SAMURAI 侍

Samurai Level ☐

ORDER

ЭДИКТЪ

ХАРАКТЕРИСТИКИ

☐ Уровень **2**

☐ Уровень **8**

☐ Уровень **15**

CHALLENGE

CHALLENGES PER DAY

☐ = (_____ ÷ 3) + _____

(Округлять вверх) — Samurai Level / Прочее

Challenges Today ☐☐☐ ☐☐☐

MELEE DAMAGE BONUS

☐ = _____ + _____

Samurai Level / Прочее

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

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

LAST STAND
☐ Уровень **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

☐ Уровень **5**

↙ = _____ ÷ 5
Samurai Level
(Округлять к меньшему)

Attack Bonus: _____ + _____ = _____

Saving Throw Bonus: _____ + _____ = _____ + 1

☐ Уровень **14** _____ + 2 Bonus to saves against charm and compulsion effects

СКАКУН

Имя

Тип существа

Mounted Speed

_____ ft _____ кв

RESOLVE

RESOLVE USES PER DAY

☐ = (_____ ÷ 2) + _____

Samurai Level / Прочее
(Округлять вверх)

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
UNSTOPPABLE	Immediately stabilise and remain conscious (but staggered)

☐ Уровень **9** **GREATER RESOLVE** — Convert a confirmed critical hit to a standard hit

☐ Уровень **17** **TRUE RESOLVE** — Spend all remaining resolve (at least 2) to avoid death

WEAPON EXPERTISE

☐ Уровень **3** Draw selected weapon as an immediate action:

☐ Katana ☐ Naginata ☐ Wakizashi ☐ Longbow

+2 to confirm critical hits with selected weapon