PSIONICS EXPANDED
VITALIST

Vitalist Level

Livello psionico

VITALIST METHOD

Method

Extra power

Livello		
2	Vitalist's Touch	
6	Pulse	
8	Swift Aid	
11	Vitalist's Expertise	
20	Master Vitalist	

COLLECTIVE

MAXIMUM MEMBERS

Vitalist Level

[ ] = SAG 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).

Livello 15 Unlimited range   **Livello 19** Collective may cross planes

COLLECTIVE HEALING
Distribute healing between members.

Livello 2 — HEALTH SENSE
As a swift action, learn the health of members.
DC 15 Heal check to learn if any members are suffering from poison or disease.

Livello 2 — SPIRIT OF MANY
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.

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

Livello 5 — REQUEST AID
Members can request healing as a standard action; vitalist can grant the request as a free action. Or vitalist can heal any member as a standard action.
Spend up to your level in power points, each healing 3hp.

Livello 7 — HEALTH SENSE
Heal check to stablise a dying member or heal wounds that inflict a movement penalty.

Livello 8 — HEALTH SENSE
Heal check to stablise a dying member or heal wounds that inflict a movement penalty.

Livello 12 — HEALTH SENSE
Heal check to treat a poisoned member.

Livello 17 — HEALTH SENSE
Heal check to treat a diseased member.

POTERI NOTI

POTERI NOTI	LIVELLO MAX POTERE	PUNTI POTERE COSTO MAX	Livello psionico
[ ]	[ ]	[ ] =	_____

	POTERE	Livello	Costo
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
EXTRA			

PSIONICI

PUNTI POTERE PER DAY

	Punti Base	Punti Bonus	Razziale	Varie
[ ] =	_____ +	_____ +	_____ +	_____

Punti Bonus

_____ = SAG × _____ ÷ 2 (per difetto)

Punti Potere usati oggi

Livello psionico

TRANSFER WOUNDS

Touch a target to heal their injuries, and take equivalent non-lethal damage yourself.

HEALING   Vitalist Level
[d6] = _____ ÷ 3
(per eccesso)

USI AL GIORNO
[ ] = 3 + SAG _____

Usi oggi

STEAL HEALTH

Livello 3 — MAX HEALTH
[pf] = SAG _____ + _____

Cannot take a target below 0hp.
Cannot take from members of the collective.
Gain no healing from targets with hit dice less than half of Vitalist level.

Livello 7
Steal health as a ranged touch attack within 30ft

STEAL LIFE

Livello 14 — FORTITUDE DC   Vitalist Level
[ ] = 10 + SAG + (_____ ÷ 2)

Gain 5hp for each of the target's hit dice.

Cannot steal life from members of the collective, or targets with more than 140 total hit points.

LIVELLI DI POTERE

Livello Potere	Costo Punto	CD TS Potere	Wild Surge Save DC
0	0		
1	1		
2	4		
3	5		
4	7		
5	9		
6	11		

Power Save DC = 10 + **WIS** + Power Level