

Ronin
Level

RONIN

CODE OF HONOUR

- ☐ **Nível 2** **SELF RELIANT**
Retry a will save after the 2nd round of duration
Roll twice to stabilise
- ☐ **Nível 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
- ☐ **Nível 15** **CHOSEN DESTINY**
Roll twice against charm or compulsion
Once per day, take 20 on any d20

CHALLENGE

CHALLENGES
PER DAYRonin
Level

Outros

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

(Arredonda para Cima)

Challenges Today ☐☐☐☐☐☐

DANO CORPO A CORPO
BÔNUSRonin
Level

Outros

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

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

HONOURABLE STAND

- ☐ **Nível 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.

Nível 16: Duas vezes por dia

DEMANDING CHALLENGE

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

LAST STAND

- ☐ **Nível 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:

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

Bônus de Ataque $\boxed{+ } = \boxed{}$

Bônus de Esquiva $\boxed{+ CA} = \boxed{}$

BANNER

- ☐ **Nível 5** $\boxed{} = \boxed{} \div 5$

Bônus de Ataque $\boxed{+ } = \boxed{}$

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

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

MONTARIA

Nome

Tipo da Criatura

Velocidade Montado

m m²

RESOLVE

RESOLVE
USES PER DAYRonin
Level

Outros

Resolve
Today

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

(Arredonda para Baixo)

☐☐☐☐
☐☐☐☐
☐☐☐☐

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

IMPARÁVEL

Immediately stabilise and remain conscious (but staggered)

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

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

WEAPON EXPERTISE

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