

CRUSADER

Crusader  
Level

MARTIAL ADEPT

MAX MANEUVER LEVEL

MANEUVERS KNOWN

MANEUVERS READIED

STANCES KNOWN

STEELY RESOLVE

DELAYED DAMAGE POOL CAPACITY

Damage Pool

FURIOUS COUNTERSTRIKE

Attack 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

Damage Bonus

ZEALOUS SURGE

From level 3:

☐ Zealous Surge Used Today

SMITE

From level 6:

☐ Smite Used Today

From level 18:

☐ Smite Used Today

Attack Bonus

= CHA

Damage Bonus

Crusader Level

=

MANEUVERS

INITIATOR LEVEL

=

1

2

3

+

Martial Adept  
Class Levels

Martial Prestige  
Class Levels

Other Class  
Levels

+

(

÷

2

)

(Round down)

Maneuver

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

Type

☐

☐

Range

Area

Save DC

STANCES

Stance

Active

Range

Area

Save DC

1

2

3

4

5

6

7

☐

☐

☐

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