



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

Poziomy
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Inne

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

(Zaokrąglane w górę)

Challenges Today ☐☐☐☐

OBRAŻENIA W ZWARCHU PREMIA

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

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.

Level 16: Twice per day

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:

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

Premia do Ataku **+** =

Premia Unikowa **+** **KP** =

SZTANDAR

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

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

WIERZCHOWIEC

Imię

Creature type

Mounted Speed

m cm

RESOLVE

RESOLVE

UŻYĆ NA DZIEŃ

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Resolve
Today

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

(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