SAMURAI 侍

Poziomy Samuraja [ ]

ORDER

EDYKTY

ATRYBUTY

☐ Poziom **2** _____

☐ Poziom **8** _____

☐ Poziom **15** _____

CHALLENGE

CHALLENGES PER DAY

[ ] = (_____ ÷ 3) + _____

Poziomy Samuraja   Inne

(Zaokrąglane w górę)

Challenges Today ☐☐☐ ☐☐☐

OBRAŻENIA W ZWARCIU PREMIA

[ ] = _____ + _____

Poziomy Samuraja   Inne

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

☐ Poziom **11**   **HONOURABLE STAND**
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

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

☐ Poziom **20**   **LAST STAND**
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**

↘ = _____ ÷ 5

Poziomy Samuraja

(Zaokrąglane w dół)

Premia do Ataku [+] = _____

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

[ ] = (_____ ÷ 2) + _____

Poziomy Samuraja   Inne

(Zaokrąglane w górę)

Resolve Today ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

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