

Name	Effect	Slot	Cyb Req
Eifyr and Co. 'Gunslinger' SX-0	1% bonus to small projectile turret Damage.	6	1
Eifyr and Co. 'Gunslinger' SX-1	3% bonus to small projectile turret Damage.	6	1
Eifyr and Co. 'Gunslinger' SX-2	5% bonus to small projectile turret Damage.	6	3
Eifyr and Co. 'Rogue' CY-0	1% bonus to Ship Velocity.	6	1
Eifyr and Co. 'Rogue' CY-1	3% bonus to Ship Velocity.	6	1
Eifyr and Co. 'Rogue' CY-2	5% bonus to Ship Velocity.	6	3
Eifyr and Co. 'Rogue' EY-0	2% increased afterburner duration	6	1
Eifyr and Co. 'Rogue' EY-1	6% increased afterburner duration	6	2
Eifyr and Co. 'Rogue' EY-2	10% increased afterburner duration	6	4
Eifyr and Co. 'Rogue' FY-0	2% reduced warp capacitor need	6	1
Eifyr and Co. 'Rogue' FY-1	6% reduced warp capacitor need	6	2
Eifyr and Co. 'Rogue' FY-2	10% reduced warp capacitor need	6	4
Eifyr and Co. 'Rogue' HY-0	5% greater warp speed	6	1
Eifyr and Co. 'Rogue' HY-1	10% greater warp speed	6	2
Eifyr and Co. 'Rogue' HY-2	15% greater warp speed	6	4
Eifyr and Co. 'Rogue' MY-0	1% Bonus to afterburner and microwarp drive speed increase.	6	1
Eifyr and Co. 'Rogue' MY-1	3% Bonus to afterburner and microwarp drive speed increase.	6	3
Eifyr and Co. 'Rogue' MY-2	5% Bonus to afterburner and microwarp drive speed increase.	6	5
Inherent Implants 'Lancer' G0-Alpha	1% bonus to small energy turret Damage.	6	1
Inherent Implants 'Lancer' G1-Alpha	3% bonus to small energy turret Damage.	6	1
Inherent Implants 'Lancer' G2-Alpha	5% bonus to small energy turret Damage.	6	3
Inherent Implants 'Noble' ZET10	1% reduction in repair systems duration.	6	1
Inherent Implants 'Noble' ZET100	3% reduction in repair systems duration.	6	1
Inherent Implants 'Noble' ZET1000	5% reduction in repair systems duration.	6	3
Inherent Implants 'Squire' CR2	1% reduced capacitor recharge	6	1
Inherent Implants 'Squire' CR4	3% reduced capacitor recharge	6	2
Inherent Implants 'Squire' CR8	5% reduced capacitor recharge	6	4
Inherent Implants 'Squire' PG2	1% increased powergrid	6	1
Inherent Implants 'Squire' PG4	3% increased powergrid	6	2
Inherent Implants 'Squire' PG8	5% increased powergrid	6	4
Poteque Pharmaceuticals 'Prospector' PPF-0	Reduces maximum scan deviation by 2%.	6	1
Poteque Pharmaceuticals 'Prospector' PPF-1	Reduces maximum scan deviation by 6%.	6	1
Poteque Pharmaceuticals 'Prospector' PPF-2	Reduces maximum scan deviation by 10%.	6	3
Zainou 'Beancounter' I40	1% bonus to blueprint manufacturing time research.	6	1
Zainou 'Beancounter' I50	3% bonus to blueprint manufacturing time research.	6	3
Zainou 'Beancounter' I60	5% bonus to blueprint manufacturing time research.	6	5
Zainou 'Deadeye' ZGS10	1% bonus to small hybrid turret Damage.	6	1
Zainou 'Deadeye' ZGS100	3% bonus to small hybrid turret Damage.	6	1
Zainou 'Deadeye' ZGS1000	5% bonus to small hybrid turret Damage.	6	3
Zainou 'Gnome' KTA100	lowers launcher CPU needs by 3%.	6	4
Zainou 'Gnome' KTA1000	lowers launcher CPU needs by 5%.	6	5
Zainou 'Gnome' KUA1000	-3% shield upgrade power need	6	1
Zainou 'Gnome' KUA2000	-5% shield upgrade power need	6	3
Zainou 'Gnome' KUA500	-1% shield upgrade power need	6	1
Zainou 'Gypsy' KLB-25	-1% CPU need for electronics upgrades	6	1
Zainou 'Gypsy' KLB-50	-3% CPU need for electronics upgrades	6	3
Zainou 'Gypsy' KLB-75	-5% CPU need for electronics upgrades	6	5
Zainou 'Gypsy' KMB-25	1% increased CPU	6	1
Zainou 'Gypsy' KMB-50	3% increased CPU	6	3
Zainou 'Gypsy' KMB-75	5% increased CPU	6	5
Zainou 'Snapshot' ZMT1000	3% Torpedo Damage	6	3
Zainou 'Snapshot' ZMT2000	5% Torpedo Damage	6	5
Zainou 'Snapshot' ZMT500	1% Torpedo Damage	6	1
Zainou 'Snapshot' ZMU1000	3% Cruise Missile Damage	6	3
Zainou 'Snapshot' ZMU2000	5% Cruise Missile Damage	6	5
Zainou 'Snapshot' ZMU500	1% Cruise Missile Damage	6	1

Name	Effect	Slot	Cyb Req
Eifyr and Co. 'Gunslinger' AX-0	1% bonus to turret tracking speed.	7	1
Eifyr and Co. 'Gunslinger' AX-1	3% bonus to turret tracking speed.	7	1
Eifyr and Co. 'Gunslinger' AX-2	5% bonus to turret tracking speed.	7	3
Eifyr and Co. 'Rogue' AY-0	1% bonus to Ship Agility.	7	1
Eifyr and Co. 'Rogue' AY-1	3% bonus to Ship Agility.	7	1
Eifyr and Co. 'Rogue' AY-2	5% bonus to Ship Agility.	7	3
Inherent Implants 'Lancer' G0-Beta	1% reduction in all turret capacitor need.	7	1
Inherent Implants 'Lancer' G1-Beta	3% reduction in all turret capacitor need.	7	1
Inherent Implants 'Lancer' G2-Beta	5% reduction in all turret capacitor need.	7	3
Inherent Implants 'Noble' ZET20	1% reduced capacitor need for remote armor repair system modules.	7	1
Inherent Implants 'Noble' ZET200	3% reduced capacitor need for remote armor repair system modules.	7	2
Inherent Implants 'Noble' ZET2000	5% reduced capacitor need for remote armor repair system modules.	7	4
Inherent Implants 'Squire' EE2	-1% Capacitor need for energy emission systems	7	1
Inherent Implants 'Squire' EE4	-3% Capacitor need for energy emission systems	7	2
Inherent Implants 'Squire' EE8	-5% Capacitor need for energy emission systems	7	4
Inherent Implants 'Squire' EP2	-1% Duration in energy pulse weapons	7	1
Inherent Implants 'Squire' EP4	-1% Duration in energy pulse weapons	7	2
Inherent Implants 'Squire' EP8	-1% Duration in energy pulse weapons	7	4
Inherent Implants 'Squire' GU2	-1% CPU need for Energy Grid Upgrades	7	1
Inherent Implants 'Squire' GU4	-3% CPU need for Energy Grid Upgrades	7	2
Inherent Implants 'Squire' GU8	-5% CPU need for Energy Grid Upgrades	7	4
Poteque Pharmaceuticals 'Prospector' PPG-0	1% scan strength bonus.	7	1
Poteque Pharmaceuticals 'Prospector' PPG-1	3% scan strength bonus.	7	1
Poteque Pharmaceuticals 'Prospector' PPG-2	5% scan strength bonus.	7	3
Zainou 'Beancounter' J40	1% Bonus to material efficiency research speed.	7	1
Zainou 'Beancounter' J50	3% Bonus to material efficiency research speed.	7	3
Zainou 'Beancounter' J60	5% Bonus to material efficiency research speed.	7	5
Zainou 'Deadeye' ZGC10	1% bonus to turret Falloff.	7	1
Zainou 'Deadeye' ZGC100	3% bonus to turret Falloff.	7	1
Zainou 'Deadeye' ZGC1000	5% bonus to turret Falloff.	7	4
Zainou 'Deadeye' ZMC10	1% bonus to all missiles' maximum flight range.	7	1
Zainou 'Deadeye' ZMC100	3% bonus to all missiles' maximum flight range.	7	2
Zainou 'Deadeye' ZMC1000	5% bonus to all missiles' maximum flight range.	7	3
Zainou 'Deadeye' ZML10	1% bonus to all missiles' maximum velocity.	7	1
Zainou 'Deadeye' ZML100	3% bonus to all missiles' maximum velocity.	7	2
Zainou 'Deadeye' ZML1000	5% bonus to all missiles' maximum velocity.	7	3
Zainou 'Gnome' KVA1000	3% Bonus to shield capacity.	7	1
Zainou 'Gnome' KVA2000	5% Bonus to shield capacity.	7	3
Zainou 'Gnome' KVA500	1% Bonus to shield capacity.	7	1
Zainou 'Gypsy' KNB-25	1% Faster Targetting	7	1
Zainou 'Gypsy' KNB-50	3% Faster Targetting	7	3
Zainou 'Gypsy' KNB-75	5% Faster Targetting	7	5
Zainou 'Snapshot' ZME1000	3% Heavy Assault Missile Damage	7	3
Zainou 'Snapshot' ZME2000	5% Heavy Assault Missile Damage	7	5
Zainou 'Snapshot' ZME500	1% Heavy Assault Missile Damage	7	1
Zainou 'Snapshot' ZMH1000	3% Heavy Missile Damage	7	3
Zainou 'Snapshot' ZMH2000	5% Heavy Missile Damage	7	5
Zainou 'Snapshot' ZMH500	1% Heavy Missile Damage	7	1

Name	Effect	Slot	Cyb Req
Eifyr and Co. 'Alchemist' WA-1	5% Increased Booster Duration	8	2
Eifyr and Co. 'Alchemist' WA-2	10% Increased Booster Duration	8	2
Eifyr and Co. 'Alchemist' ZA-0	1% reduction to Gas Cloud Harvester cycle time.	8	1
Eifyr and Co. 'Alchemist' ZA-1	3% reduction to Gas Cloud Harvester cycle time.	8	3
Eifyr and Co. 'Alchemist' ZA-2	5% reduction to Gas Cloud Harvester cycle time.	8	5
Eifyr and Co. 'Gunslinger' MX-0	1% bonus to medium projectile turret Damage.	8	1
Eifyr and Co. 'Gunslinger' MX-1	3% bonus to medium projectile turret Damage.	8	1
Eifyr and Co. 'Gunslinger' MX-2	5% bonus to medium projectile turret Damage.	8	3
Eifyr and Co. 'Rogue' DY-0	1% reduction in afterburner capacitor needs.	8	1
Eifyr and Co. 'Rogue' DY-1	3% reduction in afterburner capacitor needs.	8	2
Eifyr and Co. 'Rogue' DY-2	5% reduction in afterburner capacitor needs.	6	4
Inherent Implants 'Lancer' G0-Gamma	1% bonus to medium energy turret Damage.	6	1
Inherent Implants 'Lancer' G1-Gamma	3% bonus to medium energy turret Damage.	6	2
Inherent Implants 'Lancer' G2-Gamma	5% bonus to medium energy turret Damage.	8	4
Inherent Implants 'Noble' ZET30	+1% bonus to hull hp.	8	1
Inherent Implants 'Noble' ZET300	+3% bonus to hull hp.	8	2
Inherent Implants 'Noble' ZET3000	+5% bonus to hull hp.	8	4
Inherent Implants 'Squire' CC2	1% Increased Capacitor Bonus	8	1
Inherent Implants 'Squire' CC4	3% Increased Capacitor Bonus	8	2
Inherent Implants 'Squire' CC8	5% Increased Capacitor Bonus	8	4
Poteque Pharmaceuticals 'Prospector' PPH-0	2% faster scanning with scan probes.	8	1
Poteque Pharmaceuticals 'Prospector' PPH-1	6% faster scanning with scan probes.	8	1
Poteque Pharmaceuticals 'Prospector' PPH-2	10% faster scanning with scan probes.	8	3
Zainou 'Beancounter' F40	1% reduction in manufacturing time.	8	1
Zainou 'Beancounter' F50	2% reduction in manufacturing time.	8	3
Zainou 'Beancounter' F60	4% reduction in manufacturing time.	8	5
Zainou 'Beancounter' H40	1% reduction in refinery waste.	8	1
Zainou 'Beancounter' H50	2% reduction in refinery waste.	8	3
Zainou 'Beancounter' H60	4% reduction in refinery waste.	8	5
Zainou 'Beancounter' K40	1% Bonus to blueprint copying speed.	8	1
Zainou 'Beancounter' K50	3% Bonus to blueprint copying speed.	8	3
Zainou 'Beancounter' K60	5% Bonus to blueprint copying speed.	8	5
Zainou 'Deadeye' ZGM10	1% bonus to medium hybrid turret Damage.	8	1
Zainou 'Deadeye' ZGM100	3% bonus to medium hybrid turret Damage.	8	2
Zainou 'Deadeye' ZGM1000	5% bonus to medium hybrid turret Damage.	8	4
Zainou 'Deadeye' ZMA10	1% decreased factor of signature radius for light, heavy and cruise missile explo	8	1
Zainou 'Deadeye' ZMA100	3% decreased factor of signature radius for light, heavy and cruise missile explo	8	3
Zainou 'Deadeye' ZMA1000	5% decreased factor of signature radius for light, heavy and cruise missile explo	8	4
Zainou 'Gnome' KXA1000	3% Reduced Capacitor Need For Shield Emission Systems	8	2
Zainou 'Gnome' KXA2000	5% Reduced Capacitor Need For Shield Emission Systems	8	4
Zainou 'Gnome' KXA500	1% Reduced Capacitor Need For Shield Emission Systems	8	1
Zainou 'Gypsy' KPB-25	1% Longer Targetting Range	8	1
Zainou 'Gypsy' KPB-50	3% Longer Targetting Range	8	3
Zainou 'Gypsy' KPB-75	5% Longer Targetting Range	8	5
Zainou 'Gypsy' KQB-25	-1% Propulsion Jamming Capacitor Need	8	1
Zainou 'Gypsy' KQB-50	-3% Propulsion Jamming Capacitor Need	8	3
Zainou 'Gypsy' KQB-75	-5% Propulsion Jamming Capacitor Need	8	5
Zainou 'Snapshot' ZMD1000	3% Defender Missile Damage	8	3
Zainou 'Snapshot' ZMD2000	5% Defender Missile Damage	8	5
Zainou 'Snapshot' ZMD500	1% Defender Missile Damage	8	1

Name	Effect	Slot	Cyb Req
Eifyr and Co. 'Alchemist' YA-1	3% Reduction to Booster Side Effects	9	2
Eifyr and Co. 'Alchemist' YA-2	5% Reduction to Booster Side Effects	9	2
Eifyr and Co. 'Gunslinger' CX-0	1% bonus to all turret Damages.	9	1
Eifyr and Co. 'Gunslinger' CX-1	3% bonus to all turret Damages.	9	2
Eifyr and Co. 'Gunslinger' CX-2	5% bonus to all turret Damages.	9	4
Eifyr and Co. 'Rogue' GY-0	1% reduction in MWD capacitor needs.	9	1
Eifyr and Co. 'Rogue' GY-1	3% reduction in MWD capacitor needs.	9	2
Eifyr and Co. 'Rogue' GY-2	5% reduction in MWD capacitor needs.	9	4
Inherent Implants 'Lancer' G0-Delta	1% bonus to all turret rate of fire.	9	1
Inherent Implants 'Lancer' G1-Delta	3% bonus to all turret rate of fire.	9	2
Inherent Implants 'Lancer' G2-Delta	5% bonus to all turret rate of fire.	6	4
Inherent Implants 'Noble' ZET40	1% Bonus to repair system Repair amount.	6	1
Inherent Implants 'Noble' ZET400	3% Bonus to repair system Repair amount.	6	2
Inherent Implants 'Noble' ZET4000	5% Bonus to repair system Repair amount.	9	4
Poteque Pharmaceuticals 'Prospector' PPW-1	5% increase in chance of archaeological find.	9	3
Poteque Pharmaceuticals 'Prospector' PPX-1	5% increase in chance of data retrieval.	9	3
Poteque Pharmaceuticals 'Prospector' PPY-1	5% increase in chance of salvage retrieval.	9	3
Zainou 'Deadeye' ZGA10	1% bonus to turret optimal range.	9	1
Zainou 'Deadeye' ZGA100	3% bonus to turret optimal range.	9	2
Zainou 'Deadeye' ZGA1000	5% bonus to turret optimal range.	9	4
Zainou 'Deadeye' ZMS10	1% decrease in factor of target's velocity for all missiles.	9	1
Zainou 'Deadeye' ZMS100	3% decrease in factor of target's velocity for all missiles.	9	2
Zainou 'Deadeye' ZMS1000	5% decrease in factor of target's velocity for all missiles.	9	4
Zainou 'Gnome' KYA1000	3% Reduced Shield Recharge Time	9	2
Zainou 'Gnome' KYA2000	5% Reduced Shield Recharge Time	9	4
Zainou 'Gnome' KYA500	1% Reduced Shield Recharge Time	9	1
Zainou 'Gypsy' KOB-25	1% Reduced Capacitor for Electronic Warfare	9	1
Zainou 'Gypsy' KOB-50	3% Reduced Capacitor for Electronic Warfare	9	3
Zainou 'Gypsy' KOB-75	5% Reduced Capacitor for Electronic Warfare	9	5
Zainou 'Gypsy' KRB-25	1% Reduced Capacitor for Sensor Linking	9	1
Zainou 'Gypsy' KRB-50	3% Reduced Capacitor for Sensor Linking	9	3
Zainou 'Gypsy' KRB-75	5% Reduced Capacitor for Sensor Linking	9	5
Zainou 'Gypsy' KSB-25	1% Reduced Capacitor for Weapon Disruption	9	1
Zainou 'Gypsy' KSB-50	3% Reduced Capacitor for Weapon Disruption	9	3
Zainou 'Gypsy' KSB-75	5% Reduced Capacitor for Weapon Disruption	9	5
Zainou 'Gypsy' KTB-25	1% Reduced Capacitor for Target Painting	9	1
Zainou 'Gypsy' KTB-50	2% Reduced Capacitor for Target Painting	9	3
Zainou 'Gypsy' KTB-75	5% Reduced Capacitor for Target Painting	9	5
Zainou 'Snapshot' ZMN1000	3% Standard Missile Damage	9	3
Zainou 'Snapshot' ZMN2000	5% Standard Missile Damage	9	5
Zainou 'Snapshot' ZMN500	1% Standard Missile Damage	9	1
Zainou 'Snapshot' ZMR1000	3% Rocket Damage	9	3
Zainou 'Snapshot' ZMR2000	5% Rocket Damage	9	5
Zainou 'Snapshot' ZMR500	1% Rocket Damage	9	1

Name	Effect	Slot	Cyb Req
Advanced Warfare Mindlink	50% Increased Command Bonus, 50% Increased Effectiveness	10	5
Information Warfare Mindlink	50% Increased Command Bonus, 50% Increased Effectiveness	10	5
Mining Foreman Mindlink	50% Increased Command Bonus, 50% Increased Effectiveness	10	5
Siege Warfare Mindlink	50% Increased Command Bonus, 50% Increased Effectiveness	10	5
Skirmish Warfare Mindlink	50% Increased Command Bonus, 50% Increased Effectiveness	10	5
Eifyr and Co. 'Alchemist' XA-1	3% Reduced Chance of Side Effects with Boosters	10	2
Eifyr and Co. 'Alchemist' XA-2	5% Reduced Chance of Side Effects with Boosters	10	2
Eifyr and Co. 'Gunslinger' LX-0	1% bonus to large projectile turret Damage.	10	1
Eifyr and Co. 'Gunslinger' LX-1	3% bonus to large projectile turret Damage.	10	3
Eifyr and Co. 'Gunslinger' LX-2	5% bonus to large projectile turret Damage.	10	5
Inherent Implants 'Highwall' HX-0	1% bonus to mining yield.	10	1
Inherent Implants 'Highwall' HX-1	3% bonus to mining yield.	10	3
Inherent Implants 'Highwall' HX-2	5% bonus to mining yield.	10	5
Inherent Implants 'Highwall' HY-0	1% reduction in CPU penalty of mining upgrade modules.	10	1
Inherent Implants 'Highwall' HY-1	3% reduction in CPU penalty of mining upgrade modules.	10	3
Inherent Implants 'Highwall' HY-2	5% reduction in CPU penalty of mining upgrade modules.	10	5
Inherent Implants 'Lancer' G0-Epsilon	1% bonus to large energy turret Damage.	10	1
Inherent Implants 'Lancer' G1-Epsilon	3% bonus to large energy turret Damage.	10	3
Inherent Implants 'Lancer' G2-Epsilon	5% bonus to large energy turret Damage.	10	5
Inherent Implants 'Noble' ZET50	+1% Bonus to armor hit points.	10	1
Inherent Implants 'Noble' ZET500	+3% Bonus to armor hit points.	10	3
Inherent Implants 'Noble' ZET5000	+5% Bonus to armor hit points.	10	5
Inherent Implants 'Yeti' BX-0	Yields a 1% decrease in ice harvester cycle time.	10	1
Inherent Implants 'Yeti' BX-1	Yields a 3% decrease in ice harvester cycle time.	10	3
Inherent Implants 'Yeti' BX-2	Yields a 5% decrease in ice harvester cycle time.	10	5
Poteque Pharmaceuticals 'Prospector' PPZ-1	5% reduction in cycle time of salvage, hacking and archaeology modules.	10	3
Zainou 'Deadeye' ZGL10	1% bonus to large hybrid turret Damage.	10	1
Zainou 'Deadeye' ZGL100	3% bonus to large hybrid turret Damage.	10	3
Zainou 'Deadeye' ZGL1000	5% bonus to large hybrid turret Damage.	10	5
Zainou 'Deadeye' ZMM10	1% bonus to all missile launcher rate of fire.	10	1
Zainou 'Deadeye' ZMM100	3% bonus to all missile launcher rate of fire.	10	4
Zainou 'Deadeye' ZMM1000	5% bonus to all missile launcher rate of fire.	10	5
Zainou 'Gnome' KZA1000	-3% Turret CPU Need	10	3
Zainou 'Gnome' KZA2000	-5% Turret CPU Need	10	5
Zainou 'Snapshot' ZMF1000	3% Friend Or Foe Missile Damage	10	3
Zainou 'Snapshot' ZMF2000	5% Friend Or Foe Missile Damage	10	5
Zainou 'Snapshot' ZMF500	1% Friend Or Foe Missile Damage	10	1

Pirate Implant Bonuses

	Slot 1	Cyb	Slot 2	Cyb	Slot 3	Cyb	Slot 4	Cyb	Slot 5	Cyb	Slot 6	Cyb
Crystal (Gurista)	Alpha +1% Shield Boost	2	Beta +2% Shield Boost	2	Gamma +3% Shield Boost	3	Delta +4% Shield Boost	3	Epsilon +5% Sheild Boost	4	Omega 50% HG / 25% LG Bonus	5
Halo (Angel)	Alpha -1% Sig Rad	2	Beta -1.25% Sig Rad	2	Gamma -1.75% Sig Rad	3	Delta -1.5% Sig Rad	3	Epsilon -2% Sig Rad	4	Omega 50% HG / 25% LG Bonus	5
Slave (Sansha)	Alpha +1% Armour HP	2	Beta +2% Armour HP	2	Gamma +3% Armour HP	3	Delta +4% Armour HP	3	Epsilon +5% Armour HP	4	Omega 50% HG / 25% LG Bonus	5
Snake (Serpentis)	Alpha +1% Velocity	2	Beta +1.25% Velocity	2	Gamma +1.5% Velocity	3	Delta +1.75% Velocity	3	Epsilon +2% Velocity	4	Omega 50% HG / 25% LG Bonus	5
Talisman (Bloodraids)	Alpha -1% Eng Emiss Dur	2	Beta -2% Eng Emiss Dur	2	Gamma -3% Eng Emiss Dur	3	Delta -4% Eng Emiss Dur	3	Epsilon -5% Eng Emiss Dur	4	Omega 50% HG / 25% LG Bonus	5
Normal Low Grade	+3 Perception +2 Perception		+3 Memory +2 Memory		+3 Willpower +2 Willpower		+3 Intelligence +2 Intelligence		+3 Charisma +2 Charisma		Set Bonus: 15%	
Centurion (Mordus)	Alpha +2% Opt Rng EWAR	2	Beta +2% Opt Rng EWAR	2	Gamma +3% Opt Rng EWAR	3	Delta +4% Opt Rng EWAR	3	Epsilon +5% Opt Rng EWAR	4	Omega 25% LG Bonus	5
Edge (Syndicate)	Alpha -2% Booster Side Effect	2	Beta -2% Booster Side Effect	2	Gamma -3% Booster Side Effect	3	Delta -4% Booster Side Effect	3	Epsilon -5% Booster Side Effect	4	Omega 25% LG Bonus	5
Harvest (ORE)	Alpha +2% Mining Range	2	Beta +2% Mining Range	2	Gamma +3% Mining Range	3	Delta +4% Mining Range	3	Epsilon +5% Mining Range	4	Omega 25% LG Bonus	5
Nomad (Thukker)	Alpha +2% Agility	2	Beta +2% Agility	2	Gamma +3% Agility	3	Delta +4% Agility	3	Epsilon +5% Agility	4	Omega 25% LG Bonus	5
Virtue (Sis O Eve)	Alpha +2% Scan Probe Str	2	Beta +2% Scan Probe Str	2	Gamma +3% Scan Probe Str	3	Delta +4% Scan Probe Str	3	Epsilon +5% Scan Probe Str	4	Omega 25% LG Bonus	5
Low Grade	+2 Perception		+2 Memory		+2 Willpower		+2 Intelligence		+2 Charisma		Set Bonus: 10%	