

VITALIST

COLLECTIVE

MAXIMUM
MEMBERSVitalist
Level

$$\boxed{} = \text{INT} \text{ or } \boxed{} \div 2$$

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).

Level 15 Unlimited range Level 19 Collective may cross planes

COLLECTIVE HEALING

Distribute healing between members.

HEALTH SENSE

Level 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

Level 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

Level Members can communicate without sharing a language.

3 Members can borrow abilities as if they were touching.

REQUEST AID

Level 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

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

7

HEALTH SENSE

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

8

HEALTH SENSE

Level Heal check to treat a poisoned member.

12

HEALTH SENSE

Level Heal check to treat a diseased member.

17

PSIONICS

POWER POINTS
PER DAYBase
PointsBonus
Points

Racial

Misc

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

Bonus Points

Manifester
Level

$$\boxed{} = \text{WIS} \times \boxed{} \div 2 \text{ (Round down)}$$

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

Level Vitalist's Touch

2

Level Pulse

6

Level Swift Aid

8

Level Vitalist's Expertise

11

Level Master Vitalist

20

KNOWN POWERS

POWERS
KNOWNMAX POWER
LEVELPOWER POINTS
MAX COSTManifester
Level

$$= \boxed{}$$

Power

Level

Cost

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
LevelUSES
PER DAY

Uses today

d6

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

(Round up)

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

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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.

Level

3

hp

$$= \text{WIS} + \boxed{}$$

Level

7

Steal health as a ranged touch attack within 30ft

STEAL LIFE

FORTITUDE
DCVitalist
Level

Level

14

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

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.