

CRUSADER

Crusader  
Level

MARTIAL ADEPT

MAX MANOEUVRE LEVEL

MANOEUVRES KNOWN

MANOEUVRES READIED

STANCES KNOWN

STEELY RESOLVE

DELAYED DAMAGE POOL CAPACITY

Damage Pool

FURIOUS COUNTERSTRIKE

Bon de Ataque

Damage  
Pool

1 to 9 → 1  
10 to 14 → 2  
15 to 19 → 3  
20 to 24 → 4  
25 to 29 → 5  
30+ → 6

Damage Bonus

ZEALOUS SURGE

From level 3:

☐ Zealous Surge Used Today

SMITE

From level 6:

☐ Smite Used Today

From level 18:

☐ Smite Used Today

Bon de Ataque

= CAR

Damage Bonus

Crusader Level

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MANOEUVRES

INITIATOR LEVEL

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1

2

3

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(Redondear abajo)

Manoeuvre

Tipo

Granted  
Ready

Alcance

Area

Save DC

1

2

3

4

5

6

7

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9

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11

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STANCES

Stance

Active

Alcance

Area

Save DC

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