

PATH OF WAR

ZEALOT

Zealot  
Level

MANEUVRY

MAX MANOEUVRE  
LEVEL

Initiator  
Level

= (  + 1 ) ÷ 2

Manoeuvre Save DC = 10 + **CHA** + Manoeuvre Level

MANOEUVRES  
KNOWN

READIED  
MANOEUVRES

As a standard action, recover one manoeuvre.

As a standard action, aid another in combat to activate Zeal and recover **CHA** manoeuvres.

COMPARTMENTALISED AID

As a standard action, aid yourself and recover **CHA** manoeuvres. The +2 bonus applies to an attack before the end of your next turn.

Poziom **COMMITMENT**

**3** Aid members of your collective at any distance.

PSIONIKA

PUNKTY MOCY  
NA DZIEŃ

Bazowe  
Punkty

Premiowe  
Punkty

Rasowe

Inne

ptk =  +  +  +

Punkty Premiowe

Poziom  
Manifestującego

= **CHA** ×  ÷ 2 (Zaokrąglane w dół)

Punkty Mocy

BURNING CONTEMPLATION

Use **CHA** instead of **WIS** to qualify for psionic feats.

DEFIANCE

Diehard

Poziom Automatically stabilise when you go below 0hp.

**5** Take no damage for using Aid Another.

Do not die until your negative hp equal your Zealot Level + your constitution score.

STALWART

Poziom Take no damage on passing the Fortitude or Will save for an effect that would do partial damage.

**13**

MANEWRY

INITIATOR  
LEVEL

Zealot  
Level

Poziomy Klas  
Prestiż. Adeptów Walki

Other  
Class Levels

=  +  + (  1  2  3 ÷ 2 )

Manewr

Rodzaj

Gotowy

Użyty

Zasięg

Obszar

ST Rz. Obr.

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

POSTAWY

Postawa

Aktywna

Zasięg

Obszar

ST Rz. Obr.

1

2

3

4

5

6

7

CONVICTION

Poziom

**2**

Poziom

**6**

Poziom

**10**

Poziom

**14**

Poziom

**18**

MISSION

Maintain psionic focus:

Poziom

**4**

Expend psionic focus:

Poziom

**8**