

SAMURAI

Nível de Samurai

ORDER

EDICTS

Habilidades

☐ Nível 2

☐ Nível 8

☐ Nível 15

CHALLENGE

DESAFIOS POR DIA

Nível de Samurai

Outros

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

(Arredonda para Cima)

Desafios Hoje ☐☐☐☐☐☐

DANO CORPO A CORPO BÔNUS

Nível de Samurai

Outros

$$\boxed{} = \boxed{} + \boxed{}$$

Receba -2 de penalidade na CA contra qualquer inimigo exceto o alvo desafiado

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 $\boxed{+} = \boxed{}$ \swarrow $\boxed{} = \boxed{} \div 5$ (Arredonda para Baixo)

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

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

MONTARIA

Nome

Tipo da Criatura

Velocidade Montado

m m²

RESOLVE

MOTIVAÇÃO USOS POR DIA

Nível de Samurai

Outros

Resolve Today

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

(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 IMPARÁVEL

Escolha o melhor entre duas rolagens em um teste de Fortitude ou Vontade
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