PSionics	EXPANDI	ED Tacticia			PODERES CONHECIDOS						
TACT		LEV			ODERES ONHECIDO	Tactitian Level	PODER MAX NÍVEL	PONTOS DE P CUSTO MAX	ODERiível Manifes		
HU	ICIHI	Manifestaçã	0		OTTILIGIZO	E	1414 232			iaçau	
	COLLECT				Poder				Nível	Custo	
MAXIMUM MEMBERS		Tactician Level		1	odei				1414.01	odoto	
=	INT ou		÷ 2	2							
	make a Fortitude sa	ve (DC 15) or lo	ose	3							
power points equa		ıe (100ft + 10ft	ner level)	4							
Members must be within Medium range (100ft + 10ft per level). Nível Unlimited range Nível Collective may cross planes				5							
15											
COORDINATED STRIKE As a swift action, grant members a bonus against one foe.				7							
INSIGHT Tactician BONUS Level			8								
	(+ 3)) . ,		9							
) - 4		10							
	OF MANY owers may manifest	on any membe	ers even	11							
2 those out	of range or who wou	ld be immune.		12							
· ·	itional power points	to affect more	members.	13							
Nível Members	TTA can communicate wi	thout sharing a	a language.	14							
1 3	an borrow abilities			15							
	ED SHARE			16							
5 Nível	est 2 Shared powers	Nívol		17							
11 3	Shared powers	4 Shared	d powers	18							
Nível COORDINATE			19 20								
	amwork feat with an psionic focus and l			20			STRATEGIE	S			
ЕСНО ЕН	FECT			USO			Outros				
	cal and psionic effe			POR	DIA		Outros	Uses today □□□ □□□			
	s, extend the effect				= 3	+ INT +					
Miller	KNOWLEDGE			Nível							
Nível By expending psionic focus, try to manifest a power 4 known by any member. Must pass a spellcraft check				4							
	spell level).	<u> </u>									
×	PSIÔNIC		y I	7							
PONTOS DE POP POR DIA	PARS Bas ® ontos de	Bônus Racial	Outros								
=	+	+	+	10							
				-							
Pontos de Bônus	Níve Manife	el de stação		13							
=	INT ×	•									
	Pontos de Poder us		da para Baixo)	16							
				19							
×	NÍVEIS DE P	ODER	J	19							
Nível de Pod@usto de Ponto Poder Wild Surge CD Teste Save DC				Nível	MASTER ST						
0	0	1		20	Sacrifice two d equal to INT f	aily uses of Strate or up to two minut	gy to grant all allies an ins es.	sight bonus to attack, dam	age, AC an	d saves	
	1		- !	~							
2	4		-								
3	5		- 1								
4	7										
5	9										

6 11
Power Save DC = 10 + INT + Power Level