PATH OF WAR Zealot	MANOEUVRE:	S
ZEALOT	INITIATOR Zealot Martial Prestige LEVEL Level Class Levels	Other Class Levels
MANOEUVRES	= + + (1 2 3 ÷ 2)	
MAX MANOEUVRE Initiator	·	
$= \left(\begin{array}{c} \text{Level} \\ + 1 \end{array}\right) \div 2$	Manoeuvre Art Registration	Reichweite Area RW SG
Manoeuvre Save DC = 10 + CH + Manoeuvre Level	3	
MANOEUVRES READIED KNOWN MANOEUVRES	4	
THE VIEW OF THE VI	<u>5</u>	
As a standard action, recover one manoeuvre.	7	
As a standard action, aid another in combat to activate Zeal and	8	
recover CHA manoeuvres. COMPARTMENTALISED AID	9 🗆	
As a standard action, aid yourself and recover CHA 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.	13	
PSIONICS MACHTPUNKTE Base Bonus Walles Constitute MACHTPUNKTE Base Bonus Walles Constitute Machtra Base B	14 -	
PRO TAG Points Punkte bonus bonus	15 -	
Pkt. =+ ++	16	
	STANCES	# (
Bonus Punkte Psionische Stufe	Stance 1	Reichweite Area RW SG
= CH × ÷ 2 (abrunden)	2	
Power Points	3	
	4	
	5	
Pkt.	7	_
BURNING CONTEMPLATION	CONVICTION	Ĭ
Use CHA instead of WIS to qualify for psionic feats. DEFIANCE	Stufe	
Diehard	2	
Stufe 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 Stuffe Till 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	10	
Stufe Take no damage on passing the Fortitude or Will save for an effect that would do partial damage.	Stufe	
	Stufe	
	MISSION	x (
	HIBBIOI	-
	Maintain psionic focus:	
	Stufe Expend psionic focus:	
	4 Expend psionic focus.	
	Stufe 8	