

The Zealot

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A warhawk politician grimly but eloquently calls for the destruction of a hated enemy. A loyal guard lays down his life for his homeland without hesitation. A cultist is driven to greater and greater ecstasies of blood to satisfy the wicked whispers that fill his mind day and night. All believe that if they sacrifice enough for their dreams, even the impossible can be realized. These dreams are enough to shape those around them - and, if realized - the world.

Adventures: Zealots live in pursuit of a passion or cause. Each zealot has a purpose they intimately understand, from protecting their country, to spreading their religion, to hunting down every last one of the assassins who murdered their master.

Characteristics: Zealots typically have intense personalities - despite their commitment to one cause, if one fire cools, another will ignite. This fervency is what draws in their allies and sets them apart: What some might believe on an intellectual level in a vague, apathetic way, the zealot embraces and knows like a lover.

Alignment: Any. Zealots have a strict devotion to an ideal that they follow with reckless abandon. While zealots often allow the ends to justify the means, they also put the needs of something greater than themselves beyond their own needs. These conflicting motivations create zealots of every conceivable stripe. Though zealots do not change alignment more frequently than other classes, a zealot who changes alignments fights for his new ideals with the same intensity as the one he left behind.

Religion: Many zealots are religious, but their personal beliefs often clash with established dogma. Zealots often live at the extremes of a given religion - its most brutal enforcers, its most devout preachers, its first followers, its greatest defenders, and its most despised heretics. This purity of drive leads zealots to frequently found their own religions, philosophies, and cults.

Background: Zealots are found most frequently in times of uncertainty and places of conflict, though whether this is because these situations are ideal for creating zealots, zealots are drawn to these areas, or zealots create these situations is uncertain.

Races: Zealots are most commonly found in humans and other shorter-lived races, because zealots often live short and burn bright. Sadly, there may be just as many dwarven patriots as goblin fanatics, but the dwarves who follow less impassioned lives will typically live much longer ones. Half-breeds like half-orcs, half-giants, and tieflings are common zealots, as they are often born in areas of conflict and are forced into allying with one side of their heritage or another. Dromites and other highly-organized races can produce excellent zealots, as their culture helps instill them with a unique sense of purpose.

Other Classes: Zealots often mesh best with others who will fight for their cause, regardless of their allies' motivations - a pragmatic stalker who can be counted on to perform a task for a few coins might be a more trusted ally than a pious cleric who is always raising moral arguments to the zealot's methods. Zealots sometimes clash with sorcerers, paladins, and others with strong personalities (a natural consequence of too many leaders and not enough followers), but thoughtful classes like inquisitors,

oracles, and rangers can channel the zealot's ardor against the proper targets. Zealots do not inherently get along well, and there are often zealots on all sides of a conflict.

Role: Leader. A zealot inspires the hearts and minds of those he fights alongside through pure passion, bringing his allies to heights they never thought possible. With proper feat and maneuver choices, zealots can also become masters of battlefield control.

Game Rule Information

Abilities: A zealot relies most heavily on its Charisma, which is its initiation modifier and grants bonus power points to fuel its class features. A high Constitution score aids it in soaking up damage for its allies, but investing in a decent Strength score is necessary for reliably striking foes and attempting combat maneuvers.

HD: d10

Starting Age and Wealth: As paladin.

Class Skills: The zealot's class skills (and the key ability for each skill) are Autohypnosis (Wis), Bluff (Cha), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (history) (Int), Knowledge (martial) (Int), Knowledge (nobility) (Int), Knowledge (psionics) (Int), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), and Sense Motive (Wis).

Skills Points per Level: 4 + Int modifier

Class Features

Weapon and Armor Proficiency: A zealot is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (except tower shields).

Maneuvers: A zealot begins his career with knowledge of five martial maneuvers. The disciplines available to him are Eternal Guardian, Sleeping Goddess, Golden Lion, and Solar Wind. Once he knows a maneuver, he must ready it before he can use it (see Maneuvers Readied, below). A maneuver usable by a zealot is considered an extraordinary ability unless otherwise noted in its description. His maneuvers are not affected by spell resistance, and he does not provoke attacks of opportunity when he initiates one. He learns additional maneuvers at higher levels, as shown on Table 1-1: The Zealot. The zealot must meet a maneuver's prerequisite to learn it.

Upon reaching 4th level, and at every even numbered zealot level after that, he can choose to learn a new maneuver in place of one he already knows. In effect, the zealot loses the old maneuver in exchange for the new one. He can choose a new maneuver of any level he likes, as long as he observes his restriction on the highest-level maneuvers he knows (the zealot need not replace the old maneuver with a maneuver of the same level). The zealot can swap only a single maneuver at any given level. A zealot's initiation modifier is Charisma.

Maneuvers Readied: A zealot can ready three of his five starting maneuvers, but as he advances in level and learns more maneuvers, he must choose which maneuvers to ready. He readies his maneuvers by going through meditating for 10 minutes. The maneuvers he chooses remain readied until he decides to repeat this again and change them. Zealots do not need to sleep or rest for any long period of time to ready their maneuvers; any time he spends 10 minutes in contemplation, he can change his readied maneuvers. He may not ready any individual maneuver more than once. He begins an encounter with all readied maneuvers unexpended, regardless of how many times he may have already used them since he chose them. When the zealot initiates a maneuver, he expends it for the current encounter, so each of his readied maneuver can be used once per encounter (until they are recovered, see below). Once a

maneuver is readied, he may only use it once until it has been recovered (see below).

For a zealot to recover expended maneuvers, he must perform one of two types of actions: He may either spend a standard action to recover a single readied maneuver of his choosing or use the Aid Another action as a standard action to recover a number of maneuvers equal to his Charisma modifier (minimum 2) and activate his zeal class feature; he recovers maneuvers regardless of if his Aid Another check is successful. Using the Aid Another action as any other action (such as through the Bodyguard feat or the *battlesense* power) does not allow the zealot to recover maneuvers.

The zealot can mentally divide a fraction of himself to objectively analyze his actions, allowing him to use the Aid Another action on himself to grant himself a bonus to an attack roll or AC and recover maneuvers. When he does so, the bonus applies to an attack that comes before the end of his next turn. In addition, he can use the Aid Another action with a ranged attack as long as he is within his weapon's first range increment.

Stances Known: Zealots begin play with knowledge of one stance from any discipline open to him from his class. At the indicated levels (see class table), the zealot selects an additional new stance. Unlike maneuvers, stances are not expended and he does not have to ready them. All the stances he knows are available to him at all times, and he can change the stance he is currently using as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance description. Unlike with maneuvers, the zealot cannot learn a new stance at higher levels in place of one he already knows.

Table 1-1: The Zealot

Level	BAB	Fort	Ref	Will	Special	Maneuvers known	Maneuvers readied	Stances	Power Points/day
1	+1	+2	+0	+2	Collective, psionic recovery (move), zeal +1	5	3	1	1
2	+2	+3	+0	+3	Burning contemplation, conviction, martyrdom (3)	6	4	2	2
3	+3	+3	+1	+3	Commitment, telepathy	7	4	2	3
4	+4	+4	+1	+4	Echoes of steel, mission (focus)	7	4	2	5
5	+5	+4	+1	+4	Defiance, zeal +2	8	5	3	7
6	+6	+5	+2	+5	Conviction	8	5	3	9
7	+7	+5	+2	+5	Martyrdom (4)	9	5	3	11
8	+8	+6	+2	+6	Mission (augments)	9	6	4	14

9	+9	+6	+3	+6	Unshakable will	10	6	4	17
10	+10	+7	+3	+7	Zeal +3, conviction	10	6	4	20
11	+11	+7	+3	+7	Echoes of steel (2)	11	7	5	24
12	+12	+8	+4	+8	Martyrdom (5)	11	7	5	28
13	+13	+8	+4	+8	Psionic recovery (swift)	12	7	5	32
14	+14	+9	+4	+9	Conviction	12	8	5	37
15	+15	+9	+5	+9	Collective range (unlimited), zeal +4	13	8	6	42
16	+16	+10	+5	+10	Metaphysical transcendence (allies)	13	8	6	47
17	+17	+10	+5	+10	Martyrdom (6)	14	9	6	52
18	+18	+11	+6	+11	Conviction	14	9	6	58
19	+19	+11	+6	+11	Collective range (planar)	15	9	7	64
20	+20	+12	+6	+12	Metaphysical transcendence (self), zeal +5	16	10	7	70

Power Points/Day: A zealot's ability to augment some of his abilities is limited by the power points he has available. His base daily allotment of power points is given on Table: The Zealot. In addition, he receives bonus power points per day if he has a high Charisma score (see [Table: Ability Modifiers and Bonus Power Points](#)), treating his effective manifester level for the purposes of bonus power points as equal to his class level. His race may also provide bonus power points per day, as may certain feats and items. This effective manifester level does not make a zealot eligible for feats and prestige classes requiring a manifester level.

Collective (Su): A zealot learns to use psionic power to connect willing minds through an internal network that strengthens their psychic bonds. As a standard action, a zealot can join any number of willing targets into his collective (up to his limit, see below). The zealot must have line of sight to each target, each target must have a Wisdom score of at least 1, and all targets must be within Medium range (100 ft. + 10 ft. per class level). The collective can contain up to his Charisma modifier or half his zealot level (minimum 1), whichever is higher, plus the intensity of his zeal (see zeal below). The zealot is always considered a member of his own collective, and does not count against this limit.

The zealot can choose to remove a member as a free action on his turn, and any member can voluntarily leave the collective as a free action on their turn. Any member whose Wisdom drops to zero or who moves out of range of the collective is automatically removed. If a member enters a null psionics field, the connection to the collective is suppressed until the member leaves the field. A member who leaves the

collective for any reason immediately loses any and all benefits they may have gained from being a member. A zealot is aware of the status of his collective and can, roughly, sense the presence of each member, although beyond telling if such a creature is still a member, this has no mechanical benefit until higher levels (see telepathy below).

A zealot can initiate certain maneuvers through his collective. If a zealot maneuver specifies one or more willing targets (or is harmless) and has a range greater than personal, he can initiate this maneuver on a member of his collective regardless of the range of the actual maneuver. All other non-range restrictions still apply.

If he is capable of manifesting powers, casting spells, or initiating maneuvers from a different class (as is the case for a multiclass zealot), any compatible spell, power, or maneuver with a range greater than touch can also be used through the collective. He may manifest any power with the Network Descriptor this way, regardless of their actual ranges or targets.

If a member of the collective dies, the member is removed from the collective and the zealot must make a Fortitude save (DC 15) or lose 1 power point for every Hit Die of the fallen member or be sickened for an equal number of rounds.

At 15th level, a zealot's collective range is limitless on the same plane as the zealot

At 19th level, a zealot's range reaches even across other planes and dimensions.

Psionic Recovery (Su): The zealot's complete devotion to his cause allows him to overcome the limits of his own imperfect mind, refining and revitalizing himself in the heat of battle in a moment of pure enlightenment. As a move action, the zealot can expend psionic focus and pay any number of power points up to his class level to recover any number of expended maneuvers with a total combined level of the power points spent.

At 13th level, the zealot can choose to use this ability as a swift action.

Zeal (Su): The zealot's martial competence and inspiring exhortations give his collective the courage to fight no matter the odds. When you successfully hit an opponent with a strike maneuver, all allies in your collective (including you) gain a +1 morale bonus on attack rolls for 1 round. As normal, this bonus on attack rolls applies to CMB checks as well.

Your zeal is also activated when you use the Aid Another action as a standard action to recover maneuvers (regardless of if your Aid Another is successful). The intensity of your zeal increases by 1 at 5th level and every 5 zealot levels thereafter.

In addition, the zealot's ardor for his beliefs draws others to follow and support him. The zealot adds the intensity of his zeal to the maximum number of creatures he may have in his collective.

Burning Contemplation (Ex): At 2nd level, the zealot's inner fire allows him to unlock latent psionic potential within himself. For the purpose of qualifying for psionic feats, you may use your Charisma score instead of your Wisdom.

Conviction: In addition to his purpose and plans, a zealot champions minor beliefs and practices. At 2nd

level and every 4 levels thereafter, the zealot gains a conviction from the following list. Unless otherwise noted, a zealot cannot select an individual conviction more than once. Some convictions can only be taken if the zealot meets certain prerequisites first.

- *Combat Conviction*: Choose a combat feat that you qualify for. You gain that feat as a bonus feat. Special: The zealot can take this conviction a second time at level 10.
- *Enduring Zeal (Su)*: You can spend up to 1 power point per zealot level when you activate your zeal. For every power point you spend, your zeal lasts 1 additional round.
- *Hearten the Mindless (Su)*: Creatures in your collective that are mindless or immune to mind-affecting effects still benefit from your zeal. Normal: Non-intelligent creatures (creatures with an Intelligence of 0 or no Intelligence at all) cannot benefit from morale bonuses.
- *Improved Zeal (Su)*: Whenever you activate your zeal ability, you can choose to pay 2 power points. If you do, the intensity of your zeal increases by 1 for that use of your zeal ability. A zealot must be at least 6th level before selecting this conviction.
- *Impulsive Reactions (Ex)*: You may make a number of additional attacks of opportunity per round equal to your Charisma bonus plus your Dexterity bonus (minimum 0) with your Combat Reflexes feat, and you may use your Charisma instead of your Dexterity when qualifying for feats with Combat Reflexes as a prerequisite. A zealot must be at least 6th level and possess the Combat Reflexes feat before selecting this conviction.
- *Path of Dedication (Su)*: As a move action, you can grant one willing member of your collective a move action to move (even if it's not their turn); this movement provokes attacks of opportunity as normal. This movement must be taken immediately or it is wasted. You can use this ability only once per round.
- *Path of Dedication, Improved (Su)*: Whenever you initiate a boost or counter, you can pay 3 power points to activate Path of Dedication as a free action (even if it's not your turn). This does not count against the maximum amount of power points you can spend to augment the maneuver. In addition, you can expend psionic focus when using Path of Dedication to grant its effects to all willing members of your collective, including yourself. You still may only use this ability once per round. A zealot must be at least 6th level and possess the Path of Dedication conviction before selecting this conviction.
- *Personality Fragment (Ex)*: You gain Psicrystal Affinity as a bonus feat, even if you do not meet the prerequisites; as normal, your zealot levels count as psionic class levels for purposes of psicrystal abilities. Your zealot levels count as manifester levels for the purpose of qualifying for Psicrystal Containment. Your psicrystal is always a member of your collective and does not count towards the maximum number of creatures in your collective.
- *Psionic Conviction*: Choose a psionic feat that you qualify for. You gain that feat as a bonus feat. Special: The zealot can take this conviction a second time at level 10.
- *Shared Resolution (Su)*: Whenever you rest and recover power points, you gain a special pool of points equal to twice your zealot level. Whenever you use your martyrdom ability, damage is first

subtracted from this pool before going to your hit points. Whenever you receive healing, you may have the healing refresh this pool instead of its usual effect. This pool does not count as your hit points; damage dealt directly to you is not applied to this pool, and you can be disabled, knocked unconscious, or killed as normal even if you have points remaining in your pool.

- *Strike of Unity (Su)*: Your strikes gain a unique augment: If you spend 5 additional power points, a member of your collective physically completes the action of your strike, using your initiator level and your initiation modifier. You spend the necessary initiation action instead of your ally, and the maneuver is still expended. The strike is otherwise resolved in all ways as if your ally had initiated it (in terms of base attack bonus, weapons, feats, line of sight, reach, cover, etc.). A zealot must be at least 10th level before selecting this conviction.
- *Tempered Body (Ex)*: The zealot's incredible dedication allows him to weather serious and even fatal attacks. When a critical hit or sneak attack is scored on the zealot, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally. Special: This does not stack with similar abilities that negate critical hits and sneak attacks (such as fortification armor). The zealot can take this conviction up to three times; the effects stack, increasing this chance to 50% and then 75%.
- *Winds of Change (Su)*: Your Solar Wind boosts and strikes deal damage of your active energy type instead of its normal energy damage, gaining an additional bonus based on your active energy type:
 - Fire: +1 damage per die of energy damage.
 - Cold: +1 damage per die of energy damage. The saving throw from any cold Solar Wind maneuver Fortitude save instead of a Reflex save (if any).
 - Electricity: +2 to save DC and attack rolls if opponent is wearing metal armor.
 - Sonic: -1 damage per die of energy damage, but ignores an object's hardness.In addition, Stance of Piercing Rays deals damage of your active energy type. The damage amount is not changed, and the above bonuses and penalties do not apply. The zealot must be at least 6th level and know at least 3 Solar Wind maneuvers before selecting this conviction. Special: If you can gain an active element, see the mystic class ability Elemental Attunement for interaction between active elements and active energy types.

Martyrdom (Su): At 2nd level, the zealot learns to share the immense pain and suffering his allies must face to fulfill their calling. Once per round, when a willing member of the zealot's collective takes hit point damage from an enemy, the zealot can redirect up to 5 points of damage per zealot level to himself as a free action (even when it is not his turn). All effects besides hit point damage (such as poison, stunning, or ability damage) are not transferred.

You can pay up to 1 power point per zealot level when using this ability to negate 3 points of the damage transferred per power point spent, to a minimum of 1. Powers and other abilities you may have such as damage reduction do not lessen or change this damage, since you are taking the target's pain into yourself in an empathic manner. The damage transferred by this ability has no type, so even if you have immunity to the type of damage the target originally took, the transfer occurs normally and deals hit point damage to you.

At 7th level, as long as you have taken damage through your martyrdom ability within the last round, you add your Charisma bonus (minimum 1) to your CMB, and you now negate 4 points of damage per power

point spent.

At 12th level, as long as any member of your collective has taken damage within the last minute, you add your Charisma bonus to your CMB. In addition, you may use your martyrdom ability on each creature in your collective once per round, and you now negate 5 points of damage per power point spent.

At 17th level, you automatically negate the first 10 points of damage transferred each time you use martyrdom (minimum 1 point of damage taken), and you now negate 6 points of damage per power point spent.

Commitment (Su): The fervor a zealot ignites in his allies does not end at the limits of his physical body - as his allies internalize his beliefs, they increasingly feel the zealot's presence beside them even in the harshest circumstances. At 3rd level the zealot can use the Aid Another action on any member of his collective, regardless of distance.

Telepathy (Su): When a zealot reaches 3rd level, all willing members of his collective (including the zealot himself) can communicate with each other telepathically, even if they do not share a common language. Psionic creatures who are willing members in a zealot's collective (including the zealot himself) may manifest unknown powers from powers known by another willing psionic creature in the collective as if they were making physical contact.

A zealot may temporarily deactivate, and reactivate, this ability as a swift action.

Echoes of Steel (Su): As a zealot continues to mold the hearts and minds of those around them, his collective begins to copy his words and his deeds, working to advance his cause. At 4th level, this manifests in the ability to temporarily psychically transfer the zealot's techniques.

When you initiate a maneuver at least one level below your maximum maneuver level known, you can spend 1 power point per maneuver level to grant a member of your collective the ability to initiate that maneuver one time within 1 minute; this is not considered an augment and does not count against the maximum amount of power points you can spend on the maneuver. The maneuver becomes a known and readied maneuver for that ally, using your initiator level and initiation modifier. After your ally initiates the maneuver or 1 minute passes, it is expended and the echo ends. This does not cause the creature to unlearn a maneuver it knows from other sources.

If you recover the granted maneuver, this ability ends immediately and is wasted. This ability does not allow a creature to have two of the same maneuver readied. You can only have one echoed maneuver at a time; using this ability ends any previous use. A creature can only have an echoed maneuver from one zealot at a time, but a creature may end any echoed maneuver on them as a free action.

At zealot level 11, you can have up to two echoed maneuvers granted at a time. Any given creature may still only know one echoed maneuver at one time. Granting another echoed maneuver while you have two already granted causes the oldest echoed maneuver to be expended and removed from the creature benefiting from it.

Mission (Su): The zealot is defined by his cause. Zealots might pray for guidance on what mission to choose, receive orders through dark, mysterious whispers, decide for themselves after careful analysis, or simply pursue the task that fate puts before them. At 4th level, the zealot chooses a mission, granting him

a benefit when maintaining psionic focus and an ability that can be used by expending focus. At 8th level, his mission grants him two unique augments for his maneuvers (see below for a full list of missions and their granted abilities).

Creation

Eternal Rebirth (Su): The zealot's psyche resists the death of those in his collective, giving them a chance to be reborn after a fatal blow. At 4th level, as long as you maintain psionic focus, creatures in your collective that have died within 1 round can still benefit from healing and remain in your collective for 1 round (though you still must make a Fortitude save a normal for a creature in your collective dying). If the healed creature's hit point total is at a negative amount less than its Constitution score, it comes back to life and stabilizes at its new hit point total without leaving your collective. Creatures brought back to life through this effect gain a temporary negative level that lasts for 1 day. Creatures slain by death effects cannot be saved by this effect. In addition, you can expend psionic focus as a free action and pay any amount of power points up to your zealot level to heal a member of your collective for 4 hit points for every power point spent; a creature cannot benefit from this ability more than once per round.

Impossible Epiphany (Su): The zealot's strikes draw out the bounty of the universe, causing existence itself to bring forth matter to bind and control his foes. At 8th level, your strikes gain two unique augments. You are still restricted to not spending more power points than your initiator level on any given maneuver.

- If you spend 3 additional power points, you temporarily suppress one harmful condition on a member of your collective for 1 round per initiator level. This does not end the effect causing the condition; it just suspends that condition's effect for the duration. Spells or effects with durations expire normally, even while thus suppressed. A spell or effect with a duration greater than that of the suppression effect resumes functioning normally when the suppression ends. You can surmount any one of the following conditions: Blinded, confused, dazed, dazzled, deafened, fatigued, frightened, paralyzed, shaken, or sickened.
- For every 3 additional power points you spend, a 10 ft. square *wall of ectoplasm* that lasts for 1 minute appears within 30 ft. of one member of your collective, using your zealot level as your manifester level. Creatures benefiting from your zeal ability can walk through the wall unimpeded, but it still blocks line of sight and effect.

Destruction

Crushing Blows (Su): By striking at the fundamental nature of the objects and creatures he wishes to destroy, he can shatter them as easily as brittle vessels. At 4th level, as long as you maintain psionic focus, your attacks ignore hardness and damage reduction up to double the intensity of your zeal. In addition, if you expend psionic focus as a free action, each member of your collective's attacks ignore all damage reduction and hardness for 1 round.

Storm of Steel (Su): The zealot's attacks strain and crack the bounds of reality, allowing him to strike once to cause a whole wave of foes to fall. At 8th level, the zealot gains two unique augments for his strikes. He is still restricted to not spending more power points than his initiator level on any given maneuver.

- If you spend 1 power point per maneuver level, your strike affects all foes within a 15 foot cone or 20 foot line (your choice); ranged attacks affect opponents extending from the initiator's location. Make a single attack roll at your highest attack bonus and apply the result against each targeted

creature. Each target is allowed a save (if any). At 12th level, you can choose to affect all creatures within a 30 foot cone or a 40 foot line. Only strikes with an initiation action of 1 standard action may be augmented in this fashion; this replaces the maneuver's normal affected area.

- For every 3 additional power points you spend, every creature that takes damage from your strike takes an additional 1d8 points of damage of your active energy type. If your strike allows a save, a successful saving throw halves this damage.

Active Energy Types and Zealots

Although the zealot is not a true manifesting class, he can still gain an active energy type (cold, electricity, fire, or sonic) just like any other psionic character when he gains psionic focus.

Protection

Living Bastion (Su): When a zealot's allies are wounded from battle, they can find a refuge at his side. At 4th level, as long as you maintain psionic focus, your reach increases by 5 feet. In addition, whenever you, an ally adjacent to you, or an ally within your reach takes hit point damage, you can expend your psionic focus as a free action to surround them with a telekinetic shield which reduces the damage they take by half (after applying damage reduction and energy resistance). A creature can only benefit from this ability once per round. This ability can be taken even when it is not your turn.

Unbreakable Fortress (Su): As the zealot blocks attack after attack directed against his collective, is able to perform that at lightning speed while defending those even beyond the reach of his blade. At 8th level, the zealot gains two unique augments for his counters. He is still restricted to not spending more power points than his initiator level on any given maneuver.

- If you spend 1 additional power point per maneuver level, you may use your counter as a free action instead of an immediate action (even if it's not your turn). You may use this augment only once per round.
- For every 2 additional power points you spend, one member of your collective gains DR/- equal to half your zealot level for 1 round.

Defiance (Su): At 5th level, the zealot learns to continue supporting his allies while hanging on to his last breath. You gain Diehard as a bonus feat (even if you do not meet the prerequisites), and when you are at or below 0 hit points, you do not take damage when using the Aid Another action. In addition, you add your zealot level to your Constitution when determining the negative hit point total at which you die.

Unshakable Will (Su): At 9th level, the zealot is able to maintain his concentration even after dire setbacks. You automatically succeed on the Fortitude save when a member of your collective dies, and you automatically succeed on Aid Another checks to grant a member of your collective a bonus to attack rolls or AC.

Metaphysical Transcendence (Su): At 16th level, the zealot breaks the limitations between ideals and existence; as a word lasts beyond the life the one who spoke it, so the zealot and his allies persist beyond their own mortality. As long as their visions are still carried out, the zealot and his collective can not truly be destroyed. When a member of his collective dies, the creature's soul merges with his collective for up to one day per zealot level. During this time, it can be affected by *psionic revivify*, *raise dead* and similar abilities as if it died within 1 round, without need for the creature's corpse. The creature still counts

towards the maximum number of creatures in your collective while merged. If you die, the creature's soul departs, killing it.

At 20th level, when the zealot dies, he can choose to merge with his own collective. While you are merged with your collective, your collective continues to function, you can continue to use the Aid Another action, add creatures to your collective, remove creatures from your collective, and merge souls with your collective. Only if all members of your collective die, your soul departs, killing you and all souls merged with your collective.

New Feats

Charge of Triumph [Combat, Psionic]

Prerequisites: Collective class feature, Psionic Charge

Benefit: Creatures in your collective can charge through squares containing other creatures in your collective. In addition, whenever you expend psionic focus to use your Psionic Charge feat, your allies gain the benefit on a single charge made before the beginning of your next turn.

Extra Conviction

Prerequisite: Conviction class feature

Benefit: Choose a conviction that you qualify for. You gain the benefit of that conviction.

Special: You can choose this feat more than once. Each time you take it, you choose a conviction you qualify for and gain its benefit.

Heighten Maneuver [Combat, Psionic]

Prerequisites: Able to initiate a 2nd level maneuver, must have a power point pool

Benefit: You can infuse your maneuvers with psionic power, making them difficult to resist. Your maneuvers gain the following augment:

- For every 2 power points you spend, your maneuver's effective level increases by 1. All effects dependent on maneuver level (such as saving throw DCs) are calculated according to the heightened level. You cannot increase a maneuver's level beyond your highest maneuver level known.

Obscured Path [Psionic]

Prerequisites: Cloak Dance feat, Path of Dedication conviction

Benefit: Whenever you use your Path of Dedication or Improved Path of Dedication abilities, all affected allies gain 20% concealment until the beginning of your next turn.

Unhindered Way [Psionic]

Prerequisites: Collective class feature, Speed of Thought, medium armor proficiency

Benefit: Your speed is no longer reduced by medium or heavy armor, and you gain the benefit of your Speed of Thought feat while wearing heavy armor. In addition, as long as you maintain psionic focus, allies in your collective gain a +10 ft. insight bonus to their base movement speeds.