

ASTRAL SUIT

<input type="checkbox"/> Astral Skin	Nivel	Free customisations:
	1	Speed x 2, Nimble
	2	Evasión
<input type="checkbox"/> Astral Armour	12	Evasión Mejorada
	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)

PSIÓNICA

POWER POINTS  
AL DÍA

Puntos Base Puntos Adicionales Racial Misc

pts = + + +

Puntos Adicionales Nivel de Manifestador

= INT × ÷ 2 (Redondear abajo)

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

CUSTOMISATIONS

CUSTOMISATION  
POINTS

Puntos Base Puntos Adicionales Misc

pts = + +

RECONFIGURE

Nivel 3

Usos al día

pts = INT

Usos Diarios

Aegis Level

pts = ( ÷ 2 ) - 1 (Redondear arriba)

AUGMENT SUIT

As a standard action, gain temporary customisation points

Nivel 4

Puntos Adicionales

Aegis Level

pts = ( ÷ 4 ) (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.

Customisation

Points

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