Psionics Expanded
Aegis

Aegis Level

Astral Suit

	Level	Free customisations:
☐ **Astral Skin**	1	Speed × 2, Nimble
	2	Evasion
	12	Improved Evasion
☐ **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

POWER POINTS PER DAY

Base Points	Bonus Points	Racial	Misc

pts = ____ + ____ + ____ + ____

Bonus Points — Manifester Level

____ = INT × ____ ÷ 2 (Round down)

____ pts

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	
2	2 / –
5	3 / –
8	4 / –
11	5 / –
14	6 / –
17	7 / –
20	8 / –

Astral Suit + Racial + Misc

Customisations

CUSTOMISATION POINTS

Base Points	Bonus Points	Misc

pts = ____ + ____ + ____

RECONFIGURE — Level 3

pts = INT (Uses per day — Aegis Level)

Uses today: ☐☐☐ ☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐ ☐☐☐

pts = (____ ÷ 2) – 1 (Round up)

AUGMENT SUIT — Level 4

As a standard action, gain temporary customisation points

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.

Customisations

	Customisation	Points
1		
2		
3		
4		
5		
6		
7		
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