



Niveau  
de Ronin

## RONIN

### CODE OF HONOUR

- ☐ Niveau **2** **SELF RELIANT**  
Retry a will save after the 2nd round of duration  
Roll twice to stabilise
- ☐ Niveau **8** **SANS MAITRE**  
Once per combat: remain at 1 hp; reroll to confirm a critical hit; or take 10 on a skill check during combat
- ☐ Niveau **15** **CHOSEN DESTINY**  
Roll twice against charm or compulsion  
Once per day, take 20 on any d20

## CHALLENGE

### CHALLENGES PER DAY

Niveau  
de Ronin

Divers

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

(arrondi au supérieur)

Challenges Today ☐☐☐☐

### MELEE DAMAGE BONUS

Niveau  
de Ronin

Divers

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

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

### HONOURABLE STAND

- ☐ Niveau **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

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

### LAST STAND

- ☐ Niveau **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

### RONIN CHALLENGE ABILITY

Bonus in combat against the target of the challenge:

$$= \boxed{\phantom{000}} \text{ Niveau de Ronin } \div 4$$

Attaque Bonus  $\boxed{+ \phantom{00}} = \boxed{\phantom{000}}$

Dodge Bonus  $\boxed{+ CA} = \boxed{\phantom{000}}$

## BANNER

- ☐ Niveau **5**  $\boxed{\phantom{000}} = \boxed{\phantom{000}} \text{ Niveau de Ronin } \div 5$
- Attaque Bonus  $\boxed{+ \phantom{00}} = \boxed{\phantom{000}}$
- Saving Throw Bonus  $\boxed{+ \phantom{00}} = \boxed{\phantom{000}} + 1$

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

## MONTURE

Nom

Type de créature

Mounted Speed

m cases

## RESOLVE

### RESOLVE USES PER DAY

Niveau  
de Ronin

Divers

Resolve  
Today

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

(arrondi à l'inférieur)

☐☐☐☐  
☐☐☐☐  
☐☐☐☐

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

### INSTOPPABLE

Immediately stabilise and remain conscious (but staggered)

- ☐ Niveau **9** **GREATER RESOLVE** Convert a confirmed critical hit to a standard hit

- ☐ Niveau **17** **TRUE RESOLVE** Spend all remaining resolve (at least 2) to avoid death

## WEAPON EXPERTISE

- ☐ Niveau **3** Draw selected weapon as an immediate action:  
☐ Katana ☐ Naginata ☐ Wakizashi ☐ Longbow  
+2 to confirm critical hits with selected weapon