

Samurai – Weapons of Feudal Japan

AN ADDITION TO SAMURAI, FOR CALL OF
CTHULHU 7TH



SAMURAI WEAPONS

Weapons suitable for the Sengoku Period of Japan, for Call of Cthulhu 7th Edition

CREDITS PAGE

Samurai copyright Carl Matthews / C M Games

Cover art courtesy of 5187396/Pixabay.com, other artwork by noskill1343, courtesy of Pixabay

Call of Cthulhu is a Trademark of Chaosium Inc. and is used with their permission via the OBS Community Content program.

For more information please visit Chaosium's website: www.chaosium.com

The *Miskatonic Repository Logo* is used under license.

TABLE OF CONTENTS

Credits	2
License.....	2
Introduction.....	4
Missile Weapons	5
Dai-kyu	5
Han-kyu.....	5
Uchi-ne	5
Yari-naga	5
Melee Weapons	6
Katana	6
Wakizashi	6
Tetsubo.....	6
Nunchaku	6
Kama	6
Naginata	6

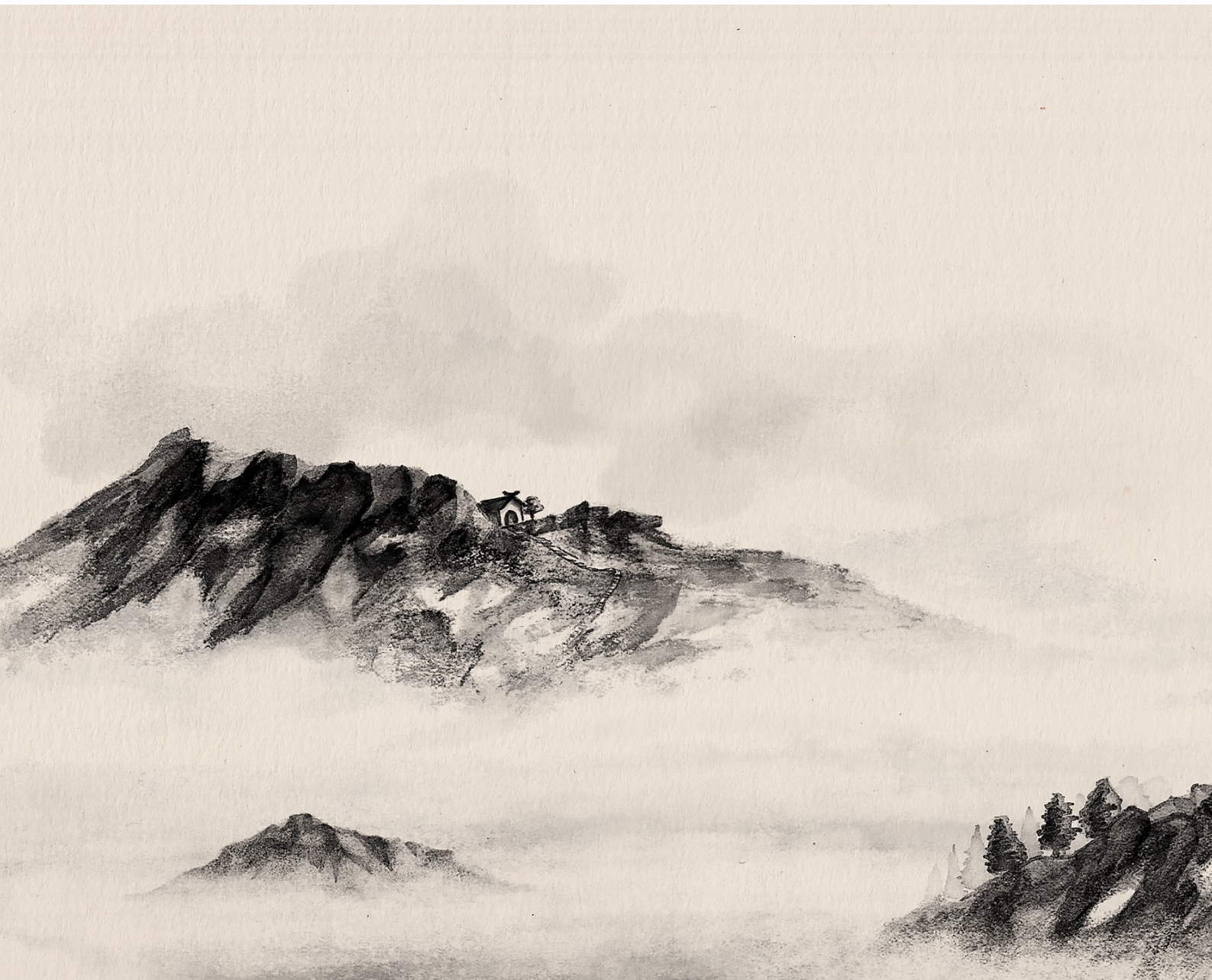
INTRODUCTION

"You can always die. It's living that takes real courage."

- Nobuhiro Watsuki

If you are playing a game of Call of Cthulhu set in the Sengoku Period of feudal Japan, what is more iconic than the weapons available to the samurai?

You may already have purchased 'Samurai' from the Miskatonic Repository or you may have your own game running which could benefit from something beyond sword or spear. I am pleased to present you with a collection of weapons suitable for the time.



MISSILE WEAPONS

Dai-kyu, the “Great Bow”

Standing as tall as tall as or taller than a man, the dai-kyu was a fearsome weapon of war and was noted for having more of the body of the bow above the grip than below it, allowing it to be fired from horse-back by a skilled archer.

Skill: Firearms (bow)

Damage: 1d8+DB

Base Range: 90 yards

Uses per Round: 1

Malfunction: 97

Han-kyu

A much smaller bow than the great bow, the han-kyu was often used for hunting game, rather than war, and so was available to a much broader range of people.

Skill: Firearms (bow)

Damage: 1d6+half DB

Base Range: 30 yards

Uses per Round: 1

Malfunction: 97

Uchi-ne

The uchi-ne was a thrown dart. It had a heavily weighted body and could do significant damage to a personal but again was primarily used for hunting game, especially by the heimin (the peasant class).

Skill: Throw

Damage: 1d6+half DB

Base Range: STR/5 yards

Uses per Round: 1

Malfunction: -

Yari-naga

The javelin, or yuri-naga, was a type of spear for throwing. A heavier weapon than the uchi-ne, it was more popular as a ranged weapon of war than for hunting.

Skill: Throw

Damage: 1d8+half DB

Base Range: STR/5 yards

Uses per Round: 1

Malfunction: -

MELEE WEAPONS

Katana

The famous sword of the samurai, the slightly curved katana was justly famous its cutting edge.

Skill: Fighting (sword)

Damage: 1d10+DB

Uses per Round: 1

Wakizashi

Carried by the samurai and paired with the katana, the smaller wakizashi was often also carried by women of the nobility (without the katana, which was a weapon of war as much as it was a status symbol).

Skill: Fighting (sword)

Damage: 1d6+DB

Uses per Round: 1

Tetsubo

Tetsubo, meaning 'iron stick' came in two common forms; a heavy wooden staff reinforced with metal bands and thick iron bolts or an actual iron bar the length of a staff. Despite its ability to inflict bone-crushing blows, it was a popular weapon with monks.

Skill: Fighting (brawl)

Damage: 1d10+DB

Uses per Round: 1

Nunchaku

Developed from a farming tool used to thresh grain, the nunchaku was two sticks joined by a light chain and was an effective flail in skilled hands.

Skill: Fighting (sword)

Damage: 1d8+DB

Uses per Round: 1

Kama

The sickle or kama was a short blade attached at ninety degrees to a short wooden handle. Again a repurposed farm implement, the kama was a popular weapon with the heimin.

Skill: Fighting (axe)

Damage: 1d6+1+DB

Uses per Round: 1

Naginata

Basically a sword blade on the end of a staff, this polearm was a favourite weapon amongst both samurai and their bushi foot soldiers. It went some way to removing the disadvantages of fighting a mounted enemy, having a long effective reach.

Skill: Fighting (spear)

Damage: 2d6+DB

Uses per Round: 1