Armor Special Qualities

All the armor qualities.

- Absorptive (Armor Quality)
- Flak (Armor Quality)
- Light Plating (Armor Quality)
- Heavy Plating (Armor Quality)
- Battle Plating (Armor Quality)
- Concealed (Armor Quality)
- Unbreakable (Armor Quality)
- Energy Shield (Armor Quality)
- Kinetic Shield (Armor Quality)
- Environmental Shield (Armor Quality)
- Power Frame (Armor Quality)
- Jet Pack (Armor Quality)
- Mystical (Armor Quality)

Absorptive (Armor Quality)

Gain +5 Armor Rating against attacks with the Explosive weapon quality. When an attack hits you, you can choose to ignore the following weapon qualities: Burning, Incinerate, and Stun. When you choose to ignore those qualities, you cannot do so again until the start of your next turn.

Flak (Armor Quality)

Your Base Armor Rating becomes 3. You can add up to four additional qualities to this armor but cannot add Power Frame or Unbreakable.

Light Plating (Armor Quality)

Your Base Armor Rating becomes 6, and you receive -2 to your Defense. You can add up to three additional qualities to this armor but cannot add Power Frame.

Heavy Plating (Armor Quality)

Your Base Armor Rating becomes 9, and you receive -3 to your Defense. The Defend action grants you a maximum bonus of +3. You can add up to two additional qualities to this armor but cannot add Concealed.

Battle Plating (Armor Quality)

Your Base Armor Rating becomes 15, and you receive -5 to your Defense. You cannot use the Defend action. You can add up to one additional quality to this armor but cannot add Absorptive or Concealed.

Concealed (Armor Quality)

Your armor is easy to hide beneath clothing. You gain +2D to dice checks to conceal the armor.

Unbreakable (Armor Quality)

Your armor is immune to the Breaking weapon quality and cannot be destroyed without taking extreme measures. When an attack hits you, you can choose to ignore the Piercing weapon quality, and cannot do so again until the start of your next turn.

Energy Shield (Armor Quality)

Gain +3 Energy Armor. You can overheat your shield to gain an additional +6 Base Armor against one Damage roll. When you do, remove any Spread and Stun weapon qualities associated with the damage—and lose this armor quality until you finish resting.

Kinetic Shield (Armor Quality)

Gain +3 Kinetic Armor. You can overheat your shield to gain an additional +6 Base Armor against one Damage roll. When you do, remove any Breaking and Piercing weapon qualities associated with the damage—and lose this armor quality until you finish resting.

Environmental Shield (Armor Quality)

Gain +6 Environmental Armor. You can overheat your shield to gain an additional +6 Base Armor against one Damage roll. When you do, remove any Burning and Incinerate weapon qualities from the damage—and lose this armor quality until you finish resting.

Power Frame (Armor Quality)

You cannot take the Dash action. Gain a +2D bonus to Strength checks. When you are Wounded and take damage, Damage rolls cannot exceed half your Maximum Resolve (rounded down.)

Jet Pack (Armor Quality)

When you move, you can fly. When you fly at least one zone on your turn, add your Pilot rank to your Defense until the start of your next turn.

Mystical (Armor Quality)

This armor reduces damage from Force Attacks and Force Edges. Additionally, it gives you +2D to KNO + Willpower or Force checks to resist Force Attacks and Force Edges.