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

4 *				
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Knives					
skill	knife-figh	nting (tantoju	tsu)	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		20,000
Tanto	1k1	1 koku	S	Usually matches the daisho	WWW.
Jitte	1k1	1 koku	S	A favorite of policemen and	magistrates
Jitte	IKI	1 KOKU	Б	A lavortic of policement and	magistrates
Sai	1k1	1 koku	C	,	
Sai	111	1 коки	S	peasant weapon	
17	01-2	1	C		(MAINE)
Kama	0k2	1 koku	S	peasant weapon	
					()
					///
Swords					1
skill	swordsma	anship (kenju	tsu)	mastery	3 - add +1k0 to all sword damage rolls
emphasis	Katana, N	Vinja-to, No-c	lachi, Wa	kizashi	5 - a sword may be readied (unsheathed) as a free action
1	Parangu,	-	ŕ		7 - damage dice explode on a 9 and a 10
weapon	DR	Cost	Size	Notes	
Katana	3k2	n/a	M	Samurai Weapon. Your soul.	Vous grandfathars blada
Katana	JKZ	11/α	171	• -	
33 7 - 1 1. :	21-2	1.5	1.1	special rule: spend 1 void on	
Wakazashi	2k2	15 koku	M	Samurai Weapon. Your hono	our Throwing range 20'
			-		Thy was a second
No-dachi	3k3	30 koku	L		1
Ninja-to	2k2	5 koku	M	Crude imitation of a wakazas	shi. Treat as Small when concealing
				special rule: breaks if 40+ da	mage is rolled in a single strike
Parangu	2k2	2 koku	M	peasant weapon	
Č					mage is rolled in a single strike
Scimitar	2k3	20 koku	M	special rate. Steaks if 50 v ac	anage is rolled in a single strike
Semman	213	20 KOKU	141		
Suarua					13
Spears					
skill					
	spears (ya			mastery	3 - in first round of combat ignore 3pts damage reduction
emphasis		arijutsu) g, Kumade, 1	Nage-yari	•	3 - in first round of combat ignore 3pts damage reduction 5 - +5' to maximum throwing range
emphasis			Nage-yari	•	
emphasis weapon	Mai-chon		Nage-yari Size	•	5 - +5' to maximum throwing range
-	Mai-chon Lance	g, Kumade, 1		, Yari, Notes	5 - +5' to maximum throwing range
weapon	Mai-chon Lance DR	g, Kumade, 1 Cost	Size	, Yari, Notes peasant weapon, a three-pror	5 - +5' to maximum throwing range7 - a spear may be readied as a free action
weapon	Mai-chon Lance DR	g, Kumade, 1 Cost	Size	Notes peasant weapon, a three-pror special rule: breaks if 25+ da	5 - +5' to maximum throwing range 7 - a spear may be readied as a free action aged rake with a metal hook on the butt
weapon Kumade	Mai-chon Lance DR 1k1	g, Kumade, I Cost 2 bu	Size L	Notes peasant weapon, a three-pror special rule: breaks if 25+ da	5 - +5' to maximum throwing range 7 - a spear may be readied as a free action aged rake with a metal hook on the butt mage is rolled in a single strike
weapon Kumade Mai-chong	Mai-chon Lance DR 1k1	g, Kumade, 1 Cost 2 bu 20 koku	Size L L	Notes peasant weapon, a three-pror special rule: breaks if 25+ da Throwing range 25', an eight	5 - +5' to maximum throwing range 7 - a spear may be readied as a free action aged rake with a metal hook on the butt mage is rolled in a single strike
weapon Kumade	Mai-chon Lance DR 1k1	g, Kumade, 1 Cost 2 bu 20 koku	Size L	Notes peasant weapon, a three-pror special rule: breaks if 25+ da	5 - +5' to maximum throwing range 7 - a spear may be readied as a free action aged rake with a metal hook on the butt mage is rolled in a single strike
weapon Kumade Mai-chong Nage-yari	Mai-chon Lance DR 1k1 0k3	g, Kumade, 1 Cost 2 bu 20 koku 3 koku	Size L L M	Notes peasant weapon, a three-pror special rule: breaks if 25+ da Throwing range 25', an eight Throwing range 50'	5 - +5' to maximum throwing range 7 - a spear may be readied as a free action aged rake with a metal hook on the butt mage is rolled in a single strike foot shaft with a short flat point, and 2-4 right angled points
weapon Kumade Mai-chong	Mai-chon Lance DR 1k1	g, Kumade, 1 Cost 2 bu 20 koku	Size L L	Notes peasant weapon, a three-pror special rule: breaks if 25+ da Throwing range 25', an eight	5 - +5' to maximum throwing range 7 - a spear may be readied as a free action aged rake with a metal hook on the butt mage is rolled in a single strike foot shaft with a short flat point, and 2-4 right angled points
weapon Kumade Mai-chong Nage-yari Yari	Mai-chon Lance DR 1k1 0k3 1k2 2k2	g, Kumade, 1 Cost 2 bu 20 koku 3 koku 5 koku	Size L L M	Notes peasant weapon, a three-pror special rule: breaks if 25+ da Throwing range 25', an eight Throwing range 50' Throwing range 30', DR is 11	5 - +5' to maximum throwing range 7 - a spear may be readied as a free action aged rake with a metal hook on the butt smage is rolled in a single strike foot shaft with a short flat point, and 2-4 right angled points
weapon Kumade Mai-chong Nage-yari	Mai-chon Lance DR 1k1 0k3	g, Kumade, 1 Cost 2 bu 20 koku 3 koku	Size L L M	Notes peasant weapon, a three-pror special rule: breaks if 25+ da Throwing range 25', an eight Throwing range 50' Throwing range 30', DR is 1! special rule: breaks if 30+ da	5 - +5' to maximum throwing range 7 - a spear may be readied as a free action aged rake with a metal hook on the butt mage is rolled in a single strike foot shaft with a short flat point, and 2-4 right angled points 2 - 11 - 12 - 22 - 23 - 24 right angled points k2 thrown
weapon Kumade Mai-chong Nage-yari Yari	Mai-chon Lance DR 1k1 0k3 1k2 2k2	g, Kumade, 1 Cost 2 bu 20 koku 3 koku 5 koku	Size L L M	Notes peasant weapon, a three-pror special rule: breaks if 25+ da Throwing range 25', an eight Throwing range 50' Throwing range 30', DR is 11 special rule: breaks if 30+ da DR is 3k4 when used from h	5 - +5' to maximum throwing range 7 - a spear may be readied as a free action aged rake with a metal hook on the butt mage is rolled in a single strike foot shaft with a short flat point, and 2-4 right angled points k2 thrown mage is rolled in a single strike orseback following a move action
weapon Kumade Mai-chong Nage-yari Yari	Mai-chon Lance DR 1k1 0k3 1k2 2k2	g, Kumade, 1 Cost 2 bu 20 koku 3 koku 5 koku	Size L L M	Notes peasant weapon, a three-pror special rule: breaks if 25+ da Throwing range 25', an eight Throwing range 50' Throwing range 30', DR is 1! special rule: breaks if 30+ da	5 - +5' to maximum throwing range 7 - a spear may be readied as a free action aged rake with a metal hook on the butt mage is rolled in a single strike foot shaft with a short flat point, and 2-4 right angled points k2 thrown mage is rolled in a single strike orseback following a move action
weapon Kumade Mai-chong Nage-yari Yari	Mai-chon Lance DR 1k1 0k3 1k2 2k2	g, Kumade, 1 Cost 2 bu 20 koku 3 koku 5 koku	Size L L M	Notes peasant weapon, a three-pror special rule: breaks if 25+ da Throwing range 25', an eight Throwing range 50' Throwing range 30', DR is 11 special rule: breaks if 30+ da DR is 3k4 when used from h	5 - +5' to maximum throwing range 7 - a spear may be readied as a free action aged rake with a metal hook on the butt mage is rolled in a single strike foot shaft with a short flat point, and 2-4 right angled points k2 thrown mage is rolled in a single strike orseback following a move action ack if not moving
weapon Kumade Mai-chong Nage-yari Yari	Mai-chon Lance DR 1k1 0k3 1k2 2k2	g, Kumade, 1 Cost 2 bu 20 koku 3 koku 5 koku	Size L L M	Notes peasant weapon, a three-pror special rule: breaks if 25+ da Throwing range 25', an eight Throwing range 30', DR is 11 special rule: breaks if 30+ da DR is 3k4 when used from h +5 TN to wield from horseba	5 - +5' to maximum throwing range 7 - a spear may be readied as a free action aged rake with a metal hook on the butt mage is rolled in a single strike foot shaft with a short flat point, and 2-4 right angled points k2 thrown mage is rolled in a single strike orseback following a move action ack if not moving
weapon Kumade Mai-chong Nage-yari Yari Lance	Mai-chon Lance DR 1k1 0k3 1k2 2k2	g, Kumade, 1 Cost 2 bu 20 koku 3 koku 5 koku	Size L L M	Notes peasant weapon, a three-pror special rule: breaks if 25+ da Throwing range 25', an eight Throwing range 30', DR is 11 special rule: breaks if 30+ da DR is 3k4 when used from h +5 TN to wield from horseba	5 - +5' to maximum throwing range 7 - a spear may be readied as a free action aged rake with a metal hook on the butt mage is rolled in a single strike foot shaft with a short flat point, and 2-4 right angled points k2 thrown mage is rolled in a single strike orseback following a move action ack if not moving
weapon Kumade Mai-chong Nage-yari Yari Lance War Fans skill	Mai-chon Lance DR 1k1 0k3 1k2 2k2	g, Kumade, 1 Cost 2 bu 20 koku 3 koku 5 koku	Size L L M	Notes peasant weapon, a three-pror special rule: breaks if 25+ da Throwing range 25', an eight Throwing range 50' Throwing range 30', DR is 11 special rule: breaks if 30+ da DR is 3k4 when used from h +5 TN to wield from horseba +10 TN to wield on foot if no	5 - +5' to maximum throwing range 7 - a spear may be readied as a free action aged rake with a metal hook on the butt aged rake with a single strike foot shaft with a short flat point, and 2-4 right angled points aged rake with a short flat point, and 2-4 right angled points aged rake with a single strike foot shaft with a short flat point, and 2-4 right angled points aged rake with a metal hook on the butt aged rake with a metal hook on
weapon Kumade Mai-chong Nage-yari Yari Lance	Mai-chon Lance DR 1k1 0k3 1k2 2k2 1k2	g, Kumade, 1 Cost 2 bu 20 koku 3 koku 5 koku	Size L L M	Notes peasant weapon, a three-pror special rule: breaks if 25+ da Throwing range 25', an eight Throwing range 50' Throwing range 30', DR is 11 special rule: breaks if 30+ da DR is 3k4 when used from h +5 TN to wield from horseba +10 TN to wield on foot if no	5 - +5' to maximum throwing range 7 - a spear may be readied as a free action aged rake with a metal hook on the butt mage is rolled in a single strike foot shaft with a short flat point, and 2-4 right angled points k2 thrown mage is rolled in a single strike orseback following a move action ack if not moving ot moving 3 - off-hand penalties do not apply for a war fan 5 - while weilding a war fan your armour TN is +1
weapon Kumade Mai-chong Nage-yari Yari Lance War Fans skill emphasis	Mai-chon Lance DR 1k1 0k3 1k2 2k2 1k2 war fans (none	g, Kumade, 1 Cost 2 bu 20 koku 3 koku 5 koku 20 koku	Size L L M L	Notes peasant weapon, a three-pror special rule: breaks if 25+ da Throwing range 25', an eight Throwing range 30', DR is 11 special rule: breaks if 30+ da DR is 3k4 when used from h +5 TN to wield from horseba +10 TN to wield on foot if no	5 - +5' to maximum throwing range 7 - a spear may be readied as a free action aged rake with a metal hook on the butt aged rake with a single strike foot shaft with a short flat point, and 2-4 right angled points aged rake with a short flat point, and 2-4 right angled points aged rake with a single strike foot shaft with a short flat point, and 2-4 right angled points aged rake with a metal hook on the butt aged rake with a metal hook on
weapon Kumade Mai-chong Nage-yari Yari Lance War Fans skill	Mai-chon Lance DR 1k1 0k3 1k2 2k2 1k2	g, Kumade, 1 Cost 2 bu 20 koku 3 koku 5 koku	Size L L M	Notes peasant weapon, a three-pror special rule: breaks if 25+ da Throwing range 25', an eight Throwing range 50' Throwing range 30', DR is 11 special rule: breaks if 30+ da DR is 3k4 when used from h +5 TN to wield from horseba +10 TN to wield on foot if no	5 - +5' to maximum throwing range 7 - a spear may be readied as a free action aged rake with a metal hook on the butt through its rolled in a single strike foot shaft with a short flat point, and 2-4 right angled points through its rolled in a single strike forseback following a move action finck if not moving for moving 3 - off-hand penalties do not apply for a war fan 5 - while weilding a war fan your armour TN is +1 7 - instead of above with a war fan your armour TN is +3

Heavy Weapons

Heavy Weapo	ทร				
skill	heavy wea	pons (tsubo	jutsu)		mastery 3 - ignore the first 2 pts of damage reduction
emphasis	Dai-tsuchi	, Masakari,	Ono, Tet	subo	5 - gain a free raise towards the knock-down manouvre with a heavy weapon
					7 - damage dice explode on a 9 and a 10
weapon	DR	Cost	Size	Notes	11/20
Dai-tsuchi	5k2	15 koku	L		C DAYAHADAN MARAN MARAN AND AND AND AND AND AND AND AND AND A
					1
Masakari	2k3	8 koku	M		
					200
Ono	0k4	$20 {\scriptstyle \mathrm{koku}}$	L		
Tetsubo	3k3	20 koku	L		
				G-differen	MANDON MANDANIAN MONTH COCKET C C TO C
Polearms					7 - 1 - 1 - 1 - 1 - 1
skill	polearms (umayarijuts	su)		mastery 3 - in first round of combat gain +5 INTV
emphasis	Bisento, N	agamaki, N	aginata, S	Sasumata,	5 - gain +1k0 DR vs mounted or Large opponants
1	Sodegaran	ni	,		7 - a polearm may be readied as a free action
weapon	DR	Cost	Size	Notes	
Bisento	3k3	12 koku			The second of th
21041140	0110				the same of the sa
Nagamaki	2k3	8 koku	L		A AND AND THE PARTY OF THE PART
1 (ugumum	ZKS	O RORU			
Naginata	3k2	10 koku	L	Samurai '	Weapon. Popular with samurai-ko and amoung the Phoenix clan
1 (ugmutu	3K2	1 O ROKU		Sumurui	Weapon. Fopular with summard Ro and amoung the Floring chair
Sasumata	0k2	6 koku	L	enecial ru	ule: may be used to initiate and maintain a grapple
Susumuu	0112	O RORU	L	_	te of policemen and magistrates (who use it to detain without causing harm)
		60		A lavoilo	te of policemen and magistrates (who use it to detain without causing narm)
Sodegarami	1k1	6 koku	L	special re	ule: may be used to initiate and maintain a grapple
Boacgarann	IKI	O KOKU	L	-	to snag clothing and maintain a grip on a foe
		-		uesigneu	to snag crouning and maintain a grip on a roc
Chain Weapon	AC				
•					2
skill	chain wea		1		mastery 3 - a chain weapon may be used to inflate a grapple
emphasis	Kusarigan	na, Kyoketsu	ı-shogı, N	Manrikikusa	
		_			7 - gain a free raise towards the knock-down manouvre with your chain wpn
weapon	DR	Cost	Size	Notes	gain a free raise towards the disarm manouvre with your chain wpn
Kusarigama	0k2	5 koku	L		1 with the wieghted end
TZ 1 . 1 .	01.1	0			with a kama on one end and a vieghted sphere or cylinder on the other
Kyoketsu-shogi	0k1	9 bu	L		nts armour TN due to armour toubled
				60.1	mg host on a rope, a gaminals tool
Manrikikusari	1k1	3 koku	L	Achain v	with a wieghted sphere or cylinder on each end
Ninja Weapor	15				
skill	ninja wear	ons (ninjuts	su)		$ \qquad \qquad 3 \text{ - add} + 1 k0 \text{ to all ninja weapon damage rolls and the blowguns DR is } 1 k1 $
emphasis	Blowgun,	Shuriken, T	subute		5 - damage dice explode on a 10 as normal
					7 – add $\pm 0k1$ 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
					re-loading a blowgun is a free action. max range = range
Shuriken	1k1	2 bu	S	25'	Damage dice do not explode. Max range = range
					Do not add your STR to the throwing damage of shuriken
Tsubute	1k1	1 bu	S	30'	Damage dice do not explode. Max range = range
				- *	Do not add your STR to the throwing damage of Tsubute

Flat round stones usually just used for distracting guards, etc.

Staves

skill	staff weapons (bojutsu)		mastery	3 - opponents armour TN due to armour is not doubled	
emphasis	Bo, Jo, Machi-kanshisha, Nunc			haku,	5 - gain a free raise towards the knock-down manouvre with your staff
	Sang-kauv	w, Tonfa			7 - a large staff may be readied as a free action
weapon	DR	Cost	Size	Notes	add +1k0 to all small staff damage rolls
Во	1k2	3 koku	L	Opponents armour TN due to	armour is doubled
Jo	0k2	3 koku	S	Opponents armour TN due to	o 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 wh	o govern the city of the rich frog
Nunchaku	1k2	3 koku	S	Peasant weapon. Opponents	armour TN due to armour is doubled
					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 weapo	on 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
					lin .

Bows								
skill	archery (k	yujutsu)			mastery		3 - string	ing a bow is now a simple action
emphasis Dai-kyu, Han-kyu, Yumi					5 - the m	aximum 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 shoo	t a target	within 6' o	f you. min str 3 required to use this bow
A					DR is -1k0	for every	50' beyon	d range. Max range is 2x Range
A)					-10 to use t	this weapo	on on foot	
Han-kyu//	1	6 koku	S	100'	-10 to shoo	t a target	within 6' o	f you.
4					DR is -1k0	for every	50' beyon	d range. Max range is 2x Range
Yumi 🎵	3	20 koku	L	250'	-10 to shoo	t a target	within 6' o	f you.
18					DR is -1k0	for every	50' beyon	d range. Max range is 2x Range
14					-10 to use t	this weap	on from ho	rseback
18		0						
	N	1		Arrow	s			
7	N			arrow		DR	Cost (ea) Notes
	17			Willow-	leaf (ya)	2k2	1 bu	
4	N							
15	11			Flesh-cu	tter	2k3	5 bu	Opponents armour TN due to armour is doubled
Ш	U		A					range penalty: -50%
T I	1)	1		Armour-	piercing	1k1	2 bu	Ignores the armour TN bonus from armour
	Ħ	1 0						
	MINIM	1		Rope-cu	tter	1k1	$3 \mathrm{bu}$	Gain 2 free raises for called shots on rope
	A	B						range penalty: -50%
9	V			Hummir	ıg-bulb	0k1	5 bu	Makes a loud whistling sound
11	rl	月			-			
*	1	V	1					
19	1/	a						