

ASTRAL SUIT

<input type="checkbox"/> Astral Skin	Niveau	Free customisations:
	1	Speed × 2, Nimble
	2	Evasion
<input type="checkbox"/> Astral Armour	12	Improved Evasion
	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

Niveau 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

Niveau	2	2 / -			
5	3 / -				
10	4 / -	Astral Suit	Racial	Divers	
15	5 / -				
20	6 / -				

CUSTOMISATIONS

CUSTOMISATION POINTS	Base Points	Bonus Points	Divers
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pts

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RECONFIGURE

Once a day as a standard action, swap customisations:

Niveau	Reconfigure Points	Aegis Level
3	pts	

pts = INT + (÷ 2) - 1
(arrondi au supérieur)

AUGMENT SUIT

As a standard action, gain temporary customisation points

Niveau	Bonus Points	Aegis Level
4	pts	

pts = (÷ 4)
(arrondi à l'inférieur)

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).

Niveau	20
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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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