

PATH OF WAR

ZEALOT

Zealot
Level

MANOEUVRES

MAX MANOEUVRE
LEVEL

Initiator
Level

= (+ 1) ÷ 2

Manoeuvre
Save DC = 10 + CHA + Manoeuvre
Level

MANOEUVRES
KNOWN

READIED
MANOEUVRES

As a standard action, recover one manoeuvre.

As a standard action, aid another in combat to activate Zeal and recover CHA manoeuvres.

COMPARTMENTALISED AID

As a standard action, aid yourself and recover CHA manoeuvres. The +2 bonus applies to an attack before the end of your next turn.

Level COMMITMENT

3 Aid members of your collective at any distance.

PSIONICS

POWER POINTS
PER DAY

Base
Points

Bonus
Punten

Racial

Misc

pts = + + +

Bonus Points

Manifester
Level

= CHA × ÷ 2 (Naar beneden afgerond)
Power Points

BURNING CONTEMPLATION

Use CHA instead of WIS to qualify for psionic feats.

DEFIANCE

Diehard

Level Automatically stabilise when you go below 0hp.

5 Take no damage for using Aid Another.

Do not die until your negative hp equal your Zealot Level + your constitution score.

STALWART

Level Take no damage on passing the Fortitude or Will save for an effect that would do partial damage.

MANOEUVRES

INITIATOR
LEVEL

Zealot
Level

Martial Prestige
Class Levels

Other
Class Levels

= + + (1 2 3 ÷ 2)

Manoeuvre

Type

Ready

Used

Range

Area

Save DC

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

STANCES

Stance

Active

Range

Area

Save DC

1

2

3

4

5

6

7

CONVICTION

Level

2

Level

6

Level

10

Level

14

Level

18

MISSION

Maintain psionic focus:

Level

4

Expend psionic focus:

Level

8