

ASTRAL SUIT

☐ Astral Skin

Stufe Free customisations:

1 Speed × 2, Nimble

2 Entrinnen

12 Verbessertes Entrinnen

☐ Astral Armour

1 Brawn, Improved Damage

2 Flexible Suit

8 (astral armour is treated as a Masterwork Breastplate)

☐ Astral Juggernaut

1 Fortification, Hardy

2 Stalwart

7 (astral suit resembles and is treated as Full Plate)

PSIONICS

MACHTPUNKTE

PRO TAG

Base
PointsBonus
PunkteVolks-
bonus

Sonstiges

Pkt. =

+

+

+

Bonus Punkte

Psionische Stufe

= IN

×

÷ 2

(abrunden)

Pkt.

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.

SCHADENSREDUZIERUNG

Stufe

2

2 / -

5

3 / -

10

4 / -

15

5 / -

20

6 / -

Astral
SuitVolks-
bonus

Sonstiges

+

+

CUSTOMISATIONS

CUSTOMISATION
POINTSBase
PointsBonus
Punkte

Sonstiges

Pkt. =

+

+

RECONFIGURE

Pkt. =

IN

Beute benützt

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Stufe

3

Einsetzbar
pro TagAegis
Level

Pkt. =

(

÷ 2

)

- 1

(aufrunden)

AUGMENT SUIT

As a standard action, gain temporary customisation points

Stufe

4

Bonus
PunkteAegis
Level

Pkt. =

(

÷ 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.

Customisation

Points

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

21

22

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26