

COLLECTIVE

MAXIMUM
MEMBERSVitalist
Level

$$\boxed{} = \text{SAG} \text{ ou } \boxed{} \div 2$$

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).

Niveau 15 Unlimited range Niveau 19 Collective may cross planes

COLLECTIVE HEALING

Distribute healing between members.

HEALTH SENSE

Niveau As a swift action, learn the health of members.

2 DC 15 Heal check to learn if any members are suffering from poison or disease.

SPIRIT OF MANY

Niveau Network powers may manifest on any members, even those out of range or who would be immune.

2 Spend additional power points to affect more members.

TELEPATHIE

Niveau Les membres peuvent communiquer sans langage commun.

3 Members can borrow abilities as if they were touching.

REQUEST AID

Niveau 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.

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

HEALTH SENSE

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

7

HEALTH SENSE

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

8

HEALTH SENSE

Niveau Heal check to treat a poisoned member.

12

HEALTH SENSE

Niveau Heal check to treat a diseased member.

17

PSIONIQUES

POINTS DE POUVOIR
PAR JOURBase
PointsBonus
Points

Racial

Divers

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

Points de Bonus

Niveau de
manifestation

$$\boxed{} = \text{SAG} \times \boxed{} \div 2 \text{ (arrondi à l'inférieur)}$$

Points de Pouvoirs utilisés aujourd'hui

NIVEAUX DE POUVOIR

Pouvoir Niveau	Coût Points	Pouvoir Sauvegarde DD	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

Niveau Vitalist's Touch

2

Niveau Pulse

6

Niveau Swift Aid

8

Niveau Vitalist's Expertise

11

Niveau Master Vitalist

20

POUVOIRS CONNUS

POUVOIRS
CONNUSPOUVOIR MAX
NIVEAUPOINTS DE POUVOIR
COUT MAXNiveau de
manifestation

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

Pouvoir

Niveau

Coût

1

2

3

4

5

6

7

8

9

10

11

EXTRA

TRANSFER WOUNDS

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

HEALING

Vitalist
Level

$$\boxed{} \text{ d6} = \boxed{} \div 3 \text{ (arrondi au supérieur)}$$

UTILISATIONS
PAR JOUR

Utilisation/jour

$$\boxed{} = 3 + \text{SAG} \div 2$$

□	□	□
□	□	□
□	□	□

STEAL HEALTH

MAX
HEALTHVitalist
Level

$$\text{Niveau } \boxed{} \text{ pv} = \text{SAG} + \boxed{}$$

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.

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

STEAL LIFE

FORTITUDE
DCVitalist
Level

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

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.