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PAYDAY 2 > General Discussions > Topic Details Not sure what to spend my skill points in and how it works I see there are different things to level (muscle, etc.) but each have their own category and you can only use 1 at a time if im correct. I just wanna know what trait trees or w/e theyre called I should be going for and if I should get every skill in
that tree. Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. The developers describe the content like this: PAYDAY 2 is a bank robbing game that glorifies clearly villanous acts. It does not
go out of its way to be gory or gruesome, but can appear that way in chance situations. Please enter your birth date to continue: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 January February March April May June July August September October November December 1900 1901 1902 1903 1904 1905 1906
1907 1908 1909 1910 1911 1912 1913 1914 1915 1916 1917 1918 1915 1916 1917 1918 1919 1920 1921 1922 1923 1924 1925 1926 1927 1928 1929 1930 1931 1932 1933 1934 1935 1956 1957 1958 1959 1960 1961 1962 1963 1964 1965 1966 1967 1968
1969 1970 1971 1972 1973 1974 1975 1976 1977 1978 1979 1970 1978 1979 1980 1981 1982 1983 1984 1985 1986 1987 1988 1989 1990 1991 1992 2003 2004 2005 2006 2007 2008 2009 2010 2011 2012 2013 2014 2015 2016 2017 2018 2019 2020 2021 2022 2023 2024 2025 The only way to spend your skill
points is by purchasing skills in the Skills menu. Here the player can choose to spend it in one of four skill trees. Skills yes, class specific items at once no. So you cant take a Med bag and an Ammo bag. But you can mix skills from other trees. Like the Ghosts Dead Presidents and then grab Enforcers Mule. Thus, once the player reaches the maximum
Reputation level of 100, the player will have a total of 120 skill points. It costs a total of 13,700 Perk Points to unlock all 22 decks. Gaining perk points is simple after earning XP, go to the Skills & Perks screen and view the Perks Deck tab (selected in the upper left). When youre selecting a
perk deck it isnt equipped automatically. Youve to select the perk deck and push the button to equip it. Alternatively you can double klick the perk deck to equip it. A moderator of this forum has indicated that this post answers the original topic. How do you spend points in Payday 2? The only way to spend your skill points is by purchasing skills in the
Skills menu. Here the player can choose to spend it in one of four skill trees. On the first 3 tiers it will cost the player 1 skill points to buy a basic skill and 3 points to buy an aced skill. How do you spend perk points in Payday 2? After youve earned perk points to buy an aced skill. How do you spend them on your perk decks. This is as simple as using the + (plus) button
under the perk you wish to unlock. What is the best perk in Payday 2? Payday 2: Best Perk Decks, Ranked8 Yakuza. 7 Burglar. 6 Crew Chief. 5 Kingpin. 4 Sociopath. 3 Election Day. 4 Diamond Store. 5 Four Stores. The best
heists for XP in Payday 2, or any game for that matter, arent necessarily just the missions that provide the greatest amount of XP or those which are most XP efficient. Do you still get skill points is the maximum. What is the max level in Payday 2 instant? In total, a little over 23 million XP is
required to reach level 100, at which point the player can become Infamous. How many skill points in payday? The top left of the Skills screen shows you have. At launch, there are 21 skill points in Payday 2 solo? Can you finish Payday 2 solo? Can you finish Payday 2 solo?
Might take a little longer on some missions (like ones with a lot of bags) but you can solo basically the entire game, dont worry about it. Can you do Payday 2 secret with bots? so i got all the achievements for the secret but i dont have 3 friends to complete it. So i want to play with bots because its hard to do it solo. Is this possible? Yes. Can you control
AI in Payday 2? Players can use the follow command (F by default on PC) to call heisters to them or specifically focus which bot to revive you. Additionally, the Crew AI can be ordered to stand still in their current position and engage enemies. Whats the most powerful gun in
Payday 2? What is the most op gun in Payday 2? The Union 5.56 is widely regarded as the best assault rifle in Payday 2? When focusing on the main objectives, Payday 2 is about 25 Hours in length. If youre a gamer that strives to see all
aspects of the game, you are likely to spend around 493 Hours to obtain 100% completion. What pays the most in Payday 2? The most paying job is Rats but that is relativly diffcuilt, if you want the easiest then going for a infinte loot one is probably your best bet. I agree its boring, but I thought OP meant how much you get paid. I will always stand
behind Aftershock on OVK/DW, 9mil is just too nice for 13 minutes work. What type of gun is best in Payday 2: 15 Best Weapons In The Game, Ranked1 Union 5.56. The Union 5.56 is widely regarded as the best assault rifle in Payday 2: 15 Best Weapons In The Game, Ranked1 Union 5.56 is widely regarded as the best assault rifle in Payday 2: 15 Best Weapons In The Game, Ranked1 Union 5.56 is widely regarded as the best assault rifle in Payday 2: 15 Best Weapons In The Game, Ranked1 Union 5.56 is widely regarded as the best assault rifle in Payday 2: 15 Best Weapons In The Game, Ranked1 Union 5.56 is widely regarded as the best assault rifle in Payday 2: 15 Best Weapons In The Game, Ranked1 Union 5.56 is widely regarded as the best assault rifle in Payday 2: 15 Best Weapons In The Game, Ranked1 Union 5.56 is widely regarded as the best assault rifle in Payday 2: 15 Best Weapons In The Game, Ranked1 Union 5.56 is widely regarded as the best assault rifle in Payday 2: 15 Best Weapons In The Game, Ranked1 Union 5.56 is widely regarded as the best assault rifle in Payday 2: 15 Best Weapons In The Game, Ranked1 Union 5.56 is widely regarded as the best assault rifle in Payday 2: 15 Best Weapons In The Game, Ranked1 Union 5.56 is widely regarded as the best assault rifle in Payday 2: 15 Best Weapons In The Game, Ranked1 Union 5.56 is widely regarded as the best as a supplied of the best
Akimbo Goliaths. 6 Compact 40. 7 China Puff. 8 AK5. What is the most expensive loot in Payday 2? The most valuable loot in Payday 2? The most valuable loot in Payday 2, and you can make an infinite
number of bags. How to get sociopath in Payday 2? The Sociopath deck was added as part of the Jacket Character Pack. It is a close quarters combat-oriented deck that acts somewhat similar to the Infiltrator perk deck. Why is jacket in PAYDAY 2?
With the release of the FBI Files, however, Jacket has been heavily implied to be a canon part of the PAYDAY universe. While the files state that he might have been the very same person, it is also loosely suggested that the PAYDAY universe. While the files state that he might have been the very same person, it is also loosely suggested that the PAYDAY universe.
just like using a Visa credit card. Use your Perk Card anywhere that Visa is accepted. To use your Perk Cord online, simply enter the card information as if it were a credit card. How do you get perk points? Perk Points are granted when you complete certain tasks in the game. If youd like to speed up the process or hunt for more Perk Points, take a
look at the list in game menu > Challenges. This overview will show you which Challenges are available and how many Perk Points youll earn upon completion. Reddit and its partners use cookies, you agree to our use of cookies to deliver and maintain our
services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. PAYDAY 2 >
General Discussions > Topic Details How should I spend my skill points? Not too far into the game, but I have a couple unspent skill points. I didn't want to spend them until I better understood how things work. The trees themselves seem pretty straightforward, but I'm not sure if I should just focus on one, or pick and choose based on what I want. I
was also curious what skills shine best in a pub environment, as this is where I'll spend the majority of my time. I feel that Mastermind might be a good pick here, but I'm not sure. Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. AllHow creative can you get with your first free checklist?
Just like in almost any other game PayDay 2 makes use of skills and skill trees. There are fiveskill trees can be distinguished: MastermindEnforcerTechnicianGhostFugitiveSkill points. You will gain 2 extra skill points everytime that you
reach a level that is a multitude of 10 (10,20,30...90,100). The only way to spend your skill points is by purchasing skills in the Skills menu. Here the player a choose to spend it in one of four skill point to buy a basic skill and 3 points to buy an aced skill. After tier 3 it will cost the player 4 points to
buy a basic skill and 8 points to buy an aced skill. The skill trees in PayDay 2 have tiers to them. As you level up you will be able to get into higher tiers with often better skills. Every tier has 3 skills in them and upon unlocking a tier, the player will receive a tier bonus. Every skill tree has 6 tiers and the first tier can be unlocked by buying the first skill
in that tree. From that point on the tiers will be unlocked at certain amounts of spend skill points 1 1 2 5 3 10 4 20 5 30 6 40But when the player has gone infamous and spend his infamy perk on this skill tree he will need 10% less spend skill points 1 1 2 5 3 9 4 18 5 27
6 36 Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-
essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. What is the maximum level of skill in Payday 2? 120 skill
points corresponds. The current level cap, according to the achievement) For a total of 120 skill point per level and two additional skill points every ten levels. The new infamy update has raised the level to 600, with prints ranging from V-100. In Payday 2, what heist gives you the
most XP??! What is the heist, as the title suggests, that gives you the most XP possible at any given difficulty, including all possible XP (not sprees). Also, if possible, a limited mission, so no Cook Off.In Payday 2, how do you spend skill points? Using Skill Points
The only way to use your skill points is to purchase a basic skill not to purchase an aced skill on the first three tiers. In Payday 2, how do you gain prestige? You wont be able to use the guns anywhere until youve
leveled up. How far have you progressed in Payday 2? There is no story mode or a way to beat the game, as the others have stated. Getting all of the achievements (ps4 trophies?) and reaching the maximum level is the closest thing to beating the game. During heists, however, there are some bits and pieces of dialogue that make up a story. What
amount of XP does it take to reach level 100 payday 2?To reach level 100, the player must earn a total of 23 million XP, at which point he or she can become famous. A player will have achieved an equivalent of 2626 levels and nearly 600 million experience points by the time they reach level 100 of the 25th and final tier of infamy. What is payday 2 for
a reputation limit? The Reputation System in PAYDAY: The Heist is the subject of this article. See Reputation limit of 193, while players without it have a reputation limit of 145, so they can unlock every upgrade in the trees that are available to them. In
Payday 2, what is the offshore bank account? The player cannot spend their offshore money directly or withdraw funds from their offshore account to use as cash. This money is used to purchase Crime.net contracts, participate in offshore bank account? The player cannot spend their offshore bank account spend their offshore bank account spend to the player cannot spend their offshore bank account spend to the player cannot spend the player ca
Payday 2 with your friends? Join a lobby once youve entered crime.net and played Payday 2 with friends. In the upper right-hand side of your screen, youll see a list that begins with Choose New Contract. How to Play Payday 2 With
Friends Once youve signed up for crime.net, join a lobby. In the upper right-hand side of your screen, youll see a list that starts with Choose New Contract. Return to the lobby with the list beginning with Choose New Contract. Return to the lobby with the list beginning with Choose New Contract.
You have 120 Skill Points (the max you can have). How do you spend them by default? This is what I use: Mastermind-10 points invested. Owned: Combat Medic, Quick Fix, Uppers, Forced Friendship, Rifleman, and Stable Shot (14 quick deploying and consumable FAK's, 6 total cable ties that tie faster, 100% faster zoom-to-iron sights, no movement
speed penalty while using iron sights, and a passive +8 Stability) Enforcer-62 points invested. Owned: Overkill, Resiliance, Die Hard, Shock and Awe. Aced: Underdog, Shotgun Impact, Close By, Transporter, Bullseye, and Iron Man. (More Shotgun Damage and Reload Speed, Passive situational damage buffs and reductions, less
damage reduction when interacting with objects, 40% faster armor regeneration, 30% more total armor, can wear the ICTV, can move bags faster and throw them farther, and regenerate 20 armor on headshot) Technician-13 points invested. Owned: Kickstarter. Aced: Hardware Expert and Drill Sawgent (Silent Drills that get fixed 30% faster and
have a 30% chance to auto-fix)Ghost-3 points invested. Owned: Duck n' Cover and Parkour (25% Faster Sprint and 25% Faster Sprint Regeneration. Passive 10% faster movement speed and 20% faster ladder climbing speed)Fugitive-31 points invested. Owned: Equilibrium and One-Handed Talent. Aced: Desparado, Gun Nut, Nine Lives, and Swan
Song. (Pistols holster and draw 80% faster, +5 more damage and magazine size, 50% faster reload and Rate of Fire, bonus accuracy on hit, 50% more bleedout health, +1 more charge before going into custody, and 9 seconds of Infinte Ammo and Clipsize before going down)Side Note: Also use maxed out Anarchist Perk Deck. Note: This is ONLY to be
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license terms. Attribution You must give appropriate credit, provide a link to the license, and indicate if changes were made. You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike If you remix, transform, or build upon the material, you must distribute your contributions under the
same license as the original. No additional restrictions You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation. No
warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. HowLongToBeatPayDay 2 NewsLoad MoreAnyone can pick up a weapon and pull a trigger, but it takes a cunning and skilled crook to
efficiently use all the tools at his disposal for maximum effectiveness. Early on, a lot of your heists will devolve into bloodbaths, but with the right skills, you'll soon be taking goods by technology and charisma, not just brass and lead!PayDay 2 features four skill trees to determine the abilities of your character. Every time you level up, you'll gain one
skill point to spend in any of the trees. The four trees are... Mastermind class is the main support class. A skilled mastermind will heal the crew, as well as provide many passive bonuses to ensure the success of the heist. Enforcer class is pure offense. All his skills revolve around the more physical and violent aspects of
pulling off heists. Technician: The Technician: The Technician class is on the front line of every heist, as he's the one manipulating cameras, interacting with objects to break into vaults, and otherwise doing most of the gadgetry work. Ghost: The Ghost class can pick off enemies from far away, and stays stealthy. Depending on the heist, it's possible that an upper-level
ghost can perform the entire thing solo, if he's given enough time. The best part about the four classes is that your Mastermind skill so you have increased health and lower recoil, but then switch to Enforcer so you can take advantage of the best
shooting perks as you remain on the front line. Your specific set of skills make your character unique, and give them a specific place within any crew. Note that PayDay 2 can get pretty tough. Having the right mix of skills will lead you to the best success. You'll need to coordinate with your team about what you can do, especially when it's time to
actually start the heist. It's possible to simply run in, shoot everyone in the face, then run out, but that usually leads to too much collateral damage and confusion. It's best to take things as slowly as methodically as possible and avoid making a huge mess of noise to keep the difficulty down to manageable levels. If you're playing solo, you'll likely want
to avoid the Enforcer class. When you bring AI teammates, they only exist to shoot at cops; they won't do any advanced commands or interactions, and you can't give them any orders other than to have them follow you around. In other words, your AI team is basically always made up of enforcers, so you'll want to use a different set of skills to
maintain some balance. When you purchase skill sin the skill tree, every skill aside from the first one has a standard level of any skill costs one skill points and more cash. (For Tiers 5 and 6 for all skill trees, the cost goes up to four skill
points and eight skill points, respectively.) The ace level usually has some really awesome effects, so you'll have to decide based on your own play style whether you'll want to save up for an ace-level skill or if you'd rather buy multiple standard-level skills for the same price. If you make a mistake or need to change up your skills for a specific heist, you
can always respec your skill trees any time between missions. You'll be refunded half the cash you spent on skills, but you'll be refunded into tiers of three skills each. Buying all the skills in a single tier confers another, even stronger bonus. You can view each skill, each tier
bonus, and other breakdowns in their individual pages. Mastermind Enforcer Technician Ghost Get paid by Glen Fox Thu 22nd Feb 2018 A big part of the fun in Payday 2 is creating your own character build to suit your play style. There are a lot of skills too, and you can mix and match them as you grow in levels to further refine your character. In this
guide, we'll explain exactly how the skill system works, how many skill points you can acquire in total, and how much skills and upgrades cost in points. PAYDAY 2 FAQ - Everything You Need To Know About The Co-Op Heist ShooterPAYDAY 2 FAQ - Everything You Need To Know About The Co-Op Heist ShooterPAYDAY 2 FAQ - Everything You Need To Know About The Co-Op Heist ShooterPAYDAY 2 FAQ - Everything You Need To Know About The Co-Op Heist ShooterPAYDAY 2 FAQ - Everything You Need To Know About The Co-Op Heist ShooterPAYDAY 2 FAQ - Everything You Need To Know About The Co-Op Heist ShooterPAYDAY 2 FAQ - Everything You Need To Know About The Co-Op Heist ShooterPAYDAY 2 FAQ - Everything You Need To Know About The Co-Op Heist ShooterPAYDAY 2 FAQ - Everything You Need To Know About The Co-Op Heist ShooterPAYDAY 2 FAQ - Everything You Need To Know About The Co-Op Heist ShooterPAYDAY 2 FAQ - Everything You Need To Know About The Co-Op Heist ShooterPAYDAY 2 FAQ - Everything You Need To Know About The Co-Op Heist ShooterPAYDAY 2 FAQ - Everything You Need To Know About The Co-Op Heist ShooterPAYDAY 2 FAQ - Everything You Need To Know About The Co-Op Heist ShooterPAYDAY 2 FAQ - Everything You Need To Know About The Co-Op Heist ShooterPAYDAY 2 FAQ - Everything You Need To Know About The Co-Op Heist ShooterPAYDAY 2 FAQ - Everything You Need To Know About The Co-Op Heist ShooterPAYDAY 2 FAQ - Everything You Need To Know About The Co-Op Heist ShooterPAYDAY 2 FAQ - Everything You Need To Know About The Co-Op Heist ShooterPAYDAY 2 FAQ - Everything You Need To Know About The Co-Op Heist ShooterPAYDAY 2 FAQ - Everything You Need To Know About The Co-Op Heist ShooterPAYDAY 2 FAQ - Everything You Need To Know About The Co-Op Heist ShooterPAYDAY 2 FAQ - Everything You Need To Know About The Co-Op Heist ShooterPAYDAY 2 FAQ - Everything You Need To Know About The Co-Op Heist ShooterPAYDAY 2 FAQ - Everything You Need To Know About The Co-Op Heist ShooterPAYDAY 2 FAQ - Everything You Need To Know About The Co-Op Heist ShooterPAYDAY 2 FAQ - Every
Bags, ECM Jammers, Sentry Guns, And Trip Mines ExplainedPAYDAY 2 Perk Decks - How Perk Decks Work And All Perks ListedPAYDAY 2 Tips - All Primary, Secondary, And Melee Weapons, And How Much They CostHow does the skill system work in Payday 2?Basically, you gan a skill
point each time you level up, and a further two (so three in total) each time you hit levels 10, 20, 30, 40, and so on all the way up to max level 100. That's a total of 120 skill points you can gain if you hit max reputation level. Subscribe to Nintendo Life on YouTube You can then spend these skill points in five trees, which each
includes three subtrees. Each subtree has four tiers of skill attached to it too. You'll unlock a single new skill at tiers one and four, and two new skills at tiers one skill attached to it too. You'll unlock a single new skill at tiers one and four, and two new skills at tiers two and three. Are you with us so far? Good, because there's more. You can unlock the second tier of skills with one skill point, tier three with three points, and tier four with 18 points. You can
spend your skill points in numerous different trees too, but bear in mind that this will limit how far you can go in a single tree. But that's a decision you can make. MastermindSubtreesMedicSkillBasicBasic CostAceAce CostTierCombat MedicGain 30% damage reduction for five seconds both during and after reviving a player. 1 Crew members get 30% damage reduction for five seconds both during and after reviving a player. 1 Crew members get 30% damage reduction for five seconds both during and after reviving a player. 1 Crew members get 30% damage reduction for five seconds both during and after reviving a player. 1 Crew members get 30% damage reduction for five seconds both during and after reviving a player. 1 Crew members get 30% damage reduction for five seconds both during and after reviving a player. 1 Crew members get 30% damage reduction for five seconds both during and after reviving a player. 1 Crew members get 30% damage reduction for five seconds both during and after reviving a player. 1 Crew members get 30% damage reduction for five seconds both during and after reviving a player. 1 Crew members get 30% damage reduction for five seconds both during a player. 1 Crew members get 30% damage reduction for five seconds both during a player. 1 Crew members get 30% damage reduction for five seconds between five seconds and the five seconds and the five seconds are seconds as a five second for five seconds and the five seconds are seconds as a five second for five seconds and the five seconds are seconds as a five second five seconds and the five seconds are seconds as a five second for five seconds are second for five seconds as a five second five second for five seconds are second for five seconds as a five second 
seven more First Aid Kits in your inventory. 3You get a further three First Aid Kits, and your deployed Kits will be used automatically by a downed player in a five metre radius. This can only happen once every 20 seconds. 63Combat Doctor Bags. 3Your Doctor Bags have a further two charges. 63InspireYou can revive
crew members 100% faster, and shouting increases their movement and reload speed by 20%.4You can now revive crew members by shouting at them over a nine metre range, but only once every 20 seconds.84ControllerSkillBasicBasic CostAceAce CostTierForced FriendshipYou get four more cables and can tie them 75% faster.1You and your crew
damage.42Stockholm SyndromeCivilians are intimidated by your footsteps, and remain intimidated 50% longer.3Hostages won't run when rescued by law enforcement. They'll also trade themselves for you if arrested. You can only use this skill once per heist.63Partners in CrimeYour movement speed is increased by 10% and the damage your
converted enemy takes is reduced by 45% while you have a converted enemy. 3While you have a converted enemy. 4The health you regenerate is
increased to 4.5%.84SharpshooterSkillBasicBasic CostAceAce CostTierStable ShotYou gain eight weapon stability.1You gain 16 weapons, and your movement speed is unhindered while using steel sight.2Your zoom is increased by 25% with all weapons, and your movement speed is unhindered while using steel sight.2Your zoom is increased by 25% with all weapons, and your movement speed is unhindered while using steel sight.2Your zoom is increased by 25% with all weapons, and your movement speed is unhindered while using steel sight.2Your zoom is increased by 25% with all weapons, and your movement speed is unhindered while using steel sight.2Your zoom is increased by 25% with all weapons, and your movement speed is unhindered while using steel sight.2Your zoom is increased by 25% with all weapons, and your movement speed is unhindered while using steel sight.2Your zoom is increased by 25% with all weapons, and your movement speed is unhindered while using steel sight.2Your zoom is increased by 25% with all weapons, and your movement speed is unhindered while using steel sight.2Your zoom is increased by 25% with all weapons, and your movement speed is unhindered while using steel sight.2Your zoom is increased by 25% with all weapons, and your movement speed is unhindered while using steel sight.
weapon accuracy while moving with SMGs, Assault Rifles, and Sniper Rifles is increased by 16.42MarksmanYou gain eight weapon accuracy bonus while firing SMGs, Assault Rifles, and Sniper Rifles fired in single shot
mode.42High Value TargetMarked enemies take 15% more damage.3Marked enemies take an additional 50% damage while further than 10 metres away. It also increases the duration of your mark by 100% and you can mark special enemies by aiming at them.63Aggressive ReloadIncreases your reload speed with SMGs, Assault Rifles, and Sniper
Rifles by 15%.3Kill an enemy with a headshot, and your reload speed will increase by 100% for four seconds. You can only use this with SMGs, Assault Rifles, and Sniper Rifles fired in single button refund. This only works with SMGs, Assault Rifles, and Sniper Rifles fired in single shot mode.63Ammo EfficiencyGet three headshots in less than six seconds, and you'll get a single button refund. This only works with SMGs, Assault Rifles, and Sniper Rifles fired in single shot mode.63Ammo EfficiencyGet three headshots in less than six seconds.
Sniper Rifles fired in single shot mode.4You now only have to get two headshots to get the refund.84Enforcer SubtreesShotgunnerSkillBasicBasic CostAceAce CostTierUnderdogWhen three or more enemies are within 18 metres of you, your damage is boosted by 15% for seven seconds.1You now also receive 10% less damage for seven
seconds.31Shotgun CQBShotguns reload 35% faster.2Shotguns reload 35% faster, and you get 125% increase in steel sight speed while using them.42Shotgun ImpactAll shotguns reload 35% faster. AwayYou are 40% more accurate while aiming
down the sights of a shotgun. 3Shotguns are 50% more effective at range while aiming down the sights. 63Close ByYou can hip-fire shotguns while sprinting. 3You fire 35% faster from the hip with a shotgun or the OVE9000 portable saw, and your
damage is increased by 75% for 20 seconds.4That damage bonus now applies to all weapons, and your swap speed is increased by 80%. You still have to trigger this skill with a shotgun, but it doesn't apply to melee damage, throwables, and grenade and rocket launchers.84TankSkillBasicBasic CostAceAce CostTierResilienceIncrease your armour
recovery by 15%.1Reduce the effect of flashbangs by 75%.31Die HardYou take 50% less damage while using objects.2Ballistic vests now have 20 more armour.42TransporterYou throw bags 50% further.1Each 10 armour bags you have reduces the bag movement penalty by 1%.32Shock and AweYou and your crow have an increased recovery rate of
25%.3Your weapons can knock back shield enemies while you attack them. Ranged weapons have an increased chance to do so depending on the total damage of the weapon, but melee knock backs are at 100%.63BullseyeEach successful headshot regenerates your armour by five, but it can only happen once every two seconds.3You regenerate an
additional 20 armour for each headshot.63Iron ManYour total armour is increased by 30%.4You can now wear the improved combined tactical vest.84Ammo SpecialistSkillBasicBasic CostAceAce CostTierScavengerYour ammo box pick up range is increased by 50%.1Every sixth enemy you kill drops an extra ammo box.31BulletstormAmmo bags you
are replaced with carbon blades. This increases your saw efficiency by 40%.42Extra LeadYou can now place two ammo bags.3Each bag contains 50% more ammunition.63Saw MassacreBlades wear down 50%slower when used on eneies.3Your portable saw can saw through enemy with your saw has a 50% chance too
cause nearby enemies to panic in a 10 metre radius.63Fully LoadedYou have 25% more ammo capacity.4You get 75% more ammo box. When you find a throwable, the chance is reset.84Technician SubtreesEngineerSkillBasicBasic CostAceAce
CostTierThird LawSentry guns are 5% cheaper 170 more accurate 270 more ammunition. 42Eco Sentry guns are 5% cheaper to deploy. 2Sentry guns are 5% cheaper to deploy. 2Sentry guns are 5% cheaper 150% more ammunition. 42Eco Sentry guns are 5% cheaper 150% more ammunition.
make less noise, reducing the chance enemies will target them.3Sentry guns can fire AP rounds, which fire 75% slower but deal 250% more damage and pierce through enemies and shields.63Jack of all TradesYou can deployable, but you can only bring half of the number of
your first employable.63Tower DefenceYou can carry an extra sentry gun.4You can carry an additional two more sentry guns.84BreacherSkillBasicBasic CostAceAce CostTierHardware ExpertYou can fix drills and saws 25% faster and they're silent.1Your drills and saws have a 10% chance to restart after breaking.31Combat EngineeringYour trip mine
explosion's radius is increase by 30%.2Your trip mine does 50% more damage.42Drill SawgeantYour drill and saw timer is reduced by 15%.2The timer is reduced by 30%.2Your trip mine does 50% more damage.42Drill SawgeantYour drill and saw timer is reduced by 15%.2The timer is redu
saws have an additional 20% chance to restart after breaking.3You have a 50% chance to reset a broken drill or saw using a melee attack. You can only do this once per broken saw or drill.63Fire TrapTrip mines now spread around the area of detonation for 10 seconds in a four metre diameter.4Fire effect lasts 10 seconds longer and the radius is
increased by 50%.84OppressorSkillBasicBasic CostAceAce CostTierSteady GripYou get eight weapon accuracy.1You get 16 weapon stability.31Heavy ImpactYour shots have 12 more weapon accuracy while firing from the hip.2Your penalty
accuracy is decreased by 20% while moving.42Lock N' LoadYou can hip-fire with weapons while sprinting.3Kill two enemies with SMGs, assault rifles, or special weapons on automatic fire and your next reload will be 100% faster. The bonus is reduced by 1%for each bullet above 20 remaining in the magazine, down to a 40% reload speed
increase.63SurefireSMGs, LMGs, and assault rifles have 15 more bullets.3Ranged weapons can pierce through enemies on the body. This only activates while in automatic fire mode.4This bonus is increased to 90%.84Ghost
SubtreesShinobiSkillBasicBasic CostAceAce CostTierChameleonYou get detected 25% slower and can mark enemies while in casing mode. 1You can pick up has 30% more value. 31CleanerYou have an additional body bag in your inventory, and you can now hold up to three bags. 2You can
now place two body bag cases.42Sixth SenseYou now automatically mark all enemies within a 10 metre radius by standing still for 3.5 seconds in stealth.2You gain access to all insider assets, and cleaning costs 75%less after killing a civilian.42NimbleYou can disable one camera from detecting you or your crew for 25 seconds.3You lockpick 100% and cleaning costs 75%less after killing a civilian.42NimbleYou can disable one camera from detecting you or your crew for 25 seconds.3You lockpick 100% and cleaning costs 75%less after killing a civilian.42NimbleYou can disable one camera from detecting you or your crew for 25 seconds.3You lockpick 100% and cleaning costs 75%less after killing a civilian.42NimbleYou can disable one camera from detecting you or your crew for 25 seconds.3You lockpick 100% and cleaning costs 75% a
faster and can lockpick safes.63Eco OverdriveYour ECM jammer and feedback duration lasts 25% longer, and you can delay pagers.84Artful DodgerSkillBasicBasic CostAceAce
CostTierDuck and CoverYou regenerate stamina 25% earlier and faster, and 20% faster while climbing ladders. 2You can sprint in any direction 42Inner PocketsIncreases concealment of melecalment of melec
weapons by two.2Increases the concealment of ballistic vests by four.42Dire NeedWhen your armour recovers.3This effect now persists for six seconds after your seconds after your armour recovers.3This effect now persists for six seconds after your armour recovers.3This effect now persists for six seconds after your seconds after your armour recovers.3This effect now persists for six seconds after your armour has recovered.63ShockproofYou have 30% chance to backfire a taser when tased.3You can free yourself
from getting tased if you interact with it within two seconds.63Sneaky BastardYou get a 1% dodge chance every three points of detection risk, rather than three.84Silent KillerSkillBasicBasic CostAceAce CostTierSecond WindWhen your armour breaks,
your movement speed increases by 30% for five seconds.1This effect now applies to your crew.31Optical IllusionsYou are 35% less likely to be targeted.2You get one concealment for each silenced weapon you equip. This also reduces the concealment for each silenced weapon you equip. This also reduces the concealment for each silenced weapon you equip. This also reduces the concealment for each silenced weapon you equip.
snap to zoom with silenced weapons.2You get 12 accuracy with silenced weapons.42Low BlowYou get a 3% critical hit chance for every three points of concealment inder 35 up to 30%.3This effect now triggers for every one point of concealment inder 35 up to 30%.3This effect now triggers for every one point of concealment inder 35 up to 30%.3This effect now triggers for every one point of concealment.63Specialised KillingYou deal 15%more damage with silenced weapons.3You deal an additional 15%more
damage with silenced weapons.63Unseen StrikeIf you don't lose armour or health for four seconds, you get a 35% higher critical hit chance for six seconds.4The critical hit chance for six seconds.4The critical hit chance for six seconds.4The critical hit chance for six seconds.84Fugitive SubtreesGunslingerSkillBasicBasicCostAceAce CostTierEquilibriumYou holster and draw pistols 33% faster.1You get eight
 weapon accuracy with pistols.31Gun NutYour pistol magazines are increased by five bullets.2You fire 50% faster with pistols.42AkimboYour stability penalty for wielding akimbo weapons is reduced by a further eight, and you have a 50% increased ammo capacity.42One Handed TalentAll pistols have a base damage.
increase of five.3The damage bonus is increased by an additional 10 damage.63DesperadoEach pistol hit gives you a 20% damage boost for two seconds, up to 80%.4The damage boost duration increases to 10
seconds.84RevenantSkillBasicBasic CostAceAce CostTierNine LivesYour bleedout health is 50% higher.1You can get downed one more time before going into custody.31Running From DeathYou reload and swap weapons 100% faster for 10 seconds after being revived.2You move 30% faster for 10 seconds after you're revived.42Up You GoYou take
30% less damage for 10 seconds after being revived.2You get 40% more health when revived.42Swan SongRather than get downed instantly, you can fight for three more seconds with a 60% movement penalty.3Swam song lasts three seconds longer, and you won't lose ammo while this effect is active.63Feign DeathWhen downed, you have a 15% less damage for 10 seconds longer, and you won't lose ammo while this effect is active.63Feign DeathWhen downed, you have a 15% less damage for 10 seconds longer.
chance to revive instantly.3This chance is increased by an additional 30%.63MessiahWhile in bleedout, you can revive yourself by killing an enemy. You can revive yourself by killing an enemy. You can revive yourself by killing an enemy.
more likely to knock down enemies with a melee attack by 100%, up to a maximum of 1600%. This skill resets when you kill an enemy with a melee attack by 100%, up to a maximum of 1600%. This skill resets when you kill an enemy with a melee attack by 100%, up to a maximum of 1600%. This skill resets when you kill an enemy with a melee attack by 100%, up to a maximum of 1600%. This skill resets when you kill an enemy with a melee attack by 100%, up to a maximum of 1600%. This skill resets when you kill an enemy with a melee attack by 100%, up to a maximum of 1600%. This skill resets when you kill an enemy with a melee attack by 100%, up to a maximum of 1600%. This skill resets when you kill an enemy with a melee attack by 100%, up to a maximum of 1600%. This skill resets when you kill an enemy with a melee attack by 100%, up to a maximum of 1600%. This skill resets when you kill an enemy with a melee attack by 100%, up to a maximum of 1600%.
100%more damage to normal enemies.2Your melee attacks do 100%more damage to special enemies.42CounterstrikeWhile charging a melee attack, you'll knock down any enemies trying to strike you.3You can counter attack cloakers and their kicks.63BerserkerYou do more damage the lower your health. When below 50% health, you'll deal 250%
more melee and saw damage. 3You now do 100% more damaged with ranged weapons while your health is below 50%. You can't use any regeneration effects. 63FrenzyYou only have 30% health but take 10% less damage. Any healing received is reduced by 75%. 4You now take 25% less damage, and receive full healing. 84 Related Games See Also
PAYDAY 2 ReviewThe Best Nintendo Switch Games (2025)Payday: The HeistPayday 2Payday 3Raid: WW2Skills are a means of unlocking new equipment, abilities, or basic statistic improvements in PAYDAY 2. They are divided among five skill trees: Mastermind, Enforcer, Technician, Ghost, and Fugitive; often described as classes. Players are free to
distribute skill points however they choose across the five skill trees. The Skills system was overhauled in Update #100, with the five skill trees possessing three "subtrees" each, each with a different role. General[] Skill points [] Aced skills are represented by this Ace of Spades background behind their respective icons. One skill point is awarded each
time the player gains a Reputation level, plus an additional 2 points at every level divisible by 10 (meaning that instead of just 1 skill points, 3 skill points will be granted at levels 10, 20, 30, 40, and so on.) Thus, once the player reaches the maximum Reputation level of 100, the player will have a total of 120 skill points. Because the total skill points
needed to unlock Basic and Ace for every skill in a single tree (and furthermore, there are five separate trees in total.) Because of this, it is advisable to only spend points on specific skills you truly need and want, and to spread skill points over multiple trees
if necessary. Skill tree structure[] Each tree has three subtrees, named after their intended role (for example, the Fugitive's Brawler subtree enhances melee combat capability.) For each subtree; there are four tiers, the top three unlocked by spending 1 skill point, tier 3 by
spending 3 skill points, tier 4 by spending 18. Tier 4's point requirement can be reduced to 16 by investing an Infamy point in the appropriate tree. As of Update #200 this reduction is applied at the first level of Infamy. All subtrees have one skill in tiers 1 and 4, and two skills in tiers 2 and 3. Tier 1 skills cost 1 skill point to unlock Basic and three skill
points to Ace, tier 2 skills cost two skill points for Basic and 6 for Ace, tier 3 skills cost 3 for Basic and 6 for Ace, and tier 4 skills 4 for Basic and 8 for Ace. Skill interactions[]Party bonuses do not stack with the identical bonus coming from other players to
get the same party-benefit skills, if you always play with the same team of players.) All other bonuses from Basic and Aced versions of the skill. Aced skills are withdrawn separately from Basic
skills; to fully remove a skill that has been Aced, one will have to right-click on the skill twice. Skills cannot be withdrawn if the skill points invested in them allow skills unlocked above them to be used. The higher-tier skills will have to be removed before the lower-tier skill can.Multi-Skill Builds[]On the PC, PlayStation 4, and XBOX ONE versions
players can unlock additional skill sets to use, allowing them to switch between multiple builds without having to re-spec skill points. This allows, for example, one to switch from a stealth build in an instant. Skill sets can be selected and unlocked by pressing the S key. Skill sets also have a perk deck selection associated, hence
switching skill set will switch perk deck as well, although perk deck progress is universal across skill sets. The skill set used is selected from the skill set used is selected from the skill sets. The skill set used is selected from the skill sets. The skill set used is selected from the skill sets. The skill set used is selected from the skill sets. The skill set used is selected from the skill sets. The skill set used is selected from the skill sets. The skill set used is selected from the skill sets. The skill set used is selected from the skill sets. The skill set used is selected from the skill sets. The skill set used is selected from the skill sets. The skill set used is selected from the skill set used is selected from the skill sets. The skill set used is selected from the skill set used is selected 
requirements for the 15th is the requirement for the 5th on consoles. The skill sets are unlocked as follows: 1. The starting skill set, available from the outset. 2. Available for purchase once you reach level 50.3. Available for purchase once you reach level 50.3. Available for purchase once you reach level 100, costs $10 miles from the outset.
offshore money.5-9. Available for purchase once you reach level 100, costs $25M of offshore money.10-14. Available for purchase once you reach level 100, costs $30M of offshore money.When resetting your level by going
infamous, the skill sets unlocked remain unlocked and therefore can be used immediately afterwards. Profiles, which are collections of loadouts (weapons, throwables, skill sets, perk decks and masks.) Profiles can be swapped around in the pre-game menu, allowing players more room to plan
out by having multiple loadouts to tackle any kind of situation, especially when playing multi-day heists where rule changes between days are often significant. Because profiled skill sets can not be modified during the pre-game phase, setting them up in advance is often required. Blank profiles will default to skill set 1 when selected with all skill
points unallocated. There are 15 profile slots available at the moment. Profiles can be renamed (if using keyboard and mouse) by clicking on their name in the inventory. Skills[]Tier 4 InspireBasic (4 pt): You revive crew members 100% faster. Shouting at your teammates will increase their movement and reload speed by 20% for 10 seconds. Ace (8 pt)
There is a 100% chance that you can revive crew members at a distance of up to 9 meters by shouting at them. This cannot occur more than once every 20 seconds. Tier 3 Uppers Combat DoctorBasic (3 pt): Adds 7 more First Aid Kits to your inventory. Your deployed First Aid Kits will be automatically
used if a player is downed within a 5 meter radius of the First Aid Kit. This cannot occur more than once every 20 seconds. Basic (3 pt): Your doctor bags instead of just one. Ace (6 pt): Your doctor bags instead of just one. Ace (6 pt): Your doctor bags instead of just one. Ace (6 pt): Your doctor bags instead of just one. Ace (6 pt): Your doctor bags instead of just one. Ace (6 pt): Your doctor bags instead of just one. Ace (6 pt): Your doctor bags instead of just one. Ace (6 pt): Your doctor bags instead of just one. Ace (6 pt): Your doctor bags instead of just one. Ace (6 pt): Your doctor bags instead of just one. Ace (6 pt): Your doctor bags instead of just one. Ace (6 pt): Your doctor bags instead of just one. Ace (6 pt): Your doctor bags instead of just one. Ace (6 pt): Your doctor bags instead of just one. Ace (6 pt): Your doctor bags instead of just one. Ace (6 pt): Your doctor bags instead of just one. Ace (6 pt): Your doctor bags instead of just one. Ace (6 pt): Your doctor bags instead of just one. Ace (6 pt): Your doctor bags instead of just one. Ace (6 pt): Your doctor bags instead of just one. Ace (6 pt): Your doctor bags instead of just one. Acc (6 pt): Your doctor bags instead of just one. Acc (6 pt): Your doctor bags instead of just one. Acc (6 pt): Your doctor bags instead of just one. Acc (6 pt): Your doctor bags instead of just one. Acc (6 pt): Your doctor bags instead of just one. Acc (6 pt): Your doctor bags instead of just one. Acc (6 pt): Your doctor bags instead of just one. Acc (6 pt): Your doctor bags instead of just one. Acc (6 pt): Your doctor bags instead of just one. Acc (6 pt): Your doctor bags instead of just one. Acc (6 pt): Your doctor bags instead of just one. Acc (6 pt): Your doctor bags instead of just one. Acc (6 pt): Your doctor bags instead of just one. Acc (6 pt): Your doctor bags instead of just one. Acc (6 pt): Your doctor bags instead of just one. Acc (6 pt): Your doctor bags instead of just one. Acc (6 pt): Your doctor bags instead of just one. Acc (6 pt): Your doc
pt): Crew members that use your First Aid Kits or Doctor Bags take 10% less damage for 120 seconds. Basic (2 pt): Crew members you revive take 30% less damage for 5 seconds both after and during
reviving another player. Ace (3 pt): Reviving a crew member gives them 30% more health. Tier 4 Hostage or converted law enforcer makes you regenerate 1.5% health every 5 seconds. Ace (8 pt): Having at least one of your own hostage or converted law enforcer makes you regenerate 4.5%
health every 5 seconds. Tier 3 Stockholm Syndrome Partners In CrimeBasic (3 pt): Civilians are intimidated by the noise you make and remain intimidated 50% longer. Ace (6 pt): Your hostages will trade themselves for your safe return. This
effect can occur during assaults, but only 1 time during a converted enemy increases your movement speed by 10%. Your converted enemy takes an additional 54% less damage. Tier 2 Confident JokerBasic (2 pt): Having a converted enemy increases your movement speed by 10%. Your converted enemy takes an additional 54% less damage. Tier 2 Confident JokerBasic (2 pt): Having a converted enemy takes 45% less damage. Tier 2 Confident JokerBasic (2 pt): Having a converted enemy takes 45% less damage. Tier 2 Confident JokerBasic (2 pt): Having a converted enemy takes 45% less damage. Tier 2 Confident JokerBasic (2 pt): Having a converted enemy takes 45% less damage. Tier 2 Confident JokerBasic (2 pt): Having a converted enemy takes 45% less damage. Tier 2 Confident JokerBasic (2 pt): Having a converted enemy takes 45% less damage. Tier 2 Confident JokerBasic (2 pt): Having a converted enemy takes 45% less damage. Tier 2 Confident JokerBasic (2 pt): Having a converted enemy takes 45% less damage. Tier 2 Confident JokerBasic (2 pt): Having a converted enemy takes 45% less damage. Tier 2 Confident JokerBasic (2 pt): Having a converted enemy takes 45% less damage. Tier 2 Confident JokerBasic (2 pt): Having a converted enemy takes 45% less damage. Tier 2 pt. Ti
pt): The power and range of your intimidation is increased by 50%. Ace (4 pt): You can now have 2 converted enemies at the same time. Basic (2 pt): You can convert a non-special enemy to fight on your side. This cannot be done during stealth and the enemy must have surrendered in order for you to convert them. You can only convert one non-special
enemy at a time. Ace (4 pt): Your converted enemy deal 35% more damage. The time taken to convert an enemy is reduced by 65%. Tier 1 Forced FriendshipBasic (1 pt): Increases your supply of cable ties by 4. You can cable tie hostages 75% faster. Ace (3 pt): You and your crew gain 0.5 damage absorption for each hostage you have. This effect stacks
with up to a maximum of 8 hostages. Note: This skill does not stack with other players Forced Friendship skills. Tier 4 GrazeBasic (4 pt): Snipers that hit their target deal 20% of the damage dealt in a 100cm radius around the bullet trajectory. Ace (8 pt): If a bullet would headshot-kill someone, the graze skill will deal 100% of the weapon's damage
instead of 20%. Tier 3 Ammo Efficiency Aggressive ReloadBasic (3 pt): Getting 3 headshots in less than 6 seconds will refund 1 bullet to your used weapon. Can only be triggered by SMGs, Assault Rifles and Sniper Rifles fired in single shot mode. Ace (6 pt): The amount of headshots required is reduced to 2. Basic (3 pt): Increases your reload speed
with SMGs, Assault Rifles and Sniper Rifles by 15%. Ace (6 pt): Any killing headshot will increase your reload speed by 100% for 4 seconds. Can only be triggered by SMGs, Assault Rifles and Sniper Rifles by 15%. Ace (6 pt): Your snap to zoom is 100% faster with all weapons. Your movement speed is
unhindered while using steel sight. Ace (4 pt): Your weapon accuracy with all SMGs, Assault Rifles and Sniper Rifles fired in single shot fire mode. Ace (4 pt): You gain a weapon accuracy with all SMGs, Assault Rifles and Sniper Rifles fired in single shot fire mode. Ace (4 pt): You gain a weapon accuracy with all SMGs, Assault Rifles and Sniper Rifles fired in single shot fire mode. Ace (4 pt): You gain a weapon accuracy with all SMGs, Assault Rifles and Sniper Rifles fired in single shot fire mode. Ace (4 pt): You gain a weapon accuracy with all SMGs, Assault Rifles and Sniper Rifles fired in single shot fire mode. Ace (4 pt): You gain a weapon accuracy with all SMGs, Assault Rifles and Sniper Rifles fired in single shot fire mode. Ace (4 pt): You gain a weapon accuracy with all SMGs, Assault Rifles and Sniper Rifles fired in single shot fire mode. According to the shot fired in single shot fired 
20% accuracy bonus while aiming down sights with all SMGs, Assault Rifles and Sniper Rifles fired in single shot fire mode. Tier 1 Stable ShotBasic (4 pt): When you kill an enemy with a shotgun or the OVE9000 portable saw, you
receive a 75% damage increase for 20 seconds. Ace (8 pt): The damage bonus now applies to all weapons. Skill must still be activated using a Shotgun or the OVE9000 portable saw. Your weapon swap speed is increased by 40%. Ace
(6 pt): You gain a 50% increased effective range with Shotguns when aiming down sights. Basic (3 pt): You can now hip-fire with your Shotguns while sprinting. Ace (6 pt): Your rate of fire is increased by 15 shells. Tier 2 Shotguns while sprinting.
CQB Shotgun ImpactBasic (2 pt): You reload shotguns 15% faster. Ace (4 pt): You reload shotguns 35% faster. You gain a 125% increased by 8. You deal 5% more damage with shotguns. Ace (4 pt): You deal an additional 10% more damage with
shotguns. Tier 1 Underdog Basic (1 pt): When three or more enemies are within 18 meters of you, you receive a 15% damage bonus that lasts for 7 seconds. Ace (3 pt): When three or more enemies are within 18 meters of you, you also receive a 15% damage reduction that lasts for 7 seconds. Tier 4 Iron Man Basic (4 pt): Your total armor values is
increased by 30%. Ace (8 pt): Unlocks the ability to wear the Improved Combined Tactical Vest. Tier 3 Shock And Awe Bullseye Basic (3 pt): Enables your weapons to have a chance is knock back Shield enemies when attacking them. Ranged weapons' knock back Chance is knock back Shield enemies when attacking them.
increased the higher the total damage of the weapon is. Melee weapons' knock back chance is 100%. Basic (3 pt): You regenerate an additional 20 armor for each successful headshot. Tier 2 Die Hard TransporterBasic (2 pt): You regenerate 5 armor for each successful headshot. Tier 2 Die Hard TransporterBasic (2 pt): You regenerate 5 armor for each successful headshot. Tier 2 Die Hard TransporterBasic (2 pt): You regenerate 5 armor for each successful headshot.
take 50% less damage while interacting with objects. Ace (4 pt): Increases the armor of all Ballistic vests by 20. Basic (2 pt): You can throw bags 50% further. Ace (4 pt): For each 10 armor points the bag movement penalty is reduced by 1%. Tier 1 Resilience Basic (1 pt): Increase your armor recovery rate by 15%. Ace (3 pt): Reduce the visual effect
duration of Flashbangs by 75%. Tier 4 Fully LoadedBasic (4 pt): Your total ammo box. The base chance to get a throwable from an ammo box. The base chance is increased by 1% for each ammo box you pick up that does not contain a
 throwable. When a throwable has been found, the chance is reset to its base value. Tier 3 Extra Lead Saw MassacreBasic (3 pt): You can now place 2 ammo bags instead of just one. Ace (6 pt): Each ammo bags instead of just one. Ace (6 pt): You can now saw throughout the wear down of the blades on enemies by 50%. Ace (6 pt): You can now saw throughout the wear down of the blades on enemies by 50%. Ace (6 pt): You can now place 2 ammo bags instead of just one. Ace (6 pt): You can now place 2 ammo bags instead of just one. Ace (6 pt): You can now place 2 ammo bags instead of just one. Ace (6 pt): You can now place 2 ammo bags instead of just one. Ace (6 pt): You can now place 2 ammo bags instead of just one. Ace (6 pt): You can now place 2 ammo bags instead of just one. Ace (6 pt): You can now place 2 ammo bags instead of just one. Ace (6 pt): You can now place 2 ammo bags instead of just one. Ace (6 pt): You can now place 2 ammo bags instead of just one. Ace (6 pt): You can now place 2 ammo bags instead of just one. Ace (6 pt): You can now place 2 ammo bags instead of just one. Ace (6 pt): You can now place 2 ammo bags instead of just one. Ace (6 pt): You can now place 2 ammo bags instead of just one. Ace (6 pt): You can now place 2 ammo bags instead of just one. According to the place 2 ammo bags instead of just one. According to the place 3 ammo bags instead of just one. According to the place 3 ammo bags instead of just one. According to the place 3 ammo bags instead of just one. According to the place 3 ammo bags instead of just one. According to the place 3 ammo bags instead of just one. According to the place 3 ammo bags instead of just one. According to the place 3 ammo bags instead of just one. According to the place 3 ammo bags instead of just one. According to the place 3 ammo bags instead of just one. According to the place 3 ammo bags instead of just one. According to the place 3 ammo bags instead of just one. According to the place 3 ammo bags instead of just one. According to the place 3 ammo bags ins
shield enemies with your OVE9000 portable saw. When killing an enemy with the saw, you have a 50% chance to cause nearby enemies in a 10m radius to panic. Panic will make enemies go into short bursts of uncontrollable fear. Tier 2 Bulletstorm Portable SawBasic (2 pt): Ammo bags placed by you grant players the ability to shoot without depleting
their ammunition for up to 5 seconds after interacting with it. The more ammo players replenish, the longer the duration of the effect by up to 15 seconds. Basic (2 pt): Unlocks the OVE9000 portable saw for you to use as a secondary weapon. Ace (4 pt): You gain 1 extra saw blade for the OVE9000
portable saw. You replace your saw blades with carbon blades, increasing your saw efficiency by 40%. Tier 1 ScavengerBasic (1 pt): Your ammo box. Tier 4 Tower DefenseBasic (4 pt): You can now carry 1 extra sentry gun. Ace (8 pt): You can now carry
an additional 2 extra sentry guns. Tier 3 Engineering Jack Of All TradesBasic (3 pt): You can now select a less noisy version of the sentry guns, lowering the rate of fire by 75%, but increasing the damage by 250% and allowing it to
pierce through enemies and shields. Basic (3 pt): You deployable to bring with you. If your deployable to bring with you. If your deployable to bring with you can now equip a second deployable to bring with you. If your deployable to bring with you. If your deployable to bring with you can now equip a second deployable to bring with you.
Package Eco SentryBasic (2 pt): Your sentry guns also have 50% more ammunition. Basic (2 pt): The cost of deploying a sentry guns rotation speed is increased by 150%. Your sentry guns gain 150% increased health. Tier 1 Third Law Basic (1 pt): The cost of deploying a sentry guns rotation speed is increased by 150%. Your sentry guns gain 150% increased health. Tier 1 Third Law Basic (1 pt): The cost of deploying a sentry guns gain 150% increased health. Tier 1 Third Law Basic (1 pt): The cost of deploying a sentry guns gain 150% increased health. Tier 1 Third Law Basic (1 pt): The cost of deploying a sentry guns gain 150% increased health. Tier 1 Third Law Basic (1 pt): The cost of deploying a sentry guns gain 150% increased health. Tier 1 Third Law Basic (1 pt): The cost of deploying a sentry guns gain 150% increased health. Tier 1 Third Law Basic (1 pt): The cost of deploying a sentry guns gain 150% increased health. Tier 1 Third Law Basic (1 pt): The cost of deploying a sentry guns gain 150% increased health. Tier 1 Third Law Basic (1 pt): The cost of deploying a sentry guns gain 150% increased health. Tier 1 Third Law Basic (1 pt): The cost of deploying a sentry guns gain 150% increased health. Tier 1 Third Law Basic (1 pt): The cost of deploying a sentry guns gain 150% increased health. The cost of deploying a sentry guns gain 150% increased health. The cost of deploying a sentry guns gain 150% increased health. The cost of deploying a sentry guns gain 150% increased health. The cost of deploying a sentry guns gain 150% increased health. The cost of deploying a sentry guns gain 150% increased health. The cost of deploying a sentry guns gain 150% increased health. The cost of deploying a sentry guns gain 150% increased health. The cost of deploying a sentry guns gain 150% increased health. The cost of deploying a sentry guns gain 150% increased health. The cost of deploying gain 150% increased health. The cost of deploying gain 150% increased health. The cost of deploying gain 150% increased health. The cost 
pt): The cost of deploying a sentry gun is reduced by 5%. Ace (3 pt): Your sentry guns gain a protective shield. Tier 4 Fire TrapBasic (4 pt): Your trip mines now spread fire around the area of detonation for 10 seconds in a 4 meter diameter. Ace (8 pt): Increases the fire effect duration by 10 seconds and increases the fire effect radius by 50%. Tier 3
More Firepower KickstarterBasic (3 pt): You gain 1 more shaped charge and 4 more trip mines. Ace (6 pt): You gain 2 more shaped charge and 5 more trip mines. The ability to reset a broken drill or saw with a melee attack. The
ability has a 50% chance to fix the drill or saw. The ability can only be used once per time the drill or saw is broken. Tier 2 Combat Engineering Drill SawgeantBasic (2 pt): Your drill and saw timer is decreased by 15%. Ace (4 pt):
Your drill and saw timer is decreased by an additional 15%. Tier 1 Hardware ExpertBasic (1 pt): You fix drills and saws are also silent. Civilians and guards must see the drill or saw in order to become alerted. Ace (3 pt): Gives your drills and saws a 10% chance to automatically restart
after breaking. Tier 4 Body ExpertiseBasic (4 pt): 30% from the bonus headshot damage is permanently applied to hitting enemies on the body. This skill is only activated by SMGs, LMGs, Assault Rifles or Special Weapons fired in automatic fire mode. Ace (8 pt): 90% from the bonus headshot damage is permanently applied to hitting enemies on the
body. This skill is only activated by SMGs, LMGs, Assault Rifles or Special Weapons fired in automatic fire mode will increase your next reload
speed by up to 100%. This bonus is reduced by 1% for each bullet above 20 in the total magazine size, down to a minimum of 40% reload speed increase. Basic (3 pt): Your SMGs, LMGs and Assault Rifles gain 15 more bullets in their magazine. This does not affect the "Lock n' Load" Ace skill. Ace (6 pt): Your ranged weapons can now pierce through
enemy body armor. Tier 2 Heavy Impact Fire ControlBasic (2 pt): Your shots have a 5% chance to stagger all enemies except Bulldozers and Captain Winters. Ace (4 pt): Your accuracy while firing from the hip. Ace (4 pt): Your accuracy while firing from the hip. Ace (4 pt): Your accuracy while firing from the hip. Ace (4 pt): Your accuracy while firing from the hip. Ace (4 pt): Your accuracy while firing from the hip. Ace (4 pt): Your accuracy while firing from the hip. Ace (4 pt): Your accuracy while firing from the hip. Ace (4 pt): Your accuracy while firing from the hip. Ace (4 pt): Your accuracy while firing from the hip. Ace (4 pt): Your accuracy while firing from the hip. Ace (4 pt): Your accuracy while firing from the hip. Ace (4 pt): Your accuracy while firing from the hip. Ace (4 pt): Your accuracy while firing from the hip. Ace (4 pt): Your accuracy while firing from the hip. Ace (4 pt): Your accuracy while firing from the hip. Ace (4 pt): Your accuracy while firing from the hip. Ace (4 pt): Your accuracy while firing from the hip. Ace (4 pt): Your accuracy while firing from the hip. Ace (4 pt): Your accuracy while firing from the hip. Ace (4 pt): Your accuracy while firing from the hip. Accu
moving. Tier 1 Steady GripBasic (1 pt): You gain 8 weapon accuracy. Ace (3 pt): You gain 16 weapon stability. Tier 4 ECM specialistBasic (4 pt): You gain 16 weapon accuracy. Ace (8 pt): You gain 16 weapon accuracy. According to the first of the
jammer. Tier 3 Nimble ECM OverdriveBasic (3 pt): You gain the ability to disable 1 camera from detecting you and your crew. Effect lasts for 25 seconds. Ace (6 pt): Your ECM jammer can now also
be used to open certain electronic doors. Tier 2 Cleaner Sixth SenseBasic (2 pt): You gain the ability to place 2 body bag inventory space to 3 from 2. Ace (4 pt): You gain the ability to place 2 body bag inventory space to 3 from 2. Ace (4 pt): You gain the ability to place 2 body bag inventory space to 3 from 2. Ace (4 pt): You gain the ability to place 2 body bag inventory space to 3 from 2. Ace (4 pt): You gain the ability to place 2 body bag inventory space to 3 from 2. Ace (4 pt): You gain the ability to place 2 body bag inventory space to 3 from 2. Ace (4 pt): You gain the ability to place 2 body bag inventory space to 3 from 2. Ace (4 pt): You gain the ability to place 2 body bag inventory space to 3 from 2. Ace (4 pt): You gain the ability to place 2 body bag inventory space to 3 from 2. Ace (4 pt): You gain the ability to place 2 body bag inventory space to 3 from 2. Ace (4 pt): You gain the ability to place 2 body bag inventory space to 3 from 2. Ace (4 pt): You gain the ability to place 3 from 2. Ace (4 pt): You gain the ability to place 3 from 2. Ace (4 pt): You gain the ability to place 3 from 2. Ace (4 pt): You gain the ability to place 3 from 2. Ace (4 pt): You gain the ability to place 3 from 2. Ace (4 pt): You gain the ability to place 3 from 2. Ace (4 pt): You gain the ability to place 3 from 2. Ace (4 pt): You gain the ability to place 3 from 2. Ace (4 pt): You gain the ability to place 3 from 2. Ace (4 pt): You gain the ability to place 3 from 2. Ace (4 pt): You gain the ability to place 3 from 2. Ace (4 pt): You gain the ability to place 3 from 2. Ace (4 pt): You gain the ability to place 3 from 3 from 2. Ace (4 pt): You gain the ability to place 3 from 3 from 2 from 3 from
standing still for 3.5 seconds while in stealth. Ace (4 pt): You gain access to all insider assets. Cleaning costs after killing a civilian is reduced by 75%. Tier 1 Chameleon Basic (1 pt): Increases the time before you start getting detected by 25% while in casing mode. You can also mark enemies while in casing mode. Ace (3 pt): You can pick up items while
in casing mode. You also gain 30% more value to items and cash that you pick up. Tier 4 Sneaky BastardBasic (4 pt): You gain a 1% dodge chance for every 1 points of concealment under 35 up to 10%. Tier 3 Dire Need ShockproofBasic (3 pt): When your
armor breaks, the first shot on every enemy will cause that enemy to stagger. This effect ends when your armor recovers. Ace (6 pt): When tased, the shock effect has a 30% chance to backfire on the Taser, knocking them back. Ace (6 pt): When tased, you are able to free
yourself from the taser interacting with it within 2 seconds of getting tased. Tier 2 Parkour Inner Pockets Basic (2 pt): You gain the ability to sprint in any direction. Run and reload your weapons while sprinting. Basic (2 pt): Increases
the concealment of melee weapons by 2.Ace (4 pt): Increases the concealment of all ballistic vests by 4.Tier 1 Duck And CoverBasic (1 pt): You have a 10% increased chance to dodge while sprinting. You gain 15% chance to dodge while ziplining. Tier 4
Unseen StrikeBasic (4 pt): If you do not lose any armor or health for 4 seconds, you gain 35% critical hit chance for every 3 points of concealment under 35 up to 30%. Ace (6 pt): You gain
3% critical hit chance for every 1 point of concealment under 35 up to 30%. Basic (3 pt): Enemies you mark take 15% more damage. Ace (6 pt): Enemies you mark take an additional 50% damage when further away than 10 meters. Increases the duration of marked enemies by 100% and you can now mark specials by aiming at them with any
weapon. Tier 2 Optical Illusions The Professional Basic (2 pt): You are 35% less likely to be targeted by enemies. Ace (4 pt): You gain 1 concealment for each silenced weapon you equip and reduces the concealment for each silenced weapon you equip and reduces the concealment for each silenced weapon you equip and reduces the concealment for each silenced weapon you equip and reduces the concealment for each silenced weapon you equip and reduces the concealment for each silenced weapon you equip and reduces the concealment for each silenced weapon you equip and reduces the concealment for each silenced weapon you equip and reduces the concealment for each silenced weapon you equip and reduces the concealment for each silenced weapon you equip and reduces the concealment for each silenced weapon you equip and reduces the concealment for each silenced weapon you equip and reduces the concealment for each silenced weapon you equip and reduces the concealment for each silenced weapon you equip and reduces the concealment for each silenced weapon you equip and reduces the concealment for each silenced weapon you equip and reduces the concealment for each silenced weapon you equip and reduces the concealment for each silenced weapon you equip and reduces the concealment for each silenced weapon you equip and reduces the concealment for each silenced weapon you equip and reduces the concealment for each silenced weapon you equip and reduces the concealment for each silenced weapon you equip and reduces the concealment for each silenced weapon you equip and reduces the concealment for each silenced weapon you equip and reduces the concealment for each silenced weapon you equip and reduces the concealment for each silenced weapon you equip and reduces the concealment for each silenced weapon you equip and reduces the concealment for each silenced weapon you expect the
You gain 12 weapon accuracy with silenced weapons. Tier 1 Second WindBasic (1 pt): When your armor breaks your movement speed is increase by 30% for 5 seconds. Ace (3 pt): For every hit with a pistol you gain 120% damage boost that lasts for 2 seconds. Stacks
up to 1 times. Ace (8 pt): Increases the damage of all pistols is increased by 5. Ace (6 pt): The base damage of all pistols is increased by 5. Ace (6 pt): The base damage of all pistols is increased by 5. Ace (6 pt): The base damage of all pistols is increased by 5. Ace (6 pt): The base damage of all pistols is increased by 5. Ace (6 pt): The base damage of all pistols is increased by 5. Ace (6 pt): The base damage of all pistols is increased by 5. Ace (6 pt): The base damage of all pistols is increased by 5. Ace (6 pt): The base damage of all pistols is increased by 5. Ace (6 pt): The base damage of all pistols is increased by 5. Ace (6 pt): The base damage of all pistols is increased by 5. Ace (6 pt): The base damage of all pistols is increased by 5. Ace (6 pt): The base damage of all pistols is increased by 5. Ace (6 pt): The base damage of all pistols is increased by 5. Ace (6 pt): The base damage of all pistols is increased by 5. Ace (6 pt): The base damage of all pistols is increased by 5. Ace (6 pt): The base damage of all pistols is increased by 5. Ace (6 pt): The base damage of all pistols is increased by 5. Ace (6 pt): The base damage of all pistols is increased by 5. Ace (6 pt): The base damage of all pistols is increased by 5. Ace (6 pt): The base damage of all pistols is increased by 5. Ace (6 pt): The base damage of all pistols is increased by 5. Ace (6 pt): The base damage of all pistols is increased by 5. Ace (6 pt): The base damage of all pistols is increased by 5. Ace (6 pt): The base damage of all pistols is increased by 5. Ace (6 pt): The base damage of all pistols is increased by 5. Ace (6 pt): The base damage of all pistols is increased by 5. Ace (6 pt): The base damage of all pistols is increased by 5. Ace (6 pt): The base damage of all pistols is increased by 5. Ace (6 pt): The base damage of all pistols is increased by 5. Ace (6 pt): The base damage of all pistols is increased by 5. Ace (6 pt): The base damage of all pistols is increased by 5. Ace (6 pt): The base damage of all pistols
seconds and can stack 4 times. Ace (6 pt): You reload all pistols 50% faster. Tier 2 Gun Nut Akimbo weapons' stability penalty is reduced by 8. Ace (4 pt): Your Akimbo weapons' stability penalty is
reduced by an additional 8 and they also have a 50% increased ammo capacity. Tier 1 Equilibrium Basic (1 pt): While in bleedout, you can revive yourself if you kill an enemy. You only have 1 charge. Ace (8 pt):
Your Messiah charge is replenished whenever you use a doctor bag. Tier 3 Swan Song Feign DeathBasic (3 pt): Instead of getting down. Ace (6 pt): Increases the duration of Swan Song by 3 seconds. Ammunition won't be depleted while
the effect is active. Basic (3 pt): When you get downed, you have a 15% chance to instantly get revived. Ace (6 pt): You move 30% faster for 10 seconds after being revived. Ace (4 pt): You move 30% faster for 10
seconds after being revived. Basic (2 pt): You take 30% less damage for 10 seconds after being revived. Tier 1 Nine Lives Basic (1 pt): You gain the ability to get downed 1 more time before going into custody. Tier 4 Frenzy Basic (4 pt): You only
get 30% of your maximum health and cannot heal above it but you take 10% less damage and healing received by 75%. Ace (8 pt): Damage taken is now reduced by 75%. Ace (8 pt): When charging your melee weapon you will counterattack enemies that try to strike you,
knocking them down. The knockdown does not deal any damage. Ace (6 pt): You gain the ability to counter attack cloakers and their kicks. Basic (3 pt): The lower your health, the more damage you do. When
your health is below 50%, you will do up to 100% more damage with ranged weapons as well. Tier 2 Bloodthirst Pumping IronBasic (2 pt): Every kill you get will an enemy with a melee attack. Ace (4 pt): Whenever you kill an enemy with a
melee attack, you will gain a 50% increase in reload speed for 10 seconds. Basic (2 pt): Your melee attacks against special enemies do 100% more damage. Tier 1 Martial ArtsBasic (1 pt): Your melee attacks against special enemies do 100% more damage. Tier 1 Martial ArtsBasic (1 pt): Your melee attacks against special enemies do 100% more damage. Tier 1 Martial ArtsBasic (1 pt): Your melee attacks against special enemies do 100% more damage. Tier 1 Martial ArtsBasic (1 pt): Your melee attacks against special enemies do 100% more damage. Tier 1 Martial ArtsBasic (1 pt): Your melee attacks against special enemies do 100% more damage.
You are 50% more likely to knock down enemies with a melee strike. Legacy Skills Notes The full changes of the skills and introduction of perks in Update #39 can be read here. Each skill tree is represented by one of the original heisters and the now-separate Houston; with Dallas as the Mastermind, Chains as the Enforcer, Wolf as the Technician,
Houston as the Ghost, and Hoxton as the Fugitive. Achievements []I'm a Healer-Tank-Damage-Dealer spend 10 skill points in each skill tree. Trivia []As of Update #39, the skill tree. Trivia []As of 
to encourage calculated character building, rather than spending points in trees just for the tier upgrade, such as the old Tier 3 Technician headshot, which is a perk in all perk trees. Most of the tier bonuses have been revised into Perks, but some are removed entirely. Several of the subtrees introduced in Update #100 use the same names as pre-
update skills. Those that weren't removed or split across several skills were renamed. Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts.
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