

Oriental Character Classes

Archivist	Duskblade	Paladin (X)	Soul Knife
Ardant	Favored Soul	Psion	Spellthief
Barbarian ® (1)	Favored Soul	Psychic Warrior	Spirit Shaman ®
Bard (X)	Fighter ®	Ranger ® (3)	Swashbuckler
Beguiler	Healer	Rogue ® (4)	Swift Wing
Cleric (X)	Hexblade	Ronin ®	Warlock
Courtier ®	Inkyo-Enlighted Monk ®	Samurai ®	Warmage (X)
Divine Mind	Knight (X)	Scout	Warmage (X)
Dragonfire Adept	Lurk	Shaman	Wilder
Dragon Shaman	Marshal (P)	Shungenja ® (5)	Wizard (X)
Dread Necroman.	Monk ®	Sohei (Monks)	Wu Jen
Druid (X) ® (2)	Ninja ® (Officially don't exist)	Sorcerer ®	

Notes:

Classes in bold are common, the other classes are rare to very rare.

® = Found in Rokugan

(X) = Usually a banded class because they are totally alien to the setting.

(P) = Only as a Prestige Class

(1) 1st level barbarians not members of the Shinjo or Hida family need to spend 2 points for literacy.

(2) Druid habits would be practiced only by Yobbanjin barbarians and the Naga. Naga use a pearl as their divine focus.

(3) Rangers of the Fox clan or Nagas use spells, rangers from other clans rarely use spells; instead when they would normally receive access to a new level of spells they gain a feat from the list of fighter bonus feats.

(4) Rogues have no proficiency with crossbows, instead they are proficient with the longbow (yumi) and daikyu.

(5) Naga shungenja have their ofa inscribed on mother-of-pearl (the inside of an oyster) and use pearls as their focus.

Multiclassing is less common in Rokugan, if you take the Shungenja class and leave it then you can never take levels in it again (a few prestige classes are exceptions).

Classes

Courtier ®	Starting Wealth (determined by the DM)
Inkyo-Enlighted Monk ®	6d4 x10 koku + wealth (50 gp/Cha modifier)
Ninja ®	40 koku
Samurai ®	75 koku
Shaman	Masterwork katana and wakizashi + 100 koku
Shungenja ®	50 koku
Sohei	wakizashi + 100 koku + required <i>ofuda</i> (spell sheets)
	60 koku

Notes:

The starting wealth for other character classes are given in the standard table.

Classes

Classes	HD	Skill Points
Courtier ®	1d6	8+ Int modifier (x4 at 1st level)
Inkyo-Enlighted Monk ®	1d8	4+ Int modifier (x4 at 1st level)
Ninja ®	1d6	4+ Int modifier (x4 at 1st level)
Samurai ®	1d10	4+ Int modifier (x4 at 1st level)
Shaman	1d6	4+ Int modifier (x4 at 1st level)
Shungenja ®	1d6	4+ Int modifier (x4 at 1st level)
Sohei	1d10	2+ Int modifier (x4 at 1st level)

Notes:

The starting HD and Skill Points are given in the standard tables.

In other Oriental settings almost any member of a race is able to join one of the other classes.

Character Class Capabilities

Classes

Courtier ®

Inkyo-Enlighted Monk ®

Ninja ®

Samurai ®

Shaman

Shungenja ®

Sohei

Accepted Races

Human, nezumi, naga

Human, naga and nezumi have very different religions, but the doors are open to them if they wish.

Naga, nezumi and humans (it is dishonorable to be a ninja)

Almost exclusively human, spirit folk in other settings, rarely a nezumi has been accepted by the Crab, kenku are rare to.

Mostly humans, hengeyokai, nezumi and korobokurua are rare, spirit folk are uncommon

Mostly humans (other spell casters in Rokugan are sorcerers)

Mostly humans, hengeyokai, spirit folk, korobokurua, nezumi and vanaras are rare.

Notes:

In other Oriental settings almost any member of a race is able to join one of the other classes.

Classes

Courtier ®

Inkyo-Enlighted Monk ®

Ninja ®

Samurai ®

Shaman

Shungenja ®

Sohei

Honor/Alignment

Most are honorable and lawful, but otherwise have no restrictions.

Typically lawful, most try to be honorable

Generally evil, it is dishonorable to be a ninja and many hide it.

Lawful and Honorable as per the code of *Bushido*.

Most are good, a few are evil, most care little about honor.

Most are lawful and honorable, but there are no restrictions.

Technically all Shungenja are members of the Samurai class.

Must be lawful or lose their divine power, some are honorable.

Notes:

Most other people try to at least pass as honorable.

Classes

Courtier ®

Inkyo-Enlighted Monk ®

Ninja ®

Samurai ®

Shaman

Shungenja ®

Sohei

Weapons/Armor

Simple weapons and the wakizashi (short sword), no armor, no shields

Simple weapons and light armor, no shields

Dagger, dart, shuriken, katana, ninja-to, kusari-gama, blowgun, no armor or shields (in fact wearing armor with an armor penalty negates some ninja abilities)

Simple and Martial weapons, light and medium armor, not shields, most take exotic weapon proficiency bastard sword

All simple weapons and light armor

Simple weapons and the wakizashi (short sword), no armor or shields.

Simple and Martial weapons, all armor, but no shields

Octorange = The Color of Mana (from The Colour of Magic). Being able to see octorange is like having a constant detect magic spell in effect, you can literally see the color that magic has (From Terry Pratchet's Diskworld). Those trained in magic (shugenja and arcane casters) who have octorange vision can determine the school of a spell with an Int check, DC 10+ the level of the spell. If they fail then it is just too hard to read the color. Characters have a chance to see the octorange end of the spectrum. You roll once at character creation, if you have two or more classes use the chance from the best class.

Psions and Wilders = 0%-10%

Courtiers, Fighters, Palidans, Rangers, Samurai and Soul Knives = 0%-15%

Divine Casters, Inkyo-Enlightened Monks, Monks, Ninja, Rogues, Shaman, Shungenja and Sohei = 0%-25%

Wizards and Sorcerers = 0%-45%

All Others = 0%-12%