

# Default Known Blueprints

Skill: **Wearables Tech** · 7 blueprints · 12/06/2026

BP-019 **Personal Field** (IT-019)

Field

Tier III

FRONT DESCRIPTION

Absorbs 3 points of Energy damage / 10 minute recharge.

INGREDIENTS

×1 Emitter (IT-062)

×1 Electronics (IT-004)

×1 Battery (IT-061)

BP-020 **Light Kinetic Armour** (IT-020)

Apparel

Tier III

FRONT DESCRIPTION

Absorbs 2 points of Kinetic damage.

INGREDIENTS

×2 Synthetic Fabric (IT-119)

×2 Strap (IT-071)

×2 Metal Plate (IT-121)

BP-021 **Hazard Suit** (IT-021)

Apparel

Tier III

FRONT DESCRIPTION

Protection from biological, chemical and radiological effects.

Does not protect against atmospheric hazards.

INGREDIENTS

×2 Synthetic Fabric (IT-119)

×1 Air Filter (IT-069)

×1 Pump (IT-066)

BP-055 **Medium Power-Armour** (IT-055)

Apparel

Tier III

Medium Armour

FRONT DESCRIPTION

Absorbs 2 points of kinetic damage / 5 minute recharge.

INGREDIENTS

×3 Metal Plate (IT-121)

×1 Circuit Board (IT-075)

×1 Battery (IT-061)

×2 Wiring (IT-002)

BP-078 **Medium Kinetic Armour** (IT-078)

Apparel

Tier III

Medium Armour

FRONT DESCRIPTION

Absorbs 4 points of Kinetic damage.

INGREDIENTS

×3 Synthetic Fabric (IT-119)

×2 Strap (IT-071)

×3 Metal Plate (IT-121)

×3 Rubber (IT-059)

BP-079 **Heavy Kinetic Armour** (IT-079)

Apparel

Tier III

Heavy Armour

FRONT DESCRIPTION

Absorbs 8 points of Kinetic damage.

INGREDIENTS

×3 Synthetic Fabric (IT-119)

×2 Strap (IT-071)

×4 Metal Plate (IT-121)

×4 Rubber (IT-059)

BP-113 **Auto-Injector** (IT-113)

Wearable

Tier III

FRONT DESCRIPTION

While worn, can store a single application of a drug, which can be applied instantly.

INGREDIENTS

×1 Glass Vial (IT-074)

×1 Pipe (IT-072)

×1 Synthetic Fabric (IT-119)

×1 Carbon Fibre (IT-003)