

Character Mods

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Each rank has a limited weapons/armor/tech modification which will allow players to customize their character statistics. Some modifications cannot be unlocked unless researched. Below is a list of the modifications and their cost for use. While mods do stack each character is limited in what they can use based on how many slots they have available. To determine how many slots you have available check the [rank page](#) .

Research credits are used to unlock the various technologies. Research credit is accumulated through researching which is conducted by the science department. In order to use the credit the science department must put in an order to unlock any technology available. This is instantaneous but must be done by a scientist.

(research credits or available/slots needed/prestige cost)

--weapons-- *issued weapons take no weapon slots

rifle (A/1S/200p)

pistol (A/1S/100p)

shotgun (A/2S/400p)

grenades (A/1S/200p)

machine Gun (A/2S/400p)

melee weapon (A/2S/600p)

sniper Rifle (R2/3S/800p)

flame thrower (R1/2S/600p)

rocket Launcher (A/4S/800p)

singularity grenades (4R/3S/800p)

scope +5% critical chance security (A/1S/200p)

silencer +5 critical chance stealth (A/1S/300p)

sanjo sniper rifle - all combat checks become stealth checks (R3/3S/900p)

electrostatic Discharger EMP use (R1/2S/1000p)

--armor--

shield technology (R2/2S/400p)

nano weave mesh armor -5% critical fail security (R1/1S/500p)

loader armor +5% critical chance repair (R1/1S/600p)

gravpacks 3 slot (R4/3S/1200p)

softset tactical wear +5% stealth (R1/1S/600p)

Security Jacket Long +5% investigation (R1/2S/700p)

thermoptics suit +10% sneak (R3/3S/1200p)

flight suit +5% pilot (A/2S/1000p)

lab coat +5% science (A/2S/600p)

business suit +5% barter (A/2S/500p)

--tech--

medical pack +5% critical chance medical checks (A/1S/240p)

defibulator +5% critical chance medical checks (A/2S/450p)

plasma cutter +5% critical chance mining (R1/1S/500p)

sequencer +5% critical science checks (A/2S/700p)

advanced repair gun +5% repair (R1/2S/800p)

handheld geological surveyer +5% mining (R1/2S/660p)

medkit +5% medical (A/1S/400p)

advanced medkit +10% medical (R2/1S/1000p)

glasses - negates negatives to perception (A/0S/1000c)

cyberdeck Omnitech industries (A/2S/800c) +1 deck slot

cyberdeck Neronet Inc. (A/2S/1200c) +2 deck slots

cyberdeck Stonegate Inc. (A/2S/1800c) +3 deck slots

___Software Firewall -%5 critical fail hacking (A/1DS/1200c)

___software attack software +5% hacking critical (A/1DS/1500c)

rigging deck Modular Tech (A/1S/800c) +1 rig slot

rigging deck Sanjuro (A/1S/1100c) +2 rig slot

rigging deck augmenation (A/2S/1800c) +3 rig slots

___combat drone subroutines +5% plot (A/1S/1100c)

___combat drone hardening +5% critial fail pilot (A/1S/800c)

___tactile senses +5% pilot critical (A/1S/1200c)

___military grade senses (drone checks become security checks) (R2/3S/2400c)

--achievements-- *you recieve either through special action or event

pilots license +5% pilot check

mars vet +10% security

active player +10% per check

player killer +5% indimidation

child killer +5% on indimidation critical check

serial killer +5% indimidation & charm

infamous +5% critical intimidate check

CEO business sense +5% barter

officer training transfer your own prestige to your pool

VASC Silver Star +5 security crit

Orbital Strike Training +5% Science

--Perks--

Born leader +100p to pool

brown noser -10% on rank prices

penny pincher +10% on credits earned

death defier -5% critical fail pilot check

death sense -5% critical fail pilot check

nano surgeon +5% critical medical check

special forces training +5% critical security check

ace pilot +5% critical pilot check

rock hound I-II get taxed 25%/0% on ore sales

pack muel - recieve an extra tech slot

ambidextrous - recieve an extra weapons slot

carry a load - receive an extra armor slot

photographic memory +5% science

smooth talker +5% charm check

nobel prize -24 hours research time

sherlock sense -24 hours investigation time

shady deals 10% discount on black market purchases

overclocking - +1 extra program slot per grade

cyber baby - gain +2 slots for cybernetics only

wetware - gain +1 biotech implant slots

rock star - you may have up to 15 overdose points

hippie - you gain a +20% to your resistance checks for drug use

family history - you may choose 2 more [backgrounds](#)

well connected - players may choose up to 16 in their contact ratings

gambling junkie - you receive 10% more winnings in [gambling](#)

stim junkie - you gain 5% more effects from [crafted](#) drugs

fate is what we make - eliminate 1 negative background

dog the bounty hunter - receive 10% more credits from bounties

flatfoot - receive 20% more prestige while on patrol

d'naa blood - using a melee weapon requires no slots

ghost recon - you may roll all security checks with your sneak skill

combat medic - you may roll all security checks with your medic skill

young eisenstein - convert investigation credits to research credits

Journalist - you gain a +50% prestige bonus on all blog posts

lone wolf - +25% prestige for all skills roles done alone

teacher 1-3 - players may train others in specialized skills (60%/70%/80%)

--Cybernetics--

Standard Cybernetic graft (A/1S/500c) +1 implant slot

Advanced Cybernetic graft (A/2S/1000c) +2 implant slot

Combat chassis (A/3S/1500c) +3 implant slot

Military Grade Combat Chassis (A/4S/2500c) +4 implant slot

IFF Optical Overlay +5% critical success pilot (A/1IS/500c)

dermal plating +5% intimidation (A/1IS/800c)

smart link +10% security critical (A/3IS/2000c)

move by wire +10% security (A/3IS/2300c)

padded feet +10% sneak critical (A/3IS/2200c)

Heuristic Functions Adapter -24 hours research time (A/2IS/3000c)

environmental detail enhancer -24 investigation time (A/2IS/2800c)

Rebreather +5% endurance (A/SI2/2600c)

High Shock Absorber +5% agility (R2/SI2/2600c)

Enhanced Reflexes +5% AG (R2/SI2/3200c)

Retinal Prosthesis +5% PER (R2/SI2/3100c)

Heuristic Functions Adaptor +5% INT (R2/SI2/4000c)

Neural Interface +5% INT (R2/SI2/5000c)

Thermal Masking +5% Sneak (A/SI1/1000c)

Biotoxin Injector +5% END (R2/SI2/4800c)

Nano fiber skeleton prosthesis +5% Sneak (R1/SI1/1000c)

Microfibril Muscle +5% STR (R2/SI2/6000c)

Ballistic Protection (+5% STR (R3/SI2/7000c)

Synthetic Heart +5% EN, +5 AG (R3/SI3/18000c)

Power Recirculator +10% Repair (R2/S3/8000c)

Aqualung +5% EN (R2/SI2/3200c)

Bone Lacing +5% EN, +5% ST (R3/SI3/20000c)

Bio dynamics CPU (A/S1/1800c) +1 program slot

Augmentation CPU (A/S2/2200c) +2 program slots

Neronet inc CPU (A/S2/3400c) +3 program slots

___tactical command livesoft +5% security (A/PS1/800c)

___field surgery livesoft +5% medical (A/PS1/1000c)

___emaphthy modifier +5% critical charm (A/PS1/800c)

___deception detection +5% critical intimidation (A/PS2/1200c)

--biotech--

genetic modification (1R/1S/1500c) +1 implant slot

genetic modification extensive (2R/2S/2500c) +2 implant slots

genetic modifications military (3R/3S/3400c) +3 implant slots

clone create an identical copy of you (R3/S3/5000c)

genome mapping switch two skill with eachother (R2/SI2/4000c)

genetic manipulation change your characters entire appearance (A/S-/1000c)

Transgenic Alteration +25% temp alignment (R2/S-/4000c)

Genetic Infusion +5% CH (R3/SI1/8000c)

Genetic Restoration +5% CH (R3/SI1/7700c)

DNA reprint +25% temp alignment (R2/S-/4200c)

accelerated cell deterioration +10% sneak (A/SI1/8000c)

enhanced neuronal transmission +5% IN (R3/SI1/9000c)

Pain Safeguards +5% endurance (R3/SI1/7800c)

Elastic Joints +10% agility (R4/SI4/15000c)

Hearing Enhancement +10% perception (R4/SI4/15000c)

Muscle Augmentation +10% ST (R4/SI4/16000c)

Tactile Sensitivity +5% PE (R3/SI1/7700c)

Mnemonic Enhancer +10% INT (R4/SI4/18000c)

enhanced adrenalin gland +1 skill reroll (R2/S2/5000c)

--contacts--

Contacts are essential to investigation and locating equipment. while also supplying characters with places to go for advice, the location of equipment and bounties these contacts represent the players social network in an IC capacity. Some missions, research and investigations cannot be completed without the proper network of contacts. Contacts are unlocked by completing investigations and purchasing them with investigation credits. Then individual contacts are purchased with IC credits. to determine the contacts price a charm check is rolled. each contact has a contact rating, players are only allowed to choose up to 10cr total.

yakuza 8 IC 400-1600c 4cr

bartender A 200-800c 2cr

company man 10 IC 200-800c 2cr

mechanic A 250-1000c 2cr

fixer 8 IC 750-3000c 4cr

hacker 6 IC 600-2400c 4cr

mercenary 6 IC 550-2200c 4cr

medical doctor 8 IC 750-3000c

pilot 7 IC 700-2800c 4cr

street doctor 5 IC 500-2000c 4cr

bouncer A 200-800c 2cr

investigator 5 IC 450-1800c

geneticist 8 IC 750-3000c 4cr

IPS officer A 350-1400c 2cr

Taxi Driver A 200-800c 2cr

--drugs--

Drugs allow players to apply buffs to their characters, however they may become addicted which will become detrimental to their statistics as time goes on. Drugs can stack but the players run the risk of overdosing. every time a player takes a drug they roll an endurance check against a target number. for any successful rolls they are not addicted failure means the player has succumbed to the drug and will suffer from withdrawals. A player can only take as many drugs as 10 overdose points if they exceed this number they will suffer an overdose and need to seek medical assistance where they will suffer instant withdrawals of all combined drugs for 1D10 days.

(Name buffs, withdrawals (target number), overdose number)

stims - +5% int & per, -5% int & per withdrawals (40%) 5od

red dust - +5% char & agi, -5% cha, agi & int withdrawals (50%) 3od

titan ale -10% pilot +20% Mining, -40% mining withdrawals (60%) 4od

BTL chip - +20% charm, -25% charm withdrawals (40%) 4od

brain happy - +10% int, -15% int withdrawals (40%) 4 od

bath salts - +5% end & agi, -10% perc, intel, end withdrawels (20%) 5od

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