

Listed by Recipe / Buff Name				
Recipe:	Modification Component			
	Armor Mod		Weapon Mod	
Primary Attribute Modifications				
Body Bonus	Neuroprosthetic Exoskeleton	4	Neuroprosthetic Exoskeleton	
Mind Bonus	Adaptive Cortical Interface	4	Adaptive Cortical Interface	
Spirit Bonus	Aural Flexor	4	Aural Flexor	
Derived Attribute Modifications				
Health Bonus	Endoskeletal Solidifier	9	Endoskeletal Solidifier	
Power Bonus	Phi Regulator	6	Phi Regulator	
Regen Bonus	Peptide Synthesizer	6	Peptide Synthesizer	
Regeneration Bonuses				
Regen Health	Cellular Repair Unit	4%	Biogenic Field Source	
Regen Power	U-Field Link	4%	Tau Conduit	5%
Regen Armor	Shield Regenerator	4%	Electron Distributor	10%
Resistances				
Resist: Electric	Capacitance Shielding	2%	Electron Reflux Generator	5%
Resist: EMP	Faraday Shielding	2%	Magnetic Shielding	5%
Resist: Fire	Thermal Insulator	2%	Thermionic Converter	5%
Resist: Ice	Thermionic Compensator	2%	Convection Device	5%
Resist: Laser	Photon Disperser	2%	Optic Deflector	5%
Resist: Physical	Kinetic Buffer	2%	Kinetic Suppressor	5%
Resist: Sonic	Shock Attenuator	2%	Acoustic Baffle	5%
Resist: Virulent	Shielded Biofilter	2%	Adaptive Biofilter	5%
Resistance Debuffs				
Reduce Resist: Electric	n/a		Electron Shield Inverter	5-10
Reduce Resist: EMP	n/a		Pulse Shield Inverter	5-10
Reduce Resist: Fire	n/a		Exothermic Shield Inverter	5-10
Reduce Resist: Ice	n/a		Endothermic Shield Inverter	5-10
Reduce Resist: Laser	n/a		Photonic Shield Inverter	5-10
Reduce Resist: Physical	n/a		Kinetic Shield Inverter	5-10
Reduce Resist: Sonic	n/a		Kinetic Shield Suppressor	5-10
Reduce Resist: Virulent	n/a		Microbiotic Shield Disruptor	5-10
Other				
Armor Absorb	Shield Capacitor	15-30	Shield Capacitor	15-30
Armor Piercing	Phase Shifter	2%	Phase Shifter	2%
Steal Armor	Recoil Capacitor	6	Recoil Capacitor	6
Steal Adrenaline	Catacholamine Synthesizer	6	Catacholamine Synthesizer	6
Steal Power	Tau Shunt	6	Tau Shunt	6
Steal Health	Vitality Conduit	6	Vitality Conduit	6
Perceived Threat	Cloaking Module	20%	Cloaking Module	20%
Crit Hit Increase	Analytical Targeting Computer	1%	Analytical Targeting Computer	1%

Notes

The component you need for your Modification recipes can most likely (with a possibility of failure) be gained by Disassembling another object that has the Modification you're looking for. For example, to cast the recipe, [Resist: Fire], you'll need a [Thermal Insulator], which can be gained from Disassembling an equipment piece that has a [Resist: Fire] Modification on it.

Note that Armour tends to have [Resist:] Modifications, while weapons tend to have the [Reduce Resist:] Modifications (makes sense!)

These Modifications are stackable up to a maximum of [4]. Each enhancement will increase the effect. However, some items have been seen with duplicate modifications, eg ([4] Power +x) and ([2] Power +x) on the same item. (too good to be true? must be a bug)

The colour of an equipment item's label (Armor only!) seems to be an indicator of how many Modification lines it can have:

Grey: 0; Green: 2; Blue: 3; Purple: 4

Resist reduction Modifications seem to be available for weapons only, and do not stack.

Some modifications vary in the amount of the buff - still sorting this out.

Multiple casts of Resist debuff recipes on weapons (eg: from [1] to [2]) do NOT change the text: they continue to say "-6 for 5 seconds" !??"

Thanks to fan K.J. Dilks for contributions!