431	395 - 484	630 - 772	706 - 864	790 - 969	420 - 514	470 - 575	526 - 645	315 - 385	353 - 431	395 - 484	525 - 643	588 - 719	658 - 807	315 - 385	353 - 431	395 - 484		
	Armor (additional)	x	x	x	420 - 514	470 - 575	526 - 645	315 - 385	353 - 431	395 - 484	x	x	x	210 - 257	235 - 287	263 - 322	315 - 385	353 - 431	395 - 484		
	Health	1578 - 1934	1769 - 2164	1980 - 2427	2100 - 2572	2353 - 2878	2633 - 3228	x	x	x	x	x	x	1050 - 1286	1176 - 1439	1316 - 1614	x	x	x		
	HP on Kill	9 - 11%	9 - 11%	9 - 12%	9 - 11%	9 - 11%	9 - 12%	x	x	x	9 - 11%	9 - 11%	9 - 12%	x	x	x	x	x	x		
	Exotic Damage Resilience	11 - 13.5%	11 - 14%	11.5 - 14%	11 - 13.5%	11 - 14%	11.5 - 14%	x	x	x	x	x	x	8.5 - 10%	8.5 - 10.5%	8.5 - 10.5%	x	x	x		
	Protection vs Elites	x	x	x	9 - 11%	9 - 11%	9 - 12%	x	x	x	x	x	x	4 - 5%	4 - 5%	4 - 6%	4 - 5%	4 - 5%	4 - 6%		
Major (Utility)	Skill Haste	x	x	x	x	x	x	9 - 11%	9 - 11%	9 - 12%	x	x	x	x	x	x	7 - 8%	7 - 8%	7 - 9%		
	Skill Power	3157 - 3868	3539 - 4328	3960 - 4855	x	x	x	4200 - 5145	4707 - 5757	5267 - 6457	x	x	x	x	x	x	x	x	x		
	Signature Resource Gain	x	x	x	x	x	x	9 - 11%	9 - 11%	9 - 12%	x	x	x	x	x	x	x	x	x		
	Mod Slots (native) ¹	1	1	1	x	x	x	1	1	1	x	x	x	x	x	x	x	x	x		
Mod Slots (extra) ²	1	1	1	1 - 3	1 - 3	1 - 3	x	x	x	x	x	x	1	1	1	1	1	1			
Minor	Enemy Armor Damage	5 - 7%	6 - 7%	6 - 7%	x	x	x	x	x	x	x	x	x	7 - 9%	8 - 9%	8 - 10%	x	x	x		
	Shock Resistance	x	x	x	x	x	x	x	x	x	x	x	x	22 - 26%	22 - 27%	22 - 28%	x	x	x		
	Burn Resistance	11 - 13%	11 - 13%	11 - 14%	x	x	x	11 - 13%	11 - 13%	11 - 14%	x	x	x	22 - 26%	22 - 27%	22 - 28%	x	x	x		
	Disorient Resistance	11 - 13%	11 - 13%	11 - 14%	x	x	x	x	x	x	x	x	x	22 - 26%	22 - 27%	22 - 28%	x	x	x		
	Blind/Deaf Resistance	11 - 13%	11 - 13%	11 - 14%	x	x	x	x	x	x	x	x	x	22 - 26%	22 - 27%	22 - 28%	x	x	x		
	Disrupt Resistance	x	x	x	x	x	x	11 - 13%	11 - 13%	11 - 14%	x	x	x	22 - 26%	22 - 27%	22 - 28%	x	x	x		
	Bleed Resistance	x	x	x	x	x	x	42 - 51%	47 - 57%	52 - 64%	x	x	x	84 - 102%	94 - 115%	105 - 129%	x	x	x		
	Scavenging	18 - 23%	19 - 23%	19 - 24%	x	x	x	x	x	x	x	x	x	75 - 92%	77 - 94%	79 - 97%	x	x	x		
	Kill XP	9 - 11%	9 - 11%	9 - 12%	18 - 23%	19 - 23%	19 - 24%	x	x	x	x	x	x	37 - 46%	38 - 47%	39 - 48%	x	x	x		
	Ammo Capacity	x	x	x	37 - 46%	38 - 47%	39 - 48%	37 - 46%	38 - 47%	39 - 48%	x	x	x	x	x	x	x	x	x		
Backpack Capacity	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x			
Skills	Skill Bonus (Group A) ³	2.5 - 3%	2.5 - 3%	2.5 - 3%	2.5 - 3%	2.5 - 3%	2.5 - 3%	2.5 - 3%	2.5 - 3%	2.5 - 3%	2.5 - 3%	2.5 - 3%	2.5 - 3%	2.5 - 3%	2.5 - 3%	2.5 - 3%	2.5 - 3%	2.5 - 3%	2.5 - 3%		
	Skill Bonus (Group B) ⁴	7.5 - 9%	7.5 - 9%	7.5 - 9.5%	7.5 - 9%	7.5 - 9%	7.5 - 9.5%	7.5 - 9%	7.5 - 9%	7.5 - 9.5%	7.5 - 9%	7.5 - 9%	7.5 - 9.5%	7.5 - 9%	7.5 - 9%	7.5 - 9.5%	7.5 - 9%	7.5 - 9%	7.5 - 9.5%		
		¹ not included in # of Attributes																			
		² listed as "Skill Bonus" in game, but actually is a Major Attribute. Only 1 can be rerolled.																			
		^{3,4} Skill Bonuses vary between gear pieces, see table "skill bonus availability" for details																			

Quality		Superior			High-End		
Item Level		Advanced 30	Prototype 31	Prototype 32	Advanced 30	Prototype 31	Prototype 32
	Main Stat	90 - 110	100 - 123	112 - 138	105 - 128	117 - 143	131 - 161
Major (offensive)	Crit Chance	x	x	x	1,5 - 1,5 %	1,5 - 1,5 %	1,5 - 1,5 %
	Crit Damage	x	x	x	x	x	x
	Damage vs Elites	x	x	x	x	x	x
Major (defensive)	Armor	x	x	x	105 - 128	117 - 143	131 - 161
	Health	x	x	x	525 - 643	588 - 719	658 - 807
	HP on Kill	x	x	x	x	x	x
	Exotic Damage Resilience	x	x	x	3 - 3,5 %	3 - 3,5 %	3 - 3,5 %
	Protection vs Elites	x	x	x	x	x	x
Major (Utility)	Skill Haste	x	x	x	2-3%	2-3%	2-3%
	Skill Power	x	x	x	1050-1286	1176-1439	1316 - 1614
	Signature Resource Gain	x	x	x	2-3%	2-3%	2-3%
Minor	Enemy Armor Damage	1 - 2 %	1 - 2 %	1 - 2 %	x	x	x
	Shock Resistance	2 - 2 %	2 - 2 %	2 - 3 %	x	x	x
	Burn Resistance	2 - 2 %	2 - 2 %	2 - 3 %	x	x	x
	Disorient Resistance	2 - 2 %	2 - 2 %	2 - 3 %	x	x	x
	Blind/Deaf Resistance	2 - 2 %	2 - 2 %	2 - 3 %	x	x	x
	Disrupt Resistance	2 - 2 %	2 - 2 %	2 - 3 %	x	x	x
	Bleed Resistance	9 - 11 %	10 - 12 %	11 - 13 %	x	x	x
	Scavenging	8 - 9 %	8 - 10 %	8 - 10 %	x	x	x
	Kill XP	4 - 4 %	4 - 5 %	4 - 5 %	x	x	x
	Ammo Capacity	8 - 9 %	8 - 10 %	8 - 10 %	x	x	x
Skills	Skill Bonus (Group A) ¹	2 - 2,5 %	2 - 2,5 %	2 - 2,5 %	2 - 2,5 %	2 - 2,5 %	2,5 - 3 %
	Skill Bonus (Group B) ²	4,5 - 6 %	5 - 6 %	5 - 6 %	5,5 - 6,5 %	5,5 - 7 %	5,5 - 7 %

Found any errors?
Please comment here or at
https://www.reddit.com/r/thedivision/comments/4asqe3/gearing_cheat_sheet/
Please include screenshots that show all attributes and the item level!

I'm not entirely sure about the values for Skill Haste / Signature gain on HE mods

Every mod comes with exactly 2 Attributes which depend on its type and quality:

Attributes		Main Stat	Skill Bonus	Major	Minor
Type	Firearms / Stamina / Electronics	✓	x		
	Performance	x	✓		
Quality	Superior			x	✓
	High-End			✓	x

^{1 2} see table "skill bonus availability" for details

	Skill Bonuses	Mask	Body Armor	Back-pack	Gloves	Knee Pads	Holster	Performance Mods
Group A (low)	Ballistic Shield damage	x	x	✓	✓	x	✓	✓
	Ballistic Shield damage resilience	x	x	x	x	x	x	!!
	Mobile Cover blast resilience	x	x	x	x	x	x	!!
	Mobile Cover damage resilience	✓	✓	✓	x	x	x	✓
	Pulse critical hit damage bonus ¹	✓	x	✓	x	x	x	✓
	Smart Cover damage increase	x	x	✓	✓	x	x	✓
Smart Cover damage resilience	x	✓	✓	x	✓	x	✓	
Group B (high)	Ballistic Shield health	✓	✓	✓	x	✓	x	✓
	First Aid ally heal	✓	x	✓	x	✓	✓	✓
	First Aid deployment range	x	x	x	x	x	x	!!
	First Aid radius	x	x	x	x	x	x	!!
	First Aid self heal	x	✓	✓	✓	x	x	✓
	Mobile Cover health	x	x	✓	✓	✓	✓	✓
	Pulse critical hit damage	x	x	✓	✓	✓	✓	✓
	Pulse duration	x	✓	✓	x	x	x	✓
	Pulse range	x	x	x	x	x	x	!!
	Seeker Mine damage	x	x	✓	✓	x	✓	✓
	Seeker Mine detection range	x	x	x	x	x	x	!!
	Seeker Mine duration	x	x	x	x	x	x	!!
	Seeker Mine explosion radius	✓	✓	✓	x	✓	x	✓
	Seeker Mine health	x	x	x	x	x	x	!!
	Smart Cover duration	✓	x	✓	x	x	✓	✓
	Smart Cover range	x	x	x	x	x	x	!!
	Sticky Bomb damage	x	✓	✓	✓	x	✓	✓
	Sticky Bomb deployment range	x	x	x	x	x	x	!!
	Sticky Bomb explosion radius	✓	x	✓	x	✓	x	✓
	Support Station duration	x	x	✓	✓	x	x	✓
	Support Station healing speed	✓	x	✓	x	✓	x	✓
	Support Station health	x	✓	✓	x	x	✓	✓
	Support Station range	x	x	x	x	x	x	!!
Support Station revive time	x	x	x	x	x	x	!!	
Turret attack range	x	x	x	x	x	x	!!	
Turret damage	x	x	✓	✓	x	x	✓	
Turret duration	✓	x	✓	x	x	✓	✓	
Turret health	x	✓	✓	x	✓	x	✓	

Legend:
¹ Actually increases pulse critical hit **CHANCE**
✓ available
x not available
!! only in this slot

This is a work in progress.
 You can help complete it by commenting here or at https://www.reddit.com/r/thedivision/comments/4asqe3/gearing_cheat_sheet/
 Please include screenshots that show all attributes and the item level!

			Talent values					
			Superior			High-End		
Gear Slot	Talent	Description	131	147	165	163	182	204
Mask	Enduring	While in your last segment, your health continuously regenerates to fill up the segment.	x	x	x	x	x	x
	Refreshed	All healing is improved by x% when in the last segment of Health.	25	25,5	26	30	30	30
	Rehabilitated	Heals 2% every second during status effects.	x	x	x	x	x	x
	Rejuvenated	Consuming a medkit also removes all negative status effects.	x	x	x	x	x	x
	Tenacious	Increase damage by x% for 10 seconds when using a Medkit.	6	6,5	7	9	9,5	10
Body Armor	Forceful	Your armor is increased by x% while your Signature Skill is active.	10,5	11	11,5	12,5	13	13,5
	Rapid	Decrease cooldown of healing skills by x%.	10,5	11	11,5	12,5	13	13,5
	Reckless	You deal x% more damage and receive 10% more damage.	10,5	11	11,5	12,5	13	13,5
	Robust	Increase armor while in cover by x%.	40	41	42	45	46	47
	Vigorous	Grants Overheat to all healing skills.	x	x	x	x	x	x
Backpack	Inventive	Your Skill Power is increased by x% while you are at full health.	10,5	11	11,5	12,5	13	13,5
	Relentless	3% of the damage dealt by skills is returned as healing.	x	x	x	x	x	x
	Resourceful	All healing is also applied to skill objects.	x	x	x	x	x	x
	Specialized	Add x% of Firearms and Stamina to Skill Power.	10,5	11	11,5	12,5	13	13,5
	Technical	While your signature skill is active, your Skill Power is increased by x%.	10,5	11	11,5	12,5	13	13,5
Gloves	Astute	The first 3 bullets of your magazine have a x% higher chance to do a critical Hit.	6	6,5	7	9	9,5	10
	Cunning	After reloading, the next shot with this weapon has a x% higher critical hit chance.	7	7,5	8	9	9,5	10
	Decisive	Headshots with the sidearm deal x% more damage.	24	25	25	25	25	25
	Savage	Your Critical hit chance is increased by x% against targets out of cover.	10,5	11	11,5	12,5	13	13,5
Knee Pads	Accomplished	Rewards from Accolades are tripled.	x	x	x	x	x	x
	Prosperous	Headshot kills grant credits.	x	x	x	x	x	x
	Perceptive	Item find and Credit find bonuses are increased by x%.	24	25	25	25	25	25
Holster	Nimble	While doing a cover to cover move in combat, you heal 2% of your max Health for every 1 meter run.	x	x	x	x	x	x
	Recovered	Damage taken while doing a cover to cover maneuver is regenerated over x seconds upon reaching your destination.	x	x	x	x	x	x
	Steadfast	While in cover, health regeneration kicks in twice as fast.	x	x	x	x	x	x
	Sturdy	Increase armor by x% when staying more than 10 seconds in the same cover.	10,5	11	11,5	12,5	13	13,5

Named-weapon specific talents (like Coolheaded on Caduceus) might be listed as not available, let me know if you have any more info.

You can help complete the values by commenting here or at https://www.reddit.com/r/thedivision/comments/4asqe3/gearing_cheat_sheet/

Talent	Description	Available on					Talent values					Requirements - Firearms / Stamina / Electronics																		
		AR	LMG	SMG	MR	SG	Superior		High-End			Superior		High-End			High-End			204										
							131	147	165	163	182	204	131	147	165	163	182	204												
Accurate	Accuracy is increased by x%	✓	✓	✓	✓	✓	40	41	42	45	46	47	1444	x	x	1574	x	x	1719	x	x	1733	x	x	1889	x	x	2063	x	x
Adept	Using a skill increases your critical hit chance by x% for 5 seconds	✓	✓	✓	✓	✓	5.5	6	6.5	7.5	8	8.5	1444	x	1444	1574	x	1574	1719	x	1719	1733	x	1733	1889	x	1889	2063	x	2063
Balanced	Weapon acquires maximum accuracy faster when shouldered	✓	✓	x	✓	x	x	x	x	x	x	x	1444	1083	x	1574	1181	x	1719	1289	x	1733	1300	x	1889	1417	x	2063	1547	x
Brutal	Headshot damage is increased by x% when using this weapon	✓	✓	✓	✓	✓	19.5	20	20.5	23.5	24	24.5	1805	x	x	1968	x	x	2149	x	x	2166	x	x	2362	x	x	2579	x	x
Capable	Using a skill improves the handling of your weapon for x seconds	✓	✓	✓	✓	✓	10.5	11	11.5	12.5	13	13.5	1805	x	x	1968	x	x	2149	x	x	2166	x	x	2362	x	x	2579	x	x
Commanding	Every kill performed while the signature skill is active extends its duration by x%	✓	✓	✓	✓	✓	15	15.5	16	18	18.5	19	1444	x	1444	1574	x	1574	1719	x	1719	1733	x	1733	1889	x	1889	2063	x	2063
Competent	Weapon damage is increased by x% for 10 seconds after using a skill	✓	✓	✓	✓	✓	10.5	11	11.5	12.5	13	13.5	1083	x	1444	1181	x	1574	1289	x	1719	1300	x	1733	1417	x	1889	1547	x	2063
Coolheaded	Performing a headshot reduces all skill cooldowns by x%	✓	✓	x	✓	x	3	3.5	4	5	5.5	6	1444	x	1444	1574	x	1574	1719	x	1719	1733	x	1733	1889	x	1889	2063	x	2063
Deadly	Critical hit damage is increased by x%	✓	✓	✓	✓	✓	20	21	22	25	26	27	1444	x	x	1574	x	x	1719	x	x	1733	x	x	1889	x	x	2063	x	x
Destructive	Armor destruction value is increased by x% when using this weapon	✓	✓	✓	✓	✓	15	15.5	16	17	17.5	18	1444	1444	x	1574	1574	x	1719	1719	x	1733	1733	x	1889	1889	x	2063	2063	x
Determined	Killing a target reduces skill cooldowns by x%	✓	✓	✓	✓	✓	6	6.5	7	8	8.5	9	1444	x	1805	1574	x	1968	1719	x	2149	1733	x	2166	1889	x	2362	2063	x	2579
Dominant	Every while your signature skill is active reduces the cooldown of your other skills by x%	✓	✓	✓	✓	✓	5.5	6	6.5	7.5	8	8.5	1444	x	1444	1574	x	1574	1719	x	1719	1733	x	1733	1889	x	1889	2063	x	2063
Expert	This weapon deals 100% more damage when the target is below 30% health	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	
Ferocious	Damage against elite and named enemies is increased by x%	✓	✓	✓	✓	✓	10.5	11	11.5	12.5	13	13.5	1444	1444	1444	1574	1574	1719	1719	1719	1733	1733	1733	1889	1889	1889	2063	2063	2063	2063
Fierce	Critical hit chance is increased by x% when using this weapon	✓	✓	✓	✓	✓	5.5	6	6.5	7.5	8	8.5	1805	x	1444	1568	x	1574	2149	x	1719	2166	x	1733	2362	x	1889	2579	x	2063
Harmful	Each hit has a x% chance to apply the 'bleed' status effect	x	x	x	x	x	10.5	11	11.5	12.5	13	13.5	1083	x	x	1181	x	x	1289	x	x	1300	x	x	1417	x	x	1547	x	x
Intense	The first bullet of a magazine has a x% chance to apply the 'on fire' status effect	x	x	x	x	x	13	13	13	13	13	13	1083	x	1805	1181	x	1968	1289	x	2149	1300	x	2166	1417	x	2362	1547	x	2579
Meticulous	Killing a target has a x% chance to instantly refill the magazine	✓	✓	✓	✓	✓	17.5	18	18.5	22.5	23	23.5	1083	1444	1083	1181	1574	1181	1289	1719	1289	1300	1733	1300	1417	1889	1417	1547	2063	1547
Predatory	Killing a target regenerates x% health over 5 seconds [8]	✓	✓	✓	✓	✓	10.5	11	11.5	12.5	13	13.5	1805	x	x	1968	x	x	2149	x	x	2166	x	x	2362	x	x	2579	x	x
Proficient	Damage is increased by x% when more than 40 meters from the target	✓	✓	x	✓	x	40	41	42	45	46	47	1805	x	x	1968	x	x	2149	x	x	2166	x	x	2362	x	x	2579	x	x
Provident	The last bullet in your magazine deals x% bonus damage	✓	✓	✓	✓	✓	50	51	52	55	56	57	1444	x	1444	1574	x	1574	1719	x	1719	1733	x	1733	1889	x	1889	2063	x	2063
Responsive	Damage is increased by x% when closer than 10 meters to the target	✓	✓	✓	✓	✓	10.5	11	11.5	12.5	13	13.5	1805	1083	x	1968	1181	x	2149	1289	x	2166	1300	x	2362	1417	x	2579	1547	x
Restored	Killing a target with this weapon removes all negative status effects	✓	✓	✓	✓	✓	x	x	x	x	x	x	x	1083	1444	x	1181	1574	x	1289	1719	x	1300	1733	x	1417	1889	x	1547	2063
Self-Preserved	Critical hits with this weapon heal the user for x% of damage dealt	✓	✓	✓	✓	✓	2	2.1	2.2	3	3	3	1083	1444	x	1181	1574	x	1289	1719	x	1300	1733	x	1417	1889	x	1547	2063	x
Skilled	Headshot kills with this weapon increase signature skill resources by x%	✓	✓	✓	✓	✓	8.5	9	9.5	10.5	11	11.5	1444	x	1805	1574	x	1968	1719	x	2149	1733	x	2166	1889	x	2362	2063	x	2579
Stable	Stability is improved by x%	✓	✓	✓	✓	✓	40	41	42	45	46	47	1083	1444	x	1181	1574	x	1289	1719	x	1300	1733	x	1417	1889	x	1547	2063	x
Steady	Killing a target with a headshot removes 100% sway from the weapon for x seconds.	x	x	x	x	x	3.5	4	4.5	6.5	7	7.5	1444	1444	x	1574	1574	x	1719	1719	x	1733	1733	x	1889	1889	x	2063	2063	x
Sustained	Killing a target increases your health by x% [9]	✓	✓	✓	✓	✓	4	4	4	6	6	6	1083	1444	x	1181	1574	x	1289	1719	x	1300	1733	x	1417	1889	x	1547	2063	x
Swift	Reloading is x% faster	✓	✓	✓	✓	✓	10.5	11	11.5	12.5	13	13.5	1444	1444	x	1574	1574	x	1719	1719	x	1733	1733	x	1889	1889	x	2063	2063	x
Talented	Killing a target with this weapon increases skill power by x% for y seconds	✓	✓	✓	✓	✓	5.5/10.5	6/11	6.5/11.5	7.5/12.5	8/13	8.5/13.5	1083	x	1805	1181	x	1968	1289	x	2149	1300	x	2166	1417	x	2362	1547	x	2579
Toxic	Headshots with this weapon have a x% chance to apply the 'blind' status effect	x	x	x	x	x	10.5	11	11.5	12.5	13	13.5	1444	x	x	1574	x	x	1719	x	x	1733	x	x	1889	x	x	2063	x	x
Trained	Critical hits increase signature skill resources by x%	x	x	x	x	x	0.1	0.1	0.1	0.1	0.1	0.1	x	1083	1444	x	1181	1574	x	1289	1719	x	1300	1733	x	1417	1889	x	1547	2063
Unforgiving	Missing health segments increases your damage: 1 missing segment +x%; 2 missing segments +y%	✓	✓	✓	✓	✓	6/18.5	6.5/19	7/19.5	9/22.5	9.5/23	10/23.5	1444	1805	x	1574	1968	x	1719	2149	x	1733	2166	x	1889	2362	x	2063	2579	x
Vicious	Critical hit chance is increased by x% while at full health	✓	✓	✓	✓	✓	10.5	11	11.5	12.5	13	13.5	1444	1805	x	1574	1968	x	1719	2149	x	1733	2166	x	1889	2362	x	2063	2579	x

✓ only on Caduceus

Superior Mods		Muzzle			Underbarrel			Optics			Magazine		
Item Level		30	31	32	30	31	32	30	31	32	30	31	32
# of Attributes	Major	1 / 2	1 / 2	1 / 2	2	2	2	2	2	2	1 / 2	1 / 2	1 / 2
	Minor	1 / 0	1 / 0	1 / 0	0	0	0	0	0	0	1 / 0	1 / 0	1 / 0
Major (DPS)	Crit Chance	5,5 - 6,5 %	5,5 - 7 %	5,5 - 7 %	x	x	x	5,5 - 6,5 %	5,5 - 7 %	5,5 - 7 %	5,5 - 6,5 %	5,5 - 7 %	5,5 - 7 %
	Crit Damage	25 - 31 %	26 - 32 %	27 - 33 %	x	x	x	x	x	x	25 - 31 %	26 - 32 %	27 - 33 %
	Weapon Damage	x	x	x	x	x	x	x	x	x	9,5 - 11,5 %	9,5 - 11,5 %	9,5 - 12 %
	Headshot Damage	x	x	x	x	x	x	16 - 18,5 %	16,5 - 19 %	16,5 - 19,5 %	x	x	x
Major (Handling)	Accuracy	16 - 18,5 %	16,5 - 19 %	16,5 - 19,5 %	16 - 18,5 %	16,5 - 19 %	16,5 - 19,5 %	16 - 18,5 %	16,5 - 19 %	16,5 - 19,5 %	x	x	x
	Hip Fire Accuracy	x	x	x	25,5 - 30,5 %	26 - 31,5 %	27 - 32,5 %	x	x	x	x	x	x
	Stability	25,5 - 30,5 %	26 - 31,5 %	27 - 32,5 %	25,5 - 30,5 %	26 - 31,5 %	27 - 32,5 %	x	x	x	x	x	x
	Horizontal Stability	25,5 - 30,5 %	26 - 31,5 %	27 - 32,5 %	36,5 - 43,5 %	37,5 - 45 %	39 - 46,5 %	x	x	x	x	x	x
	Initial Bullet Stability	25,5 - 30,5 %	26 - 31,5 %	27 - 32,5 %	25,5 - 30,5 %	26 - 31,5 %	27 - 32,5 %	x	x	x	x	x	x
	Optimal Range	8 - 9 %	8 - 9,5 %	8,5 - 10 %	x	x	x	16 - 18,5 %	16,5 - 19 %	16,5 - 19,5 %	x	x	x
Major (Optics)	Headshot Kill XP	x	x	x	x	x	x	5,5 - 6 %	5,5 - 6,5 %	5,5 - 6,5 %	x	x	x
Major (Magazine)	Magazine Size	x	x	x	x	x	x	x	x	x	70 - 86 %	72 - 88 %	74 - 90,5 %
	Reload Speed	x	x	x	x	x	x	x	x	x	16 - 18,5 %	16,5 - 19 %	16,5 - 19,5 %
Minor	Reduced Threat	16 - 18,5 %	16,5 - 19 %	16,5 - 19,5 %	x	x	x	x	x	x	x	x	x
	Increased Threat	16 - 18,5 %	16,5 - 19 %	16,5 - 19,5 %	x	x	x	x	x	x	x	x	x
	Rate of Fire	x	x	x	x	x	x	x	x	x	20,2 - 24,7 %	20,7 - 25,3 %	21,1 - 25,9 %

High-End Mods		Muzzle			Underbarrel			Optics			Magazine		
Item Level		30	31	32	30	31	32	30	31	32	30	31	32
# of Attributes	Major	1 / 2	1 / 2	1 / 2	2	2	2	2	2	2	1 / 2	1 / 2	1 / 2
	Minor	1 / 0	1 / 0	1 / 0	0	0	0	0	0	0	1 / 0	1 / 0	1 / 0
Major (DPS)	Crit Chance	6,5 - 7,5 %	6,5 - 8 %	6,5 - 8 %	x	x	x	6,5 - 7,5 %	6,5 - 8 %	6,5 - 8 %	6,5 - 7,5 %	6,5 - 8 %	6,5 - 8 %
	Crit Damage	30 - 36 %	30 - 37 %	31 - 38 %	x	x	x	x	x	x	30 - 36 %	30 - 37 %	31 - 38 %
	Weapon Damage	x	x	x	x	x	x	x	x	x	11 - 13,5 %	11 - 13,5 %	11 - 14 %
	Headshot Damage	x	x	x	x	x	x	19 - 22 %	19,5 - 23 %	20 - 23,5 %	x	x	x
Major (Handling)	Accuracy	19 - 22 %	19,5 - 23 %	20 - 23,5 %	19 - 22 %	19,5 - 23 %	20 - 23,5 %	19 - 22 %	19,5 - 23 %	20 - 23,5 %	x	x	x
	Hip Fire Accuracy	x	x	x	30,5 - 37 %	31,5 - 38 %	32,5 - 39 %	x	x	x	x	x	x
	Stability	30,5 - 37 %	31,5 - 38 %	32,5 - 39 %	30,5 - 37 %	31,5 - 38 %	32,5 - 39 %	x	x	x	x	x	x
	Horizontal Stability	30,5 - 37 %	31,5 - 38 %	32,5 - 39 %	44 - 52,5 %	45 - 54 %	47 - 56 %	x	x	x	x	x	x
	Initial Bullet Stability	30,5 - 37 %	31,5 - 38 %	32,5 - 39 %	30,5 - 37 %	31,5 - 38 %	32,5 - 39 %	x	x	x	x	x	x
	Optimal Range	9,5 - 11 %	9,5 - 11,5 %	10 - 11,5 %	x	x	x	19 - 22 %	19,5 - 23 %	20 - 23,5 %	x	x	x
Major (Optics)	Headshot Kill XP	x	x	x	x	x	x	6,5 - 7,5 %	6,5 - 7,5 %	6,5 - 8 %	x	x	x
Major (Magazine)	Magazine Size	x	x	x	x	x	x	x	x	x	82 - 100 %	84 - 103 %	86,5 - 105,5 %
	Reload Speed	x	x	x	x	x	x	x	x	x	19 - 22 %	19,5 - 23 %	20 - 23,5 %
Minor	Reduced Threat	19 - 22 %	19,5 - 23 %	20 - 23,5 %	x	x	x	x	x	x	x	x	x
	Increased Threat	19 - 22 %	19,5 - 23 %	20 - 23,5 %	x	x	x	x	x	x	x	x	x
	Rate of Fire	x	x	x	x	x	x	x	x	x	23,6 - 28,8 %	24,1 - 29,5 %	24,6 - 30,2 %

The different weapon mods roll with a fixed attribute that is always present:
To find out which mod fits on which weapon, check the following tab. The different types are color-coded.

Muzzle	Type	Underbarrel	Type	Optics	Type	Magazine
Compensator	Recoil mod	Angled Grip	small grip	Improved iron sights	iron sights	Extended Magazine
Horizontal Stability		Stability		- none -		Magazine Size
Flash Hider	Recoil mod	Small Grip	small grip	Improved iron sights 2	iron sights	Heavy magazine spring
Accuracy		Accuracy		- none -		Rate of fire
Muzzle brake	Recoil mod	Vertical Grip	small grip	Improved iron sights 3	iron sights	High velocity magazine
Stability		Initial Bullet Stability		- none -		Critical hit chance
Loud vent brake	Recoil mod	Handstop	large grip	EXPS3 Holographic sight	small RDS	Quick release magazine
Increased Threat		Accuracy		Optimal Range		Reload speed
Osprey .45 suppressor	small suppressor	PEQ-15 Laser	laser	PRO red dot sight	small RDS	
Reduced Threat		Hip Fire Accuracy		Headshot Damage		
Ti-RANT Suppressor	small suppressor	Small laser pointer	laser	Reflex sight	small RDS	
Reduced Threat		Hip Fire Accuracy		Optimal Range		
Large suppressor	large suppressor			Rugged mini reflex sight	small RDS	
Reduced Threat				Accuracy		
SR-7 Suppressor	large suppressor			Russian red dot sight	small RDS	
Reduced Threat				- none -		
Omega rifle suppressor	large suppressor			Small RDS scope	small RDS	
Reduced Threat				- none -		
				T2 Micro red dot sight	small RDS	
				Headshot Damage		
				C79 scope (3,4x)	small scope	

									Accuracy	small scope				
									552 Holo sight	large RDS				
									<i>Optimal Range</i>					
									ACOG scope (4x)	large scope				
									<i>Optimal Range</i>					
									CQBSS scope (8x)	large scope				
									<i>Headshot Damage</i>					
									VX-1 scope (12x)	large scope				
									<i>Headshot Kill XP</i>					
									Mk4 M5A2 scope (15x)	large scope				
									<i>? [HS + CHC]</i>					
									MK5 scope (15x)	large scope				
									<i>Headshot Damage</i>					

Big shoutout to /u/AironCel for providing me most of the missing data!
 If you have information on the named weapons that are still missing, comment here or at
https://www.reddit.com/r/thedivision/comments/4asqe3/gearing_cheat_sheet/d1j3abt

Weapon mods have more categories than displayed in-game. This heavily influences
 which mods fit on which weapons.
 The headers are colored for a comparison with the "Weapon mods" tab

Class	Weapon	Variant	Actual Mod Type: Size	In-Game Name:		Muzzle				Optics Scope / RDS [11]		Underbarrel Grip [12]		Laser Pointer	
				Magazine	Recoil mod [10]	Suppressor		Iron sights	small	large	small	large			
				✓	✓	small	large	✓	✓	✓	✓	✓			
SMG	AUG	AUG A3 Para XS	✓	✓	✓	×	✓	✓	×	✓	×	✓	×	✓	
		Enhanced AUG A3P	✓	✓	✓	×	✓	✓	×	✓	×	✓	×	✓	
		Tactical AUG A3P	✓	✓	✓	×	✓	✓	×	✓	×	✓	×	✓	
	MP5	Burst Fire MP-5 A4	✓	✓	✓	×	✓	×	✓	×	✓	×	✓	×	✓
		Navy MP5 N	✓	✓	✓	×	✓	×	✓	×	✓	×	✓	×	✓
	MP7	MP-5 ST	✓	✓	✓	×	✓	×	✓	×	✓	×	✓	×	✓
		MP7	✓	✓	✓	×	✓	×	✓	×	✓	×	✓	×	✓
	T821	Black Market T821	✓	✓	✓	×	×	×	(✓)¹	×	✓	×	✓	×	✓
		Police T821	✓	✓	✓	×	×	×	(✓)¹	×	✓	×	✓	×	✓
		Midas	✓	✓	✓	×	×	×	(✓)¹	×	✓	×	✓	×	✓
	SMG-9	Converted SMG-9	✓	✓	✓	×	×	×	(✓)¹	×	×	×	×	×	✓
		Converted SMG-9 A2	✓	✓	✓	×	×	×	(✓)¹	×	×	×	×	×	✓
Vector 45	Valkyria	?	?	?	?	?	?	?	?	?	?	?	?	?	
	Tactical Vector 45 ACP	✓	✓	✓	×	✓	✓	✓	✓	✓	✓	✓	✓	✓	
	Vector 45 ACP	✓	✓	✓	×	✓	✓	✓	✓	✓	✓	✓	✓	✓	
	First Wave Vector 45 ACP	✓	✓	✓	×	✓	✓	✓	✓	✓	✓	✓	✓	✓	
Marksman Rifle	M1A	Classic M1A	✓	✓	×	✓	×	✓	✓	✓	×	×	×	×	
		SOCOM M1A	✓	✓	×	✓	×	✓	✓	✓	✓	×	×	×	
		First Wave M1A	✓	✓	×	✓	×	✓	✓	✓	✓	✓	✓	✓	
		Historian	?	?	?	?	?	?	?	?	?	?	?	?	
	M44	Classic M44 Carbine	×	✓	×	✓	×	✓	✓	✓	✓	×	×	×	
		Hunting M44	×	✓	×	✓	×	✓	✓	✓	✓	×	×	×	
		Custom M44	✓	✓	×	✓	×	✓	✓	✓	✓	✓	✓	✓	
	SCAR-H	Military SCAR-H	✓	✓	×	✓	✓	✓	✓	✓	✓	✓	✓	✓	
		Police Mk17	✓	✓	×	✓	✓	✓	✓	✓	✓	✓	✓	✓	
		SOCOM Mk20 SSR	✓	✓	×	✓	✓	✓	✓	✓	✓	✓	✓	✓	
	SRS	Tenebrae	✓	?	?	?	?	?	?	?	?	?	?	?	
		Covert SRS	✓	✓	×	✓	✓	(✓)²	✓	✓	✓	✓	✓	✓	
Assault Rifle	ACR	SRS A1	✓	✓	×	✓	✓	(✓)²	✓	✓	✓	✓	✓	✓	
		ACR	✓	✓	×	✓	✓	✓	✓	✓	✓	✓	✓	✓	
		Enhanced ACR-E	✓	✓	×	✓	✓	✓	✓	✓	✓	✓	✓	✓	
	AK-47	Tactical ACR	✓	✓	×	✓	✓	✓	✓	✓	✓	✓	✓	✓	
		Classic AK-47	✓	✓	×	✓	×	✓	✓	✓	✓	✓	✓	✓	
		Military AK-47M	✓	✓	×	✓	×	✓	✓	✓	✓	✓	✓	✓	
		Black Market AK-74	✓	✓	×	✓	×	✓	✓	✓	✓	✓	✓	✓	
	FAL	Warlord	✓	?	?	?	?	?	?	?	?	?	?	?	
		Classic FAL	✓	✓	×	✓	×	✓	✓	✓	✓	✓	✓	✓	
		Military SA-58	✓	✓	×	✓	×	✓	✓	✓	✓	✓	✓	✓	
		Tactical SA-58	✓	✓	×	✓	×	✓	✓	✓	✓	✓	✓	✓	
		Police M4	✓	✓	×	✓	×	✓	✓	✓	✓	✓	✓	✓	
Lightweight M4		✓	✓	×	✓	×	✓	✓	✓	✓	✓	✓	✓		
M4	LVOA-C	✓	✓	×	✓	×	✓	✓	✓	✓	✓	✓	✓		
	Liberator	✓	?	?	?	?	?	?	?	?	?	?	?		
	Military P416	✓	✓	×	✓	×	✓	✓	✓	✓	✓	✓	✓		
	Custom P416 G3	✓	✓	×	✓	×	✓	✓	✓	✓	✓	✓	✓		
	SCAR-L	✓	✓	×	✓	×	✓	✓	✓	✓	✓	✓	✓		
	SOCOM SCAR-L	✓	✓	×	✓	×	✓	✓	✓	✓	✓	✓	✓		
LMG	L86	Tactical Mk16	✓	✓	×	✓	×	✓	✓	✓	✓	✓	✓	✓	
		Caduceus	✓	✓	?	?	?	?	?	?	?	?	?		
		Military L86 LSW	✓	✓	×	✓	×	✓	✓	✓	✓	✓	✓		
	M249	Custom L86 A2	✓	✓	×	✓	×	✓	✓	✓	✓	✓	✓	✓	
		M249 B	✓	✓	×	✓	×	✓	✓	✓	✓	✓	✓	✓	
		Tactical M249 Para	✓	✓	×	✓	×	✓	✓	✓	✓	✓	✓	✓	
		Military MK46	✓	✓	×	✓	×	✓	✓	✓	✓	✓	✓	✓	
	M60	Classic M60	✓	✓	×	✓	×	✓	✓	✓	✓	✓	✓	✓	
		Military M60 E4	✓	✓	×	✓	×	✓	✓	✓	✓	✓	✓	✓	
		Black Market M60 E6	✓	✓	×	✓	×	✓	✓	✓	✓	✓	✓	✓	
	RPK-74	100 Hours	✓	?	?	?	?	?	?	?	?	?	?	?	
		Classic RPK-74	✓	✓	×	✓	×	✓	✓	✓	×	×	×	×	
Military RPK-74 M		✓	✓	×	✓	×	✓	✓	✓	×	×	×	×		
Black Market RPK-74 E		✓	✓	×	✓	×	✓	✓	✓	×	×	×	×		
Shotgun	Double Barrel	Pakhan	✓	?	?	?	?	?	?	?	?	?	?		
		Double Barrel Shotgun	×	×	×	×	×	×	×	×	×	×	×		
		Double Barrel Sawed Off	×	×	×	×	×	×	×	×	×	×	×		
	M870	Cassidy	×	×	×	×	×	×	×	×	×	×	×		
		M870 Express	✓	✓	×	✓	×	✓	✓	×	✓	✓	✓		
		Military M870	✓	✓	×	✓	×	✓	✓	×	✓	✓	✓		
		Custom M870 MCS	✓	✓	×	✓	×	✓	✓	×	(?)¹	✓	✓		
	SASG-12	SASG-12	✓	✓	×	✓	×	✓	✓	×	✓	×	✓		
		Tactical SASG-12 K	✓	✓	×	✓	×	✓	✓	×	✓	×	✓		
		Black Market SASG-12 S	✓	✓	×	✓	×	✓	✓	×	✓	×	✓		
	Super 90	Medved	?	?	?	?	?	?	?	?	?	?	?		
		Super 90	✓	✓	×	✓	×	✓	✓	×	✓	×	✓		
Marine Super 90		✓	✓	×	✓	×	✓	✓	×	✓	×	✓			
Pistol	586 Magnum	Tactical Super 90 SBS	✓	✓	×	✓	×	✓	✓	×	✓	×	✓		
		586 Magnum	×	×	×	×	×	×	×	×	×	×			
		Police 686 Magnum	×	×	×	×	×	×	×	×	×	×			
	M1911	M1911	✓	✓	✓	✓	×	×	×	×	×	×	×		
		Tactical M1911	✓	✓	✓	✓	×	×	×	×	×	×	(✓)²		
		M45A1	✓	✓	✓	✓	×	×	×	×	×	×	(✓)²		
	M9	Centurion	?	?	?	?	?	?	?	?	?	?	?		
		Military M9	×	✓	✓	✓	×	×	×	×	×	×	×		
		Officer's M9 A1	×	✓	✓	✓	×	×	×	×	×	×	×		
	PF45	Damascus	×	✓	✓	✓	×	×	×	×	×	×	×		
		First Wave PF45	✓	✓	✓	✓	×	×	×	×	×	×	(✓)²		

(✓)¹ All small scopes except:
 Russian red dot sight
 Rugged mini reflex sight

(✓)² Only Improved Iron sights, not Improved Iron sights 2 or 3

(?)¹ Reports say yes, datamine says "no". Someone with more info?

(✓)² "Small Laser Pointer" only

Big shoutout to /u/AironCel for providing me most of the missing data!
 If you have information on the named weapons that are still missing, comment here or at
https://www.reddit.com/r/thedivision/comments/4asqe3/gearing_cheat_sheet/d1j3abt

Weapon mods have more categories than displayed in-game. This heavily influences
 which mods fit on which weapons.
 The headers are colored for a comparison with the "Weapon mods" tab

Class	Weapon	Variant	In-Game Name:		Magazine	Recoil mod [10]	Muzzle		Optics			Underbarrel		
			Actual Mod Type:	Size:			Suppressor	Iron sights	Scope / RDS [11]	Grip [12]		Laser Pointer		
							<i>small</i>	<i>large</i>	<i>small</i>	<i>large</i>	<i>small</i>	<i>large</i>		
		Custom PF45			✓	✓	✓	×	×	×	×	×	×	(✓)?
	Px4 Storm	Px4 Storm Type F			×	✓	✓	×	×	×	×	×	×	×
		Px4 Storm Type T			×	✓	✓	×	×	×	×	×	×	×

[1] [!!!] means single bullet reload. Extended magazines result in worse reload times.

[2] The (hidden) base damage of the weapon it would do at 0 firearms.

[3] How much damage each point of firearms adds to the weapon.

[4] special reload cycles?

[5] Talents: Steady, Brutal, Toxic + 1 random w/o requirements

[6] Talents: Capable, Ferocious, Unforgiving

[7] Talents: Competent, Dominant, Talented (w/o requirements)

[8] Apparently, this talent restores x% of YOUR ENEMY's health to you.

[9] This bonus is simply added to your stat "Health on Kill"

[10] All muzzles that don't have "suppressor" in the name

[11] All optics without "Iron sights" in the name

[12] Grips and "Handstop"