

AEGIS

ASTRAL SUIT

	Level	Free customisations:
<input type="checkbox"/> Astral Skin	1	Speed × 2, Nimble
	2	Evasion
	12	Improved Evasion
<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)

PSIONICS

POWER POINTS  
PER DAY

Base Points	Bonus Points	Racial	Misc
-------------	--------------	--------	------

pts

=

+

+

+

Bonus Points

↑

Manifester Level

=

INT

×

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2

(Round down)

ASTRAL REPAIR

Level 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

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

CUSTOMISATIONS

CUSTOMISATION  
POINTS

Base Points	Bonus Points	Misc
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pts

=

+

+

RECONFIGURE

Level 3

pts

=

INT

Uses per day

↑

Aegis Level

pts

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(

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2

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-

1

(Round up)

AUGMENT SUIT

As a standard action, gain temporary customisation points

Level 4

Bonus Points

↑

Aegis Level

pts

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(

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4

)

(Round down)

CANNIBALISE SUIT

Level 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

Level 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	
8	
9	
10	
11	
12	
13	
14	
15	
16	
17	
18	
19	
20	
21	
22	
23	
24	
25	
26	