

The idea is to further fill out the player built combined augmenters and allow people more options and variety in their builds and how they want to aug.

These augmenters would work like the regular built combined augmenters and would go from Minor to Ultimate, would be made out of combining these lower tier ones with higher tier ones. These stats wouldn't need to exactly reflect the lower tier augmenters, they could gain new stats or even take -bonuses for certain stats in order to gain other stats.

If you have any suggestions, please add them as a comment by selecting the text and holding down Ctrl+Alt+M.

Monkey
Racer
Patrol
Sardine
Marksman
Invigorating
Rage
Defensive

Need stat suggestions to work off of for the augs below. Do not limit yourselves, and don't worry about how overpowered the stats are. Just rough ideas is all I need.

Ult. Assassin Augmenter: Speed +15%, Damage +25%, Visibility -50%, Reflectivity -30%, Critical Hit Strength +50%

Ult. Scoundrel Augmenter: Rate of Fire +38%, Range -30%, Damage +38%, Visibility -25%, Critical Hit Chance +5%, Resistance +12%

Ult. Marauder Augmenter: Hull +10%, Speed +22%, Thrust +50%, Damage +50%, Visibility -20%, Resistance to Damage -8%

Ult. Defender: Turning 30%, Electricity +20%, Firing 20%, Shield 60%, Hostility 80%, 20% Resistance to Damage +20%

Ult. Vanguard: Thrust +30%, Damage +20%, Shield +50%, Electricity +30%, Hostility +60%, Resistance to Damage +15%

Ult. Warrior: Damage +35%, Shield +40%, Electricity +15%, Hostility +40%, Resistance +5% , Inertial Dampening -20%

Ult. Obliteration Augmenter: Range +30%, Damage +60%, Critical Hit Strength +75%, Resistance -15%

Ult. Barrage Augmenter: -20% Tracking, +65% Firing, +40% Range, +75% Weapon Hold, -30% Electric Tempering, +10% Critical Hit Chance

Ult. Artillery Augmenter: +30% Tracking, +60% Range, +33% Damage, -30% Inertial Dampening

Ult. Madness Augmenter: +30% Turning, +100% Firing, +30% Speed, +30% Thrust, -20% Shield, +50% Visibility, -20% Electric Tempering

Ult. Frenzy Augmenter: +50% Energy, +50% Firing, -25% Range, Speed +20%, -15% Recovery, +50% Damage, -15% Shield

Ult. Insanity Augmenter: Firing +75%, Speed +10%, Weight -15%, Damage +25%, Shield -25%, Electricity +40%, Resistance -10%

Ult. Stimulating Augmenter: Tracking +15%, Energy +30%, Range +15%, Recovery +30%, Shield +30%, Electricity +30%, Transference Power +25%, Transference Efficiency +25%

Ult. Rejuvenating: 40% Recovery, 40% Shield, 30% Electricity, 100% Transference Efficiency, 5% Resistance to Damage

Ult. Reviving: 50% Firing, 15% Speed, 20% Recovery, 50% Shield, -40% Hostility, +50% Transference Power

Ult. Holding Augmenter: Hull +60%, Weight -40%, Electric +20%, Inertial Dampening -20%

Ult. Hauling Augmenter: Turning +30%, Hull +50%, Energy +50%, Thrust +100%, Tractoring +80%, Inertial Dampening +30%

Ult. Smuggling Augmenter: Turning +40%, Hull +30%, Speed +38%, Thrust +50%, Shield +20%, Resistance +5%

Ult. Interceptor Augmenter: Turning +30%, Tracking +50%, Energy +50%, Speed +35%, Thrust +100%, Damage +20%, Critical Hit Chance +15%

Ult. Harrier Augmenter: Firing +25%, Range +25%, Speed +45%, Thrust +80%, Damage +25%, Reflectivity +50%,

Ult. Messenger Augmenter: Turning +50%, Docking Speed +300%, Energy +40%, Speed +60%, Weight -30%, Thrust +50%, Shield +40%,

3 augmenters that will probably have drone operations on them... at a cost. Haven't decided whether I'm going to add them here or save them for something else.

Probably:

Tinkering
Tampering
Retooling

- Markoz Augmenter 100% awesome, -100% salt