

Armor

Absorption
Converting damage to Heat.

Regeneration
Neutralizing damage with heals.

Power
Countering damage with improved ability throughput.

Energy
Avoiding damage with improved dodge and mobility.

Cooling
Neutralizing heat damage using advance cooling tech

Thermics
Repurposing generated heat as defenses and counterattacks

Field Medicine
Countering damage with direct heals

Pharmaceuticals
Mitigating damage with HOTS and buffs

Amplification
Using incoming damage to power buffs and boosts

Transduction
Transforming and redirecting incoming damage

Velocity
Boosting quick movement and dodge skills

Haste
Reducing activation times and cooldowns

Weapons

Cannons
Direct damage at range

Impulse
Direct damage in melee

Malware
DOTs and Debuffs

Bots
Minions

Lasers
Long-range single-target energy weapons

Artillery
Long-range AOE effects

Blasters
Close-range targeted blast weapons

Explosives
AOE and delayed-action blast weapons

Trojans
Drains and DOTs

Denial of Service
Debuffs and CC

Proxies
Big, tough, controlled guardians

Swarms
Small, cheap, uncontrolled swarms

Augments

Force fields
Close-range and ground-targeted AOE effects

Optics
Manipulations of visibility

Portals
Summons, teleports, and manipulations of position

Turrets
Stationary autonomous minions

Shields
Barriers and containment fields

Field Effects
Area debuffs and snares

Illusions
Decoys and deceptions

Camouflage
Anti-visibility effects

Summons
Porting in countermeasures

Teleportation
Escapes and traps

Sentries
Area-denial and tripwire effects

Snipers
Automated ranged attackers