

ASTRAL SUIT

<input type="checkbox"/> Astral Skin	Niveau	Free customisations:
	1	Speed x 2, Nimble
	2	Evasion
<input type="checkbox"/> Astral Armour	12	Evasion Améliorée
	1	Brawn, Improved Damage
	2	Flexible Suit
<input type="checkbox"/> Astral Juggernaut	8	(astral armour is treated as a Masterwork Breastplate)
	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

x

÷ 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.

DAMAGE REDUCTION

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	Uses today
Niveau	4	pts	=	(	÷ 2) - 1

AUGMENT SUIT

As a standard action, gain temporary customisation points

Niveau	Bonus Points	Aegis Level
4		

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	
15	
16	
17	
18	
19	
20	
21	
22	
23	
24	
25	
26	