

SAMURAI

Samurai
Level

ORDER

EDICTS

ATTRIBUTSWERTE

☐ Stufe
2

☐ Stufe
8

☐ Stufe

penalty for riding bareback

CHALLENGE

CHALLENGES PER DAY

Samurai
Level

Sonstiges

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

(aufrunden)

Challenges Today ☐☐☐☐☐☐

MELEE DAMAGE BONUS

Samurai
Level

Sonstiges

$$\boxed{} = + $$

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

HONOURABLE STAND

- ☐ Stufe **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

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

LAST STAND

- ☐ Stufe **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

☐ Stufe **5** $\boxed{+} = $ Samurai Level $\div 5$

Attack Bonus $\boxed{+} = $

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

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

REITTIER

Name

Creature type

Mounted Speed

m Fe

RESOLVE

RESOLVE USES PER DAY

Samurai
Level

Sonstiges

Resolve
Today

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

(abrunden)

☐☐☐☐
☐☐☐☐

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)

☐ Stufe
9

GREATER RESOLVE

Convert a confirmed critical hit to a standard hit

☐ Stufe
17

TRUE RESOLVE

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

WEAPON EXPERTISE

☐ Stufe
3

Draw selected weapon as an immediate action:

☐ Katana

☐ Naginata

☐ Wakizashi

☐ Longbow

+2 to confirm critical hits with selected weapon