

WEAPON UPGRADE	COST	DMG Bonus	ATK Bonus	NOTE
Combat Optics Mk1	\$1k			1 Notice Checks
Combat Optics Mk2	\$3k			2 Notice Checks
Combat Optics Mk3	\$25k		1	3 Notice Checks
Charged Barrel Mk1	\$10k	Shield DMG +2		Increase damage to shields
Charged Barrel Mk3	\$30k	Shield DMG +5		Increase damage to shields
Charged Barrel Mk4	\$75k	Shield DMG +10		Increase damage to shields
Expanded Magazine	\$5k			50% Clip Increase, +2lbs
Feed Loader	\$10k			100% Clip Increase, +4lbs
Reactive Trigger	\$3x Base Cost			3RB, Auto
Expanding Barrel	\$3x Base Cost			Ignore Snapfire Penalty
Impact Stock	\$3k	STR+1d4 (melee)		
Gun Blade	\$5k	STR+1d6+2 (melee)		
Kinetic Blade	\$10k	Attached Weapon		Attach a melee weapon to the gun
Bullet Mk1	\$1k x Bullet			Increase AP 1
Bullet Mk2	\$2k x Bullet	1		Increase AP 2
Bullet Mk3	\$5k x Bullet	2		Increase AP 3
Barrel Mk1	\$5k	1		
Barrel Mk2	\$15k	2		
Barrel Mk3	\$35k	4		
Scope Mk1	\$5k	Increase weapon range 5		
Scope Mk2	\$25k	Increase weapon range 10		Negate called shot penalty (-1)
Scope Mk3	\$50k	Increase weapon range 10		Negate called shot penalty (-2), Can target through light barriers
Light-Weight	\$15k			Reduce weight 25%
Light-Weight 2	\$25k			Reduce weight 50%
Coil Mk1	\$5k			Reduce recoil by 1 on one die
Coil Mk2	\$20k			Reduce recoil by 1 on two die
Coil Mk3	\$60k			Reduce recoil by 1 on three die

Rules Alterations

The Raise required to do an additional Wound is increased by the Size of the vehicle/armor

Hardness: Reduces all damage by this amount

Shields: Apply any damage done to the character to the Shield points first. Any left over damage is applied to the Toughness as usual, including AP. Shields can regenerate by an amount of an Engineering check, as an Action, and not being successfully attacked until the start of your next turn.

These mods are in addition to and in conjunction to those in the SciFi Companion

ARMOR	COST	MISC BONUS	MOD SLOTS	ARMOR	SHIELD STRENGTH	Notes
ARMOR MODS						
Medical Module 1	\$15k	+1 to Bleed Out and Toxin Save	1			
Medical Module 2	\$25k	+2 to Bleed Out and Toxin Save	2			+1 to Soak Rolls and Recovery Checks
Medical Module 3	\$40k	+3 to Bleed Out and Toxin Save	3			+1 to Soak Rolls and Recovery Checks
Medical Module 4	\$60k	+4 to Bleed Out and Toxin Save	4			+2 to Soak Rolls and Recovery Checks
Hazard Suit	\$2k	+4 to Environmental Saves	0	1		Environmental Protection and air24hr, 100 Kilometer Radio
Hazard Suit (Inlay)	\$4k	+4 to Environmental Saves	0			Environmental Protection and air 24hr, added to existing armor
Shield Battery	\$5k	Multiply cost by Size	1		+1	Add this to armor that does not have shields
Shield Enhancer	\$10k	Multiply cost by Size	1		+3	
Shield Amplifier	\$15k	Multiply cost by Size	1		+5	
Shield Mk 1	\$20k	Multiply cost by Size	1	+1	+6	
Shield Mk 2	\$25k	Multiply cost by Size	1	+1	+8	
Shield Mk 3	\$35k	Multiply cost by Size	2	+2	+10	
Shield Mk 4	\$50k	Multiply cost by Size	2	+2	+12	
Shield Mk 5	\$60k	Multiply cost by Size	3	+3	+12	
Shield Mk 6	\$75k	Multiply cost by Size	3	+3	+16	
Shield Atomic	\$100k	Multiply cost by Size	4	+3	+16	Re-Roll 1's on "Power" Damage
Motorized Joints	\$10k	+2 to Melee Damage	1			
Exoskeleton	\$20k	+4 to Melee Damage	1			
Combat Exoskeleton	\$30k	+6 to Melee Damage	2			Hardness 1
Glide Wings	\$2k	Glide instead of fall	1			Requires 10x distance fallen to glide, max fall damage 4d6
Thrusters	\$2k	Maneuver in zero G	1			8 hr of continual thrust
Jump Jets	\$10k	+2 to Athletics to Jump	1			As thrusters and add +2 to Jump Rolls
ARMORS						
Combat Mk 1	\$75k		0	5	4	10lbs, Negates up to 2AP
Combat Mk 2	\$200k		1	6	4	12lbs, Negates up to 2AP
Combat Mk 3	\$275k		1	6	6	14lbs, Negates up to 2AP
Combat Mk 4	\$350k		2	6	8	16lbs, Negates up to 2AP
Combat Mk 5	\$400k		2	7	10	18lbs, Negates up to 4AP
Combat Mk 6	\$450k		3	8	12	20lbs, Negates up to 4AP, Pace +2
Assault Trooper	\$550k		3	8	12	20lbs, Negates up to 4AP, +1 to Melee Damage
Space Marine Armor	\$550k		3	8	8	16lbs, Negates up to 4AP, Environmental Protection and Air
Assault Armor Mk 1	\$650k		4	8	12	22lbs, Negates up to 6AP, Size 1
Assault Armor Mk 2	\$700k		4	9	16	25lbs, Negates up to 6AP, Pace +2, Size 1
Assault Armor Mk 3	\$750k		4	10	16	30lbs, Negates up to 6AP, Pace +2, Size 2
Kusanagi Suit	\$800k		5	10	20	40lbs, Negates up to 6AP, Double Carry Capacity, +2 to Melee Damage, Pace +2, Size 1

TECH GAUNTLET	Cost	MOD SLOTS	SAVE MODIFIER	POWER DAMAGE	NOTES
Tech Gauntlet Mk1	\$25k	0		+2	Translates known language, Flashlight, Toolkit, Audio/Video playback and recording, Computer Interface Power Damage applies to all “Arcane Background” powers Save Modifier applies a penalty to anyone making a save against your Powers Can be built into any fashionable apparatus like a staff, hat, or jacket
Tech Gauntlet Mk2	\$50k	1	-1	+2	
Tech Gauntlet Mk3	\$100k	2	-1	+3	
Tech Gauntlet Mk4	\$150k	2	-2	+3	
Tech Gauntlet Mk5	\$250k	3	-2	+4	
Tech Gauntlet Mk6	\$400k	4	-3	+4	
Tech Gauntlet Mk7	\$500k	5	-3	+5	
Tech Gauntlet Mk8	\$600k	6	-4	+6	
PLUGINS					
Trick Gauntlet	\$5k	1	Perform a trick on opponent. If you succeed they have –2 on Saves vs. your Powers until of your next your next round, -4 with a Raise.		
Sword Mk1	\$5k	1	Melee attack of STR + 1d6		
Sword Mk2	\$7k	2	Melee attack of STR + 1d8		
Sword Mk3	\$10k	2	Melee attack of STR + 1d8 + 2		
Quick Gauntlet	\$5k	1	You have the Quickdraw Edge with your Tech Gauntlet		
Shield Gauntlet Mk1	\$3k	1	+1 Parry		
Shield Gauntlet Mk2	\$7k	1	+2 Parry, +2 Toughness vs. ranged attacks		
Piercing Mk1	\$5k	1	AP 1 on Tech Gauntlet attacks, must be purchased separate for “Powers”		
Piercing Mk2	\$10k	1	AP 2 on Tech Gauntlet attacks, must be purchased separate for “Powers”		
Long Mk1	\$10k	2	Reach +1		
Long Mk2	\$15k	3	Reach +2		
Energy Mk1	\$10k	1	HW, Tech Gauntlet damage becomes Fire Damage (or Electric, chosen at time of purchase)		
Energy Mk2	\$15k	2	Same as Mk1, Opponent cannot regenerate shields until they take an action to make a Vigor check		
Energy Mk3	\$25k	3	Same as Mk2, add +1d6 Fire Damage on melee attacks		
Freeze Mk1	\$5k	1	Attacks deal Cold damage. Reduce opponents pace by 1/2 until end of their next turn if you exceed their Toughness.		
Freeze Mk2	\$10k	2	As Mk1. If you actually deal a wound (no Soak) your opponent has a –1 on their next action.		
Freeze Mk3	\$20k	3	As Mk2, but opponent cannot move or take reactions until the end of their next turn.		
Cyber Mk1	\$3k	1	Avatar Damage increased by +2		
Cyber Mk2	\$10k	2	Avatar Damage increased by +4		
Cyber Mk3	\$15k	2	Avatar Damage increased by +6		
Duration	\$15k	2	Duration of your powers increased by 1 round.		
Efficient	\$25k	2	Reduce point cost of one power by one point (minimum of 1). This may be taken more than once to apply to different power, not the same.		
Bonus Hacking	\$5k	1	+1 to Hacking Rolls		
Bonus Power	\$5k	1	+1 to Power Rolls		
Bonus Soak	\$5k	1	+1 to Damage Soak Rolls		
Bonus Resistance	\$5k	1	+1 to Power Save Rolls		
Bonus Melee DMG	\$7k	1	+2 to Melee Damage with Tech Gauntlet attacks		
Bonus Melee DMG	\$15k	2	+4 to Melee Damage with Tech Gauntlet attacks		