CRUSADER

Crusader Level [ ]

MARTIAL ADEPT

MAX MANOEUVRE LEVEL

[ ]

MANOEUVRES KNOWN   **MANOEUVRES READIED**

[ ]   [ ]

STANCES KNOWN

[ ]

STEELY RESOLVE

DELAYED DAMAGE POOL CAPACITY

[ ]

Damage Pool

[ ]

FURIOUS COUNTERSTRIKE

Attack Bonus

[+]

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:   From level 18:
☐ Smite Used Today   ☐ Smite Used Today

Attack Bonus

[+ ___] = CHA

Damage Bonus   Crusader Level

[+ ___] =

MANOEUVRES

INITIATOR LEVEL

[ ] = 1 2 3 + _____ + (___ ÷ 2)   (Round down)

	Martial Adept Class Levels	Martial Prestige Class Levels	Other Class Levels

Manoeuvre	Type	Granted Ready	Range	Area	Save DC
1		☐ ☐			
2		☐ ☐			
3		☐ ☐			
4		☐ ☐			
5		☐ ☐			
6		☐ ☐			
7		☐ ☐			
8		☐ ☐			
9		☐ ☐			
10		☐ ☐			
11		☐ ☐			
12		☐ ☐			
13		☐ ☐			
14		☐ ☐			
15		☐ ☐			
16		☐ ☐			
17		☐ ☐			
18		☐ ☐			
19		☐ ☐			
20		☐ ☐			

STANCES

Stance	Active	Range	Area	Save DC
1	☐			
2	☐			
3	☐			
4	☐			
5	☐			
6	☐			
7	☐			