

# More Ise Zumi Tattoos

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A survivor of the Scorpion Coup, Bayushi Tashiro was forced into hiding with friends amongst the Mirumoto family. A devout worshiper of the kami, he became entangled in the machinations of Togashi-no-Kami and his servants the ise zumi. After long residence in the northern mountains, the archer was eventually to return to the reinstated Scorpion Clan, carrying with him new secrets of the ise zumi...

## Bonsai

Over the course of a lifetime a skilled gardener can eventually produce a flawless replica of the towering trees of Rokugan in miniature, having cut away every element that is less than ideal. So too does the ise zumi learn to remove distractions and imperfections from his life while he pursues the path to enlightenment.

**Effect:** The ise zumi may cancel the results of a successful roll or action targeting them by sacrificing an unspent point of experience to activate this tattoo. The stroke of a sword will simply miss, or a shugenja's spell will leave him unscathed. Only one roll or action may be countered each time the tattoo is activated, and the tattoo may never be used more times per day than the ise zumi's School Rank.

**Cost:** While the bonsai possesses perfect form, its growth has still been stunted. The loss of experience points IS the drawback for this tattoo.

## Carp

The Carp is the symbol of prosperity and the symbol of the Yasuki family. As the Yasuki family once brought wealth and prosperity to the Crane, they now bring their fortune to the Crab. Prosperity can be fickle, and if not appreciated may move on to someone else. Those with the Carp tattoo tend to rarely want for anything, finding what is needed at the strangest moments.

**Effect:** By activating the Carp tattoo, the Ise Zumi will shortly come across an object that he currently needs or may need in the near future. This may be a bu to pay for his room for a night, or a lost bracelet for an upset hostess. The found item is never something the ise zumi will keep, but something he can trade or give away to good effect. The tattoo may only be activated a number of times per month equal to the ise zumi's School Rank.

**Cost:** Any Yasuki can tell you that nine-tenths of good fortune is hard work. This tattoo has no drawback other than the extremely limited number of times it can be used.

## Coin

The gold coin, the koku, is the symbol of material wealth, representing enough rice to feed a man for a year. Over time, the koku has begun to take on new meaning: no longer just a token for trade and barter, men now lust after the coin and the power it represents. Those with the tattoo of the coin must deal with the double-edged sword of possessing the symbol of merchants.

**Effect:** When the ise zumi activates the Coin tattoo, he creates very basic foodstuffs (steamed rice, a little beanpaste, a few pickles) adequate feed a number of people up to his School Rank. He may do so up to twice per day, thus being able to feed a group of people equal to his school rank on light rations as long as water is available. The food is humble, but nourishing. Carefully divided, the two daily meals could be used to keep as many as five times the ise zumi's School Rank from starving.

**Cost:** While freed from the demands of hunger, the ise zumi becomes a slave to the urges of avarice. The ise zumi receives the Greed Disadvantage at a rank equal to half his school rank rounded up.

## Daisho

The katana is the soul of the samurai, and the wakizashi is the guardian of the soul. Only ise zumi who are of Noble Birth have ever received this tattoo.

**Effect:** Normally this tattoo is always in effect (see cost), granting the ise zumi the power to deflect incoming attacks with his bare hands and making him harder to be hit. The ise zumi's TN to be hit by melee attacks is increased by his School Rank. If he declares Full Defense, he may keep a number of dice on his Defense roll equal to his School Rank.

**Cost:** To be forever marked with the symbols of the samurai class affects the ise zumi's perception of honor. All of the ise zumi's Honor gains and losses are doubled, but any time his Honor Rank is less than his School Rank, the Daisho tattoo no longer gives the ise zumi its protection.

### **Dai-Tsuchi (Warhammer)**

The dai-tsuchi is a massive, powerful weapon, most often seen the hands of Crab bushi. Once an implement of simple miners, fit for turning boulders into pebbles, the Crab saw in it the potential to shatter the thick shells of some of their most deadly foes. With the dai-tsuchi, each blow can demolish the defenses of an opponent, but it requires the user to choose their strikes wisely.

**Effect:** When this tattoo is activated, it lends crushing force to the ise zumi's blows. Subtract twice the ise zumi's School Rank from the protection provided by armor (both samurai and monster types) when the he strikes with his hands. The tattoo remains activated for a number of turns equal to the ise zumi's School Rank and may be activated a number of times per day equal to his Earth Ring.

**Cost:** The hammer is a devastating weapon when it connects, but it is hard to recover and prepare a defense. While the tattoo is activated, the ise zumi automatically has an initiative of 1+School Rank (and does not get to roll). Other effects cannot increase this total.

### **Hand Mirror**

**Effect:** When this tattoo is activated, the Ise Zumi can perfectly copy an action done by someone else in the same turn. Any one skill roll can be precisely reproduced by the Ise Zumi. The Ise Zumi can only mimic raises called up to his School Rank – if the character called more raises, he can not duplicate that roll.

**Cost:** While the Ise Zumi can perfectly mirror the actions of another, this does not help him learn on his own merit. As such he requires one more XP than normal each time he raises his own skills.

### **Hare (Usagi)**

The Hare is a quick creature, capable of travelling quickly across difficult terrain and avoiding enemies. Ise zumi with the Hare tattoo are known for their athletic prowess.

**Effect:** When the ise zumi activates this tattoo, they gain the speed and leaping ability of the Hare. Add the monk's School Rank to his Agility when running. The monk also becomes capable of leaping straight up a number of yards equal to his School Rank and leaping across distances equal to twice that. The tattoo remains activated a number of turns equal to the ise zumi's School Rank.

**Cost:** The Hare is not known for ferocity. When resisting a Fear effect, the ise zumi use the lower of either his School Rank or Willpower.

### **Kharmic Wheel**

Invisible threads of karma unite the people of Rokugan. Each person that interacts strengthens these ties. Some ties are strong enough to pass through generations and incarnations, uniting people who have met in previous lives. The Kharmic Wheel tattoo allows the ise zumi to detect and strengthen these bonds between himself and another person.

**Effect:** Each rank (including the one when this tattoo is first gained) the ise zumi can "discover" a kharmic tie between himself and character. The strength of this new Kharmic Tie is equal to the ise zumi's School Rank at the time it was discovered.

**Cost:** The ise zumi's fate is tied to that of the person who he is tied to. The Game Master has full control of the effects of this tattoo on the destinies of the ise zumi by association with the characters he becomes bonded to. In some cases of abuse, the Kharmic Tie may transform into the Nemesis flaw.

### **Lightning**

Lightning is the symbol of the Kitsuki family. When lightning crackles across the sky, things that were obscured are subject to sudden revelation much like a flash of inspiration in the mind of the inquisitive man.

**Effect:** When activated the Lightning tattoo creates a crackling ball of light in the ise zumi's hand, illuminating the darkness. The radius of this light is 50 feet. This light causes objects normally hidden from sight to glitter slightly, lowering the difficulty of the ise zumi's Perception rolls by 5 x School Rank. The light lasts only a single turn, so the ise zumi gets only a brief glimpse (and only one roll). The ball does not

cause damage, but does appear fairly intimidating and may be summoned a number of times per day equal to the ise zumi's School Rank.

**Cost:** Ise zumi who have the lightning tattoo gain a fascination with truth and directness of speech. Any rolls made by the Ise Zumi to speak eloquently or to lie or speak carefully requires the expenditure of a void point.

## **Pomegranate**

The pomegranate, symbol of the Agasha family, represents the future. Each of the seeds is seen as a different possibility hidden within the whole.

**Effect:** The Ise Zumi may activate this tattoo to 'take back' an action he has just performed. The ise zumi must spend a void point to activate the tattoo, at which point he effectively plays that turn (in combat) or action over again. All actions targeting the ise zumi are repeated (using the same rolls and results), but the ise zumi himself must take a different action: he remains silent when he had spoken, uses different words to make his plea, attacks a different opponent, turns left instead of right. This tattoo may be called upon no more than once per day.

**Cost:** While men have the power to make their own destiny, Fate seems to take a dim view of kami trying to do so, and tattoos draw their power from a Kami... Each time this tattoo is activated, the Game Master may decide at a later time to 'take back' an action that the Ise Zumi has performed, forcing him to choose a different course of action. The Game Master may not 'take back' an action that the monk has used this tattoo on, nor can the ise zumi use his tattoo to change the action a second time.

## **Thunderclouds**

Thunder is the sound of battle in heaven, and represents the fury of Osano-Wo. The Ise Zumi who wears the tattoo of the thundercloud connects himself with the Fortune of Thunder, and is often seen with a strange blue glow to his eyes.

**Effect:** An ise zumi with the Thundercloud tattoo can breath forth bolts of lightning from his mouth. The Ise Zumi rolls Air + School Rank to hit his target, and may strike a number of targets as his School Rank. This attack ignores armor, and has a DR of Air+School Rank, keeping School Rank.

**Cost:** The cost for the Thunder tattoo is the same as that of the Dragon Tattoo.

## **Typhoon**

The typhoon is the seasonal hurricane wind, which inspires legends and to give sailors a healthy fear of storm clouds at sea. These howling storms can smash against the shores of Rokugan for days, relentlessly crushing anything in their path.

**Effect:** When activated, the Typhoon tattoo grants the Ise Zumi the might of the storm. The Ise Zumi adds his School Rank to his roll to determine his position on the Battle Chart for a number of battle turns up to twice his School Rank.

**Cost:** When the battle is done the ise zumi pays a heavy toll in exhaustion. His wound penalties are increased by 1 (with a minimum of -1) for a number of days equal to the number of turns on the battle chart the tattoo was in effect.