# PSIONICS EXPANDED
## AEGIS

Aegis Level ☐

## CUSTOMISATIONS

| | 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 | | |

### ASTRAL SUIT

| | | Nivel | Free customisations: |
|---|---|---|---|
| ☐ | Astral Skin | 1 | Speed × 2, Nimble |
| | | 2 | Evasión |
| | | 12 | Evasión Mejorada |
| ☐ | 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) |

### PSIÓNICA

**POWER POINTS AL DÍA**

| Puntos Base | Puntos Adicionales | Racial | Misc |
|---|---|---|---|

$$\boxed{\quad} \text{pts} = \underline{\quad} + \underline{\quad} + \underline{\quad} + \underline{\quad}$$

Puntos Adicionales → Nivel de Manifestador

$$\underline{\quad} = \text{INT} \times \underline{\quad} \div 2 \text{ (Redondear abajo)}$$

_____ pts

### ASTRAL REPAIR

**Nivel 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.

### Reducción de Daño

| Nivel | |
|---|---|
| 2 | 2 / − |
| 5 | 3 / − |
| 8 | 4 / − |
| 11 | 5 / − |
| 14 | 6 / − |
| 17 | 7 / − |
| 20 | 8 / − |

| Astral Suit | Racial | Misc |
|---|---|---|
| | + | + |

### CUSTOMISATIONS

**CUSTOMISATION POINTS**

| Puntos Base | Puntos Adicionales | Misc |
|---|---|---|

$$\boxed{\quad} \text{pts} = \underline{\quad} + \underline{\quad} + \underline{\quad}$$

**RECONFIGURE**

Usos Diarios

**Nivel 3**

$$\boxed{\quad} \text{pts} = \text{INT}$$

Usos al día — Aegis Level

$$\boxed{\quad} \text{pts} = \left( \underline{\quad} \div 2 \right) - 1 \text{ (Redondear arriba)}$$

**AUGMENT SUIT**

As a standard action, gain temporary customisation points.

**Nivel 4**

Puntos Adicionales — Aegis Level

$$\boxed{\quad} \text{pts} = \left( \underline{\quad} \div 4 \right) \text{ (Redondear abajo)}$$

**CANNIBALISE SUIT**

**Nivel 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**

**Nivel 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.