

# Weapons

Shields are rarely used; instead, the Tessen can be used as a shield conferring AC +1 if not used for attacking.

If wielding a weapon used for disarming, you can attempt to disarm your opponent if he attacks you without doing any damage. When it is your turn to attack, compare Phys+DEX instead of attacking. The loser is disarmed.

If a weapon is used for tripping, you can trip your opponent when it is your turn to attack. If you hit, compare Phys+STR instead of doing damage. The loser is tripped. When tripped you are prone and at -4; it takes a round to get up.

## Light Weapons

Fighters and Rogues can use light weapons with their DEX bonus instead of their STR bonus. Both classes can use two light weapons at the same time and make two attacks per round (taking -2 on their attack rolls), or attack with both ends

Name	Damage	Cost
Nekode (spiked gauntlets, "tiger claws", used in pairs)	1d4	5 sp
Jitte (unsharpened dagger with a special hand guard for disarming)	1d4	5 sp
Kama (sickle, used in pairs)	1d6	5 sp
Kunai (multipurpose knife, throwing knife, trowel, grappling hook, used by shinobi)	1d3	2 sp
Nunchaku (two sticks connected with a short chain, two-handed, can be used for two attacks when taking -2 on your roll)	1d4	5 sp
Ono (handaxe)	1d6	6 gp
Sai (unsharpened dagger with two special hand guards for disarming)	1d4	5 sp
Tambo (club, often used in pairs)	1d4	-
Tanto (knife)	1d4	3 sp
Tessen (war fan, AC +1 if not attacking)	1d4	12 gp
Tonfa (short stick with handle, used in pairs)	1d6	5sp
Wakizashi (1'-2' short sword)	1d6	10 gp
Wakizashi as part of a Daisho (masterwork +1)	1d6+1	310 gp

## Other Melee Weapons

Some of these weapons are polearms; they should grant users a +2 bonus to initiative. These are all two-handed weapons.

Name	Damage	Cost
Bo (6' staff, polearm)	1d6	2 cp
Jo (4' staff)	1d6	1 cp
Katana (sword)	1d10	35 gp
Katana as part of a Daisho (masterwork +1)	1d10+1	400 gp
Kusarigama (sickle + morning star, also used to trip)	1d6	5 gp
Manrikigusari (two weights on a long chain, also used to trip & disarm)	1d4	4 gp
Masakari (battle axe)	1d8	10 gp
Naginata (polearm)	1d10	10 gp

Name	Damage	Cost
Nodachi (rare, oversized sword)	2d6	50 gp
Sasumata (man catcher used for tripping, polearm)	1d4	8 gp
Takujo (6' staff with metal rings and wards on one end)	1d6	10 sp
Tetsubo (huge mace)	1d10	8 gp
Yari (spear)	1d8	5 gp
Zanbatou (very rare gargantuan sword requiring STR 17)	2d8	80 gp

Merchants might sell "ninja swords" to gullible characters – a so-called Ninjato, a multi-purpose short sword with a hollow handle to hide things, a scabbard usable as a breathing tube, and the handguards adding +2 to climbing checks, as supposedly used by shinobi, costing 5gp, but of lousy quality, and breaking soon enough.

## Ranged Weapons

Yumi is the word used for all kinds of bows. Blowguns are usually used with poison needles. Mouth darts are usually blown into the opponents eyes to confuse.

Name	Damage	Cost
Blowgun	1	1 gp
20 Needles	-	1 gp
Fukimi-bari (mouth darts)	1	1 gp
Shuriken	1d2	1 gp
Sling	1d4	-
10 Bullets	-	1 sp
Daikyu (longbow, composite)	1d8	100 gp
Hankyu (shortbow, composite)	1d6	75 gp
20 Arrows	-	1 gp