

COLLECTIVE

MAXIMUM
MEMBERSVitalist
Level

$$\boxed{} = \text{INT} \text{ или } \boxed{} \div 2$$

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).

Уровень 15 Unlimited range Уровень 19 Collective may cross planes

COLLECTIVE HEALING

Distribute healing between members.

HEALTH SENSE

Уровень 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

Уровень 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.

TELEPATHY

Уровень Members can communicate without sharing a language.

3 Members can borrow abilities as if they were touching.

REQUEST AID

Уровень 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

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

7

HEALTH SENSE

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

8

HEALTH SENSE

Уровень Heal check to treat a poisoned member.

12

HEALTH SENSE

Уровень Heal check to treat a diseased member.

17

PSIONICS

POWER POINTS
PER DAYBase
PointsBonus
Points

Рассовый

Прочее

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

Bonus Points

Manifester
Level

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

(Округлять к меньшему)

Power Points used today

POWER LEVELS

Power Level	Point Cost	Power Save DC	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

Уровень Vitalist's Touch

2

Уровень Pulse

6

Уровень Swift Aid

8

Уровень Vitalist's Expertise

11

Уровень Master Vitalist

20

KNOWN POWERS

POWERS
KNOWNMAX POWER
LEVELPOWER POINTS
MAX COSTManifester
Level

$$= \boxed{}$$

Power

Уровень

Цена

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
LevelUSES
PER DAY

Uses today

d6

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

(Округлять вверх)

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

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.

Уровень

3

hp

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

Уровень

7

Steal health as a ranged touch attack within 30ft

STEAL LIFE

FORTITUDE
DCVitalist
Level

Уровень

14

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

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.