

Oriental Weapon Compendium

JRR/Rev.A

Type: Piercing (P), Slashing (S), Bludgeoning (B)

Sourcebooks: Rokugan Campaign Setting (RCS), Complete Exotic Arms Guide (CEA), Oriental Adventures (OA), Way of the Ninja (WotN)

Monk weapon: monks fight with their unarmed combat base attack bonus, number of attacks per round and modifiers

Ninja weapon: ninjas are proficient in its use

	Cost	Damage (M)	Critical	Range (ft.)	Weight (lb.)	Type	Short Description	Monk	Ninja	Sourcebooks			
										RCS	CEA	OA	WotN
Simple Weapons - Melee													
<i>Light</i>													
Aiguchi	2 gp	1d4	19-20/x2	-	1	P	Knife with no guard, easy to conceal				X		
Jitte	10 sp	1d4	x2	-	2	B	Short blunt knife with single prong (+2 to disarm)	X		X	X	X	
Kama	6 sp	1d6	x2	-	2	S	Curve blade with short handle	X		X	X		
Nunchaku	6 sp	1d6	x3	-	2	B	Two short sticks bound by chain	X		X	X		
Sai	10 sp	1d4	x2	-	2	B	Short blunt knife with two prongs (+4 to disarm)	X		X	X	X	
Shobo	6 sp	*	*	-	1/2	B	Short iron cylinder with ring used as knuckles (+2 unarmed damage)				X		X
Tanto	3 gp	1d4	19-20/x2	-	1	P	Basic knife			X	X	X	
<i>One-handed</i>													
Jo	-	1d6	x3	-	2	B	Small version of quarterstaff			X	X		
Nage-yari	3 gp	1d6	x2	20	3	P	Short spear or javelin			X	X		
Tonfa	10 sp	1d6	x2	-	2	B	Short square wooden pole with handle	X		X	X		
<i>Two-handed</i>													
Bo	-	1d6/1d6	x2	-	4	B	Simple quarterstaff	X		X	X		
Kumade	5 gp	1d6	x3	-	5	P	Rake, long handle with barbed end (reach, +2 to climb)				X		
Yari	5 gp	1d8	x3	-	5	P	Simple spear (reach, can be readied)			X	X		
Martial Weapons - Melee													
<i>Light</i>													
Flute knife	6 sp	1d4	x2	10	1	P	Short staff or flute with thin dagger inside (+1 dam. vs. flat-footed)		X		X		X
Nekode	5 gp	1d4	x2	-	2	P	Climbing hand claws (+1 climb)	X	X				
Neko-te	10 cp	1	-	-	-	P	Tiny metal thimbles used on fingertips (+2 climb)						X
Parangu	20 sp	1d6	x2	-	2	S	Short blade with wide tip				X		
Shinobi-shuko/-ashiko	2 gp	1d6	x2	-	1	S	Climbing claws (hands/feet) (+1 climb each)		X		X		
Spine Dagger	16 sp	1d4	x3	-	2	P	Small handle with long blade (vs. flat-footed -2 armor bonus)		X				X
Tessen (war fan)	12 gp	1d4	x3	-	2	B/S	War fan				X	X	
<i>One-handed</i>													
Chiji-riki	5 gp	1d8	x2	-	7	B	Long bamboo pole with chain and smaller pole with spikes (+2 disarm)		X			X	X
Kau-sin-ke	15 gp	1d8	x2	-	4	B	Four to six short iron bars connected by chain links					X	
Machi-kanshisha Pipe	20 gp	1d6	x3	-	4	B	Metal smoking pipe			X	X		
Masakari	10 gp	2d4	x2	-	6	S	Battle axe				X		
Ninja-to	5 gp	1d6	19-20/x2	-	4	S	Straight short sword		X		X	X	X
Wakizashi	300 gp	1d6	19-20/x2	-	3	S	Samurai short sword. masterwork (+1 attack)			X		X	
<i>Two-handed</i>													
Bakuhatsugama	6 gp	1d6	x2	-	5	B/S	Like Kusari-gama with fragile container instead of ball (reach, +2 disarm)		X				X
Bisento	12 gp	1d12	19-20/x2	-	15	S	Long handle with large curved blade (reach, can be readied)				X		
Dai Tsuchi	10 gp	3d4	x3	-	15	B	Two handed war hammer			X	X		
Kagi-nawa/Kawanaga	18 sp	1d4	x2	-	2	S	Light chain with weight and hook on either end (reach, +2 disarm)		X		X	X	X
Kama-yari	2 gp	1d10	x2	10	3	P	Long wooden pole with large hooks at the end (reach)		X		X		X
Katana (two-handed)	400 gp	1d10	19-20/x2	-	6	S	Samurai long sword, masterwork (+1 attack)			X		X	

Kusari-gama	5 gp	1d6	x2	-	5	B/S	Kama with chain weighted with ball (reach, +2 disarm)	x	x	x	x
Kyoketsu-shoge	5 gp	1d6	x3	-	5	B/S	Chain with hook on one end and ring on the other (reach, +2 disarm)	x			x
Mamukigama	12 gp	1d6	x2	-	6	B/S	Like Kusari-gama with poisonous snake on ball (reach, +2 disarm)	x			x
Manriki-gusari	6 gp	2d4	x2	-	6	B	Chain with weight attached to either end (reach, +2 disarm)	x	x	x	x
Nagamaki	8 gp	2d4	x3	-	10	S	Short handle with small curved blade (reach)		x	x	x
Naginata	10 gp	1d10	x3	-	15	S	Long handle with small curved blade (reach, can be readied)		x	x	x
No-dachi	50 gp	2d6	19-20/x2	-	12	S	Long two-handed katana		x		
Ono	20 gp	3d4	x3	-	12	S	Large two-handed pole-axe		x	x	
Tetsubo	25 gp	1d12	x3	-	15	B	Large studded metal club		x	x	
Three-section-staff	4 gp	1d8	x3	-	8	B	Three sections of wood joined by chain	x			x

Martial Weapons - Ranged

Two-handed

Dai-kyu	100 gp	1d8	x2	110	3	P	Large bow for use from horseback (-4 if standing)		x	x	
Han-kyu	30 gp	1d6	x3	60	2	P	Small stealthy bow	x		x	
Lezam	100 gp	1d8	x2	70	10	P	Stiff bow with chain instead of string				x
Shigeto-Yumi	200 gp	1d8	x3	70	4	P	Lacquered and decorated bow				x
Yumi (long bow)	75 gp	1d8	x3	70	3	P	Longbow used on foot (-4 if horseback)		x	x	
Yumi (short bow)	30 gp	1d6	x3	60	2	P	Shortbow used on foot (-4 if horseback)		x	x	

Exotic Weapons - Melee

Light

Vajra	15 gp	1d6	x3	-	6	P	Short iron staff with prongs or blades on each end (+2 to disarm)		x	x	
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One-handed

Katana (one-handed)	400 gp	1d10	19-20/x2	-	6	S	Samurai long sword, masterwork (+1 attack)		x		x
Sang-kauw	10 gp	1d8/1d8	x2	-	10	S	Wooden shaft with metal ends and crescent shaped blade midsection			x	x
Whip	1 gp	1d4	x2	15	2	S			x	x	

Two-handed

Lajatang	90 gp	1d8/1d8	x2	-	7	S	Pole with crescent blades on each end	x			x
Mai Chong	20 gp	1d10	x3	-	12	S	Spear with two prongs besides metal head (reach, can be readied)				x
Naga blade	100 gp	1d10	x3	-	8	S	Large single edge blade			x	
Sasumata	8 gp	1d4	x2	-	8	B	"Man catcher", polearm with barbed fork (reach, grapple)			x	x
Shikomi-zue	12 gp	1d8	x3	-	5	P	Bo with concealed blade that springs from one end (can be readied)	x			x
Sodegarami	4 gp	1d4	x2	-	5	S	Long polearm with many barbs on its tip (reach, grapple)		x	x	

Exotic Weapons - Ranged

Light

Butterfly sword	10 gp	1d6	19-20/x2	-	2	S	Small sword	x			
Chakram	15 gp	1d4	x3	30	2	S	Throwing disk or ring with sharpened outer rim				x
Fukimi-bari	1 gp	1	x2	10	1/10	P	Mouth darts, thrown three at a time to the same target				x
Shuriken	1 gp	1	x2	10	1/20	P	Thrown 3 at a time without penalties (max. +1 str damage bonus)	x		x	x
Sling	2 gp	1d4	x2	50	0	B			x		
Tsubute	1 gp	1	x2	10	1/2	B	Like shuriken but blunt (max. +1 str damage bonus)	x			x

One-handed

Blowgun	16 sp	1	x2	10	1	P	(-5 vs. armored)	x		x	x
Crossbow	35 gp	1d8	19-20/x2	80	6	P			x	x	
Toami Justu	10 gp	*	*	10	10	*	Net with weights	x			x

Two-handed

Blowgun, Greater	10 gp	1d3	x2	10	1	P	(-5 vs. armored)	x			x
Blowgun, Telescoping	1 gp	1d4	x2	20	3	P	(-5 vs. armored)	x			x