



# SHURIKEN -- not just a throwing star!

**\*\* Written by Richard Sanchez Produced by Action Games**

The shuriken is a multipurpose throwing tool that has served the ninja and other oriental assassins for centuries. Shuriken serve as secondary weapon supporting a ninjas arsenal of his trade. Shuriken translates as “sword hidden in hand” aptly named due to the secretive manor of their use. In combat they can be used as a projectile, melee weapon, caltrops or clever means to poison ones enemies.

## Shuriken Types:

### Shoken

Shoken are slightly larger shuriken that can be thrown but more often used in melee for close range combat and even as a tool for climbing. Tiny shoken add + 2 to climb checks, and small shoken add + 4 to climb checks. Some shoken have a metal ring on the base of the handle fore use with a rope or silk cord that transforms it into a whip dagger.

Tiny

WEAPON	COST	DMG	CRITICAL	RANGE	WEIGHT	TYPE
Blade Edge	5tn/gp	1d4	x2	10ft	1 lb.	Piercing/Slashing
Double Edge	2tn/gp	1d4	19-20 x2	10ft	1 lb.	Piercing/Slashing
Razor Edge	10tn/gp	1d4	18-20 x3	10ft	1 lb.	Piercing/Slashing

small

WEAPON	COST	DMG	CRITICAL	RANGE	WEIGHT	TYPE
Blade Edge*	10tn/gp	1d6	19-20 x2	10ft	2 lb.	Piercing/Slashing
Double Edge*	4tn/gp	1d6	19-20 x2	10ft	2 lb.	Piercing/Slashing
Razor Edge*	20tn/gp	1d6	18-20 x3	10ft	2 lb.	Piercing/Slashing
Whip Dagger**	25tn/gp	1d8	see text	10ft/10ft	5 lbs.	Piercing/Slashing

\*May be used with cord, silk, or length of chain to create a whip dagger.

\*\*Whip Dagger - Any type of small shuriken with a ring on the end of the handle may be used as a whip dagger by attaching a cord, silk, or chain to it. The whip dagger’s critical chance is based on the type of small shuriken used.

tn = Toraisen | gp = Gold Piece

## Bo-Shuriken

Bo-shuriken are straight metal spikes that come in a variety of shapes and sizes. On average they are 16 cm and weigh about 50-30 grams. Bo-shuriken can be thrown underhand, overhand, sideways, and even from a prone or sitting position with no negatives. The shaft of the metal spike can be round, square, octagon, or triangular in shape.

Tiny

WEAPON	COST	DMG	CRITICAL	RANGE	WEIGHT	TYPE
Octagon	2 sn/sp	1d4	19-20 x2	15ft	1/10 lb.	Piercing
Square	1sn sn/sp	1d4	x2	15ft	1/10 lb.	Piercing
Round	2 sn/sp	1d3	x2	30ft	1/10 lb.	Piercing
Triangle	4 sn/sp	1d4	18-20 x3	15ft	1/20 lbs.	Piercing

sn = Shichusen | sp = Silver Piece

## Hira-Shuriken

Hira-shuriken are the traditional style of shuriken known as throwing stars. There is a wide variety of Hira-shuriken, some schools and clans use specialized styles and shapes. Hira-shuriken can be used as a projectile throwing up to two as a standard action, or thrown at the ground and used as caltrops. A shuriken may have multiple bladed or edged points of impact jutting around it.

Tiny

WEAPON	COST	DMG	CRITICAL	RANGE	WEIGHT	TYPE
4 Point	1 sn/sp	1d3	x2	30ft	1/10 lb.	Piercing
5 Point	2 sn/sp	1d4	19-20 x2	15ft	2/10 lb.	Piercing
6 Point	4 sn/sp	1d4	19-20 x3	15ft	2/10 lb.	Piercing
Disk	2 sn/sp	1d2	x4	30ft	1/10 lbs.	Piercing

sn = Shichusen | sp = Silver Piece

## Poison Use:

Shuriken may be coated with poison or buried in the ground or animal waste and left to rust. The rust can cause tetanus or other debilitating infections. Sometimes crafty ninja would use contact poison on a shuriken and leave it behind in an odd place for someone to pickup later. More commonly they were used with injury poison types and used to slow down or incapacitate enemies.

# Shuriken Feats:

## Shuriken Sutras

Shuriken can have small incantations or magic's placed upon them. Just as a wizard can create scrolls or a Shugenja can create talismans. Ninjas with spells or magic martial art styles can create Shuriken Sutras that when placed on a shuriken acts as a magic range weapon.

**Effect:** You may use Shuriken Sutras as the "Scribe Scroll" feat for all game statistics consult your PHB for info.

## Shurikenjutsu (Martial Arts Style)

Shurikenjutsu is the traditional Japanese martial arts of throwing and use of shuriken. Primarily used as a secondary martial arts to ninjutsu by shinobi (ninja). Some martial artists of even Kenjutsu and Bojutsu have adopted Shurikenjutsu as additional martial arts.

**Effect:** You are able to throw three shuriken of tiny size in one round at a - 5 to attack for each additional attack after the first. You may throw two shuriken of small size at a -5 to the second attack. You also gain a + 1 to all attacks made with Shuriken in melee or ranged combat as weapon focus feat. This feat stacks with rapid shot and any other ranged feat.

**Normal:** You may throw one small shuriken or two tiny shuriken a round with a - 5 to the second attack.

# WAR FANS

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The fan has served the inhabitants of feudal Japan for centuries and is still in use today. There are many varying sizes and materials used in creation of war fans and regular fans. Wood and paper to iron and steel were used depending on the purpose of the fan. Skilled martial artists could defend themselves from enemies using an ordinary fan to parry the blows. War fans were created to not only defend but signal forces and attack foes in melee or ranged combat. Some say a master of tessenjutsu (fan martial arts) could never be hit by sword or spear.

## War Fan Types:

### Tessen

The traditional war fan was made to look like harmless folding fans crafted from iron. Used in some swordsmanship schools as a weapon, and to aid in addition to a sword in combat. Tessen could be carried in to places where swords could not. The major uses of tessen were deflecting range weapons, as a range weapon, melee fighting, and as a swimming aid. Tessen can be used as a club when folded or slashing weapon when unfolded. Some tessen were forged not to close and looked more like a pronged club. Tessen also add a + 2 to bluff checks to hide the fact that the fan is a weapon.

### Tiny

WEAPON	COST	DMG	CRITICAL	RANGE	WEIGHT	TYPE
Blunt*	3 tn/gp	1d4	x2	---	1 lb.	Blunt
Bladed	20 tn/gp	1d6	x3	30 ft	3 lb.	Slashing
Throwing	10 tn/gp	1d4	19-20 x2	30ft	1 lb.	Slashing

### Small

WEAPON	COST	DMG	CRITICAL	RANGE	WEIGHT	TYPE
Bladed	30 tn/gp	1d6	19-20 x3	10 ft	4 lbs.	Slashing
Blunt	30 tn/gp	1d6	19-20 x2	---	5 lbs.	Blunt

\*non-folding forged fan

tn = Toraisen | gp = Gold Piece

## Gunsen

Average warriors used these folding fans to cool themselves and provide shade. Made from bronze, or brass for the inner spokes and iron for the outer spokes. These fans were usually hung from a warrior's belt.

### Small

WEAPON	COST	DMG	CRITICAL	RANGE	WEIGHT	TYPE
Bronze	3 tn/gp	1d4	x2	10 ft.	2 lbs.	Blunt
Brass	2 tn/gp	1d3	x2	10 ft.	1 lbs.	Blunt

tn = Toraisen | gp = Gold Piece

## Signaling Fans

### Uchiwa

Large fans made of iron, carried by high-ranking lords and officers. The uses were to signal troops for command, deflect arrows, and for shade. When signaling the uchiwa grants a +2 to innuendo and tactics. This does not add new tactic knowledge to the user, just helps direct it to the troops. Uchiwa fans grants a +1 to blocking missiles.

### Saihai

Mostly used to command troop movements and direct signaling. Usually made from wood with a tassel on top. Saihai add +4 to tactics checks for issuing orders and troop movement. This does not add new tactic knowledge to the user, just helps signal directions to the troops.

## War Fan Feats:

### Tessenjutsu (Martial Arts Style)

You are skilled with the Japanese martial art of the war fan. Tessenjutsu was considered sophisticated among nobles because you did not need to draw your sword and break face in court. You are considered armed with a fan or war fan, and may attack, block, throw, and deflect range weapons with a fan.

Effect: You gain a +1 to AC when using a fan in combat. Also you gain a +1 when blocking melee and ranged weapons. You are considered armed and do not provoke attacks of opportunity.

## **Fans Wind** (maneuver)

You are considerably skilled in the movements and flow of fans in combat.

Prerequisite: + 3 base attack, Tessenjutsu

Effect: You gain a +1 to disarming would be attackers. Also you gain an additional + 1 to blocking melee and ranged attacks

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