



Niveau  
de Samurai

## ORDER

### Édits

### CARACTERISTIQUES

☐ Niveau  
**2**

☐ Niveau  
**8**

☐ Niveau  
**15**

## CHALLENGE

### CHALLENGES PER DAY

Niveau  
de Samurai

Divers

$$\boxed{\phantom{00}} = \left( \phantom{00} \div 3 \right) + \phantom{00}$$

(arrondi au supérieur)

Challenges Today ☐☐☐  
☐☐☐

### MELEE DAMAGE BONUS

Niveau  
de Samurai

Divers

$$\boxed{\phantom{00}} = \phantom{00} + \phantom{00}$$

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

### HONOURABLE STAND

- ☐ Niveau **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

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

### LAST STAND

- ☐ Niveau **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

☐ Niveau **5**  $\boxed{+} = \phantom{00}$  Niveau de Samurai **5**  
(arrondi à l'inférieur)

Attaque Bonus  $\boxed{+} = \phantom{00}$

Saving Throw Bonus  $\boxed{+} = \phantom{00} + 1$

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

## MONTURE

Nom

Type de créature

Vitesse en monture

m cases

## RESOLVE

### RESOLVE USES PER DAY

Niveau  
de Samurai

Divers

Resolve  
Today

$$\boxed{\phantom{00}} = \left( \phantom{00} \div 2 \right) + \phantom{00}$$

(arrondi au supérieur)

☐☐☐  
☐☐☐

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

### INSTOPPABLE

Immediately stabilise and remain conscious (but staggered)

☐ Niveau  
**9**

### GREATER RESOLVE

Convert a confirmed critical hit to a standard hit

☐ Niveau  
**17**

### TRUE RESOLVE

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

## WEAPON EXPERTISE

☐ Niveau  
**3**

Draw selected weapon as an immediate action:

☐ Katana

☐ Naginata

☐ Wakizashi

☐ Longbow

+2 to confirm critical hits with selected weapon