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Minne and									
Niveau	1								
	- 1								
de Samuraï	- 1								
ac oumulai	- 1								

'X		ORDEI	R		*
Édits					
CARACTER	RISTIQUES				
□ Niveau 2					
Niveau					
8					
Niveau_					
15					
	CH	ALLEN	ICE		
CHALLENG		veau	IGE	Divers	
PER DAY		amuraï		Divers	
	= (*	3)	+	
	(arrondi au	supérieur)	Challenges	
	`		,	Today	
MELEE DAI	MAGE Ni				
BONUS	VIAGE Nive de San		Divers		
	=	+			
Take -2 penals	ty to AC agains	t any one	my ovo	ont challong	nd target
				ept chaneng	eu target
	HONOURAB I Ince per day, w			nallenge:	
11	immune to be	ing shake	n, frigl		icked
	remain consc may spend or			to reroll any	save.
L	evel 16: Twice	per day			
ы І	DEMANDING	G CHALI	LENG	E	
	hallenged targ			nalty to AC ag	gainst
a	ny target othe	r than you			
	AST STANI				
	Ince per day, w all weapons (damage
20	remain consc	ious and r	not sta	ggered below	0 hp
	cannot be kill		•	. , ,	
SAMU	RAI ORDER	— СНА	ALLEI	IGE ABILI'	T. X
ļ					
	В	ANNE	K		<u> </u>
□ Niveau 5			-=	Nivea de Sa	ıu ımur a ï 5
Attaque		*		(arrondi à I	_
Bonus	+=		_		
Saving					
Throw Bonus	+ =		+ 1		
□ Niveau 14		onus to sa nd compul		ainst charm fects	

Ĭ.		MONTU	RE	, and the second se			
Nom							
Type de créa	ture			Mounted Speed			
Type de orea	ture			Mounted opeca			
				m cas			
`		RESOLV	/E	*			
RESOLVE USES PER I		Divers	Resolve Today □□□□	Regain one use of Resolve when you			
	= (÷	2)+		defeat the target of a Challenge			
	(arrondi au supé	rieur)					
Dì	ETERMINED	Recover from being fatigued, shaken or sickened Level 8: recover from being exhausted, frightened, nauseated or staggered					
RI	ESOLUTE	Take the better of two rolls on a Fortitude or Will save					
IN	ISTOPPABLE	Immediately stabilise and remain conscious (but staggered)					
Niveau GI	REATER RESOLVE	Convert a confirmed critical hit to a standard hit					
□ Niveau TI	RUE RESOLVE	Spend all remaining resolve (at least 2) to avoid death					
×		WEAPON EXE	PERTISE	×			
	raw selected weapon as a □ Katana □ N		ıkizashi	☐ Longbow			
+2	2 to confirm critical hits v	vith selected weapon					