Each weapon listed below requires proficiency in it and 14+ agility

KATANA – 1d8, Versatile (1d10)

SHURIKEN - naruto shit 1d4 dmg, creature hit by it has disadvantage on attack in the next round

BO - basically a staff but scales with agility 1d8 bludgeoning, two-handed

NAGINATA - halberd alike weapon 1d10 scales with agility, reach, two-handed

Ōdachi - long katana, 1d12 scales with agility, two-handed

Dsitte – short dagger with 2 blades 1d4 + creature hit by it is incapacitated (if fails constitution save throw against your agility)

