

ARMOR MODS	Energy	Kinetic	Complex.	Notes
Ablative	+4	+0	Min	-1 AV after each hit
Chameleon	+0	+0	Min	+30 Infiltration
Fireproof	+2	+0	Min	+10 vs. fire
Immunogenic	+0	+0	Min	Negates dermal chem/drugs/toxins
Impact	+0	+3	Min	
Lotus	+0	+0	Min	Repels all liquids
Medical/Repair	+0	+0	Min	Ignore 1 wound, heal 1d10
Offensive	+0	+0	Min	Shock effect
Reactive	+3	+3	Min	5 uses
Refractive Glazing	+3	+0	Min	
Self-Healing	+0	+0	Min	Repairs 1d10 damage to armor
Shock Proof	+0	+0	Min	+20 to SOM Checks vs shock