

3.5 Oriental Adventures Weapons

Simple Weapons

Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
<i>Ranged Weapons</i>							
Blowgun*	1 gp	1	1	x2	10 ft.	2	Piercing
Needles, Blowgun (20)	1 gp	-	-	-	-	**	-

Martial Weapons

Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
<i>Light Melee Weapons</i>							
Wakazashi*	300 gp	1d4	1d6	19-20/x2	-	3 lb.	Slashing
<i>Two-Handed Weapons</i>							
Nagamaki	8 gp	1d6	2d4	x3	-	10 lb.	Slashing
Naginata*†	10 gp	1d8	1d10	x3	-	15 lb.	Slashing

Exotic Weapons

Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
<i>Light Melee Weapons</i>							
Nekode*	5 gp	1d3	1d4	x2	-	2 lb.	Piercing
Tail Spikes, Ratling*	1 gp	1d3	1d4	x2	-	½ lb.	Piercing
<i>One-Handed Weapons</i>							
Butterfly Sword*Δ	10 gp	1d4	1d6	19-20/x2	-	2 lb.	Slashing
Jitte*	5 sp	1d3	1d4	x2	-	2 lb.	Bludgeoning
Ninja-to*	10 gp	1d4	1d6	19-20/x2	-	3 lb.	Slashing
Sai*	1 gp	1d3	1d4	x2	-	2 lb.	Bludgeoning
Tonfa	5 sp	1d4	1d6	x2	-	2 lb.	Bludgeoning
War Fan	30 gp	1d4	1d6	x3	-	3 lb.	Slashing
Katana*	400 gp	1d8	1d10	19-20/x2	-	6 lb.	Slashing
Kau Sin KiΔ	15 gp	1d6	1d8	x2	-	4 lb.	Bludgeoning
Kawanaga*¥Δ	10 gp	1d2/1d2	1d3/1d3	x2	-	1 lb.	Slash/Bludge
Lajatang, Korobokoru*‡Δ	80 gp	1d4/1d4	1d6/1d6	x2	-	3 lb.	Slashing
<i>Two-Handed Weapons</i>							
Chain*¥	5 gp	1d4	1d6	x2	-	5 lb.	Bludgeoning
Chijirik*‡	8gp	1d4/1d3	1d6/1d4	x2	-	6 lb.	Pierce/Bludge
Kusari-gami*¥	10 gp	1d4/1d3	1d6/1d4	x2	-	3 lb.	Slash/Bludge
Lajatang*‡Δ	90 gp	1d6/1d6	1d8/1d8	x3	-	7 lb.	Slashing
Sang Kauw*‡Δ	95 gp	1d6/1d6	1d8/1d8	x3	-	10 lb.	Piercing
Sasumata*†	8 gp	1d3§	1d4§	x2	-	8 lb.	Bludgeoning
Shikomi-zue*a	12 gp	1d6	1d8	x3	-	5 lb.	Piercing
Sodegarami*	4 gp	1d3	1d4	x2	-	5 lb.	Piercing
Three-section StaffΔ	4 gp	1d6	1d8	x3	-	8 lb.	Bludgeoning
<i>Ranged Weapons</i>							
Fukimi-Bari*Δ	1 gp	1	1	x2	10 ft.	1/10th lb.	Slashing
ChakramΔ	15 gp	1d3	1d4	x3	30 ft.	2 lb.	Slashing
Blowgun, Greater*	10 gp	1d2	1d3	x2	10 ft.	4 lb.	Piercing
Darts, Blowgun (10)	1 gp	-	-	-	-	1 lb.	-

* - See description of this weapon for special rules.

¥ - Reach or double weapon (see weapon description).

‡ - Double weapon.

† - Reach weapon.

§ - The weapon deals nonlethal damage rather than lethal damage.

^a - If you use a ready action to set this weapon against a charge, you deal double damage if you score a hit against a charging character.

Δ - This weapon is not commonly found in Rokugan.