






Legend of the Five Rings - Weapons

1 koku = 5 bu = 50 zeni; 1 bu = 10 zeni

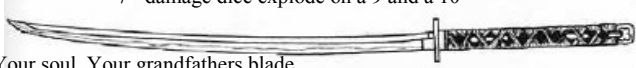


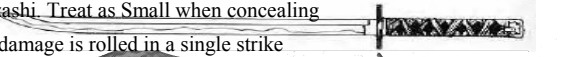


off-hand penalty: attacking with a small weapon in the off hand +5 TN, medium +10, heavy +15

dual wielding: gain +[insight rank] to armour TN, but the off-hand penalty applies and all attacks with the main hand are +5 TN




Knives

skill	knife-fighting (tantojutsu)			mastery	3 - no off-hand penalties
emphasis	Aiguchi, Jitte, Kama, Sai, Tanto				5 - free raise when disarming with a sai or jitte
					7 - free raise towards the extra attack manouvre with a knife
weapon	DR	Cost	Size	Notes	
Aiguchi	1k1	1 koku	S		
Tanto	1k1	1 koku	S	Usually matches the daisho	
Jitte	1k1	1 koku	S	A favorite of policemen and magistrates	
Sai	1k1	1 koku	S	peasant weapon	
Kama	0k2	1 koku	S	peasant weapon	


Swords

skill	swordsmanship (kenjutsu)			mastery	3 - add +1k0 to all sword damage rolls
emphasis	Katana, Ninja-to, No-dachi, Wakizashi				5 - a sword may be readied (unsheathed) as a free action
					7 - damage dice explode on a 9 and a 10
weapon	DR	Cost	Size	Notes	
Katana	3k2	n/a	M	Samurai Weapon. Your soul. Your grandfathers blade. special rule: spend 1 void only to add +1k1 damage	
Wakazashi	2k2	15 koku	M	Samurai Weapon. Your honour. Throwing range 20'	
No-dachi	3k3	30 koku	L		
Ninja-to	2k2	5 koku	M	Crude imitation of a wakazashi. Treat as Small when concealing special rule: breaks if 40+ damage is rolled in a single strike	
Parangu	2k2	2 koku	M	peasant weapon	
Scimitar	2k3	20 koku	M	special rule: breaks if 30+ damage is rolled in a single strike	

Spears

skill	spears (yarijutsu)			mastery	3 - in first round of combat ignore 3pts damage reduction
emphasis	Mai-chong, Kumade, Nage-yari, Yari,				5 - +5' to maximum throwing range
					7 - a spear may be readied as a free action
weapon	DR	Cost	Size	Notes	
Kumade	1k1	2 bu	L	peasant weapon, a three-pronged rake with a metal hook on the butt special rule: breaks if 25+ damage is rolled in a single strike	
Mai-chong	0k3	20 koku	L	Throwing range 25', an eight foot shaft with a short flat point, and 2-4 right angled points	
Nage-yari	1k2	3 koku	M	Throwing range 50'	
Yari	2k2	5 koku	L	Throwing range 30', DR is 1k2 thrown	
Lance	1k2	20 koku	L	special rule: breaks if 30+ damage is rolled in a single strike DR is 3k4 when used from horseback following a move action +5 TN to wield from horseback if not moving +10 TN to wield on foot if not moving	

War Fans

skill	war fans (tessen)			mastery	3 - off-hand penalties do not apply for a war fan
emphasis	none				5 - while weilding a war fan your armour TN is +1
					7 - instead of above with a war fan your armour TN is +3
weapon	DR	Cost	Size	Notes	
Tessen	0k1	5 koku	S	a steel signaling fan, popular among the Lion clan	

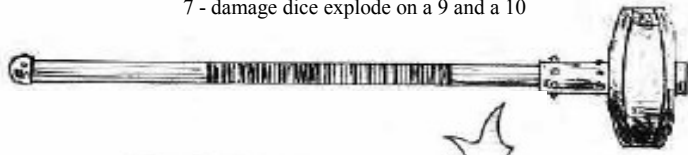
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Heavy Weapons

skill heavy weapons (tsubojutsu) mastery 3 - ignore the first 2 pts of damage reduction
 emphasis Dai-tsuchi, Masakari, Ono, Tetsubo 5 - gain a free raise towards the knock-down manoeuvre with a heavy weapon
 7 - damage dice explode on a 9 and a 10

weapon	DR	Cost	Size	Notes
Dai-tsuchi	5k2	15 koku	L	



Masakari	2k3	8 koku	M	
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Ono	0k4	20 koku	L	
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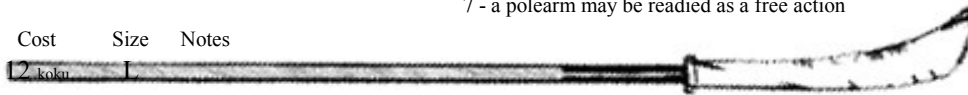
Tetsubo	3k3	20 koku	L	
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Polearms

skill polearms (umayarijutsu) mastery 3 - in first round of combat gain +5 INTV
 emphasis Bisento, Nagamaki, Naginata, Sasumata, Sodegarami 5 - gain +1k0 DR vs mounted or Large opponents
 7 - a polearm may be readied as a free action

weapon	DR	Cost	Size	Notes
Bisento	3k3	12 koku	L	

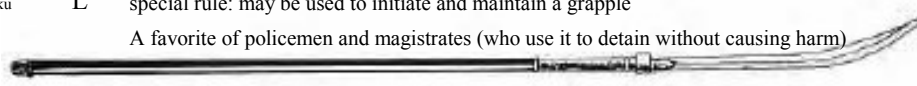


Nagamaki	2k3	8 koku	L	
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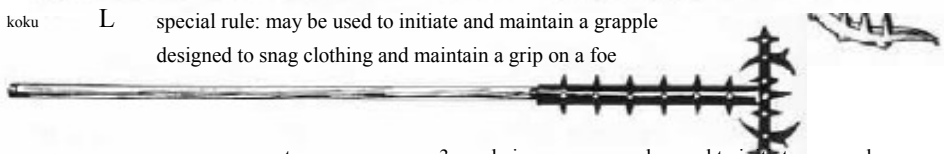


Naginata	3k2	10 koku	L	Samurai Weapon. Popular with samurai-ko and among the Phoenix clan
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Sasumata	0k2	6 koku	L	special rule: may be used to initiate and maintain a grapple A favorite of policemen and magistrates (who use it to detain without causing harm)
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Sodegarami	1k1	6 koku	L	special rule: may be used to initiate and maintain a grapple designed to snag clothing and maintain a grip on a foe
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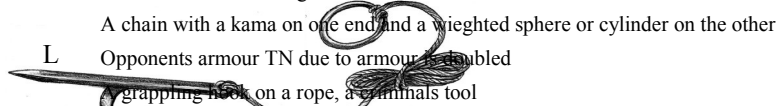


Chain Weapons

skill chain weapons mastery 3 - a chain weapon may be used to initiate a grapple
 emphasis Kusarigama, Kyoketsu-shogi, Manrikikusari 5 - gain +1k0 to contested grapple rolls using your chain weapon
 7 - gain a free raise towards the knock-down manoeuvre with your chain wpn
 gain a free raise towards the disarm manoeuvre with your chain wpn

weapon	DR	Cost	Size	Notes
Kusarigama	0k2	5 koku	L	DR is 0k1 with the wieghted end

Kyoketsu-shogi	0k1	9 bu	L	Opponents armour TN due to armour is doubled
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Manrikikusari	1k1	3 koku	L	A chain with a wieghted sphere or cylinder on each end
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grappling hook on a rope, a criminals tool

Ninja Weapons

skill ninja weapons (ninjutsu) mastery 3 - add +1k0 to all ninja weapon damage rolls and the blowguns DR is 1k1
 emphasis Blowgun, Shuriken, Tsubute 5 - damage dice explode on a 10 as normal
 7 - add +0k1 to all ninja weapon damage rolls and the blowguns DR is 2k1

weapon	DR	Cost	Size	Range	Notes
Blowgun	1 pt	8 zeni	M	50'	Opponents armour TN due to armour is tripled. Damage dice do not explode

Shuriken	1k1	2 bu	S	25'	Damage dice do not explode. Max range = range
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Tsubute	1k1	1 bu	S	30'	Damage dice do not explode. Max range = range
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Do not add your STR to the throwing damage of shuriken
 Do not add your STR to the throwing damage of Tsubute
 Flat round stones usually just used for distracting guards, etc.



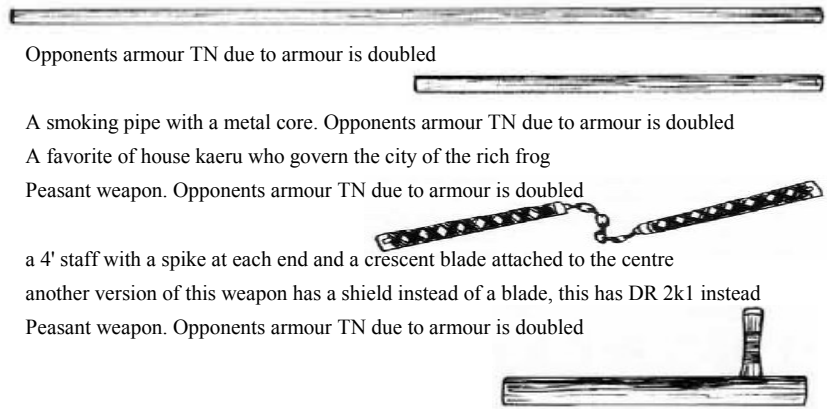
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Staves

skill staff weapons (bojutsu) mastery 3 - opponents armour TN due to armour is not doubled
 emphasis Bo, Jo, Machi-kanshisha, Nunchaku, Sang-kauw, Tonfa 5 - gain a free raise towards the knock-down manouvre with your staff
 7 - a large staff may be readied as a free action

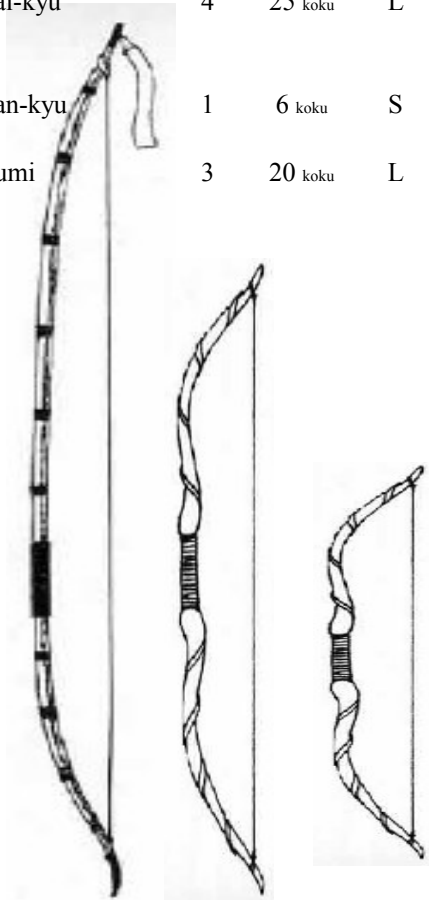
weapon	DR	Cost	Size	Notes
Bo	1k2	3 koku	L	Opponents armour TN due to armour is doubled
Jo	0k2	3 koku	S	Opponents armour TN due to armour is doubled
Machi-kanshisha	0k2	3 koku	M	A smoking pipe with a metal core. Opponents armour TN due to armour is doubled A favorite of house kaeru who govern the city of the rich frog
Nunchaku	1k2	3 koku	S	Peasant weapon. Opponents armour TN due to armour is doubled
Sang-kauw	1k2	10 koku	L	a 4' staff with a spike at each end and a crescent blade attached to the centre another version of this weapon has a shield instead of a blade, this has DR 2k1 instead
Tonfa	0k3	3 koku	S	Peasant weapon. Opponents armour TN due to armour is doubled



Bows

skill archery (kyujutsu) mastery 3 - stringing a bow is now a simple action
 emphasis Dai-kyu, Han-kyu, Yumi 5 - the maximum range for a bow increases by +50%
 7 - when using a bow the STR increases by +1

weapon	STR	Cost	Size	Range	Notes
Dai-kyu	4	25 koku	L	500'	-10 to shoot a target within 6' of you. min str 3 required to use this bow DR is -1k0 for every 50' beyond range. Max range is 2x Range
Han-kyu	1	6 koku	S	100'	-10 to use this weapon on foot -10 to shoot a target within 6' of you. DR is -1k0 for every 50' beyond range. Max range is 2x Range
Yumi	3	20 koku	L	250'	-10 to shoot a target within 6' of you. DR is -1k0 for every 50' beyond range. Max range is 2x Range -10 to use this weapon from horseback



Arrows

arrow	DR	Cost (ea)	Notes
Willow-leaf (ya)	2k2	1 bu	
Flesh-cutter	2k3	5 bu	Opponents armour TN due to armour is doubled range penalty: -50%
Armour-piercing	1k1	2 bu	Ignores the armour TN bonus from armour
Rope-cutter	1k1	3 bu	Gain 2 free raises for called shots on rope range penalty: -50%
Humming-bulb	0k1	5 bu	Makes a loud whistling sound

