PATH OF WAR Zealot	X	MANEUVERS	× 1
ZEALOT			ner Levels
MANEUVERS	EEVEL Level Class	+ (Levels ÷ 2
MAX MANOEUVRE Initiator			
LEVEL Level + 1 ÷ 2	Maneuver 1	Type Pearly Confer	Range Area Save DC
Manoeuvre — 10 + CHA + Manoeuvre	2		
Save DC Level	3		
MANOEUVRES READIED KNOWN MANOEUVRES	5		
	6		
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		
Level COMMITMENT	11		
3 Aid members of your collective at any distance.	12		
PSIONICS	13		
POWER POINTS Base Bonus PER DAY Points Points Racial Misc	14		
pts = + + +	15 16		
, , , , , , , , , , , , , , , , , , ,	1	STANCES	*
Bonus Points Manifester	Stance	Active	Range Area Save DC
Level	1		
= CHA × ÷ 2 (Round down)	2		
Power Points	3		
	4		
	5		
pts	<u>6</u>		
BURNING CONTEMPLATION	×	CONVICTION	*
Use CHA instead of WIS to qualify for psionic feats.	Level		
Diehard	2		
Automatically stablise when you go below 0hp.	Level		
5 Take no damage for using Aid Another.	6		
Do not die until your negative hp equal your Zealot Level + your constitution score.	Level		
STALWART	10		
Level Take no damage on passing the Fortitude or Will save for	Level		
an effect that would do partial damage.	14		
	Level		
	18		
	×	MISSION	x (
	Maintain psionic focus:		
	Level Evnand priorie focus:		
	4 Expend psionic focus:		
	Level		
	Q		