

Superior Attachments

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Inspired by u/The_DroidTech



Superior Weapon Attachments Overview

This module below replaces the Superior Attachment detailed in AoR. Superior Attachments allow for a modular and more flexible end-game, where players can continue to advance through Experience and Credits without the GM feeling the need to artificially deflate, nerf or restrict Credit rewards.

Superior Attachments function somewhat differently than other Attachments in the game, using the following variant rules.

Modification Options: Modifications cost 1,000 credits to attempt to enable. However, on a failure all that happens is you fail to install it. You may spend another 1,000 credits to then attempt it again. Likewise a Despair does not destroy the Attachment but rather adds another narrative result.

Restricted: These weapon attachments are considered to be so powerful that the Galactic Empire actively tries to restrict it's selling and trading to top Military Personale.

Superior Firepower

Base Modifiers: Increase weapon damage by one point, 1 auto-Advantage.

Modification Options: (4) Damage +1.

Hard Points Required: 1

Price: (R) 10,000 credits

Rarity: 9

Superior Impact

Base Modifiers: Critical -1.

Modification Options: (4) Vicious +1.

Hard Points Required: 1

Price: (R) 10,000 credits

Rarity: 9

Superior Mass Reduction

Base Modifiers: Cumbersome -1, Encumbrance -1 (min 1 enc.)

Modification Options: (1) Cumbersome -1, (1) Encumbrance -1 (min 1 enc.), (1) Decrease Difficulty to conceal weapon by 1, (1) Weapon may be broken down into innocuous-looking pieces, seeming to be simple tools and accouterments that anyone might carry, including basic tools, comlinks, glow rods, datapad styluses, and the like (which the pieces do function as). Requires two Maneuvers to assemble weapon.

Hard Points Required: 1

Price: (R) 10,000 credits

Rarity: 9

Superior Range

Base Modifiers: Increase weapon range by one Band.

Modification Options: (1) -1 difficulty to combat checks at Long or Extreme range, (3) Pierce +1.

Hard Points Required: 1

Price: (R) 10,000 credits

Rarity: 9

Superior Scanner

Base Modifiers: Add 1 Success to Initiative checks when drawn.

Modification Options: (1) Remove 2 Setback from Initiative checks when drawn, (2) Add 1 automatic Advantage to Initiative checks when drawn, (1) Innate Talent (Quick Strike).

Hard Points Required: 1

Price: (R) 10,000 credits

Rarity: 9

Superior Stabilization

Base Modifiers: Suffer 3 Strain to remove 1 Despair from combat check.

Modification Options: (2) Remove 1 Setback from all weapon skill checks when using this weapon, (2) Accurate +1.

Hard Points Required: 1

Price: (R) 10,000 credits

Rarity: 9

Superior Underbarrel Flame Projector - Ranged (Heavy) Only

Base Modifiers: Weapon gains secondary stats: Ranged (Heavy), Dam 10, Crit 2, Range Short, Burn 5, Blast 2.

Modification Options: (2) Secondary Weapon Damage +1, Blast+2, (2) Increase Difficulty +1 of Coordination checks to stop damage.

Hard Points Required: 1

Price: (R) 10,000 credits

Superior Underbarrel Grenade Launcher- Ranged (Heavy) Only

Base Modifiers: Allows use of grenade profile but with Ranged (Heavy) to fire, Medium range, Limited Ammo 1.

Modification Options: (2) Limited Ammo +2, (1) Increase Range Band +1, (1) May set grenade to explode when it detects a creature of at least Silhouette 1 within short or engaged range.

Hard Points Required: 1

Price: (R) 10,000 credits

Rarity: 9

Superior Armour Attachments Overview

This module below replaces the Superior Attachment detailed in AoR. Superior Attachments allow for a modular and more flexible end-game, where players can continue to advance through Experience and Credits without the GM feeling the need to artificially deflate, nerf or restrict Credit rewards.

Superior Attachments function somewhat differently than other Attachments in the game, using the following variant rules.

Modification Options: Modifications cost 1,000 credits (2,500 if Rarity 10) to attempt to enable. However, on a failure all that happens is you fail to install it. You may spend another 1,000 (2,500) credits to then attempt it again. Likewise a Despair does not destroy the Attachment but rather adds another narrative result.

Restricted: These armour attachments are considered to be so powerful that the Galactic Empire actively tries to restrict it's selling and trading to top Military Personale.

Superior Armour Plating.

Base Modifiers: Gain +1 Soak.

Modification Options: (1) Increase Defense by 1, (2) +1 Soak, (1) When reducing strain damage to wearer, count soak value as 2 higher.

Hard Points Required: 1

Price: (R) 25,000 credits

Rarity: 10

Superior Automated Weapon Mount

Base Modifiers: Mount a single Ranged (light, heavy) or Melee weapon of Encumbrance 3 or less. Once per encounter, may spend a maneuver to make a combat action without using hands or arms. Difficulty of combat checks with this weapon are Upgraded once.

Modification Options: (2) Change Upgrade to -1 Setback, on second time remove Upgrade, (2) +1 allowable Encumbrance

Hard Points Required: 1

Price: (R) 10,000 credits

Rarity: 9

Superior Bio-feedback System

Base Modifiers: Increase Strain & Wound Threshold by 4.

Modification Options: (2) Innate Talent (Rapid Recovery), (2) Increase Wound & Strain Threshold by 1.

Hard Points Required: 1

Price: (R) 25,000 credits

Rarity: 10

Superior Stealth Field Generator System

Base Modifiers: Upgrades ability of all Stealth checks. Upgrade difficulty of all Perception checks to spot wearer once.

Modification Options: (1) +1 Boost Die to Stealth checks, (1) add one automatic advantage to Stealth checks, (2) Add 1 Setback to Perception checks to see wearer.

Hard Points Required: 1

Price: (R) 25,000 credits

Rarity: 10

Superior Cortosis Quality

Base Modifiers: Armour gains Cortosis Quality.

Modification Options: (4) Innate Talent (Durable).

Hard Points Required: 1

Price: (R) 25,000 credits

Rarity: 10

Superior Custom Fit

Base Modifiers: Remove -1 Setback from Athletics, Coordination and Stealth checks.

Modification Options: (2) +1 Remove Setback from checks, (2) Add +1 Boost Die to Athletics and Coordination checks.

Hard Points Required: 1

Price: (R) 10,000 credits

Rarity: 9

Superior Environmental System

Base Modifiers: Reduce difficulty on extreme cold and heat Resilience checks by 1. Removes up to 2 Setback added to checks due to extreme cold.

Modification Options: (1) Add +2 Boost Dice to Resilience checks to resist Radiation and Increase Soak by 2 against damage caused by radiation, (1) Ignore effects of vacuum or poisonous atmospheric environments for up to 30 minutes, (1) Upgrades ability of Resilience and Survival checks made in hot or dry environments due to scarcity of water twice, (1) Enough oxygen (or applicable gas) for up to 8 hours of submersion or in an airless environment (Does not protect against Vacuum).

Hard Points Required: 1

Price: (R) 10,000 credits

Rarity: 9

Superior Repulsor Assisted Lifting

Base Modifiers: Increase Encumbrance Threshold by 6

Modification Options: (2) Increase Encumbrance Threshold by 2, (2) +1 Upgrade to Athletics checks for lifting or moving object.

Hard Points Required: 1

Price: (R) 10,000 credits

Rarity: 9

Superior Integrated Med-Systems

Base Modifiers: As an Incidental, spend 1 Stimpack to use it on yourself. All Medicine checks to yourself gain 1 Boost Die.

Modification Options: (2) Successful Medicine checks to heal wearer heal 1 additional wound, (2) Gain +1 Boost Die on Resilience checks to restore Critical Injuries.

Hard Points Required: 1

Price: (R) 10,000 credits

Rarity: 9

Superior Personal Deflector Shield

Base Modifiers: Defense +2 for wearer, GM may spend any despair the wearer generates to have the shield run out of power for the encounter. Recharging requires 3 hours and access to proper facilities.

Modification Options: (1) -2 Hours to Recharge, (1) Two Despairs needed to have shields run out of power, (1) Shields do not need proper facilities to recharge, (1) +1 Defense while Shields are active.

Hard Points Required: 1

Price: (R) 25,000 credits

Rarity: 10

Superior Optics

Base Modifiers: Grants benefits of a General-Purpose scanner, Add +2 Boost Dice to detect movement or hidden enemies.

Modification Options: (1) Remove 2 Setback to checks due to darkness, (1) Remove 2 Setback to checks due to environmental vision obstruction, (2) Skill (Perception) +1.

Hard Points Required: 1

Price: (R) 10,000 credits

Rarity: 9

Superior Ship Attachments Overview

Superior Ship Attachments allow for a modular and more flexible end-game, where players can continue to advance through Experience and Credits without the GM feeling the need to artificially deflate, nerf or restrict Credit rewards.

Superior Attachments function somewhat differently than other Attachments in the game, using the following variant rules.

Base Modifier: The Base Modifier only gain it's auto-advantage modifier once. The increase in damage however stacks.

Modification Options: Modifications cost 10,000 credits to attempt to enable. However, on a failure all that happens is you fail to install it. You may spend another 10,000 credits to then attempt it again. Likewise a Despair does not destroy the Attachment but rather adds another narrative result.

Restricted: These ship attachments are considered to be so powerful that the Galactic Empire actively tries to restrict it's selling and trading to top Military Personale.

Superior Carbon Durasteel Armour

Base Modifiers: Armor +2, Handling -2

Modification Options: (2) Remove 1 Handling Penalty, (1) Armor +1, (1) The Ship may reduce a Critical Injury suffered by 10.

Hard Points Required: 1

Price: (R) Silhouette x 25,000 credits

Rarity: 10

Superior Hardened Circuits

Base Modifiers: Gain +3 System Strain Threshold

Modification Options: (1) Innate Talent (Fine Tuning), (3) Gain +1 System Strain Threshold.

Hard Points Required: 1

Price: (R) Silhouette x 25,000 credits

Rarity: 10

Superior Hull Reinforcement

Base Modifiers: Gain +3 Hull Trauma Threshold

Modification Options: (1) Innate Talent (Solid Repairs), (3) Gain +1 Hull Trauma Threshold.

Hard Points Required: 1

Price: (R) Silhouette x 25,000 credits

Rarity: 10

Superior Hyperdrive Generator

Base Modifiers: Reduce Ships Primary Hyperdrive class by 1, and Secondary Hyperdrive class by 2 (min 1).

Modification Options: (2) Reduce Ships Primary Hyperdrive class by 1, and Secondary Hyperdrive class by 2 (min 0.5). If Primary is already at minimum lower Secondary by an additional 2, (1) Remove 2 Setback dice from Astrogation checks to navigate ship through Hyperspace, (1) Downgrade Difficulty once for Astrogation checks to navigate ship through Hyperspace.

Hard Points Required: 1

Price: (R) Silhouette x 25,000 credits

Rarity: 10

Superior Luxury Passenger Compartments

Base Modifiers: Gain 1 Boost on Charm, Deception & Negotiation checks with passengers. Checks against passengers accustomed to opulence remove 2 Setback instead.

Modification Options: (3) Add 1 Boost Dice to Cool or Discipline check to recover strain at end of an encounter, (1) Replicate any three planetary environments chosen at installation. Gain 2 Advantage to Charm, Deception & Negotiation checks with passengers from those environments.

Hard Points Required: 0

Price: (R) Passengers x 25,000 credits

Rarity: 10

Superior-Output Ion Turbine

Base Modifiers: Speed +2, System Strain Threshold -2

Modification Options: (2) Gain +1 System Strain Threshold, (1) Innate Talent (Shortcut), (1) Innate Talent (Tricky Target).

Hard Points Required: 1

Price: (R) Silhouette x 25,000 credits

Rarity: 10

Superior Prisoner Containment

Base Modifiers: Contains two Silhouette 1 creatures totally immobile, though they can still hear, see and speak. User can inflict harm on prisoner, who must make a Hard (3p) Resilience check, inflicting 1 damage per failure and 1 strain per threat.

Modification Options: (2) Two Additional Prisoners, (2) Increase or Decrease Difficulty of Resilience check when used.

Hard Points Required: 0

Price: (R) 100,000 credits

Rarity: 10

Superior Repulsorlift

Base Modifiers: Speed +2, Handling -2

Modification Options: (2) Remove 1 Handling Penalty, (1) Innate Talent (Defensive Driving), (1) Gain +1 System Strain Threshold.

Hard Points Required: 1

Price: (R) Silhouette x 25,000 credits

Rarity: 10

Superior Shield Generator

Base Modifiers: 2 additional points of defense to one defense zone of choice.

Modification Options: (3) 1 additional point of defense to one defense zone of choice, (1) Maximum of 5 defense in one defense zone.

Hard Points Required: 1

Price: (R) Silhouette x 25,000 credits

Rarity: 10

Superior Targeting Array

Base Modifiers: Upgrade Gunnery Checks twice when firing mounted weapons.

Modification Options: (1) Additional Upgrade, (1) Innate Talent (Sniper Shot), (1) Innate Talent (True Aim), (1) Remove 2 Setback Gunnery checks.

Hard Points Required: 1

Price: (R) 100,000 credits

Rarity: 10

Superior Upgraded Weapons

Base Modifiers: See Table for what kind of weapons can be mounted onto what kind of ship. This is not an exhaustive list, but provides a series of guidelines that can be applied for other, non-standard weapons as well. Increase the chosen weapons damage value by 1, and gain 1 automatic advantage on all Gunnery rolls made with it.

Modification Options: (2) Accurate +1, (1) Linked +1, (1) Vicious +1.

Hard Points Required: 0 if replacing an existing weapon. 1 if adding a new weapon system.

Weapon system combining two or more weapons always cost 1 hard point, even if replacing an existing system.

Price: (R) Base Ship Weapon Price x 20 credits

Rarity: 10