

Samurai	1	-	-	-	-	-	-	-	-
Level	1								

	•	
*	ORDER	. *
ЭДИКТЫ		
ХАРАКТЕРИСТИК	1	
_Уровень		
2		
V		
□ <mark>8</mark>		
Уровень		
15		
×	CHALLEN	GE *
CHALLENGES PER DAY	Samurai Level	Прочее
	,	3)+
	(Округлять вверх)	Challenges
MELEE DAMAG	Oumara III	очее
BONUS	Level +	
	<b>-</b>	
Take -2 penalty to	AC against any enem	ny except challenged target
	OURABLE STAN per day, while fightin	
11 · imm		, frightened or panicked
		esolve to reroll any save.
Level	16: Twice per day	
ADORGHP	ANDING CHALLI	
	enged target suffers - erget other than you.	-2 penalty to AC against
LAST	STAND	
_ special and w	per day, while fightin	g a challenge: cals) do minimum damage
· rem	ain conscious and no	ot staggered below 0 hp
	, ,	cons except by target
SAMUKA	I OKDEK — CHAI	LLENGE ADILITY
×	BANNEI	R
Уровень 		Samurai
5	<b>→</b>	(Округлять к меньшему)
Attack Bonus	] =	,
Saving Throw		1.4
Throw Bonus	=	+1
Уровень 👢 а	Ronus to say	es against charm
14 + 2	and compuls	

T .	СКАКУ	Н	, (				
Имя							
Тип существа			Mounted Speed				
			фт кв				
RESOLVE							
RESOLVE Samurai USES PER DAY Level	Прочее	Resolve Today					
= (	÷ 2 ) +		Regain one use of Resolve when you defeat the target of a Challenge				
(Округлять і	вверх)						
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	Immediately stabilise and remain conscious (but staggered)					
${}^{\Box}_{9}^{9} \text{GREATER RESOLVE}$	Convert a confirmed	critical hit to a	standard hit				
¬уровень <b>TRUE RESOLVE</b> Spend all remaining resolve (at least 2) to avoid death							
×	WEAPON EX	PERTISE	,				
Уровень Draw selected weapon a							
,		akizashi	☐ Longbow				
+2 to confirm critical hits with selected weapon							