

ASTRAL SUIT

☐ Astral Skin

Stufe

1

Free customisations:

Speed × 2, Nimble

2

Entrinnen

12

Verbessertes Ausweichen

☐ 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

Stufe

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

Stufe

2

2 / -

5

3 / -

10

4 / -

15

5 / -

20

6 / -

Astral Suit

Feats

Sonstiges

+

+

CUSTOMISATIONS

CUSTOMISATION POINTS

Base Points

Bonus Punkt

Sonstiges

pts

=

+

+

RECONFIGURE

Once a day as a standard action, swap customisations:

Reconfigure Points

Aegis Level

Stufe

3

pts

=

IN

+

(

÷ 2

)

- 1

(aufrunden)

AUGMENT SUIT

As a standard action, gain temporary customisation points

Bonus Punkt

Aegis Level

Stufe

4

pts

=

(

÷ 4

)

(abrunden)

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.

Stufe

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.

Stufe

20

CUSTOMISATIONS	
Customisation	Points
1	
2	
3	
4	
5	
6	
7	
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10	
11	
12	
13	
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15	
16	
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26	