

Ronin  
Level

## RONIN

## CODE OF HONOUR

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

- ☐ Stufe **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

- ☐ Stufe **CHOSEN DESTINY**  
Roll twice against charm or compulsion|Once per day, take 20 on any W% d20

## CHALLENGE

CHALLENGES  
PER DAYRonin  
Level

Sonstiges

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

(aufrunden)

Challenges Today ☐☐☐☐☐

MELEE DAMAGE  
BONUSRonin  
Level

Sonstiges

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

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

## HONOURABLE STAND

- ☐ Stufe **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

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

## LAST STAND

- ☐ Stufe **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 **+** **RK**  =

## BANNER

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

Attack Bonus **+**  =

Saving Throw Bonus **+**  =  + 1

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

## REITTIER

Name

Creature type

Mounted Speed

m Fe

## RESOLVE

RESOLVE  
USES PER DAYRonin  
Level

Sonstiges

Resolve  
Today

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

(abrunden)

☐☐☐☐  
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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)

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

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

## WEAPON EXPERTISE

- ☐ Stufe **3** Draw selected weapon as an immediate action:

☐ Katana ☐ Naginata ☐ Wakizashi ☐ Longbow

+2 to confirm critical hits with selected weapon