

Mastermind is based on the **number of jobs completed**. Level does not matter (though it follows that higher levels will likely have more completed jobs.) It does not require a specific character type -- Maniac, Mogul & Fearless can all be promoted to this position. Max bonus is 11%

Mastermind Estimates	
# of Jobs Completed	Bonus %
1 to 18	1
19 to 98	2
99 to 498	3
499 to 998	4
999 to 2998	5
2999 to 4998	6
4999 to 6998	7
6999 to 9998	8
9999 to 11998	9
11999 to 14998	10
14999+	11
Grants more experience from jobs.	

Wheelman must be someone who is the **Fearless character type**. The higher their level, the better. You will be unable to promote Moguls and Maniacs to this position; it will show --% for them on the promotion screen. Max bonus is 11%

Wheelman Estimates	
Player Level	Bonus %
1 to 18	1
19 to 28	2
29 to 38	3
39 to 48	4
49 to 58	5
59 to 78	6
79 to 98	7
99 to 148	8
149 to 198	9
199 to 298	10
299+	11
Reduces energy required for jobs.	

Button Man must be someone who is the **Maniac character type**. The higher their level, the better. You will be unable to promote Moguls and Fearless to this position; it will show --% for them on the promotion screen. Max bonus is +11 attack.

Buttonman Estimates	
Player Level	Bonus +
1 to 18	1
19 to 28	2
29 to 38	3
39 to 48	4
49 to 58	5
59 to 78	6
79 to 98	7
99 to 148	8
149 to 198	9
199 to 298	10
299+	11
Grants a bonus to attack.	

Bodyguard is based upon the **number of fights won**. Level does not matter; this one especially varies greatly depending on the player. It does not require a specific character type -- Maniac, Mogul & Fearless can all be promoted to this position. Max bonus is +11 defense.

Bodyguard Estimates

# of Fights Won	Bonus +
1 to 18	1
19 to 98	2
99 to 498	3
499 to 998	4
999 to 3998	5
3999 to 6998	6
6999 to 9998	7
9999 to 19998	8
19999 to 39998	9
39999 to 49998	10
49999+	11

Grants a bonus to defense.

Safecracker is based on the **number of successful heists (robberies)**. Level does not matter; this one will vary greatly depending on the player. It does not require a specific character type -- Manic, Mogul & Fearless can all be promoted to this position. Min bonus is 5%, max bonus is 15%

Safecracker Estimates

# of Successful Heists	Bonus %
1 to 18	5
19 to 98	6
99 to 498	7
499 to 998	8
999 to 3998	9
3999 to 6998	10
6999 to 9998	11
9999 to 19998	12
19999 to 39998	13
39999 to 49998	14
49999+	15

Grants more money from fighting and robbing.

Bagman must be **someone who is the Mogul character type**. The higher their level, the better. You will be unable to promote Maniac and Fearless to this position; it will show --% for them on the promotion screen. Min bonus is 5%, max bonus is 15%

Bagman Estimates

Player Level	Bonus %
1 to 18	5
19 to 28	6
29 to 38	7
39 to 48	8
49 to 58	9
59 to 78	10
79 to 98	11
99 to 148	12
149 to 198	13
199 to 298	14
299+	15

Grants more money from jobs