

CRUSADER

Crusader
Level

MARTIAL ADEPT

MAX MANOEUVRE LEVEL

MANOEUVRES KNOWN

MANOEUVRES READIED

STANCES KNOWN

STEELY RESOLVE

DELAYED DAMAGE POOL CAPACITY

Damage Pool

FURIOUS COUNTERSTRIKE

Bônus de Ataque

Bônus de Dano

Damage
Pool

}

= (

:

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

)

ZEALOUS SURGE

From level 3:

☐ Zealous Surge Used Today

SMITE

From level 6:

☐ Smite Used Today

From level 18:

☐ Smite Used Today

Bônus de Ataque

= CAR

Bônus de Dano Crusader Level

=

MANOBRAS

INITIATOR LEVEL

=

1

2

3

+

+

(

÷

2

(Arredonda para Baixo)

Manoeuvre

Tipo

Granted
Ler

Alcance

Área

Teste de CD

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

STANCES

Stance

Ativar

Alcance

Área

Teste de CD

1

2

3

4

5

6

7