

COLLECTIVE

MAXIMUM MEMBERS

Tactician
Level

= INT lub ÷ 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).

Poziom 15 Unlimited range Poziom 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

Poziom 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

Poziom 3

Members can communicate without sharing a language.

Members can borrow abilities as if they were touching.

IMPROVED SHARE

Poziom 5

May manifest 2 Shared powers at once

Poziom 11 3 Shared powers Poziom 17 4 Shared powers

COORDINATE

Poziom 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

Poziom 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

Poziom 14

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

PSIONIKA

PUNKTY MOCY PER DAY

Bazowe Punkty

Premiowe Punkty

Rasowe

Inne

= + + +

Punkty Premiowe

Poziom Manifestującego

= INT × ÷ 2 (Zaokrąglane w dół)

Punkty Mocy zużyte dzisiaj

POZIOMY MOCY

Poziomy Mocy	Koszt	ST Rz. Obr. na Moc	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

ZNANE MOCE

MOCE KNOWN	Tactician Level	MAKSYMALNA MOC POZIOM	PUNKTY MOCY MAX COST	Poziom Manifestującego
<div></div>	=	<div></div>	<div></div>	=
Moc				Poziom Koszt
1				
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19				
20				

STRATEGIES

UŻYCIA NA DZIEŃ

Inne

Uses today

= 3 + INT +

Poziom 4

7

10

13

16

19

Poziom 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.