PATH OF WAR Zealot	X	MANŒUVRES	*
ZEALOT	INITIATOR Zealot LEVEL Level	Martial Prestige Other Class Levels Class Levels	
MANŒUVRES	= +	+ (1 2 3 ÷	2)
MAX MANOEUVRE Initiator			
$\begin{bmatrix} \text{Level} \\ = (+ 1) \div 2 \end{bmatrix}$	Manoeuvre	Type A	Aire DD de sauvegard
= (+1) ÷2	1		
Manoeuvre Save DC = 10 + CHA + Manoeuvre Level	3		
MANOEUVRES READIED KNOWN MANOEUVRES	4		
MANOEOVILE	5		
	6		
As a standard action, recover one manoeuvre. As a standard action, aid another in combat to activate Zeal and	7 8		
recover CHA manoeuvres.	9		
COMPARTMENTALISED AID As a standard action, aid yourself and recover CHA manoeuvres.	10		
The +2 bonus applies to an attack before the end of your next turn.	11		
Niveau COMMITMENT 3 Aid members of your collective at any distance.	12		
PSIONIQUES	13		
POINTS DE POUVOIR Bonus Pagial Divers	14		
Points Points	15		
pts =+++	16	□ □ STANCES	*
	Stance	Ac _{like} Portée	Aire DD de sauvegard
Points de Bonus Niveau de manifestation	1		
= CHA × ÷ 2 (arrondi à l'inférie	eur) ²		
Points de Pouvoir	3		
	4		
	5		
pts	6		
BURNING CONTEMPLATION	×	CONVICTION	*
Use CHA instead of WIS to qualify for psionic feats.	Niveau		
Diehard	2		
Niveau Automatically stablise when you go below 0hp.	Niveau		
5 Take no damage for using Aid Another.	6		
Do not die until your negative hp equal your Zealot Level + your constitution score.	Niveau		
STALWART	10		
Niveau Take no damage on passing the Fortitude or Will save for 13 an effect that would do partial damage.	Niveau		
an enect that would do partial damage.	14		
	Niveau		
	18		
	X	MISSION	*
	Maintain psionic focus:		
	Niveau Expend psionic focus:		
	4 Experia psionic rocus.		
	Niveau		