

Customisation

Points

ASTRAL SUIT

<input type="checkbox"/> Astral Skin	Level	Free customisations:
	1	Speed × 2, Nimble
	2	Evasion
<input type="checkbox"/> Astral Armor	12	Improved Evasion
	1	Brawn, Improved Damage
	2	Flexible Suit
<input type="checkbox"/> Astral Juggernaut	8	(astral armor is treated as a Masterwork Breastplate)
	1	Brawn, Improved Damage
	2	Flexible Suit
	7	(astral suit resembles and is treated as Full Plate)

CUSTOMISATIONS

CUSTOMISATION
POINTS

Base
Points

Bonus
Points

Misc

pts

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+

RECONFIGURE

Once a day as a standard action, swap customisations:

Level

Reconfigure
Points

Aegis
Level

3

pts

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(Round up)

AUGMENT SUIT

As a standard action, gain temporary customisation points

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Bonus
Points

Aegis
Level

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pts

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(Round down)

CANNIBALISE SUIT

Once a day as a standard action, dismiss your suit to gain healing equal to your customisation points.

Level

12

This healing does not include temporary points.
You cannot reform the astral suit for 1 minute.

PERFECT MERGER

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

Level

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.

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