

Steampunk Musha
THE RACES OF
ROSUTO-SHIMA





STEAMPUNK MUSHA

THE RACES OF ROSUTO-SHIMA

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CONTENTS

Gaijin (Foreigners)	4
Native Rosuto-Shima Humans	5
Clockwork Ronin	7
Jinteki-Oni	9
Kappa	11
Keshou	13
Kijo	14
Pandajin	15
Sarpa	16
Tanuki	17

About Fat Goblin Games

Based in South Carolina, USA, **Fat Goblin Games** was founded in 2011 to create *Pathfinder Roleplaying Game* compatible products. With a focus on high quality production values and providing a creative environment for our team of freelancers (*The Fat Goblin Hoorde*), **Fat Goblin Games** has quickly become a recognized force in the world of Third Party Publishers of not just the *Pathfinder Roleplaying Game* and *5th Edition Fantasy*, but also supporting the *vs. M Engine* and releasing official products for *Castle Falkenstein*, originally published by **R. Talsorian Games**. With hundreds of support books, visual aids, campaign settings, and quality stock art, **Fat Goblin Games** continues to provide exciting content and fantastic worlds in which gamers can immerse themselves.

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RACES OF ROSUTO-SHIMA

Rather than the “standard” blend of fantasy races found in the *Pathfinder Roleplaying Game*, like dwarves, elves, and orcs, **Steampunk Musha** includes uncommon races pulled from Japanese, Chinese, and Korean mythology, as well as all new ones, and offers a unique take on them. Presented below is a short description of each race with the barest bones of their racial trait write-up. All but humans are advanced or monstrous in design, so keep this in mind when challenging characters made with these races.

Languages in Steampunk Musha

During character creation, one thing to keep in mind is that the alternate choices for races also change what languages are commonly spoken on Rosuto-Shima. The following categorizes the 21 languages listed under the Linguistics skill in the *Pathfinder Roleplaying Game Core Rulebook* by how commonly they are spoken. The Common Languages are typically the native tongues of various inhabitants of Rosuto-Shima. The Uncommon Languages are ones that are, or at least were, languages spoken on Rosuto-Shima, though they are rare to the point that it would be unlikely for a player character to know them. The Rare Languages are ones which basically no one on Rosuto-Shima should “know” without GM approval, gnolls and orcs, for instance, are never referenced in the **Steampunk Musha** setting, so why would their languages exist even as a “dead” language? That said, gaijin-foreigners come from many worlds, and thus almost any language “might” be spoken on Rosuto-Shima, typically pending GM approval.

Additionally, two new languages exist in the **Steampunk Musha** setting, Imperial and Kochi-kochi, the language of the Imperial Dragon Court and of clockwork ronin respectively. The only major change to languages available to creatures in the *Pathfinder Roleplaying Game Bestiaries* is that kami which naturally speak Common instead speak Sylvan.

Common Languages: Aquan (kappa native tongue), Common (human native tongue), Giant (oni & jinteki-oni native tongue), Goblin (keshou native tongue), Imperial (sarpa native tongue), Kochi-kochi (clockwork ronin code language), Sylvan (kijo & tanuki native tongue).

Uncommon Languages: Abyssal, Aklo, Auran, Celestial, Druidic (druid only), Ignan, Infernal, Terran.

Rare Languages: Draconic, Dwarven, Elven, Gnoll, Gnome, Halfling, Orc, Undercommon.

✿ gaijin (foreigners)

A key element of the setting of **Steampunk Musha** is the idea that “foreigners” — known as *gaijin*, a word that means literally “other person” but could be more figuratively translated as “outsiders” — have been coming into the country, bring with them new ideas, new technologies, and new problems. Generically throughout the book lumped under the single heading of *gaijin*, they could range from standard races like elves, dwarves, and orcs, or they could be, for instance, pulled from **Fat Goblin Games’** other popular setting, **Shadows over Vathak**. Whether it is bhriota traders or just “different looking” humans to even stranger races, it’s immaterial to the setting at large because they’re expected to be vastly outnumbered by the local races, and 99% of the time, all natives of Rosuto-Shima see them as just “not us.” This concept will be more deeply explored in later books in the **Steampunk Musha** line, but know that here is a setting in which players should be given free reign to play nearly any race, and even in turn any class, but to understand that they’re going to be treated as the outsiders they are.

What it Means to be a Gaijin

To the outside world, Rosuto-Shima is a land of mystery, adventure, and promise. A new frontier ripe for the picking, it has seen an influx of foreigners eager to make a name for themselves, or to discover fortunes yet unknown to the rest of the world. Many of



these visitors have been disappointed, their efforts frustrated by the powerful societies and loyalties refined during an age of war. A few have been luckier. Some have forged powerful business deals, trading in raw materials and foreign technology, while others have adapted to the strange cultures of Rosuto-Shima and fallen in love with this new home. These individuals have discovered a level of acceptance others have not so easily enjoyed, and have integrated with society, even becoming important citizens or renown samurai.

Throughout Rosuto-Shima a gaijin might enjoy every kindness and hospitality usually shown to a visitor, but it is a surface politeness only. Native Rosuto-Shimans reserve their true thoughts and feelings for those of the same circle, be it a family, a clan, or a close group of friends. Gaijin naturally fall outside this confidence, and must go above and beyond to prove themselves trustworthy, sincere, and loyal.

native rosuto-shima humans

Although humans have shorter life spans than other races indigenous to Rosuto-Shima, they are one of the oldest of the races present on the island, younger only than the oni themselves — the demons who once roamed the land freely. From a culture steeped in tradition, many humans keep to the old ways, following very traditional patterns of life and honoring their ancestors. Others have turned to the new technologies to guide their lives, adapting quickly to the changes on Rosuto-Shima. Still others exist in the middle, following newer philosophies without betraying the old ways. Although the humans of Rosuto-Shima use the same basic racial traits as the standard *Pathfinder Roleplaying Game*, there will be diverse options for them that are not typical for humans in the game.

The average human is roughly 5 ft. 9 in. and 175 lbs., and starts adulthood at 15 years old and can live to be over 100 years old.

Awareness: Humans raised within monastic traditions or communities that encourage mindfulness seem to shrug off many dangers more easily than other humans. They gain a +1 racial bonus on all saving throws and concentration checks. This racial trait replaces the bonus feat.

Comprehensive Education: Humans raised with skilled teachers draw upon vast swathes of knowledge gained over centuries of civilization. They gain all Knowledge skills as class skills, and they gain a +1 racial bonus on

skill checks for each Knowledge skill that they gain as a class skill from their class levels. This racial trait replaces skilled.

Dual Talent: Some humans are uniquely skilled at maximizing their natural gifts. These humans pick two ability scores and gain a +2 racial bonus in each of those scores. This racial trait replaces the +2 bonus to any one ability score, the bonus feat, and the skilled traits.

Heart of the Slums: Humans who eke out a life in a city's teeming slums must be quick and clever. They gain a +2 racial bonus on Sleight of Hand and Stealth checks, and a +4 racial bonus on Survival checks in urban and underground settings. In addition, they may roll twice when saving against disease, taking the better roll. This racial trait replaces skilled.

Heart of the Streets: Humans from bustling cities are skilled with crowds. They gain a +1 racial bonus on Reflex saves and a +1 dodge bonus to Armor Class when adjacent to at least two other allies. Crowds do not count as difficult terrain for them. This racial trait replaces skilled.

Industrious: Humans are known for their drive and work ethic. Humans with this racial trait gain a +2 racial bonus on concentration checks and checks with their choice of one Craft or Profession skill. This racial trait replaces skilled.

Institutional Memory: Humans rely on their institutions to remember the distant past and to preserve their own memories for the distant future. They gain a +4 racial bonus on Knowledge checks to answer questions about any organizations, guilds, or religions to which they belong, and they can attempt such skill checks untrained. This racial trait replaces skilled.

Lifelong Mastery: Some humans choose to dedicate themselves for their entire lives to perfecting a single skill. Choose one skill, this skill becomes a class skill for them with 1 free skill rank at first level, and they gain a +2 racial bonus on this skill. Additionally, every level they gain another free skill rank in that same skill. If the character chooses a skill like Craft or Profession, a specific craft or profession must be chosen. The skill can never be changed after it was chosen at character creation. This racial trait replaces skilled.



Military Tradition: Several city-states raise all children (or all children of a certain social class) to serve in the military or defend themselves with force of arms. They gain proficiency with up to two martial or exotic weapons appropriate to their culture. This racial trait replaces the bonus feat trait.

Native Rosuto-Shima Human Racial Traits

+2 to One Ability Score: Native human characters gain a +2 racial bonus to one ability score of their choice at creation to represent their varied nature.

Medium: Native humans are Medium creatures and receive no bonuses or penalties due to their size.

Normal Speed: Native humans have a base speed of 30 feet.

Bonus Feat: Native humans select one extra feat at 1st level.

Skilled: Native humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Languages: Native humans begin play speaking Common. Humans with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).





❖ clockwork ronin

In the most desperate times of the War of States period, all measures were taken to win. Some worked with master artisans to develop automatons able to fight their battles for them. Meant to originally be merely puppet warriors, it was soon realized that some of these constructs were exhibiting a will of their own. Whether on purpose or by accident, the sacred metal tokens of forgotten families — meant to honor the dead and venerated in shrines and temples across the land — had found their way into the melting pots of the clockwork disciples. While forging the intricate mechanisms that powered these clockwork automatons, the many spirits became bound and merged into a single cog piece within the clockwork ronin, referred to as the Gear. This Gear provides the unending power that spins and works the mechanisms of the automaton shell, like an ever-spinning wheel, and though it provides some of the personality of the clockwork ronin, it possess no cohesive memories of its former lives. Instead, the bound souls seeking a kind of “self” and influenced by the builds of their body, project a new person and are driven to find new purpose. For these creatures, modification of the body and even transplanting of the Gear from one form to another can reorganize and drastically change the “self,” as can even the simple collection of tokens from what they feel were their former lives.

Future books will introduce alternate racial traits for the clockwork ronin, as well as modifications which can be purchased after character creation to enhance a clockwork ronin character, though there is the risk that they could forever alter their personality in doing so.

The average clockwork ronin is roughly 6 ft. 0 in. and 200 lbs., and start “made” with an adult mind that does not age.





Clockwork Ronin Racial Traits

+2 Strength, –4 Dexterity, No Constitution: Clockwork ronin have resilience and mechanical power because of their construction, but can't move as freely as flesh and blood creatures, and completely lack Constitution scores.

Type: Clockwork ronin are clockwork constructs possessed by a collection of undead souls anchored to a special Gear in the shell. See the Clockwork Ronin Construct Traits Sidebar for full list.

Medium: Clockwork ronin are Medium creatures and receive no bonuses or penalties due to their size.

Slow and Steady: Clockwork ronin have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

Enhanced Senses: Clockwork ronin have darkvision 60 ft. and low-light vision.

Ghosts in a Shell: Clockwork ronin are not living creatures, but their mechanical shell is inhabited by a collection of souls bound to a Gear, which reacts to positive and negative energy similar to if it were undead. Positive energy deals nonlethal damage to a clockwork ronin. Negative energy removes this nonlethal damage. This nonlethal damage is healed normally if the clockwork ronin takes no additional damage, at a rate of 1 hit point per level per hour.

Resilient Design: Clockwork ronin are hard to destroy, and are treated as objects for many types of damage with a hardness of 5 in addition to gaining +20 bonus hit points.

Vulnerability to Electricity and Fire: Clockwork ronin bodies require complicated mixes of metal gears and wooden joints. Clockwork ronin have vulnerabilities to electricity and fire, and take half again as much damage (+50%) from it. As constructs however, they are treated as objects with hardness and divide all damage from any energy attack by 2, before increasing by +50%. This damage can also be reduced by the clockwork ronin's hardness (see *Resilient Design* racial trait).

Languages: Clockwork ronin begin play speaking Kochi-kochi, the clockwork code language. Clockwork ronin with high Intelligence scores can choose from the following: Common, Giant, Goblin, and Imperial.

Clockwork Ronin Construct Traits

Type: Clockwork ronin are clockwork constructs possessed by a collection of undead souls anchored to a special Gear in the shell and gain the following traits:

- Clockwork ronin exist as a mechanical shell powered by a Gear, and so treat attacks on themselves as attacks on an animated object, applying their hardness to damage (see *Resilient Design* racial trait below).
- Clockwork ronin have no Constitution score. Any DCs or other statistics that rely on a Constitution score treat a clockwork ronin as having a score of 10 (no bonus or penalty).
- Clockwork ronin are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). Their Gear, being a collection of souls, not a single mind, makes them impervious to all but the most powerful of mind-effects that could influence a legion of spirits.
- Clockwork ronin cannot heal damage on their own, but can be repaired through the use of various Craft or Profession skills. Clockwork ronin can also be healed through spells such as *make whole* and *rapid repair*.
- Clockwork ronin are not subject to ability damage, ability drain, fatigue, exhaustion, energy drain, or nonlethal damage, though special forms of attacks can affect the Gear inside clockwork ronin for similar effects (see *Ghosts in the Shell* racial trait below).
- Clockwork ronin are immune to any effect that requires a Fortitude save, unless the effect also works on objects or is harmless.
- Clockwork ronin do not risk death due to massive damage, but they are immediately destroyed when reduced to 0 hit points or fewer. This renders the shell of the clockwork ronin useless, though the souls remains trapped inside its Gear, unable to leave or animate their destroyed shell.
- Clockwork ronin cannot be raised or resurrected, though the Gear of a destroyed clockwork ronin can be moved to a newly constructed body. A Gear that has been destroyed releases the bound souls, though what happens to them afterwards is not understood or known.
- Clockwork ronin do not breathe, eat, or sleep, unless they want to gain some beneficial effect from one of these activities. This means that a clockwork ronin can drink potions to benefit from their effects and can rest in order to regain spells, but neither of these activities is required to survive or stay in good health.



✧ jinteki-oni

The jinteki-oni are born of both human and oni ancestry. Shunned for their demonic aspect, the jinteki-oni seek to live in solitude and harmony. Though peaceful, this is a path they seek out of necessity, rather than goodwill. Within each jinteki-oni lies a raging oni-spirit, caged and waiting to be set free.

Jinteki-oni vary wildly in appearance. Some have claws, others have multiple horns, prehensile tails, a third-eye, or armored skin. Despite this, most jinteki-oni trace their lineage back to one of six major clans: Clan Kuraioya, Clan Jinkage, Clan Hihada, Clan Mitsuno, Clan Kagehada, and Clan Ōhone.

The average jinteki-oni is roughly 6 ft. 1 in. and 210 lbs., and start adulthood at 15 years old and can live to be well over 200 years old.

Jinteki-Oni Racial Traits

+2 Strength, +2 Wisdom, –2 Charisma: Jinteki-oni are strong and wise, but they are shunned for their appearance.

Native Outsider: Jinteki-oni are outsiders of the native subtype.

Medium: Jinteki-oni are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Jinteki-oni have a base speed of 30 feet.

Darkvision: Jinteki-oni can see in the dark up to 60 feet.

Beast Within: Jinteki-oni feel the power of their oni ancestors within them, but calling on this power invites the opportunity for the jinteki-oni to lose itself, becoming an oni forever. As a full-round action, a jinteki-oni can release their inner demon, which affects them as if they had cast *giant form 1* on themselves, using their character level as their caster level, except that it channels as specific oni by clan. See each clan description for what additional powers are gained while channeling their beast in this form. At the end of the duration, which is 1 minute per level, or when voluntarily dispelled, the jinteki-oni may attempt to “cage” the beast back within themselves. Doing so requires a Will save (DC = 10 + character level + 1 per minute spent in this form). Success reverts the jinteki-oni to their normal form but leaves them exhausted for as many minutes as they spent in their beast form, and fatigued for 1 hour per minute they spent in their beast form. Failure of the Will save allows the channeled oni to rule the jinteki-oni’s body in this form for 24 hours. At the end of this time, the jinteki-oni gets one last attempt at a Will save (DC = 20 + character level). Success reverts the jinteki-oni to their normal form but leaves them exhausted for 1 day per hour they spent in their beast form. Failure of this second Will save means the jinteki-oni’s mind has been caged by the oni, and are lost forever. Any fatigue and exhaustion from this racial trait cannot be removed or reduced by any means short of a *wish* or *miracle* except by waiting the appropriate amount of time. Those jinteki-oni that have gained immunity to fatigue or exhaustion have more permanently imprisoned their beast, and it typically prevents this kind of transformation.

Clan Trait: Jinteki-oni gain a clan trait determined by the clan they descend from. See each clan description for more information.

Maw or Claw: Jinteki-oni take on the more bestial aspects of their oni ancestors. The Jinteki-oni can choose a bite attack that deals 1d6 points of damage or two claws that each deal 1d4 points of damage. These attacks are primary natural attacks.

Frightful Visage: Jinteki-oni are clearly marked by their mixed ancestry. This grants them a +4 racial bonus to Intimidate checks, but also gives them a –5 penalty on all other Charisma-based skill checks and ability checks. Other Jinteki-oni are immune to this ability.

Languages: Jinteki-oni begin play speaking Common and Giant. Jinteki-oni with high intelligence scores can choose from the following: Abyssal, Aquan, Goblin, Imperial, Infernal, Kochi-kochi, and Sylvan.



Example Jinteki-Oni Clan Traits for Clan Kuraioya

Of the Jinteki-oni, the Kuraioya Clan are the most well socialized and similar to the rest of Rosuto-shima, both in terms of knowledge and lifestyle. Kuraioya members prize martial prowess and academic discipline, and so their daily life revolves around training, study, and community responsibility. Members of the Kuraioya Clan resemble their oni parentage more than any other jinteki-oni, often having golden skin, bulging eyes, and four fingers to a hand. They are also the most likely to appear as mere humans due to their clan trait shapeshift ability. This clan quickly takes the role of mystics, warriors, and scholars. Both protecting the jinteki-oni from physical dangers as well as plotting their destiny.

Clan Kuraioya Specific Racial Traits

Oni Shapeshift (Clan Trait) Members of the Kuraioya Clan can assume the appearance of a normal, native human of Rosuto-shima. Clan Kuraioya jinteki-oni gain the shapechanger subtype. The form is static and cannot be changed, instead looking the same each time it takes this form. The jinteki-oni gains a +10 racial bonus on Disguise checks made to appear as a normal human. Changing its shape is a standard action. A Clan Kuraioya jinteki-oni can maintain this appearance indefinitely while it remains conscious, but reverts to his normal form if knocked unconscious or put to sleep. In its human form, the Clan Kuraioya jinteki-oni loses access to racial traits based on its appearance or original body, like its bite, claw, or frightful visage racial traits. This trait otherwise functions as *alter self*, save that the jinteki-oni does not adjust their ability scores.

Channel Kuwa Oni (Beast Within Trait) Clan Kuraioya jinteki-oni channel kuwa oni, gaining regeneration 5 (acid and fire) and always gain 2 primary claw attacks (1d6) while in beast form, but unlike most uses don't increase in size as kuwa oni are Medium. They instead gain a +2 enhancement bonus to Strength and Constitution, and +2 natural armor bonus and low-light vision. This form typically even more reflects the kuwa oni, with golden skin, wicked claws, horns, and bulging eyes.





❖ kappa

For hundreds of years, long before the first gaijin traveled to Rosuto-Shima, some say before any humanoids were given the earth by the Celestial Dragons, the kappa inhabited the waters of the island. With the hard shell of a tortoise and the beaked-face of a sea turtle, the kappa has elongated limbs that allow it to walk either on all fours or upright. Living in the oceans, rivers, and lakes in and around Rosuto-Shima, the kappa are tied intrinsically to the health of the waters they live in. As industry has grown and foreign ships have blasted passageways into their homes, the reefs that circle Rosuto-Shima, many have come out of the water to find answers for what is happening to their world. The kappa of Rosuto-Shima are fierce warriors with a mean disposition seeking retribution for what they see is the destruction of their homeland and the sacred spaces of the water kami. The kappa will include two sets of special alternate racial traits, one for “traditional” kappa, and the others for those that have been “mutated” by the pollutants dumped into the water.

The average kappa is roughly 3 ft. 0 in. and 40 lbs., and start adulthood at 10 years old and can live to be well over 250 years old.



Kappa Racial Traits

+2 Dexterity, +2 Wisdom, –2 Intelligence: Kappa are strong and agile, but also considered dim-witted.

Type: Kappa are monstrous humanoids with the aquatic subtype but are amphibious, and can breathe both air and water.

Small: Kappa are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Slow Speed: Kappa have a base speed of 20 feet on land. As aquatic creatures, they also have a swim speed of 40 feet, can move in water without making Swim checks, and always treat Swim as a class skill and have a +8 racial bonus on Swim checks that a swim speed normally grants.

Darkvision: Kappa can see in the dark up to 60 feet.

Claws: Kappa have two claws that count as primary attacks and deal 1d3 points of damage each.

Optionally Quadruped: Kappa are adept at ‘walking on their hands’ due to their elongated limbs. Kappa walking on all fours gain a +4 racial bonus to CMD against trip attempts and their speed is never modified by armor or encumbrance, allowing them to carry great burdens without much difficulty despite their size. This benefit to their speed applies when swimming as well. A kappa cannot wield a weapon or use a shield while on all fours.

Shell: Kappa gain a +2 natural armor bonus to their Armor Class.

Unbindable: Kappa gain a +4 racial bonus to Escape Artist checks.

Languages: Kappa begin play speaking Aquan and Common. Kappa with high Intelligence scores can choose from the following: Auran, Giant, Goblin, Imperial, Kochi-kochi, Sylvan, and Terran.



Example Alternate Racial Traits

While the normal kind of variation found in races is also found in the kappa (see *Traditional Alternate Racial Traits*), the kappa as amphibious beings have been the first race to feel the effects of increased pollution in the waterways in and around Rosuto-Shima (see *Mutated Alternate Racial Traits*).

Traditional Alternate Racial Traits

Beak: Some kappa have a sharp beak that acts as a natural bite attack, dealing 1d4 damage. The bite is a primary attack, or a secondary attack if they are wielding manufactured weapons or using their claws at the same time. This racial trait replaces unbindable.

Improved Shell: Kappa with this racial trait gain a +5 natural armor bonus. This racial trait replaces shell and unbindable.

Mutated Alternate Racial Traits

Prehensile Tongue: Mutations have granted you with an incredibly long and powerful tongue, able to make simple motions to hold or manipulate objects, but not make the fine motor-skill movements needed to wield weapons or use skilled tools. The tongue is able to move objects or retrieve items from the kappa's person as if it were a third arm as a normal action of its type while performing other actions with their hands. This racial trait replaces claws.

Spiked Shell: Odd, sharp, and jagged growths in the kappa's shell prevent these kappa from easily navigating their coral reef homes with their tight tunnels, but excel as added weapons in the kappa's arsenal. Treat these as armored spikes on armor that the kappa is always treated as proficient with. Some kappa will file down or try to remove their spikes, but they always grow back within one week, gnarlier and more jagged than before. This racial trait replaces unbindable.





❖ keshou

Though most closely related to goblins, keshou barely resemble their foreign relatives; they stand upright to a height of around four feet, with broad shoulders and wide skulls. Their thick limbs and stocky build make them heavy for their size and, as a result, they are incredibly hardy. Despite their appearance, keshou have relatively pleasant personalities, though they are slow to trust outsiders and their intense focus keeps most people at arm's length. A former slave race, the keshou were a common feature of households throughout Shangti and across Rosuto-Shima. Freed from millennia of servitude as part of the peace after the War of States, they have excelled beyond anyone's expectations, becoming both skilled craftsman, machinists, merchants, and warriors.

The average keshou is roughly 4 ft. 2 in. and 150 lbs., and start adulthood at 15 years old and can live to be over 250 years old.

Keshou Racial Traits

+2 Strength, +2 Dexterity, +2 Constitution, +4 Intelligence,

–2 Charisma: Keshou are both hearty creatures with strong, powerful, and agile bodies and they are very intelligent, but extremely single minded and insular, making them difficult to deal with.

Type: Keshou are humanoids with the goblinoid subtype.

Medium: Keshou are Medium creatures and receive no bonuses or penalties due to their size.

Slow Speed: Keshou have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

Darkvision: Keshou can see in the dark up to 60 feet.

Low-Light Vision: Keshou can see twice as far as humans in conditions of dim light.

Craftsman: Keshou gain a +2 racial bonus on all Craft or Profession checks to create objects from metal or stone, including steamwork or clockwork devices.

Eternal Hope: Keshou gain a +2 racial bonus on saving throws against fear and despair effects. Also, once per day, after a natural roll of 1 on a d20 roll, keshou may reroll and use the second result.

Master Tinker: Keshou gain a +1 bonus on Disable Device and Knowledge (engineering) checks. Keshou are also treated as proficient with any weapon they have personally crafted.

True Value: Keshou gain a +2 bonus on Appraise checks to determine the price of nonmagical goods that contain precious metals or gemstones.

Language: Keshou begin play speaking Common and Goblin. Keshou with high Intelligence scores can choose from the following: Aquan, Giant, Ignan, Imperial, Kochi-kochi, Sylvan, and Terran.





kijo

The large, ape-like kijo may appear dimwitted to most, but these contemplative creatures have a deep wisdom and understanding of the land, a wisdom that has saved Rosuto-Shima from near destruction on more than one occasion. Naturally a reclusive race, the kijo have strong tribal and familial bonds, and are known to defend their territories ferociously. No event has rocked the world of the kijo more than the Oni Wars, which forced the kijo from hiding and into an apocalyptic battle that nearly decimated the race. It was at this time that many kijo forsook their karma, taking on a more bestial aspect



Kijo Racial Traits

+2 Strength, +2 Wisdom, -2 Intelligence: Kijo are strong and wise creatures, but their bestial nature results in a below average intelligence.

Type: Kijo are monstrous humanoids with the giant subtype.

Large: Kijo are Large creatures and gain an additional +2 size bonus to Strength and a -2 size penalty to Dexterity. Like other Large races they take a -1 size penalty to their AC, a -1 size penalty on attack rolls, a +1 bonus on combat maneuver checks and to their CMD, and a -4 size penalty on Stealth checks. Kijo take up a space that is 10 feet by 10 feet and have a reach of 5 feet.

Slow Speed: Kijo have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

Darkvision: Kijo can see in the dark up to 60 feet.

Natural Climber: Kijo have a climb speed of 30 feet and gain the +8 racial bonus on Climb checks that a climb speed normally grants.

Bond to the Land: Kijo live in deep harmony with the lands in which they are born, and gain a +2 dodge bonus to AC when in a specific terrain type selected from the ranger's list of favored terrains. This choice is made at character creation, and cannot be changed.

Horns: Kijo sport large, heavy horns. The horns give the kijo a gore primary natural weapon attack, which does 1d8 points of piercing damage.

Language: Kijo begin play speaking Sylvan. Kijo with high Intelligence scores can choose from the following: Aquan, Common, Giant, or Goblin.

to defeat the oni. This was the birth of the monstrous yeti. Kijo are a race of large, strong, contemplative creatures with a strong bond to the land.

The average kijo is roughly 9 ft. 6 in. and 350 lbs., and start adulthood at 25 years old and can live to be over 250 years old.



❖ pandajin

Lovers of fine food, good drink, and a peaceful existence, the pandajin are an aloof race of panda-like people often thought of by other races as indifferent and lazy. Yet, when a pandajin is moved to action, they are ferocious, unstoppable creatures who will go to great lengths to achieve their goal.

Plump humanoids with black and white fur, the pandajin closely resemble pandas, although their bear like jaws tend to be less muscular than their animal brothers. They have short legs, with longer arms and thick necks. Mask-like black fur encircles their eyes and they have small, round ears near the tops of their heads. Male pandajin wear their hair short or in a neat up style, while female pandajin prefer intricate or flowing hairstyles.

Adult pandajin stand between 5 and 6 feet tall, and weigh between 134 and 206 pounds.



Pandajin Racial Traits

+2 Constitution, +2 Charisma: Pandajin are hardy and charismatic.

Pandajin: Pandajin are humanoids with the pandajin subtype.

Medium: Pandajin are Medium creatures and receive no bonuses or penalties due to their size.

Normal Speed: Pandajin have a base speed of 30 feet.

Cornered Fury: Whenever a pandajin is reduced to half its hit points or fewer and has no conscious ally within 30 feet, it gains a +2 racial bonus on melee attack rolls and to Armor Class.

Forest Stride: Pandajin can move through natural difficult terrain at their normal speed while within coniferous or deciduous forests. Magically altered terrain affects them normally.

Gregarious: When pandajin successfully use Diplomacy to win over an individual, that creature takes a –2 penalty on attempts to resist any of the pandajin's Charisma-based skills for the next 24 hours.

Integrated: Pandajin gain a +1 bonus on Bluff, Disguise, and Knowledge (local) checks.

Lifebound: Pandajin gain a +2 racial bonus on all saving throws made to resist death effects, saving throws against negative energy effects, Fortitude saves made to remove negative levels, and Constitution checks made to stabilize if reduced to negative hit points.

Languages: Pandajin begin play speaking Common and Sylvan. Pandajin with high intelligence scores can choose from the following: Aklo, Auran, Celestial, Giant, Imperial, Kochi-kochi, and Terran.



✧ sarpa

The sarpa are thought to be closely related to the Celestial Dragons, but this should be no cause for concern among devout loyalists. The sarpa have a morbid relationship with death, as if the race were tied inextricably to both the mortal and the undead realms. A miasma of death clings to the race, and so they are commonly held in low regard by the other races of Rosuto-Shima. The sarpa have nevertheless withstood persecution, proudly secure in their own cultural heritage. The sarpa know nothing of the tenuous grip with which other races hold onto life, ever ready to move beyond the mortal coil. Their presumed divine origin gives even the most bigoted pause, but the sarpa tend to stick to their own, even when living amongst other people. Inspiring equal parts fear and awe, sarpa remain secure in the knowledge that they carry an air of mystery, which has kept them safe from overt persecution.

The average sarpa is roughly 7 ft. 6 in. long to their tail but stand about 5 feet tall and weigh 200 lbs., starting adulthood at 30 years old and can live to be over 350 years old.



Sarpa Racial Traits

+2 Dexterity, +2 Intelligence, -2 Charisma: Sarpa are agile and scholarly, but their appearance, and apparent morbidity, leads to difficult interactions.

Medium: Sarpa are Medium creatures and receive no bonuses or penalties due to their size.

Type: Sarpa are monstrous humanoids with the reptilian subtype.

Normal Speed: Sarpa have a base speed of 30 feet.

Low-Light Vision: Sarpa can see twice as far as humans in conditions of dim light.

Darkvision: Sarpa can see in the dark up to 60 feet.

Legless: Sarpa have no true legs, and cannot be tripped.

Deathless Spirit: Sarpa gain resistance 5 against negative energy damage. They do not lose hit points when they gain a negative level, and they gain a +2 racial bonus on saving throws against death effects, energy drain, negative energy, and spells or spell-like abilities of the necromancy school.

Scales: Sarpa have a +1 natural armor bonus from the fine scales covering their bodies.

Spirit Weapon: Though mortal, sarpa have close links to the spirit world. A sarpa may bestow the *ghost touch* magic weapon quality on a melee weapon in its possession. If the melee weapon leaves the sarpa's possession it immediately loses the *ghost touch* quality. This ability lasts for 1 round per level. This duration does not need to be consecutive.

Swift as Shadows: Sarpa reduce the penalty for using Stealth while moving at full speed by 5, and reduce the Stealth check penalty for sniping by 10.

Language: Sarpa begin play speaking Common and Imperial. Sarpa with high Intelligence scores can choose from the following: Aquan, Giant, Goblin, or Sylvan.



❖ tanuki

Tanuki describes two species on Rosuto-Shima: the raccoon dog, a harmless animal no more intelligent than its canine counterparts, and the tanuki, shapeshifters who often take the form of a humanoid version of a raccoon dog. In this childlike guise, these charming little shapeshifters worm their way into the hearts of shopkeepers and restaurant owners in order to procure free *sake*, food, and to take other liberties. They rely on their natural charm often, as tanuki indulge in everything, wearing out their welcome, and causing all manner of mayhem in the process.

The average tanuki is roughly 3 ft. 0 in. and 35 lbs., and starts adulthood at 10 years old and can live to be over 100 years old.



Tanuki Racial Traits

+2 Dexterity, +2 Charisma, –2 Strength: Tanuki are charming and have the nimbleness to get out of any trouble.

Small: Tanuki are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

Type: Tanuki are humanoids with the tanuki and shapechanger subtypes.

Normal Speed: Tanuki have a base speed of 30 feet.

Low-Light Vision: Tanuki can see twice as far as humans in conditions of dim light.

Sense Poison: Tanuki can use *detect poison* as a constant spell-like ability. The caster level of the spell-like ability is equal to the tanuki's character level.

Change Shape: A Tanuki can assume the appearance of a raccoon dog. The Tanuki always takes this specific form when using this ability. A Tanuki in their raccoon dog form gains a +10 racial bonus on Disguise checks made to appear as an animal. Changing shape is a standard action. This ability otherwise functions as *beast shape II*, with the Tanuki gaining a +4 size bonus to Dexterity, a –2 penalty to your Strength, and a +1 natural armor bonus.

Crafters: Tanuki gain a +2 racial bonus on all Craft or Profession checks to create objects from wood or clay.

Natural Weapons: In their natural form, a Tanuki has a bite attack that deals 1d4 points of damage. In their raccoon dog form, this bite attack deals 1d3 points of damage instead.

Nimble: Tanuki have a +2 racial bonus on Acrobatics and Stealth checks.

Magic of Sake: Tanuki have great affinity for sake, a type of rice wine common throughout Rosuto-Shima. Many claim to gain magical powers when drinking such wine, but what is known is that each swig of sake grants to a tanuki a single casting of one of the following spells: *guidance*, *light*, *purify food and drink*, *resistance*, and *stabilize*. The caster level of the spell-like ability is equal to the tanuki's character level. Each time a tanuki takes a swig of sake, it becomes progressively drunker and takes a –1 penalty to its AC and on Reflex saves for 1 minute. These penalties stack.

Language: Tanuki begin play speaking Common and Sylvan. Tanuki with high Intelligence scores can choose any languages they want (except for secret languages, such as Druidic).



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