

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.

**13**

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**