**Akumasatsui**

*“Demon’s Intent” This blade when drawn causes the character to overflow with negative and hateful energy. Samurai who draw this blade are known to be volatile and aggressive, killing needlessly and harming those even close to them. This sword is nicknamed “Double-Edge” for its negative effects towards the user.*

Size: Medium (3.50)  
Durability: A (Adamantine)  
Damage: B+  
Effect: Slashing Damage. Must roll a 50% chance dice to draw this blade, failing results in the blade rejecting the user. With *Akumasutairu* perk this character can draw this blade without rejection. This blade has the ability to destroy energy it comes in contact with, energy or chakra-based techniques lose 1 grade of power against this sword regardless of perks. This blades influence starts at E and each turn it is used the influence grows by 1 step, once the influence is over the characters Rank, they are possessed by the Oni King inside of the blade. This follows *Berserker* rules. This increases the users Strength, Agility, and Speed/Tile-Movement by 1 step. While this blade is drawn the user must make an offensive action each turn, if they are wielding the blade and do not make an offensive action the influence grows by 1 grade instead of 1 step. With *Akumasutairu* this character can use Akumasatsui Techniques. This blade reduces striking agility by 1 step.

**Shifuku**

*“Bliss” A blade of light. Nicknamed “Blade of Light” this sword is used to slash and purge the demons in the Age Of Demon. It is known for its keen ability to strike down evil energy and gives off a white light when the Samurai Sabre technique is used with it.*

Size: Medium (3.50)  
Durability: Unbreakable  
Damage: B

Effect: Slashing Damage. Must roll a 50% chance dice to draw this blade, failing results in the blade rejecting the user. With *Genshi no Tamashi* this character can draw this blade without rejection. When *Samurai Sabre Technique* is used with this blade the damage is uncapped. This blade gains +1 grade of damage when attacking those influenced by evil energy. Variants and derivatives of *Samurai Sabre* are also share this blades effects. With *Genshi no Tamashi* this character can use Shifuku Techniques. This blade reduces striking agility by 1 step.

**Tamashi**

*“Soul” the blade of many. Nicknamed “Phantom Blade” this sword is able to create ethereal blades in its wake. These blades function much like a normal blade.*

Size: Medium (3.50)  
Durability: A (Adamantine)  
Damage: B-  
Effect: Slashing Damage. Must roll a 50% chance dice to draw this blade, failing results in the blade rejecting the user. With *Genshi no Tamashi* this character can draw this blade without rejection. For C cost this blade is able to spawn a ethereal blade, this blade deals damage equal to the users control +1. When attacking from a distance these blades are treated as a throwing weapon, but scale from user’s control for speed. When attacking in close range they move at user’s agility. These blades have durability equal to the user’s control -2 grades. Up to 3 blades can be created at once, and attacking with all three at once increases the scaling to User’s control +2. When destroyed these blades much be paid for again to be reconstructed. This blade reduces striking agility by 1 step. With *Genshi no Tamashi* this character can use Tamashi Techniques.

**Ryunokiba**

*“Dragon Fang” the transforming blade. This blade has the ability to transform into an even larger blade at will. This blade is usually used by Samurai who perfect their physicality rather then their control of energy. This blade has the ability to extend to attack its targets.*

Size: Medium (3.50)  
Durability: A | S (Adamantine)  
Damage: B | A-  
Effect: Slashing Damage. Must roll a 50%chance dice to draw this blade, failing results in the blade rejecting the user. With *Genshi no Tamashi* this character can draw this blade without rejection. The user can transform this blade into an alternate made, taking on the secondary stats of this card. When changed it becomes a Large in size instead granting this blade an additional tile of range but reducing its swinging speed by 2 steps. This has an initial cost of B stamina and C every 2 turns. This character can extend this blades attack range by C cost per tile.

**Kirema**

*“Rift” a set of two wakizashi. These blades have the ability to tear rifts through the air which the user can step through, making them difficult to attack and giving them different angels to attack from.*

Size: Small (2.50)  
Durability: B+ (Adamantine)  
Damage: C+  
Effect: Slashing Damage. Must roll at 50% chance dice to draw this blade, failing results in the blade rejecting the user. With *Genshi no Tamashi* this character can draw this blade without rejection. The user is able to open a rift which they can walk through, this rifts distance is 3 tiles +1 for each grade of control starting at D. This allows the user to avoid any attack with their striking speed instead of defensive agility or speed. This has a 4 turn cooldown. When teleporting behind a target and they have no method of detecting the user they suffer the *Unaware* clause. With *Genshi no Tamashi* this character can use Kirema Techniques.

**Kajibou**

*“Yoke” the sealing blade. This blade has the ability to invoke weight upon those that it strikes. Nicknamed “Weighted Blade” due to its ability to both cause a heaviness on itself and others.*

Size: Medium (3.50)  
Durabiltiy: A (Adamantine)  
Damage: B  
Effect: Slashing Damage. Must roll at 50% chance dice to draw this blade, failing results in the blade rejecting the user. With *Genshi no Tamashi* this character can draw this blade without rejection. This blade causes those that it strikes to lose 1 step of speed and 1 tile movement each time they are damaged. When blocked, this blade causes the object used to block to gain weight. This reduces their agility while holding it by 1 step. This blade can invoke weight upon itself, increasing its damage by 1 step but reducing its striking speed by an additional step, all effects cap at 1 grade. Each time the weight increase is invoked it costs C chakra. Effects only last for 2 turns if not refreshed by hitting the target again, but this does not require C chakra cost. With *Genshi no Tamashi* this character can use Kajibou Techniques.

**Chinmoku**

*“Hush” the silence sword. This blade has the ability to restrict a targets ability to use normal bodily functions as well as certain techniques. It materializes a word before the user slices it, causing the target to momentarily “forget” it.*

Size: Medium (3.50)  
Durability: A  
Damage: B  
Effect: Slashing Damage. Must roll at 50% chance dice to draw this blade, failing results in the blade rejecting the user. With *Genhsin no Tamashi* this character can draw this blade without rejection. This blade can restrict abilities a target has. Once a character flashes a perk, technique, or ability this character can materialize the word and slash it. This takes up an offensive action but causes the character to be unable to use it from the following turn and onward. This last for 3 turns. An alternative method can be used where the user brands the word on the target, and if they are able to hit them in the next 3 turns they will have the perk, technique, or ability removed from the remainder of the fight. This variant place’s this ability on a 9 turn cooldown. With *Genshi no Tamashi* this character can use Chinmoku Techniques.