PSIONICS EXPANDED
AEGIS

Aegis Level

ASTRAL SUIT

	Stufe	Free customisations:
☐ **Astral Skin**	1	Speed × 2, Nimble
	2	Entrinnen
	12	Verbessertes Entrinnen
☐ **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

MACHTPUNKTE PRO TAG

Pkt. = Base Points + Bonus Punkte + Volks-bonus + Sonstiges

Bonus Punkte: Psionische Stufe

= IN × ÷ 2 (abrunden)

Pkt.

ASTRAL REPAIR

Stufe 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.

SCHADENSREDUZIERUNG

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

Astral Suit + Volks-bonus + Sonstiges

CUSTOMISATIONS

CUSTOMISATION POINTS

Pkt. = Base Points + Bonus Punkte + Sonstiges

RECONFIGURE

Stufe 3

Pkt. = IN

Einsetzbar pro Tag

Beute benützt

Pkt. = (Aegis Level ÷ 2) – 1 (aufrunden)

AUGMENT SUIT

Stufe 4

As a standard action, gain temporary customisation points

Pkt. = (Bonus Punkte ÷ 4) (abrunden)

CANNIBALISE SUIT

Stufe 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

Stufe 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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10		
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12		
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