



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
Ronina

Inne

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

OBRAŻENIA W ZWARCHU PREMIA

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= +

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 ÷ 4

Premia 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

Creature type

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

3

Draw selected weapon as an immediate action:

☐ Katana

☐ Naginata

☐ Wakizashi

☐ Longbow

+2 to confirm critical hits with selected weapon