

AEGIS

ASTRAL SUIT

<input type="checkbox"/> Astral Skin	Nivel	Free customisations:
	1	Speed x 2, Nimble
	2	Evasión
<input type="checkbox"/> Astral Armour	12	Evasión Mejorada
	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

Nivel 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

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

CUSTOMISATIONS

CUSTOMISATION POINTS	Puntos Base	Puntos Adicionales	Misc
	pts	+	+

RECONFIGURE

Once a day as a standard action, swap customisations:

Nivel	Reconfigure Points	Aegis Level
3	pts	$= INT + \left(\frac{\text{Aegis Level}}{2} \right) - 1$

(Redondear arriba)

AUGMENT SUIT

As a standard action, gain temporary customisation points

Nivel	Puntos Adicionales	Aegis Level
4	pts	$= \left(\frac{\text{Aegis Level}}{4} \right)$

(Redondear abajo)

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).

Nivel	
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	
2	
3	
4	
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