

SAMURAI

Samurai
Level

ORDER

EDICTS

VAARDIGHEDEN

☐ Level
2

☐ Level
8

☐ Level
15

CHALLENGE

CHALLENGES PER DAY

Samurai
Level

Misc

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

(Naar boven afgerond)

Challenges Today ☐☐☐☐☐☐

MELEE DAMAGE BONUS

Samurai
Level

Misc

$$\boxed{} = + $$

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

HONOURABLE STAND

- ☐ Level **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.

Level 16: Twice per day

DEMANDING CHALLENGE

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

LAST STAND

- ☐ Level **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

☐ Level **5** $\boxed{+} = $ Samurai Level $\div 5$
(Naar beneden afgerond)

Attack Bonus $\boxed{+} = $

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

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

MOUNT

Name

Creature type

Mounted Speed

ft sq

RESOLVE

RESOLVE USES PER DAY

Samurai
Level

Misc

Resolve
Today

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

(Naar boven afgerond)

☐☐☐☐
☐☐☐☐

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

UNSTOPPABLE

Immediately stabilise and remain conscious (but staggered)

☐ Level
9

GREATER RESOLVE

Convert a confirmed critical hit to a standard hit

☐ Level
17

TRUE RESOLVE

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

WEAPON EXPERTISE

☐ Level
3

Draw selected weapon as an immediate action:

☐ Katana

☐ Naginata

☐ Wakizashi

☐ Longbow

+2 to confirm critical hits with selected weapon