

CRUZADO

Nivel de
Cruzado

ADEPTO MARCIAL

MAX MANOEUVRE LEVEL

MANOEUVRES KNOWN

MANOEUVRES READIED

ESTANCIAS CONOCIDAS

STEELY RESOLVE

DELAYED DAMAGE POOL CAPACITY

Damage Pool

FURIOUS COUNTERSTRIKE

Bon de Ataque

Damage Bonus

Damage
Pool

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

ZEALOUS SURGE

Desde Nivel 3:

☐ Zealous Surge Used Today

SMITE

From level 6:

☐ Smite Used Today

From level 18:

☐ Smite Used Today

Bon de Ataque

= CAR

Damage Bonus Nivel de Cruzado

=

MANOEUVRES

INITIATOR LEVEL

=

1

2

3

+

+

(÷ 2)

(Redondear abajo)

Manoeuvre

Tipo

Granted
Preparado

Alcance

Área

Save DC

1

2

3

4

5

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STANCES

Estancia

Activa

Alcance

Área

Save DC

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