

CRUSADER

Crusader  
Level

MARTIAL ADEPT

MAX MANOEUVRE LEVEL

MANÖVER BEKANNT

MANOEUVRES READIED

HALTUNGEN BEKANNT

STEELY RESOLVE

DELAYED DAMAGE POOL CAPACITY

Damage Pool

FURIOUS COUNTERSTRIKE

Angriffsbonus

Damage Bonus

Damage  
Pool

1 to 9 → 1  
10 to 14 → 2  
15 to 19 → 3  
20 to 24 → 4  
25 to 29 → 5  
30+ → 6

ZEALOUS SURGE

Ab Stufe 3:

☐ Zealous Surge Used Today

SMITE

Ab Stufe 6:

☐ Smite Used Today

Ab Stufe 18:

☐ Smite Used Today

Angriffsbonus

= CH

Damage Bonus Crusader Level

=

MANOEUVRES

INITIATOR LEVEL

Martial Adept  
Class Levels

=

1

2

3

+

Martial Prestige  
Class Levels

+

Other Class  
Levels

÷

2

)

(abrunden)

Manoeuvre

Art

Granted  
Ready

Reichweite

Area

RW SG

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

Aktiv

Reichweite

Area

RW SG

1

2

3

4

5

6

7

STANCES