

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'attaque

Damage Bonus

Damage
Pool

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

ZEALOUS SURGE

Depuis le niveau 3:

☐ Zealous Surge Used Today

SMITE

From level 6:

☐ Smite Used Today

From level 18:

☐ Smite Used Today

Bonus d'attaque

= **CHA**

Damage Bonus Crusader Level

=

MANOEUVRES

INITIATOR LEVEL

Martial Adept
Class Levels

=

1

2

3

+

Martial Prestige
Class Levels

+

Other Class
Levels

(

÷

2

)

(arrondi à l'inférieur)

Manoeuvre

Type

Granted
Prêt

Portée

Aire

Save DC

1

2

3

4

5

6

7

8

9

10

11

12

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STANCES

Stance

Active

Portée

Aire

Save DC

1

2

3

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