

ASTRAL SUIT

Stufe Free customisations:

☐ Astral Skin 1 Speed x 2, Nimble
2 Entrinnen
12 Verbessertes Entrinnen

☐ Astral Armour 1 Brawn, Improved Damage
2 Flexible Suit
8 (astral armour is treated as a Masterwork Breastplate)

☐ Astral Juggernaut 1 Fortification, Hardy
2 Stalwart
7 (astral suit resembles and is treated as Full Plate)

PSIONICS

MACHTPUNKTE Base Bonus Volks- Sonstiges
PRO TAG Points Punkte bonus

Pkt. = + + +

Bonus Punkte Psionische Stufe

= IN x ÷ 2 (abrunden)

Pkt.

ASTRAL REPAIR

Stufe Repair an object 2hp as a standard action.
1 The 'broken' condition is removed when the object reaches at least half its total hit points.

SCHADENSREDUZIERUNG

Stufe

2 2 / -
5 3 / -
8 4 / - Astral Suit Volks-bonus Sonstiges
11 5 / -
14 6 / -
17 7 / -
20 8 / -

CUSTOMISATIONS

CUSTOMISATION Base Bonus Sonstiges
POINTS Points Punkte

Pkt. = + +

RECONFIGURE

Stufe Pkt. = IN Beute benützt
3 Einsetzbar Aegis
pro Tag Level

Pkt. = (÷ 2) - 1 (aufrunden)

AUGMENT SUIT

As a standard action, gain temporary customisation points

Stufe Bonus Aegis
4 Punkte Level

Pkt. = (÷ 4) (abrunden)

CANNIBALISE SUIT

Stufe Once a day as a standard action, dismiss your suit to gain
12 healing equal to your customisation points.
This healing does not include temporary points.
You cannot reform the astral suit for 1 minute.

PERFECT MERGER

Suit cannot be forcibly dispelled (but still does not function inside a null psionic field).

Stufe
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.

Customisation	Points
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
17	
18	
19	
20	
21	
22	
23	
24	
25	
26	