

CRUSADER

Crusader
Level

MARTIAL ADEPT

MAX MANOEUVRE LEVEL

MANOEUVRES KNOWN

MANOEUVRES READIED

STANCES KNOWN

STEELY RESOLVE

DELAYED DAMAGE POOL CAPACITY

Damage Pool

FURIOUS COUNTERSTRIKE

Bônus de Ataque

Damage Bonus

Damage
Pool

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

ZEALOUS SURGE

From level 3:

☐ Zealous Surge Used Today

SMITE

From level 6:

☐ Smite Used Today

From level 18:

☐ Smite Used Today

Bônus de Ataque

= CAR

Damage Bonus

Crusader Level

=

MANOEUVRES

INITIATOR LEVEL

=

1

2

3

+

+

+

(

÷

2

)

(Arredonda para Baixo)

Manoeuvre

Tipo

Granted
Ready

Alcance

Area

Save DC

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

STANCES

Stance

Active

Alcance

Area

Save DC

1

2

3

4

5

6

7