

VITALIST

COLLECTIVE

MAXIMUM
MEMBERSVitalist
Level

$$\boxed{} = \text{RZT} \text{ lub } \boxed{} \div 2$$

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).

Poziom **15** Unlimited range Poziom **19** Collective may cross planes

COLLECTIVE HEALING

Distribute healing between members.

HEALTH SENSE

Poziom 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

Poziom 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

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

REQUEST AID

Poziom 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

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

HEALTH SENSE

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

HEALTH SENSE

Poziom Heal check to treat a poisoned member.
12

HEALTH SENSE

Poziom Heal check to treat a diseased member.
17

PSIONIKA

PUNKTY MOCY
NA DZIEŃBazowe
PunktyPremiowe
Punkty

Rasowe

Inne

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

Punkty Premiowe

Poziom
Manifestującego

$$\boxed{} = \text{RZT} \times \boxed{} \div 2$$

(Zaokrąglane w dół)

Punkty Mocy zużyte dzisiaj

POZIOMY MOCY

Poziomy Mocy	Koszt	ST Rz. Obr. na Moc	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

Poziom Vitalist's Touch

2

Poziom Pulse

6

Poziom Swift Aid

8

Poziom Vitalist's Expertise

11

Poziom Master Vitalist

20

ZNANE MOCY

MOCE
ZNANEMAKSYMALNA MOC
POZIOMPUNKTY MOCY
MAKSYMALNYPoziom
Manifestującego

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

Moc

Poziom

Koszt

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
LevelUŻYCIA
NA DZIEŃ

Użycia dziś

$$\boxed{} \text{ k6} = \boxed{} \div 3$$

(Zaokrąglane w górę)

$$\boxed{} = 3 + \text{RZT}$$

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.

Poziom **3**

$$\boxed{} \text{ pw} = \text{RZT} + \boxed{}$$

Poziom **7** Steal health as a ranged touch attack within 30ft

STEAL LIFE

FORTITUDE
DCVitalist
Level

Poziom **14**

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

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.