PATH OF WAR Zealot	MANEUVER:	S
ZEALOT	INITIATOR Zealot Martial Prestige LEVEL Level Class Levels	Other Class Levels
MANEUVERS	= + + (1	2 3 ÷ 2
MAX MANOEUVRE Initiator		,
LEVEL Level + 1) ÷ 2	Maneuver Type Really	Range Area Save DC
Manoeuvre Save DC = 10 + CHA + Manoeuvre Level	3	
MANOEUVRES READIED KNOWN MANOEUVRES	4	
	<u>5</u>	
As a standard action, recover one manoeuvre.	7 -	
As a standard action, aid another in combat to activate Zeal and	8	
recover CHA manoeuvres. COMPARTMENTALISED AID	9	
As a standard action, aid yourself and recover CHA manoeuvres. The +2 bonus applies to an attack before the end of your next turn.	10	
Level COMMITMENT	11	
3 Aid members of your collective at any distance.	12	
PSIONICS	13	
POWER POINTS Base Bonus Points Points Racial Misc	15	
pts = + + +	16	
	STANCES	, (
Bonus Points Manifester Level	Stance 1	Range Area Save DC
= CHA × ÷ 2 (Round down)	2	
Power Points (Hound down)	3	
	4	_
	5	
pts	6	_
BURNING CONTEMPLATION	CONVICTION	
Use CHA instead of WIS to qualify for psionic feats.	Level	
DEFIANCE	2	
Diehard Automatically stablise when you go below 0hp.	Level	
5 Take no damage for using Aid Another.	6	
Do not die until your negative hp equal your Zealot Level + your constitution score.	Level	
STALWART *	10	
Level Take no damage on passing the Fortitude or Will save for an effect that would do partial damage.	Level	
an effect that would do partial damage.	14	
	Level	
	18	
	MISSION	*
	Maintain psionic focus:	
	Level Expend psionic focus:	
	4 Experiu psiorito rocus.	
	Level	