

7 (astral suit resembles and is treated as Full Plate)

$$= \text{INT} \times \div 2 \text{ (arrondi à l'inférieur)}$$

pts

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- 1 The 'broken' condition is removed when the object reaches at least half its total hit points.

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$$\text{pts} = \left(\frac{\text{pts} + 1}{2} \right) - 1 \quad (\text{arrondi au supérieur})$$

1

$$\boxed{\text{pts}} = \left(\quad \div 4 \right) \text{ (arrondi à l'inférieur)}$$

20 Spend two uses of Reconfigure to reset all customisations. Cannibalise your suit to heal all damage. If you choose this you cannot reform the astral suit for 10 minutes.