

## COLLECTIVE

MAXIMUM  
MEMBERSVitalist  
Level

$$\boxed{\phantom{000}} = \text{SAB} \text{ ou } \boxed{\phantom{000}} \div 2$$

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).

Nível 15 Unlimited range      Nível 19 Collective may cross planes

## COLLECTIVE HEALING

Distribute healing between members.

## SENSE DE CURA

Nível 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

Nível 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.

## TELEPATIA

Nível Members can communicate without sharing a language.

3 Members can borrow abilities as if they were touching.

## SOLICITAR AJUDA

Nível 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.

## SENSE DE CURA

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

7

## SENSE DE CURA

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

8

## SENSE DE CURA

Nível Heal check to treat a poisoned member.

12

## SENSE DE CURA

Nível Heal check to treat a diseased member.

17

## PSIÔNICOS

PONTOS DE PODER  
POR DIA

Pontos Base      Pontos Bônus      Racial      Outros

$$\boxed{\phantom{000}} = \boxed{\phantom{000}} + \boxed{\phantom{000}} + \boxed{\phantom{000}} + \boxed{\phantom{000}}$$

Pontos de Bônus

Nível de Manifestação

$$\boxed{\phantom{000}} = \text{SAB} \times \boxed{\phantom{000}} \div 2 \quad (\text{Arredonda para Baixo})$$

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 Vitalist's Touch

2

Nível Pulse

6

Nível Swift Aid

8

Nível Vitalist's Expertise

11

Nível Master Vitalist

20

## PODERES CONHECIDOS

PODERES  
CONHECIDOPODER MAX  
NÍVELPONTOS DE PODER  
CUSTO MAX

Nível de Manifestação




$$= \boxed{\phantom{000}}$$

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

Vitalist  
Level

d6

$$= \boxed{\phantom{000}} \div 3$$

(Arredonda para Cima)

USOS  
POR DIA

$$= 3 + \text{SAB}$$

Uses today

☐☐☐  
☐☐☐  
☐☐☐

## STEAL HEALTH

MAX  
CURAVitalist  
Level

Nível

3

hp

$$= \text{SAB} + \boxed{\phantom{000}}$$

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

FORTITUDE  
CDVitalist  
Level

Nível

14

$$= 10 + \text{SAB} + \left( \boxed{\phantom{000}} \div 2 \right)$$

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.