

3267

Vitalist  
Level

3253

VITALIST

## COLLECTIVE

MAXIMUM  
MEMBERSVitalist  
Level

$$\boxed{\phantom{000}} = 18 \quad 691 \quad \div 2$$

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).

66 Unlimited range      66 Collective may cross planes  
15 19

## COLLECTIVE HEALING

Distribute healing between members.

## HEALTH SENSE

- 66 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

- 66 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

- 66 Members can communicate without sharing a language.  
3 Members can borrow abilities as if they were touching.

## HEALTH SENSE

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

## HEALTH SENSE

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

## HEALTH SENSE

- 66 Heal check to treat a poisoned member.  
12

## HEALTH SENSE

- 66 Heal check to treat a diseased member.  
17

3300

3346 PER DAY      3264      3240      128      60

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

3317      3253

$$= 23 \times \boxed{\phantom{000}} \div 2$$

294      3321

3304

3306      3305      3314      3313

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

66 Vitalist's Touch  
2

66 Pulse  
6

66 Swift Aid  
8

66 Vitalist's Expertise  
11

66 Master Vitalist  
20

3273

3275  
KNOWN3255  
LEVEL3274  
MAX COST

3253

$\boxed{\phantom{000}}$	$=$	$\boxed{\phantom{000}}$	$\boxed{\phantom{000}}$
3276		66	1304
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      504 PER DAY      3332

$$\boxed{293} = \boxed{\phantom{000}} \div 3$$

$$\boxed{\phantom{000}} = 3 + \boxed{23}$$

212

## 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.

66  
3

$$\boxed{14} = \boxed{23} + \boxed{\phantom{000}}$$

66 Steal health as a ranged touch attack within 30ft  
7

## STEAL LIFE

FORTITUDE  
DCVitalist  
Level

66  
14

$$\boxed{\phantom{000}} = 10 + \boxed{30} + \left( \boxed{\phantom{000}} \div 2 \right)$$

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.