CRUSADER Crusader	MANOEUVRES				*
7	Martial Adept INITIATOR LEVEL Class Levels	Martial Prestige Class Levels	Other Class Levels	3	
MARTIAL ADEPT		Class Levels	L (÷2)	
MAX MANOEUVRE LEVEL	= 1 2 3 +		٠ (- 2)	(abrunden)
		Art Ready People			
MANOEUVRES KNOWN MANOEUVRES READIED	Manoeuvre	Art Solf Sol	Reichweite	Area	Save DC
STANCES KNOWN	2				
	3				
	4				
STEELY RESOLVE	5				_
DELAYED DAMAGE POOL CAPACITY	6]		
Damage Pool	7		1		
Daillage Fool	8		1		
	9				
	10		1		-
	11		1		
FURIOUS COUNTERSTRIKE	12		1		
ANGRIFFSBONUS Damage	-			-	
Pool $1 \text{ to } 9 \rightarrow 1$ $10 \text{ to } 14 \rightarrow 2$	13				
15 to 19 → 3	14				
Damage Bonus $\begin{array}{c} \bullet & 20 \text{ to } 24 \rightarrow 4 \\ 25 \text{ to } 29 \rightarrow 5 \end{array}$	no penalty for riding bareback				
30+ → 6	16			-	
ZEALOUS SURGE	<u>17</u>				
From level 3:	18				
☐ Zealous Surge Used Today	19				
SMITE	20				
From level 6: From level 18: Smite Used Today Smite Used Today	T .	STANCES			, i
ANGRIFFSBONUS	Stance	ACEIVO	Reichweite	Area	Save DC
t = CH	1				
T = CH	2				
Damage Bonus Crusader Level	3				
+ =	4				
	5		7	-	
	6				