



Poziomy
Samuraja

ORDER

EDYKTY

ATRYBUTY

Poziom

2

Poziom

8

Poziom

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

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

Poziomy
Samuraja

5

(Zaokrąglane w dół)

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