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Pathfinder armor modifications

2017-10-19, 05:03 AM (ISO 8601) Hey all, quick question once upon a time I found a list of all worldly weapons and armor modifications rated for usefulness. He had special materials and stuff. I know it was on one of the other forums, maybe minmaxboards or enworld. But I can't find him anymore! Does anyone remember the same guide as me? Do you know where he is? you have a different complete list that I can use? Please let me know, trying to supply the arms collector trade in my campaign and you could really reuse that list. thanks in advance Originally published by Orderic Originally Posted by swaoeaeieu Or maybe, do not know... Adoption? Don't be siding. We need those orphans... If at any time you notice errors in my English, let me know, I always want to improve. 2017-10-19, 06:59 (ISO 8601) 2017-10-19, 07:14 AM (ISO 8601) My hero! found it in that big index post. I'm glad people put in so much work to save it all! Originally published by Orderic Originally Posted by swaoeaeieu Or maybe, I don't know... Adoption? Don't be siding. We need those orphans... If at any time you notice errors in my English, let me know, I always want to improve. 2017-10-19, 11:56 AM (ISO 8601) You can also benefit from searching for crystalline things chet ezea and encyclopedia vinculum draconis. Gentlemen, you can't fight here. This is the War Room! Kubrick, Dr Strangelove, I still exist. I'm active in discord. Neptune Priesthood#8648 2017-10-19, 04:26 PM (ISO 8601) Originally posted by Swaoeaeieu My hero! found it in that big index post. I'm glad people put in so much work to save it all! Can you give a link to the specific guide in question? 2017-10-20, 02:26 AM (ISO 8601) Originally published by Ellrin Can you give a link to a specific guide in question? go there. He doesn't give any of the statistics himself, but he always has a book and a page number to find it. Originally published by Orderic Originally Posted by swaoeaeieu Or maybe, I don't know... Adoption? Don't be siding. We need those orphans... If at any time you notice errors in my English, let me know, I always want to improve. Armor List Upgrades Powered Armor A creature can personalize armor by purchasing and installing armor upgrades, described below, that add bonuses or customized armor capabilities. Some individuals keep a collection of upgrades handy, replacing them as needed (it takes 10 minutes to switch units and reconnect). The following are explanations of the entry for upgrade statistics. Capacity For a technological armor upgrade that requires charging to function, this entry lists a maximum-sized battery that the upgrade can hold. Batteries held by upgrades can be charged as usual using a generator or charging station. armor armor which can be used a certain number of times works on magic hints; these charges are an integral part of the construction of the item and cannot be charged with generators or batteries. Fees for the magic item either refresh every day or never refresh. Usage This entry specifies how much cost is consumed when using armor upgrades. This can be by activation or a certain duration. If the armor upgrade uses a certain number of hints at the interval, upgrade capabilities can be turned off before that time passes, but it still uses full interval fees. For example, an upgrade that uses costs at a rate of 2 per round would still use 2 fees if half a round is activated. Upgrade Slots Each armored suit contains a certain number of upgrade slots. This represents the maximum number of times the armor can be changed while it is still functioning. If you install upgrades above maximum, the armor and any upgrades attached to it stop working until you remove enough upgrades to lower the armor to the maximum number of upgrade slots or less. Some upgrades use more than one upgrade slot. Magic Upgrades Some armor upgrades are magic or a hybrid of magic and technology. This is indicated next to the upgrade name. If neither magic nor hybrid is listed after the item, this is a technological item. Descriptions of armor upgrades Specific armor upgrades are described below. UpgradeLevelPriceSlotsArmor TypeBulk Infrared Sensors 1 200 1 Any L Fast Sheath 1 325 1 Any L Radiation Buffer 1 200 1 Any Tensile Reinforcement 1 150 1 Any - Automated Loader 2 750 1 Powered 1 Jump Jets 2 1000 1 Heavy Light L Force Field, Brown 3 1600 2 Any L Backup Generator 4 2100 1 Any 1 Output Capsule 4 1750 1 Hard Power 2 Targeting Computer 4 2250 1 Any - Electrostatic Field 5 3000 1 Any - Jetpack 5 3100 1 Lightweight Heavy 1 Load Lifter 5 2550 1 Any 1 Heat Hamper 5 3600 1 Any - Filtered Rebreather 6 4600 1 Any Force Field 1, Purple 6 4550 2 Any L Phase Shield 6 4325 1 Heavy-Powered 1 Deflective Reinforcement 7 7500 1 Any 1 Sound Silencer 7 7150 1 Any L Force Field , Black 8 10500 2 Any L Haste Circuit 8 9250 1 Light Heavy L Electrostatic Field 9 13000 1 Any - Forcepack 9 13100 1 Light Heavy 1 Force Field, White 10 20000 2 Any L Electrostatic Field 12 35000 1 Any - Force Field, Grey 12 40000 2 Any L Heat Co-nditor 12 36250 1 Any - Spell Reflector 13 47950 1 Light Heavy 1 Force Field , Green 14 80000 2 Any L Titan Shield 14 75000 1 Powered 2 Heat Coordinate 15 120000 1 Any - Force Field, Red 16 180000 2 Any L Force field, Blue 17 280000 2 Any L Force Field, Orange 18 400000 2 Any L Spell Reflector 18 360000 1 Light Heavy L Force Field, Prismatic 20 1000000 2 Any L Load AutomatedEr This attached to the drive armour and consists of a small robotic arm and storage compartment containing up to 2 majority of ammunition and batteries. Battery, can activate an automated loader as a displacement action for reloading or charging weapons mounted on armor with drive (but not to replace the batteries of the armor itself). Abilities that allow you to reload faster than a scroll action do not apply to an automated loader. This upgrade can only be installed in armor-powered. Backup generator You can connect electrical items such as batteries to this miniature generator to charge them. Electricity comes from the kinetic energy of your movement, which generates 1 charge every 10 minutes of movement. It can't plug in more than one item at a time, and the generator doesn't produce charging when you're resting or otherwise idle. This upgrade gives your armor a uniquely slippery texture. Your armor gives you a DR 5. In addition, your punishment for checking armor decreases by 2 when you try to check acrobatics to escape. Electrostatic field This field over your armor gives you power resistance, and any creature that touches you or dsrupts your melee weapon takes damage from the current. The approved resistance and damage caused depend on the type of this upgrade, as stated below. Mk 1: Resistance 5 and 1d6 electrical damage. Mk 2: Resistance 10 and 2d6 electrical damage. Mk 3: Resistance 15 and 3d6 electricity damage. Exit Under This body belt fits into a suit of armor with drive or is embedded in the frame of heavy armor, allowing you to exit the armor as a move action instead of as a full action. Entering the armor is not faster with the exit capsule. This can only be installed in heavy armor or armor. Filtered rbsather This upgraded rebreather complements your armor's ability to provide fresh air and filter out common toxins and toxic fumes. Armor with this upgrade can provide fresh air for several weeks equal to its level. Also acquire acid resistance 5 and +2 bonus for storing throws against poisons and diseases. Force field You can activate or deactivate your armor field as a standard action. Once active, the device generates an invisible force field around you, including all your worn and worn objects. The force field blocks solids and liquids, but not gases or light (including laser beams). You can breathe while the field is active, but you can not eat or drink. While the force field is active, you gain a series of temporary hit points depending on the strength of the force field. All the damage you've been caused is the first of the temporary hit points on the field. The force field has a rapid healing, which means it returns temporary hit points at a fixed rate each round at the end of your turn, to its normal maximum. If the force field's temporary hit points are reduced to 0, it is dormant until the end of the next turn, when a rapid healing returns some of its hit points. Billing capacity, amount of temporary hit approved the rate of rapid healing varies depending on the color code of the force field. The force field has a use of 1 charge per round. More powerful force fields also have the ability to determine, which gives a percentage chance of treating a critical hit as a normal attack, dealing with normal damage and not applying any critical effect. You can roll your fortification percentage chance before the critical damage hit is rolling. If the force field is inactive, its fortification capability does not work. An armored suit cannot support more than one upgrade of the force field. ColorCapacityTemp HPFast HealingFortification Brown10110% Purple10520% Black101030% White201540% Gray202050% Green2025620% Red40%30740% Blue4035860% Orange4040980% Prismatic1005010100% Forcepack Hybrid A forcepack gives you a flight speed of 60 feet (average maneuverability). You can use this to cruise your flight using 1 billing per minute, but you're flat-footed and off target while doing so. Changing from a normal flight to a flight cruise, or back, is standard action. Forcepack can't lift you if you're burdened. This upgrade can only be installed in lightweight or heavy armor. Haste Circuit Magic Capacity 10 Usage 1/Round You can activate a quick lap as a quick action to gain the benefit of a quick spell until you have used another quick action to deactivate it or run out of costs. Accusations of a new round are supplemented every day. This upgrade can only be installed in lightweight or heavy armor. Infrared sensors you get darkvision with a range of 60 meters. Jetpack Capacity 40 Use 2/Round You get a flight speed of 30 meters (average maneuverability). You can use this to cruise on a flight with the use of only 1 charge per minute, but you are flat-footed and off target while doing so. Changing from normal flight to flight cruise or vice versa is standard action. Jetpack can't lift you if you're loaded. This upgrade can only be installed in lightweight or heavy armor. Capacity 20 Usage 2 / Action Use 2 / Circle You can activate jump nozzles as part of the action moves to fly during your movement. You can fly up to 30 meters (average maneuverability) with a maximum altitude of 10 meters, or you can fly up to 20 meters straight up. You must land at the end of your action move. Jump jets can't lift you if you're loaded. This upgrade can only be installed in lightweight or heavy armor. Load lifter This set of artificial muscles increases the amount of bulk load you can carry while wearing your armor for 3. Phase Shield You can activate this upgrade to generate a shiny, transparent blue shield on one of your hands that helps you block incoming attacks. Activating or deactivating the shield takes action. While the shield is active, you will receive an increase bonus of +1 for the EAC. The phase shield interferes with your ability to use the hand so while the phase shield is active, active, can hold an object in that hand, but do not use it or make attacks with it. This can only be installed in heavy or powered armor. A quick release to this articulated compartment can hold a one-armed weapon no more than a light bulk. You can activate this upgrade as a quick action to put an item in your hand as if you had drawn it. Radiation buffer This device gives a +2 bonus to your initial radiation saving with all the environmental bonuses of your armor. This does not provide any bonus to save from the secondary effects of radiation. Sonic Silencer This device silences the random sounds you make, and sound attacks lose power near you. Acquire sound resistance 5 and reduce your armor to check the penalty by 1 when creating stealth checks. Spell Reflector You can activate the reflection of magic as a reaction when you are the result of magic. This does not affect spells involving the area in which they are located or affect you specifically. The spell reflects on her caste, as if castle had been targeted. The kind of magic spotlight determines the highest level of magic it can reflect. The charge of the magic spotlight fills up every day. This upgrade can only be installed in lightweight or heavy armor. Mk 1: You can reflect the magic of the 4th Century. Mk 2: You can reflect the magic of level six or below. Targeting your computer This targeting computer helps you make up for poor visibility conditions. Ignore the cover-up of the attacks you're making. This has no effect against targets with a complete cover-up. When calculating the hardness of your armor and hit points, treat it as if the level of items is 5 higher. Thermal coordinate This upgrade regulates heat, protecting you from extreme temperatures. You can exist comfortably in conditions between -50° and 170° F without the need to attempt Fortitude rescue. In addition, armor gives resistance to cold and fire resistance. The amount depends on the type of confectioner, as stated below. Mk 1: Resistance 5 Mk 2: Resistance 10 Mk 3: Resistance 15 Titan Shield This emitter generates a wide, one-way energy shield that protects against incoming attacks. You can activate or deactivate the shield as a scroll action. When you activate it, select one edge of the space. The shield extends along three continuous edges in a straight line centered on the selected edge. The shield provides cover against attacks coming from the other side of the shield, but not against attacks originating from the side on which it concerns. If you move, you can move the shield, moving it to the other edge of your space. You can also perform a scrolling action to move the shield without leaving the premises. This upgrade can only be installed in armor-powered. Armor.

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