



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.

Poziom 16:Dwa razy dziennie

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

+

 =

Poziomy
Samuraja

5
(Zaokrąglane w dół)

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