

COLLECTIVE

MAXIMUM MEMBERS

Tactician Level

=

IN

oder

÷ 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).

Stufe Unlimited range

Stufe 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

Stufe 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

Stufe 3

Members can communicate without sharing a language.

Members can borrow abilities as if they were touching.

IMPROVED SHARE

Stufe 5

May manifest 2 Shared powers at once

Stufe 11

3 Shared powers

Stufe 17

4 Shared powers

COORDINATE

Stufe 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

Stufe 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

Stufe 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

Feats

Sonstiges

=

+

+

+

+

Bonus Points

Manifester Level

=

IN

×

÷ 2

(abunden)

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
	=		=	
Power				Stufe Kosten
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
16				
17				
18				
19				
20				

STRATEGIES

EINSETZBAR

PRO TAG

Sonstiges

Uses today

= 3 +

IN

+

Stufe 4

7

10

13

16

19

MASTER STRATEGIST

Stufe 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.