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Subject: Re: Measuring and rewarding team work programatically?

Posted by [Lone0001](#) on Sun, 26 Sep 2010 12:36:50 GMT

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I would like to see special abilities given to specific characters tbh.

Like, one character runs faster or one character can jump higher and so on, you don't see much of that other than with the SBH (stealth) and gunner (faster shooting rocket launcher). Such things would be a nice change imo.

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