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

+

Bônus de Dano

+

= (Damage Pool :)

1 para 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

Bônus de Dano

+ = Crusader Level

MANOBRAS

INITIATOR LEVEL = 1 2 3 + Martial Adept Class Levels + Martial Prestige Class Levels + (Other Class Levels ÷ 2) (Arredonda para Baixo)

Manoeuvre	Tipo	Granted	Ler	Alcance	Área	Teste de CD
1		☐	☐			
2		☐	☐			
3		☐	☐			
4		☐	☐			
5		☐	☐			
6		☐	☐			
7		☐	☐			
8		☐	☐			
9		☐	☐			
10		☐	☐			
11		☐	☐			
12		☐	☐			
13		☐	☐			
14		☐	☐			
15		☐	☐			
16		☐	☐			
17		☐	☐			
18		☐	☐			
19		☐	☐			
20		☐	☐			

STANCES

Stance	Ativar	Alcance	Área	Teste de CD
1	☐			
2	☐			
3	☐			
4	☐			
5	☐			
6	☐			
7	☐			