

## VITALIST

## COLLECTIVE

MAXIMUM  
MEMBERSVitalist  
Level

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

Si un miembro muere, hacer una tirada de Fortaleza (CD 15) o pierde puntos de poder equivalentes a sus dados de golpe.

Members must be within Medium range (100ft + 10ft per level).

Nivel 15 Rango ilimitado      Nivel 19 Collective may cross planes

## COLLECTIVE HEALING

Distribute healing between members.

## HEALTH SENSE

Nivel 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

Nivel 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.

## TELEPATÍA

Nivel Members can communicate without sharing a language.

3 Members can borrow abilities as if they were touching.

## REQUEST AID

Nivel 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

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

7

## HEALTH SENSE

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

8

## HEALTH SENSE

Nivel Heal check to treat a poisoned member.

12

## HEALTH SENSE

Nivel Heal check to treat a diseased member.

17

## PSIÓNICA

POWER POINTS  
AL DÍA

Puntos Base      Puntos Adicionales      Racial      Misc

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

Puntos Adicionales

Nivel de  
Manifestador

$$\boxed{\phantom{000}} = \text{SAB} \times \boxed{\phantom{000}} \div 2 \quad (\text{Redondear abajo})$$

Puntos Poder usados hoy

## NIVELES DE PODER

Nivel de Poder	Coste Puntos	CD Salv. Poder	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

Nivel Vitalist's Touch

2

Nivel Pulse

6

Nivel Swift Aid

8

Nivel Vitalist's Expertise

11

Nivel Master Vitalist

20

## PODERES CONOCIDOS

PODERES  
CONOCIDOSMAX POWER  
NIVELPUNTOS DE PODER  
COSTO MAXIMONivel de  
Manifestador



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

Poder

Nivel

Coste

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  
LevelUSOS  
AL DÍA

Usos Diarios

d6

=

÷ 3

=

3 +

SAB

(Redondear arriba)

## STEAL HEALTH

## SALUD

## MÁXIMA

Vitalist  
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.

Nivel

3

pg

=

SAB

+

Nivel

7

Steal health as a ranged touch attack within 30ft

## STEAL LIFE

## CD

## FORTALEZA

Vitalist  
Level

Nivel

14

=

10 +

SAB

+

(

÷ 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.