

# PATH OF WAR ZEALOT

Zealot  
Level

## MANEUVERS

MAX MANOEUVRE  
LEVEL

Initiator  
Level

$$\boxed{\phantom{00}} = \left( \phantom{00} + 1 \right) \div 2$$

$$\text{Manoeuvre Save DC} = 10 + \text{CHA} + \text{Manoeuvre Level}$$

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.

Level **COMMITMENT**

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

## PSIONICS

POWER POINTS  
PER DAY

Base  
Points

Bonus  
Points

Racial

Misc

$$\boxed{\phantom{00}} \text{ pts} = \phantom{00} + \phantom{00} + \phantom{00} + \phantom{00}$$

Bonus Points

Manifester  
Level

$$\phantom{00} = \text{CHA} \times \phantom{00} \div 2 \quad (\text{Round down})$$

Power Points

### BURNING CONTEMPLATION

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

## DEFIANCE

Diehard

Level **5** Automatically stabilise when you go below 0hp.

Take no damage for using Aid Another.

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

## STALWART

Level **13** Take no damage on passing the Fortitude or Will save for an effect that would do partial damage.

## MANEUVERS

INITIATOR  
LEVEL

Zealot  
Level

Martial Prestige  
Class Levels

Other  
Class Levels

$$\boxed{\phantom{00}} = \phantom{00} + \phantom{00} + \left( \phantom{00} \phantom{00} \phantom{00} \div 2 \right)$$

Maneuver	Type	Ready	Used	Range	Area	Save DC
1		<input type="checkbox"/>	<input type="checkbox"/>			
2		<input type="checkbox"/>	<input type="checkbox"/>			
3		<input type="checkbox"/>	<input type="checkbox"/>			
4		<input type="checkbox"/>	<input type="checkbox"/>			
5		<input type="checkbox"/>	<input type="checkbox"/>			
6		<input type="checkbox"/>	<input type="checkbox"/>			
7		<input type="checkbox"/>	<input type="checkbox"/>			
8		<input type="checkbox"/>	<input type="checkbox"/>			
9		<input type="checkbox"/>	<input type="checkbox"/>			
10		<input type="checkbox"/>	<input type="checkbox"/>			
11		<input type="checkbox"/>	<input type="checkbox"/>			
12		<input type="checkbox"/>	<input type="checkbox"/>			
13		<input type="checkbox"/>	<input type="checkbox"/>			
14		<input type="checkbox"/>	<input type="checkbox"/>			
15		<input type="checkbox"/>	<input type="checkbox"/>			
16		<input type="checkbox"/>	<input type="checkbox"/>			

## STANCES

Stance	Active	Range	Area	Save DC
1	<input type="checkbox"/>			
2	<input type="checkbox"/>			
3	<input type="checkbox"/>			
4	<input type="checkbox"/>			
5	<input type="checkbox"/>			
6	<input type="checkbox"/>			
7	<input type="checkbox"/>			

## CONVICTION

Level <b>2</b>		
Level <b>6</b>		
Level <b>10</b>		
Level <b>14</b>		
Level <b>18</b>		

## MISSION

Maintain psionic focus:

Level **4** Expend psionic focus:

Level **8**