PSIONICS EXPANDED Vitalist	VITAL	IST METHOD
Niveau de	Method	
	Extra power	
COLLECTIVE		
MAXIMUM Vitalist NEMBERS Level		
= SAG ou ÷ 2	Niveau Vitalist's Touch	
a member dies, make a Fortitude save (DC 15) or lose ower points equal to their hit dice.	2	
embers must be within Medium range (100ft + 10ft per level).	Niveau Pulse 6	
15 Unlimited range Niveau Collective may cross planes	Niveau Swift Aid	
OLLECTIVE HEALING istribute healing between members.	Niveau Vitalist's Expertise	
HEALTH SENSE	Niveau Master Vitalist	
iveau As a swift action, learn the health of members. 2 DC 15 Heal check to learn if any members are suffering	20	
from poison or disease.		DIRS CONNUS
SPIRIT OF MANY iveau Network powers may manifest on any members, even	POUVOIRS POUVOIR CONNUS NIVEAU	R MAX POINTS DE POUVQIR au de COUT MAX manifestation
those out of range or who would be immune. Spend additional power points to affect more members.		=
TELEPATHIE	Pouvoir	Niveau Coût
iveau Les membres peuvent communiquer sans langage commun.	1	
Members can borrow abilities as if they were touching. REQUEST AID	2	
iveau Members can request healing as a standard action; vitalist	3	
5 can grant the request as a free action. Or vitalist can heal any member as a standard action.	4	
Spend up to your level in power points, each healing 3hp.	6	
iveau HEALTH SENSE Heal check to stablise a dying member or heal wounds	7	
that inflict a movement penalty.	8	
HEALTH SENSE Heal check to stablise a dying member or heal wounds	9	
8 Heal check to stablise a dying member or heal wounds that inflict a movement penalty.	10	
iveau HEALTH SENSE 12 Heal check to treat a poisoned member.	11	
iveau HEALTH SENSE	EXTRA	
17 Heal check to treat a diseased member.		SFER WOUNDS
PSIONIQUES	Touch a target to heal their injuries, and take equiva	alent non-lethal damage yourself. UTILISATIONS
OINTS DE POUVOUS Bonus Racial Divers AR JOUR Points Points	HEALING Level	PAR JOUR Utilisation/j
= + + +	d6 = ÷ 3	= 3 + SAG
	(arrondi au supérieur)	AL HEALTH
Niveau de ints de Bonus manifestation	MAX Vitali	
= SAG × ÷ (arrondi à l'inférieur)	Niveau HEALTH Leve	el Cannot take from members of the collective.
Points de Pouvoirs utilisés aujourd'hui	3 pv = SAG +	Gain no healing from targets with hit dice less than half of Vitalist level.
	Niveau Steal health as a ranged touch attack within	30ft
	7	EAL LIFE
NIVEAUX DE POUVOIR Pouvoir Coût Pouvoir Wild Surge	FORTITUDE	Vitalist
Niveau Points Sauvegarde DD Save DC	DC	Level
0 0	14 = 10 + SAG + (· 2)
1 1	Gain 5hp for each of the target's hit dice.	ctive, or targets with more than 140 total hit points.
2 4	Calified Steal life Holli Illellibers of the collec	ouve, or targets with more than 140 total fift points.
3 5		
5 0		

6 11

Power Save DC = 10 + WIS + Power Level