

CRUSADER

Crusader
Level

MARTIAL ADEPT

MAX MANOEUVRE LEVEL

MANÖVER BEKANNT

MANOEUVRES READIED

HALTUNGEN BEKANNT

STEELY RESOLVE

DELAYED DAMAGE POOL CAPACITY

Damage Pool

FURIOUS COUNTERSTRIKE

Angriffsbonus

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

Ab Stufe 3:

☐ Zealous Surge Used Today

SMITE

Ab Stufe 6:

☐ Smite Used Today

Ab Stufe 18:

☐ Smite Used Today

Angriffsbonus

= CH

Damage Bonus Crusader Level

=

MANOEUVRES

INITIATOR LEVEL

=

1

2

3

+

+

+

(

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2

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(abrunden)

Manoeuvre

Art

Granted
Ready

Reichweite

Area

RW SG

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

STANCES

Stance

Aktiv

Reichweite

Area

RW SG

1

2

3

4

5

6

7