

Basic: The maximum armor point value of this armor drops to 10 when the augment is attached due to its fragile components. When the wearer of the augmented armor activates Basic or Proficient Pyrokinetics they may activate this augment to give them extra uses of that psionic skill for free. Basic Pyrokinetics gains four free uses (5 Total uses for base Mind cost) and Proficient Pyrokinetics gains one free use (2 total uses for base Mind cost). If all free psionic skill uses are not expended before this armor is broken all unused uses immediately target the wearer.