

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
Points

Racial

Misc

pts = + + +

Bonus Points

Manifester
Level

= **CHA** × ÷ 2 (Round down)

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.

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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