

PSIONICS EXPANDED

Tactician Level

Psionische Stufe

TACTICIAN

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 15

Unbegrenzte Reichweite

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.

TELEPATHIE

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 manifester 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

PRO TAG

Base Points

Bonus Punkte

Volks-bonus

Sonstiges

=

+

+

+

+

Bonus Punkte

Psionische Stufe

=

IN

×

÷ 2

(abrunden)

Machtpunkte heute eingesetzt

MACHTSTUFE			
Macht Stufe	Punkt Kosten	Macht Rettungswurf (SG)	Wilde Wogen Rettungswurf (SG)
0	0		
1	1		
2	4		
3	5		
4	7		
5	9		
6	11		

Power Save DC = 10 + INT + Power Level

BEKANNTE MÄCHTE			
MÄCHTE BEKANNT	Tactician Level	MAX. MACHT STUFE	MACHTPUNKTE MAX. KOSTEN
	=		=
Macht			Stufe Kosten
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			

STRATEGIES

ANZAHL PRO TAG

Sonstiges

Beute benützt

= 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.