

## Japanese Weaponry:

Bladed Melee Weaponry:					
Weapon:	Damage:	Min. Stats:	Weight:	Notes:	
<b>Tessen:</b>	Str+1		2	Typically poisoned metal spines.	
"Fighting Fan"					
<b>Kozuka / Kogai:</b>	Str+1		1		
"Utility knife" the former is with the Katana and the latter is with the Wakizashi. Both may be thrown.					
<b>Tanto-:</b>	Str+2		2	Really shouldn't be thrown, but can.	
Typically, a 1 shaku (foot) long blade with a tsuba (hand guard).					
<b>Wakizashi:</b>	Str+3		4		
"Short Sword"					
<b>Tachi:</b>	2-hands	Str+3	Dex: d8, Str: d6	6	May be magically enhanced or a functional decoration.
"Hand-&a-half sword" Precursor of the Katana. For a more fictional game, surviving examples should be given an edge or two, depending upon the era that is used. The higher dex requirement deals with the heavily curved handle not being conducive to dueling.					
<b>Katana:</b>	2-hands	Str+4	Dex: d6, Str: d6	6	
"Hand-and-a-half sword" or can be large enough to be two-handed swords.					
<b>O-dachi:</b>	2-hands	Str+5	Dex: d8, Str: d8	16	2 hands, Reach of 1, Dex check to quickdraw.
"Two-handed sword," that goes out of vogue in the mid-15th century. Started off as a decoration. Typically misspelled as "nodachi."					

Bladed Melee Pole Arms:					
Weapon:	Damage:	Min. Stats:	Weight:	Notes:	
<b>Chijiriki:</b>	Str+3/Str+1	Dex: d8 Str: d6	20	2 hands, Reach of 2 for both pole and chain, chain ignores 2 of Toughness from Armour, Dex check vs. to-hit number to avoid entanglement. A fumble entangles self.	
"Lance with weighted chain" an 8 ft pole, blade on one end, and a weighted chain up to 10ft in length.					
<b>Hoko:</b>	Str+3	Str: d8	16	2 hands, Reach of 1, -1 to Parry, 1/2 attack roll added in order to unhorse cavalryman.	
6 ft spear with a hooked blade attached to the main blade.					
<b>Naginata:</b>	Str+4	Dex: d6, Str: d6	13	2 hands, Reach of 1, +1 Parry	
"Halberd" this is what the o-dachi was fated to become in the end, and easier to wield.					
<b>O-gama:</b>	Str+3		10	2 hands, Reach of 1	
"Battle Scythe" a 2 ft blade attached to a 6 ft pole.					
<b>Sasumata-yari:</b>	Str+1	Str: d6	14	2 hands, Reach of 2, Catch and hold, with a plus to capture from attack roll.	
"Do-shin (Police) lance" with a large 'U' shaped blade with rows of barbs.					
<b>Sodegarami:</b>	Str+3*	Dex: d6, Str: d8	16	2 hands, Reach of 2 to 3, Catch and hold, with a plus to capture from attack roll.	
"Sleeve Tangler" Only deals in subdual damage, and can unhorse opponents.					
<b>Yari:</b>	Str+3	Str: d6	18	2 hands, Reach of 2 to 5	

"Lance" with a minimum of an 8 ft pole up to a 24 ft pole! This also uses a three-sided blade, if dealing with infection.

Blunt Melee Weaponry:						
Weapon:	Damage:	Min. Stats:	Weight:	Notes:		
<b>Bo-:</b>	Str+1		8	2 hands, Parry +2, Reach of 1		
"Quarterstaff" of 6ft in length.						
<b>Shakujo--Bo-:</b>	Str+1		9	2 hands, Parry +2, Reach of 1, (may protect from evil?)		
"Quarterstaff" of 6ft in length, of Buddhist Priests and Pilgrims, topped with a brass ring, and six other rings hanging from the larger one.						
<b>Dajio:</b>	Str+2	Dex:d6, Str: d6	14	2 hands, Parry -1, Reach of 1, -3 on enemy's parry.		
"Flail" with a pair of 2 ft long poles connected by 3 ft of rope of Ryu-kyu- origin.						
<b>Jitte:</b>	Str+2	Dex: d6	3	Parry +2, may catch a bladed weapon and possibly break it!		
"Truncheon" of steel that can be between 1 to 2 feet with blade catcher extention.						
<b>Nunchaku:</b>	Str+1	Dex: d6	4	-1 on enemy's parry.		
"Small Flail" with a pair of 1 to 1.5 ft pieces of wood connected by short length of chain or rope of Ryu-kyu- origin.						
<b>Tetsubo-:</b>	Str+4	Str: d8	20	2 hands, Parry -1, AP 2 vs. rigid armor		
Metal studded and splinted club, made of wood, or for 4 pounds more and an additional +1 damage made of metal.						
<b>Uchibo:</b>	Str+2	Dex: d6	11	2 hands, Reach of 1, -1 on enemy's parry.		
"Staff Flail" with one staff being 1 to 2 ft in length connected by a length of rope or chain to a 4 to 5 ft staff. Also of Ryu-kyu- origin.						

Missile Weapons:							
Weapons:	Ranges:	Damage:	Min Stats:	Weight:	RoF:	AP:	Notes:
<b>Hankyu-:</b>	10/20/40	2d6		4	1	*	Can be hidden in a sleeve.
"Short Bow" which can be fired from many positions and from horse back.							
<b>O-yumi:</b>	12/24/48	2d10	Str: d8	12	1/2	2	Takes two people to re-cock/cock this crossbow.
"Heavy Crossbow" Ok, this is a VERY heavy and unwieldy crossbow.							
<b>Yumi/Daikyu-:</b>	20/40/80	2d8	Str: d6	8	1	*	Can be fired from a moving horse.
If you want to get into "two to seven man" bows, add +1 to damage/AP per number of men, and 2/4/8 to the range per +1. So, a three man yumi would have the following:							
<b>3-man Yumi:</b>	26/52/104	2d8+3	Str: d8	10	1	3	AP: 3, Takes a Str Check of 12 to string this bow.
* Normal (Yanagiba) arrowheads are listed, here are the additional types:							
Arrows:							
<b>Kaburaya:</b>	2d4 damage (Turnip-heads/whislters), minus 4/8/16 from range, +1 target AP if the target is wearing stiff armour.						
<b>Karimata:</b>	Forked (rope-target cutting arrows) +1 to hit, but minus 2/4/8 off of the range, and against rigid armour are -1 AP.						
<b>Togariya:</b>	"Sharp Arrows" that are the normal damage relative to the bow, however, they are also an additional +2 AP and have an additional range of 4/6/8, too.						

	have an additional range of 4/6/8, too.
<b>Watakushi:</b>	"Bowel-Raker" +2 damage, but at -2 to hit.

Thrown Weapons:							
Weapon:	Ranges:	Damage:	Min Stats:	Weight:	RoF:	Notes:	
<b>Nage-yari / Tuja:</b>	6/12/24	Str+2		3	1		
"Short hurling spear" The Nage-yari are not popular, typically a weapon of last resort. Tuja is a hunting spear of Ryu-kyu- origin.							
<b>Tinbei:</b>	8/12/16	Str+2		5	1	AP: 1	
"Short Hurling Spear" but this time with only a 1 foot long shaft and equally long blade, ... this is also of Ryu-kyu- origin.							
<b>Uchine:</b>	6/12/18	Str+2	Str: d6	7	1	Can be used with one hand as a melee weapon.	
"Javelin" for short or medium range, and is also not very common.							

Shinobi or Catch-all Weaponry:							
Weapon:	Range:	Damage:	Min. Stats:	Weight:	Notes:		
<b>Fukiya:</b>	6/12/18	2d4 or Str+1		2	Used to launch poisoned bamboo slivers, onibi (Demon Fire) other liquids or dusts, or as a cudgel, many are disguised as a Kiseru "smoking pipe."		
"Blowpipe" this weapon has quite a number of uses, and is easily disguised. If it is launching an onibi or other chemical attack, use the cone template at either half or full depending upon the amount of chambara you're looking to emulate. The damage from the onibi attack is 2d8 + d8 for a raise (or raises), and the targets are now on fire! Sleeping gas, different types of poison, even a "fog cloud should continue to use the cone template. If launching a bamboo sliver, it does 2d4 damage plus that of any poison which may have been used. Likewise, those fukiya that are disguised as a Kiseru may be used as a small club.							
<b>Kama:</b>		Str+1		4			
"Sickle" Typically used in pairs, with a 2 to 3 ft long haft and a 8 inches to a foot long blade. Typically in hands of bonge or lower classes.							
<b>Kusarigama:</b>		Str+1/Str+1	Dex: d8	6 to 10	2 hands, Parry -1, Reach of 1 to 2. If concealed, may be "Quick Drawn." +2 to Climbing on success, + from attack to entangle foe. A fumble entangles self.		
"Sickle with Weighted Chain" the weighted rope/chain may or may not be concealed and could be up to 8 ft in length.							
<b>Kyo-tetsu-shoge:</b>		Str+2/Str+1	Dex: d8	6	2 hands, Parry -2, Reach of 2 to 3, if concealed, may be "Quick Drawn." +2 to Climbing on success, + from attack to entangle foe. If used like a dagger then it is Str+1 damage. A fumble entangles self.		
"Hooked Climbing Dagger" only a shinobi/ninja would have knowledge on this weapon's use(s). 8 to 16 ft length of chord, with a 4 inch metal ring. Must have the room to swing the bladed end in order to get the Str+2 damage.							
<b>Manrikigusari:</b>		Str+1	Dex: d6	3 to 8	2 hands, Reach of 1 to 2, plusses from attack go into entanglement of the foe. A fumble entangles self.		

"Weighted Chain" of anywhere between 3 ft to 8ft in length.					
<b>Nagegama:</b>		Str+1/Str+1	Dex: d8	10	2 hands, Parry +1, Reach of 2 for the chain, folding the kama blade out or dropping the weighted chain can be done on two separate Quick Draw attempts.
"Short Staff" with a hidden folding kama (sickle) blade and a hidden length of weighted chain, which is not much more than 10ft. Sohei also use these.					
<b>Nekode/Tekagi:</b>		Str+2		2	1 per hand, Parry +2 against bladed weaponry, +2 climbing.
"Tiger Claws" may also be worn with the feet version, which are called Ashika.					
<b>Sai:</b>		Str+2	Dex: d6	3	Parry +2, may catch a bladed weapon and possibly break it!
"Truncheon" of steel that can be between 1 to 2 feet with two blade catcher extensions which may also be gripped. Typically used in pairs.					More of a peasant weapon.
<b>Shinobigatana:</b>		Str+2	Dex: d6*	5	Many added tools and gadgets, which can be drawn in surprise if the user has a dex score above a d6.
"Short Sword" of shinobi/ninja. Be creative within context of different "tricks."					
<b>Shinobizue:</b>		Str+1/Str+3		10	2 hands or 1 if stabbing, Reach of 1, +1 Parry, extending blade is a move action.
"Bo- staff with a hidden yari blade concealed within." Typically, a Shakujo--bo-.					
<b>Shaken:</b>	8/16/2024	Str+2		1/4	1 to 3 thrown per round.
"Throwing Knife" or may be concealed within the folds of a tessen (fan).					
<b>Sm. Shuriken:</b>	8/16/24	Str+1		1/8	1 to 4 thrown per round, typically poisoned.
"Small Throwing Star"					
<b>Med. Shuriken:</b>	6/12/18	Str+2		1/4	1 to 3 thrown per round, typically poisoned.
"Medium Throwing Star"					
<b>Tekko:</b>		Str+1		2	Parry +2 against bladed weaponry.
"Knuckle-duster" made of metal or metal and wood half circle with studded protrusions pointing away from the palm.					