



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

(Zaokrąglane w dół)

ptk

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

## 20 07

2) - 1  
(Zaokrąglane w górę)

(Zaokrąglane w dół)

This healing does not include temporary points.  
You cannot reform the astral suit for 1 minute.

**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.

CUSTOMISATIONS	
Customisation	Points
1 _____	<input type="text"/>
2 _____	<input type="text"/>
3 _____	<input type="text"/>
4 _____	<input type="text"/>
5 _____	<input type="text"/>
6 _____	<input type="text"/>
7 _____	<input type="text"/>
8 _____	<input type="text"/>
9 _____	<input type="text"/>
10 _____	<input type="text"/>
11 _____	<input type="text"/>
12 _____	<input type="text"/>
13 _____	<input type="text"/>
14 _____	<input type="text"/>
15 _____	<input type="text"/>
16 _____	<input type="text"/>
17 _____	<input type="text"/>
18 _____	<input type="text"/>
19 _____	<input type="text"/>
20 _____	<input type="text"/>
21 _____	<input type="text"/>
22 _____	<input type="text"/>
23 _____	<input type="text"/>
24 _____	<input type="text"/>
25 _____	<input type="text"/>
26 _____	<input type="text"/>