

AEGIS

ASTRAL SUIT

<input type="checkbox"/> Astral Skin	Level	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

Level 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

Level				
2	2 / -			
5	3 / -			
10	4 / -	Astral Suit	Racial	Misc
15	5 / -			
20	6 / -	+	+	

CUSTOMISATIONS

CUSTOMISATION POINTS	Base Points	Bonus Points	Misc
<div>pts</div>	=	+	+

RECONFIGURE

Once a day as a standard action, swap customisations:

Level	Reconfigure Points	Aegis Level
3	<input type="text"/> pts	= INT + ( <input type="text"/> ÷ 2 ) - 1
		(Round up)

AUGMENT SUIT

As a standard action, gain temporary customisation points

Level	Bonus Points	Aegis Level
4	<input type="text"/> pts	= ( <input type="text"/> ÷ 4 )
		(Round down)

CANNIBALISE SUIT

Level 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

Level 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	<input type="text"/>
2	<input type="text"/>
3	<input type="text"/>
4	<input type="text"/>
5	<input type="text"/>
6	<input type="text"/>
7	<input type="text"/>
8	<input type="text"/>
9	<input type="text"/>
10	<input type="text"/>
11	<input type="text"/>
12	<input type="text"/>
13	<input type="text"/>
14	<input type="text"/>
15	<input type="text"/>
16	<input type="text"/>
17	<input type="text"/>
18	<input type="text"/>
19	<input type="text"/>
20	<input type="text"/>
21	<input type="text"/>
22	<input type="text"/>
23	<input type="text"/>
24	<input type="text"/>
25	<input type="text"/>
26	<input type="text"/>