

ASTRAL SUIT

<input type="checkbox"/> Astral Skin	Livello	Free customisations:
	1	Speed x 2, Nimble
	2	Eludere
<input type="checkbox"/> Astral Armour	12	Eludere migliorato
	1	Brawn, Improved Damage
	2	Flexible Suit
<input type="checkbox"/> Astral Juggernaut	8	(astral armour is treated as a Masterwork Breastplate)
	1	Brawn, Improved Damage
	2	Flexible Suit
	7	(astral suit resembles and is treated as Full Plate)

ASTRAL REPAIR

Livello 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

Livello	2	2 / -			
5	3	-			
10	4	-	Astral Suit	Razziale	Varie
15	5	-			
20	6	-	+	+	

CUSTOMISATIONS

CUSTOMISATION PUNTI PUNTI
POINTS Base Bonus Varie

pti

=

+

+

RECONFIGURE

Once a day as a standard action, swap customisations:

Livello 3 Reconfigure Points Aegis Level
$$\text{pti} = \text{INT} + \left(\frac{\text{Aegis Level}}{2} \right) - 1$$

(Arrotond.per eccesso)

AUGMENT SUIT

As a standard action, gain temporary customisation points

Livello 4 PUNTI PUNTI
Bonus Bonus Aegis Level
$$\text{pti} = \left(\frac{\text{Aegis Level}}{4} \right)$$

(Arrotondato per difetto)

CANNIBALISE SUIT

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

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

Livello 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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