

ASTRAL SUIT

<input type="checkbox"/> Astral Skin	Level	Free customisations:
	1	Speed × 2, Nimble
	2	Evasion
<input type="checkbox"/> Astral Armour	12	Improved Evasion
	1	Brawn, Improved Damage
	2	Flexible Suit
<input type="checkbox"/> Astral Juggernaut	8	(astral armour is treated as a Masterwork Breastplate)
	1	Fortification, Hardy
	2	Stalwart
	7	(astral suit resembles and is treated as Full Plate)

PSIONICS

POWER POINTS PER DAY

	Base Points	Bonus Points	Racial	Misc
pts	=	+	+	+

Bonus Points Manifester Level

= INT × ÷ 2 (Round down)

ASTRAL REPAIR

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

DAMAGE REDUCTION

Level		Astral Suit	Racial	Misc
2	2 / -			
5	3 / -			
8	4 / -			
11	5 / -			
14	6 / -			
17	7 / -			
20	8 / -			

CUSTOMISATIONS

CUSTOMISATION POINTS

	Base Points	Bonus Points	Misc
pts	=	+	+

RECONFIGURE

Level 3 Uses per day Aegis Level Uses today

pts = INT

pts = (÷ 2) - 1 (Round up)

AUGMENT SUIT

As a standard action, gain temporary customisation points

Level 4 Bonus Points Aegis Level

pts = (÷ 4) (Round down)

CANNIBALISE SUIT

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

PERFECT MERGER

Level 20 Suit cannot be forcibly dispelled (but still does not function inside a null psionic field). 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	
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