

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

ASTRAL SUIT

<input type="checkbox"/> Astral Skin	Stufe	Free customisations:
	1	Speed × 2, Nimble
	2	Entrinnen
	12	Verbessertes Entrinnen
<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

PRO TAG

Base Points

Bonus Punkte

Volks-bonus

Sonstiges

Pkt.

=

+

+

+

Bonus Punkte

Psionische Stufe

=

IN

×

÷ 2

(abrunden)

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		Astral Suit	Volks-bonus	Sonstiges
2	2 / -			
5	3 / -			
10	4 / -			
15	5 / -			
20	6 / -			

CUSTOMISATIONS

CUSTOMISATION POINTS

Base Points

Bonus Punkte

Sonstiges

Pkt.

=

+

+

RECONFIGURE

Stufe

3

Einsetzbar pro Tag

Pkt.

=

IN

Aegis Level

Beute benützt

Pkt.

=

(

÷ 2

)

- 1

(aufrunden)

AUGMENT SUIT

As a standard action, gain temporary customisation points

Stufe	Bonus Punkte	Aegis Level
4		

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.