



HOUSE RULES AND CLARIFICATIONS

Revised August 26, 2009

ABILITY SCORE GENERATION

Roll 4d6 keeping the highest three rolls. Do this seven times and keep the six scores you wish.

ALLOWED ALIGNMENTS

Players may select Lawful Good, Lawful Neutral, Neutral Good, Neutral, or Chaotic Good.

ALLOWED BACKGROUNDS

Many backgrounds are inappropriate for this setting. Players may only choose from the following list.

Dragon Kith, Entertainer (change Favor Class to Tong Shu), Merchant, Militia (change Favored Class to Martial Warrior or Warblade), Noble (change bastard sword to katana), Scholar (change Favored Class to Shugenja or Wu Jen), Seaman, and Streetwise.

ALLOWED CLASSES

A limited number of classes are allowed in this game. Players may only choose from the following list.

Akashic, Budoka (Yin Monk), Crusader, Dang-Ki (Holy Monk), Dragon Shaman, Martial Warrior, Muni, Ninja, Ritual Warrior, Samurai, Shaman, Shikari (Ranger), Shugenja, Sohei, Swordsage, Thuggee, Tong Shu (Rogue), Tsukai (Sorcerer), Warblade, and Wu Jen.

Prestige classes are likewise limited, with only the following available.

Apostle of Peace, Assassin, Battle Trickster, Bloodclaw Master, Bloodstorm Blade, Cloaked Dancer, Crystal Warrior, Dragon Samurai, Drunken Master, Elemental Warrior, Enlightened Fist, Exotic Weapon Master, Ghost-Faced Killer, Grand Master, Henshin Mystic, Hida Defender, Iaijutsu Master, Initiate of the Draconic Mysteries, Invisible Blade, Iron Dragon, Jade Phoenix Mage, Kenkaku, Kensai, Kishi Charger, Master of Nine, Monk of the Enabled Hand, Roushi, Sacred Fist, Sattva, Shadow Sun Ninja, Shadowdancer, Shen, Shintao Monk, Shurai Brotherhood, Singh Rager, Sumotori, Sun Soul Monk, and Tattooed Monk.

Monk classes who select a specific martial art may choose from the following list.

Empty Hand, Gun Dou, Huo Niu, Jianjutsu, Jiao Shi, Kuroko-jutstu, Leun Shi, Mashiro Mouko, Oni's Blade, Sumai, Tetsudo, Tongzhu, Tsum-Ryu, Uchiwa Tekkou, Vega Tur, Wu Sun, and Zalakara.



ALLOWED RACES

Not every race is suitable for this game. Players may only choose from the following list.

Hengeyokai, Human, Korobokuru, Litorian, Nezumi, Spirit Folk, Vanara, and Volodni.

HIT POINTS

All characters have maximum Hit Dice worth of hit points.

CURRENCY

Gold is rarely used as common coinage; instead, copper and silver coins are used. Coins have a hole in the center and are often carried on strings in counts of 50 or 100. Paper money known as ch'ao is in common circulation. Ch'ao notes are commonly in denominations of 1, 10, or 100.

Monetary Unit	Material	Equivalent
Fen	Copper	1 cp
Yuan	Copper	1 sp
Tael	Silver	1 gp
Ch'ien	Silver	1 pp
Ch'ao	Paper	1 gp

EQUIPMENT - ARMOR

The following armor is available.

Light Armor

Padded, Leather, Cord, Bone, Ashigaru, Studded Leather, Leather Scale, Chain Shirt, Leather Coat

Medium Armor

Hide, Dhenuka, Partial Armor, Lamellar

Heavy Armor

Great Armor (Samurai only)

Shields

Buckler, Light Wooden Shield, Heavy Wooden Shield, Tessen



Helms

Light, Medium, Heavy

Additional Armor

Chahar-Aina, Dastana, Shin Guards, Shoulder Guards

HEALING SURGES

This concept is taken from *Dungeons & Dragons 4th Edition*. Each character has a number of surges available equal to his Constitution score. Each surge heals 25% of the character's maximum hit points. A character may use as many of his surges as he wishes outside of an encounter. During an encounter, he may only use a surge utilizing the Second Wind ability.

Second Wind (Ex): As a standard action, once per encounter, that does not provoke, the character activates a healing surge and gains a +2 bonus to his Armor Class until his next turn.

A character regains all of his healing surges after an 8-hour rest.

LANGUAGES

The primary language of Petan is High Shou. Other common human languages include Kozakuran, Koryo, Tabotan, and Wa. Common non-human racial languages include Korobokuru, Litorian, Nezumi, Vanara, and Volodni. Several more monstrous races of the region have their own languages as well, including Bakemono, Draconic, and Oni.

MAGIC ITEM DCs

Magic items in this game are very powerful but draw upon the force and willpower of the wielder. The DC to resist a magic item effect is equal to 10 + the wielder's character level.

For NPCs and monsters, the DC equals 10 + the wielder's Hit Dice, with a maximum DC of 30.

PSIONICS

Players may not play characters with psionic ability.

SPELLCASTING

This game uses the spell slot system, not mana points.

WEAPON NAMES



In keeping with an oriental flavor, several common weapons have been renamed. Some draw from Japanese, Chinese, or other languages. The usage and statistics of the weapons are unchanged, only the names.

Old Name	New Name
Battleaxe	Masakari
Chain	Manriki Gusari
Club	Jo Staff
Dagger	Tanto
Dart	Uchi-Ne
Glaive	Da Dao
Greatclub	Tetsubo
Guisarme	Kamayari
Halberd	Bisento
Handaxe	Kapak
Javelin	Nage-Yari
Longbow	Daikyu
Longsword	Jian
Punching Dagger	Katar
Quarterstaff	Bo Staff
Short Sword	Duan Jian
Shortbow	Yumi
Spear	Yari
Trident	Magari Yari
Warhammer	Dai Tsuchi

WEAPON SPEED FACTOR

Speed Factor is a penalty applied to Initiative rolls that simulates the difficulty in wielding large, hefty weapons. Whereas large weapons have the advantage in damage, they suffer in speed. This variation is chosen to further enhance the appeal of lighter weapons and unarmed combat. The weapon's SF is subtracted from the wielder's Initiative roll; in the case of wielding two weapons, the most unfavorable SF is always used.

Weapon Category	Speed Factor
Light Melee	-4
One-Handed Melee	-6
Two-Handed Melee	-8
Ranged	-4
Unarmed or Natural	-2

This rule affects NPCs and PCs. The enhancement bonus of magic items reduces this penalty (to a minimum of 0). For example, a +3 *jian* has a Speed Factor of -3. Item qualities, feats, and spells could also be developed to reduce this number.