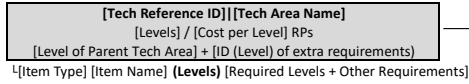




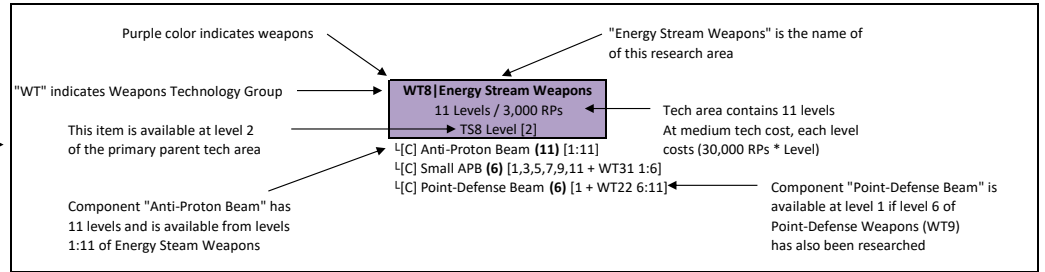
Captain Kwok's Balance Mod v125+ Tech Chart

Current to v128

KEY FOR EACH TECH AREA DATA BOX:



EXAMPLE



ABBREVIATIONS USED:

Tech Area Groups:

TS Theoretical Science
AS Applied Science
WT Weapon Technology
CA Cultural Advancement

Item Types:

[F] Facility
[C] Component
[V] Vehicle
[W] Weapon
[M] Weapon Mount
[A] Cultural Achievement
[I] Intelligence Project/Achievement

RPs Research Points
IPs Intelligence Points

Color Coding for Categories:

Colonization	Ruins
Cultural Achievements	Ships & Bases
Intelligence	Stellar Manipulation
Planetary Development	Theoretical Technology
Racial Technology	Units
Racial Weapons	Vehicle Systems
	Weapons

GENERAL NOTES:

- (1) Cultural Achievements result in empire-wide effects/bonuses (which are listed)
- (2) Intelligence Achievements simply give the empire bonus in the designated focus area - all projects are available from the start

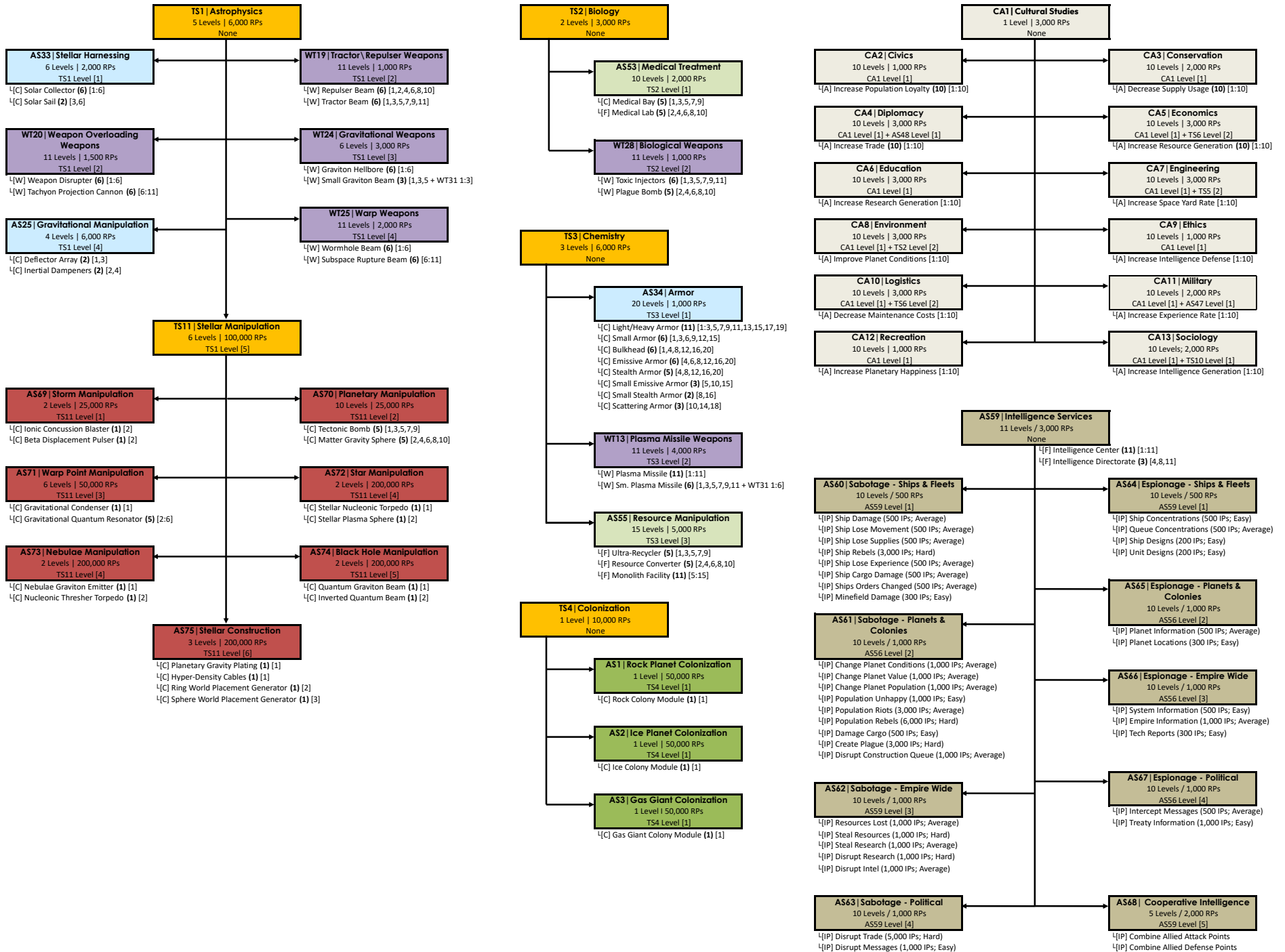
PRINTING NOTES:

Prints 6 pages on standard-sized paper (8.5"x11"/A4) including this page.

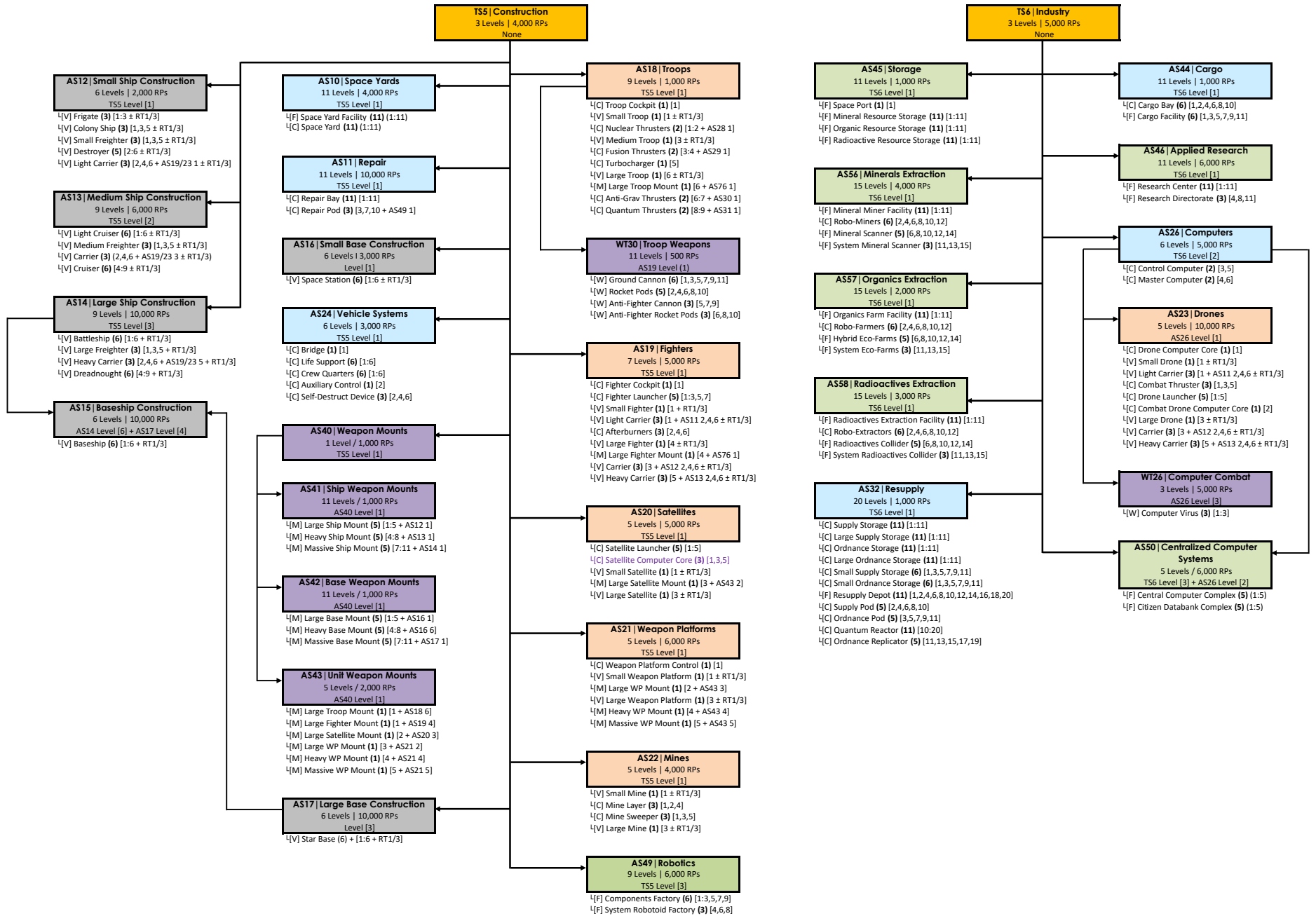
SPECIAL THANKS TO:

Chris Traber (Tampa_Gamer) for creating the original Balance Mod tech chart and design

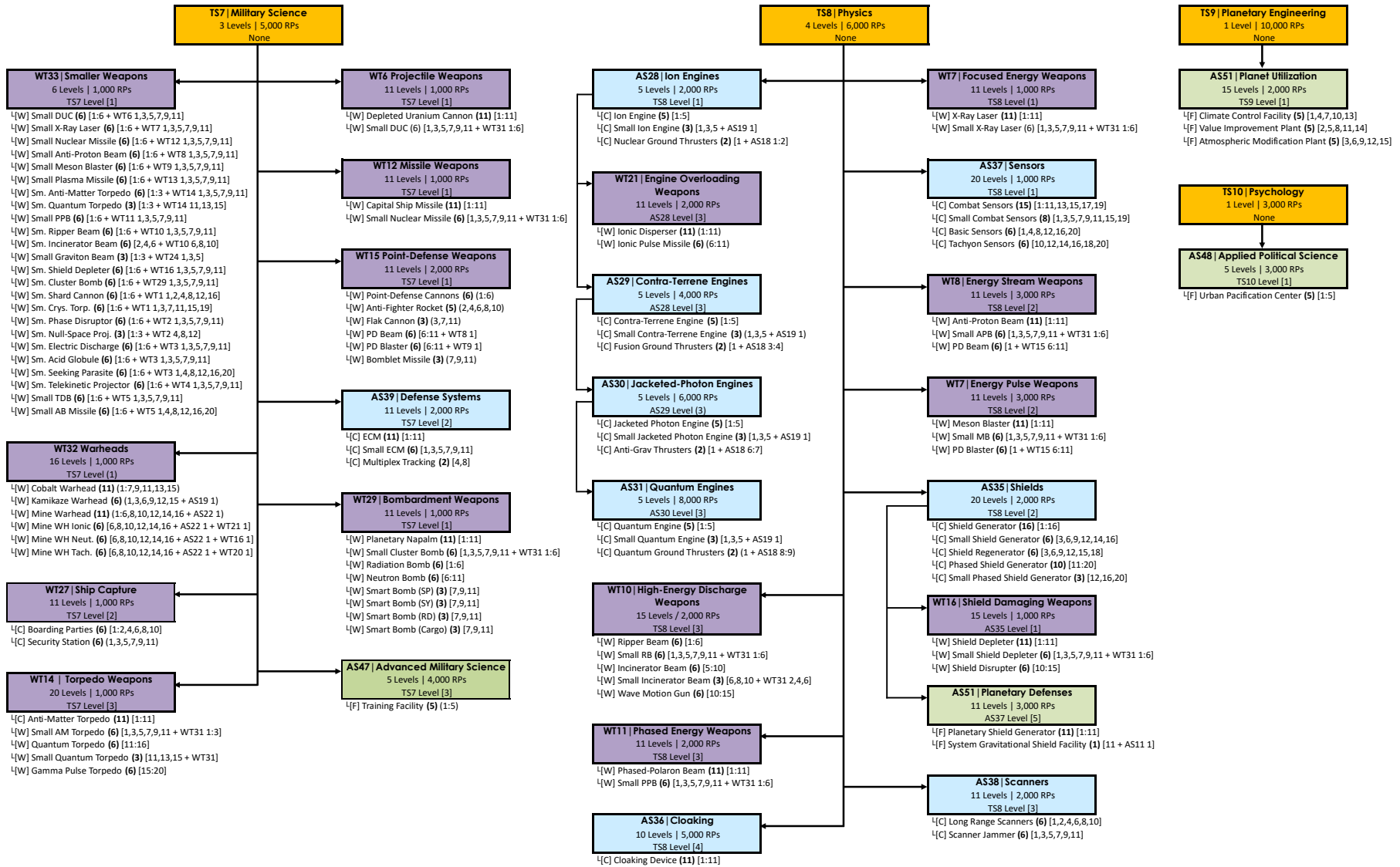
Captain Kwok's Balance Mod v125+ Tech Chart



Captain Kwok's Balance Mod v125+ Tech Chart



Captain Kwok's Balance Mod v125+ Tech Chart



Captain Kwok's Balance Mod v125+ Tech Chart

TS12 | Xenarchaeology
1 Level | 3,000 RPs
None

WT17 | Massive Shield Depleting Weapons
3 Levels | 2,000 RPs
TS12 Level [1] + Unique Discovery [1]
[W] Massive Shield Depletter (3) [1:3]

WT22 | Massive Engine Destroying Weapons
3 Levels | 2,000 RPs
TS12 Level [1] + Unique Discovery [2]
[W] Massive Ionic Disperser (3) [1:3]

AS27 | Neural Computer Interface
3 Levels | 3,000 RPs
TS12 Level [1] + Unique Discovery [3]
[C] Neural Combat Net (3) [1:3]

AS52 | Massive Planetary Shielding
3 Levels | 5,000 RPs
TS12 Level [1] + Unique Discovery [4]
[F] Massive Planetary Shield Generator (3) [1:3]

WT18 | Shield Implosion
3 Levels | 2,000 RPs
TS12 Level [1] + Unique Discovery [5]
[W] Shield Imploder (3) [1:3]

WT23 | Power Leech
6 Levels | 1,000 RPs
TS12 Level [1] + Unique Discovery [6]
[W] Power Leech Beam (6) [1:6]

RT1 | Crystallurgy
2,000 Racial Points
Racial Trait

AS4 | Crystalline Technology
20 Levels | 3,000 RPs
RT1
[C] Light/Heavy Crystalline Armor (16) [1:16]
[C] Small Crystalline Armor (6) [1,4,7,10,13,16]
[C] Crystalline Bulkhead (6) [1,3,6,9,12,15]
[F] Solar Generator (11) [1,2,4,6,8,10,12,14,16,18,20]
[F] Crystalline Restructuring Plant (5) [3,5,7,9,11]
[C] Energy Refractor (5) [4,8,12,16,20]
[F] Energy Transmission Lens (5) [11,13,15,17,19]

WT1 | Crystalline Weapons
20 Levels | 3,000 RPs
RT1
[W] Shard Cannon (16) [1:6,8,10,12,14,16]
[W] Small Shard Cannon (6) [1,2,4,8,12,16 + WT31 1:6]
[W] Crystalline Torpedo (11) [1:3,5,7,9,11,13,15,17,19]
[W] Small Crystalline Torpedo (6) [1,3,7,11,15,19 + WT31 1:6]
[W] Crystalline Siphon (11) [5:15]
[W] Energy Dampener (3) [6,12,18]
[W] High-Energy Magnifier (11) [10:20]

RT3 | Organic Manipulation
2,000 Racial Points
Racial Trait

AS6 | Organic Technology
20 Levels | 5,000 RPs
RT3
[C] Light/Heavy Organic Armor (16) [1:16]
[C] Small Organic Armor (6) [1,4,7,10,13,16]
[C] Organic Bulkhead (6) [1,3,6,9,12,15]
[F] Gestation Vats (5) [1,3,5,7,9]
[C] Supply Vat (11) [1,2,4,6,8,10,12,14,16,18,20]
[C] Small Supply Vat (6) [1,4,8,12,16,20]
[C] Ordnance Vat (11) [1,2,4,6,8,10,12,14,16,18,20]
[C] Small Ordnance Vat (6) [1,4,8,12,16,20]
[F] Genetic Recoding Lab (5) [2,4,6,8,10]
[C] Solar Organelle (6) [3,5,7,11,15,19]
[C] Shield Organelle (6) [10,12,14,16,18,20]
[C] Small Shield Organelle (3) [10,15,20]
[C] Satellite Ganglia (1), Drone Ganglia (1) [10]
[F] Replicant Center (5) [11,13,15,17,19]
[C] Autonomic Ganglion (1) [15]

WT3 | Organic Weapons
20 Levels / 3,000 RPs
RT3
[W] Electric Discharge (11) [1:11]
[W] Sm. Electric Discharge (6) [1,3,5,7,9,11 + WT31 1:6]
[W] Acid Globule (11) [1:11]
[W] Sm. Acid Globule (6) [1,3,5,7,9,11 + WT31 1:6]
[W] Seeking Parasite (11) [1,2,4,6,8,10,12,14,16,18,20]
[W] Sm. Seeking Parasite (6) [1,4,8,12,16,20 + WT31 1:6]
[W] Plasma Charge (11) [5:15]
[W] Enveloping Acid Globule (11) [10:20]
[W] Lightning Ray (6) [12,14,16,18,20]
[W] Power Lamprey (6) [10,12,14,16,18,20]
[W] Hyper-Dense Globule (6) [11,13,15,17,19]
[W] Hyper-Plasma Bolt (6) [15:20]

RT5 | Deeply Religious
1,500 Racial Points
Racial Trait

AS8 | Religious Technology
20 Levels | 4,000 RPs
RT5
[C] Holy War Totem (5) [1,3,5,7,9]
[F] Fate Shrine (5) [1,3,5,7,9]
[F] War Shrine (5) [1,5,9,13,17]
[C] Vengeance Totem (5) [2,4,6,8,10]
[F] Nature Shrine (5) [2,6,10,14,18]
[F] Death Shrine (5) [3,7,11,15,19]
[F] Time Shrine (5) [4,8,12,16,20]
[C] Stealth Totem (10) [6:15]
[C] Religious Talisman (6) [10,12,14,16,18,20]

RT2 | Interdimensional
1,500 Racial Points
Racial Trait

AS5 | Interdimensional Technology
15 Levels | 3,000 RPs
RT2
[C] Superluminal Sensors (9) [1:3,5,7,9,11,13,15]
[F] Subspace Transmitter (5) [2,4,6,8,10]
[C] Null-Space Shield Generator (11) [5:15]
[C] Small Null-Space Shield Generator (3) [5,10,15]
[C] Subspace Field Emitter (3) [4,8,12]
[C] Flux Pod (6) [5,7,9,11,13,15]
[F] Interdimensional Portal Facility (3) [6,9,12]
[F] Dimensional Rift Projector (3) [8,11,14]

WT2 | Interdimensional Weapons
15 Levels | 3,000 RPs
RT2
[W] Phase Disruptor (11) [1:11]
[W] Small Phase Disruptor (6) [1,3,5,7,9,11 + WT31 1:6]
[W] Superluminal Darts (5) [3,5,7,9,11 + WT15 3]
[W] Null-Space Projector (6) [4,6,8,10,12,14]
[W] Small Null-Space Projector (3) [4,8,12 + WT31 1:3]
[W] Null-Space Warhead (3) [4,8,12]
[W] Mine Null-Space Warhead (3) [4,8,12]
[W] Quantum Tunneler (3) [5,10,15]
[W] Null-Space Cannons (3) [11,13,15]

RT4 | Psychic
1,000 Racial Points
Racial Trait

AS7 | Psychic Technology
15 Levels | 2,000 RPs
RT4
[C] Psychic Receptors (6) [1,3,6,9,12,15]
[F] Psychic Fleet Training Facility (5) [2,4,6,8,10]
[C] Psychic Node (6) [4,6,8,10,12,14]
[C] Psychic Drone Interface (1) [10]
[F] Allegiance Subverter Amplifier (3) [5,10,15]
[F] Psychic Scanner (10) [6:15]

WT4 | Psychic Weapons
15 Levels | 3,000 RPs
RT4
[W] Telekinetic Projector (11) [1:11]
[W] Sm. Telekinetic Projector (6) [1,3,5,7,9,11 + WT31 1:6]
[W] Stupifier (5) [2,4,6,8,10]
[W] Psychic Whiplash (3) [4,8,12]
[W] Mental Flailer (3) [5,10,15]
[W] Allegiance Subverter (6) [6,9,12,15,18]
[W] Mental Singularity Generator (6) [10:15]

RT6 | Temporal Knowledge
1,500 Racial Points
Racial Trait

AS9 | Temporal Technology
15 Levels | 3,000 RPs
RT6
[C] Temporal Sensors (6) [1,3,6,9,12,15]
[F] Temporal Vacation Service (5) [1,3,5,7,9]
[F] Events Predictor (5) [2,4,6,8,10]
[C] Temporal Space Yard (6) [10:15]
[F] Temporal Space Yard Facility (6) [10:15]

WT5 | Temporal Weapons
20 Levels | 3,000 RPs
RT6
[W] Time Distortion Burst (11) [1:11]
[W] Small TDB (6) [1,3,5,7,9,11 + WT31 1:6]
[W] Alloy Burner Missile (11) [1,2,4,6,8,10,12,14,16,18,20]
[W] Small AB Missile (6) [1,4,8,12,16,20 + WT31 1:6]
[W] Shield Accelerator (6) [3,6,9,12,15,18]
[W] Temporal Tachyon Cannon (11) [5:15]
[W] Weapon Phase Accelerator (3) [5,10,15]
[W] Temporal Shifter (10) [11:20]

Captain Kwok's Balance Mod v125+ Tech Area Index

Racial Traits

ID	Trait
RT1	Crystallurgy
RT2	Interdimensional
RT3	Organic Manipulation
RT4	Psychic
RT5	Deeply Religious
RT6	Temporal Knowledge

Cultural Tech Area

ID	Tech Area (Levels)
CA1	Cultural Studies (1)
CA2	Civics (10)
CA3	Conservation (10)
CA4	Diplomacy (10)
CA5	Economics (10)
CA6	Education (10)
CA7	Engineering (10)
CA8	Environment (10)
CA9	Ethics (10)
CA10	Logistics (10)
CA11	Military Training (10)
CA12	Recreation (10)
CA13	Sociology (10)

Theoretical Tech Areas

ID	Tech Area (Levels)
TS1	Astrophysics (5)
TS2	Biology (2)
TS3	Chemistry (3)
TS4	Colonization (1)
TS5	Construction (3)
TS6	Industry (3)
TS7	Military Science (3)
TS8	Physics (4)
TS9	Planetary Engineering (1)
TS10	Psychology (1)
TS11	Stellar Manipulation (6)
TS12	Xenoarchaeology (1)

Applied Science Tech Areas

ID	Tech Area (Levels)
AS1	Rock Planet Colonization (1)
AS2	Ice Planet Colonization (1)
AS3	Gas Giant Colonization (1)
AS4	Crystalline Technology (20)
AS5	Interdimensional Technology (15)
AS6	Organic Technology (20)
AS7	Psychic Technology (15)
AS8	Religious Technology (20)
AS9	Temporal Technology (15)
AS10	Space Yards (11)
AS11	Repair (11)
AS12	Small Ship Construction (6)
AS13	Medium Ship Construction (9)
AS14	Large Ship Construction (9)
AS15	Baseship Construction (6)
AS16	Small Base Construction (6)
AS17	Large Base Construction (6)
AS18	Troops (9)
AS19	Fighters (7)
AS20	Satellites (5)
AS21	Weapon Platforms (5)
AS22	Mines (5)
AS23	Drones (5)
AS24	Vehicle Systems (6)
AS25	Gravitational Manipulation (4)
AS26	Computers (6)
AS27	Neural Computer Interface (3)
AS28	Ion Engines (5)
AS29	Contra-Terrene Engines (5)
AS30	Jacketed-Photon Engines (5)
AS31	Quantum Engines (5)
AS32	Resupply (20)
AS33	Stellar Harnessing (6)
AS34	Armor (20)
AS35	Shields (20)
AS36	Cloaking (10)
AS37	Sensors (20)
AS38	Scanners (11)
AS39	Defense Systems (11)
AS40	Weapon Mounts (1)
AS41	Ship Weapon Mounts (11)
AS42	Base Weapon Mounts (11)
AS43	Unit Weapon Mounts (7)
AS44	Cargo (11)
AS45	Storage (11)

Applied Science Tech Areas Con't

ID	Tech Area (Levels)
AS46	Applied Research (11)
AS47	Advanced Military Science (11)
AS48	Applied Political Science (5)
AS49	Robotics (9)
AS50	Centralized Computer Systems (5)
AS51	Planetary Defenses (11)
AS52	Massive Planetary Shielding (3)
AS53	Medical Treatment (5)
AS54	Planet Utilization (15)
AS55	Resource Manipulation (15)
AS56	Minerals Extraction (15)
AS57	Organics Extraction (15)
AS58	Radioactive Extraction (15)
AS59	Intelligence Services (11)
AS60	Sabotage - Ships & Fleets (10)
AS61	Sabotage - Planets & Colonies (10)
AS62	Sabotage - Empire Wide (10)
AS63	Sabotage - Political (10)
AS64	Espionage - Ships & Fleets (10)
AS65	Espionage - Planets & Colonies (10)
AS66	Espionage - Empire Wide (10)
AS67	Espionage - Political (10)
AS68	Cooperative Intelligence (10)
AS69	Storm Manipulation (2)
AS70	Planet Manipulation (10)
AS71	Warp Point Manipulation (5)
AS72	Star Manipulation (2)
AS73	Nebulae Manipulation (2)
AS74	Black Hole Manipulation (2)
AS75	Stellar Construction (2)

Weapon Tech Areas

ID	Tech Area (Levels)
WT1	Crystalline Weapons (20)
WT2	Interdimensional Weapons (15)
WT3	Organic Weapons (20)
WT4	Psychic Weapons (15)
WT5	Temporal Weapons (20)
WT6	Projectile Weapons (11)
WT7	Focused Energy Weapons (11)
WT8	Energy Stream Weapons (11)
WT9	Energy Pulse Weapons (11)
WT10	High-Energy Discharge Weapons (15)
WT11	Phased-Energy Weapons (11)
WT12	Missile Weapons (11)
WT13	Plasma Missile Weapons (11)
WT14	Torpedo Weapons (11)
WT15	Point-Defense Weapons (11)
WT16	Shield Damaging Weapons (15)
WT17	Massive Shield Depleting Weapons (3)
WT18	Shield Implosion (3)
WT19	Tractor\Repulser Weapons (11)
WT20	Weapon Overloading Weapons (11)
WT21	Engine Overloading Weapons (11)
WT22	Massive Engine Destroying Weapons (3)
WT23	Power Leech (6)
WT24	Gravitational Weapons (6)
WT25	Warp Weapons (11)
WT26	Computer Combat (3)
WT27	Ship Capture (11)
WT28	Biological Weapons (11)
WT29	Bombardment Weapons (11)
WT30	Troop Weapons (6)
WT31	Smaller Weapons (6)
WT32	Warheads (16)