

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 Points	Racial	Misc
<input type="text"/> pts	=	+	+	+
		↑		
		Bonus Points	Manifester Level	
	=	INT	×	÷ 2
				(Round down)

ASTRAL REPAIR

Level	Repair an object 2hp as a standard action.
1	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 Points	Misc
<input type="text"/> pts	=	+	+
RECONFIGURE			
Level	<input type="text"/> pts	=	INT
3	Uses per day		Aegis Level
	<input type="text"/> pts	=	(÷ 2) - 1 (Round up)

AUGMENT SUIT

As a standard action, gain temporary customisation points			
Level	Bonus Points	Aegis Level	
4	<input type="text"/> pts	=	(÷ 4) (Round down)

CANNIBALISE SUIT

Level	Once a day as a standard action, dismiss your suit to gain healing equal to your customisation points.
12	This healing does not include temporary points. You cannot reform the astral suit for 1 minute.

PERFECT MERGER

Level	Suit cannot be forcibly dispelled (but still does not function inside a null psionic field).
20	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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