PSiO	nics exp	Ande	D Ta	ctician					PODERES CONF	IECIDOS		-
	CTIC			Level j			ODERES ONHECIDO	Tactitian Level	PODER MAX NÍVEL	PONTOS DE CUSTO MAX		
i A				stação		, [=			=	tu yu o
MAXIM		LECTI	VE Tactio	nian			Poder				Nível	Custo
MEMBE			Lev			1						
	= INT	ou		÷ 2	2	2						
	oer dies, make a For ints equal to their h		e (DC 15) or lose		3						
1.	must be within Med		(100ft -	10ft pe	r level).	4						
Nível Unlimited range Nível 19 Collective may cross planes						5						
COORDINATED STRIKE					6							
As a swift action, grant members a bonus against one foe. INSIGHT Tactician					7 8							
BONUS	Level					9						
	= (+3)	÷ 4			10						
SPIRIT OF MANY Nível Network powers may manifest on any members, even				11								
2 th	ose out of range or	who would	d be imm	iune.		12						
- ·	pend additional pow	er points t	to affect	more me	embers.	13						
Nível	ELEPATIA embers can commu	ınicate with	hout sha	ring a lai	nguage.	14						
1 3	embers can borrow					15						
	MPROVED SHAF					16						
	ay manifest 2 Share	Ní	íval			17 18						
	3 Shared pov	vers 1	4 S	hared po	owers	19						
Nível Share a teamwork feat with any member as a free action,					20					_		
	nare a teamwork tea you have psionic fo					7			STRATEG	IES		
ECHO EFFECT				USO: POR			Outros	Uses today				
	opy magical and psi nis costs points equ					POR		. INT +				
Fo	or 4 points, extend t	he effect to	o an ext	a target.			= 3	+ 11/1 '				
SHARED KNOWLEDGE Nível By expending psionic focus, try to manifest a power					Nível							
14 kr	nown by any membe OC = 20 + spell level	er. Must pa				4						
	· ·	,	•			7						
PONTOS	DE PODES Base	SIONICS			# (1						
POR DIA	Youros Dasio	ontos de d	R	acial	Outros	10						
	=·	+	+	+	·	. 10						
		Nível	de			12						
Pontos de B	Bônus	Manifest				13						
	_ = INT	×			para Baixo)							
	Pontos de	Poder usad	dos hoje			16						
	NÍVEIS	S DE DO	JDEB	_		19						
Nível de Po	od@usto de Ponto	Power	Wil	d Surge		Nível	MASTER ST	RATEGIST				
•		Save DC	Sa	ve DC		20	Sacrifice two d		tegy to grant all allies an	insight bonus to attack, da	mage, AC an	d saves
0	0		-			~	Squar to 1141	up to the mill				
2	4											
3	5											
4	7											
5	9											

11

Power Save DC = 10 + **INT** + Power Level