

COLLECTIVE

MAXIMUM MEMBERS

Tactician Level

= INT or  ÷ 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).

Level 15 Unlimited range      Level 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

Level 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.

TELEPATHY

Level 3

Members can communicate without sharing a language.

Members can borrow abilities as if they were touching.

IMPROVED SHARE

Level 5

May manifest 2 Shared powers at once

Level 11 3 Shared powers      Level 17 4 Shared powers

COORDINATE

Level 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

Level 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

Level 14

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

PSIONICS

POWER POINTS PER DAY

Base Points

Bonus Points

Racial

Misc

=  +  +  +

Bonus Points

Manifester Level

= INT ×  ÷ 2 (Round down)

Power Points used today

POWER LEVELS

Power Level	Point Cost	Power Save DC	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

KNOWN POWERS

POWERS KNOWN	Tactician Level	MAX POWER LEVEL	POWER POINTS MAX COST	Manifester Level
<div></div>	=	<div></div>	<div></div>	=
Power				Level Cost
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				
17				
18				
19				
20				

STRATEGIES

USES PER DAY

Misc

Uses today

= 3 + INT +

Level 4

7

10

13

16

19

MASTER STRATEGIST

Level 20

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.