PSIONICS EXPANDED Tactician	PODERES CONHECIDOS	
Level	PODERES Tactitian PODER MAX CONHECIDO Level NÍVEL	PONTOS DE PODERível de CUSTO MAX Manifestação
TACTICIAI Nível de Manifestação	CONHECIDO Level NIVEL	CUSTO MAX Manifestação
COLLECTIVE		
MAXIMUM Tactician MEMBERS Level	Poder	Nível Custo
TATE	1	
If a member dies, make a Fortitude save (DC 15) or lose	2	
power points equal to their hit dice.	3	
Members must be within Medium range (100ft + 10ft per level).	4	
Nível Unlimited range Nível Collective may cross planes	5	
COORDINATED STRIKE	6	
As a swift action, grant members a bonus against one foe.	7	
INSIGHT Tactician BONUS Level	8	
= (+ 3) ÷ 4	9	
SPIRIT OF MANY	10	
Nível Network powers may manifest on any members, even	11	
2 those out of range or who would be immune.	12	
Spend additional power points to affect more members.	13	
Nível Members can communicate without sharing a language.	14	
Members can borrow abilities as if they were touching.	15	
IMPROVED SHARE	16	
Nível May manifest 2 Shared powers at once	17	
5 Nível 11 3 Shared powers 17 4 Shared powers	18	
Nível COORDINATE	19	
Share a teamwork feat with any member as a free action, if you have psionic focus and have line of sight and effect.	20	
ECHO EFFECT	STRATEGIE USOS	S
Nível Copy magical and psionic effects between members.	POR DIA Outros	Uses today
8 This costs points equal to the caster or manifester level.	= 3 + INT +	
For 4 points, extend the effect to an extra target.		
SHARED KNOWLEDGE Nível By expending psionic focus, try to manifest a power	Nível	
14 known by any member. Must pass a spellcraft check (DC = 20 + spell level).	7	
	7	
PSIONICS PONTOS DE PODERS Base Pontos	•	
PONTOS DE POSITAS Base Pontos Bônus Racial Outros		
= + + +	10	
Nível de Pontos de Bônus Manifestação	13	
= INT ×		
Pontos de Poder usados hoje	16	
	19	
NÍVEIS DE PODER	19	
Nível de Pod@usto de Ponto Power Wild Surge Save DC Save DC	Nível MASTER STRATEGIST	
0 0	20 Sacrifice two daily uses of Strategy to grant all allies an inequal to INT for up to two minutes.	sight bonus to attack, damage, AC and saves
1 1		
2 4		
3 5		
4 7		
5 9		
6 11		
Power Save DC = 10 + INT + Power Level		