

Skill Tree

The CP skill tree lets you permanently unlock new weapons, abilities, and salary upgrades for your job. Every CP job has its own tree — Police, SWAT, and Medic each have different paths and specialisations. Progress is permanent and carries over between sessions.

How Skill Points Work

You earn skill points by playing on the server over time. Progression is time-based — roughly every **30 minutes** of playtime earns you a point, with each level requiring a little more time than the last (Level N requires $60 + (N \times 30)$ minutes total). If you want to reset your tree and reallocate your points, a respect costs **\$10,000,000**.

Respeccing is expensive. Think carefully before investing points deep into a branch — unlocking a specialisation path locks out its opposing path.

Police Tree

The Police tree applies to Police Officer, Chief, and Chief Inspector. It starts with a Glock and a small salary, then branches into three directions: Detective, Frontline, and Surveillance.

Base Path — Glock, +10 speed, \$300 salary, BO2 MSMC SMG.

Detective Branch — +10 speed, \$500 salary, Deagle. From here you can go deeper into two sub-paths: **Undercover** (civilian model, camo weapon, disguise kit, tracker) or **Forensics** (\$600 salary, Raging Bull pistol, DNA kit, female officer model).

Frontline Branch — SCAR rifle, \$500 salary, +25 armour. Sub-paths: **Raider** (\$800 salary, Vector SMG, entity scanner, combine soldier model) or **Patroller** (\$600 salary, Magic Sword, Taser, combine model).

Surveillance Branch — Binoculars, CCTV monitor, Heartbeat sensor (detects players through walls on a 2D radar).

SWAT Tree

The SWAT tree applies to SWAT Officer and SWAT Leader. It starts with an M9 Beretta and branches into five specialisations. Two specialisations are opposing pairs — you can only pick one from each pair.

Base Path — M9 Beretta, +25 armour, \$600 salary, G36 rifle.

Heavy Branch — +25 armour, \$800 salary, Police Shield, M249 LMG.

Light Branch — +10 speed, \$700 salary, BHOP SWEP, BO2 MSMC.

Tactical Branch — Flashbang, Smoke Grenade (15-second cloud), Stun Charge (door-mounted charge), Binoculars.

Sniper Specialisation (opposes Juggernaut) — SWAT model, AW50, \$1,000 salary, Dragunov, Scope HUD (shows above-head player info while scoped from any distance).

Juggernaut Specialisation (opposes Sniper) — Gas mask model, Striker-12 shotgun, Juggernaut armour (+50 armour, reduced walk speed, high run speed), Ithaca M37, Chainsaw.

Movement Specialisation (opposes Hunter) — Barney model, Climb SWEP, \$1,000 salary, +10 speed, Magic Sword.

Hunter Specialisation (opposes Movement) — Riot model, Huntsman crossbow, \$800 salary, SL8 sniper, automatic criminal bounty target assignment.

Recon Specialisation — Heartbeat sensor, Drone (deployable flying camera), CCTV monitor, Enhanced CCTV (shows player outlines, names, and jobs through walls).

SWAT Medic Tree

The Medic tree applies to SWAT Medic. It starts with a USP and splits into a Combat or Passive branch.

Base Path — USP45, +10 speed, \$600 salary, MP7, Police Shield, CP ESP (see all CPs and their health through walls within 15° FOV).

Combat Branch — +50 armour, \$1,000 salary, M4A1, Mass Heal (area heal on reload), Adrenaline ability.

Passive Branch — +25 armour, \$800 salary, spawn restoration charger entities (wider FOV), Deagle, faster healing speed, Recharge Station (spawnable crate that refills HP/armour/ammo for the team).

The Medic's CP ESP on the base path means you always know where your teammates are and how much health they have — useful for coordinating during raids and lockdowns.

Revision #1

Created 2026-05-14 10:11:06 UTC by Noseian

Updated 2026-05-14 10:11:39 UTC by Noseian