

## VITALIST

## COLLECTIVE

MAXIMUM  
MEMBERSVitalist  
Level

$$\boxed{\phantom{00}} = \text{RZT} \text{ lub } \boxed{\phantom{00}} \div 2$$

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

$$\boxed{\phantom{00}} = \boxed{\phantom{00}} + \boxed{\phantom{00}} + \boxed{\phantom{00}} + \boxed{\phantom{00}}$$

Punkty Premiowe

Poziom  
Manifestującego

$$\boxed{\phantom{00}} = \text{RZT} \times \boxed{\phantom{00}} \div 2 \quad (\text{Zaokrąglane w dół})$$

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 MOC

MOCE  
ZNANEMAKSYMALNA MOC  
POZIOMPUNKTY MOCY  
MAKSYMALNYPoziom  
Manifestującego

$$\boxed{\phantom{00}} = \boxed{\phantom{00}}$$

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

$$\boxed{\phantom{00}} \text{ k6} = \boxed{\phantom{00}} \div 3$$

(Zaokrąglane w górę)

$$\boxed{\phantom{00}} = 3 + \text{RZT}$$


## 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**

pw

$$= \text{RZT} + \boxed{\phantom{00}}$$

Poziom

**7**

Steal health as a ranged touch attack within 30ft

## STEAL LIFE

FORTITUDE  
DCVitalist  
Level

Poziom

**14**

$$\boxed{\phantom{00}} = 10 + \text{RZT} + \left( \boxed{\phantom{00}} \div 2 \right)$$

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.