[CR2.0 Guide] Tree Overviews (The Short Version)

This guide's goal is to give folks a quick technical overview of each the trees, how their purposes may have changed, and to highlight some key abilities in each. Hopefully this'll help people find their new home(s) for loadouts.

Coder

To start off with, Code Shaper hasn't changed a great deal, it is still defined by the duo of Melee and Hacker, with Proxy Master placing you as the Hacker, and Utility Master putting you in the thick of things.

A few new abilities for Code Shaper are Detonate Proxy and Drain Code. Both must be used outside of Interlock, so they may benefit the Proxy Master a bit more I feel. Detonate Proxy packs your simulacra full of C4 and doing damage (I haven't had a chance to see it in action though). Drain Code kills your Sim (does 8000 damage.) and returns 50 IS.

Hacker

Patcher

Patcher's undergone some pretty big changes:

- The Buff/Heal Radii are a lot bigger if you're going down towards Trauma Surgeon.
- Most of the offensive stats/stacking is gone from the trees.
- Area heals are now a lot more useful.
- Every Patcher should load Harmful Code 1.0 (at least) for the extra damage, its IS cost is low and it does a decent chunk of damage.
- Most of the important buffs last only five minutes (including Upgrade Master and Improved Hacking).

Force Multiplier

- Force Multiplier's biggest change is that Force Multiplier's class buff no longer grants an offensive stat, but an IS Cost Reduction of 10%. Still good, but different.
- With the long duration of fights, Force Enhancer's usefulness is diminished. It can still make a difference in a fight, just not as big of one.
- Sweep Party 2.0 is no longer the end-all be-all support ability in the tree as states don't last that long usually (it's still useful, but not as essential as to only do that).
- Combat Auras 1.0 and 2.0 now buff different stats (Accuracy and Damage respectively).
- Supreme Damage Resistance no longer has a chance to heal on taking damage.
- Cancel Upgrade 2.0 is quite useful now since someone cannot activate their class buff while in combat.
- Group Heals 1.0 is the second most efficient heal in Team Patcher (1.3 HPS per IS) behind

Restore Group 3.0.

Trauma Surgeon

- Trauma Surgeon's big ability change is that you can't have both Weapons Boost and Combat Training active at the same time, also they only last five minutes now.

- Viral Shielding is a lot more useful now with Viral Deflect capping gone.

- In group PvP situations, Trauma's heals are vital to combat/negate Howitzers (their radii has received a similar boost).

- The Group Repairs line is very inefficient (3.0 has the best efficiency at 1 HPS per IS) and Restore Groups heal for more and for less IS. Restore Group and Group Heals is the most efficient combo, but the two Trauma heals are good for burst healing after getting bombed.

- For in-IL heals, Restore Group 2.0 (1.1 HPS per IS) is less efficient then Group Heals 1.0 (Force Enhancer, 1.3 HPS per IS), so if you're going down any of Force Enhancer, pick that up.

- The Trauma Surgeon title ability (5% Heal/Buff Radius) and class buff (+Healing and 10% Heal/Buff Radius) are nice, but not really worth the memory cost. The class buff is also lacking in comparison to Force Multiplier's.

- Panicked Heal doesn't work at the moment (heals 1 damage), but with my current math, it doesn't look to be too impressive, sort of a mildly-efficient "oh noes" button.

Upgrade Master

- The big change for Upgrade Master lies at Upgrade Master itself. It takes a big 150 buffer, but also adds 200 extra buffer. It lasts five minutes though...

- Enhanced Dodge now affects both Melee and Ballistic Defense.

- Like it's sibling Cancel Upgrade, Delete Upgrade is a lot more useful now (although it's the lesser of the two abilities).

Physician

- Fast Healing 1.0 and 2.0 no longer stack.

- Harmful Codes are now useful again (seeing a pattern?).

- The IS efficiency of Physician heals is about 4 times that of Trauma Surgeon's, but they all share the 2s launch time.

Virologist