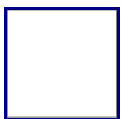


Body Part	Slots	Compatible Canister(s)	Canister Appearances		
			First Copy	Second Copy	Third Copy
Arms	1	<a href="#">Combat Strength</a> / <a href="#">Microfibril Muscle</a>	<a href="#">1st Mission</a>	–	–
Legs	1	<a href="#">Speed Enhancement</a> / <a href="#">Run Silent</a>	<a href="#">2nd Mission</a>	<a href="#">4th Mission</a>	6th Mission
Subdermal	2	Canister 1: <a href="#">Ballistic Protection</a> / <a href="#">EMP Shield</a>	<a href="#">3rd Mission</a>	<a href="#">10th Mission</a>	–
		Canister 2: <a href="#">Cloak</a> / <a href="#">Radar Transparency</a>	<a href="#">6th Mission</a>	<a href="#">8th Mission</a>	<a href="#">11th Mission</a>
		Canister 1: <a href="#">Aqualung</a> / <a href="#">Environmental Resistance</a>	2nd Mission	6th Mission	8th Mission
Torso	3	Canister 2: <a href="#">Regeneration</a> / <a href="#">Energy Shield</a>	<a href="#">5th Mission</a>	13th Mission	–
		Canister 3: <a href="#">Power Recirculator</a> / <a href="#">Synthetic Heart</a>	6th Mission	–	–
Cranial	1	<a href="#">Aggressive Defense System</a> / <a href="#">Spy Drone</a>	5th Mission	6th Mission	<a href="#">9th Mission</a>
Eyes	1	<a href="#">Vision Enhancement</a> / <a href="#">Targeting</a>	6th Mission	10th Mission	–

Installed augmentations can be upgraded using [augmentation upgrade canisters](#). All augmentations, except the pre-installed ones and Synthetic Heart, have four "tech" levels. Each augmentation upgrade canister upgrades the tech level of a particular augmentation by 1.

The effects of the augmentations are summarized below. Values in brackets indicate the values from tech 1 to tech 4.

## Pre-installed



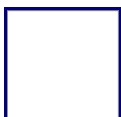
### Infolink

- Enables JC Denton to remotely communicate with other characters for story-related dialogue interactions.
- This augmentation is always active and has no upgrade capacity.



### IFF

- Color codes the targeting reticle (crosshair) to indicate whether the target is an ally (green), an enemy (red), or neutral (white).
- This augmentation is always active and has no upgrade capacity.



### Light

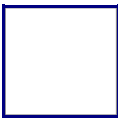
- A light that can be used to illuminate dark areas.
- This augmentation has no upgrade capacity.

## Arms



### Combat Strength

- Increases the damage of "hand-to-hand" weapons by [25%, 50%, 75%, 100%].
- For purposes of this augmentation, "hand-to-hand" weapons includes all low-tech skill weapons (except the riot prod and pepper gun), and also includes all demolition skill weapons.



### Microfibril Muscle

- Maximum lift is increased from the default value of 50 to [100, 150, 200, 300], allowing the user to push or lift heavy objects such as large metal crates.

## Legs



### Speed Enhancement

- Increases speed and jump height by [20%, 40%, 60%, 80%].
- Reduces falling damage by [15, 30, 45, 60].



### Run Silent

- Reduces all footstep noise to [75%, 50%, 25%, 0%] of the base value.

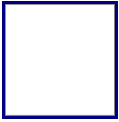
## Subdermal

### Canister 1



### Ballistic Protection

- Provides [20%, 35%, 50%, 65%] resistance to Shot and AutoShot damage.



### **EMP Shield**

- Provides [25%, 50%, 75%, 100%] resistance to EMP damage.

### **Canister 2**



### **Cloak**

- Renders the user invisible to humanoids and creatures.
- Consumes bioenergy at [300, 249, 198, 150] units per minute.



### **Radar Transparency**

- Renders the user invisible to robots, security cameras, and turrets.
- Consumes bioenergy at [300, 249, 198, 150] units per minute.

## **Torso**

### **Canister 1**



### **Aqualung**

- Increases underwater oxygen duration from the base duration of 20 seconds to [30, 60, 120, 240] seconds.



### **Environmental Resistance**

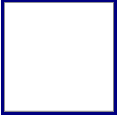
- Provides [25%, 50%, 75%, 90%] resistance to Poison, Poison Effect, Poison Gas, Tear Gas, Halon Gas, and Radiation damage.

### **Canister 2**



### **Regeneration**

- Regenerates [5, 15, 25, 40] health points per second.



### **Energy Shield**

- Provides [20%, 40%, 60%, 80%] resistance to Exploded, Flamed, Burned, and Shocked damage.

### **Canister 3**



### **Power Recirculator**

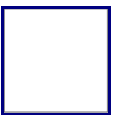
- Decreases the consumption of bioenergy of all active augmentations by [10%, 20%, 40%, 60%].



### **Synthetic Heart**

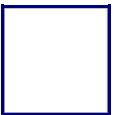
- When Synthetic Heart is activated, the tier levels of all other augmentation are temporarily increased by 1. This augmentation has no effect on augmentations already at tech 4.
- This augmentation has no upgrade capacity.

### **Cranial**



### **Aggressive Defense System**

- Intercepts and destroys rockets, plasma bolts, fireballs, grenades, and other projectiles that come within [10, 20, 30, 50] feet of the user.



### **Spy Drone**

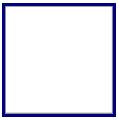
- Creates a user-controllable drone that can discharge an EMP blast.

### **Eyes**



### **Vision Enhancement**

- Provides night vision (tech 1), infravision (tech 2), close range sonar imaging (tech 3) and long range sonar imaging (tech 4).



### Targeting

- Creates a new HUD element that displays information pertaining to the target. Each additional tier provides additional information.
- Each tier extends the relevant weapon skill by an amount that is equivalent to 10% of the weapon skill's master level bonus. Therefore, Targeting provides [+10%, +20%, +30%, +40%] bonus weapon damage, [+2.5%, +5%, +7.5%, +10%] bonus weapon accuracy, [-0.1, -0.2, -0.3, -0.4] bonus recoil reduction, and bonuses to all other stats affected by weapon skill, including reload time reduction.