SAMURAI 侍

Samurai Level [ ]

ORDER

EDICTS

ABILITIES

☐ Level **2**

☐ Level **8**

☐ Level **15**

CHALLENGE

CHALLENGES PER DAY

[ ] = (_____ ÷ 3) + _____

(Round up)

Challenges Today ☐☐☐ ☐☐☐

MELEE DAMAGE BONUS

Samurai Level   Misc

[ ] = _____ + _____

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

☐ Level **11** **HONORABLE 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.
Level 16: Twice per day

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

☐ Level **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

BANNER

☐ Level **5**   = Samurai Level ÷ 5
(Round down)

Attack Bonus   [+] = _____

Saving Throw Bonus   [+] = _____ + 1

☐ Level **14** [+ 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

[ ] = (_____ ÷ 2) + _____   ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

(Round up)

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 stabilize 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