Armor Mods

Armor mods are broken down by armor type, and again by mod type. You cannot apply more than one mod to each armor section (head, left arm, left leg, right arm, right leg, torso), but any more can be added to any armor section (excluding the head).

Next to a mod’s name, in parentheses, is the relevant perk rank necessary to craft it.

The phrase “with all sections modded,” means you must apply this mod to all armor sections for its effect to take place. Other mods only require a certain number sections to have the mod.

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| **Armor Mods** | | | | |
| Name | Effect | Weight | Cost | Components |
| Standard(0) |  | 0 | N/A | N/A |
| Lighter Build(1) |  | -2 | +5 | 1 adhesive  3 cork |
| Padded(1) | Resistance to fall damage for falls less than 40 ft. with 3 or more sections modded. | +2 | +10 | 1 adhesive  5 cloth  2 leather |
| Pocketed(1) | +5 lbs. to carrying capacity | 0 | +10 | 1 adhesive  3 cloth  2 leather |
| Weighted(1) | +1 unarmed damage when bare-handed (arms and legs only) | +2 | +15 | 1 adhesive  2 leather  5 steel |
| Asbestos Lining(2) | Fire damage resistance with 3 or more sections modded | +2 | +15 | 2 adhesive  2 asbestos |
| Deep Pocketed(2) | +10 lbs. to carrying capacity | 0 | +20 | 2 adhesive  6 cloth  4 leather |
| Dense(2) | Resistance to damage caused by ballistic explosives with 3 or more sections modded | +5 | +20 | 2 adhesive  7 cloth  3 leather  2 lead |
| Lead Lined(3) | Radiation resistance with all sections modded | +10 | +30 | 4 adhesive  1 cloth  2 leather  5 lead |
| CONTINUED ON NEXT PAGE | | | | |
| Ultra-Light(3) | Reduces armor’s Strength requirement by 1 with 3 or more sections modded | -3 | +35 | 3 adhesive  3 cloth  4 cork  2 rubber |
| Hardened(3) | +1 AC with 3 or more sections modded | +5 | +35 | 5 adhesive  10 leather  10 steel |
| Aerodynamic(4) | +5 feet of movement speed with 3 or 4 sections modded; +10 feet of movement speed with all sections modded | -2 | +35 | 3 adhesive  5 cloth  8 cork  2 rubber |
| Muffled(4) | Creatures have disadvantage on Perception (Search) checks made to hear you 3 or more sections modded | +3 | +40 | 1 adhesive  5 cloth  2 leather  3 rubber  2 spring |

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| **Helmet Mods** | | | | |
| Name | Effect | Weight | Cost | Components |
| Standard(0) |  | 0 | N/A | N/A |
| Lighter Build(1) |  | -1 | +5 | 1 adhesive  3 cork |
| Padded(1) | Resistance to fall damage for falls less than 40 ft. with 3 or more sections modded. | +2 | +10 | 1 adhesive  5 cloth  2 leather |
| Pocketed(1) | +5 lbs. to carrying capacity | 0 | +10 | 1 adhesive  3 cloth  2 leather |
| Deep Pocketed(2) | +10 lbs. to carrying capacity | 0 | +20 | 2 adhesive  6 cloth  4 leather |