

RONIN POINTS CALCULATOR

The method used to calculate the point values of all the profiles in *Ronin* is as follows:

Characteristics	
Combat Pool	+2 points per level
Initiative	+1 point per level
Fight	+2 points per level
Shoot	+1 point per level
Armour	
Light	+2 points
Medium	+4 points
Heavy	+6 points
Weapons	
Katana / Wakizashi / Jo / Bo / Kasurigama / Tanto	Free
Improvised weapon	-1 point
Nodachi / Naginata / Yari / Nagae-yari / Tetsubo / Teppo / Yumi	+3 points
Shuriken	+1 point
Attributes *	
Commander, Fearless	+1 point
All other Attributes	+3 points

* Generally, models do not have access to Attributes until they reach Rank 3 (a Fight and/or Combat Pool of 3). The exceptions are Commander and Fearless. Rank 3 models generally have one Attribute, Rank 4 have two, and Rank 5 have three.