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 LEVEL Level		/
$\begin{bmatrix} \text{LEVEL} \\ \text{Level} \\ \text{+ 1} \end{pmatrix} \div 2$	Manoeuvre Type Ready	Range Area Save DC
Manoeuvre Save DC = 10 + CHA + Manoeuvre Level	3	
MANOEUVRES READIED KNOWN MANOEUVRES	4 0	
	6 0	
As a standard action, recover one manoeuvre.	7 0	
As a standard action, aid another in combat to activate Zeal and recover CHA manoeuvres.	8	
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.	10	
Level COMMITMENT		
3 Aid members of your collective at any distance.	12	
PSIONICS	13 0	
POWER POINTS Base Bonus PER DAY Points Punten Racial Misc	15	
pts = + + +	16	
	STANCES	,
Bonus Points Manifester Level	Stance 1	Range Area Save DC
= CHA × ÷ 2 (Naar beneden afge	ond)	
Power Points	3	_
	4	
	5	_
pts	7	_
BURNING CONTEMPLATION	CONVICTION	N F
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 an effect that would do partial damage.	Level	
	Level	
	18	
	MISSION	Ĭ.
	Maintain psionic focus:	
	4 Expend psionic focus:	
	Level	
	8	