

PAYDAY™ 3: Skills 2.0 Out Now!



Skills 2.0, a major overhaul of the PAYDAY 3 skill system, has now launched as a free update on PC and consoles. The update provides the player with more impactful choices, and deeper buildcrafting for every kind of heister.

A New Way to Build Your Heister

Skills 2.0 replaces the original layout with a clearer, theme driven structure. Instead of chasing a handful of “must have” nodes, players choose between identities: Soldier, Ninja, Hacker, Conman, and more. Each path is designed to change how you actually play, not just tweak numbers.

Players earn 51 skill points by leveling up, and can spend them freely across all categories. Investing points in a category unlocks higher tiers within that same category, rewarding commitment to a playstyle while still allowing hybrid builds that pull from several roles.

Weapon focused branches let you lean into assault rifles, SMGs, shotguns or sniper rifles, while defensive branches bolster your armor, survivability and staying power when things go loud. Utility



branches round it out by powering up sentry turrets, throwables, medic and armor bags, ECM jammers and hostage control. The intent is simple: when you spend a point, you should feel it in the next heist.

Skills 2.0 Simulator available now

Ahead of the update, players can already start theorycrafting with the [Skills 2.0 Simulator](#), a web based tool that mirrors the new system. The simulator makes it easy to experiment, save and share builds, and players arrive on launch day with setups ready to go. It serves as a key feedback tool, helping the developers see which combinations players gravitate toward before and after release.

Skills 2.0 key features

- **Rebuilt, tree based system** – The entire layout has been redesigned into themed categories with clear fantasies such as armored Juggernaut, agile Ghost, crowd controlling Puppet Master, gadget focused Engineer and more, making it easier to understand what each line is about at a glance.
- **51 skill points to invest** – Players earn 51 points across the level cap, allowing for sharply focused specialists or versatile hybrids that mix roles without feeling spread too thin.
- **Tiered unlocks within each category** – Investing points in a skill tree unlocks the next tier of skills, not just within the tree, but across within the same category. Players can chase powerful capstone skills for dedicated builds while maintaining the flexibility of picking skills from the adjacent trees.
- **Deeper weapon and gadget mastery** – Dedicated branches enhance specific weapons and tools: stronger headshot chains for snipers, improved performance for shotguns and SMGs, plus trees that specialize in throwables, armor and medical support, sentry turrets and hacking utilities.
- **More impact, less filler** – The redesign tackles long standing feedback around build variety and the goal is to make more of the tree feel like real options rather than steps on the way to a single prize.
- **Ongoing live tuning** – The team will continue to adjust values, synergies and outliers in future updates as more data and feedback comes in.

Since launch, PAYDAY 3 has grown to include **17 total heists**, all set across the gritty landscape of New York City.



For more information about PAYDAY 3, please visit: www.paydaythegame.com

NOTES TO EDITORS:

Latest assets can [be found here!](#)

Title: PAYDAY 3
Platform: PC, Xbox, PlayStation
Genre: Fantasy, co-op shooter, live ops
Developer: Starbreeze Entertainment
Release Date: Out now

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About PAYDAY™ 3

The four most well-known clown-masked criminals in recent video game history returned from retirement in PAYDAY 3 on PC via Steam and Epic Games Store, as well as Xbox Series S/X, PlayStation 5 and GeForce Now.

For more information about **PAYDAY 3**, please visit: <https://www.paydaythegame.com>

About Starbreeze AB

Starbreeze is an independent developer, publisher and distributor of PC and console games targeting the global market. Housing the smash hit IP PAYDAY, Starbreeze develops games based on proprietary and third-party rights, both in-house and in partnership with external game developers. Starbreeze shares are listed on Nasdaq Stockholm under the tickers STAR A and STAR B. For more information, please visit www.starbreeze.com.