PSIONICS EXPANDED VİTALİST

Vitalist Level	
Livello	

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MAXIMUM MEMBERS

Vitalist Level

= INT

0

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 Unlimited range 15

Livello Collective may cross planes

COLLECTIVE HEALING

Distribute healing between members.

HEALTH SENSE

Livello 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

Livello 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.

TELEPATIA

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

REQUEST AID

Livello Members can request healing as a standard action; vitalist can grant the request as a free action. Or vitalist can heal 5 any member as a standard action.

Spend up to your level in power points, each healing 3hp.

Livello HEALTH SENSE

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

Livello HEALTH SENSE

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

Livello HEALTH SENSE

12 Heal check to treat a poisoned member.

Livello HEALTH SENSE

17 Heal check to treat a diseased member.

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Punti Bonus				Livello				
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1	Ñ.	LIVE	LLI DI POT	ΓERE	,
	Livello Potere	Costo Punto	CD TS Potere	Wild Surge Save DC	
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	1	1			
	2	4			
	3	5			
	4	7			
	5	9			
	6	11			

Power Save DC = 10 + WIS + Power Level

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TOUCH A LATUEL TO HEAT THEIR HINDIES, AND TAKE EURIVAIENT HON-TERNAL DAMAGE VOIDSEN		a target to heal their injuries a		e vourself.		

Vitalist USI Uses today AL GIORNO **HEALING** Level ÷ 3 = 3 + d6 (per eccesso)

×	STEAL HEALTH						
	MAX					Vitalist	Cannot take a target below 0hp.
Livello	HEALTH					Level	Cannot take from members of the collective.
3		pf	=	SAG	+		Gain no healing from targets with hit dice less than half of Vitalist level.

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

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

_		SIEAL	LIFE
	FORTITUDE DC	Vital Lev	
ivello 14		= 10 + SAG + (÷2)
	Gain 5hp for eacl	n of the target's hit dice.	