

“Oriental Adventures” Class Summaries

I wrote this reference with the vague idea of using the classes from Zeb Cook's Oriental Adventures in an AD&D 2e game. The classes are presented in a confusing way, and some of the mechanics are fiddly, so I thought I'd streamline it a bit.

What follows tracks OA in large part, but not 100%. For example, instead of “may use this power level # of times per day,” I just wrote something like, “may be used per encounter.” In a few cases I collapsed Thief-type abilities, like Hide in Shadows and Move Silently, into a single “Stealth” ability, mainly because I didn't have enough space on the chart.

Some elements could not be streamlined. The Hengeyokai species is super complicated, and y'know, life is too short to muck with it. The Monk class has been broken since 1975 and I am not the man to fix it. Oriental Adventures makes the Monk worse in some ways by a “build your own martial arts” style system.

If you like this sort of thing, I'd recommend checking out Zeb Cook's module OA1: Swords of the Daimyo. It's got a sandbox source book, which is pretty dang cool. It also has an adventure section which is your standard mid-80's railroad to dullsville, but the sandbox gives you a lot to play around with. You probably want the real thing, because the scans I've seen don't include a usable map. (I might scan and post it later.)

I never ended up doing anything with this chart, but I hope someone out there gets some value from it.

Quick Class Qualification Chart

Check it out! Includes level limits.

<i>Class</i>	<i>Humans</i>	<i>Korokoburu</i>	<i>Hegeyokai</i>	<i>Spirit Folk</i>	<i>Stats</i>
Barbarian	U	10			Str 15, Dex 14, Con 15, (Wis 16); non-Lawful
Bushi	U	U	U	U	Str 9, Dex 8, Con 8; any alignment
Kensai	U		6	9	Str 12, Dex 14, Wis 12; any Lawful
Monk	17			17	Str 15, Dex 15, Con 11, Wis 15; any Lawful
Ninja	U				Dex 14, Int 15, Cha 14; non-Good
Samurai	U	6		12	Str 13, Dex 13, Int 14, Wis 13; any Lawful
Shukenja	U		8		Str 9, Con 9, Wis 12; any Good
Sohei	U				Str 13, Con 10, Wis 12; any Lawful
Wu Jen	U	7	9		Int 13; non-Lawful
Yakuza	U	10			Str 11, Dex 15, Int 15, Cha 16; any Lawful

Korokoburu (Dwarf Dudes)

To qualify: Str at least 7, Con at least 11, Int no more than 17, Cha no more than 16.

Then get +1 Str, +1 Con, -2 Int

Get Dwarven save bonuses against Poison, Wands, and Spells; 120 foot infravision; identify plants and animals 66% of time; +1 to hit goblin-type critters; +4 to armor against giant-type critters

Hengeyokai (Shape-shifter Dudes)

As a Hengeyokai, you can transform yourself into a giant wheel of cheese, (level) times per day. I cannot summarize this busted-ass species.

Spirit Folk (Elf Dudes)

To qualify: Str 6, Dex 12, Con 6, Int 12, Wis 9, Cha 14; and Con not more than 14.

No ability score modifiers. 120 foot infravision.

Sea Spirits: breathe water; swim without equipment getting wet; swim twice as fast as a human; +1 to all saves versus fire; once a year request a boon from the Lord of the Sea

Bamboo Spirits: 75% recognize normal plants, 50% recognize normal animals, 75% hide in bamboo, -20% chance to track him or her, learn language of forest animal each level; +1 to saves vs. Earth or Wood type spells

River Spirits: breath water, swim without getting equipement wet; lower water by 10' for 5 minutes once a day; bathing in native river heals all wounds instantly; +1 to all saves vs. water-type magic, but -1 to all saves vs. fire-type magic

Barbarian

Ability Requirements	Strength 15, Dexterity 14, Constitution 15; Wisdom 16 or below
Prime Requisite	None
Bonus XP – 10%	None
Alignment	Non-Lawful
Attack Bonus	Warrior
Saving Throws	Warrior
Weapon	Any
Armor	Any
Shield	Yes
Ki Power	None
Special Abilities	Outdoorsman; Climb; Hide; Surprise 50%; Detect Illusion; Detect Magic; Backstab Protection (equal to Detect Illusion %); Leap, like, twice normal
Leadership	Extra henchmen (as Charisma + rank), Horde at Rank 11

Rank	Points	HD	Climb Cliffs	Hide Outside	Detect Illusion	Detect Magic	Save Spells	Special Notes on using magic stuff
1	0	1d12	86	25	5	30		No magic items
2	4000	2d12	87	31	10	35		
3	8000	3d12	88	37	15	40		Use potions
4	16000	4d12	89	43	20	45	Plus 1	Use weapons
5	32K	5d12	90	49	25	50		Use armor
6	75K	6d12	91	56	30	55		½ XP in party
7	130K	7d12	92	63	35	60		
8	240K	8d12	93	70	40	65		Full XP in party
9	460K	8d12 +4	94	77	45	70		
10	900K	8d12 +8	95	85	50	75	Plus 2	Use protect scr.
11	1400K	8d12 +12	96	93	55	80		

Notes:

Barbarians have various non-weapon proficiencies related to their terrain, like horseback riding in the steppes, or spear-fishing along rivers and coasts. If you're not using the proficiency system, you can probably handwave this. They can also leap approximately twice as well as normal folks.

Barbarians have a hard time using magical items, and initially do not gain any experience when adventuring alongside Spirit Folk or Wu Jen. May do so at rank 6 for half-XP, and full XP at rank 8.

Barbarians can have extra henchmen, consisting of Barbarians from his/her tribe.

Bushi

Ability Requirements	Strength 9, Dexterity 8, Constitution 8
Prime Requisite	Strength
Bonus XP – 10%	Strength 14
Alignment	Any
Attack Bonus	Warrior
Saving Throws	Warrior
Weapon	Any
Armor	Any
Shield	Yes
Ki Power	Shout: 10 minutes, daily - gain 10 HP, +2 to hit, +2 to saves
Special Abilities	Armor Adjustment, Scrounge, Pick Pockets, Weaponsmith, Specialization
Followers	(1d4+2 x 10) Bushi at Rank 9, 1d6 Samurai at Rank 12

Rank	Points	HD	Armor Bonus	Pick Pockets	Specialization attacks (melee)
1	0	1d10	Plus 1	20	3 per 2 rounds, +1 hit, +2 dmg
2	1500	2d10	Plus 1	22	3 per 2 rounds, +1 hit, +2 dmg
3	3000	3d10	Plus 1	24	3 per 2 rounds, +1 hit, +2 dmg
4	6000	4d10	Plus 1	26	3 per 2 rounds, +1 hit, +2 dmg
5	14K	5d10	Plus 2	28	3 per 2 rounds, +1 hit, +2 dmg
6	30K	6d10	Plus 2	30	3 per 2 rounds, +1 hit, +2 dmg
7	60K	7d10	Plus 2	32	2 per round, +1 hit, +2 dmg
8	120K	8d10	Plus 2	34	2 per round, +1 hit, +2 dmg
9	240K	9d10	Plus 2	36	2 per round, +1 hit, +2 dmg
10	480K	9d10 +2	Plus 3	38	2 per round, +1 hit, +2 dmg
11	710K	9d10 +4	Plus 3	40	2 per round, +1 hit, +2 dmg

Notes:

Bushi can act as weapon-smiths, armorers, and bowyers if using the non-weapon proficiency system, or you can handwave it.

Bushi can scrounge up equipment, with odds depending on local population: 90% in a city (5K+ people), 60% in a large town (2000+), 40% in a small town (1000+), 30% in a large village (500+), 25% in a medium village (100+), 20% in a small village (50+). This is either free or half-price, depending, though Lawful Good Bushi will pay at least half-cost.

Bushi may specialize in a single melee or ranged weapon; 2e benefits for melee specialization listed above.

Kensai

Ability Requirements	Strength 12, Dexterity 14, Wisdom 12
Prime Requisite	Strength, Wisdom
Bonus XP – 10%	Dexterity 14 and Wisdom 14
Alignment	Any Lawful
Attack Bonus	Warrior
Saving Throws	Warrior
Weapon	Any
Armor	None, but natural AC = 23 – Dexterity (welcome to a goofy class!)
Shield	No
Ki Power	Maximum damage with special weapon, encounter. At Rank 11, Whirlwind Attack against all within 10 feet, daily.
Special Abilities	Bonuses with special weapon, +1 to all Saves, Fearless, +2 to Psychic Duels; +1 to initiative (and additional bonus if using special weapon)
Followers	1d6 Kensai at Rank 9

Rank	Points	HD	Initiative Bonus	Armor Bonus	Attack Bonus	Damage Bonus	Special
1	0	1d10	1	0	0	0	
2	3000	2d10	1	0	0	1	
3	5500	3d10	1	1	1	1	
4	10K	4d10	1	1	1	1	Meditate
5	22K	5d10	2	1	2	2	
6	44K	6d10	2	2	2	2	Surprised 16%
7	88K	7d10	2	2	2	2	Cause Fear
8	150K	8d10	2	2	3	3	
9	250K	9d10	3	3	3	3	
10	500K	9d10 +2	3	3	4	4	
11	750K	9d10 +4	3	3	4	0	Whirlwind

A Kensai has many, many restrictions:

- A Kensai cannot use a magical version of his or her special weapon, and only gains half-value XP for defeating monsters using any other type of weapon.
- A Kensai must train two hours per day, making up any deficit
- When gaining a new level, 10% chance times new level that must duel another Kensai to level up. Losing the duel sends the Kensai back to start of prior level.

Notes:

“Meditation” is like sleep, but you need 4 hours instead of 8. “Cause fear” makes all 1 HD creatures in sight flee or surrender if they fail a Save vs. Breath. “Whirlwind attack” is an attack on all enemies in a 10' radius, but the Kensai cannot use his “maximum damage” attack power during it.

Monk

Ability Requirements	Strength 15, Dexterity 15, Constitution 11, Wisdom 15
Prime Requisite, XP 10%	None
Alignment	Any Lawful
Attack Bonus	Rogue (no bonus to hit or damage from high Strength)
Saving Throws	Rogue
Weapon	Any (when using a weapon, Monk gets +1 damage per every 2 ranks: +1 at rank 2, +2 at rank 4, etc.)
Armor & Shield	No (no bonus to AC due to high Dex; deflects non-magic missiles with successful Save vs. Paralysis)
Followers	1d4+1 first-level Monks at rank 8 with monastery HQ plus 1d2 per rank afterward

Rank	Points	HD	Armor Bonus	Move Bonus	Attack Rate	Xtra Dmg	Lock/Trap	Stealth	Hear Noise	Climb	Surprise %	Special power
1	0	2d4	0	3	1		20	15	10	85	33%	Partial evasion of spell damage
2	2250	3d4	1	4	1		25	20	10	86	32	
3	4750	4d4	2	5	1		30	25	15	87	30	Speak w/ animals
4	10K	5d4	3	6	1.25		35	30	15	88	28	Immune: ESP 70%, falls 20' if near wall
5	22500	6d4	3	7	1.25	1	40	35	20	89	26	Immune: disease, haste, and slow
6	47500	7d4	4	8	1.5	2	45	40	20	90	24	Feign death; fall 30' if near wall
7	98K	8d4	5	9	1.5	2	50	50	25	91	22	Self-heal 1d4+1 hp daily
8	200K	9d4	6	10	1.5	1D	55	55	25	92	20	Speak w/ plants; followers
9	350K	10d4	7	11	2	1D+1	60	60	30	93	18	Immune: charms 50%; improved evade
10	500K	11d4	7	12	2	1D+2	65	70	30	94	16	
11	700K	12d4	8	13	2.5	1D+2	70	75	35	95	14	Immune to Poison

If a spell normally allows half-damage on a save (e.g., fireball), a rank 1 Monk takes no damage if he makes his save. At rank 9, this improves to taking only half damage on a failed save. This power can only be used once per encounter.

Ninja

Ability Requirements	Intelligence 15, Dexterity 14, Charisma 14, plus other class's req's
Prime Requisite	None
Bonus XP – 10%	None
Alignment	Non-Lawful
Attack Bonus	(as other class)
Saving Throws	Thief (overrides other class)
Weapon	(as other class) + ninja sword, kusari-gama, and other ninja weapons
Armor	(as other class, may limit ninja skills)
Shield	No
Ki Power	At rank 1: hold breath for minutes = rank, daily Rank 5: walk on smooth water, 5' per rank at 30'/round, concen. req.
Special Powers	Assassinate (as 1e DMG)
Followers	None as ninja

Rank	Points	HD	Stealth	Climb Walls	Traps/Locks	Disguise /Escape	Backstab, +4 to hit	Vault	Fall
1	0	1-2 hp	15	85	20	20	x2	8'	0
2	4000	1-2 hp	20	86	25	24	x2	9'	0
3	8000	1-2 hp	25	87	30	28	x2	9'	10'
4	15K	1-2 hp	30	88	35	32	x2	10'	15'
5	30K	1-2 hp	35	89	40	36	x3	10'	20'
6	60K	1-2 hp	40	90	45	40	x3	11'	25'
7	120K	1-2 hp	50	91	50	44	x3	11'	30'
8	240K	1-2 hp	55	92	55	48	x3	12'	35'
9	500K	1-2 hp	60	93	60	52	x3	12'	40'
10	1000K	1 hp	70	94	65	56	x4	13'	50'
11	1300K	1 hp	75	95	70	60	x4	13'	55'

Notes:

A Ninja is some wacky split-class thing where, in addition to being a Ninja, you must also be either a Bushi, Sohei, Wu Jen, or Yakuza. You split your XP between the classes. In theory, if a Ninja's cover is blown, he or she suffers major disgrace.

A Ninja can use the Assassination tables from the 1e DMG, which basically say that your odds of killing someone outright, if you take them by surprise and the conditions are “optimal,” is equal to 50% plus 5% of the Ninja's level, minus 5% of the target's level. So a rank 5 Ninja trying to kill a rank 7 Shukenja would be $50\% + 25\% - 35\% = 40\%$, if surprised and under “optimal” conditions. If the attempt fails, the target cannot avoid taking normal damage. Using this against PC's is just asking for arguments.

Samurai

Ability Requirements	Strength 13, Dexterity 13, Intelligence 14, Wisdom 13
Prime Requisite	None
Bonus XP – 10%	None
Alignment	Any Lawful
Attack Bonus	Warrior
Saving Throws	Warrior
Weapon	Any
Armor	Any
Shield	No
Ki Power	Rank 1: +3 to hit and +6 to damage for one attack, encounter Rank 9: +3 to hit and +6 to damage for 2 rounds and all within 10' must save vs. Paralysis or be stunned for 1 round, daily power
Special Abilities	Aristocratic station; specialize in katana, specialize in great bow
Leadership	Rank 7: 10 bushi and 1d4 samurai of ranks 1d3 Rank 8: 1d10 bushi warriors, 20% chance 1 is a Ninja spy Rank 9: 2d10 Samurai of rank 1

Rank	Points	HD	Damage Bonus	Special
1	0	1d10	0	
2	2500	2d10	1	Horsemanship
3	5000	3d10	1	Surprised 16%
4	10K	4d10	1	
5	18K	5d10	2	Fearless
6	36500	6d10	2	Cause Fear; calligraphy, painting, poetry
7	75K	7d10	2	Stewardship (collects taxes, administration)
8	135K	8d10	3	Constable (reviews stewards)
9	235K	9d10	3	
10	400K	9d10 +2	3	
11	650K	9d10 +4	4	

Notes:

Horsemanship, calligraphy, painting, poetry and so on are non-weapon proficiencies, you can hand-wave it if not using that system.

Cause Fear means that 1 HD creatures in line of sight must make a Save vs. Breath or flee/surrender.

Samurai are governed by bushido, a code of professional warrior ethics, which stresses obedience even unto death, repayments of all debts (gratitude or vengeance), and giving one's lord honest advice when his orders are wrong (but must still obey).

Shukenja

Ability Requirements	Strength 9, Constitution 9, Wisdom 12
Prime Requisite	Wisdom
Bonus XP – 10%	Constitution 15 <u>and</u> Wisdom 15
Alignment	Any Good
Attack Bonus	Priest
Saving Throws	Priest
Weapon	Hand Axe, Bo Staff, Chain, Kama, Sai, Sling, Spear, Tetsubo, 3-Piece Rod
Armor	Studded Leather
Shield	No
Special Abilities	Skilled: religion, calligraphy, martial arts Rituals: remove curse Ritual: purification circle, all in 5' get +1 to hit and save vs. evil spirits Meditation: twice as restful as sleep & immune to hunger and thirst Half XP for defeating monsters, full XP for defeating spirits No XP for acquiring treasure, full XP for donating treasure 100 XP per level of spell cast to heal, cure, or aid non-party NPC's
Ki Power	+3 to a saving throw roll, encounter
Leadership	None

Rank	Points	Hit Dice	1 st Level	2 nd Level	3 rd Level	4 th Level	5 th Level	Remove Curse
1	0	1d6	1					5
2	1250	2d6	2					10
3	3000	3d6	3					15
4	5500	4d6	3	1				20
5	11K	5d6	3	2				25
6	22K	6d6	4	2	1			30
7	44K	7d6	4	3	2			35
8	90K	8d6	4	3	2	1		40
9	150K	9d6	5	3	2	2		45
10	300K	9d6+1	5	4	2	2	1	50
11	600K	9d6+2	5	4	3	2	2	55

Notes:

The religion and calligraphy thing are non-weapon proficiencies which can be hand-waved. The martial arts might just be done by giving an unarmed attack of 1d4 or 1d6, and saying that if unencumbered may withdraw from combat at full speed without provoking attacks, though that is probably the most boring way to handle it.

Sohei

Ability Requirements	Strength 13, Constitution 10, Wisdom 12
Prime Requisite	Strength and Wisdom
Bonus XP – 10%	Strength 15 or more <u>and</u> Wisdom 15 or more
Alignment	Any Lawful
Attack Bonus	Cleric
Saving Throws	Cleric
Weapon	Most (not katana, shuriken, nekode, shaken, or shikomi-zue)
Armor	Any
Shield	Yes
Special Abilities	Spells at level 6; chosen weapon gets +1 hit and damage
Ki Power	Ecstasy of Battle: for one turn gets +1 to hit, damage, saves, armor, +3 to movement, one extra attack, and dodge missiles with save vs. breath, daily; Kamikaze Berserker: at 0 HP doesn't die but gains +2 to hit, +2 damage and fights until reaches -10 HP or enemy defeated, then dies
Leadership	Command 10-30 Sohei at level 6 and +10 Sohei per level thereafter; found monastery at level 9

Rank	Points	HD	Specials	Spell-1st	Spell-2nd	Spell-3rd
1	0	1d10	Chosen weapon			
2	2000	2d10				
3	4000	3d10	Ecstasy of battle			
4	7000	4d10				
5	13000	5d10	Kamikaze berserker			
6	24K	6d10	Command of 10-30 Sohei	1		
7	48K	7d10	+10 Sohei to command	1	1	
8	85K	8d10	+10 Sohei to command	2	1	
9	150K	9d10	Found monastery, +10 command	2	2	
10	350K	9d10+1	+10 Sohei to command	2	2	1
11	550K	9d10+2	+10 Sohei to command	3	2	1

Wu Jen

Ability Requirements	Intelligence 13
Prime Requisite	Intelligence
Bonus XP – 10%	Intelligence 15
Alignment	Non-Lawful
Attack Bonus	Wizard
Saving Throws	Wizard
Weapon	Bo staff, Blowpipe, Short Bow, Chain, Dagger, Dart, Sai, Shuriken, Short Sword, Sling
Armor	None
Shield	No
Special Abilities	Favored Weapon (+1 to hit), Speed Burst (+3 to initiative, daily) Element mastery (if know all spells of element, victims take +1 damage per die, and -1 to saves; Wu Jen gets +1 to saves) Free Languages: Tengu and Oni, +20% reaction bonus with Tengu and Oni, Taboos at 1 st , 6 th , 11 th levels
Ki Power	Power Burst (spell at Wu Jen rank -3 is cast at maximum power, daily)
Leadership	1d4 Wu Jen students (first level, leave when

Rank	Points	HD	1 st level	2 nd level	3 rd Level	4 th Level	5 th Level	6 th level
1	0	1d4+1	1					
2	2000	2d4+2	2					
3	4000	3d4+3	2	1				
4	8000	4d4+4	3	2				
5	18K	5d4+5	4	2	1			
6	36K	6d4+6	4	2	2			
7	65K	7d4+7	4	3	2	1		
8	100K	8d4+8	4	3	3	2		
9	140K	9d4+9	5	3	3	2	1	
10	280K	9d4+10	5	4	3	2	2	
11	600K	9d4+11	5	4	4	2	2	1

Notes:

My syntax needs work. The Power Burst ki power means, if you've got a spell where you roll dice or something, you can cast that spell at MAXIMUM POWER!!! so long as that spell is of level (rank -3). So at Rank 4, a Wu Jen could cast a magic missile spell that automatically does max damage.

A Wu Jen's taboo might be, "Do not eat meat," "Never Bathe," "Cannot light a fire," etc.

Yakuza

Ability Requirements	Strength 11, Dexterity 15, Intelligence 15, Charisma 16
Prime Requisite	None
Bonus XP – 10%	None
Alignment	Any Lawful
Attack Bonus	Rogue
Saving Throws	Rogue
Weapon	Any
Armor	Leather
Shield	No
Special Abilities	Thieving Skills, Investigate, Contacts, +10% to Social Reactions with common folk, Gambling, summon (level #) of Yakuza once per level starting at rank 2
Ki Power	Dodge: take half damage from any attack, encounter
Leadership	Unclear

Rank	Points	HD	Move Silently	Hide in Shadows	Open Locks	Pick Pockets	Hear Noise	Investigate	Contacts
1	0	1d6	15	10	25	30	10	20, 1 block	1
2	2000	2d6	21	15	29	35	10	24, 1 block	1
3	4000	3d6	27	20	33	40	15	28, 2 blocks	2
4	8000	4d6	33	25	37	45	15	32, 2 blocks	2
5	16000	5d6	40	31	42	50	20	36, 3 blocks	3
6	30000	6d6	47	37	47	55	20	40, 3 blocks	3
7	60K	7d6	55	43	52	60	25	44, 1 ward	4
8	130K	8d6	62	49	57	65	25	48, 1 ward	4
9	260K	9d6	70	56	62	70	30	52, 1 ward	5
10	520K	9d6+1	78	63	67	80	30	56, 2 wards	5
11	800K	9d6+2	86	70	72	90	35	60, 2 wards	6
12	1.1M	9d6+3	94	77	77	100	35	64, 2 wards	6

Notes:

“Gambling” is your standard non-weapon proficiency. “Investigate” is a chance to learn stuff about a particular part of the city, and may be modified depending on how well-known or secretive the information may be. “Contacts” is someone defined by the player, even spur-of-the-moment, who could aid the Yakuza somehow; the contact cannot be more than 4 levels higher, and will not risk his or her life (but may risk reputation).