



# ArmorMaker

Most personal and military weapons can be created using this chart.

# Armor9

	USER	MANIPULATOR
2	<S1>	Socket
3	Droyne	Socket
4	Vegan	Tentacle
5	Vargr	Universal
6	<blank>	Hand
7	Man	Hand
8	<blank>	Hand
9	Aslan	Paw
10	Hiver	Grasper
11	K'kree	Gripper
12	<S2>	Gripper

1	Slaved	
2	Enhanced	1 <blank>
3	Prototype	-1 Titan
4	Early	-1 Disposable
5	Basic	0 Heavy
6	<blank>	0 Light
7	Standard	1 <blank>
8	Modified	2 Medium
9	Improved	1 Small
10	Advanced	3 Oversize
11	Alternate	1 Vlight
12	Obsolete	4 <blank>
13	Remote	

	1 COMMS	2 CONTROLS	3 POWER
1	Standard	Self	Day
2	Grid	Feedback	Day
3	Battlefield	Manual	Days
4	Command	Wafer	Days
5	LOS	AutoPilot	Week
6	LR-LOS	Fine Control	Extended

	CONTROLS	ADD-ONS
1	Basic	Reflec
2	Additional	Spot Armor
3	Direct	PsiShield
4	Enhanced1	Stealthy
5	Enhanced2	Stamina
6	Enhanced3	Reactive Relay Option

	DESCRIPTOR	ITEM
1	Assault	
2	Battle	
3	Boarding	
4	Combat	
5	Drop	
6	Police	

**1D**

**1**  
Dress  
Powered.  
Morphic,  
Braced

2	Assault	
3	Battle	
4	Boarding	
5	Combat	
6	Drop	
7	Environ	
8	Hazmat	
9	Hostile Environ	
10	Police	
11	Protected	
12	Sapper	

**2D**

**2**  
Armor.  
Powered,  
Morphic,  
Unbraced

3	Boarding	
4	Drop	
5	Assault	
6	Battle	
7	Combat	
8	Cold	
9	Exploration	
10	Environ	
11	Vacc	
12	Hostile Environ	
13	Hot	
14	Police	
15	Prospector	
16	HazMat	
17	Protected	
18	Sapper	

**3D**

**3**  
Suit  
Unpowered,  
Morphic,  
Unbraced.

3	Drop	
4	Assault	
5	Battle	
6	Cold	
7	Combat	
8	Weapon Carrier	
9	Labor	
10	Environ	
11	Exploration	
12	Hostile Environ	
13	HazMat	
14	Sapper	
15	Hot	
16	Boarding	
17	Police	
18	Prospector	

**3D**

**4**  
Unit  
Powered,  
NonMorphic,  
Braced.

