

ASTRAL SUIT

Niveau Free customisations:	
<input type="checkbox"/> Astral Skin	1 Speed × 2, Nimble
	2 Evasion
	12 Evasion Améliorée
<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 Fortification, Hardy
	2 Stalwart
	7 (astral suit resembles and is treated as Full Plate)

PSIONIQUES

POINTS DE POUVOIR
PAR JOUR

Base Points Bonus Points Racial Divers

pts = + + +

Points de Bonus

Manifestation
Niveau

= INT × ÷ 2 (arrondi à l'inférieur)

pts

ASTRAL REPAIR

Niveau 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.

REDUCTION DES DEGATS

Niveau		Astral Suit	Racial	Divers
2	2 / -			
5	3 / -			
10	4 / -			
15	5 / -			
20	6 / -			

CUSTOMISATIONS

CUSTOMISATION POINTS Base Points Bonus Points Divers

pts = + +

RECONFIGURE

Niveau 3 pts = INT Utilisation/jour
Utilisations par jour Aegis Level
pts = (÷ 2) - 1 (arrondi au supérieur)

AUGMENT SUIT

As a standard action, gain temporary customisation points

Niveau 4 Bonus Points Aegis Level
pts = (÷ 4) (arrondi à l'inférieur)

CANNIBALISE SUIT

Niveau 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

Niveau 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.

Customisation

Points

1

2

3

4

5

6

7

8

9

10

11

12

13

14

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