



Niveau
de Ronin

RONIN

CODE OF HONOUR

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

CHALLENGE

CHALLENGES PER DAY

Niveau
de Ronin

Divers

= (÷ 3) +
(arrondi au supérieur) Challenges Today ☐☐☐☐

MELEE DAMAGE BONUS

Niveau
de Ronin

Divers

= +

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

HONOURABLE STAND

- ☐ Niveau **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

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

LAST STAND

- ☐ Niveau **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:

= Niveau de Ronin ÷ 4

Attaque Bonus + =

Dodge Bonus + CA =

BANNER

- ☐ Niveau **5** = Niveau de Ronin ÷ 5
- Attaque Bonus + =
- Saving Throw Bonus + = + 1

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

MONTURE

Nom

Creature type

Mounted Speed

piedscases

RESOLVE

RESOLVE USES PER DAY

Niveau
de Ronin

Divers

Resolve
Today

= (÷ 2) +
(arrondi à l'inférieur)

☐☐☐☐
☐☐☐☐

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)

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

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

WEAPON EXPERTISE

- ☐ Niveau **3** Draw selected weapon as an immediate action:
☐ Katana ☐ Naginata ☐ Wakizashi ☐ Longbow
+2 to confirm critical hits with selected weapon