



Poziomy
Samuraja

ORDER

EDYKTY

ATRYBUTY

☐ Poziomy
2

☐ Poziomy
8

☐ Poziomy
15

CHALLENGE

CHALLENGES PER DAY

Poziomy
Samuraja

Inne

= (÷ 3) +
(Zaokrąglane w górę) Challenges Today

OBRAŻENIA W ZWARCHY PREMIA

Poziomy
Samuraja

Inne

= +

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

HONOURABLE STAND

- ☐ Poziomy
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

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

LAST STAND

- ☐ Poziomy
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

SZTANDAR

☐ Poziomy
5

Premia do Ataku

+ =

Saving Throw Bonus

+ = + 1

= Poziomy Samuraja 5
(Zaokrąglane w dół)

- ☐ Poziomy
14
- + 2
- Bonus to saves against charm and compulsion effects

WIERZCHOWIEC

Imię

Creature type

Mounted Speed

m

cm

RESOLVE

RESOLVE

UŻYĆ NA DZIEŃ

Poziomy
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Inne

Resolve
Today

= (÷ 2) +
(Zaokrąglane w górę)

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

NIEPOWSTRZYMANY

Immediately stabilise and remain conscious (but staggered)

- ☐ Poziomy
9
- GREATER RESOLVE
- Convert a confirmed critical hit to a standard hit

- ☐ Poziomy
17
- TRUE RESOLVE
- Spend all remaining resolve (at least 2) to avoid death

WEAPON EXPERTISE

- ☐ Poziomy
3
- Draw selected weapon as an immediate action:

☐ Katana ☐ Naginata ☐ Wakizashi ☐ Longbow
- +2 to confirm critical hits with selected weapon