

Samurai	1	-	-	-	-	-	-	-	
Level	i								

*	ORDE	R		
EDICTS				
VAARDIGHI	EDEN			
Level				
2				
_ Level				
8				
Laural				
Level				
×	CHALLE	NGE		
CHALLENGE		Misc		
PER DAY	Level	- ).		
	_] = (÷	3)+		
	(Naar boven afgerond	Challenges		
MELEE DAM	AGE Samurai	Misc		
BONUS	Level			
	= +			
Take -2 penalty	to AC against any ene	emy except challenged target		
H	ONOURABLE STAI	ND		
	nce per day, while fight			
11 '	remain conscious belo	en, frightened or panicked w 0 hp		
		Resolve to reroll any save.		
Le	vel 16: Twice per day			
Level DEMANDING CHALLENGE Challenged target suffers -2 penalty to AC against				
	jallenged target suffer y target other than you			
	AST STAND			
Level Once per day, while fighting a challenge:				
• all weapons (except criticals) do minimum damage • remain conscious and not staggered below 0 hp				
		apons except by target		
SAMUI	RAI ORDER — CH	ALLENGE ABILITY		
×	BANNE	ER		
Level		- = Samurai Level ÷ 5		
5	<b>—</b> ↓	(Naar beneden afgerond)		
Attack Bonus +	] =	( Sonous digerond)		
Saving		_		
Throw +	=	_ + 1		
□ Level +		aves against charm Ision effects		

Ĭ,		MOUN	IT	$\mathcal{I}$		
Name						
Creature	tyne			Mounted Speed		
Orcatare	type			·		
				ft sq		
×		RESOL	VE	*		
RESOLV USES PI	2 Odilididi	Misc	Resolve Today			
	= ( ÷	2)+		Regain one use of Resolve when you defeat the target of a Challenge		
	(Naar boven afge	erond)				
	DETERMINED	Recover from being fatigued, shaken or sickened Level 8: recover from being exhausted, frightened, nauseated or staggered				
	RESOLUTE	Take the better of two rolls on a Fortitude or Will save				
	UNSTOPPABLE	Immediately stabilise and remain conscious (but staggered)				
□ Level	GREATER RESOLVE Convert a confirmed critical hit to a standard hit					
□ Level <b>17</b>	TRUE RESOLVE Spend all remaining resolve (at least 2) to avoid death					
×		WEAPON EX	PERTISE	7		
Level	Draw selected weapon as	an immediate action:				
3	☐ Katana ☐ N	laginata 🗆 W	akizashi	☐ Longbow		
+2 to confirm critical hits with selected weapon						