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First row:	After two perk choices:	After four perk choices:	After eight perk choices:	After ten perk choices:
<i>Overload Bows (Arms)</i>	<i>Scout Rifle Loader (Arms)</i>	<i>Glaive Loader (Arms)</i>	Overload LMG (Arms): <i>Uninterrupted fire from equipped Machine Guns will stun enemies with a beam that delays energy regeneration and reduces enemy damage output. Strong against Overload Champions.</i>	<i>Thunderous Retort (Class): Arc Supers do more damage when cast while in critical condition or while amplified.</i>
<i>Unstoppable Pulse Rifles (Arms)</i>	<i>Sword Ammo Scavengers (Legs)</i>	Focusing Strike (Arms): <i>Causing damage with a melee ability grants class ability energy.</i>	<i>Anti-Barrier Snipers (Arms)</i>	Hype Train Conductor (Class): <i>+2 seconds to amplified timer. Stacks.</i>
<i>Anti-Barrier Scout Rifles (Arms)</i>	Machine Gun Holster (Legs): <i>Gradually reloads stowed Machine Guns over time. Stacks.</i>	<i>Combo Arc + Solar Resist (Chest)</i>	Bad Amplitude (Class): <i>Damaging a Champion with an Arc ability causes the Champion to become jolted.</i>	Trace Evidence (Class): <i>Precision hits on Arc debuffed targets will generate Ionic Traces.</i>
<i>Anti-Barrier Auto Rifles (Arms)</i>	<i>Scout and Sniper Targeting (Head)</i>	Machine Gun Ammo Scavenger (Legs)	<i>Surge Detonators (Class)</i>	<i>Lightning Strikes Twice (Class)</i>
<i>Unstoppable Shotguns (Arms)</i>	Bottomless Bounty 1 (Head): <i>Improves two Origin Perks.</i>	Bottomless Bounty 2 (Head): <i>Improves two Origin perks.</i>	<i>Inferno Whip (Class)</i>	<i>Sundering Glare (Class)</i>

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