PSIONICS EXPANDED
VITALIST

Nível de Vitalista

Nível de Manifestação

COLLECTIVE

MAXIMUM MEMBERS

Nível de Vitalista

☐ = **SAB** ou _____ **÷ 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).

Nível		Nível	
15	Alcance ilimitado	**19**	Collective may cross planes

COLLECTIVE HEALING
Distribute healing between members.

Nível 2 — **SENSO DE CURA**
As a swift action, learn the health of members.
DC 15 Heal check to learn if any members are suffering from poison or disease.

Nível 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.

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

Nível 5 — **SOLICITAR AJUDA**
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.

Nível 7 — **SENSO DE CURA**
Heal check to stablise a dying member or heal wounds that inflict a movement penalty.

Nível 8 — **SENSO DE CURA**
Heal check to stablise a dying member or heal wounds that inflict a movement penalty.

Nível 12 — **SENSO DE CURA**
Heal check to treat a poisoned member.

Nível 17 — **SENSO DE CURA**
Heal check to treat a diseased member.

PSIÔNICOS

PONTOS DE PODER POR DIA

Pontos Base Pontos de Bônus Racial Outros

☐ = _____ + _____ + _____ + _____

Pontos de Bônus

Nível de Manifestação

_____ = **SAB** × _____ **÷ 2**
(Arredonda para Baixo)

Pontos de Poder usados hoje

NÍVEIS DE PODER

Nível de Poder	Custo de Ponto	Poder CD Teste	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

VITALIST METHOD

Method

Extra power

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

PODERES CONHECIDOS

PODERES CONHECIDO	PODER MAX NÍVEL	PONTOS DE PODER CUSTO MAX	Nível de Manifestação
☐	☐	☐	= _____

	Poder	Nível	Custo
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
EXTRA			

TRANSFERIR FERIMENTOS

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

HEALING Nível de Vitalista **USOS POR DIA** Usos hoje

☐ **d6** = _____ **÷ 3**   _____ = 3 + **SAB**
(Arredonda para Cima)

STEAL HEALTH

Nível 3 — **MAX CURA** Nível de Vitalista
☐ **pv** = **SAB** + _____

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.

Nível 7 — Steal health as a ranged touch attack within 30ft

STEAL LIFE

Nível 14 — **FORTITUDE CD** Nível de Vitalista
☐ = 10 + **SAB** + (_____ **÷ 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.