PSIONICS EXPANDED Tactician		PODERES CONOCIDOS			
TÁCTICO Nivel de	PODERE	S Tactitian	MAX POWER NIVEL	PUNTOS DE	PODERivel de IMOManifestador
	7	=			=
COLLECTIVE  MAXIMUM Tactician  MEMBERS Level	Poder				Nivel Coste
= INT o ÷ 2	2				
Si un miembro muere, hacer una tirada de Fortaleza (CD 15) o pier puntos de poder equivalentes a sus dados de golpe.	le 3				
Members must be within Medium range (100ft + 10ft per level).	4				
Nivel 15 Rango ilimitado Nivel 19 Collective may cross planes	5 6				
COORDINATED STRIKE	7				_
As a swift action, grant members a bonus against one foe.  INSIGHT Tactician	8				
Level	9				
SPIRIT OF MANY	10				
Nivel Network powers may manifest on any members, even those out of range or who would be immune.	11 12				
Spend additional power points to affect more members.	13				
TELEPATÍA Nivel	14				
Members can communicate without sharing a language.	15				
Members can borrow abilities as if they were touching.	16				
IMPROVED SHARE  Nivel May manifest 2 Shared powers at once	17				
5 Nivel 3 Shared powers 17 4 Shared powers	18				
COORDINATE	19				
Nivel  Share a teamwork feat with any member as a free action,	20				
if you have psionic focus and have line of sight and effect.	×		STRATEGIES		,
ECHO EFFECT  Nivel Copy magical and psionic effects between members.	USOS AL DÍA		Misc	Usos Diarios	
8 This costs points equal to the caster or manifester level.		= 3 + INT +			
Por 4 puntos, extiende el efecto a un objetivo extra.		- 3			
Nivel By expending psionic focus, try to manifest a power	Nivel				
hown by any member. Must pass a spellcraft check (DC = 20 + spell level).	4				
PSIÓNICA	7 —				
POWER POINTS Puntos Puntos Racial Misc	•				
Base Adicionales	10				
=+++	-				
Nivel de	13				
Puntos Adicionales Manifestador					
= INT × : 2(Redondear abajo	16				
Puntos Poder usados hoy	16 ——				
MINELEC DE DODER	19 ——				
NIVELES DE PODER  Nivel de Coste CD Salv. Wild Surge		ER STRATEGIST			
Poder Puntos Poder Save DC	30 Sacrific	e two daily uses of Strate	egy to grant all allies an insig	ıht bonus to attack, daı	mage, <b>AC</b> and saves
0 0	equal to	o <b>INT</b> for up to two minu	tes.		
1 1					
2 4					
3 5					
4 7					

6 11

Power Save DC = 10 + **INT** + Power Level