

COLLECTIVE

MAXIMUM MEMBERS

Tactician
Level

= INT ou ÷ 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).

Niveau 15 Unlimited range Niveau 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

Niveau 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.

TELEPATHIE

Niveau 3 Les membres peuvent communiquer sans langage commun.

Members can borrow abilities as if they were touching.

IMPROVED SHARE

Niveau 5 May manifest 2 Shared powers at once

Niveau 11 3 Shared powers Niveau 17 4 Shared powers

COORDINATE

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

EFFET D'ECHO

Niveau 8 Copy magical and psionic effects between members. This costs points equal to the caster or manifester level.

For 4 points, extend the effect to an extra target.

SHARED KNOWLEDGE

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

PSIONIQUES

POINTS DE POUVOIR PAR JOUR

Base Points Bonus Points Racial Divers

= + + +

Points de Bonus

Niveau de manifestation

= INT × ÷ 2 (arrondi à l'inférieur)

Points de Pouvoirs utilisés aujourd'hui

NIVEAUX DE POUVOIR

Pouvoir Niveau	Coût Points	Pouvoir Sauvegarde DD	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

POUVOIRS CONNUS

Tactician
Level

POUVOIR MAX NIVEAU

POINTS DE POUVOIR COUT MAX

Niveau de manifestation

= =

Pouvoir	Niveau	Coût
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		

STRATEGIES

UTILISATIONS PAR JOUR

Divers

Utilisation/jour

= 3 + INT +

Niveau 4

7

10

13

16

19

Niveau 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.