



KARA-TUR

Ancestor Feats and Martial Arts Styles



THE CREATION OF KARA-TUR

by James Wyatt • illustrated by Jason Engle

Oriental Adventures adds depth and detail to the human race by presenting seven clans, each with its own set of ancestor feats, prestige classes, favored class and additional class skills, and of course, cultural and historical background. Of course, the lands of KARA-TUR do not have the same clans as Rokugan. Instead, KARA-TUR is divided into ten distinct regions and nations: Shou Lung, T'u Lung, Tabot, the Plain of Horses, the Northern Wastes, the Jungle Lands, the Island Kingdoms, Koryo, Kozakura, and Wa. Using the new *Oriental Adventures* book with the old Kara-Tur material, these ten regions and nations become the equivalent of Rokugan's seven clans.

The different nations of Kara-Tur use different names for character classes and weapons. Refer to Table 10-1 and Table 10-2 in *Oriental Adventures*. Shou Lung and T'u Lung use names drawn from Chinese cultures. Kozakura and Wa use Japanese names. Tabot uses names from Nepal, the Jungle Lands use names from Burma or Thailand, the Island Kingdoms use names from the Philippines or Indonesia, and Koryo uses Korean names.

SHOU LUNG

The people of the great empire of Shou Lung are by far the most ethnically diverse of all Kara-Tur's people. While Shou Lung is an empire now, in ages past it was composed of fourteen tiny kingdoms formed from successive waves of barbarian tribes. As a unified empire, Shou Lung is a melting pot of all these different ethnic and cultural identities, held together as provinces of the empire and blending together their various cultures and physical characteristics. In game terms, each of the many provincial peoples is associated with an ancestor feat.

Personality: The people of Shou Lung are practical, cosmopolitan, and proud citizens. Heirs to a culture spanning some twenty-six centuries, they walk the earth in absolute certainty that they are part of the greatest civilization of all time the world of Toril can boast. Their art, music, literature, government, science, and military power are unrivalled, giving the people of Shou Lung an unparalleled richness of cultural heritage and a justified pride in their dealings with other nations.

The Shou have a strong sense of honor, a great pride in their ancestors, and a fierce devotion to their families. Unlike the samurai of Kozakura, they do not manifest their pride in bluster and bragging, nor do they avenge an insult with a drawn katana. The honor of a Shou warrior's family is more important than his own, and a family works together to avenge any slight to their honor.

Physical Description: The people of Shou Lung stand apart from those of the lands they consider barbarian lands (every nation other than Shou Lung), in being taller, fairer, and—at least in their own opinion—more pleasing to the eye. The blood of many peoples flows in their veins from the many tribes and nations conquered by their vast empire. They have straight black hair that they often grow long, and the mandarins wear long mustaches and thin beards. They have brown eyes.

Class Skill: Knowledge (nobility and royalty).

Favored Class: Samurai.

Prestige Classes: Battle maiden, blade dancer, kishi charger, shapeshifter, Shintao monk, weapon master, witch hunter, yakuza.

Although KARA-TUR is officially part of the FORGOTTEN REALMS, the setting began as a generic setting for D&D, and owes its flavor to Zeb Cook's longtime interest in Asian culture.

While working on the original *Oriental Adventures* hard back, Cook wanted to create a setting for DMs to use when creating adventures using the new material. He created a series of nations, all of which were loosely based on historical Asia. One nation was China during a strong Imperial Dynasty, another was China during a time with a weak emperor, a third was based on Korea, and another on Shogunate Japan. It was only well after design was completed that the decision was made to attach KARA-TUR to the FORGOTTEN REALMS.

"The biggest problem we had was size," says Jeff Grubb, former Creative Director for FORGOTTEN REALMS. "Zeb had created a setting that was so big it held two Chinas. It would take months, maybe even years, to travel from one end to the other. So, when we hooked it up to the Realms we just changed the scale on the maps. To this day, very few people have ever said anything about it."

Cook not only introduced ninjas and samurai to D&D, he gave many of the staffers their first taste of Asian culture. "You have to remember, this was the midwest in the 1980s," Grubb recalls. "Just about the only things we liked were meat, potatoes, and Clint Eastwood movies. Zeb used to host parties at his house where he'd show us things like hopping vampires and untranslated anime. It was pretty weird, but it really broadened our horizons."

One of the ironies is that when working on *Oriental Adventures* and KARA-TUR, Zeb Cook had never been to Asia. However, the money he received for the job allowed him to finally take a trip to China.

by Stan!

T'U LUNG

T'u Lung has much in common with its northern neighbor, Shou Lung, being a splinter of that great empire. T'u Lung arose some three hundred years ago, when a dispute over the imperial succession arose and the followers of one heir fled to the south. From those southern strongholds, they have established their own empire, one constantly at war with the Shou despite their close historical relationship.

Personality: Unlike Shou Lung, the lands of T'u Lung suffer greatly from corruption, abuse of power, ignorance, and greed, and that corruption infects every level of society, all the way up to the emperor. Bandits and monsters rampage through the countryside while corrupt militias and local governors sit idly by. Bribery and assassination are a way of life in the government bureaucracies, and evil eunuch warlocks enforce the emperor's will throughout the land. While it shares its origins and much of its history with Shou Lung, the last three hundred years have taken T'u Lung down a very different course.

Physical Description: The people of T'u Lung come from the same ethnic lines as those of Shou Lung, and are identical in physical appearance to their northern cousins.

Class Skill: Knowledge (arcana).

Favored Class: Wu jen.

Prestige Classes: Bayushi deceiver, blade dancer, eunuch warlock, Mantis mercenary, ninja spy, shadow scout, shapeshifter, Shintao monk, weapon master, witch hunter, yakuza.

TABOT

Tabot is a mountainous, forbidding land where the main settlements are monasteries, and religious festivals dominate the calendar. Founded by monastic refugees fleeing persecution in Shou Lung, Tabot has flourished in its isolation for over two thousand years, becoming much more a distinct culture than T'u Lung. Unlike T'u Lung, Tabot has its own language and religious traditions that set it much farther apart from its political ancestor, Shou Lung.

Personality: The common people of Tabot are hardy and strong, inured to harsh weather and adept at celebrating every small triumph in a difficult life. They enjoy gambling, wrestling, yak roping, and riding—any sport or game that involves an element of risk, whether

physical or financial. They are fiercely religious, strongly patriotic, and fairly well-educated through all strata of society thanks to the influence of the monks.

Physical Description: The people of Tabot are closely related to both the Shou and the nomads of the Horse Plains. They are shorter than the Shou and have coarser hair, but they share the same overall build and coloration.

Class Skill: Knowledge (religion).

Favored Class: Monk.

Prestige Classes: Henshin mystic, shapeshifter, Shintao monk, tattooed monk, Void disciple, witch hunter.

THE PLAIN OF HORSES

With its brutal climate and bleak terrain, the Plain of Horses is hostile to human settlement and resistant to civilization. Its people are formed into several strong tribes that control substantial regions of the country while constantly waging war against each other. Many of these tribes are nomadic, driving herds of sheep and cattle on seasonal migrations. Standing on Shou Lung's long western border, the tribes of the Plain of Horses have a long history of violent warfare alternating with periods of sporadic trade.

Personality: The people of the Plain of Horses are proud, defiant, and conservative, resistant to change of any kind. They are fearful and hostile toward strangers, particularly those that use magic. Most are nomads (although an increasing number are settling in cities and villages), and take pride in their ability to live without the comforts that city-dwellers come to depend upon. They feel pity for the farmer who is tied to his land and cannot move freely.

These nomads are a patient people, a trait that is particularly helpful to herders who follow free-roaming animals for hundreds of miles every year.

Physical Description: The people of the Plain of Horses are short and stocky with harsh features. Males often sport goatees. Unlike much of the rest of Kara-Tur, they often wear clothing and armor made of fur, bone, and leather.

Class Skill: Ride.

Favored Class: Barbarian.

Prestige Classes: Battle maiden, kishi charger, shapeshifter.

THE NORTHERN WASTES

The Northern Wastes are a cold region of taiga forest, swamps, hills, and mountains that lie between the northern

reaches of the Chuokei province (in Shou Lung) and the frozen tundra of the Land of Snow Demons. The region is also referred to as the Ama river basin, which is certainly a more descriptive and less pejorative name. Three large tribal groupings form the bulk of the human population of the region: the Issacortae, the Pazruki, and the Wu-haltai. Korobokuru, hengeyokai, spirit folk, and smaller human tribes also inhabit the Wastes.

Personality: The Issacortae are semi-nomadic herders that raise reindeer and elk, and engage in sporadic agriculture as well as hunting and fishing. Of the Northern tribes, the Issacortae act most like a nation, with at least a nominal high king and formal government structures.

The Pazruki are sedentary herders, raising horses, sheep, cattle, yaks, and goats. Their society is based around the clan, and clans form in loose alliances only.

The Wu-haltai are the most insular of the Northern tribes. Their self-sufficient villages have little contact with each other, let alone with the outside world. They are the most inclined toward agriculture of the three tribal groups, since their coastal location moderates the climate. Their culture is rich in oral tradition, as well as in music and dance.

Physical Description: The Issacortae are the tallest of the Northern peoples and predominantly of medium build. Their dark hair often has curls and kinks, and both men and women typically grow it long, braid it, and tie it with leather strips.

The Pazruki are small and slender. Their black hair is naturally straight, but both men and women traditionally shave it from adolescence on. Women wear wigs of woven, dyed human and horse hair, while men wear similar artificial beards (but not mustaches).

The Wu-haltai are heavyset people of medium height. They have straight black hair, and the men grow thick beards.

Class Skill: Knowledge (spirits).

Favored Class: Barbarian.

Prestige Classes: Bear warrior, shapeshifter.

THE JUNGLE LANDS

The lands of the Malatran jungle include three distinct cultures and civilizations. The Kuong Kingdom, in the far south of Kara-Tur, is an elaborate nation ruled by a priest-king. Laothan is also a uni-

fied kingdom, although the princes and lesser nobles wield much more power. The hill tribes of the Purang region are the third major entity of Malatra.

Personality: The Kuong people are hospitable and industrious, but noticeably more fatalistic than other folk of Malatra. They are obedient to authority and rarely question the hierarchy and caste system in which they live their lives. The Kuong people have their own pantheon of deities known as the Lords of Creation.

The Seng people of Laothan take a joyful approach to life, enjoying many festivals and celebrations throughout the year. They are far more independent and contentious than the Kuong, and they follow a religion derived from the Path of Enlightenment practiced in Shou Lung.

The natives of the Purang hill country are fierce fighters who jealously guard their land from incursions by others. They are generous and loyal around one another, but they are suspicious and inhospitable around strangers. Their contact with outsiders is limited, and travel through the Purang is extremely rare.

Physical Description: The people of the Kuong Kingdom and the Purang hill country are brown-skinned and round-eyed, and have wavy black hair. The Seng people of Laothan are closely related to the folk of neighboring T'u Lung, with epicanthic folds, brown eyes, and fine, straight black hair.

Class Skill: Survival.

Favored Class: Fighter.

Prestige Classes: Blade dancer, shadow scout, Shintao monk (in Laothan), Singh rager (particularly in Kuong), witch hunter (in Kuong), yakuza (called jinyan, part of the corrupt priesthood of Kuong).

THE ISLAND KINGDOMS

A scattering of tiny islands in the warm seas west of Malatra, the Island Kingdoms are actually two small nations: Bawa and Bertran. Both have a long history of piracy, such that the nations of the mainland treat these petty kingdoms with scorn and derision. Today, the residents of the Island Kingdoms are more savvy merchants than pirates, but their reputation as robbers and scoundrels has changed little.

Personality: The people of Bawa and Bertran are a young race experiencing a

time of unprecedented prosperity and commercial growth, which leads them to a sort of cocky arrogance the other peoples of KARA-TUR find unconscionable. Many among the people of the Island Kingdoms are convinced that the age of the great empires of KARA-TUR is coming to an end, and an age of mercantile imperialism, led by the Island Kingdoms, is on the horizon. Of all the peoples of KARA-TUR, the folk of Bawa and Bertran are the least conservative and tradition-bound. Although their society is divided into castes of nobles, property-owning families, laborers, and outcasts, the caste system is fairly flexible, allowing individuals and entire families to move up (or down) the social ladder depending on their achievements.

Bawa is also home to several tribes of native inhabitants called the Bawani, a relatively peaceful group of barbarians who dwell in the jungles of the islands.

Physical Description: The people of the Island Kingdoms are descended from the same stock as the Kuong and Purang peoples of Malatra, and share their physical appearance. They have dark skin, round eyes, and wavy black hair.

Class Skill: Bluff.

Favored Class: Rogue.

Prestige Classes: Blade dancer, Mantis mercenary, ninja spy, weapon master, yakuza.

KORYO

Koryo is a loose association of three kingdoms bound together under a strong king, the warlord Wanang Sun. Located in a rough, mountainous peninsula north of Kozakura, Koryo has remained independent of both Shou Lung and Kozakura, and its people bear a particular hatred for the latter nation.

Personality: The people of Koryo are shaped by the constant threat of invasion and war, and they are ever alert and somewhat xenophobic. At some level, they would rather falsely accuse a stranger of wrongdoing than malign another Koryoan. They have a reputation for fearlessness in battle and practice archery and the martial arts style of "Foot and Fist" (detailed in Chapter 6 of *Oriental Adventures*).

Physical Description: The people of Koryo strongly resemble those of the Chupei province of northern Shou Lung. They are of moderate height and build, with black hair and high cheekbones.

Class Skill: Knowledge (history).

Favored Class: Fighter.

Prestige Classes: Bear warrior, blade dancer, henshin mystic, ninja spy, shapeshifter, Shintao monk, tattooed monk, weapon master, witch hunter, yakuza.

KOZAKURA

Kozakura gives the appearance of a unified nation, but its empire serves a mostly ceremonial function, and military governors vie for power and the position of shogun. The political order is unstable at best, but the country is undergoing remarkable cultural growth.

Personality: The people of Kozakura place honor above all things, although honor can be expressed in many different ways. A person's honor is reflected in his actions on the battlefield, in the court of politics and diplomacy, and in his home. Cultivating the arts is honorable, whether a person chooses to focus on calligraphy or the art of the katana. Kozakurans (unlike the people of Shou Lung) are quick to seek retribution when their honor is maligned and equally quick to seek an honorable death to atone for dishonor.

Physical Description: The people of Kozakura have wide faces, black hair, and brown eyes. They are shorter and heavier than the Shou, and strongly resemble the people of Wa, to whom they are closely related.

Class Skill: Intimidate.

Favored Class: Samurai.

Prestige Classes: Akodo champion, Bayushi deceiver, Daidoji bodyguard, henshin mystic, Hida defender, iaijutsu master, Mirumoto niten master, ninja spy, shapeshifter, Shintao monk, tattooed monk, Void disciple, weapon master, witch hunter, yakuza.

WA

After centuries of war, Wa settled into an era of peace that has outlasted that of any other nation of Kara-Tur. Peace brought a renewed interest in education and the arts, producing a flourishing culture and the promise of a secure future. But change has not come without a price. The same rigid social system that ensures domestic tranquility borders on tyranny and oppression for most. Distinct social classes are inflexibly enforced, travel is closely monitored, and even religion is regulated by the state. Prosperity is concentrated among

the ruling military, condemning a staggering number of commoners to lives of hardship and poverty.

Personality: Regardless of their social status, the citizens of Wa are united by their fierce national pride and a deep distrust of foreigners. Contact with the rest of the world is limited, and few details of Wa are known outside its borders—nor do the people of Wa know or care much of other lands.

The people of Wa share the Kozakurans' deep sense of honor.

Physical Description: The people of Wa have black hair, high cheekbones, and almond eyes. They are generally shorter and heavier than most people in other parts of Kara-Tur, but they closely resemble the people of Kozakura.

Class Skill: Diplomacy.

Favored Class: Samurai.

Prestige Classes: Akodo champion, Bayushi deceiver, Daidoji bodyguard, henshin mystic, Hida defender, iaijutsu master, Mirumoto niten master, ninja spy, shapeshifter, Shintao monk, tattooed monk, Void disciple, weapon master, witch hunter, yakuza.

ANCESTOR FEATS

The ancestor feats in this section replace the ancestor feats in *Oriental Adventures* for characters from KARA-TUR. Most of them are simply better than most of the ancestor feats in *Oriental Adventures*. The reason for this reflects a slight shift in philosophy also emphasized in the *FORGOTTEN REALMS Player's Guide to Faerûn*: Players should be rewarded for making an effort to ground their characters in the world of Kara-Tur. Taking an ancestor feat is usually a better option than taking a similar non-ancestor feat.

Human characters in Kara-Tur are never required to spend their bonus feat slot on an ancestor feat. Choosing an ancestor feat is never a requirement. Any character can choose an ancestor feat, but only at 1st level. No character can have more than one ancestor feat.

ADVENTUROUS EXPLORER [ANCESTOR]

You are descended from an adventurous explorer. You are quick to take action and react quickly to changing conditions in combat.

Nation: Shou Lung (Ch'ing Tung), Jungle Lands.

Benefit: When you ready an action in combat, you can choose to take that

action at any time, not just when the condition you specify occurs. (In effect, this allows you to take a move action and then delay your remaining action.)

ALLY OF THE KI-RIN [ANCESTOR]

Your family claims a special connection (not actual descent) to the ki-rin that saved the city of Hai Sheng (now known as Kirin, in the Hungtse province) from the Ivory Plague. You are exceptionally resistant to disease as a result.

Nation: Shou Lung (Hungtse).

Benefit: You gain a +4 bonus on Fortitude saving throws to resist the effects of all diseases except for supernatural and magical diseases (such as mummy rot and lycanthropy).

AUDACIOUS ATTEMPT [ANCESTOR]

You are descended from a notorious pirate, and you share that ancestor's incredible audacity.

Nation: Shou Lung (Hai Yuan), Island Kingdoms.

Benefit: Once per encounter, when you are attempting a nearly impossible task (any task at which you need to roll a 20 on 1d20 to succeed), you may roll 1d6 and add it to your d20 roll. You can use this ability when you choose, to modify an attack roll, saving throw, skill or ability check, level check, or any other 1d20 roll that you make, as long as you can succeed on that particular check only by rolling a 20 on the die.

BACKSTABBING TRAITOR [ANCESTOR]

You are descended from an infamous traitor. You are adept at seizing the right moment to act.

Nation: Shou Lung (Tien Lun), T'u Lung.

Benefit: You get a +2 bonus on Initiative checks and a +2 bonus on Bluff and Intimidate checks.

FOREST AMBUSER [ANCESTOR]

You are descended from a skilled ambusher and are adept at guerilla tactics in forested lands.

Nation: Shou Lung (Chu' Yuan), Jungle Lands.

Benefit: You gain a +3 bonus on Hide checks made in forests. When sniping, you take only a -15 penalty on your Hide check to conceal yourself after your shot.

Normal: The normal penalty on your Hide check when sniping is -20.

CULTURED COURTIER [ANCESTOR]

You are descended from a long line of noble, cultured, and sophisticated courtiers. You are skilled in the arts of diplomacy as well as the fine arts.

Nation: Shou Lung (Wang Kuø), Wa.

Benefit: You gain a +2 bonus on Diplomacy and Sense Motive checks, as well as a +2 bonus on a single Craft or Perform skill of your choice.

DISCIPLINE [ANCESTOR]

Your people are admired for their single-minded determination. You are difficult to distract by spell or blow.

Nation: Any.

Benefit: You gain a +2 bonus on Will saves and a +2 bonus on Concentration checks.

GIFTED GENERAL [ANCESTOR]

Your ancestor was a great daimyo. You have inherited a ready sense of when to act and a hardness of health.

Nation: Kozakura.

Benefit: You gain a +2 bonus on Initiative checks and a +2 bonus on all Fortitude saves.

HARDY SOUL [ANCESTOR]

You descended from ancestors that lived in a rugged, mountainous land. You are particularly hard to kill.

Nation: Shou Lung (Yu'l), Koryo.

Benefit: When you take this feat you gain +3 hit points. Further, you are immune to death from massive damage. When you are dying, you have a 25% chance to stabilize each round.

Normal: The normal chance to stabilize each round is 10%.

HORSE NOMAD [ANCESTOR]

You have been raised in a culture that relies upon riding and shooting.

Nation: The Plain of Horses.

Benefit: You gain Martial Weapon Proficiency (light lance), Martial Weapon Proficiency (scimitar), and Martial Weapon Proficiency (composite short-bow), and a +3 bonus on all Ride checks.

LEGENDARY TRACKER [ANCESTOR]

You descended from a legendary tracker in a cold and mountainous land. You are acclimated to cold weather and high altitudes, and can track well through the snow.

Nation: Shou Lung (Arakin), Tabot.

Benefit: You gain a +4 bonus on Fortitude saves made to avoid nonlethal

damage from cold environments. In addition, you are acclimated to high altitudes and can move faster through areas of snow and heavy snow. You are not slowed by normal snow. It costs you only 3 squares of movement to enter a square covered with heavy snow.

If you have the Track feat, you gain a +4 bonus on Survival checks to find or follow tracks that have been covered by fresh snow. (This helps to offset the +10 increase to the check DC in this situation.)

Normal: It costs 2 squares of movement to enter a snow-covered square, and 4 squares of movement to enter a square covered with heavy snow.

MERCANTILE BACKGROUND [ANCESTOR]

You come from a long line of money-changers and merchants. You can get a good deal on almost anything you buy or sell.

Nation: Shou Lung (Ti Erte), Island Kingdoms.

Benefit: When you sell items such as weapons or magic items, you get 75% of the list price instead of 50%. Once per month, you can buy any single item at 75% of the offered price.

You also receive an extra 300 gp to spend as you see fit during character creation.

MIND OVER BODY [ANCESTOR]

The ascetics and mystics of your homeland have learned to overcome the frailties of the body with the unyielding power of the mind.

Nation: Any.

Benefit: At 1st level, you may use your Intelligence or Charisma modifier (your choice) to determine bonus hit points. (For all ensuing levels, you revert to your Constitution modifier.) You gain +1 hit point every time you learn a metamagic feat. If you can cast arcane spells, you get a +1 insight bonus to Armor Class.

MOUNTAIN HUNTER [ANCESTOR]

You are descended from a renowned hunter, and you are skilled at hunting large predators such as bears and tigers.

Nation: Shou Lung (Kao Shan), Tabot.

Benefit: You gain a +4 bonus on Escape Artist checks or grapple checks when you are trying to escape a grapple. You also gain a +1 bonus on attack rolls against creatures of the animal type.

RENOWNED COURTESAN [ANCESTOR]

You are descended from a courtesan of legendary beauty, the subject of many tales and ballads. You are a talented manipulator of other people's emotions.

Nation: Shou Lung (Sheng Ti), Wa.

Benefit: You can use the Diplomacy skill to produce the following effects:

- Change an NPC's attitude toward a person other than yourself. The DC is the same as if you were changing the character's attitude toward you.
- Inspire love and devotion. If you successfully improve a character's attitude toward you (only) to helpful, you can choose to cause that character to show romantic interest in you. The character thereafter seeks every opportunity to be near you and makes every effort to win your affection, within the bounds of relatively normal behavior.
- Inspire hope or despair. With a successful DC 25 Diplomacy check, you can cause a single target to be filled with hope or despair as if affected by the *bless* or *bane* spell. In the case of despair, the target can negate the effect with a successful Will saving throw (DC 10 + 1/2 your Diplomacy ranks + your Charisma modifier). Your caster level is equal to your Hit Dice. This is a mind-affecting extraordinary effect.

SADDLEBACK [ANCESTOR]

You've spent endless hours learning how to handle a horse in a fight.

Nation: The Horse Plains.

Benefit: If you or your mount fail a Reflex save while mounted, you can attempt a Ride check to succeed on the saving throw. The save is successful if your Ride check result is equal to or greater than the effect's save DC (essentially, your Ride check result becomes your Reflex save if it's higher than the result you achieved with your Reflex save). You can attempt to do this once per round for either yourself or your mount. If both you and your mount fail a Reflex save against the same effect (for example, a *fireball* spell or a dragon's breath weapon that catches you and your mount in the area of effect), your Ride check result applies to both you and your mount's save.

SECRET SOCIETY [ANCESTOR]

You are descended from a prominent member of a secret society plotting against the emperor of T'u Lung. You are very good at deception and trickery.

Nation: T'u Lung.

Benefit: You gain a +2 bonus on Bluff, Disguise, and Forgery checks.

SMOOTH TALK [ANCESTOR]

Your ancestors were diplomats through many wars, mediating between warring factions with great skill and powers of persuasion. You can talk your way out of any situation.

Nation: Shou Lung (Wa K'an), Kozakura.

Benefit: You take a -5 penalty if you attempt a Diplomacy check as a full-round action.

Normal: Diplomacy checks usually require at least 1 minute. You can attempt a rushed Diplomacy check as a full-round action, but you take a -10 penalty.

STALWART DEFENDER [ANCESTOR]

You are descended from a heroic defender of your country. You are trained to repel certain kinds of attacks.

Nation: Shou Lung (Ma' Yuan), Koryo.

Benefit: You gain a +4 bonus on Strength checks to resist being bull rushed or overrun. If you make an attack of opportunity against a creature trampling you, you do not take a -4 penalty. If you attempt a Reflex save to avoid a trample attack, you gain a +4 bonus on that saving throw.

If you are mounted, your mount gains all of these bonuses as well.

SURVIVOR [ANCESTOR]

Your people thrive in places that others find almost uninhabitable, and they know many of the secrets of the wilderness. You might be descended from an inhabitant of Chu'ta Te (in Chuokei province) who fled from the divine destruction of the Li dynasty by drought and flame, or simply a native of the harsh Northern Wastes.

Nation: Shou Lung (Chuokei), Northern Wastes.

Benefit: You get a +2 bonus on Fortitude saves and a +2 bonus on Survival checks.

MARTIAL ARTS STYLES

Shou Lung is home to many important schools of martial arts, and the Shou are known as the best martial artists in KARA-TUR. As the inventors of the science of unarmed combat, the Shou are its undisputed masters, and unarmed

fighting (as well as fighting with exotic weapons) pervades their society. The martial arts styles unique to Shou Lung, along with the feats associated with them, are shown on the Martial Arts Styles table. As in *Oriental Adventures*, the feats shown on the table are not necessarily exactly the same as the feats required to master the style.

IRON HAND MASTERY

You have mastered the style of the "Iron Hand," a hard form emphasizing a mystical hardening of the body.

Prerequisites: Improved Unarmed Strike, Power Attack, Fists of Iron, Improved Sunder, Eagle Claw Attack, Toughness, Endurance, Roundabout Kick.

Benefit: You gain damage reduction 2/-.

FIVE STARS MASTERY I

You have mastered the initial secrets of the "Five Stars" style, a hard/soft style emphasizing speed and leaping.

Prerequisites: Improved Unarmed Strike, Deflect Arrows, Dodge, Lightning Reflexes, Balance g ranks, Jump g ranks, Tumble g ranks.

Benefit: You gain a +10 bonus on Balance, Jump, and Tumble checks.

FIVE STARS MASTERY II

You have mastered the deeper mysteries of the "Five Stars" style and have honed your speed to superhuman levels.

Prerequisites: Five Stars Mastery I, Mobility, Spring Attack, Combat Expertise, Whirlwind Attack, Improved Feint.

Benefit: For a total number of rounds per day equal to your character level, you can act as if under the effect of a *haste* spell. The rounds need not be consecutive, and you can choose each round (as a free action) whether to use this ability or not.

NORTHERN FIST MASTERY

You have mastered the "Northern Fist" style—a soft style emphasizing attacks on opponents' vital areas.

Prerequisites: Improved Unarmed Strike, Stunning Fist, Falling Star Strike, Freezing the Lifeblood, Unbalancing Strike, Pain Touch, Combat Expertise.

Benefit: As a full-round action, you can make a ranged attack at a single target with a range of 5 feet per five character levels you have (no range

increment). If you hit, you deal normal unarmed damage. You can use one of the following feats in conjunction with this attack, exactly as if you were making a normal unarmed strike: Stunning Fist, Falling Star Strike, Freezing the Lifeblood, Unbalancing Strike, or Pain Touch. If you choose not to apply one of these feats to your attack, you deal double normal damage instead. Use of this ability is a supernatural effect.

SOUTHERN STAR MASTERY

You have mastered the secrets of the "Southern Star" style, a soft style emphasizing the manipulation of *ki* as if it were a physical force.

Prerequisites: Improved Unarmed Strike, Stunning Fist, Unbalancing Strike, Combat Expertise, Improved Trip,

Dodge, Defensive Strike, Concentration g ranks.

Benefit: You must declare that you are using this ability before you make your attack roll (thus, a failed attack roll ruins the attempt). If you damage your opponent with your unarmed attack, the foe must make a successful Will save (DC 10 + 1/2 your character level + your Wis modifier) or be hurled back 10 feet as if thrown by the violent thrust version of a *telekinesis* spell. If the creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

Using this ability counts as a use of the Stunning Fist feat for the day. ^U

MARTIAL ARTS STYLES

Style	Feats	Other
Iron Hand School	Improved Unarmed Strike Power Attack Fists of Iron Improved Sunder Eagle Claw Attack Roundabout Kick Endurance Improved Feint	Bluff skill (for feinting)
Five Stars School	Improved Unarmed Strike Power Attack Combat Expertise Deflect Arrows Dodge Mobility Spring Attack Whirlwind Attack Improved Feint	Jump skill Tumble skill Bluff skill (for feinting)
Northern Fist School	Improved Unarmed Strike Stunning Fist Falling Star Strike Freezing the Lifeblood Unbalancing Strike Pain Touch Combat Expertise Improved Disarm Improved Trip	
Southern Star School	Improved Unarmed Strike Stunning Fist Unbalancing Strike Combat Expertise Improved Trip	Concentration skill