

ASTRAL SUIT

<input type="checkbox"/> Astral Skin	Stufe	Free customisations:
	1	Speed × 2, Nimble
	2	Entrinnen
<input type="checkbox"/> Astral Armour	12	Verbessertes Entrinnen
	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

MACHTPUNKTE Base Bonus Volks- Sonstiges  
PRO TAG Points Punkte bonus

Pkt. = + + +

Bonus Punkte Psionische Stufe  
= IN × ÷ 2 (abrunden)

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		Astral Suit	Volks-bonus	Sonstiges
2	2 / -			
5	3 / -			
8	4 / -			
11	5 / -			
14	6 / -			
17	7 / -			
20	8 / -			

CUSTOMISATIONS

CUSTOMISATION Base Bonus Sonstiges  
POINTS Points Punkte

Pkt. = + +

RECONFIGURE

Stufe 3 Beute benützt  
Einsetzbar pro Tag Aegis Level  
Pkt. = ( ÷ 2 ) - 1 (aufrunden)

AUGMENT SUIT

As a standard action, gain temporary customisation points  
Stufe 4 Bonus Punkte Aegis Level  
Pkt. = ( ÷ 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.

Customisation

Points

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