PATH OF WAR Zealot	MANOEUVRI	ES
ZEALOT	INITIATOR Zealot Martial Prestige LEVEL Level Class Levels	Other Class Levels
MANOEUVRES	= + + (1 2 3 ÷ 2)	
MAX MANOEUVRE Initiator		
$\begin{bmatrix} \text{Level} \\ + 1 \end{pmatrix} \div 2$	Manoeuvre Art Period	Reichweite Area RW SG
Manoeuvre Save DC = 10 + CH + Manoeuvre Level	3	
MANOEUVRES READIED KNOWN MANOEUVRES	4 = ===================================	
MANOEUVRES	5	
	6	
As a standard action, recover one manoeuvre.  As a standard action, aid another in combat to activate Zeal and	<u>7</u> 8	
recover CHA manoeuvres.  COMPARTMENTALISED AID	9	
As a standard action, aid yourself and recover <b>CHA</b> manoeuvres. The +2 bonus applies to an attack before the end of your next turn.	10	
Stufe COMMITMENT	11	
3 Aid members of your collective at any distance.	12	<del></del>
PSIONICS	13	
MACHTPUNKTE Base Bonus Punkte Volks- Sonstiges bonus	15	
Pkt. = + + +	16	
	STANCES	, i
Bonus Punkte Psionische Stufe	Stance 1	<sup>1</sup> H <sub>Tij</sub> Reichweite Area RW SG □
= CH × ÷ 2 (abrunden)	2	
Power Points	3	_
	4	_
	5	_
Pkt.	6	_
BURNING CONTEMPLATION	CONVICTION	N
Use CHA instead of WIS to qualify for psionic feats.  DEFIANCE	Stufe	
Diehard	2	
Automatically stablise when you go below 0hp.	Stufe	
5 Take no damage for using Aid Another. Do not die until your negative hp equal your Zealot Level	6	
+ your constitution score.	Stufe	
STALWART	10	
Stufe Take no damage on passing the Fortitude or Will save for an effect that would do partial damage.	Stufe	
	14	
	Stufe	
	MISSION	*
	Maintain psionic focus:	
	·	
	Stufe	
	4 Expend psionic focus:	
	Stufe	
	8	