PATH OF WAR ZEALOT

COLLECTIVE

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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.

TELEPATÍA

Nivel All members of your collective can communicate telepathically.

ECHOES OF STEEL

Nivel

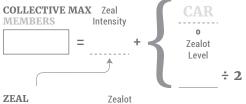
On initiating a manoeuvre below your max level, spend one power point per manoeuvre level to grant a single use of that manoeuvre to a member of your collective.

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

Nivel 11

Grant two echoes manoeuvres at once.

COLLECTIVE



INTENSITY

= (÷ 5) + 1
(Redondear aba)

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.

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.

Nivel UNSHAKEABLE WILL

Automatically pass the Fortitude save if a member dies.

Automatically pass the check to aid another member.

livel

Range limited only to the current plane.

Nive

19 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.

Nivel 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.

7 Spend up to your Zealot level in power points.

Negate 1 points of ability damage for every two power points.

Nivel Take damage from each member once per round.

12 Negate 5 points of damage for each power point spent.

Nivel Negate 10 points of redirected damage.

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

METAPHYSICAL TRANSCENDENCE

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

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