

ASTRAL SUIT

☐ Astral Skin

Stufe

1

Free customisations:

Speed × 2, Nimble

☐ Astral Armour

Stufe

1

Brawn, Improved Damage

2

Flexible Suit

8

(astral armour is treated as a Masterwork Breastplate)

☐ Astral Juggernaut

Stufe

1

Brawn, Improved Damage

2

Flexible Suit

7

(astral suit resembles and is treated as Full Plate)

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.

DAMAGE REDUCTION

Stufe

2

2 / -

5

3 / -

10

4 / -

15

5 / -

20

6 / -

Astral Suit

Volksbonus

Sonst. Mod.

+

+

CUSTOMISATIONS

CUSTOMISATION POINTS

Base Points

Bonus Punkt

Sonst. Mod.

Pkt.

=

+

+

RECONFIGURE

Stufe

3

Pkt.

=

IN

Einsetzbar pro Tag

Aegis Level

Uses today

Pkt.

=

(

÷ 2

) - 1

(aufrunden)

AUGMENT SUIT

Stufe

4

As a standard action, gain temporary customisation points

Bonus Punkt

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.

CUSTOMISATIONS	
Customisation	Points
1	
2	
3	
4	
5	
6	
7	
8	
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11	
12	
13	
14	
15	
16	
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26	