

BUILD YOUR CHARACTER

PERKS

Perks are **passive benefits** that, once unlocked, are always active. Most perks have upgrades which need to be unlocked in order.

Perks affect item carry capacity for inventory, stash, grenades and armor kits, but also crafting materials and resource items. They also award XP bonuses, bonus crafting materials from deconstructing, in world detection boosts of containers and enemies and new Bounty difficulties.

Perks and their upgrades are **unlocked at the Quartermaster**, in the Base of Operations, by spending SHD Tech.

OUR mandate is to take action wherever and whenever needed; to fight rising threats against the security of the nation and its people; to seize back control; and to do whatever it takes to save what remains.

SKILLS

SKILL PLATFORMS

There are 8 skill platforms that unlock by completing **Skill Unlock missions**: Pulse, Drone, Chem Launcher, Hive, Seeker Mine, Turret, Firefly and Shield.

Agents can have 2 skills equipped at the same time, increasing their options for how to approach a combat situation.

SKILL VARIANTS

Each skill platform has 3-4 variants featuring very **different characteristics**, from armor repairing abilities, to area of effect attacks or focused high damage attacks.

Unlocking a skill allows players to pick a single variant. The rest can be unlocked by spending SHD Tech.

When equipping a skill, players can choose which variant of the skill they want to play with.



Inventory 1

Inventory capacity increased by 10 slots.



Inventory 2

Inventory capacity increased by 20 slots.



Inventory 3

Inventory capacity increased by 30 slots.

PLAYER LEVEL

Reach Level 30 by completing activities and missions in the world. Once Agents reach max Level, Gear will no longer have Level requirements and instead display a **Gear Score**.

PLAYER EQUIPMENT

QUALITY

Higher Quality tiers and levels allow equipment to have more unique stats, higher values on its stats and a wider variety of talents.

Worn
Standard
Specialized
Superior
High-End

MODS

Equipment can be modified to further **specialize behavior** or stats.

Weapons can equip attachments like: magazines, muzzles, underbarrel and optic rail mods; boosting certain characteristics of an Agent's weapon, like magazine size, reload speed or stability. Each **weapon mod** also features a drawback, for example decreasing accuracy or rate of fire, to balance out its bonus.

Acquire weapon mod **Blueprints** by playing Side Missions and Projects, and then construct them at the craft bench. Some mods are unlocked as Perks by spending SHD Tech at the Quartermaster.

Gear mods drop like normal loot, following the same **Quality** rules, and can be attached to gear which comes with empty Gear Mod slots

Choose gear mods based on preferred stats; they are anything from Grenade Damage to Increased Kill XP. **Gear mods do not feature a drawback.**

Once Agents have crafted or unlocked a weapon mod they can **equip it on as many weapons as they want**, as long as it is a valid mod for that weapon model. Gear mods, meanwhile, can only be equipped to one Gear piece at a time.

TALENTS

Talents are **powerful special effects** that can further enhance or change one's playstyle and effectiveness. The most powerful talents only activate once Agents fulfil their stated **requirements**.

Close & Personal Killing a target within 7m grants +50% weapon damage for 5s.	
REQUIRES 5 or more (5/5)	
Accurate +15% accuracy.	
Everlasting While holstered and in cover, this weapon regenerates 2 ammo every 5s.	

WEAPONS

WEAPON SLOTS

Players can equip two primary weapons and a sidearm at the same time, unlocking the second slot is a Perk and requires a visit to the **Quartermaster** in the Base of Operations.

GEAR

GEAR SLOTS

An Agent has a total of 6 available gear slots: Mask, Backpack, Vest, Gloves, Holster and Kneepads.

Each Gear piece comes with an **armor stat** which is an indication of the amount of damage one can take before losing all armor. Once all armor is gone, a character is very vulnerable.

GEAR BRANDS

Equipping Gear pieces belonging to the same brand **unlocks additional stats**.

Each brand item equipped increases the number of brand stats active, up to a maximum of three. With six total Gear slots, Agents have a wide set of brand choices and combinations to find their preferred playstyle.

Murakami Industries

+8.0% Health
+10.0% Hazard Protection
15.0% Firefly Skill Power

SAVING D.C. IS JUST THE BEGINNING.

SPECIALIZATIONS

Upon reaching the endgame, Agents unlock access to Specializations: Sharpshooter, Survivalist and Demolitionist. Agents can switch between unlocked Specializations with no restrictions by talking to the Quartermaster at the Base of Operations. Each Specialization comes with a **Signature Weapon** and a new Signature Weapon slot, added to your already existing loadout. These weapons are powerful, but their ammo is rather scarce. Each Specialization comes with an **ability tree** which contains new skill variants, grenade types and talents that fit the Specialization playstyle theme.

You can **unlock abilities in the Specialization tree** with Specialization Points. These are rewarded from completing invaded missions, daily priority missions, priority network bounties and weekly projects. Also each Field Proficiency level-up awards Specialization points.

GEAR SCORE

After Level 30, all Gear and Weapons' power is represented by **Gear Score** in addition to Quality. Agents overall **loadout power** is represented by an average Gear Score of all the Equipment that they have equipped.

HOW TO RAISE GEAR SCORE

Agents can find higher Gear Score items by engaging in any endgame activity that rewards loot. Drops are based on their **peak available** (anything in their inventory or stash) Gear Score and not current loadout power. This means Agents can play with any Equipment combination and still receive relevant drops.

More difficult activities (for example main missions and bounties on higher difficulties) will have higher chances for gear score upgrades.

The endgame is organized in **World Tiers**. Each WT has a corresponding Gear Score max, which represents the maximum gear score of the loot in that WT.

In order to advance World Tiers, Agents have to beat the WT challenge: two invaded main missions and an invaded stronghold. The stronghold has a Gear Score requirement; this means one's loadout power needs to be at least the required amount in order to attempt the stronghold challenge.

Successfully completing the stronghold challenge will automatically advance Agents to the next World Tier.

WT1

Max GS 300

WT2

Max GS 350

Previous tier Stronghold requirement: 275

WT3

Max GS 400

Previous tier Stronghold requirement: 325

WT4

Max GS 450

Previous tier Stronghold requirement: 375

CRAFTING

Crafting requires two main components: **Blueprints** and **Materials**. Agents discover Blueprints through a multitude of activities such as playing weekly projects, defeating control points or purchasing directly from vendors.

Scavenging is a great source for crafting materials, but so are control points, living world activities, projects and boss loot. **Deconstructing** undesired equipment is also an effective way to acquire base materials.

When levelling through the campaign, **Crafting is a great tool to discover new playstyles** and acquire higher Quality items before they drop naturally in the open world, or fill out Equipment slots that are lagging behind in power. Additionally, this is the main way for Agents to get their hands on **Weapon Mods**.

Once reaching the endgame, Agents can unlock even more Blueprints which allow them to craft specific brand items, random gear mods, random skill mods, or exotics.

RECALIBRATION

Once Agents get closer to the endgame, Recalibration will be made available. This feature allows Agents to further customize their Equipment by replacing their attached stats and talents and increasing their **Gear Score** (to a certain limit).

At the **recalibration bench**, Agents can, by paying some credits and materials, choose to change a stat or talent on an item they want to upgrade, exchanging it with a stat from an item in their inventory. The item the stat is transferred from is **destroyed after Recalibration**.

For the stat/talent transfer to take place, the 2 stats/talents need to be from the same **family** (offensive, defensive, utility). Agents can only **recalibrate 1 stat/talent per item**, but this can then be switched out indefinitely.



Paratrooper SVD High-End	Score 366
DMG 27,9k RPM 286 MAG 10	
+137.0% Headshot Damage	
Killing an enemy with a critical hit grants +50% critical hit chance for 5s	
REQUIRES 5 or more (0/5)	
Allegro +10% rate of fire.	

Custom M44 High-End	Score 365 (365)
DMG 49,3k RPM 55 MAG 5	
+125.0% Headshot Damage	
+10% (5% PVP) critical hit damage is gained for every 5% of your armor that is depleted	
REQUIRES 5 or less (0/5)	
Jazz Hands +10% reload speed.	

EXOTICS

Exotics are unique Weapons and Gear with their own lore, looks and talents. Only one Exotic weapon and gear item can be equipped at a time, for a total of two. Acquiring Exotics will require **completing specific tasks**, progressively discovered by Agents as they take back Washington, D.C.

Exotics can be upgraded through Crafting. Agents will need to purchase the upgrade Blueprint for each exotic from vendors. The Blueprint requires an exotic material, which is obtained by Deconstructing any Exotic item.

GEAR SETS

Gear Sets are comprised of 6 unique gear pieces which, when equipped, unlock **special and very powerful 5 and 6 piece talents**. These have a different Quality color compared to normal items and do not adhere to the same Quality rules, nor do they have a Gear Brand.

Gear Sets are found in loot and rewards, just like any other gear and weapon items. Playing specific activities will guarantee a random gear set reward.

The first Gear Sets will be added shortly after launch of **The Division 2**.