

## COLLECTIVE

MAXIMUM  
MEMBERSVitalist  
Level

$$\boxed{\phantom{000}} = \text{INT } 0 \div 2$$

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.

## TELEPATIA

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

## PSIONICI

POWER POINTS  
al GIORNO

Punti Base      Punti Bonus      Razziale      Varie

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

Punti Bonus

Livello  
psionico

$$\boxed{\phantom{000}} = \text{SAG} \times \boxed{\phantom{000}} \div 2 \quad (\text{per difetto})$$

Punti Potere usati oggi

## LIVELLI DI POTERE

Livello Potere	Costo Punto	CD TS Potere	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

## POTERI NOTI

POTERI  
NOTILIVELLO MAX  
POTEREPUNTI POTERE  
COSTO MAXLivello  
psionico

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

POTERE

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  
LevelUSI  
AL GIORNO

Uses today

$$\boxed{\phantom{000}} \text{ d6} = \boxed{\phantom{000}} \div 3$$

(per eccesso)

$$\boxed{\phantom{000}} = 3 + \text{SAG}$$


## 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.

$$\text{Livello } 3 \quad \boxed{\phantom{000}} \text{ pf} = \text{SAG} + \boxed{\phantom{000}}$$

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

## STEAL LIFE

FORTITUDE  
DCVitalist  
Level

$$\text{Livello } 14 \quad \boxed{\phantom{000}} = 10 + \text{SAG} + \left( \boxed{\phantom{000}} \div 2 \right)$$

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.