

CRUSADER

Crusader  
Level

MARTIAL ADEPT

MAX MANOEUVRE LEVEL

MANOEUVRES KNOWN

MANOEUVRES READIED

STANCES KNOWN

STEELY RESOLVE

DELAYED DAMAGE POOL CAPACITY

Damage Pool

FURIOUS COUNTERSTRIKE

Bonus di Attacco

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

Bonus di Attacco

= CAR

Damage Bonus Crusader Level

=

MANOEUVRES

INITIATOR LEVEL

=

1

2

3

+

+

( ÷ 2 )

(Arrotondato per difetto)

Manoeuvre

Tipo

Granted  
Ready

Gittata

Area

Save DC

1

2

3

4

5

6

7

8

9

10

11

12

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STANCES

Stance

Active

Gittata

Area

Save DC

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