

COMBINAISON ASTRALE

<input type="checkbox"/> Astral Skin	Niveau	Free customisations:
	1	Speed × 2, Nimble
	2	Evasion
<input type="checkbox"/> Astral Armour	12	Évasion améliorée
	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)

PSIONIQUES

POINTS DE POUVOIR
PAR JOUR

Base Points Bonus Points Racial Divers

pts = + + +

Points de Bonus = $\frac{\text{INT} \times \text{Niveau de manifestation}}{2}$ (arrondi à l'inférieur)

ASTRAL REPAIR

Niveau 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.

RÉDUCTION DE DÉGÂTS

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

CUSTOMISATIONS

CUSTOMISATION POINTS Base Points Bonus Points Divers

pts = + +

RECONFIGURE

Niveau 3 $\text{pts} = \frac{\text{INT}}{2} - 1$ (arrondi au supérieur)

AUGMENT SUIT

Niveau 4 $\text{pts} = \frac{\text{Aegis Level}}{4}$ (arrondi à l'inférieur)

CANNIBALISE SUIT

Niveau 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

Niveau 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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