

Poziomy
Samuraja

ORDER

EDYKTY

ATRYBUTY

☐ Poziom
2☐ Poziom
8☐ Poziom
15

CHALLENGE

CHALLENGES
PER DAYPoziomy
Samuraja

Inne

$$\boxed{} = \left(\div 3 \right) + $$

(Zaokrąglane w górę)

Challenges Today ☐☐☐☐

OBRAŻENIA W ZWARCHY
PREMIAPoziomy
Samuraja

Inne

$$\boxed{} = + $$

Take -2 penalty to AC against any enemy except challenged target

HONOURABLE STAND

- ☐ Poziom **11** Once per day, while fighting a challenge:
- immune to being shaken, frightened or panicked
 - remain conscious below 0 hp
 - may spend one use of Resolve to reroll any save.

Poziom 16:Dwa razy dziennie

DEMANDING CHALLENGE

- ☐ Poziom **12** Challenged target suffers -2 penalty to AC against any target other than you.

LAST STAND

- ☐ Poziom **20** Once per day, while fighting a challenge:
- all weapons (except criticals) do minimum damage
 - remain conscious and not staggered below 0 hp
 - cannot be killed by weapons except by target

SAMURAI ORDER — CHALLENGE ABILITY

SZTANDAR

☐ Poziom **5** Premia do Ataku $\boxed{+}$ = $$

Saving Throw Bonus $\boxed{+}$ = $$ + 1

$ = \div 5$ (Zaokrąglane w dół)

- ☐ Poziom **14** $\boxed{+ 2}$ Bonus to saves against charm and compulsion effects

WIERZCHOWIEC

Imię

Typ Stworzenia

Szybkość na Wierzchowcu

m cm

RESOLVE

RESOLVE

UŻYĆ NA DZIEŃ

Poziomy
Samuraja

Inne

Resolve
Today

$$\boxed{} = \left(\div 2 \right) + $$

(Zaokrąglane w górę)

☐☐☐☐
☐☐☐☐

Regain one use of Resolve when you defeat the target of a Challenge

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

NIEPOWSTRZYMANY

Immediately stabilise and remain conscious (but staggered)

☐ Poziom
9

GREATER RESOLVE

Convert a confirmed critical hit to a standard hit

☐ Poziom
17

TRUE RESOLVE

Spend all remaining resolve (at least 2) to avoid death

WEAPON EXPERTISE

☐ Poziom
3

Draw selected weapon as an immediate action:

☐ Katana☐ Naginata☐ Wakizashi☐ Longbow

+2 to confirm critical hits with selected weapon