



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

+

=

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