

ASTRAL SUIT

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

PSIONICS

POWER POINTS
PER DAY

Base Points Bonus Punten Racial Misc

pts = + + +

Bonus Points Manifester Level

= INT × ÷ 2 (Naar beneden afgerond)

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

CUSTOMISATIONS

CUSTOMISATION
POINTS

Base Points Bonus Punten Misc

pts = + +

RECONFIGURE

Level 3

pts = INT

Uses per day Aegis Level

pts = (÷ 2) - 1 (Naar boven afgerond)

AUGMENT SUIT

As a standard action, gain temporary customisation points

Level 4

Bonus Punten Aegis Level

pts = (÷ 4) (Naar beneden afgerond)

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.

Customisation

Points

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