

ASTRAL SUIT

<input type="checkbox"/> Astral Skin	Livello	Free customisations:
	1	Velocità x 2, Nimble
	2	Eludere
<input type="checkbox"/> Astral Armour	12	Eludere migliorato
	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)

PSIONICI

PUNTI POTERE
AL GIORNO

Punti Base Punti Bonus Razziale Altro

punti = + + +

= INT × ÷ 2 (per difetto)

ASTRAL REPAIR

Livello 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

Livello		Astral Suit	Razziale	Altro
2	2 / -			
5	3 / -			
10	4 / -			
15	5 / -			
20	6 / -			

CUSTOMISATIONS

CUSTOMISATION
POINTS

Punti Base Punti Bonus Altro

punti = + +

punti = INT

punti = (÷ 2) - 1 (per eccesso)

RECONFIGURE

Livello 3 punti = INT

Usi al giorno Aegis Level

punti = (÷ 2) - 1 (per eccesso)

AUGMENT SUIT

As a standard action, gain temporary customisation points

Livello 4 punti = (÷ 4) (per difetto)

CANNIBALISE SUIT

Livello 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

Livello 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	<input type="text"/>
2	<input type="text"/>
3	<input type="text"/>
4	<input type="text"/>
5	<input type="text"/>
6	<input type="text"/>
7	<input type="text"/>
8	<input type="text"/>
9	<input type="text"/>
10	<input type="text"/>
11	<input type="text"/>
12	<input type="text"/>
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14	<input type="text"/>
15	<input type="text"/>
16	<input type="text"/>
17	<input type="text"/>
18	<input type="text"/>
19	<input type="text"/>
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21	<input type="text"/>
22	<input type="text"/>
23	<input type="text"/>
24	<input type="text"/>
25	<input type="text"/>
26	<input type="text"/>