

VITALIST

COLLECTIVE

MAXIMUM
MEMBERSVitalist
Level

$$\boxed{} = \text{INT } 0 \div 2$$

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

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

Puntos Adicionales

Nivel de
Manifestador

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

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
CONOCIDOSNIVEL DE
PODER MÁXIMOPUNTOS DE PODER
COSTO MÁXIMO Nivel de
Manifestador $\boxed{}$ $\boxed{}$ $\boxed{}$ $= \boxed{}$

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

 $\boxed{}$ d6 $= \boxed{} \div 3$

(Redondear arriba)

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

STEAL HEALTH

SALUD
MÁXIMAVitalist
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

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

Nivel

7

Steal health as a ranged touch attack within 30ft

STEAL LIFE

CD
FORTALEZAVitalist
Level

Nivel

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.