

Brand Set Rebalanced (After PvE Updates)	Set Bonus 1		Set Bonus 2		Set Bonus 3	
	PvE	PvP	PVE	PVP	PVE	PVP
Alps Summit Armaments	18% Repair Skills	20% Repair Skills	30% Skill Duration	20% Skill Duration	30% Skill Haste	20% Skill Haste
China Light Industries Corporation	15% Explosive Damage	10% Explosive Damage	20% Status Effect	8% Status Effect	30% Skill Haste	20% Skill Haste
Electrique	10% Status Effects	6% Status Effects	20% Hazard Protection	20% Hazard Protection	8% Skill Efficiency	6% Skill Efficiency
Empress International	10% Skill Health	10% Skill Health	13% Skill Damage	8% Skill Damage	8% Skill Efficiency	6% Skill Efficiency
Hana U Corporation	10% Skill Haste	10% Skill Haste	13% Skill Damage	8% Skill Damage	18% Weapon Damage	12% Weapon Damage
Murakami Industries	15% Skill Duration	10% Skill Duration	13% Skill Damage	8% Skill Damage	52% Repair Skills	50% Repair Skills
Richter & Kaiser GmbH	10% Skill Haste	10% Skill Haste	40% Explosive Resistance	40% Explosive Resistance	52% Repair Skills	50% Repair Skills
Shiny Monkey Gear	15% Skill Duration	10% Skill Duration	5% Skill Efficiency	4% Skill Efficiency	52% Repair Skills	50% Repair Skills
Edelweiss GPz	18% Repair Skills	20% Repair Skills	20% Skill Haste	15% Skill Haste	8% Skill Efficiency	6% Skill Efficiency
Wyvern Wear	8% Skill Damage	6% Skill Damage	20% Status Effects	8% Status Effects	45% Skill Duration	30% Skill Duration
5.11 Tactical	10% Protection from Elites	10% Protection from Elites	100% Increased Threat	100% Increased Threat	30% Hazard Protection	30% Hazard Protection

Badger Tuff	12% Shotgun Damage	10% Shotgun Damage	10% Armor on Kill	12% Armor on Kill	15% Total Armor	12% Total Armor
Belstone Armory	1% Armor Regen	0.5% Armor Regen	100% Increased Threat	100% Increased Threat	30% Protection from Elites	20% Protection from Elites
Brazos de Arcabuz	10% Skill Haste	10% Skill Haste	1 Skill Tier	1 Skill Tier	50% Magazine Size	30% Magazine Size
Gila Guard	5% Total Armor	4% Total Armor	20% Hazard Protection	20% Hazard Protection	2% Armor Regen	1% Armor Regen
Golan Gear Ltd	20% Explosive Resistance	20% Explosive Resistance	1.5% Armor Regen	0.5% Armor Regen	150% Increased Threat	150% Increased Threat
Habsburg Guard	13% Headshot Damage	8% Headshot Damage	24% MMR Damage	15% MMR Damage	25% Status Effects	12% Status Effects
Palisade Steelworks	10% Armor on Kill	8% Armor on Kill	20% Protection from Elites	15% Protection from Elites	1 Skill Tier	1 Skill Tier
Lengmo	15% Reload Speed	15% Reload Speed	24% LMG Damage	12% LMG Damage	30% Weapon Handling	30% Weapon Handling
Uzina Getica	5% Total Armor	4% Total Armor	10% Armor on Kill	12% Armor on Kill	30% Hazard Protection	30% Hazard Protection
Yaahl Gear	10% Hazard Protection	10% Hazard Protection	12% Weapon Damage	8% Weapon Damage	40% Pulse Resistance	40% Pulse Resistance
Airaldi Holdings	12% MMR Damage	10% MMR Damage	13% Headshot Damage	12% Headshot Damage	5% Damage to Armor	6% Damage to Armor
Unit Alloys	5% Rate of Fire	5% Rate of Fire	24% AR Damage	12% AR Damage	50% Magazine Size	30% Magazine Size

Česká Výroba s.r.o.	8% Critical Hit Chance	6% Critical Hit Chance	24% Shotgun Damage	12% Shotgun Damage	30% Hazard Protection	30% Hazard Protection
Douglas & Harding	24% Pistol Damage	15% Pistol Damage	20% Skill Health	20% Skill Health	50% Accuracy	40% Accuracy
Fenris Group AB	12% AR Damage	6% AR Damage	32% Magazine Size	20% Magazine Size	50% Stability	40% Stability
Grupo Sombra S.A.	13% Critical Hit Damage	10% Critical Hit Damage	20% Explosive Damage	15% Explosive Damage	13% Headshot Damage	16% Headshot Damage
Imminence Armaments	6% Weapon Damage	4% Weapon Damage	48% Pistol Damage	22% Pistol Damage	30% Skill Health	30% Skill Health
Legatus S.p.A.	15% Magazine Size	15% Magazine Size	24% SMG Damage	12% SMG Damage	105% Optimal Range	75% Optimal Range
Petrov Defense Group	12% LMG Damage	6% LMG Damage	15% Weapon Handling	20% Weapon Handling	50% Ammo Capacity	40% Ammo Capacity
Providence Defense	13% Headshot Damage	8% Headshot Damage	8% Critical Hit Chance	8% Critical Hit Chance	13% Critical Hit Damage	20% Critical Hit Damage
Overlord Armaments	12% Rifle Damage	10% Rifle Damage	30% Accuracy	30% Accuracy	30% Weapon Handling	30% Weapon Handling
Royal Works	5% Weapon Handling	10% Weapon Handling	24% LMG Damage	12% LMG Damage	50% Accuracy	40% Accuracy
Sokolov Concern	12% SMG Damage	6% SMG Damage	13% Critical Hit Damage	15% Critical Hit Damage	8% Critical Hit Chance	10% Critical Hit Chance
Urban Lookout	5% Weapon Handling	10% Weapon Handling	24% MMR Damage	12% MMR Damage	45% Skill Duration	30% Skill Duration

Walker, Harris & Co.	6% Weapon Damage	4% Weapon Damage	5% Damage to Armor	4% Damage to Armor	10% Damage to Health	12% Damage to Health
Zwiadowka Sp. z o.o.	15% Magazine Size	10% Magazine Size	24% Rifle Damage	15% Rifle Damage	30% Weapon Handling	30% Weapon Handling
Gear Set Rebalanced (After PvE Updates)	Set Bonus 1		Set Bonus 2		Set Bonus 3	
	PvE	PvP	PVE	PVP	PVE	PVP
True Patriot	_____	_____	15% Weapon Handling	15% Weapon Handling	30% Magazine Size	20% Magazine Size
Aces & Eights	_____	_____	30% MMR Damage	15% MMR Damage	30% Headshot Damage	20% Headshot Damage
			30% Rifle damage	15% Rifle damage	30% Weapon Handling	15% Weapon Handling
Breaking Point	_____	_____	30% Rifle Damage	20% Rifle Damage	30% Headshot Damage	20% Headshot Damage
			30% MMR Damage	20% MMR Damage	30% Weapon Handling	15% Weapon Handling
Hotshot	_____	_____	30% MMR Damage	20% MMR Damage	30% Headshot Damage	20% Headshot Damage
					30% Weapon Handling	30% Weapon Handling
Ember Engine	_____	_____	8% Skill Efficiency	6% Skill Efficiency	30% Status Effects	12% Status Effects

Talents	Description	
	PvE	PvP
○ Boiling Point ⦿ Perfect Boiling Point	The first 80% (⦿ 75%) of your magazine will have -100% Critical Hit Chance. The rest will have 100%.	The first 90% (⦿ 80%) of your magazine will have -100% Critical Hit Chance. The rest will have 100%.
○ Reassigned ⦿ Perfectly Reassigned	Killing an enemy adds 1 round of a random special ammo into your sidearm. Cooldown: 15 (⦿ 8) seconds.	Killing an enemy adds 2 rounds of a random special ammo into your sidearm. Cooldown: 8 (⦿ 5) seconds.
○ Tag Team ⦿ Perfect Tag Team	The last enemy you have damaged with a skill is marked. Dealing weapon damage to that enemy consumes the mark to reduce active cooldowns by 6s (⦿ 12s). Cooldown: 4s	The last enemy you have damaged with a skill is marked. Dealing weapon damage to that enemy consumes the mark to reduce active cooldowns by 4s (⦿ 8s). Cooldown: 4s
○ Concussion ⦿ Perfect Concussion	Headshots increase total weapon damage by 10% (⦿ 20%) for 1.5s. 5s with marksman rifles. Headshot kills increase total weapon damage by 15% for 10s. Both buffs can be active for an increase of 25% (⦿ 35%) total weapon damage.	Headshots increase total weapon damage by 10% (⦿ 14%) for 1s. 6s with marksman rifles. Headshot kills increase total weapon damage by 14% for 6s. Both buffs can be active for an increase of 24% (⦿ 28%) total weapon damage.
○ Protector ⦿ Perfect Protector	When your shield is damaged, you gain +5% (⦿ +25%) and all other allies gain +15% (⦿ +35%) of your armor as bonus armor for 3s. Cooldown: 3s	When your shield is damaged, you gain +10% (⦿ +15%) and all other allies gain +20% (⦿ +30%) of your armor as bonus armor for 3s. Cooldown: 3s
■ Ember Engine ⦿ Spontaneous Combustion ⦿ Flashpoint ⦿ White Hot	⦿ Spontaneous Combustion (Bonus Set 4) Every Status Effect you apply has a 20% chance of also applying Burn to the enemy. If the Status Effect initially applied was Burn, the enemy will receive +25% Burn Damage for the duration of the Burn. ⦿ Flashpoint (Chest) Increase the chance of applying Burn of Spontaneous Combustion to 40%. ⦿ White Hot (Backpack) Increase the Duration of the Burn Damage debuff of Spontaneous Combustion by 50%.	⦿ Spontaneous Combustion (Bonus Set 4) Every Status Effect you apply has a 10% chance of also applying Burn to the enemy. If the Status Effect initially applied was Burn, the enemy will receive +10% Burn Damage for the duration of the Burn. ⦿ Flashpoint (Chest) Increase the chance of applying Burn of Spontaneous Combustion to 15%. ⦿ White Hot (Backpack) Increase the Duration of the Burn Damage debuff of Spontaneous Combustion by 20%.
◆ Fafnir ⦿ Dragon's Breath	⦿ Dragon's Breath This weapon fires Dragon's Breath shells. Each shot has a 10% chance of applying Burn to the enemy. Weapon Damage is Amplified by 30% of your Status Effect bonus.	⦿ Dragon's Breath This weapon fires Dragon's Breath shells. Each shot has a 5% chance of applying Burn to the enemy. Weapon Damage is Amplified by 10% of your Status Effect bonus.

◆ Iron Will ● Resolved	● Resolved Your next body shot will be considered a headshot. Cooldown: 1s Requires: This Talent has no effect when using a Shotgun.	● Resolved Your next body shot will be considered a headshot. Cooldown: 2s Requires: This Talent has no effect when using a Shotgun.
--------------------------------------	--	--