

VITALIST

COLLECTIVE

MAXIMUM
MEMBERSVitalist
Level

$$\boxed{} = \text{INT } 0 \div 2$$

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).

Livello **15** Unlimited range Livello **19** Collective may cross planes

COLLECTIVE HEALING

Distribute healing between members.

HEALTH SENSE

Livello **2** 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

Livello **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

Livello **3** Members can communicate without sharing a language.

Members can borrow abilities as if they were touching.

REQUEST AID

Livello **5** 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.

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

HEALTH SENSE

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

HEALTH SENSE

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

HEALTH SENSE

Livello **12** Heal check to treat a poisoned member.

HEALTH SENSE

Livello **17** Heal check to treat a diseased member.

PSIONICS

POWER POINTS
PER DAYBase
PointsBonus
Points

Razziale

Altro

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

Bonus Points

Manifester
Level

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

(Arrotondato per difetto)

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

Livello Vitalist's Touch

2

Livello Pulse

6

Livello Swift Aid

8

Livello Vitalist's Expertise

11

Livello Master Vitalist

20

KNOWN POWERS

POWERS
KNOWNMAX POWER
LEVELPOWER POINTS
MAX COSTManifester
Level

$$= \boxed{}$$

Power

Livello

Costo

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

USI

Uses today

d6

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

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

(Arrotond. per eccesso)

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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.

Livello

3

pf

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

Livello

7

Steal health as a ranged touch attack within 30ft

STEAL LIFE

FORTITUDE
DCVitalist
Level

Livello

14

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

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.