

Ronin Level			
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HONOURABLE STAND Once per day, while fighting a challenge: immune to being shaken, frightened or panicked remain conscious below 0 hp										
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		Níve	16: Du	ias veze	es por o	dia				
_ 1	Vível	DEN	/IAND	TNIC C						
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MONTARIA									
Nome									
Tipo da Criatura			Velocidade Montado						
			m m²						
RESOLVE									
RESOLVE Ronin USES PER DAY Leve	· Outros	Resolve Today							
= (÷ 2)+		Regain one use of Resolve when you defeat the target of a Challenge						
(Arredonda para Baixo)									
DETERMINED Recover from being fatigued, shaken or sickened Level 8 : recover from being exhausted, frightened, nauseated									
RESOLUTE Take the better of two rolls on a Fortitude or Will save									
IMPARÁVEL	Immediately stabili	Immediately stabilise and remain conscious (but staggered)							
GREATER RESOLVE Convert a confirmed critical hit to a standard hit									
□ Nível TRUE RESOLVE	TRUE RESOLVE Spend all remaining resolve (at least 2) to avoid death								
WEAPON EXPERTISE									
Nível Draw selected weap	Nível Draw selected weapon as an immediate action:								
3 □ Katana									
+2 to confirm critical hits with selected weapon									