

PATH OF WAR

ZEALOT

COLLECTIVE

COLLECTIVE

Know the state of your collective at all times.

Initiate non-personal manoeuvres on members of your collective at any range.

Cast non-touch spells, powers or manoeuvres through any member of your collective.

ZEAL

On successfully hitting an opponent with a strike manoeuvre, or using the aid another action, gain your Zeal bonus to attack rolls for one round.

TELEPATHY

Level 3 All members of your collective can communicate telepathically.

ECHOES OF STEEL

Level 4 On initiating a manoeuvre below your max level, spend one power point per manoeuvre level to grant a single use of that manoeuvre to a member of your collective.

The manoeuvre expires in 1 minute, or you can recall it before then.

Level 11 Grant two echoes manoeuvres at once.

COLLECTIVE

COLLECTIVE MAX MEMBERS Zeal Intensity

$$\boxed{} = \boxed{} + \left\{ \begin{array}{l} \text{CHA} \\ \text{or} \\ \text{Zealot Level} \end{array} \right\} \div 2$$

ZEAL INTENSITY Zealot Level

$$\boxed{} = \left(\boxed{} \div 5 \right) + 1 \text{ (Naar beneden afgerond)}$$

As a standard action, gather willing targets into your collective. Members must be in medium range or instantly leave the collective.

As a free action on your turn, remove one member. Members can leave as a free action on their turn.

If a member dies, make a DC 15 Fortitude save or:
• lose power points equal to the member's hit dice, or
• be sickened for that many rounds.

Level 9 **UNSHAKEABLE WILL**
Automatically pass the Fortitude save if a member dies.
Automatically pass the check to aid another member.

Level 15 Range limited only to the current plane.

Level 19 Range unlimited, even across planes.

MARTYRDOM

Once a round as a free action, redirect up to 5 points of damage from a member of your collective to yourself.

Level 2 This damage cannot be reduced by damage reduction, resistance, immunity or regeneration.

Spend up to your Zealot level in power points.
Negate 3 points of damage for each power point spent.

Level 7 Take up to 1 point of ability damage for every 3 Zealot levels.
Spend up to your Zealot level in power points.
Negate 1 points of ability damage for every two power points.

Level 12 Take damage from each member once per round.
Negate 5 points of damage for each power point spent.

Level 17 Negate 10 points of redirected damage.
Negate 6 points of damage for each power point spent.

METAPHYSICAL TRANSCENDENCE

Level 16 When a member dies, its soul stays with the collective for one day per Zealot Level and may be revived as if within 1 round.

Level 20 If you die, remain with the collective, and continue to aid its members, add and remove members.