

Character races

I've included the races from OA, the two races from Savage Coast that can take oriental-type kits (Rakasta and Turtle) and two I created myself (inspired by Bushido)

Dai-Bakemono

Dai-Bakemono are the unfortunate children of bakemono and humans. They tend to look human with some sort of deformity of their parent.

Ability Score Modifiers: +2 Dex, -2 Int

Favored Class: Any

Dai-Oni

Dai-Oni are the children of humans and oni, they have clawed hands, a third eye that almost never opens (but see below), and two prominent stubs on their forehead. They are medium sized creatures, but are a good one foot taller than a human. They tend to have a muted green, black, orange, or purple skin.

Ability Score Modifiers: +2 Str, -2 Int, -2 Cha

Extra Hit dice: A Dai-Oni gets +1 hit die of the type allowed by the class at 1st level and +1 hit point per level at 2nd and higher.

Cause fear: A Dai-Oni may cause fear 3 + Wis modifier times per day. The third eye opens when this happens. If they become a samurai or kensai with the cause fear ability they get +3 uses per day.

Claws: A Dai-Oni has claws on his hands that will inflict 1d4 points of normal damage in melee combat.

They get size L damage if they become a monk.

Natural armor: A Dai-Oni gets +2 AC as an armor bonus.

Favored Class: Bushi

Hengeyokai

Base Ability Modifiers

Shapechanging: May change once per day per level. Cannot shapechange to animal if hit points are at one-half maximum or less.

Animal Form: Night Vision, half hit points (if reduced to 0 will die), can speak with animals of its type.

Needless to say the character can't be a familiar.

Bipedal Form: Night Vision, full hit points, may wear and use equipment as a human, may speak with both animals and humans. Full normal movement.

Human Form: No night vision, can't speak to, but can still understand animals.

Preferred Class: Wu Jen

Creature	Alignment	Damage	AC	Move	Fly	Swim	Ability Mods
Carp	Any good	-	+3	-	-	30 feet	+2 WI, -2 ST
Cat	Any chaotic	1-3	+1	30 feet	-	-	+2 DX, -2 WI
Crab	Any	1-3	+2	10 feet	-	20 feet	+2 ST, -4 CH
Crane	Any good	1-2	+1	20 feet	30 feet	-	+2 WI, -2 DX
Dog	Any good	1-6	+	30 feet	-	-	+2 CN, -2 IN
Drake	Any good	-	+3	10 feet	30 feet	20 feet	+2 CH, -2 DX
Fox	Any evil	1-3	+4	40 feet	-	-	+2 IN, -2 WI
Hare	Any good	-	+5	50 feet	-	-	+2 WI, -2 ST
Monkey	Any chaotic	-	+4	30 feet	-	-	+2 DX, -2 WI
Raccoon Dog	Any evil	1-6	+1	20 feet	-	-	+2 ST, -2 WI, -2 CH
Rat	Any evil	1-3	+5	20 feet	-	-	+2 CN, -2 CH
Sparrow	Any good	-	+7	10 feet	40 feet	-	+2 CH, -2 CN

AC bonus is a dodge bonus. Most of these creatures are size T except for the Dog and Raccoon Dog which are size S.

Korobokuru

Ability Modifiers +2 Str, +2 Con, -4 Int, -2 Cha

Small Sized, base movement 20 feet (they are smaller and thinner than their western cousins)

Dark Vision 120 feet

+2 on Wilderness Lore checks

+2 Save v. magic

+2 Save v. poison

+1 racial bonus vs. bakemono, goblins, goblin rats, and hobgoblins

+4 dodge bonus against goblins, oni, ogre magi, and titans

Preferred Class: Barbarian

Rakasta

Ability Modifiers +4 Dex, -4 Wis

Medium Sized, but base movement is 20 feet

+2 to Hide, Move Silently, Listen, and Climb Checks

Natural Weapons Claw/Claw/Bite, does 1d2/1d2/1d4 normal damage in melee combat, may rake with rear claws if both foreclaws hit for 1d3/1d3 normal damage.

Rakasta take half damage from any fall.

Gain blindfighting feat free

-1 save vs. sound-based attacks because of keen senses

Night Vision

Perferred Class: Samurai

Spirit Folk

Ability modifiers +2 Cha, -2 Con

All have night vision

Perferred Class: Samurai

Bamboo Spirit Folk

+2 to Hide and Wilderness Lore checks

+5 DC to be tracked by someone with tracking feat

+2 save vs. magic based on earth or wood

Tied to bamboo grove

River Spirit Folk

Swim at 60 feet per round all items carried by Spirit Folk remain dry

Control Water as if a 1st level caster (no components needed).

If immersed in home river will heal as if treated by someone with that proficiency

+2 save vs. magic based on water

-2 save vs. fire based magic

Tied to home river

Sea Spirit Folk

+2 to rolls to predict the weather (probably a new skill "Sea Lore")

+2 save vs. fire-based magic

Once per year may ask a favor of the sea.

Turtle

Anyone who becomes a ninja with this race deserves to be hit in the face with a pizza pie.

Ability Modifiers +2 Con, +2 Wis, -4 Dex

Dark and Underwater Vision 60 feet

Natural Bouyancy (won't sink unless the turtle wills himself to do so)

Medium sized, but base movement is 20 feet, Swim 10 feet

Has a base +7 armor bonus which becomes +9 when the character withdraws into his shell (thus unable to take any action) and gains +4 to all saves when so withdrawn.

Can hold breath underwater for Con x 10 in minutes

Perferred Class: Bushi

Character classes

Most of the character classes in OA come from the Japanese tradition, except for the monk. Here are some notes on other standard character classes (some adapted from Dragonfist):

Barbarian: In Japan a barbarian is called a yabunjin.

Cleric: A Chinese cleric is closer to a shaman in practice, not adhering to the worship of a specific god.

They don't get domains (or bonus spells or extra granted powers), but do get martial arts feats at first level and at levels 5, 10, 15 and 20th. They do not have proficiency in any type of armor or shield. They have a unique spell list.

Fighter: A Chinese style fighter has no proficiency with shields or with any type of armor. They gain 1 feat per level instead of the standard progression (only feats gained every third level may be used to buy general feats). Standard fighters do exist (especially the imperial guard).

Monk: This class is unchanged. In Japan a monk is called a shudoshi.

Rogue: A Chinese type rogue is not romanticized, a criminal is a criminal, no matter what means he tries

or however dedicated he is to his cause, a thief is a thief. They lose proficiency in light armor and gain an additional martial arts feat. Wizard/Sorcerer: These Chinese character types do not get familiars. They may replace it with a martial arts feat. They gain normal bonus feats. They have a unique spell list.

Bushi

HD: 1d10

Alignment: Any

Attack and save bonus: As per fighter

Weapon and Armor Proficiency: Simple and Martial, Armor (Light, Medium, and Heavy), and Shields

Class Skills: Appraising, Climb, Craft, Handle Animal, Intuit Direction, Jump, Pick Pockets, Profession (Gambler), Swim, Wilderness Lore

Skill Points: 4 + Int bonus

Base Attack Bonus: as Fighter

Saves: Fort (good), Ref (poor), Will (poor)

Feats: Allowed Weapon Specialization as per Fighter (may buy at 6th level), does not gain bonus feats

AC bonus: The bushi gains the AC bonus as per the monk character class, except it is a dodge bonus.

Ki power: The bushi may once per day boost his level by +2 for 3 + Con rounds. This increases his base attack bonus, saves, and adds 2d10 (+2 x CN bonus) to his hit points. It may be used 3 + Wis bonus times per day.

Finding Loose Equipment: The bushi is able to find almost any item at half normal price. The chances vary where he looks, a city will have items 90% of the time, a village 30% of the time.

Kensai

HD: 1d10

Alignment: Any Lawful

Weapon and Armor Proficiency: Kensai are only proficient in two weapons, their chosen weapon and a secondary weapon. Kensai are not proficient in any armor nor shields.

Prohibited Feats: The Kensai cannot buy Weapon Specialization. They cannot buy proficiency in any other type of weapon except for their two starting and they cannot buy armor or shield proficiency.

Class Skills: Craft (Weaponsmithing), Perform

Skill Points: 2 + Int bonus

Multiclassing restrictions: same as per monk (this class takes too much dedication)

Magic Items: Kensai cannot use a magic weapon of the same type as their chosen weapon, since they show that they are unsure of their true skill.

Ex-kensai: Kensai whose alignment changes to a nonlawful alignment or show cowardice cannot advance in the class until his alignment becomes lawful again or he proves himself not a coward.

Lvl	Base Attack Bonus	Chosen Weapon Atk Bonus	Fort Save	Ref Save	Will Save	AC Bonus	Init. Bonus	Dmg Bonus	Special
1	+1	+1	+2	+0	+0	+0	+1	+0	Ki power, Psychic Duel
2	+2	+2	+3	+0	+0	+0	+2	+0	
3	+3	+4	+3	+1	+1	+0	+2	+0	
4	+4	+5	+4	+1	+1	+0	+2	+1	Meditation, Ki Strike (+1)
5	+5	+6/+1	+4	+1	+1	+1	+3	+1	
6	+6/+1	+7/+2	+5	+2	+2	+1	+3	+1	Alertness
7	+7/+2	+9/+4	+5	+2	+2	+1	+3	+1	Fear, Two Weapons
8	+8/+3	+10/+5	+6	+2	+2	+1	+4	+2	Ki Strike (+2)
9	+9/+4	+11/+6/+1	+6	+3	+3	+1	+4	+2	
10	+10/+5	+12/+7/+2	+7	+3	+3	+2	+4	+2	
11	+11/+6/+1	+14/+9/+4	+7	+3	+3	+2	+5	+2	Whirlwind Attack
12	+12/+7/+2	+15/+10/+5	+8	+4	+4	+2	+5	+3	Ki Strike (+3)
13	+13/+8/+3	+16/+11/+6/+1	+8	+4	+4	+2	+5	+3	
14	+14/+9/+4	+17/+12/+7/+2	+9	+4	+4	+2	+6	+3	
15	+15/+10/+5	+19/+14/+9/+4	+9	+5	+5	+3	+6	+3	
16	+16/+11/+6/+1	+20/+15/+10/+5	+10	+5	+5	+3	+6	+4	Ki Strike (+4)
17	+17/+12/+7/+2	+21/+16/+11/+6/+1	+10	+5	+5	+3	+7	+4	
18	+18/+13/+8/+3	+22/+17/+12/+7/+3	+11	+6	+6	+3	+7	+4	
19	+19/+14/+9/+4	+24/+19/+14/+9/+4	+11	+6	+6	+3	+7	+4	

20	+20/+15/+10/+5	+25/+20/+15/+10/+5	+12	+6	+6	+4	+8	+5	Ki Strike (+5)
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Chosen Weapon: The kensai has one weapon that he wishes to use in the most perfect means possible. He is so dedicated to its use that he has neglected all other weapons (other than a backup weapon). If he uses another weapon besides his chosen weapon all experience point bonuses for defeating foes is halved.

Chosen Weapon Attack bonus: When the character uses his chosen weapon, he gets to attack uses this column. Use of any other weapon requires that he use his base attack column (with nonproficiency penalties if it is not his second weapon).

Ki power: The kensai may focus his ki 3 + Wis bonus per day to do maximum damage with his weapon.

Psychic Duel: The character gets both his constitution and wisdom bonuses in a psychic duel.

AC bonus: This is an insight bonus, the character also gets his wisdom bonus to his AC as per monk.

Initiative bonus: This only applies to the character's chosen weapon.

Damage bonus: This only applies to the character's chosen weapon

Meditation: The character may enter a state where he is oblivious to cold, heat, and hunger. In this state he may gain 2 hours of rest for every 1 hour of meditation at 4th or higher level.

Ki Strike: This allows the kensai to use his chosen weapon (and only his chosen weapon) to strike creatures needing magic to hit as per the monk.

Alertness: The kensai gets the alertness feat free at 6th level.

Fear: The character may cause fear (as per the cleric spell) 3 + Wis modifier times per day, it is useable at 7th level.

Two Weapons: The character may use the two weapons with no penalty as long as both are his chosen weapon. If the character wishes to use other weapons, he must buy the ambidexterity and two weapons feats (but will still lose experience points). It is useable at 7th level.

Whirlwind Attack: Once per day the character may make a double-sized whirlwind attack (10 foot radius).

The character does not have to have any of the prerequisites, but the character cannot use any other weapon than his chosen weapon, and it requires that the character not use his ki power at all that day, it is useable at 11th level.

Note: if the character buys any feat before he gets it free, then he does not get anything to replace it.

Ninja

Generally single-classed ninja are called genin and multiclassed ninja are called shinobi (this is just an in-game convention). Genin ninja either never leave the clan compound, or pretend to be commoners. The shinobi may take other classes.

HD: 1d4

Attack and Save bonus: as per rogue

Armor and Weapons: Light and Medium Armors, no shield, Ninja Weapons + Thief Weapons

Alignment: Any (see below)

Skill points: 8 + Int bonus

Spell Casting: As per paladin, cast spells from the illusion school, and they have a few unique spells (from the complete Ninja's handbook).

Spells: All the ninja spells can be safely reduced by a level (gain 0 level spells at 4th level, 2 castable per day + 1 per 1st level spell gained) and Sense Treason becomes 4th level. Just add a verbal component and some appropriate material component (for example Sense Treason could have the finger bone of a former traitor as a component).

Ki powers:

1st level: The character can hold his breath for one additional round per level. Extra ki use will add +4 round per feat spent.

5th level: The character may walk at his normal rate across water. The character can cross 5 feet per level. He can use it a number times per days equal to 3 + Wis mod.

12th level: After three rounds of concentration the character can walk through walls. He cannot use any of his other ki powers that day and if he is disturbed he loses use of all his ki for that day. The character can move 1 round/experience level + Wis modifier feet through the wall. It is an advanced ki power.

Ex-ninja: A ninja who becomes good aligned or who botches a mission becomes nunkenin and will be hunted for the rest of his life by his ninja clan and suffers a -20% experience point penalty.

Samurai

HD: 1d10

Alignment: Any (but see below)

Attack and Save Bonus: As per fighter

Weapon and Armor proficiency: Simple and Martial weapons, plus the following exotic weapons: Daikyu, Hankyu, Katana, Naginata, and Wakizashi. Armor (light, medium, and heavy), no shields.

Class Skills: Craft (Calligraphy), Diplomacy, Perform, Ride, Speak Language, and Swim. The character

must buy ranks in Craft (Calligraphy), Perform, and Ride before he reaches 5th level.

Skill Points: 2 + Int modifier

Ki Power: The samurai may focus his ki to raise his strength by +4 for one round. He may do this 3 + Wis modifier times per day.

The samurai must buy weapon focus for the katana at 1st level and must buy specialization for it at 6th level.

At 2nd level the samurai gets +1 damage with any weapon, every three levels afterwards this bonus increases (5th +2, 8th +3, 11th +4, 14th +5, 17th +6, 18th +7). It can be used in the same manner as the specialization bonus.

At 3d level the samurai must buy weapon focus for the daikyu (unless he has bought it at 1st level) and must buy weapon specialization in daikyu at 9th Level (unless he bought it earlier).

At 3d level the samurai gets alertness free.

At 5th level the samurai gains a 10 + level spell resistance to fear effects.

At 6th level the samurai may cause fear as per the cleric spell for 3 + Wis modifier times per day.

At 9th level the samurai can perform a great kiai. The character cannot have used his ki power that day. If he uses the great kiai he gets a +6 to strength and all opponents will be paralyzed for one round unless they make a will save vs. DC 20. It is an advanced ki power and may only be used once per day.

Ex-samurai: Samurai who become nonlawful or who displease their daimyo become ronin (lit. “wave-man”), they gain no respect from the authorities or the populace and have a -20% experience point penalty.

Shukenja

HD: 1d6

Alignment: Any good

Armor and Weapons: Simple Weapons Only, Light Armor Only, no shields

Attack and Save Bonus: As per cleric

Ritual: The character may perform a 1 hour ritual of purification once per day, afterwards he rolls 1d20 + level + Wis modifier (vs. a DC of 20+) which will have the effect of remove curse or magic circle vs. evil (both have a 5 foot radius) once per day (and all evil spirits will be +2 to be hit and +2 to save against if they are within the area as per the spell). The magic circle effect lasts as long as the shukenja concentrates. The character is treated as channeling positive energy.

Meditation: The character may enter a state where he is oblivious to cold, heat, and hunger. In this state he may gain 2 hours of rest for every 1 hour of meditation.

Ki power: The shukenja may 3 + Wis bonus times per day may add +3 to his saving throws.

Unarmed Combat: A shukenja does 1d6 normal damage (1d4 if size S) in hand to hand combat and is considered to have the improved unarmed strike free.

Ex-shukenja: A shukenja that breaks his vows or allows his alignment to drift into neutrality or evil loses his spells, ki power, and ritual ability until he atones and cannot advance as a shukenja.

Sohei

HD: 1d10

Alignment: Any Lawful

Attack Bonus: As per fighter

Save Bonus: As per cleric

Weapon and Armor proficiency: Simple and Martial weapons, Armor (light, medium, and heavy), no shields.

Skill points: 2 + Int bonus

Class Skills: Heal, Intimidate, Knowledge, Profession

Attack Bonus table: Fighter

Save: Fort (good), Ref (poor), Will (good)

Spell casting: The character can cast Sohei spells with the same number of spells per day as the paladin/ranger.

Spells: The spells listed as useable by Sohei in OA should be used, the DM may supplement that list from the Paladin list or the War domain.

The character may specialize in a single weapon. They must buy weapon focus for it at 1st level and must buy specialization in it at 6th level.

At 3rd level, the sohei may focus his ki once per day and enter a trance where nothing (not even his life) other than combat matters. The sohei gets +4 Str, +4 Dex and +10 feet to base movement, and may use the missile deflection feat even if he hasn't bought it. This lasts for 3 + Con modifier rounds. The character may use it 3 + Wis modifier times per day.

At 6th level, the sohei's ki power improves to the point where he may fight until he reaches -10 hit points at which point he will collapse, dead. It is an advanced ki power and may be used only once per day (if the character survives).

Ex-sohei: Sohei who break their vows or allow their alignment to become nonlawful loses his ki powers and spell casting ability until his alignment becomes lawful and he atones.

Wu Jen

HD: 1d6

Alignment: Any nonlawful

Attack and Save bonus: As per wizard

Armor: None

The Wu Jen does not gain a familiar nor does he gain any bonus wizard feats (including scribe scroll).

Gain spells per day as a wizard (and must memorize at the start of the day), but cannot specialize.

Proficiency in simple weapons.

The character may focus his ki 3 + Wis bonus times per day to get +4 to initiative.

At 4th level the character gains his second ki power. He may maximize any one spell castable at three levels lower as per the feat (but does not have to buy the feat unless he wants to prepare other spells), but he does not have to prepare that spell as a maximized spell (and it does not take any extra time to cast). It is an advanced ki power and can only be used once per day.

At 7th level, the character may choose one element to master (earth/metal, water, fire, wind, or wood/nature), he gets the spell focus feat for that element free.

The character may add tengu and oni to his list of languages and he gets a +2 to reaction modifier from these creatures.

Taboos: the character starts with one taboo and gains one additional every five levels.

Ex-Wu Jen: Wu Jen whose alignment becomes Lawful or who violates his taboos one to many times loses his ki powers, elemental spell focus, and his reaction bonus from Tengu and Oni.

Yakuza

HD: 1d6

Alignment: Any lawful

Skill Points: 4 + Int bonus

Attack and Save bonus: As per rogue

Yakuza do not get sneak attack as a normal rogue.

Weapons: Thief weapons, armor light, no shields

Diplomacy and Investigate: These skills are essential to the yakuza, he must buy them to their maximum rank at each level (the character does not have to buy skill focus for them, but it could help).

Contacts: The yakuza gets Cha modifier contacts + 1 every two levels (so a 10th level yakuza with a 16 Charisma has 8 contacts). The character does not have to define the contact until it is needed.

Kyodai-Bun: Starting at 2nd level the character may call his brethren. He may call his Cha modifier + level in brethren who will all be one level below him (though never higher than 8th level). He does not have to call them all at once, but once the last one is called he cannot use the ability until the next level.

Uncanny Dodge/Evasion: The yakuza get these normally.

Ki power: In addition to evasion, the Yakuza may 3 + Int bonus times per day take half damage in melee or missile combat (they may do this at 2nd level).

Tattoos: The yakuza has on tattoo per experience level. If they are uncovered the yakuza receives a -4 to all reaction rolls with the authorities.

Ex-yakuza: Any yakuza whose alignment falls outside of Lawful, or who displeases his oyabun (boss)

loses his Kyodai-Bun and his contacts become reluctant to help him. If he is lucky he may only lose a finger in the process. The character may attempt to atone.

New feat

Extra Ki use: The character gets +4 extra uses of his basic ki power (not advanced Ki powers). This can also be bought for the Samurai and Kensai fear ability.

More notes on China and Korea

In China ki is ch'i. Samurai may be renamed Shih (pronounced "sh-ur"). The yakuza may be used as Tong or Triad members.

Shukenja may appear as Gakusho priests and Ninja as the Lin-Tsu. In Korea, the samurai become Hawarang-do, the yakuza as Seoulpa, and the Ninja as Sulsa.

India Notes

India's proximity to both the west and the east gives them an interesting mix of characters. They are listed in order from highest to lowest caste. In India ki is called prana (as opposed to bindu, body).

Priest Caste

Psion (Yogi)—The highest caste. They use no tools in manipulating the forces of the universe.

Sorcerers—are the next to highest possible caste, they can manipulate the forces of the universe with less need for worldly items (spellbooks).

Wizard (Swami)—The next highest caste, they manipulate the forces of the universe, but need worldly items (spellbooks).

Cleric (Brahmin)—The brahmin can manipulate the energies of the universe, but they require gods to do

so.

Shukenja (Arahat)—The shukenja have a lower caste than the cleric, but that is because they are heretical priests.

Druid (Kahin)—The druid is a primitive priest, but is given rank because they are priests.

Monk (Ascetic)—The monk is the next to lowest caste in the priesthood. Their development of physical discipline instead of physical deprivation belies their attachment to the world.

Bard (Fakir)—The lowest caste of the priesthood.

Warrior Caste

Paladin (Kshatriya)—The highest caste of the warriors. These holy warriors are the rulers of the people.

Psychic Warrior—The next highest caste. They attempt to transcend the real through their powers of the mind, but they still are part of the world and its battles.

Samurai (Rajputs)—The third highest caste, they are trained warriors who protect the people.

Fighter (Singh)—The fearsome singh as the bulk of warriors.

Ranger (Shikari)—The shikari are warriors, but generally hunt for food, thus reducing their caste.

Barbarian—These foreign warriors are given respect because of their martial prowess, but no more.

Freeman (Vaiysa) Caste

Rouge (Thugee)—The thugee are generally feared and given a wide berth.

Servant (Shudra) Caste

Generally no character comes from this caste.

Outcaste (pariah)

Generally no character comes from this caste.

Multiclassed characters are treated as the caste of their highest character class, but lose caste within their caste, a sorcerer/rouge is the lowest possibly ranked character in the sorcerer caste. Each class added lowers the character's caste within his caste. A sorcerer/bard is lower ranked than a sorcerer, but is higher than a sorcerer/bard/ranger. The character cannot add a character class that is higher caste than his original caste. This allows for more flexibility than the caste system allows, but still gives some effect of caste.

Notes: The Rakasta of Patera (Miyoshima) the moon of Mystara have Chinese, Japanese, and Indian cultures and these character classes may be used. The Rakasta of the Savage Coast still have some of the more Japanese classes (Honorbound could be changed to Samurai and Fighting-Monk to Monk). In an Indian campaign the intelligent half-animal races and the Hengeyokai can be named Narashima (Lit. 'Man-beast').

End notes

With Oriental Adventures and Dragonfist there are a wealth of martial arts special maneuvers begging to be turned into feats. No martial arts feat should allow a nonmonk to be better than a monk at an ability, they should only be gained at a level where a monk has a better ability anyway or a couple of levels later.

Anyway, these are the basics. Special maneuver, spell, monster, and other conversions should come later.