

## **Astral Construct Cheat Sheet**

**DL 1:** 1M: Cast a Psi3 powers of SL=DL.

**DL 1:** ½M: Twist an effect on a target (use ER to resist).

**DL 1:** 1M: Combine two groups of enemies into one group (no save).

**DL 1:** 1M: Lock a door; it requires an Open Locks roll at  $-25 \times \text{LVL}$ , a combined Str (using the MR calculation) check at  $-10 \times \text{LVL}$ , or LVL Knock spells to open the door. If using "?" (Question Marks) in the dungeon for wandering encounters, you can alternatively simply erase a "?".

**DL 1:** ½M: Convert an exotic AC to AC on 1 group, Halve the AC on 1 target (no InnR), Halve the AC on 1 group (InnR to resist).

**DL 1:** 1V:*Reverse Polarity*: Become a Mirror Astral Destruct of half original DL.

**DL 1:** 1Z, Sacrifice this summon: Wish-oid for a  $\text{SL}=\text{DL}+2$  Psi3 power.

**DL 2:** Pick an ability from above. M action costs go to V, V costs go to 0 (zero action).

**DL 2:** Pick another ability from above. M action costs go to V, V costs go to 0 (zero action).

**DL 3:** ½M: Convert an exotic hp to hp on 1 group, Halve the hp on 1 target (no InnR), Halve the hp on 1 group (InnR to resist).

**DL 3:** ½M: Twist an effect on a group (use ER to resist).

**DL 5:** ½M: Remove a BlahR from 1 target, Halve the irrBlahR from 1 target, or Halve the BlahR from a group (no ER).

**DL 5:** 1M: Become Insubstantial for 1 turn; you can pass through objects/walls (including Wall spells, but not Wards).

**DL 5:** 1M: One group Stopped (cannot move or use V actions) (InnR to resist). If used against 1 target, gets no InnR.

**DL 5:** 1M: Remove a [x1] Special.

**DL 6:** Pick an ability from above. M action costs go to V, V costs go to 0 (zero action).

**DL 6:** Pick another ability from above. M action costs go to V, V costs go to 0 (zero action).

**DL 9:** ½M: Remove a racial ability or immunity from a group (ER to resist). If used against 1 target, gets no ER.

**DL 9:** 1M: Time Stop (as spell, use InnR to resist). If used against 1 target, gets no InnR.

**DL 9:** 1M: Restore the MF/PF/TF/PsiF/TechF in area, Tempus Lawfulness, repair other forms of discontinuities/tears.

**DL 10:** Pick an ability from above. M action costs go to V, V costs go to 0 (zero action).

**DL 10:** Pick another ability from above. M action costs go to V, V costs go to 0 (zero action).

**DL 14:** 1M: Become Immaterial for 1 turn: Insubstantial (see V above), immune to matter & energy, can't be targeted.