CRUSADER Crusader level	×	MANOEUVR	ES		,
7	Martial Adept INITIATOR LEVEL Class Levels	Martial Prestige Class Levels	Other Class Levels		
MARTIAL ADEPT MAX MANOEUVRE DEVIEL	= 1 2 3	+		÷ 2)	/ I
MAX MANOEUVRE LEVEL			`		(abrunden)
MANOEUVRES KNOWN MANOEUVRES READIED	Manoeuvre	Art Ready	Reichweite	Area	Save DC
MANOEUVRES KNOWN MANOEUVRES READIED	1				
	2				
STANCES KNOWN	3				-
	4				
STEELY RESOLVE	5				
DELAYED DAMAGE POOL CAPACITY	6				
Damaga Raal	7				-
Damage Pool	8				
	9				
	10				-
	11				
FURIOUS COUNTERSTRIKE	12				
ANGRIFFSBONUS Damage	13				-
Pool $1 \text{ to } 9 \rightarrow 1$ $10 \text{ to } 14 \rightarrow 2$	14				
Damage Bonus = $ \begin{array}{c} 15 \text{ to } 19 \rightarrow 3 \\ $	15				
25 to 29 → 5 30+ → 6	16				-
ZEALOUS SUDGE	17				
TEALOUS SURGE From level 3:	18				
☐ Zealous Surge Used Today	19				-
SMITE	20				-
From level 18: Smite Used Today	X	STANCES			,
ANGRIFFSBONUS	Stance	ACTION ACTION	Reichweite	Area	Save DC
t = CH	1				
- CII	2				
Damage Bonus Crusader Level	3				
+ =	4				
	5				
	6				