

COLLECTIVE

MAXIMUM MEMBERS

Tactician Level

= INT 0 ÷ 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).

Livello 15 Unlimited range Livello 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

Livello 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.

TELEPATIA

Livello 3 Members can communicate without sharing a language.

Members can borrow abilities as if they were touching.

IMPROVED SHARE

Livello 5 May manifest 2 Shared powers at once

Livello 11 3 Shared powers Livello 17 4 Shared powers

COORDINATE

Livello 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

Livello 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

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

PSIONICI

PUNTI POTERE PER DAY

Punti Base

Punti Bonus

Razziale

Varie

= + + +

Punti Bonus

Livello psionico

= INT × ÷ 2 (per difetto)

Punti Potere usati oggi

LIVELLI DI POTERE			
Livello Potere	Costo Punto	CD TS Potere	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

POTERI NOTI

POTERI NOTI

Tactician Level

LIVELLO MAX POTERE

PUNTI POTERE COSTO MAX

Livello psionico

=

=

POTERE

Livello

Costo

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

STRATEGIES

USI AL GIORNO

Varie

Usi oggi

= 3 + INT +

Livello 4

7

10

13

16

19

Livello 20 MASTER STRATEGIST

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.