

ASTRAL SUIT		
	Stufe	Free customisations:
<input type="checkbox"/> Astral Skin	1	Speed × 2, Nimble
	2	Entrinnen
	12	Verbessertes Ausweichen
<input type="checkbox"/> Astral Armour	1	Brawn, Improved Damage
	2	Flexible Suit
	8	(astral armour is treated as a Masterwork Breastplate)
<input type="checkbox"/> Astral Juggernaut	1	Brawn, Improved Damage
	2	Flexible Suit
	7	(astral suit resembles and is treated as Full Plate)

ASTRAL REPAIR	
Stufe	Repair an object 2hp as a standard action.
1	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 / -	Astral Suit	Rasse
15	5 / -		Sonst. Mod.
20	6 / -	+	+

CUSTOMISATIONS			
CUSTOMISATION POINTS	Base Points	Bonus Punkt	Sonst. Mod.
	pts	+	+

RECONFIGURE	
Stufe	Once a day as a standard action, swap customisations:
3	Reconfigure Points
	Aegis Level
	pts = IN + (÷ 2) - 1
	(aufrunden)

AUGMENT SUIT	
Stufe	As a standard action, gain temporary customisation points
4	Bonus Punkt
	Aegis Level
	pts = (÷ 4)
	(abrunden)

CANNIBALISE SUIT	
Stufe	Once a day as a standard action, dismiss your suit to gain healing equal to your customisation points.
12	This healing does not include temporary points.
	You cannot reform the astral suit for 1 minute.

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

CUSTOMISATIONS	
Customisation	Points
1	
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