

ASTRAL SUIT

Poziom Free customisations:

☐ Astral Skin

1

Speed × 2, Nimble

2

Uchylanie

12

Doskonalsze Uchylanie

☐ Astral Armour

1

Brawn, Improved Damage

2

Flexible Suit

8

(astral armour is treated as a Masterwork Breastplate)

☐ Astral Juggernaut

1

Brawn, Improved Damage

2

Flexible Suit

7

(astral suit resembles and is treated as Full Plate)

ASTRAL REPAIR

Poziom

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

Poziom

2

2 / -

5

3 / -

10

4 / -

Astral Suit

Rasowe

Inne

15

5 / -

20

6 / -

+

+

CUSTOMISATIONS

CUSTOMISATION POINTS

ptk

=

+

+

RECONFIGURE

Once a day as a standard action, swap customisations:

Poziom

3

Reconfigure Points

Aegis Level

ptk

=

INT

+

(

÷ 2

)

- 1

(Zaokrąglane w górę)

AUGMENT SUIT

As a standard action, gain temporary customisation points

Poziom

4

Premiowe Punkty

Aegis Level

ptk

=

(

÷ 4

)

(Zaokrąglane w dół)

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.

Poziom

12

PERFECT MERGER

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.

Poziom

20

CUSTOMISATIONS	
Customisation	Points
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