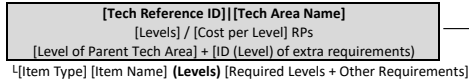


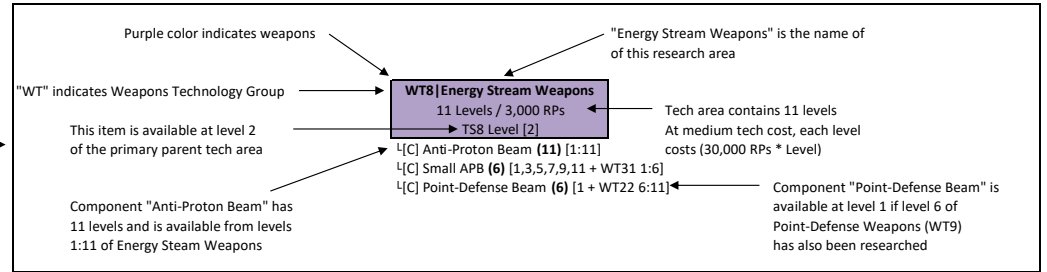


Captain Kwok's Balance Mod v125+ Tech Chart

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 | RPs Research Points |
| [C] Component | IPs Intelligence Points |
| [V] Vehicle | |
| [W] Weapon | |
| [M] Weapon Mount | |
| [A] Cultural Achievement | |
| [I] Intelligence Project/Achievement | |

Color Coding for Categories:

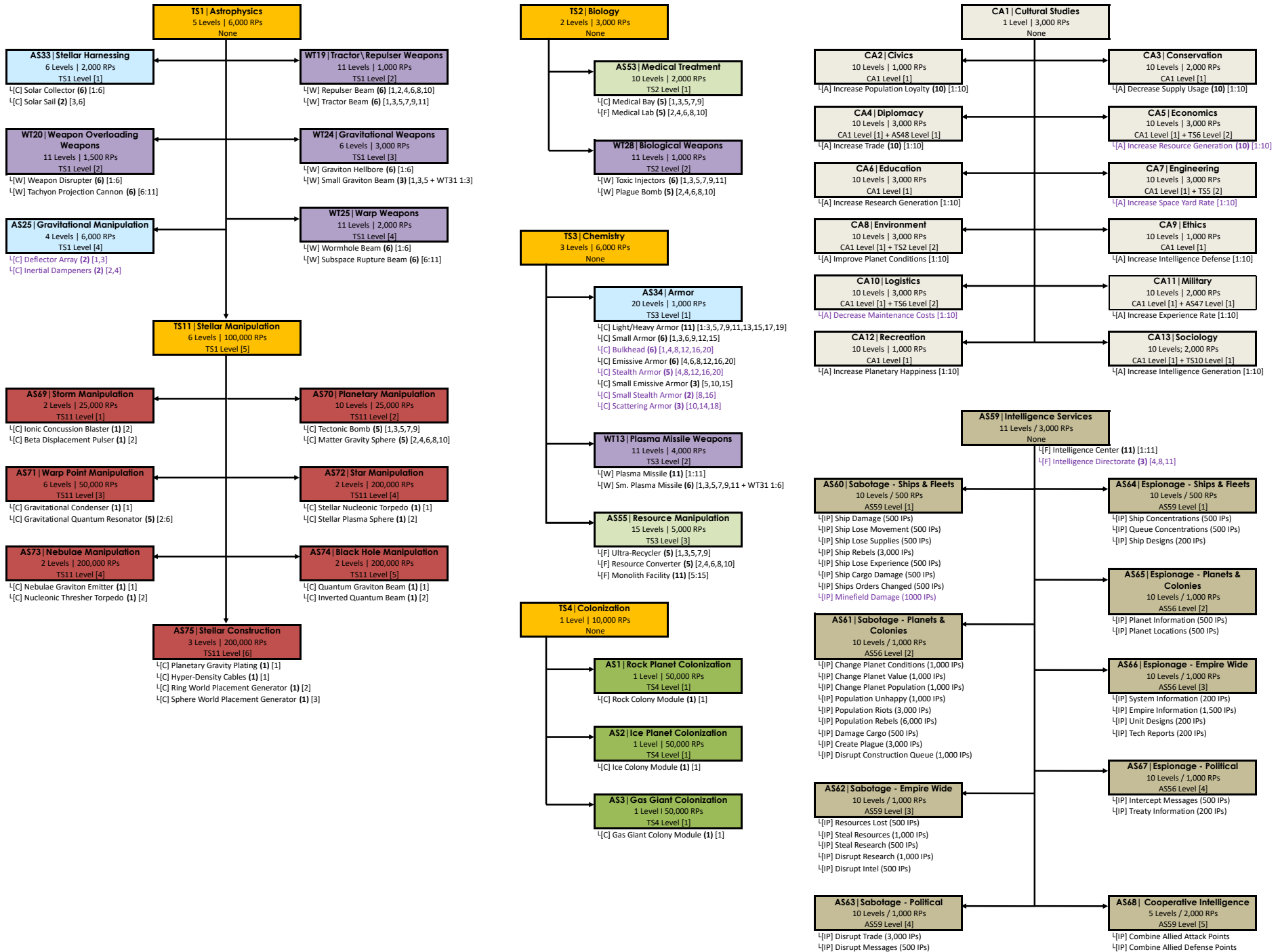
- | | |
|-----------------------|------------------------|
| Colonization | Ruins |
| Cultural Achievements | Ships & Bases |
| Intelligence | Stellar Manipulation |
| Planetary Development | Theoretical Technology |
| Racial Technology | Units |
| Racial Weapons | Vehicle Systems |
| | Weapons |

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

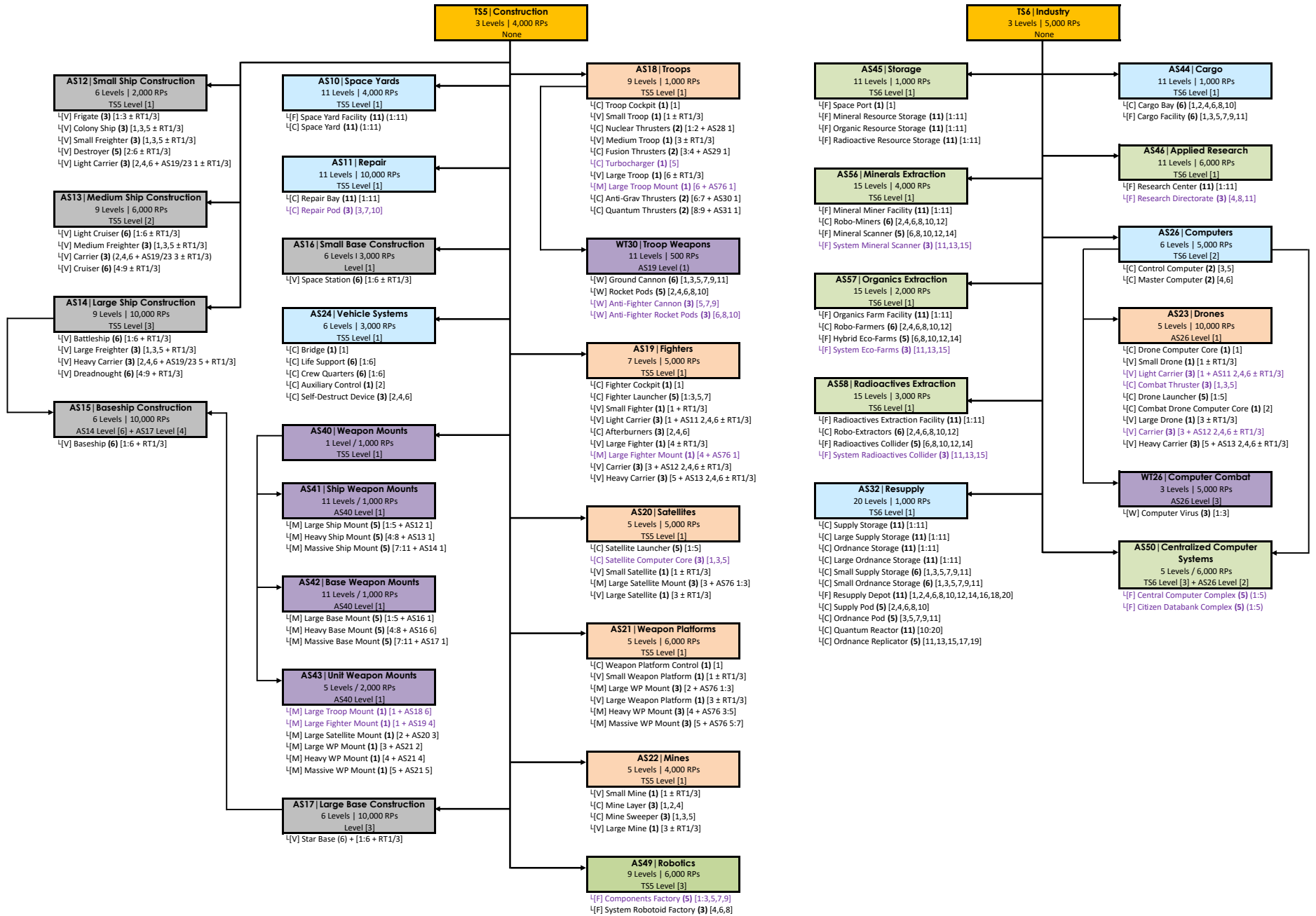
PRINTING NOTES: Prints 6 pages on standard-sized paper (8.5"x11"/A4) including this page.

SPECIAL THANKS TO: Chris Traber (Tampa_Gamer) for creating the original Balance Mod tech chart and design

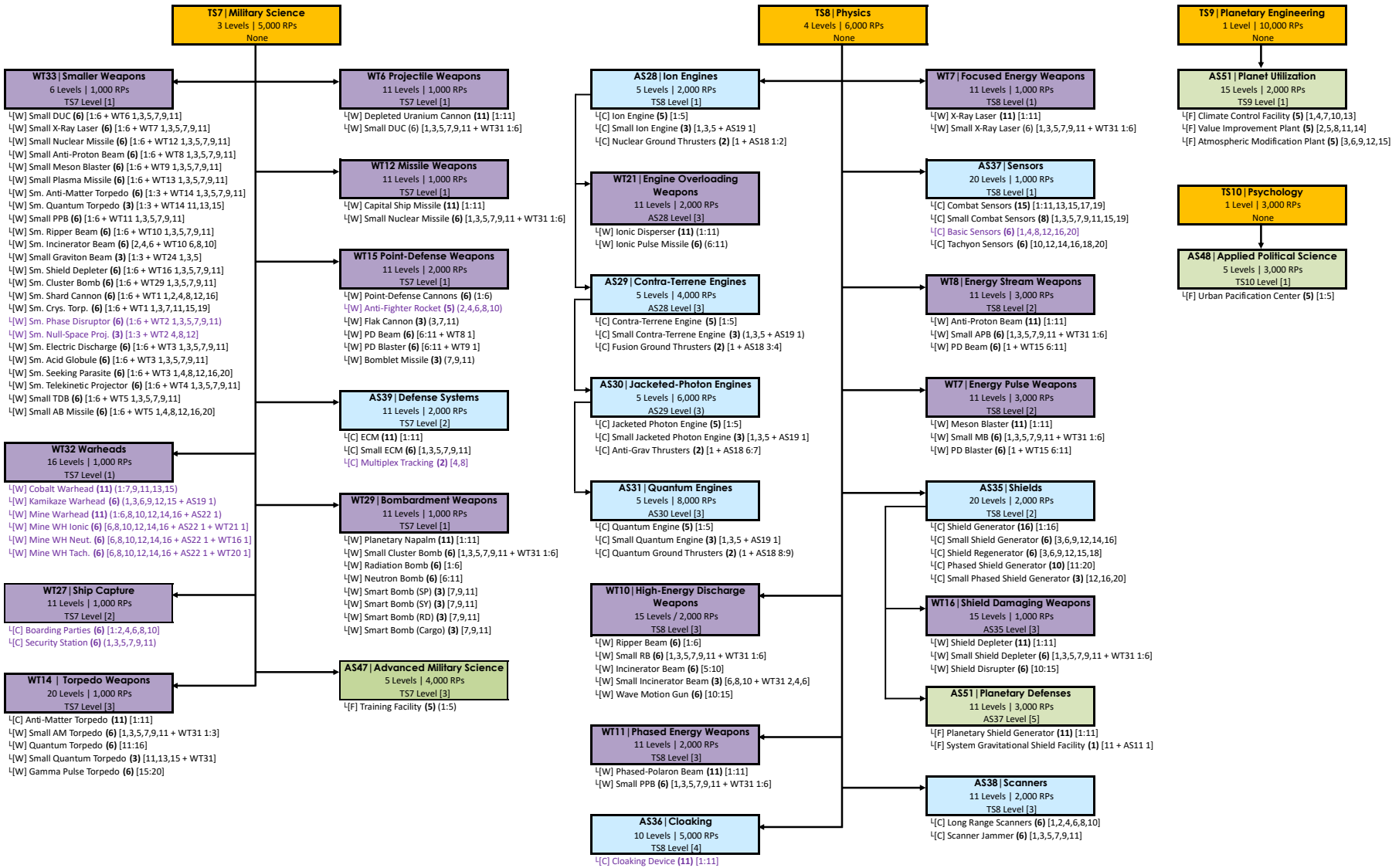
Captain Kwok's Balance Mod v125+ Tech Chart



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 | Xenorachaeology
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) |