

COLLECTIVE

MAXIMUM
MEMBERSVitalist
Level

$$\boxed{} = \text{IN} \text{ oder } \boxed{} \div 2$$

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).

Stufe 15 Unlimited range Stufe 19 Collective may cross planes

COLLECTIVE HEALING

Distribute healing between members.

HEALTH SENSE

Stufe 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

Stufe 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

Stufe Members can communicate without sharing a language.

3 Members can borrow abilities as if they were touching.

REQUEST AID

Stufe 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

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

7

HEALTH SENSE

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

8

HEALTH SENSE

Stufe Heal check to treat a poisoned member.

12

HEALTH SENSE

Stufe Heal check to treat a diseased member.

17

PSIONICS

POWER POINTS
PER DAYBase
PointsBonus
Punkt

Feats

Sonstiges

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

Bonus Points Psionische Stufe

$$\boxed{} = \text{WE} \times \boxed{} \div 2 \quad (\text{abrunden})$$

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

Stufe Vitalist's Touch

2

Stufe Pulse

6

Stufe Swift Aid

8

Stufe Vitalist's Expertise

11

Stufe Master Vitalist

20

KNOWN POWERS

POWERS
KNOWNMAX POWER
LEVELPOWER POINTS
MAX COST

Psionische Stufe

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

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

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

Power

Stufe

Kosten

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
LevelEINSETZBAR
PRO TAG

Uses today

$$\boxed{} \text{ W6}$$

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

(aufrunden)

$$\boxed{} = 3 + \boxed{}$$

WE

□	□	□
□	□	□
□	□	□

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.

Stufe

3

$$\boxed{} \text{ TP} = \text{WE} + \boxed{}$$

Stufe

7

Steal health as a ranged touch attack within 30ft

STEAL LIFE

FORTITUDE
DCVitalist
Level

Stufe

14

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

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.