

Nivel  
Ronin

## RONIN

## CÓDIGO DE HONOR

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

## DESAFÍO

DESAFÍOS  
PER DAYNivel  
Ronin

Misc

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

(Redondear arriba)

Desafíos ☐☐☐  
Hoy ☐☐☐

DAÑO MELEE  
BONUSNivel  
Ronin

Misc

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

Sufres -2 penal. a CA contra cualquier enemigo, excepto el objetivo desafiado

## HONOURABLE STAND

- ☐ Nivel **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.

Nivel 16: Dos veces al día

## DEMANDING CHALLENGE

- ☐ Nivel **12** Objetivos desafiados sufren -2 penal. a CA contra cualquier objetivo distinto a ti.

## LAST STAND

- ☐ Nivel **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:

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

Bonus Ataque  $\boxed{+ \phantom{00}} = \boxed{\phantom{000}}$

Bonus Esquiva  $\boxed{+ CA} = \boxed{\phantom{000}}$

## ESTANDARTE

- ☐ Nivel **5**  $\boxed{\phantom{000}} = \boxed{\phantom{000}} \div 5$
- Bonus Ataque  $\boxed{+ \phantom{00}} = \boxed{\phantom{000}}$
- Bonus Tiros Salv.  $\boxed{+ \phantom{00}} = \boxed{\phantom{000}} + 1$
- ☐ Nivel **14**  $\boxed{+ 2}$  Bonus to saves against charm and compulsion effects

## MONTURA

Nombre

Tipo de criatura

Vel. Montura

C

## RESOLVE

RESOLVE  
USOS AL DÍANivel  
Ronin

Misc

Resolve  
Today

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

(Redondear abajo)

☐☐☐  
☐☐☐  
☐☐☐

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

Escoge la mejor de dos tiradas para Salvaciones Fortaleza o Voluntad

## UNSTOPPABLE

Se estabiliza inmediatamente y permanece consciente (pero grogui)

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

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

## WEAPON EXPERTISE

- ☐ Nivel **3** Desenfunda arma seleccionada como acción inmediata:  
☐ Katana ☐ Naginata ☐ Wakizashi ☐ Arco Largo  
+2 para confirmar críticos con el arma seleccionada