

CRUSADER

Crusader
Level

MARTIAL ADEPT

MAX MANOEUVRE POZIOM

MANOEUVRES KNOWN

MANOEUVRES READIED

STANCES KNOWN

STEELY RESOLVE

DELAYED DAMAGE POOL CAPACITY

Damage Pool

FURIOUS COUNTERSTRIKE

Premia do ataku

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

Premia do ataku

= CHA

Damage Bonus

Crusader Level

=

MANEWRY

INITIATOR LEVEL

=

1

2

3

+

Martial Adept
Class Levels

Martial Prestige
Class Levels

Poziomy
Innych Klas

+

(

÷

2

)

(Zaokrąglane w dół)

Manoeuvre

Rodzaj

Granted
Gotowy

Zasięg

Obszar

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

Zasięg

Obszar

Save DC

1

2

3

4

5

6

7