

Default Known Blueprints

Skill: **Weapons Tech** · 10 blueprints · 12/06/2026

BP-009 **Melee Modification - Shock** (IT-009)

Modification

Tier III

FRONT DESCRIPTION

A modification for a Melee Weapon. Calls SHOCK on hit. 2 charges / 10 minute recharge.

REAR DESCRIPTION

(Requires Weapons Tech skill to apply the modification to a weapon)

INGREDIENTS

×2 Battery (IT-061)

×2 Coil (IT-064)

×1 Metal Plate (IT-121)

BP-010 **Melee Modification - Force** (IT-010)

Modification

Tier III

FRONT DESCRIPTION

A modification for a Melee Weapon. Calls FORCE on hit. 2 charges / 10 minute recharge.

REAR DESCRIPTION

(Requires Weapons Tech skill to apply the modification to a weapon)

INGREDIENTS

×2 Battery (IT-061)

×2 Emitter (IT-062)

×1 Metal Plate (IT-121)

BP-011 **Shield Modification - Force Field** (IT-011)

Modification

Tier III

Shield Usage

FRONT DESCRIPTION

A modification for a Shield. Allows the wielder to call MASS FORCE. 1 charge / 10 minute recharge.

REAR DESCRIPTION

(Requires Weapons Tech skill to apply the modification to a shield)

INGREDIENTS

×2 Battery (IT-061)

×2 Emitter (IT-062)

×1 Metal Plate (IT-121)

×1 Power Converter (IT-068)

BP-016 **Shield Modification - Protection** (IT-016)

Modification

Tier III

Shield Usage

FRONT DESCRIPTION

A modification for a Shield. On use, the user plants the shield in the ground, and the shield absorbs all energy damage from sources outside of 3m for 30 seconds. 1 charge / 10 minute recharge.

REAR DESCRIPTION

(Requires Weapons Tech skill to apply the modification to a shield)

INGREDIENTS

×1 Emitter (IT-062)

×2 Battery (IT-061)

×1 Circuit Board (IT-075)

×1 Metal Plate (IT-121)

BP-017 **2H Melee Modification - Ground Force** (IT-017)

Modification

Tier III

Two Handed Melee

FRONT DESCRIPTION

A modification for a 2H Melee Weapon. On use, the user slams the weapon into the ground, and calls MASS FORCE. 1 charge / 10 minute recharge.

REAR DESCRIPTION

(Requires Weapons Tech skill to apply the modification to a shield)

INGREDIENTS

×2 Battery (IT-061)

×2 Emitter (IT-062)

×1 Metal Plate (IT-121)

BP-018 **Federation Sidearm** (IT-018)

Ranged

Tier III

FRONT DESCRIPTION

A common, federation issue energy sidearm.

INGREDIENTS

×3 Energy Weapon Parts (IT-080)

×1 Rubber (IT-059)

×1 Plastic (IT-006)

×1 Metal (IT-118)

BP-023 **Combat Shield** (IT-023)

Shield

Tier III

Shield Usage

FRONT DESCRIPTION

A shield, which absorbs kinetic and energy damage.

INGREDIENTS

×3 Metal Plate (IT-121)

×2 Synthetic Fabric (IT-119)

×1 Rubber (IT-059)

BP-076 **Melee Weapon (2H)** (IT-076)

Melee

Tier III

Two Handed Melee

FRONT DESCRIPTION

A two handed weapon.

INGREDIENTS

×2 Metal Plate (IT-121)

×1 Synthetic Fabric (IT-119)

×2 Pipe (IT-072)

BP-077 **Bow** (IT-077)

Ranged

Tier III

Bows

FRONT DESCRIPTION

A bow or crossbow.

INGREDIENTS

×2 Plastic (IT-006)

×2 Rubber (IT-059)

×2 Strap (IT-071)

BP-083 **1H Melee Weapon** (IT-083)

Melee

Tier III

FRONT DESCRIPTION

A simple one handed melee weapon.

INGREDIENTS

×1 Metal Plate (IT-121)

×1 Synthetic Fabric (IT-119)