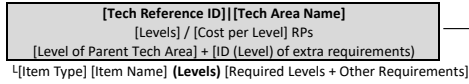


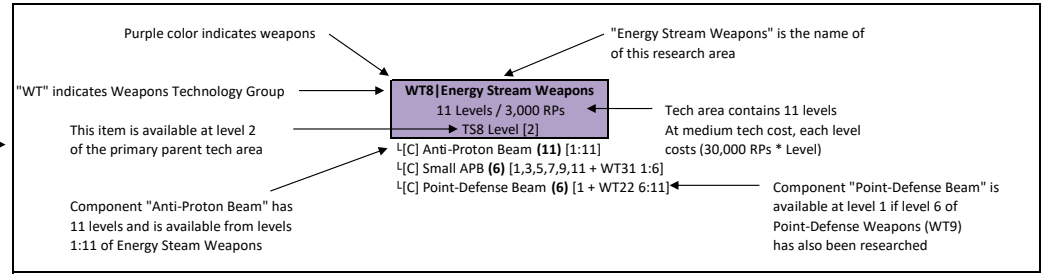


Captain Kwok's Balance Mod v125+ Tech Chart

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:

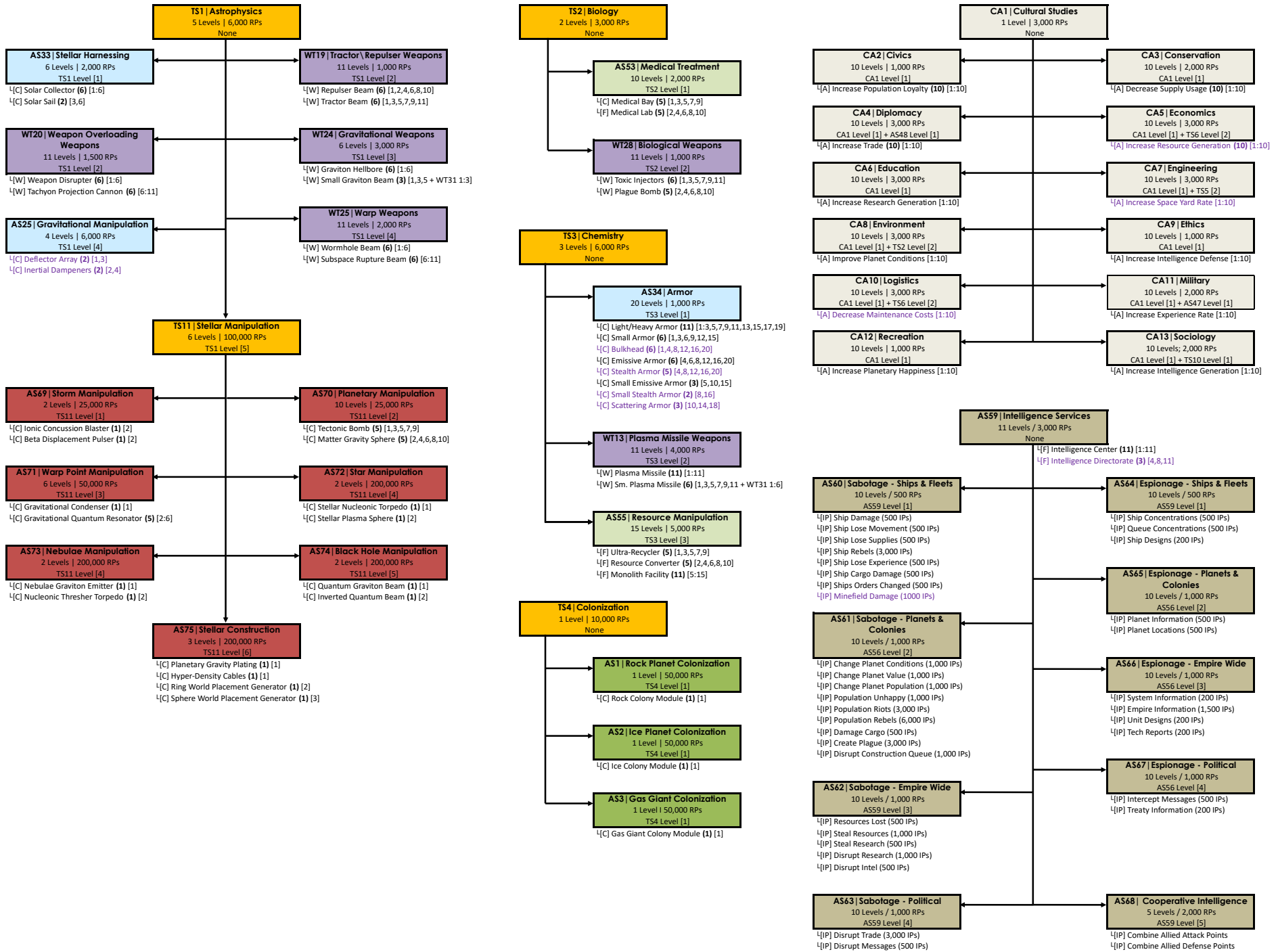
- | | |
|-----------------------|------------------------|
| Colonization | Ruins |
| Cultural Achievements | Ships & Bases |
| Intelligence | Stellar Manipulation |
| Planetary Development | Theoretical Technology |
| Racial Technology | Units |
| Racial Weapons | Vehicle Systems |
| | Weapons |

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

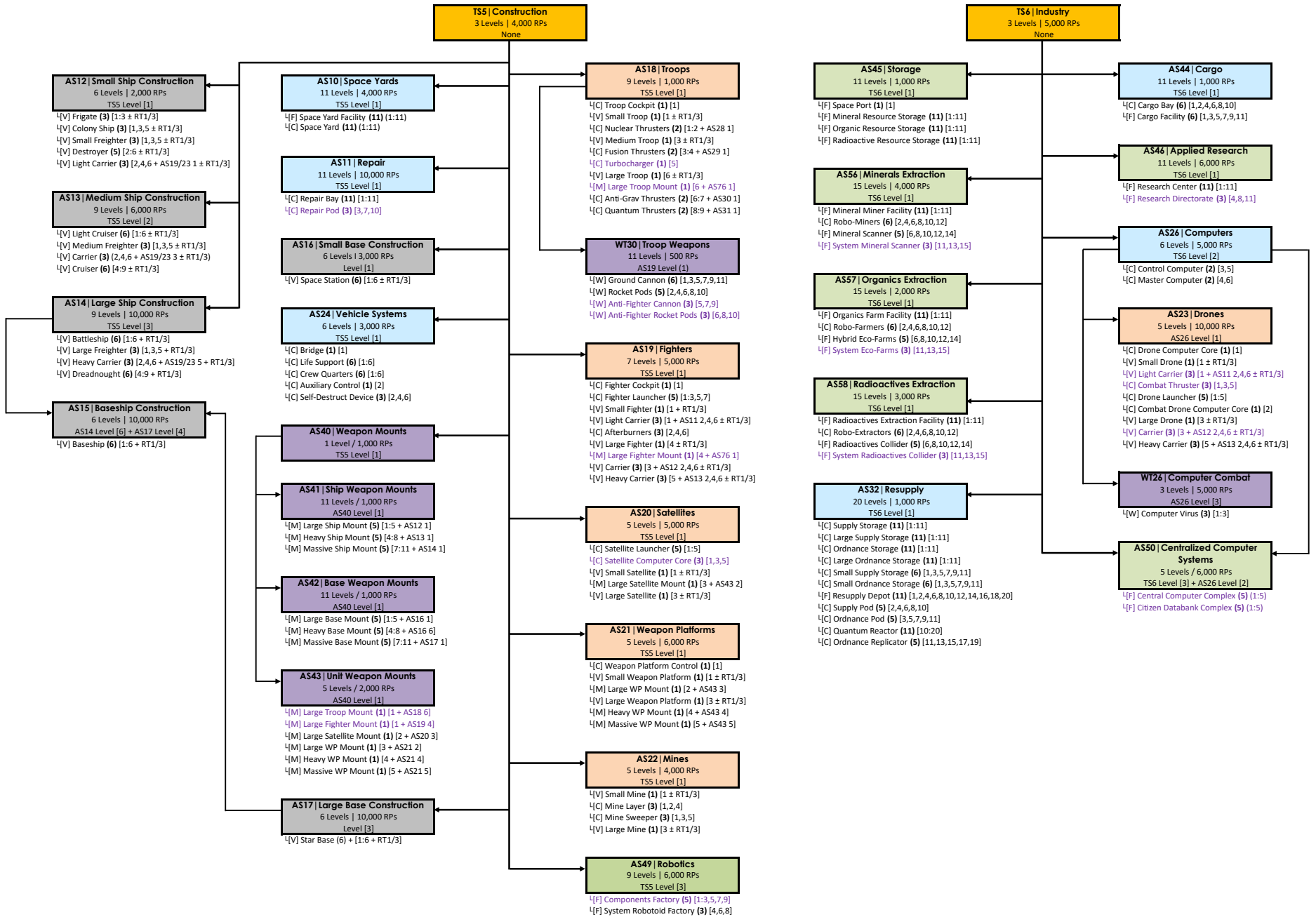
PRINTING NOTES: Prints 6 pages on standard-sized paper (8.5"x11"/A4) including this page.

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

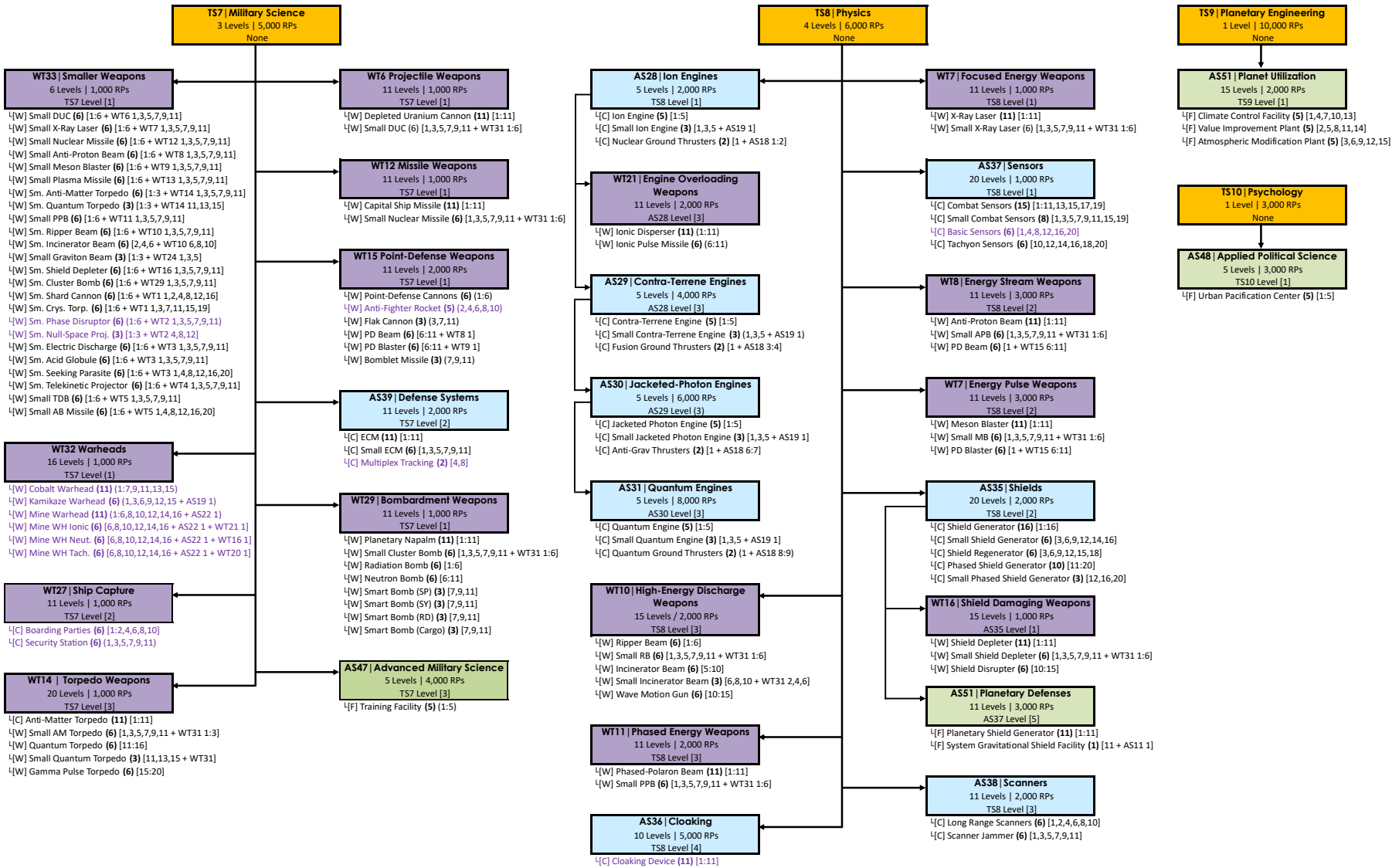
Captain Kwok's Balance Mod v125+ Tech Chart



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 | 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		Applied Science Tech Areas		Applied Science Tech Areas Con't		Weapon Tech Areas	
ID	Trait	ID	Tech Area (Levels)	ID	Tech Area (Levels)	ID	Tech Area (Levels)
RT1	Crystallurgy	AS1	Rock Planet Colonization (1)	AS46	Applied Research (11)	WT1	Crystalline Weapons (20)
RT2	Interdimensional	AS2	Ice Planet Colonization (1)	AS47	Advanced Military Science (11)	WT2	Interdimensional Weapons (15)
RT3	Organic Manipulation	AS3	Gas Giant Colonization (1)	AS48	Applied Political Science (5)	WT3	Organic Weapons (20)
RT4	Psychic	AS4	Crystalline Technology (20)	AS49	Robotics (9)	WT4	Psychic Weapons (15)
RT5	Deeply Religious	AS5	Interdimensional Technology (15)	AS50	Centralized Computer Systems (5)	WT5	Temporal Weapons (20)
RT6	Temporal Knowledge	AS6	Organic Technology (20)	AS51	Planetary Defenses (11)	WT6	Projectile Weapons (11)
		AS7	Psychic Technology (15)	AS52	Massive Planetary Shielding (3)	WT7	Focused Energy Weapons (11)
		AS8	Religious Technology (20)	AS53	Medical Treatment (5)	WT8	Energy Stream Weapons (11)
		AS9	Temporal Technology (15)	AS54	Planet Utilization (15)	WT9	Energy Pulse Weapons (11)
		AS10	Space Yards (11)	AS55	Resource Manipulation (15)	WT10	High-Energy Discharge Weapons (15)
		AS11	Repair (11)	AS56	Minerals Extraction (15)	WT11	Phased-Energy Weapons (11)
		AS12	Small Ship Construction (6)	AS57	Organics Extraction (15)	WT12	Missile Weapons (11)
		AS13	Medium Ship Construction (9)	AS58	Radioactive Extraction (15)	WT13	Plasma Missile Weapons (11)
		AS14	Large Ship Construction (9)	AS59	Intelligence Services (11)	WT14	Torpedo Weapons (11)
		AS15	Baseship Construction (6)	AS60	Sabotage - Ships & Fleets (10)	WT15	Point-Defense Weapons (11)
		AS16	Small Base Construction (6)	AS61	Sabotage - Planets & Colonies (10)	WT16	Shield Damaging Weapons (15)
		AS17	Large Base Construction (6)	AS62	Sabotage - Empire Wide (10)	WT17	Massive Shield Depleting Weapons (3)
		AS18	Troops (9)	AS63	Sabotage - Political (10)	WT18	Shield Implosion (3)
		AS19	Fighters (7)	AS64	Espionage - Ships & Fleets (10)	WT19	Tractor\Repulser Weapons (11)
		AS20	Satellites (5)	AS65	Espionage - Planets & Colonies (10)	WT20	Weapon Overloading Weapons (11)
		AS21	Weapon Platforms (5)	AS66	Espionage - Empire Wide (10)	WT21	Engine Overloading Weapons (11)
		AS22	Mines (5)	AS67	Espionage - Political (10)	WT22	Massive Engine Destroying Weapons (3)
		AS23	Drones (5)	AS68	Cooperative Intelligence (10)	WT23	Power Leech (6)
		AS24	Vehicle Systems (6)	AS69	Storm Manipulation (2)	WT24	Gravitational Weapons (6)
		AS25	Gravitational Manipulation (4)	AS70	Planet Manipulation (10)	WT25	Warp Weapons (11)
		AS26	Computers (6)	AS71	Warp Point Manipulation (5)	WT26	Computer Combat (3)
		AS27	Neural Computer Interface (3)	AS72	Star Manipulation (2)	WT27	Ship Capture (11)
		AS28	Ion Engines (5)	AS73	Nebulae Manipulation (2)	WT28	Biological Weapons (11)
		AS29	Contra-Terrene Engines (5)	AS74	Black Hole Manipulation (2)	WT29	Bombardment Weapons (11)
		AS30	Jacketed-Photon Engines (5)	AS75	Stellar Construction (2)	WT30	Troop Weapons (6)
		AS31	Quantum Engines (5)			WT31	Smaller Weapons (6)
		AS32	Resupply (20)			WT32	Warheads (16)
		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)				

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)