

Poziomy  
Samuraja

## ORDER

## EDYKTY

## ATRYBUTY

☐ Poziom  
**2**☐ Poziom  
**8**☐ Poziom  
**15**

## CHALLENGE

CHALLENGES  
PER DAYPoziomy  
Samuraja

Inne

= (  ÷ 3 ) +

(Zaokrąglane w górę)

Challenges Today ☐☐☐☐

OBRAŻENIA W ZWARCHY  
PREMIAPoziomy  
Samuraja

Inne

=  +

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

## HONOURABLE STAND

- ☐ Poziom **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

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

## LAST STAND

- ☐ Poziom **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

☐ Poziom **5**

Premia do Ataku  =

Saving Throw Bonus  =  + 1

☐ Poziom **14**  + 2

Bonus to saves against charm and compulsion effects

## WIERZCHOWIEC

Imię

Creature type

Szybkość na Wierzchowcu

m cm

## RESOLVE

## RESOLVE

## UŻYĆ NA DZIEŃ

Poziomy  
Samuraja

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)

☐ Poziom  
**9**

## GREATER RESOLVE

Convert a confirmed critical hit to a standard hit

☐ Poziom  
**17**

## TRUE RESOLVE

Spend all remaining resolve (at least 2) to avoid death

## WEAPON EXPERTISE

☐ Poziom  
**3**

Draw selected weapon as an immediate action:

☐ Katana☐ Naginata☐ Wakizashi☐ Longbow

+2 to confirm critical hits with selected weapon