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 All members of your collective can 3 communicate telepathically.

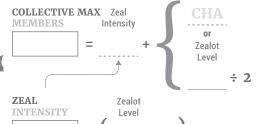
ECHOES OF STEEL

On initiating a manoeuvre below your max level, spend one power point per manoeuvre Level level to grant a single use of that manoeuvre 15 to a member of your collective.

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

Grant two echoes manoeuvres at once. 11

COLLECTIVE



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.

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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

UNSHAKEABLE WILL Automatically pass the Fortitude save if a member dies.

Automatically pass the check to aid another member.

Range limited only to the current plane.

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 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.

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 Take damage from each member once per round.

Negate 5 points of damage for each power point spent.

Level Negate 10 points of redirected damage.

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

METAPHYSICAL TRANSCENDENCE

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

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