

PSIONICS EXPANDED

VITALIST

Vitalist
Level

Manifester
Level

COLLECTIVE

MAXIMUM
MEMBERS

Vitalist
Level

$$\boxed{} = \text{INT} \text{ or } \boxed{} \div 2$$

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).

Level 15 Unlimited range Level 19 Collective may cross planes

COLLECTIVE HEALING

Distribute healing between members.

HEALTH SENSE

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

SPIRIT OF MANY

Level 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

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

HEALTH SENSE

Level 7 Heal check to stabilise a dying member or heal wounds that inflict a movement penalty.

HEALTH SENSE

Level 8 Heal check to stabilise a dying member or heal wounds that inflict a movement penalty.

HEALTH SENSE

Level 12 Heal check to treat a poisoned member.

HEALTH SENSE

Level 17 Heal check to treat a diseased member.

PSIONICS

POWER POINTS
PER DAY

Base
Points

Bonus
Points

Racial

Misc

$$\boxed{} = \boxed{} + \boxed{} + \boxed{} + \boxed{}$$

Bonus Points Manifester Level

$$= \text{WIS} \times \boxed{} \div 2 \quad (\text{Round down})$$

Power Points used today

POWER LEVELS

Power Level	Point Cost	Power Save DC	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

Level

2

Level Pulse

6

Level Swift Aid

8

Level Vitalist's Expertise

11

Level Master Vitalist

20

KNOWN POWERS

POWERS
KNOWN

MAX POWER
LEVEL

POWER POINTS
MAX COST

Manifester
Level

$$= \boxed{}$$

Power

Level

Cost

1

2

3

4

5

6

7

8

9

10

11

EXTRA

STEAL HEALTH

MAX
HEALTH

Vitalist
Level

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.

Level

3

$$\boxed{} \text{ hp} = \text{WIS} +$$

Level

7

Steal health as a ranged touch attack within 30ft

STEAL LIFE

FORTITUDE
DC

Vitalist
Level

Level

14

$$\boxed{} = 10 + \text{DEX} + \left(\boxed{} \div 2 \right)$$

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.