Armor Special Qualities Upgrades

Absorptive

Cost: 750cr

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.

Battle Plating

Cost: 4,000cr

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

Cost: 350cr

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

Energy Shield

Cost: 1,500cr

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.

Environmental Shield

Cost: 1,500cr

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.

Flak

Cost: 100cr

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

Heavy Plating

Cost: 1,000cr

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.

Jet Pack

Cost: 2,000cr

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.

Kinetic Shield

Cost: 1,500cr

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.

Light Plating

Cost: 350cr

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.

Mystical

Cost: 3,000cr

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.

Power Frame

Cost: 2,000cr

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.)

Unbreakable

Cost: 750cr

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.

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