

Samurai	1	-	-	-	-	-	-	-	
Level	i								

ORDER								
EDICTS								
EDICIS								
ATTRIBUTSWERTE								
Stufe								
_ 2								
Stufe								
8								
Stufe								
15								
CHALLENGE								
CHALLENGES Samurai Sonstiges								
PER DAY Level								
= (÷3 ) +								
(aufrunden) Challenges 🔲 🖂 Today 🔻 🖂 🗀 🗀								
MELEE DAMAGE Samurai Sonstiges								
BONUS Level								
=+								
Take -2 penalty to AC against any enemy except challenged target								
HONOURABLE STAND								
Stufe Once per day, while fighting a challenge:  • immune to being shaken, frightened or panicked								
• remain conscious below 0 hp								
<ul> <li>may spend one use of Resolve to reroll any save.</li> <li>Level 16: Twice per day</li> </ul>								
DEMANDING CHAILENCE								
Challenged target suffers -2 populty to AC against								
any target other than you.								
LAST STAND								
Stufe 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								
<b>)</b>								
BANNER								
_ Stufe _ Samurai								
5 Level ÷ 5								
Attack + = (abrunden)								
Saving Throw + = +1								
Bonus + 1								
Stufe + 2 Bonus to saves against charm and compulsion effects								

REITTIER								
Name								
Creature	type			Mounted Speed				
				m Fe				
RESOLVE								
RESOLV USES PE	- Odilididi	Sonstiges	Resolve Today					
	= (	2)+		Regain one use of Resolve when you defeat the target of a Challenge				
(aufrunden)								
	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 <b>17</b>	TRUE RESOLVE Spend all remaining resolve (at least 2) to avoid death							
WEAPON EXPERTISE								
Stufe	Stufe Draw selected weapon as an immediate action:							
3								
+2 to confirm critical hits with selected weapon								