



Poziomy  
Ronina

## RONIN

### CODE OF HONOUR

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

## CHALLENGE

### CHALLENGES PER DAY

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Inne

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

(Zaokrąglane w górę)

Challenges Today ☐☐☐☐

### OBRAŻENIA W ZWARCHU PREMIA

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

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

### HONOURABLE STAND

- ☐ Poziom **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.

Poziom 16: Dwa razy dziennie

### DEMANDING CHALLENGE

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

### LAST STAND

- ☐ Poziom **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:

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

Poziomy Ronina

Premia do Ataku  $\boxed{+ \phantom{000}} = \boxed{\phantom{000}}$

Premia Unikowa  $\boxed{+ KP} = \boxed{\phantom{000}}$

## SZTANDAR

- ☐ Poziom **5**  $\boxed{\phantom{000}} = \boxed{\phantom{000}} \div 5$
- Premia do Ataku  $\boxed{+ \phantom{000}} = \boxed{\phantom{000}}$
- Saving Throw Bonus  $\boxed{+ \phantom{000}} = \boxed{\phantom{000}} + 1$

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

## WIERZCHOWIEC

Imię

Typ Stworzenia

Szybkość na Wierzchowcu

m cm

## RESOLVE

### RESOLVE

#### UŻYĆ NA DZIEŃ

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Resolve  
Today

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

(Zaokrąglane w dół)

☐☐☐☐  
☐☐☐☐  
☐☐☐☐

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

### NIEPOWSTRZYMANY

Immediately stabilise and remain conscious (but staggered)

### GREATER RESOLVE

☐ Poziom **9**

Convert a confirmed critical hit to a standard hit

### TRUE RESOLVE

☐ Poziom **17**

Spend all remaining resolve (at least 2) to avoid death

## WEAPON EXPERTISE

### WEAPON EXPERTISE

☐ Poziom **3**

Draw selected weapon as an immediate action:

☐ Katana

☐ Naginata

☐ Wakizashi

☐ Longbow

+2 to confirm critical hits with selected weapon