

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 d'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 d'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

13

14

15

16

17

18

19

20

STANCES

Stance

Active

Gittata

Area

Save DC

1

2

3

4

5

6

7