

PSIONICS EXPANDED
TACTICIAN

Tactician
Level
Manifester
Level

COLLECTIVE

MAXIMUM
MEMBERS

Tactician
Level

= INT or ÷ 2

If a member dies, make a Fortitude save (DC 15) or lose power points equal to their hit dice.

Members must be within Medium range (100ft + 10ft per level).

Level 15 Unlimited range Level 19 Collective may cross planes

COORDINATED STRIKE

As a swift action, grant members a bonus against one foe.

INSIGHT
BONUS

Tactician
Level

= (+ 3) ÷ 4

SPIRIT OF MANY

Level 2 Network powers may manifest on any members, even those out of range or who would be immune.
Spend additional power points to affect more members.

TELEPATHY

Level 3 Members can communicate without sharing a language.
Members can borrow abilities as if they were touching.

IMPROVED SHARE

Level 5 May manifest 2 Shared powers at once
Level 11 3 Shared powers Level 17 4 Shared powers

COORDINATE

Level 6 Share a teamwork feat with any member as a free action, if you have psionic focus and have line of sight and effect.

ECHO EFFECT

Level 8 Copy magical and psionic effects between members. This costs points equal to the caster or manifest level.
For 4 points, extend the effect to an extra target.

SHARED KNOWLEDGE

Level 14 By expending psionic focus, try to manifest a power known by any member. Must pass a spellcraft check (DC = 20 + spell level).

PSIONICS

POWER POINTS
PER DAY

Base Points Bonus Points Racial Misc

= + + +

Bonus Points Manifester Level

= INT × ÷ 2 (Round down)
Power Points used today

POWER LEVELS

Power Level	Point Cost	Power Save DC	Wild Surge Save DC
0	0		
1	1		
2	4		
3	5		
4	7		
5	9		
6	11		

Power Save DC = 10 + INT + Power Level

KNOWN POWERS

POWERS
KNOWN

Tactician
Level

MAX POWER
LEVEL

POWER POINTS
MAX COST

Manifester
Level

= =

Power	Level	Cost
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		

STRATEGIES

USES

PER DAY

Misc

Uses today

= 3 + INT +

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Level 4

7

10

13

16

19

MASTER STRATEGIST

Level 20 Sacrifice two daily uses of Strategy to grant all allies an insight bonus to attack, damage, AC and saves equal to INT for up to two minutes.