

COLLECTIVE

MAXIMUM
MEMBERSVitalist
Level

$$\boxed{} = \text{SAB} \text{ ou } \boxed{} \div 2$$

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).

Nível 15 Unlimited range Nível 19 Collective may cross planes

COLLECTIVE HEALING

Distribute healing between members.

SENSE DE CURA

Nível 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

Nível 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

Nível Members can communicate without sharing a language.

3 Members can borrow abilities as if they were touching.

SOLICITAR AJUDA

Nível 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.

SENSE DE CURA

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

7

SENSE DE CURA

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

8

SENSE DE CURA

Nível Heal check to treat a poisoned member.

12

SENSE DE CURA

Nível Heal check to treat a diseased member.

17

PSIONICS

PONTOS DE PODER
POR DIA

Pontos Base Pontos Bônus Racial Outros

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

Pontos de Bônus

Nível de
Manifestação

$$\boxed{} = \text{SAB} \times \boxed{} \div 2 \quad (\text{Arredonda para Baixo})$$

Pontos de Poder usados hoje

NÍVEIS DE PODER

Nível de Poder

Custo de Ponto

Power
Save DCWild 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

Nível Vitalist's Touch

2

Nível Pulse

6

Nível Swift Aid

8

Nível Vitalist's Expertise

11

Nível Master Vitalist

20

PODERES CONHECIDOS

PODERES
CONHECIDOPODER MAX
NÍVELPONTOS DE PODER
CUSTO MAXNível de
Manifestação

$$= \boxed{}$$

Poder

Nível

Custo

1

2

3

4

5

6

7

8

9

10

11

EXTRA

TRANSFERIR FERIMENTOS

Touch a target to heal their injuries, and take equivalent non-lethal damage yourself.

HEALING

Vitalist
Level

d6

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

(Arredonda para Cima)

USOS
POR DIA

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

Uses today

<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
CURAVitalist
Level

Nível

3

hp

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

Nível

7

Steal health as a ranged touch attack within 30ft

STEAL LIFE

FORTITUDE
CDVitalist
Level

Nível

14

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

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.