

## VITALIST

## COLLECTIVE

MAXIMUM  
MEMBERSVitalist  
Level

$$\boxed{\phantom{00}} = \text{IN} \text{ oder } \boxed{\phantom{00}} \div 2$$

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  
Points

Feats

Sonstiges

$$\boxed{\phantom{00}} = \boxed{\phantom{00}} + \boxed{\phantom{00}} + \boxed{\phantom{00}} + \boxed{\phantom{00}}$$

Bonus Points

Manifester  
Level

$$\boxed{\phantom{00}} = \text{WE} \times \boxed{\phantom{00}} \div 2 \quad (\text{abrunden})$$

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 COSTManifester  
Level

$$= \boxed{\phantom{00}}$$

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

W6

$$= \boxed{\phantom{00}} \div 3$$

(aufrunden)

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

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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.

Stufe

3

TP

$$= \text{WE} + \boxed{\phantom{00}}$$

Stufe

7

Steal health as a ranged touch attack within 30ft

## STEAL LIFE

FORTITUDE  
DCVitalist  
Level

Stufe

14

$$= 10 + \text{GE} + \left( \boxed{\phantom{00}} \div 2 \right)$$

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.