

AEGIS

ASTRAL SUIT

<input type="checkbox"/> Astral Skin	Stufe	Free customisations:
	1	Speed × 2, Nimble
	2	Entrinnen
<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

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 / -	Astral Suit		Sonstiges
15	5 / -		Feats	
20	6 / -		+	+

CUSTOMISATIONS

CUSTOMISATION POINTS Base Points Bonus Points Sonstiges

pts = + +

RECONFIGURE

Once a day as a standard action, swap customisations:

Stufe 3 Reconfigure Points Aegis Level
pts = IN + (÷ 2) - 1
(aufrunden)

AUGMENT SUIT

As a standard action, gain temporary customisation points

Stufe 4 Bonus Points Aegis Level
pts = (÷ 4)
(abrunden)

CANNIBALISE SUIT

Stufe 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

Stufe 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	
2	
3	
4	
5	
6	
7	
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10	
11	
12	
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