

Уровень
Ронина

RONIN

(SAMURAI)

RONIN

CODE OF HONOUR

☐ Уровень **2** **SELF RELIANT**
Retry a will save after the 2nd round of duration
Roll twice to stabilise

☐ Уровень **8** **WITHOUT MASTER**
Once per combat: remain at 1 hp; reroll to confirm a critical hit; or take 10 on a skill check during combat

☐ Уровень **15** **CHOSEN DESTINY**
Roll twice against charm or compulsion
Once per day, take 20 on any d20

CHALLENGE

CHALLENGES
PER DAYУровень
Ронина

Прочее

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

(Округлять вверх)

Challenges Today ☐☐☐☐

MELEE DAMAGE
BONUSУровень
Ронина

Прочее

$$\boxed{} = \boxed{} + \boxed{}$$

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

RONIN CHALLENGE ABILITY

Bonus in combat against the target of the challenge:

$$= \boxed{} \div 4$$

Бонус Атаки $\boxed{+ } = \boxed{}$

Dodge Bonus $\boxed{+ K3} = \boxed{}$

BANNER

☐ Уровень **5** $\boxed{} = \boxed{} \div 5$

Бонус Атаки $\boxed{+ } = \boxed{}$

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

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

СКАКУН

Имя

Тип существа

Mounted Speed

фт кв

RESOLVE

RESOLVE
USES PER DAYУровень
Ронина

Прочее

Resolve
Today

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

(Округлять к меньшему)

☐☐☐☐
☐☐☐☐

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

НЕУДЕРЖИМЫЙ

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