

# SAMURAI

Samurai  
Level

## ORDER

### EDICTS

### Habilidades

☐ Nível  
**2**

☐ Nível  
**8**

☐ Nível  
**15**

## CHALLENGE

### CHALLENGES PER DAY

Samurai  
Level

Outros

$$\boxed{\phantom{000}} = \left( \boxed{\phantom{000}} \div 3 \right) + \boxed{\phantom{000}}$$

(Arredonda para Cima)

Challenges Today ☐☐☐☐

### DANO CORPO A CORPO BÔNUS

Samurai  
Level

Outros

$$\boxed{\phantom{000}} = \boxed{\phantom{000}} + \boxed{\phantom{000}}$$

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

### HONOURABLE STAND

- ☐ Nível **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.

Nível 16: Duas vezes por dia

### DEMANDING CHALLENGE

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

### LAST STAND

- ☐ Nível **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

## BANNER

☐ Nível **5**  $\boxed{\phantom{000}} = \boxed{\phantom{000}} \div 5$

Bônus de Ataque  $\boxed{+ \phantom{000}} = \boxed{\phantom{000}}$  (Arredonda para Baixo)

Saving Throw Bonus  $\boxed{+ \phantom{000}} = \boxed{\phantom{000}} + 1$

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

## MONTARIA

Nome

Tipo da Criatura

Velocidade Montado

m m<sup>2</sup>

## RESOLVE

### RESOLVE USES PER DAY

Samurai  
Level

Outros

Resolve  
Today

$$\boxed{\phantom{000}} = \left( \boxed{\phantom{000}} \div 2 \right) + \boxed{\phantom{000}}$$

(Arredonda para Cima)

☐☐☐☐  
☐☐☐☐  
☐☐☐☐

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

### IMPARÁVEL

Immediately stabilise and remain conscious (but staggered)

☐ Nível  
**9**

### GREATER RESOLVE

Convert a confirmed critical hit to a standard hit

☐ Nível  
**17**

### TRUE RESOLVE

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

## WEAPON EXPERTISE

☐ Nível  
**3**

Draw selected weapon as an immediate action:

☐ Katana ☐ Naginata ☐ Wakizashi ☐ Longbow

+2 to confirm critical hits with selected weapon