

THUGS

Thugs are the foot soldiers of the back alley, the people with whom Street Fighters tangle when busting crime rackets or saving innocent victims. Thugs usually work for some boss or other, although many simply form their own gangs and terrorize the public on their own.



THUG RANKS

Name: TOUGH		Style: NONE		Boss: NONE	
Strength	●●●●○	Charisma	●●●●○	Perception	●●●●○
Dexterity	●●●●○	Manipulation	●●●●○	Intelligence	●●●●○
Stamina	●●●●○	Appearance	●●●●○	Wits	●●●●○
Honor			NONE		
Glory			NONE		
Rank			NONE		

Other Traits		Manuevers and Powers	
INTIMIDATION	●●●●○	_____	○○○○○
SECURITY	●●●●○	_____	○○○○○
STREETWISE	●●●●○	_____	○○○○○
_____	○○○○○	_____	○○○○○
_____	○○○○○	_____	○○○○○

Weapons:	Speed	Damage	Move
KNIFE JAB	6	4	2
KNIFE STRONG	4	6	2
KNIFE FIERCE	3	8	1

Speed	Damage	Move	
Punch: Jab	4	3	1
Strong	2	5	1
Fierce	1	7	0
Kick: Short	-	-	-
Forward	-	-	-
Roundhouse	-	-	-
Grab	2	3	1
Block	6	(+1 SOAK)	0
Movement	5	0	4

Chi	Willpower
●●●●○	●●●●○
□□□□□	□□□□□

Health
●●●●○
□□□□□

Name: GANGSTER		Style: NONE		Boss: NONE	
Strength	●●●●○	Charisma	●●●●○	Perception	●●●●○
Dexterity	●●●●○	Manipulation	●●●●○	Intelligence	●●●●○
Stamina	●●●●○	Appearance	●●●●○	Wits	●●●●○
Honor			NONE		
Glory			NONE		
Rank			NONE		

Other Traits		Manuevers and Powers	
DRIVE	●●●●○	_____	○○○○○
INTERROGATION	●●●●○	_____	○○○○○
INTIMIDATION	●●●●○	_____	○○○○○
STREETWISE	●●●●○	_____	○○○○○
_____	○○○○○	_____	○○○○○

Weapons:	Speed	Damage	Move
PISTOL	4	5	0
_____	_____	_____	_____

Speed	Damage	Move	
Punch: Jab	5	2	1
Strong	3	4	1
Fierce	2	6	0
Kick: Short	-	-	-
Forward	-	-	-
Roundhouse	-	-	-
Grab	3	3	1
Block	7	(+2 SOAK)	0
Movement	6	0	4

Chi	Willpower
●●●●○	●●●●○
□□□□□	□□□□□

Health
●●●●○
□□□□□



Name: WARRIOR		Style: NONE		Boss: NONE	
Strength	●●●○○	Charisma	●●●○○	Perception	●●○○○
Dexterity	●●●○○	Manipulation	●●○○○	Intelligence	●●○○○
Stamina	●●●○○	Appearance	●○○○○	Wits	●●●○○
		Honor	NONE		
		Glory	NONE		
		Rank	NONE		

Other Traits	
ALERTNESS	●●●○○
DRIVE	●●●○○
INTIMIDATION	●●●○○
LEADERSHIP	●●●○○
SECURITY	●●○○○
STREETWISE	●●●○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

Maneuvers and Powers			
	Speed	Damage	Move
Punch: Jab	5	4	2
Strong	3	6	2
Fierce	2	8	1
Kick: Short	4	5	2
Forward	3	7	1
Roundhouse	1	9	1
Grab	-	-	-
Block	7	(+2 SOAK)	0
Movement	6	0	5
HEAD BUTT	3	9	0
POWER UPPERCUT	3	8	1
FOOT SWEEP	1	9	0

Weapons:	Speed	Damage	Move
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Chi	Willpower
●●○○○○○○○○○○	●●●●○○○○○○○○
□□□□□□□□□□	□□□□□□□□□□

Health
●●●●●●●●○○○○○○○○○○
□□□□□□□□□□□□□□

Some thug types include:

STREET GANGS

Not all street gangs deal drugs or extort money. In harsh neighborhoods, kids join gangs for protection from each other. Sadly, this paradox often leads to violence when different groups feel threatened by each other. Many gang members don't consider themselves criminals. All the same, blood usually flows when Street Fighters cross a street gang's path.

Other gangs snub their noses at decency, dealing drugs or shaking down shopkeepers to raise money for their favorite vices. These gangsters often have rough lives and want society to share the pain, taking out their anger on the innocent. Many of these gangsters have some form of honor, but it rarely applies to anyone outside the gang.

Worst of all are the spoiled ratpacks — rich kids so jaded that crime seems like a kick. These gangsters have no sense of honor and deserve nothing better than a quick trip to intensive care.

Toughs usually make up the majority of street gang fighters. A few Gangsters often lead the gang, and a really large or especially tough gang may have a Warrior at its head. Criminal gangs often deal drugs, mug people, or engage in extortion and breaking-and-entering. Some have extensive networks to fence stolen goods or traffic in drugs. Street gangs are very territorial and might attack anyone trespassing on their "turf."

ORGANIZED CRIME/TERRORISTS

These groups gather together to partake in criminal enterprises. These criminals are dangerous to cross, usually armed, and often have some powerful patron to aid them after the fight is over (paying bail to spring them from jail, sending hitmen after characters who cross them, etc.). At lower levels, Toughs usually serve as runners or hired muscle to their bosses. Mid-level Gangsters are hitmen, underbosses and enforcers, while top-ranked Warriors are the elite killers and assassins of the organization, or may be bosses themselves.

Organized crime has many faces, from the Chinese tongs and triads to the Italian Mafia, from Japanese Yakuza to Jamaican posses. Some have political motivations, like the I.R.A.; these groups shun profit for its own sake, but commit violence to further their causes. Others, like the Mafia, see themselves as necessary parts of the economy. Many organized crime groups have long histories and traditions; honor is important to these folks. Other, more modern groups don't care for honor at all — profit, and lots of it, is all that matters to them. Whatever their motive, organized criminals take the worst aspects of society and make them their living.

POLICE

On the other end of the spectrum are the officers of the law, whatever law that may be. It should be noted that Street Fighter tournaments are illegal in most countries. Characters will have plenty of opportunities to cross paths with the law.

It should also be noted that fighting cops is a very bad idea; fighters who forget this don't last long. Police have basically limitless resources of backup and firepower. The best option when confronted by police is to flee.



POLICE RANKS

Name: COP		Style: NONE		Boss: NONE	
Strength	●●●●●	Charisma	●●●●●	Perception	●●●●●
Dexterity	●●●●●	Manipulation	●●●●●	Intelligence	●●●●●
Stamina	●●●●●	Appearance	●●●●●	Wits	●●●●●
Honor		Glory		Rank	
NONE		NONE		NONE	

Other Traits		Manuevers and Powers	
ALERTNESS ●●●●●	SECURITY ●●●●●	Speed	Damage
DRIVE ●●●●●	STREETWISE ●●●●●		
INTERROGATION ●●●●●	○○○○○	Punch: Jab	Move
INTIMIDATION ●●●●●	○○○○○	Strong	5
INVESTIGATION ●●●●●	○○○○○	Fierce	3
		Kick: Short	7
		Forward	-
		Roundhouse	-
		Grab	-
		Block	-
		Movement	-
		BRAIN CRACKER	-

Weapons:	Speed	Damage	Move
PISTOL	5	6	0

Chi	Willpower
●○○○○○○○○○○○○○ □□□□□□□□□□□	●●●●○○○○○○○○○ □□□□□□□□□□□
Health	
●●●●●●●●●●○○○○○○○○○○○○○ □□□□□□□□□□□□□□□□□□□	

Name: S.W.A.T.		Style: NONE		Boss: NONE	
Strength	●●●●●	Charisma	●●●●●	Perception	●●●●●
Dexterity	●●●●●	Manipulation	●●●●●	Intelligence	●●●●●
Stamina	●●●●●	Appearance	●●●●●	Wits	●●●●●
Honor		Glory		Rank	
NONE		NONE		NONE	

Other Traits		Manuevers and Powers	
ALERTNESS ●●●●●	LEADERSHIP ●○○○○	Speed	Damage
DRIVE ●●●●●	SECURITY ●●●●●		
INTERROGATION ●●●●●	STEALTH ●○○○○	Punch: Jab	Move
INTIMIDATION ●●●●●	STREETWISE ●●●●●	Strong	5
INVESTIGATION ●●●●●	○○○○○	Fierce	3
		Kick: Short	7
		Forward	2
		Roundhouse	2
		Grab	2
		Block	2
		Movement	2
		POWER UPPERCUT	2
		SPINNING BACK FIST	2
		JUMP	2

Weapons:	Speed	Damage	Move
PISTOL	6	6	0
RIFLE	4	8	0

Chi	Willpower
●○○○○○○○○○○○○○ □□□□□□□□□□□	●●●●○○○○○○○○○ □□□□□□□□□□□
Health	
●●●●●●●●●●○○○○○○○○○○○○○ □□□□□□□□□□□□□□□□□□□	

SOLDIERS

Soldiers represent the backbone of national military units, private armies and mercenary groups. Soldiers are heavily armed and pose a major threat to any Street Fighter luckless enough to take them on. Special Forces Fighters like Guile often find themselves fighting with or against soldier.

Veterans have seen battle and survived — they're a tough breed, and include professional mercenaries and war-hardened vets. Lifers are full-time fighters — Special Forces men, commandos and elite guards.



SOLDIER RANKS

Name: VETERAN		Style: NONE		Boss: NONE	
Strength	●●●●○	Charisma	●●●●○	Perception	●●●●○
Dexterity	●●●●○	Manipulation	●●●●○	Intelligence	●●●●○
Stamina	●●●●○	Appearance	●●●●○	Wits	●●●●○
			Honor	NONE	
			Glory	NONE	
			Rank	NONE	

Other Traits		Manuevers and Powers			
ALERTNESS ●●●●○	SURVIVAL ○●●●○	Speed	Damage	Move	
DRIVE ●●●●○	○○○○○	Punch: Jab	5	4	2
FIREARMS ●●●●○	○○○○○	Strong	3	6	2
STEALTH ●●●●○	○○○○○	Fierce	2	8	1
STREETWISE ●●●●○	○○○○○	Kick: Short	-	-	-
		Forward	-	-	-
		Roundhouse	-	-	-
		Grab	3	4	1
		Block	7	(+2 SOAK)	0
		Movement	6	0	5
		SPINNING BACK FIST	2	8	3
		SUPLEX	3	6	1
		JUMP	6	0	2

Weapons:	Speed	Damage	Move
RIFLE	3	7	0

Chi	Willpower
●●●●●○○○○○	●●●●●○○○○○
□□□□□□□□□	□□□□□□□□□

Health
●●●●●●●●●○○○○○○○○○○
□□□□□□□□□□□□□□□□

Name: LIFER		Style: NONE		Boss: NONE	
Strength	●●●●○	Charisma	●●●●○	Perception	●●●●○
Dexterity	●●●●○	Manipulation	●●●●○	Intelligence	●●●●○
Stamina	●●●●○	Appearance	●●●●○	Wits	●●●●○
			Honor	NONE	
			Glory	NONE	
			Rank	NONE	

Other Traits		Manuevers and Powers			
ALERTNESS ●●●●○	○○○○○	Speed	Damage	Move	
DRIVE ●●●●○	○○○○○	Punch: Jab	5	5	2
STEALTH ●●●●○	○○○○○	Strong	3	7	2
STREETWISE ●●●●○	○○○○○	Fierce	2	9	1
SURVIVAL ●●●●○	○○○○○	Kick: Short	-	-	-
		Forward	-	-	-
		Roundhouse	-	-	-
		Grab	3	5	1
		Block	7	(+2 SOAK)	0
		Movement	6	0	5
		SPINNING BACK FIST	2	9	3
		SUPLEX	3	7	1
		JUMP	6	0	2
		BRAIN CRACKER	3	7	1

Weapons:	Speed	Damage	Move
PISTOL	6	7	0

Chi	Willpower
●●●●●○○○○○	●●●●●○○○○○
□□□□□□□□□	□□□□□□□□□

Health
●●●●●●●●●○○○○○○○○○○
□□□□□□□□□□□□□□□□

Chapter 2:

DUELISTS

*Weapons are the tools of violence;
all decent men detest them.
Weapons are the tools of fear;
a decent man will avoid them
except in the direst necessity
and, if compelled, will use them
only with the utmost restraint.*
— Lao Tzu, *Tao Te Ching*

The use of weapons in Street Fighting is stained with dishonor — an unusual fact considering that many honorable martial arts are almost exclusively oriented towards weapon training. For instance, Kyujitsu and Kyudo focus on archery while Kenjitsu and Kendo focus on swordplay; both, however, are respected Japanese martial arts.

However, with few exceptions, honorable Street Fighters avoid the use of weapons in the ring: Street Fighting is a contest of skill against skill, not simply a gauge of who has better hardware. This attitude is often carried outside the ring, and the most honorable Street Fighters will avoid using weapons whenever possible.

There are, of course, occasions when armed combat may be acceptable. For instance, characters may be challenged to a weapons-duel and refusing could be a stain on their reputation. Furthermore, if an opponent resorts to using weapons, Street Fighters don't lose Honor for fighting back in kind — but

they do gain extra Glory if they are victorious without resorting to weapons use.

Duelists, however, are a special breed of Street Fighter: they attach no dishonor to the use of weapons in or out of the ring. Duelists study the same martial arts as most other Street Fighters, only their instruction focused on weapons-use. Duelists who fight exclusively in a Duelist tournament, or who use weapons only against other Duelists, do not lose Renown merely for weapons use. However, there are still conventions of "honorable" behavior associated with Duelist matches, which must be followed lest Honor or Glory be lost. Duelists who fight unarmed combatants do face a potential loss of Renown, while their opponents may gain Renown.

Note: Combatants who fight with Animal Companions are **not** considered unarmed!

DUELISTS AND RENOWN

Action	Honor	Glory
Using a Firearm	-1 Permanent	-1 Permanent
Using a weapon against an unarmed opponent	-2	+0
Choosing to fight weaponless against an Duelist	+1	+1
Fighting weaponless and defeating a Duelist	+0	+2
Losing because you fought unarmed against a Duelist	+1	+0
Disarming an opponent	+0	+1
Allowing a disarmed opponent to retrieve her weapon	+1	+0

STYLES AND WEAPONS TRAINING

Weapon use is often integral to the upper-level training of many martial arts styles — thus, even if the Street Fighter never uses the weapon, she may still have trained extensively with it. A number of the styles represented in **Street Fighter** are listed below, along with some appropriate weapons that might be studied.

Aikido

Staff
Bokken
Naginata
Spear

Baraqah

Saber
Staff

Capoeira

Razor

Kabaddi/Ler Drit

Bhuj (Axe)
Chakram
Katar
Pata
Saber
Spear
Staff

Kung Fu/Wu Shu

many, including
Broadsword
Saber
Spear
Staff
Steel Whip

Ninjitsu

many, including
Bow
Kusari, Kusarigama
Ninjato
Shuriken

Savate

Cane/Baton
Rapier

Shotokan Karate

Nunchaku
Sai
Staff
Tonfa

Special Forces

Combat Knife

Silat

Baton
Kris

Spanish Ninjitsu

Claw
Dagger
Rapier
Saber

Shuriken

Tai Chi Chuan

Baton
Broadsword
Spear
Staff

USING WEAPONS

Using weapons in **Street Fighter** is somewhat different from unarmed combat: although it is based on the same system, there are a few particulars which you should be aware of.

WEAPON TECHNIQUES

Each weapon has its own "spirit." Each weapon must be used in its proper place in order to be effective and enable the handler of the weapon to take advantage of its properties.

— Miyamoto Musashi, *The Book of Five Rings*

A number of Weapon Techniques are likely to come up during the course of a **Street Fighter** chronicle. These Weapon Techniques include:

- Axes
- Bows
- Blunt Weapons
- Chains/Whips
- Clubs
- Flails
- Firearms
- Knives
- Spears
- Staves
- Swords
- Thrown Weapons

AXES

This includes any variety of axe-like weapons, from a camp-axe to medieval battle-axes to the short axe of some Kung Fu styles. Depending upon the size of the weapon, it may be used one- or two-handed.

BLUNT WEAPONS

These are heavy instruments used to batter an opponent. They can be elaborate and beautifully-crafted maces or warhammers, or they can be rocks or heavy sticks picked up

WEAPONS AND UNARMED COMBAT

Weapons use often precludes other types of attacks. A Duelist using weapons will find his unarmed attacks restricted:

Punches: If using one-handed weapons, the Duelist may alternate between weapon and open-hand attacks. If using two-handed weapons, then she may not Punch.

Kicks: Weapon-wielding Street Fighters are not generally prohibited from kicks, although more acrobatic kicks may be restricted. Use common sense: attempting a Backflip Kick while holding a spear is not very practical — even for a Street Fighter.

Blocks: Armed Street Fighters may block with a free hand or their weapon, and most blocks are not restricted by weapons use.

Grabs: Street Fighters cannot attempt Grab maneuvers while holding a weapon.

from the ground. Depending upon the size of the weapon, it may be used one- or two-handed.

BOWS

Bows are not allowed within the ring, but they may be used in tournaments as tests or demonstrations of skill. The skill may be developed by hunters, assassins, hobbyists, and others. Bows are obviously two-handed weapons.

CHAINS/WHIPS

These are long, flexible weapons which are usually quite heavy. Their use involves a snapping motion at the weapon's terminus to produce a rapid and painful impact or a clubbing action which flexes around the target, thus hitting more of the target's surface. They can also be used to wrap around objects — such as, opponents' weapons (to disarm the person), rafters (to create an impromptu swingline), opponents' legs (to trip them), etc.

Note that a minimum Chains/Whips • or better is required to use these weapons without serious risk of self-injury. Use of these weapons accurately and with maximum effect is a complex skill.

FIREARMS

These are guns of any kind as described in **Street Fighter**. Storytellers may feel that Firearms are not sufficiently threatening; if so, Storytellers can rule that Firearms automatically cause aggravated damage.

Honorable Street Fighters do not use Firearms. Of course, if a Street Fighter has any military training whatsoever, it is foolish to think that she will be ignorant in Firearms use — even the Samurai were trained in riflery, along with the bow. Some stylists have tried to establish gunmanship and Zen archery as cognates, but theirs is a minority view.

FLAILS

These are any weapons which have two or more sections connected by short lengths of chain or rope. Usually they are two foot-long rods, although they can have three or more rods, longer sections of chain, etc. If the chain is longer than a foot, however, the weapon is considered a Chain/Whip weapon.

KNIVES

These are short, bladed weapons, usually no more than a foot long. Knives (daggers, etc.) are one-handed weapons, and some can be thrown.

SPEARS

These are any weapons that have a long shaft with a blade on one or both ends. Unless specified otherwise, they can be thrown or used at close range, and are two-handed weapons.

STAVES

These are long (four foot or more) rods, usually made of wood. They are two-handed weapons.

SWORDS

These long-bladed instruments come in an unbelievable variety of shapes and sizes, and can be one-handed or two-handed weapons. While they are not balanced for throwing, the Storyteller may elect to allow a Street Fighter to throw her sword by spending one Willpower point.

THROWN WEAPONS

These are any weapons designed specifically for throwing, such as shuriken or darts. Like Firearms, Thrown Weapons are disdained by honorable Street Fighters. Their range is usually the thrower's Strength+Technique in hexes.

OTHER TECHNIQUES

Should the Storyteller need other Techniques (such as Anti-Tank Weapons), she should feel free to develop them based on the examples here.

WEAPONS MANEUVERS

Fighting with weapons is slightly different than unarmed fighting, and requires a different set of basic maneuvers. Any fighter trained in any Weapons Techniques has the following Weapons Basic Maneuvers.

ATTACKS

- Jab Strike: +2 Speed, -1 Damage, +0 Move
- Fierce Strike: +0 Speed, +1 Damage, +0 Move
- Strong Strike: -1 Speed, +3 Damage, -1 Move
- Berserk Attack: -2 Speed, +4 Damage, -3 Move (cost: one Willpower)

OTHER MANEUVERS

- Parry: +4 Speed, no Damage, no Move (Special: see description below)
- Disarm: -1 Speed, no Damage, -2 Move (Special: see description below)
- Movement: as unarmed fighting
- Grab: see description below

Players should complete eight combat cards for each Weapons Technique — one card per Basic Maneuver.

ATTACKS

These are the basic attack maneuvers. The first three correspond with the Jab, Strong, and Fierce Punch Maneuvers in unarmed combat. The fourth, Berserk Attack, is an all-out, do-or-die attack, usually used in desperation or rage. Players should use this Maneuver only when the Story calls for it — as the climactic blow of a major duel, for example. If used successfully, this Maneuver should have a dramatic effect (such as smashing through the target's blocking weapon or pinning the target to the wall behind them, etc.), and will gain the character one point of temporary Glory. Characters who routinely go Berserk run the risk of being perceived as unstable and dangerous.

PARRIES

Parrying with weapons is similar to the unarmed Block Maneuver. When a character Parries, he adds the +4 Speed Modifier to his Dexterity, and adds his Weapons Technique to his Stamina for the purpose of calculating the Soak.

When Parrying with a weapon, a character can add +2 Speed to her next maneuver (the following turn) if she uses the weapon. Parries, like Blocks, can be used to avoid some Knockdowns and as Abort Maneuvers.

DISARMS

Disarms only work against armed opponents, knocking the weapon out of the target's hand and away. The combatant rolls his Strength+ appropriate Disarm Technique—Weapon, Punch, or Kick. Successes rolled determine distance in hexes while the direction the weapon flies is the player's choice.

MOVEMENT

Movement is treated the same in armed and unarmed combat.

GRAB

Very few weapons can be used to Grab the opponent—generally such weapons must be flexible, like a chain or whip. This is determined on a weapon-by-weapon basis and by Storyteller discretion.

WEAPON DESCRIPTIONS

Your choice of weapons does not make much difference if you understand their nature.

— Miyamoto Musashi, *The Book of Five Rings*

The following weapons can be found used by Duelists and other Street Fighters, as well as Shadoloo thugs and other dishonorable folk.

Bagh Nakh —This weapon, a.k.a. "Tiger's Claws," consists of a crossbar held in the palm of the hand, with long, sharp "claws" protruding from between the user's fingers—somewhat like a set of spiked brass knuckles.

Balisong —This is a small, switchblade-like knife which has a 6" blade concealed in a lock-open handle. It is popularly called a "butterfly knife."

Baton — This is a simple club, typically used in law enforcement.

Bokken/Shinai — A bokken is a wooden katana, used in Kenjitsu practice. A shinai is a long bamboo sword used in the sport of Kendo. Since armor is usually worn while using these weapons, there is normally little chance of injury during practice with these weapons. However, even wooden swords can be deadly in the hands of a master.

Brass Knuckles — This item, popular among thugs, is simply a clump of metal rings which the user slips her fingers through to give her fist more "punch." These do not use a Weapon Technique, but are instead used in conjunction with Punch maneuvers.

Broadsword — This is a standard double-bladed straight sword found across the globe.

Butterfly Knife (true) — This short, broad-bladed sword, very often used in pairs, is popular among Kung Fu practitioners

Cestus — This heavy gauntlet, often worn in pairs, has spikes or knobs protruding from it at all angles. Like Brass Knuckles, a Cestus does not use a Weapon Technique, but is instead used in conjunction with the three basic Punch maneuvers.

Chain — This is a 2' - 4' length of heavy chain. Like brass knuckles, it is a weapon favored by thugs, but is a bit more flexible and sophisticated in use. If the chain is weighted at either end, however, it uses the stats listed for a Kusari (see below).

Chakram — This South Asian weapon is basically a razor-edged frisbee, a sharpened metal ring which is deadly when thrown.

Garrote — This is anything used to strangle someone. Most garrotes are simply rope or lengths of cloth, and is a favorite weapon of assassins. If the target of the attack is taken by surprise or takes five or more health levels from the initial attack, he is considered to be choking and does not get to Soak the damage from subsequent Turns in the Hold! Once he is unconscious, the victim can take up to his Health again in aggravated damage before he asphyxiates.

A particularly nasty variant on the garrote is a thin wire garrote, which cuts into the target's flesh, severing their Carotid Artery and possibly even decapitating them. (Ick!)

Hook Sword — A popular Kung Fu weapon, the hook sword consists of a long rod with the tip curved into a large sharpened hook and a small axe-like blade extending perpendicularly from the handle. They are usually used in pairs, and can be used to Disarm or trip opponents. (Characters who know the Monkey Grab Punch maneuver and have Sword ••• or higher may use the Monkey Grab Punch with a pair of hook swords.)

Katana — The katana is often the weapon of choice for the modern samurai. Slightly curved with a single edge, the best katanas are excellent examples of craftsmanship and design.

Katar (Punch Dagger) — This South Asian weapon consists of a crossbar handle and a broad, triangular blade which protrudes from the wielder's fist along the plane of the arm. It inflicts a very wide wound. Because of the structure of the weapon surrounding the wielder's hand, it can be used as a gauntlet for blocking blade attacks.

Kris — A long dagger with a wavy blade, the kris cuts easily and deeply. It is the traditional weapon of the Silat system.

Kusari — This is a length of chain with a weighted end, usually a large metal ring. It can be used like a chain, but it can also be used to trip opponents, snare their weapons, etc. A variant design, the kusarigama, has a sickle at one end of the chain.

Longbow — This six-foot-long bow is a standard western weapon.

Naginata — The naginata is a Japanese polearm with a broad, curved blade at the end. It was often used by samurai.

Ninjato — This resembles the samurai's katana, but its blade is straight and shorter. Its hilt and scabbard often contain numerous small secret compartments to carry wire, darts, etc.

Nunchaku — Nunchaku are two short wooden or metal rods connected by a rope or chain. In the hands of an expert, they are versatile and devastating weapons.

Pata — This Indian variant of the broadsword has a gauntlet incorporated into the hilt. An awkward fencing weapon, it is primarily used for cavalry or demonstrations.

Weapon	Technique	Speed	Damage	Move	Special
Balisong	Knife	+2	+1	+0	Easily concealed
Bagh Nakh	Knife	+1	+1	+0	
Baton Blunt		+1	0	+1	
Bokken	Sword	+1	+3	+0	
Brass Knuckles	Punch	+0	+1	+0	Must be combined with a Punch Maneuver
Bow					
• Long Bow	Archery	+1	+2	+0	Range: 120 yards
• Short Bow	Archery	+2	+1	+0	Range: 90 yards
• Yumi	Archery	+0	+4	No move	Range: 150 yards
Broadsword	Sword	-1	+4	+0	
Butterfly Knife (true)	Sword	+0	+2	+0	
Cestus	Punch	+0	+2	+0	Must be combined with a Punch Maneuver, +1 to Soak if Blocking
ChainChain/Whip		+0	+2	-2	Range: 2 hexes
Chakram	Thrown	+1	+1	-3	
Club	Blunt	+0	+2	+0	
Combat Knife	Knife	+0	+3	+0	
Garrote	Grab	-3	+4	No Move	Sustained Hold, may not be able to Soak (see description)
Hook Sword	Sword	+0	+3	+0	+2 Dice to Disarm
Katana	Sword	+1	+3	+0	
Katar	Knife, Punch	+2	+3	+0	+1 to Soak against bladed weapons when Blocking
Knife	Knife	+2	+1	+0	
Kris	Knife	+2	+2	+0	
Kusari	Chain/Whip	+0	+2	-1	Range 2 hexes, can be used to Grab for zero damage, +1 Die to Disarm
Kusarigama	Chain/Whip	+0	+3	-2	As above
Naginata	Spear	+0	+4	+0	
Ninjato	Sword	+1	+2	+1	
Nunchaku	Flail	+1	+2	+0	
Pata	Sword	-2	+3	+0	+2 to Soak if Blocking
Rapier		+2	+1	+1	
Razor	Knife	+2	+2	+0	
Saber	Sword	+1	+3	+0	
Saber (fencing)	Sword	+1	+1	+1	+1 to Soak if Blocking
Sai	Knife	+1	+0	+0	+1 to Soak if Blocking, +2 Dice to Disarm
Shikomi-Zue					
• shaft	Staff	+0	+1	+2	
• blade	Spear	+1	+2	+1	
Shinai	Sword	+1	+3	+0	
Short Axe	Axe	+1	+2	0	Can be thrown
Shuko	Punch	+0	+1	+0	Must be combined with a Punch Maneuver
Shuriken	Thrown	+2	-2	+0	Can throw multiple (see description)
Sickle	Knife	+0	+3	+0	
Spear	Spear	+0	+3	+1	
Staff		+0	+2	+1	
Steel Whip	Chain/Whip	-1	+3	No Move	Range: 3 hexes; +2 Dice to Disarm; can be used to Grab for one die of damage
Switchblade		+2	+2	+0	
Throwing Knife	Thrown Weapon	+0	+0	+0	
Tonfa	Club, Punch	+0	+1	+0	+1 to Soak when Blocking
Wakizashi	Knife	+1	+2	+0	
Whip	Chain/Whip	-1	+2	No Move	Range 6 hexes ; +2 Dice to Disarm; can be used to Grab for one die of damage

Rapier — Primarily a fencing weapon, rapiers are among the thinnest and lightest of swords. Rapiers are almost exclusively thrusting weapons.

Razor — This is a straight razor used for combat. Capoeiristas often use them in tight situations.

Saber — A variant on the Broadsword, this weapon has a curved, single-edged blade. A fencing Saber resembles a Rapier, only it includes a knuckle guard.

Sai — This consists of a long, unsharpened blade with two tines extending from the handle, appearing much like a large fork. It is designed to catch and block incoming weapon attacks, as well as for stabbing. It can also be sharpened and used as a knife, with the same statistics as a normal knife.

Shikomi-Zue — This is a staff which has a dagger blade hidden in one or both ends. It normally looks like an ordinary staff or walking stick. However, with a twist of the handle, the blades lock into place and it can be used like a spear.

Short Axe — This item is as much a martial arts weapon as a camp instrument.

Short Bow — Although the range of the short bow is not that of the long bow, it is more easily concealed or transported. It is a common Ninja weapon.

Shuko: These are Ninja climbing claws, although the statistics can also be used to represent razor-tipped gloves or other claw-like weapons. They must be used with a Punch-based maneuver, which is delivered open-handed. They also lower the difficulty of any climbing attempt (one lower for wearing one claw, or two lower for a pair).

Shuriken — These are Ninja throwing stars, but can also be darts, razor shards, or any other bladed throwing weapon

not suitable for knife fighting. They are more irritating than deadly, but they are easily hidden and can hinder or even badly injure an opponent when thrown by a master. A character can throw one shuriken for each dot in Thrown Weapon Technique. Thus, as master ninja with Thrown Weapon ••••• could hurl five shuriken simultaneously.

Sickle — This tool can be a deadly weapon, and was often used by feudal ninja when acting in the guise of simple farmers.

Staff — A wooden shaft from four to six feet long, the staff is a common weapon across the world. It is often one of the first weapons learned in a martial art.

Steel Whip — much like a standard whip, only its length is made of steel links.

Switchblade — This weapon, with a spring-activated blade, is a staple of criminals.

Sword cane — Usually appearing as nothing more than a simple cane, the handle and shaft separate, revealing a concealed rapier blade. Savateurs often wield them either as batons or rapiers — the weapon of choice for gentlemen.

Tonfa — This is a small club with an extra handle protruding approximately 1/3 of the length of the club.

Wakizashi — This short blade is worn and used as a companion to the katana.

Whip — This is the standard 18-foot-long bullwhip, favored by lion tamers and pulp heroes. Learning to use it is a painful and difficult experience, but it is a versatile weapon.

Yumi — This Japanese bow is the standard weapon of Kyudo and Kyujitsu, the arts of Zen archery.