

# SAMURAI

Samurai  
Level

## ORDER

### EDICTS

### ABILITIES

☐ Level  
**2**

☐ Level  
**8**

☐ Level  
**15**

## CHALLENGE

### CHALLENGES PER DAY

Samurai  
Level

Misc

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

(Round up)

Challenges Today ☐☐☐☐☐☐

### MELEE DAMAGE BONUS

Samurai  
Level

Misc

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

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**

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

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

Samurai Level  $\div 5$  (Round down)

- ☐ 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

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

(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 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