

Races Allowed in an Oriental Adventures Game

In the standard D&D game a lot of races are allowed, especially if you use Savage Species. Oriental Adventures areas would have no problem with some of those races, but the conditions are very different in Rokugan. With the treat of the Shadowlands there is a lot of prejudice against any race that looks like an Oni, members of races like troll and orc would be attacked on sight; no matter how they behaved or what their alignment is. Elves and half-elves would be mistaken for humans. Halflings should expect to be mistake for children and dwarves and gnomes would receive a strange reception; people wouldn't know what to make of them. To make matters worse most Oriental societies are insular and very prejudiced against outsiders calling them *gaijin*; which means alien in Japanese. In Oriental societies are often stratified with the samurai as members of the noble class. Below them are skilled armorsmiths and weapons makers, below them are farmers, below them are other craftsman, below them are merchants, below them is the lowest rank of society composed of performers, drug dealers, organized crime, and those who handle human wastes. Below that are *gaijin*, they are not the lowest of the low, but are even lower. The majority of characters are in the samurai (noble) class or are *gaijin*.

Races in Rokugan

Human: The most common humanoid

- Badger (M) (Ichiro family)
- Crab (Hida, Hiruma, Kaiu families)
- Crane (Asahira, Daidoji, Doji, Kakita, Yasuki families)
- Dragon (Hitomi, Kitsuki, Mirumoto, Tamori, Togashi families)
- Dragonfly (M) (Tonbo family)
- Fox (M) (Kitsune family)
- Hare (M) (Usagi and Ujina families)
- Imperial (Miya, Otomo, Seppun, families)
- Lion (Akodo, Ikoma, Kitsu, Matsu families)
- Mantis (Moshi, Tsuruchi, Yoritomo families)
- Monkey (M) (Fuzake, Toturi, most are unnamed)
- Ox (M) (no family name)
- Phoenix (Agasha, Asako, Isawa, Shiba families)
- Scorpion (Bayushi, Shosuro, Soshi, Yogo families)
- Sparrow (M) (Suzme family)
- Tortoise (M) (Kasuga family)
- Unicorn (Horiuchi, Ide, Iuchi, Moto, Sinjo Utaku families)

Naga: (similar to Yuan-Ti, but with a totally opposite normal alignment) are a NPC race, because most are asleep. They share a common soul and where great heroes in the earlier Shadowlands wars. They sleep again until needed, but a few are still active in the world.

Nezumi: Ratlings, bipedal ratlike humanoids.

Zokujin: an intelligent race of nonhumans used by the Lions, who are treated as slaves, this is considered humane as long as the slaves are not mistreated.

Notes:

(M) = Minor Family

In other Oriental Areas

Elves: Humanoids who are immune to sleep, they are proficient with a long type of sword and some kind of bow. Depending on the campaign they have primitive or advanced technology.

Gnomes: a short humanoid who can apply their +1 racial bonus to attack rolls against bakemonos, goblin rats as well as kobolds, goblins, hobgoblins, and bugbears.

Half-Elves: Humanoids who don't require sleep, they are otherwise the same as those in the *Player's Handbook*.

Half-Orcs: a pig snouted race of humanoids, they are rare and often to get ahead will take the eunuch prestige class, otherwise they hold bottom positions in society and are otherwise unchanged from the *Player's Handbook*.

Hafplings: a short humanoid, they are otherwise the same as those in the *Player's Handbook*.

Hengeyokai: shapechanging animals with a human form, they have 3 forms like lycanthropes; an animal form, a hybrid bipedal animal form, and a human form.

Korobokuru: dwarf-like humanoids 4' tall with legs and arms slightly longer in proportions to that of humans, leaner than dwarves and most are bowlegged, their ears are small and somewhat pointed.

Spirit Folk: descendants of humans and various nature spirits

Vanara: a race of monkeylike humanoids who are usually bluntly honest and curious.

RACES	Stat Adj.	Base Move	Size	Level Adjust
Dwarves	+2 Con, -2 Cha	20'	Medium	+0
Elves	+2 Dex, -2 Con	30'	Medium	+0
Gnomes	+2 Con, -2 Str	20'	Small	+0
Half-Elves	---	30'	Medium	+0
Half-Orcs	+2 Str, -2 Int, -2 Cha	30'	Medium	+0
Hengeyokai		30'		
Badger	-2 Wis, +2 Con	20' Burrow 20'	Medium (Small)	+1
Carp	-2 Wis, +2 Dex	10', Swim 30'	Medium (Small)	+1
Cat	-2 Wis	30'	Medium (Small)	+1
Crane	-2 Wis, +2 Dex	20', Fly 20'	Medium (Small)	+1
Dog	-2 Wis, +2 Dex	30'	Medium (Small)	+1
Fox	-2 Wis, +2 Dex	30'	Medium (Small)	+1
Hare	-2 Wis, +2 Dex	Speed 40'	Medium (Small)	+1
Monkey	-2 Wis, +2 Dex	30'	Medium (Small)	+1
Raccoon dog	-2 Wis, +2 Str	30'	Medium (Small)	+1
Rat	-2 Wis, +2 Dex	30'	Medium (Small)	+1
Sparrow	-2 Wis, +2 Dex	20', Fly 20'	Medium (Small)	+1
Weasel	-2 Wis, +2 Con	30'	Medium (Small)	+1
Human	---	30'	Medium	+0
Korobokuru	+2 Con, -2 Int	20'	Small	+0
Naga	+2 Con, +2 Wis, -2 Cha			
Asp	+1 Str	40'	Large	+1
Chameleon	---	40'	Large	+0
Cobra	-2 Str, -2 Dex, +2 Int, -2	40'	Large	+0
Constrictor	+2 Str	40'	Large	+2
Greensnake	+1 Cha	40'	Large	+2
Nezumi	-2 Con, -2 Cha	40'	Medium	+0

Spirit Folk	---	30'	Medium	+0
Vanara	+2 Int, +2 Wis	20'	Medium	+0

RACES	Vision	Race Type	Favored Class	Natural AC Bonus
Dwarves	Darkvision 60'	Humanoid	Fighter/Samurai	+0
Elves	Low-Light	Humanoid	Wizard/Wu Jen	+0
Gnome	Low-Light	Humanoid	Illusionist/Wu Jen	+1 size
Half-Elf	Low-Light	Humanoid	Any	+0
Half-Orc	Darkvision 60'	Humanoid	Barbarian	+0
Hengeyokai	Low-Light (1)	Monster	Wu Jen	+0
Human	Normal	Humanoid	Any (Special)	+0
Hare	Normal	Humanoid	Fighter	+0
Crab	Normal	Humanoid	Fighter	+0
Crane	Normal	Humanoid	Samurai	+0
Dragon	Normal	Humanoid	Monk	+0
Dragonfly	Normal	Humanoid	Shugenja	+0
Fox	Normal	Humanoid	Ranger	+0
Lion	Normal	Humanoid	Shugenja	+0
Mantis	Normal	Humanoid	Fighter	+0
Monkey	Normal	Humanoid	Samurai (Shugenja)	+0
Ox	Normal	Humanoid	Fighter	+0
Phoenix	Normal	Humanoid	Rogue	+0
Scorpion	Normal	Humanoid	Rogue	+0
Sparrow	Normal	Humanoid	Courtier	+0
Tortoise	Normal	Humanoid	Any	+0
Unicorn	Normal	Humanoid	Barbarian.	+0
Korobokuru	Darkvision 60'	Humanoid	Barbarian	+1/+4 (2)
Naga	Normal	Monster		
Asp	Normal	Monster	Fighter	-1 size
Chameleon	Normal	Monster	Rogue	-1 size
Cobra	Normal	Monster	Shugenja	-1 size
Constrictor	Normal	Monster	Figher/Monk	-1 size
Greensnake	Normal	Monster	Courtier	-1 size
Nezumi	Low-Light	Humanoid	Any	+0
Spirit Folk	Low-Light	Spirit	Any	+0
Vanara	Low-Light	Humanoid	Shaman	+0

Notes:

(1) In human form Hengeyokai have normal vision

(2) Korobokuru have +1 AC vs. goblinoids and +4 vs. giants; they lose this if caught flat-footed.

RACES

Dwarves

Elves

Gnomes

Half-Elf

Half-Orc

Hafllings

Hengeyokai

Human

Badger

Crab

Crane

Dragon

Dragonfly

Fox

Hare

Lion

Mantis

Monkey

Ox

Phoenix

Scorpion

Sparrow

Tortoise

Unicorn

Korobokuru

Naga (all)

Nezumi

Spirit Folk

Vanara

Automatic Languages

Dwarven, Giant, Gnome, Goblin, Orc, Terran, Undercommon

Draconic, Elven, Gnoll, Gnome, Goblin, Orc, Sylvan

Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Orc

Elven

Abyssal, Draconic, Giant, Gnoll, Goblin, Orc

Dwarven, Elven, Gnome, Haflling, Goblin, Orc

Giant, Goblin, Nezumi, Hengeyokai, Spirit Tongue

None

Youbajin

Bakemono, Orge, Oni, Nesumi (Ratling)

None

Yobanjin

Youbajin

Chikushudo

Oni, Goblin

None

Ivory Kingdoms, Yobanjin Nezumi (Ratling)

None

Yobanjin

Kami, Yobanjin

Ashalan, Mekheim, Senper, Nezumi (Ratling)

None

Any

Moto, Mekhem, Naga, Senpet

Dwarven, Giant, Goblin, Hengeyokai and Sylvan

Naga, Rokugani

Bakemono, Nezumi (Ratling) and Shadowlands (Oni)

Aquan, Giant, Goblin, Hengeyokai, Nezumi, Spirit Tongue

Giant, Goblin, Spirit Tongue, Sylvan, Vanara

Notes:

All races speak common, but that is not the same as common on the continent of Sorid. Natives to Rokugan do not speak common, they speak Rokugani instead, it is rare for natives of Rokugan to speak other languages; except for shugenja who speak the Spirit Tongue and a few who speak Naga.

RACES	Starting Honor, Notes
Dwarves	Starting Honor = 0, Stonecunning/Stability/+2 vs. Poison/+4 AC vs. Giants/+2 vs. Poison
Elves	Starting Honor = 0, +2 on Listen, Search and Spot/Auto chance to see secret doors
Gnomes	Starting Honor = 0, +1 DC for illusions/Spells/+2 AC vs. Giants/+2 Listen/+4 Dodge
Half-Elf	Starting Honor = 0, +1 Listen, Search and Spot Check/+2 Diplomacy and Gather Information
Hafplings	Starting Honor = 0, +1 to all Saves/+2 save vs. Fear/+2 Climb, Jump and Move Silently
Hengeyokai	Starting Honor = 0, Able to shift into animal/hybrid/human forms 1/level, equipment with them transforms with them as per <i>polymorph</i> .
Badger	None
Carp	None
Crane	None
Dog	+4 Wilderness Lore when tracking by scent
Fox	+4 Escape Artist
Hare	None
Monkey	+4 Climb
Raccoon dog	+4 Wilderness Lore when tracking by scent
Rat	+4 Hide
Sparrow	None
Weasel	+4 Move Silently
Human	Gain 1 feat at 1st level, +4 skill points and +1 skill point per level
Badger	Starting Honor = 1, Wilderness Lore, Knowledge (Nature) = class skill
Crab	Knowledge (Shadowlands) = class skill.
Crane	Diplomacy = class skill.
Dragon	Knowledge (History) = class skill.
Dragonfly	Starting Honor =2, Spellcraft = class skill
Fox	Starting Honor = 2, Spellcraft = class skill
Hare	Starting Honor = 2, Knowledge (Maho) or Jump are class skills
Lion	Knowledge (War) = class skill.
Monkey	Starting Honor = 2, Knowledge (Bushido) or Knowledge (Law) = class skill
Ox	Starting Honor = 1, Bluff or Ride is a class skill
Phoenix	Knowledge (Arcana) = class skill.
Sparrow	Starting Honor = 3, Perform (any, especially storytelling) is a class skill
Tortoise	Starting Honor = 1, Profession (Sailor) is a class skill
Unicorn	Ride = class skill.
Korobokuru	Starting Honor = 0, +2 saves vs. poison and +2 save vs. spells and spell-like effects, +2 bonus on Knowledge (Nature) and Survival rolls in home terrain.
Naga	Starting Honor = 0, Immune to Shadowlands Taint, cannot use maho, +2 Wilderness Lore, -4 Animal Empathy, Handle Animal and Ride, +2 to Cha or Diplomacy when interacting with other Naga.
Asp	Able to Spit Venom 10' 2d4 damage
Chameleon	Can change skin color granting them a +4 to all Hide rolls, they also have +4 to all Move Silently rolls
Cobra	feat Depths of Akasha
Constrictor	Gain the Improved Grab feat
Greensnake	Gain +4 Skill Points, most common species of Naga

Nezumi Starting Honor = 0, bonus on Knowledge (Nature) and Survival rolls in home terrain. +2 vs. poison and disease, Immune to Shadowlands Taint, but *cloud of taint* can still affect them as can the special attacks by Shadowlands creatures. They have sharp claws and teeth that deal 1d4 points of damage, but they can only make one unarmed attack per round.

RACES

Spirit Folk

Notes

Starting Honor = 0

Bamboo

+2 bonus on Knowledge (Nature) and Survival rolls, +4 on Hide checks in forests and woods, Trackless Step; leave no trail in natural surroundings. +2 bonus on saving rolls vs. spells or spell-like abilities with "earth", "rock", "stone", or "wood" in the description and earth or wood element spells cast by Wu Jen or Shugenja, *speak with animals* 1/day for 1 minutes

River

Water breathing at will, they have a base swim speed of 30' and gain a +8 bonus on Swim checks, they are able to take 10 even if rushed when swimming and they can use the run action when swimming, +2 bonus vs. spells and spell-like effects with "water" in the spell name, they also gain a +2 bonus vs. Shugneja and Wu Jen water element spells. 1/day *speak with animals* with any fish for 1 minute.

Sea

Water breathing at will, they have a base swim speed of 30' and gain a +8 bonus on Swim checks, they are able to take 10 even if rushed when swimming and they can use the run action when swimming, +2 bonus on saving rolls vs. spells with "fire" in the name. They can predict the weather for the next 24 hours (DC 15) with a Knowledge (Nature) check

(or if untrained an Int check) with a +2 to the chance.

Vanara

Base climb speed 20', +8 on Climb checks, they use their Str or Dex modifier (whichever is better) on Climb checks, they may take 10 on any limb check even when rushed, they can climb at 30' with a -5 penalty. +4 racial bonus on Balance and Jump checks, +2 racial bonus on Hide and Move Silently checks.

The Lost Clans:

Boar - Heichi Family, a family of armorers descended from Crab blood.

Favored Class: Fighter

Starting Honor = 2

Class Skill: Craft (Armorer)

Bonus Lang.: Ratling, Oni, Goblin, Ogre

Snake - Chuda Family, corrupted by the Shadowlands slaughtered by the Phoenix, a handful survived.

Favored Class: Shugenja

Starting Honor = 0

Class Skill: Knowledge (Maho)

Bonus Lang.: Oni, Yobanjin

The Ronin Families

Hoshi: actually a sect of the Brotherhood of Shinsei

Favored Class: Inkyo Monk

Starting Honor: 2

Class Skill: Knowledge (Shintao)

Bonus Lang.: None

Kaeru: rule the City of the Rich Frog, and claim descent from the clever frog spirit.

They are on friendly terms with the Unicorn and the Dragon and contact with the

Tortoise, few others even know they exist.

Favored Class: Rogue

Starting Honor = 1

Class Skill: Bluff

Bonus Lang.: None

Yotsu: granted a family name when they rescued the son of Hantei XXXVIII from the Bloodspeakers. They protect the Yatoshin district of Otasan Uchi, fight the influence of maho in the Empire and recruit followers to a growing family. They are on friendly terms with the Hare, the Fox, Monkey and the Lion Clans. They are enemies of the Bloodspeakers and the Goju.

Favored Class: Samurai

Starting Honor = 2

Class Skill: Intimidate

Bonus Lang.: None

Oriental Monster Races that could be played if using Savage Species rules

Race	Level Adjustment
Bakemono	+0, Normal
Hill Giant	+12
Hobgoblin	+0, Normal
Kappa	+4
Ogre	+5
Ogre Mage	+9
Ogre Shadowlands	+5
Tasloi	+0, Normal
Tengu, Crow-Headed	+2
Tengu, Human-Headed	+7
Tsuno	+10
Wang-Liang	+5
Yeti	+5
Yuan-Ti, halfblood	+7
Yuan-Ti, pureblood	+6
Yuan-Ti, tainted one	+2
Yuki-On-Na	+4

Notes:

Remember that most people don't like monster races, in Rokugan they will probably hate them.

Languages

Language	Typical Speakers	Alphabet
Rokugna/Common	Humans	Common
Bakemoon	Bakemono, Shadwolands ogres	Dwarven
Buso	Buso	---
Draconic	Dragons, hannya	Draconic
Dwarven	Korobokuru	Dwarven
Giant	Oni, wank-liang	Dwarven
Hengeyokai	Hengeyokai	Common
Kappa	Kappa	Common
Nezumi	Nezumi	Common
Shadowlands	Bog hags, dokufu, Shadowlands oni	Common
Spirit Tongue	Spirit folk, celestials, dragons	Draconic
Tasloi	Tasloi	Common
Tengu	Tengu	Common
Vanara	Vanara	Common
Yeti	Yeti	---
Yuan-Ti	Yuan-Ti	Draconic

Racial Outlook in an Oriental Adventures World

You must have at least 1 pick in Local History for access to this table.

Humans are by far the most common race and they are unused to the typical races in a D&D world.

Dwarves and Elves have long had a rivalry.

Elves and Dwarves have long had a rivalry.

Gnomes are well regarded by most people.

Half-Elves are pretty well accepted by most people, but don't have an identifiable group.

Half-Orcs are despised by pretty much everyone.

Hafplings are well received by most people.

Hengeyokai are considered to be flighty and insular.

Humans are by far the most common race.

Clans:

Badger ® (M)	A clan with not home and trying to rebuild their clan so they often work as mercenaries.
Crab ®	Have a long history of animosity toward the Crane, and are currently at war with them. Hostile toward the Scorpions, and allied with Mantis and Unicorn.
Crane ®	Rivals with the Lions and at war with the Crab, often find themselves at odds with Scorpions. They have good relations with the Imperial family, but with few others.
Dragon ®	At war with the Phoenix and the Lions over land in Phoenix territory. The Agasha family has defected to the Phoenix clan. They helped restore the Scorpions.
Dragonfly ® (M)	Bear both Dragon and Phoenix blood, they have been caught in the middle of the war between the Dragon and Phoenix and over half their members were slain in the war.
Fox ® (M)	Formly the Ki-Rin clan and they carry spirit blood. They have been allied with the Wasp, Sparrow, Crane and Mantis in the past. They have a long rivalry with the Hare.
Hare ® (M)	Have many friends among the Dragon and the Lion. They are hostile to the Scorpion and Fox. They were almost destroyed by the Scorpion.
Lion ®	Consider the Crane and the Scorpion their enemies and at war with the Dragon. Neutral toward Unicorn, Phoenix, Mantis and Crab clans. They have occasionally been allies with the Hare. The Dragonfly and Wasp have earned the Lion's wraith. Recently signed a treaty with the Phoenix.
Mantis ®	Their habit of always wearing armor has put off other clans. They came from the Crabs are still friendly toward them. They are a clan on the downhill slip.
Monkey ® (M)	They have no enemies and are strongly allied with the Imperial family, but they are neutral in the issue of the 4 winds. Some Scorpions resent that some of their land was given to the Monkey.
Ox ® (M)	They were granted lands in Phoenix territory for their valor in the War of Spirits. They use Unicorn cavalry techniques.
Phoenix ®	Are pacifists, who are currently aligned with the Lion against the Dragon. There is some resentment toward the Mantis who lay siege to their homes.

Scorpion ®	At present can only count the Dragon as an ally. The Mantis are hostile against them, but the Scorpions consider the case to be closed. They are looking for the Kolat. It is only a matter of time before they come to the aid of Dragons against the Phoenix and Lions.
Sparrow ® (M)	They are a poor clan who have allied with the Wasp and Fox in the past.
Tortoise ® (M)	Hantei has seized the resources of the Tortoise more than any of the other Winds.
Unicorn ®	Are often ignored due to their nomadic style and so lack any real enemies. They have assisted the Crabs against the Shadowlands and their cavalry has been a factor in every major conflict in Rokugan.

Gaijin (alien) are only accepted by the Unicorn Clan. Most humanoids could pass themselves off as funny looking humans (dwarves, elves, gnomes, half-elves, half-orcs, halflings, orcs).

Korobokuru are private and considered to be crude by most people and not well accepted by many.

Naga ® are well respected in Rokugan, although the Cobra are often considered dangerous.

Nezumi ® are accepted by most people as long as they "remember their place" (their lower station in life). They used to have an advanced civilization, but it was destroyed with the fall of the Spirits. Almost all of Rokugan shun them because they are barbaric, uncultured, unclean and honorless, except for the Crab who secretly are allied with them. The Scorpion have historically employed them, secretly, they are agile, quick, stealthy and completely disposable. Most of the Empire treat them with indifference, but they are known as thieves and carriers of disease, most samurai would be likely to kill a Nezumi than not. They are tolerated like peasants are. To the Naga they are food. They do not follow the code of *Bushido*. They view everything that has come before as "Yesterday" as much an entity as an occurrence. When a Nezumi dies they say he was "caught by Tomorrow."

Crippled Bone Tribe: +2 St, +2 Con, -2 Wis, -2 Int; they tend to be massively built.

Immune to Fear

+1 Natural AC

+4 racial bonus on saves vs. poison and disease (replacing their normal +4)

Cold and Fire Resistance 5

Claws and Teeth; their unarmed attacks count as armed

Favored Class: Berserker

Level Adjustment: +1

Grasping Paw Tribe: +2 Dex, -2 Cha, they tend to annoy others with their untrusty behavior, they have a reputation as thieves.

Tattered Ear Tribe: +2 Cha, -2 Wis, they tend to be more friendly than other tribes.

Favored Class: Any (pick one during character creation)

Spirit Folk are well received by most people, but are very shy and hesitant to interact with others.

Vanara are fairly well accepted, but often treated as barbarians.

Zokujin: an intelligent race of nonhumans used by the Lions, who are treated as slaves, this is considered humane as long as the slaves are not mistreated.

Notes:

® = found in Rokugan

(M) = Minor Clan