CRUZADO

Nivel de Cruzado

ADEPTO MARCIAL

MAX MANOEUVRE LEVEL

MANOEUVRES KNOWN

MANOEUVRES READIED

ESTANCIAS CONOCIDAS

STEELY RESOLVE

DELAYED DAMAGE POOL CAPACITY

Damage Pool

FURIOUS COUNTERSTRIKE

Bon de Ataque

+

Bonif. al Daño

+

= (Damage Pool :)

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

ZEALOUS SURGE

Desde Nivel 3:

☐ Zealous Surge Used Today

SMITE

From level 6:

☐ Smite Used Today

From level 18:

☐ Smite Used Today

Bon de Ataque

+ = CAR

Bonif. al Daño

+ = Nivel de Cruzado

MANOEUVRES

INITIATOR LEVEL = Martial Adept Class Levels (1 2 3) + Martial Prestige Class Levels + (Other Class Levels ÷ 2) (Redondear abajo)

Manoeuvre	Tipo	Preparado	Granted	Alcance	Área	CD Salvacion
1		☐	☐			
2		☐	☐			
3		☐	☐			
4		☐	☐			
5		☐	☐			
6		☐	☐			
7		☐	☐			
8		☐	☐			
9		☐	☐			
10		☐	☐			
11		☐	☐			
12		☐	☐			
13		☐	☐			
14		☐	☐			
15		☐	☐			
16		☐	☐			
17		☐	☐			
18		☐	☐			
19		☐	☐			
20		☐	☐			

STANCES

Estancia	Activa	Alcance	Área	CD Salvacion
1	☐			
2	☐			
3	☐			
4	☐			
5	☐			
6	☐			
7	☐			