



Poziomy  
Samuraja

## ORDER

### EDYKTY

### ATRYBUTY

Poziom

2

Poziom

8

Poziom

15

## CHALLENGE

### CHALLENGES PER DAY

Poziomy  
Samuraja

Inne

= (

÷ 3 ) +

(Zaokrąglane w górę)

Challenges  
Today

### OBRAŻENIA W ZWARCHY PREMIA

Poziomy  
Samuraja

Inne

=

+

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

=

Poziomy  
Samuraja

5

(Zaokrąglane w dół)

Saving  
Throw  
Bonus

=

+ 1

- Poziom

14
- 
- + 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

= (

÷ 2 ) +

(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