| PSi  | onics e   | XP                      | Anded                       | Aegis<br>Level                |             | *  | CUSTOMISATIONS | *      |
|--|---|-------------------------|-----------------------------|-------------------------------|-------------|----|----------------|--------|
|  | AE  | zi.                     | C                           | Manifester                    |             | 1  | Customisation  | Points |
|  |   |                         |                             | Level                         |             | 1  |                |        |
| *  |   |                         | RAL SUIT                    |                               | <b>#</b> (  | 2  |                |        |
| _ A:   | stral Skin  | Level                   | Free custom<br>Speed × 2, N |                               |             |    |                |        |
|  |   | 2                       | Evasion                     |                               |             | 3  |                |        |
|  | stral Armour  | 12<br>1                 | Improved Ev                 | oved Damage                   | ρ.          |    |                |        |
|  | strai Armoui  | 2                       | Flexible Suit               |                               |             | 4  |                |        |
|  |   | 8                       | (astral armo<br>Masterwork  | ur is treated<br>Breastplate) | as a        |    |                |        |
| ☐ Astral Juggernaut 1 Brawn, Improved Damage 2 Flexible Suit           |   |                         |                             |                               | е           | 5  |                |        |
| ļ  |   | 7                       |                             | esembles an                   | d is        | 6  |                |        |
| 7  | CU  | ISTO                    | MISATIO                     | NS                            | 7           | 7  |                |        |
| CUST   | OMISATION<br>TS   | Base<br>Points          | Bonus<br>Points             | Misc                          |             |    |                |        |
|  | pts =   | Tomics                  | +                           | +                             |             | 8  |                |        |
|  |   |                         |                             |                               |             |    |                |        |
|  | RECONFIGURE Once a day as a standard action, swap customisations:   |                         |                             |                               | ntions:     | 9  |                |        |
| Level  | Reconfigure<br>Points   |                         | Aegis<br>Level              |                               |             |    |                |        |
| 3  | pts   | = I                     | NT + (                      | *                             | 2)-1        | 10 |                |        |
|  |   |                         |                             | (Round up)                    | )           | 11 |                |        |
| Level  | AUGMENT S As a standard a   | <b>UIT</b><br>action, g | gain temporary              | y customisati                 | ion points  |    |                |        |
|  | Bonus<br>Points   |                         |                             |                               |             | 12 |                |        |
|  | pts = ( ÷ 4 )  (Round down)   |                         |                             |                               |             |    |                |        |
|  |   |                         |                             |                               | 13          |    |                |        |
|  | healing equal to your customisation points.   |                         |                             |                               | it to gain  | 1/ |                |        |
| Level  |   |                         |                             |                               | it to gain  | 14 |                |        |
| This healing does not include tem<br>You cannot reform the astral suit |   |                         |                             | rary points.<br>1 minute.     |             | 15 |                |        |
|  | PERFECT MERGER Suit cannot be forcibly dispelled (but still does not function   |                         |                             |                               |             |    |                |        |
|  | Level 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, |                         |                             |                               |             | 16 |                |        |
| 20   |   |                         |                             |                               | hoose this, |    |                |        |
| you cannot reform the astral suit for 10 minutes.                      |   |                         |                             |                               |             | 17 |                |        |
|  |   |                         |                             |                               |             | 18 |                |        |
|  |   |                         |                             |                               |             |    |                |        |
|  |   |                         |                             |                               |             | 19 |                |        |
|  |   |                         |                             |                               |             |    |                |        |
|  |   |                         |                             |                               |             | 20 |                |        |
|  |   |                         |                             |                               |             | 21 |                |        |
|  |   |                         |                             |                               |             | 21 |                |        |
|  |   |                         |                             |                               |             | 22 |                |        |
|  |   |                         |                             |                               |             |    |                |        |
|  |   |                         |                             |                               |             | 23 |                |        |
|  |   |                         |                             |                               |             |    |                |        |
|  |   |                         |                             |                               |             | 24 |                |        |
|  |   |                         |                             |                               |             | 25 |                |        |
|  |   |                         |                             |                               |             | 2) |                |        |