	SAMURAI	Nivel Samurai	Nombr			
×	ORDEN		Tipo de			
EDICTOS			RESOI USOS			
CARACTE	RÍSTICAS		\dashv			
Nivel_						
2						
Nivel_			9			
8			□ Nive			
Nivel						
15			□ Nive			
×	DESAFÍO		3			
DESAFÍOS PER DAY	Nivel Samurai	Misc				
	= (÷ 3) +				
	(Redondear arriba)	Desafios Desafios Hoy				
DAÑO MEL	EE Nivel Mis	sc	_			
BONUS	Samurai +					
Sufrag 2 non			tivo donofindo			
	al. a CA contra cualquier end HONOURABLE STAND	emigo, excepto ei obje	——			
□ Nivel	Once per day, while fighting a immune to being shaken, f					
11	 remain conscious below 0 may spend one use of Reso 	hp				
1	Nivel 16: Dos veces al día	oive to reion any save.				
□ Nivei	DEMANDING CHALLEN Objetivos desafiados sufren cualquier objetivo distinto a	-2 penal. a CA contra	_			
1	LAST STAND					
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						
SAM	URAI ORDER — CHALL	ENGE ABILITY	7			
			_			
			-			
1	ESTANDART	ГЕ	7			
□ Nivel 5	=	Nivel Samurai 🕏	5			
Bonus Ataque	+ =					
Bonus Tiros Salv.	+ = +	1				
□ Nivel 14	+ 2 Bonus to saves and compulsion	against charm n effects	_			

Tipo de criatura Vel. Montura C RESOLVE RESOLVE RESOLVE RESOLVE RESOLVE Samurai Samurai Misc Resolve Today Gefeat the target of a Challenge Redondear abajo Resolve when y defeat the target of a Challenge of Resolve when y defeat the target of a Challenge of Resolve when y defeat the target of a Challenge of Resolve when y defeat the target of a Challenge of Resolve RESOLUTE Escoge la mejor de dos tiradas para Salvaciones Fortaleza o Voluntad of Vivel of Se estabiliza inmediatamente y permanece consciente (pero grogui) Nivel GREATER RESOLVE Spend all remaining resolve (at least 2) to avoid death WEAPON EXPERTISE Nivel Nivel Desenfunda arma seleccionada como acción inmediata: Nivel Nivel Arco Largo Para confirmar críticos con el arma seleccionada	7	MONTURA							
RESOLVE USOS AL DÍA Samurai Samurai Resolve Today Regain one use of Resolve when yellow defeat the target of a Challenge (Redondear abajo) DETERMINED Recover from being fatigued, shaken or sickened Level 8: recover from being exhausted, frightened, nauseated or stagger RESOLUTE Escoge la mejor de dos tiradas para Salvaciones Fortaleza o Voluntad UNSTOPPABLE Se estabiliza inmediatamente y permanece consciente (pero grogui) Nivel GREATER RESOLVE Convert a confirmed critical hit to a standard hit WEAPON EXPERTISE Nivel Desenfunda arma seleccionada como acción inmediata: Nivel Besenfunda arma seleccionada como acción inmediata: WEAPON EXPERTISE Nivel Arco Largo	N	ombre							
RESOLVE USOS AL DÍA Convert a confirmed critical hit to a standard hit	T	ipo de c	riatura			Vel. Montura			
RESOLVE USOS AL DÍA Samurai A Samurai Samurai Resolve Today Regain one use of Resolve when y defeat the target of a Challenge (Redondear abajo) DETERMINED Recover from being fatigued, shaken or sickened Level 8: recover from being exhausted, frightened, nauseated or stagger RESOLUTE Escoge la mejor de dos tiradas para Salvaciones Fortaleza o Voluntad UNSTOPPABLE Se estabiliza inmediatamente y permanece consciente (pero grogui) Nivel 9 Regain one use of Resolve when y defeat the target of a Challenge of the construction of the con	Ţ					' C			
RESOLVE USOS AL DÍA Samurai A Samurai Samurai Resolve Today Regain one use of Resolve when y defeat the target of a Challenge (Redondear abajo) DETERMINED Recover from being fatigued, shaken or sickened Level 8: recover from being exhausted, frightened, nauseated or stagger RESOLUTE Escoge la mejor de dos tiradas para Salvaciones Fortaleza o Voluntad UNSTOPPABLE Se estabiliza inmediatamente y permanece consciente (pero grogui) Nivel 9 Regain one use of Resolve when y defeat the target of a Challenge of the construction of the con	DESOLVE								
CREATER RESOLVE Convert a confirmed critical hit to a standard hit					Resolve	·			
Level 8: recover from being exhausted, frightened, nauseated or stagger Escoge la mejor de dos tiradas para Salvaciones Fortaleza o Voluntad Se estabiliza inmediatamente y permanece consciente (pero grogui) Nivel 9 GREATER RESOLVE Convert a confirmed critical hit to a standard hit Nivel 17 TRUE RESOLVE Spend all remaining resolve (at least 2) to avoid death WEAPON EXPERTISE Nivel 3 Katana Naginata Wakizashi Arco Largo	`			<i></i>		Regain one use of Resolve when you defeat the target of a Challenge			
UNSTOPPABLE Se estabiliza inmediatamente y permanece consciente (pero grogui) Nivel 9 GREATER RESOLVE Convert a confirmed critical hit to a standard hit Nivel 17 TRUE RESOLVE Spend all remaining resolve (at least 2) to avoid death WEAPON EXPERTISE Nivel 3 Katana Naginata Wakizashi Arco Largo			DETERMINED	Recover from being fatigued, shaken or sickened					
GREATER RESOLVE Convert a confirmed critical hit to a standard hit Nivel 17 TRUE RESOLVE Spend all remaining resolve (at least 2) to avoid death WEAPON EXPERTISE Nivel Desenfunda arma seleccionada como acción inmediata: Naginata Wakizashi Arco Largo	112002012		112002012						
TRUE RESOLVE Spend all remaining resolve (at least 2) to avoid death WEAPON EXPERTISE Nivel Desenfunda arma seleccionada como acción inmediata: 3			GREATER RESOLVE	Convert a confirmed critical hit to a standard hit					
Nivel Desenfunda arma seleccionada como acción inmediata: 3			TRUE RESOLVE	Spend all remaining resolve (at least 2) to avoid death					
3 □ Katana □ Naginata □ Wakizashi □ Arco Largo	`	WEAPON EXPERTISE							
+2 para confimar críticos con el arma seleccionada									