



Уровень
Самурая

ORDER

УКАЗЫ

ХАРАКТЕРИСТИКИ

☐ Уровень **2**

☐ Уровень **8**

☐ Уровень **15**

CHALLENGE

CHALLENGES PER DAY

Уровень
Самурая

Прочее

= (÷ 3) +
(Округлять вверх) Challenges Today ☐☐☐☐

MELEE DAMAGE BONUS

Уровень
Самурая

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** Бонус Атаки = (Округлять к меньшему)

☐ Уровень **5** Saving Throw Bonus = + 1

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

СКАКУН

Имя

Тип существа

Mounted Speed

фт кв

RESOLVE

RESOLVE USES PER DAY

Уровень
Самурая

Прочее

Resolve
Today

= (÷ 2) +
(Округлять вверх)

☐☐☐☐
☐☐☐☐

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

НЕУДЕРЖИМЫЙ

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