

## VITALIST

## COLLECTIVE

MAXIMUM  
MEMBERSVitalist  
Level

$$\boxed{\phantom{000}} = \text{WIS} \text{ or } \boxed{\phantom{000}} \div 2$$

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).

Level 15 Unlimited range      Level 19 Collective may cross planes

## COLLECTIVE HEALING

Distribute healing between members.

## HEALTH SENSE

Level 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

Level 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.

## TELEPATHY

Level Members can communicate without sharing a language.

3 Members can borrow abilities as if they were touching.

## REQUEST AID

Level 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

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

7

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

## HEALTH SENSE

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

8

Level 12 Heal check to treat a poisoned member.

## HEALTH SENSE

Level Heal check to treat a poisoned member.

12

Level 17 Heal check to treat a diseased member.

## HEALTH SENSE

Level Heal check to treat a diseased member.

17

## PSIONICS

POWER POINTS  
PER DAYBase  
PointsBonus  
Points

Racial

Misc

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

Bonus Points

Manifester  
Level

$$\boxed{\phantom{000}} = \text{WIS} \times \boxed{\phantom{000}} \div 2 \quad (\text{Round down})$$

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 Vitalist's Touch

2

Level Pulse

6

Level Swift Aid

8

Level Vitalist's Expertise

11

Level Master Vitalist

20

## KNOWN POWERS

POWERS  
KNOWNMAX POWER  
LEVELPOWER POINTS  
MAX COSTManifester  
Level

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

Power

Level

Cost

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  
LevelUSES  
PER DAY

Uses today

d6

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

(Round up)

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

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## STEAL HEALTH

MAX  
HEALTHVitalist  
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

hp

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

Level

7

Steal health as a ranged touch attack within 30ft

## STEAL LIFE

FORTITUDE  
DCVitalist  
Level

Level

14

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

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.