

SAMURAI

Samurai
Level

ORDER

EDICTS

Параметры

☐ Уровень
2

☐ Уровень
8

☐ Уровень
15

CHALLENGE

CHALLENGES
PER DAY

Samurai
Level

Прочее

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

(Округлять вверх)

Challenges Today ☐☐☐☐

MELEE DAMAGE
BONUS

Samurai
Level

Прочее

$$\boxed{} = + $$

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**

$$\text{Attack Bonus} + \boxed{} = $$

Samurai Level $\div 5$

(Округлять к меньшему)

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

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

MOUNT

Имя

Creature type

Mounted Speed

ft KB

RESOLVE

RESOLVE
USES PER DAY

Samurai
Level

Прочее

Resolve
Today

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

(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

UNSTOPPABLE

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