

Ronin  
Level

## RONIN

## CODE OF HONOUR

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

☐ Level **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

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

## CHALLENGE

CHALLENGES  
PER DAYRonin  
Level

Misc

$$\boxed{\phantom{000}} = \left( \boxed{\phantom{00}} \div 3 \right) + \boxed{\phantom{000}}$$

(Round up)

Challenges Today ☐☐☐☐☐

MELEE DAMAGE  
BONUSRonin  
Level

Misc

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

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

## HONOURABLE STAND

☐ Level **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

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

## LAST STAND

☐ Level **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:

$$= \boxed{\phantom{000}} \div 4$$

Attack Bonus **+**  = Dodge Bonus **+** **AC** = 

## BANNER

☐ Level **5**  $\boxed{\phantom{000}} = \boxed{\phantom{000}} \div 5$

Attack Bonus **+**  = Saving Throw Bonus **+**  =  + **1**

☐ Level **14** **+ 2** Bonus to saves against charm and compulsion effects

## MOUNT

Name

Creature type

Mounted Speed

ft sq

## RESOLVE

RESOLVE  
USES PER DAYRonin  
Level

Misc

Resolve  
Today

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

(Round down)

☐☐☐☐  
☐☐☐☐  
☐☐☐☐

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)

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

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

## WEAPON EXPERTISE

☐ Level **3** Draw selected weapon as an immediate action:

☐ Katana☐ Naginata☐ Wakizashi☐ Longbow

+2 to confirm critical hits with selected weapon