

# SAMURAI

Samurai  
Level

## ORDER

### EDICTS

Параметры

☐ Уровень  
**2**

☐ Уровень  
**8**

☐ Уровень  
**15**

## CHALLENGE

CHALLENGES  
PER DAY

Samurai  
Level

Прочее

$$\boxed{\phantom{000}} = \left( \phantom{000} \div 3 \right) + \phantom{000}$$

(Округлять вверх)

Challenges Today ☐☐☐☐

MELEE DAMAGE  
BONUS

Samurai  
Level

Прочее

$$\boxed{\phantom{000}} = \phantom{000} + \phantom{000}$$

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

### HONOURABLE STAND

☐ Уровень **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

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

### LAST STAND

☐ Уровень **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

## BANNER

☐ Уровень **5**

$$\text{Attack Bonus} + \boxed{\phantom{00}} = \phantom{000}$$

Samurai Level  $\div 5$

(Округлять к меньшему)

Saving Throw Bonus  $\boxed{+}$  =  $\phantom{000} + 1$

☐ Уровень **14**  $\boxed{+ 2}$  Bonus to saves against charm and compulsion effects

## MOUNT

Имя

Creature type

Mounted Speed

ft KB

## RESOLVE

RESOLVE  
USES PER DAY

Samurai  
Level

Прочее

Resolve  
Today

$$\boxed{\phantom{000}} = \left( \phantom{000} \div 2 \right) + \phantom{000}$$

(Округлять вверх)

☐☐☐☐  
☐☐☐☐

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

### UNSTOPPABLE

Immediately stabilise and remain conscious (but staggered)

☐ Уровень  
**9**

### GREATER RESOLVE

Convert a confirmed critical hit to a standard hit

☐ Уровень  
**17**

### TRUE RESOLVE

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

## WEAPON EXPERTISE

☐ Уровень  
**3**

Draw selected weapon as an immediate action:

☐ Katana

☐ Naginata

☐ Wakizashi

☐ Longbow

+2 to confirm critical hits with selected weapon