

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

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

(Redondear arriba)

Desafíos ☐☐☐
Hoy ☐☐☐

DAÑO MELEE
BONUSNivel
Ronin

Misc

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

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:

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

Bonus Ataque **+** =

Bonus Esquiva **+ CA** =

ESTANDARTE

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

MONTURA

Nombre

Creature type

Vel. Montura

ft c

RESOLVE

RESOLVE
USOS AL DÍANivel
Ronin

Misc

Resolve
Today

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

(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