

COLLECTIVE

MAXIMUM MEMBERS

Tactician
Level

= INT 0 ÷ 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).

Nivel 15 Rango ilimitado Nivel 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

Nivel 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

Nivel 3 Members can communicate without sharing a language.

Members can borrow abilities as if they were touching.

IMPROVED SHARE

Nivel 5 May manifest 2 Shared powers at once

Nivel 11 3 Shared powers Nivel 17 4 Shared powers

COORDINATE

Nivel 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

Nivel 8 Copy magical and psionic effects between members. This costs points equal to the caster or manifest level.

Por 4 puntos, extiende el efecto a un objetivo extra.

SHARED KNOWLEDGE

Nivel 14 By expending psionic focus, try to manifest a power known by any member. Must pass a spellcraft check (DC = 20 + spell level).

PSIÓNICA

POWER POINTS AL DÍA

Puntos Base Puntos Adicionales Racial Misc

= + + +

= INT × ÷ 2 (Redondear abajo)

Puntos Poder usados hoy

NIVELES DE PODER

Nivel de Poder	Coste Puntos	CD Salv. Poder	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

PODERES CONOCIDOS

PODERES CONOCIDOS	Tactician Level	MAX POWER NIVEL	POWER POINTS MAX COST	Nivel de Manifestador
<div></div>	=	<div></div>	<div></div>	=
Poder				Nivel Coste
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				
17				
18				
19				
20				

STRATEGIES

USOS PER DAY

Misc

Uses today

= 3 + INT +

Nivel 4

7

10

13

16

19

Nivel 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.