

Poziomy  
Ronina

RONIN

(SAMURAI)

## 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 DAYPoziomy  
Ronina

Inne

= (  ÷ 3 ) +   
(Zaokrąglane w górę) Challenges Today ☐☐☐☐

OBRAŻENIA W ZWARCH  
PREMIAPoziomy  
Ronina

Inne

=  +

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:

=  Poziomy  
Ronina ÷ 4Premia do Ataku +  = Premia Unikowa + KP = 

## SZTANDAR

☐ Poziom  
**5** =  Poziomy  
Ronina ÷ 5

Premia do Ataku +  = Saving Throw Bonus +  =  + 1

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

## WIERZCHOWIEC

Imię

Typ Stworzenia

Szybkość na Wierzchowcu

m cm

## RESOLVE

## RESOLVE

## UŻYĆ NA DZIEŃ

Poziomy  
Ronina

Inne

Resolve  
Today

= (  ÷ 2 ) +   
(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)

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

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

## WEAPON EXPERTISE

☐ Poziom Draw selected weapon as an immediate action:☐ Katana ☐ Naginata ☐ Wakizashi ☐ Longbow

+2 to confirm critical hits with selected weapon