PATH OF WAR Zealot	MANOEUVRES	
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 Type Say (Range Area Save DC
Manoeuvre Save DC = 10 + CHA + Manoeuvre Level	3	
MANOEUVRES READIED KNOWN MANOEUVRES	4 0	
MANOLOVILLE	<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	
Level COMMITMENT		
3 Aid members of your collective at any distance.	12	
PSIONICS	13	П
POWER POINTS Base Bonus Racial Misc PER DAY Points Points	15	
pts = + + +	16	
	STANCES	,
Bonus Points Manifester Level	Stance 1	Range Area Save DC
= CHA × ÷ 2 (Round down)	2	
Power Points (Notified down)	3	
	4	
	5	
pts	6	
BURNING CONTEMPLATION	CONVICTION	
Use CHA instead of WIS to qualify for psionic feats.	Level	
DEFIANCE	2	
Diehard , Automatically stablise when you go below 0hp.	Level	
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 Expend psionic focus:	
	4 Experiu psionic rocus.	
	Level 8	
	O	