

# SAMURAI

Nivel  
Samurai

## ORDEN

### EDICTOS

### CARACTERÍSTICAS

☐ Nivel  
**2**

☐ Nivel  
**8**

☐ Nivel  
**15**

## DESAFÍO

### DESAFÍOS PER DAY

Nivel  
Samurai

Misc

$$\boxed{\phantom{000}} = \left( \boxed{\phantom{000}} \div 3 \right) + \boxed{\phantom{000}}$$

(Redondear arriba)

Desafíos Hoy ☐☐☐☐

### DAÑO MELEE BONUS

Nivel  
Samurai

Misc

$$\boxed{\phantom{000}} = \boxed{\phantom{000}} + \boxed{\phantom{000}}$$

Sufres -2 penal. a CA contra cualquier enemigo, excepto el objetivo desafiado

### HONOURABLE STAND

- ☐ Nivel **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.

Nivel 16: Dos veces al día

### DEMANDING CHALLENGE

- ☐ Nivel **12** Objetivos desafiados sufren -2 penal. a CA contra cualquier objetivo distinto a ti.

### LAST STAND

- ☐ Nivel **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

## ESTANDARTE

☐ Nivel **5** Bonus Ataque  $\boxed{+ \phantom{00}} = \boxed{\phantom{000}}$

Bonus Tiros Salv.  $\boxed{+ \phantom{00}} = \boxed{\phantom{000}} + 1$

$\boxed{\phantom{000}} = \boxed{\phantom{000}} \div 5$  (Redondear abajo)

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

## MONTURA

Nombre

Creature type

Vel. Montura

C

## RESOLVE

### RESOLVE USOS AL DÍA

Nivel  
Samurai

Misc

Resolve  
Today

$$\boxed{\phantom{000}} = \left( \boxed{\phantom{000}} \div 2 \right) + \boxed{\phantom{000}}$$

(Redondear arriba)

☐☐☐☐  
☐☐☐☐

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

Escoge la mejor de dos tiradas para Salvaciones Fortaleza o Voluntad

### 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**

Desenfunda arma seleccionada como acción inmediata:

☐ Katana

☐ Naginata

☐ Wakizashi

☐ Arco Largo

+2 para confirmar críticos con el arma seleccionada