PSIONICS EXPANDED
TACTICIAN

Tactician Level

Psionische Stufe

COLLECTIVE

MAXIMUM MEMBERS

$\boxed{}$ = ... **IN** oder ...... ÷ 2

Tactician Level

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 **15** | Unlimited range | Stufe **19** | Collective may cross planes |

COORDINATED STRIKE

As a swift action, grant members a bonus against one foe.

INSIGHT BONUS

$\boxed{}$ = (...... + 3) ÷ 4

Tactician Level

| Stufe **2** | **SPIRIT OF MANY** 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. |

| Stufe **3** | **TELEPATHY** Members can communicate without sharing a language. Members can borrow abilities as if they were touching. |

| Stufe **5** | **IMPROVED SHARE** May manifest 2 Shared powers at once |
| Stufe **11** | 3 Shared powers | Stufe **17** | 4 Shared powers |

| Stufe **6** | **COORDINATE** Share a teamwork feat with any member as a free action, if you have psionic focus and have line of sight and effect. |

| Stufe **8** | **ECHO EFFECT** Copy magical and psionic effects between members. This costs points equal to the caster or manifester level. For 4 points, extend the effect to an extra target. |

| Stufe **14** | **SHARED KNOWLEDGE** 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

$\boxed{}$ = ... + ... + ... + ...

Base Points — Bonus Punkt — Feats — Sonstiges

Bonus Points — Psionische Stufe

Bonus Points

...... = **IN** × ...... ÷ 2 (abrunden)

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

$\boxed{}$ = ...

Tactitian Level

MAX POWER LEVEL

$\boxed{}$

POWER POINTS MAX COST

$\boxed{}$ = ...

Psionische Stufe

	Power	Stufe	Kosten
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			

STRATEGIES

EINSETZBAR PRO TAG

$\boxed{}$ = 3 + **IN** + ...

Sonstiges

Uses today ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐

Stufe **4**	
Stufe **7**	
Stufe **10**	
Stufe **13**	
Stufe **16**	
Stufe **19**	

| Stufe **20** | **MASTER STRATEGIST** 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. |