

Booster usage explained

There are 8 types of boosters, each giving its own unique bonus to specific attributes, at the expense of 4 penalty attributes which you might suffer called side effects. Each booster is treated as temporary implant and has a specific slot in which it is placed, after you consume a booster effects are shown under Augmentations tab in your character sheet indicating countdown of booster duration left. You can not consume more than one of the same booster to stack their duration, however as long the boosters you wish to consume do not use the same slot (each of 8 types has its own slot), you can consume multiple types of boosters.

They come in 3 strengths:

Standard 20% penalty, 20% chance side affect
 Improved 25% penalty, 30% chance side affect
 Strong 30% penalty, 40% chance side affect

Biology level	Booster duration
1	36 minutes
2	42 minutes
3	48 minutes
4	54 minutes
5	60 minutes

Let's take a look at random booster example:



Improved Frentix Booster

This Booster would give you +15% to your optimal range of gunnery. Original booster duration is 30 minutes, however each level of biology skill would extend duration for 20%, at level 5, booster duration would be 60 min. As this is 'Improved booster' the chance of side effect is 30%. There are four possible penalties as follows;

- Armor Hitpoint Penalty -25 %
- Velocity Penalty -25 %
- Shield Booster Penalty -25 %
- Turret Tracking Penalty -25 %

30% chance of side effect does not mean that you will get all 4 penalties, its 30% for every side effect. That means you may suffer from none to all four penalties to your ships characteristics.

There is a skill that reduces chance of side effect is called Neurotoxin Recovery, it removes 5% of negative side effect per level, 25% in total at level 5, this bonus applies in multiplicative way. Nanite Control reduces the strength of any negative side effects by 5% per level, at level 5 Improved Booster would have 22,5% chance of impact on you, this bonus applies in multiplicative way. Note that bonuses also work with capital ships. Keep in mind that boosters are contraband in empire space.

Booster types and their bonuses.

As mentioned before, there are 8 boosters. Amount of penalty depends from booster size.



Blue Pill Booster

- Shield Boost Bonus 20% | 25% | 30%
- Explosion Velocity Penalty
- Capacitor Capacity Penalty
- Shield Capacity Penalty
- Turret Optimal Range Penalty



Crash Booster

- Explosion Radius Bonus -20 | -25 | -30
- Armor Hitpoint Penalty
- Velocity Penalty
- Missile Velocity Penalty
- Shield Booster Penalty



Drop Booster

- Tracking Speed Multiplier Bonus 1.25x | 1.3125x | 1.375x
- Armor Repairer Penalty
- Velocity Penalty
- Shield Capacity Penalty
- Turret Falloff Penalty



Exile Booster

- Armor Repair Modifier Bonus 20% | 25% | 30%
- Armor Hitpoint Penalty
- Capacitor Capacity Penalty
- Missile Explosion Cloud Penalty
- Turret Tracking Penalty



Frentix Booster

- Optimal Range Modifier Bonus 10% | 15% | 20%
- Armor Hitpoint Penalty
- Velocity Penalty
- Shield Booster Penalty
- Turret Tracking Penalty



Mindflood Booster

- Capacitor Modifier Bonus 10% | 15% | 20%
- Armor Repairer Penalty
- Missile Explosion Cloud Penalty
- Shield Booster Penalty
- Turret Optimal Range Penalty



Sooth Sayer Booster

- Falloff Bonus 10% | 15% | 20%
- Armor Repairer Penalty
- Velocity Penalty
- Shield Booster Penalty
- Turret Optimal Range Penalty



X-Instinct Booster

- Velocity Modifier Bonus 10% | 15% | 20%
- Armor Hitpoint Penalty
- Missile Velocity Penalty
- Shield Capacity Penalty
- Turret Falloff Penalty

Calculations:

Negative side effect per level:

Nanite control	Standard	Improved	Strong
1	19%	23,75%	28,5%
2	18%	22,5%	27%
3	17%	21,25%	25,5%
4	16%	20%	24%
5	15%	18,75%	22,5%

Side effect chance per level:

Neurotoxin recovery	Standard	Improved	Strong
1	19%	28,5%	38%
2	18%	27%	36%
3	17%	25,5%	34%
4	16%	24%	32%
5	15%	22,5%	30%