

CRUSADER

Crusader  
Level

MARTIAL ADEPT

MAX MANOEUVRE LEVEL

MANOEUVRES KNOWN

MANOEUVRES READIED

STANCES KNOWN

STEELY RESOLVE

DELAYED DAMAGE POOL CAPACITY

Damage Pool

FURIOUS COUNTERSTRIKE

Aanvalsbonus

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

Aanvalsbonus

= CHA

Damage Bonus Crusader Level

=

MANOEUVRES

INITIATOR LEVEL

Martial Adept  
Class Levels

= 1 2 3 +

Martial Prestige  
Class Levels

Other Class  
Levels

+ ( ÷ 2 )

(Naar beneden afgerond)

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