

CRUSADER

Crusader
Level

MARTIAL ADEPT

MAX MANOEUVRE LEVEL

MANOEUVRES KNOWN

MANOEUVRES READIED

STANCES KNOWN

STEELY RESOLVE

DELAYED DAMAGE POOL CAPACITY

Damage Pool

FURIOUS COUNTERSTRIKE

Бонус Атаки

+

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

From level 3:
☐ Zealous Surge Used Today

SMITE

From level 6:
☐ Smite Used Today

From level 18:
☐ Smite Used Today

Бонус Атаки

+

Damage Bonus

+

=

XAP

Crusader Level

=

MANOEUVRES

INITIATOR LEVEL

=

1

2

3

+

+

(

÷ 2

)

(Округлять к меньшему)

Manoeuvre	Тип	Granted Ready	Дальность	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"/>			
8		<input type="checkbox"/>			
9		<input type="checkbox"/>			
10		<input type="checkbox"/>			
11		<input type="checkbox"/>			
12		<input type="checkbox"/>			
13		<input type="checkbox"/>			
14		<input type="checkbox"/>			
15		<input type="checkbox"/>			
16		<input type="checkbox"/>			
17		<input type="checkbox"/>			
18		<input type="checkbox"/>			
19		<input type="checkbox"/>			
20		<input type="checkbox"/>			

STANCES

Stance	Active	Дальность	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"/>			