

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 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 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

Livello Members can communicate without sharing a language.

3 Members can borrow abilities as if they were touching.

REQUEST AID

Livello 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

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

7

HEALTH SENSE

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

8

HEALTH SENSE

Livello Heal check to treat a poisoned member.

12

HEALTH SENSE

Livello Heal check to treat a diseased member.

17

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

=

÷ 3

= 3 +

SAG

(Arrotond. per eccesso)

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

=

SAG

+

Livello

7

Steal health as a ranged touch attack within 30ft

STEAL LIFE

FORTITUDE
DCVitalist
Level

Livello

14

= 10 +

DES

+

(

÷ 2)

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.