Beyond the Relay: Biotic Amps (Revised with Passive & Special Bonuses)

# Tier 1: Biotic Amps

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| Name | Manufacturer | Tier | Passive Bonuses | Special Effect | Cost (Credits) | Rarity |
| L1 Biotic Amp | - | 1 | +1” Biotic Power Range | Gain +1 to a Biotic attack roll once per mission | 500 | Standard |
| L2 Biotic Amp | - | 1 | Reduce BE cost of 1 ability by 1 | Regain 1 BE after using a Biotic ability (once per mission) | 500 | Standard |
| Elanus Nova Amp | Elanus Risk Control | 1 | +1 BE Regen at turn start | Use any Tier 1 Biotic power without spending BE (once per mission) | 500 | Standard |
| Ariake Pulse Amp | Ariake Technologies | 1 | +1 to Biotics rolls with Push or Pull | Push or Pull gains +2 range once per mission | 500 | Standard |
| Harmonix Focus Amp | Harmonix Systems | 1 | +1 Evasion when using Biotic Charge | Biotic Charge deals +1d6 damage once per mission | 500 | Standard |

# Tier 2: Biotic Amps

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| Name | Manufacturer | Tier | Passive Bonuses | Special Effect | Cost (Credits) | Rarity |
| L3 Biotic Amp | - | 2 | +2” Biotic Power Range | Ignore line-of-sight for a Biotic attack once per mission | 1500 | Rare |
| L4 Biotic Amp | - | 2 | Reduce BE cost of 2 abilities by 1 | Immediately regain 2 BE once per mission | 1500 | Rare |
| Aldrin Catalyst Amp | Aldrin Labs | 2 | +2 BE Regen at mission start | Heal 1 HP when using any Biotic power (once per mission) | 1500 | Rare |
| Serrice Resonance Amp | Serrice Council | 2 | +1 to Biotics rolls with Warp or Singularity | Ignore armor when using Warp once per mission | 1500 | Rare |
| Harmonix Surge Amp | Harmonix Systems | 2 | +1 Combat after Biotic Charge (1 turn) | Stun target after Charge once per mission | 1500 | Rare |

# Tier 3: Biotic Amps

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| Name | Manufacturer | Tier | Passive Bonuses | Special Effect | Cost (Credits) | Rarity |
| L5 Biotic Amp | - | 3 | +3” Biotic Power Range | All Biotic attacks gain +1 range this round (once per mission) | 3000 | Elite |
| L6 Biotic Amp | - | 3 | Reduce BE cost of 3 abilities by 1 | Regain 3 BE instantly once per mission | 3000 | Elite |
| Rosenkov Kinetic Amp | Rosenkov Materials | 3 | +3 BE Regen at mission start | Next Biotic power used gains +1d6 damage once per mission | 3000 | Elite |
| Serrice Overload Amp | Serrice Council | 3 | +1 to all Biotics rolls | Biotic attacks ignore cover once per mission | 3000 | Elite |
| Harmonix Apex Amp | Harmonix Systems | 3 | After Charge, next melee +1d6 damage | Gain +1 Evasion for the rest of turn after Charge (once per mission) | 3000 | Elite |