

## COLLECTIVE

MAXIMUM  
MEMBERSVitalist  
Level

= **IN** **oder**  ÷ 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** Unbegrenzte Reichweite Stufe **19** Collective may cross planes

## COLLECTIVE HEALING

Distribute healing between members.

## HEALTH SENSE

Stufe **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

Stufe **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

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

Members can borrow abilities as if they were touching.

## REQUEST AID

Stufe **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

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

## HEALTH SENSE

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

## HEALTH SENSE

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

## HEALTH SENSE

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

## PSIONICS

POWER POINTS  
PRO TAGBase  
PointsBonus  
Punkt

Rasse

Sonst. Mod.

=  +  +  +

Bonus Points Psionische Stufe

= **WE** ×  ÷ 2 (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 + **WE** + 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= 

Power

Stufe

Kosten

**1****2****3****4****5****6****7****8****9****10****11****11**

EXTRA

## TRANSFER WOUNDS

Touch a target to heal their injuries, and take equivalent non-lethal damage yourself.

## HEALING

Vitalist  
LevelANZAHL  
PRO TAG

Uses today

 W6=  ÷ 3

(aufrunden)

= 3 + **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= **WE** + 

Stufe

**7**

Steal health as a ranged touch attack within 30ft

## STEAL LIFE

FORTITUDE  
DCVitalist  
Level

Stufe

**14**

= 10 + **GE** + (  ÷ 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.