

3267
931

Tactician
Level
3253

COLLECTIVE

MAXIMUM MEMBERS

Tactician
Level

$$\boxed{} = 18 \times 691 \div 2$$

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).

66 Unlimited range 66 Collective may cross planes
15 19

COORDINATED STRIKE

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

3689 Tactician
BONUS Level

$$\boxed{} = (+ 3) \div 4$$

SPIRIT OF MANY

66 Network powers may manifest on any members, even
2 those out of range or who would be immune.
Spend additional power points to affect more members.

TELEPATHY

66 Members can communicate without sharing a language.
3 Members can borrow abilities as if they were touching.

IMPROVED SHARE

66 May manifest 2 Shared powers at once
5 66 3 Shared powers 66 4 Shared powers
11 17

COORDINATE

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

ECHO EFFECT

66 Copy magical and psionic effects between members.
8 This costs points equal to the caster or manifest level.
For 4 points, extend the effect to an extra target.

SHARED KNOWLEDGE

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

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3346
PER DAY

3264 3240 128 60

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

3317 3253

$$ = 18 \times \div 2$$

294

3321

3304

3306 3305 3314 3313

0 0
1 1
2 4
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4 7
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6 11

3393

3273

3275
KNOWN

Tactician
Level

3255
LEVEL

3274
MAX COST

3253

$$\boxed{} = = $$

3276

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STRATEGIES

504
PER DAY

60

3332

$$\boxed{} = 3 + 18 + $$

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66 **MASTER STRATEGIST**
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.