

New Tattoos

Anvil

Power: The Ise Zumi's skin becomes hard stone. He gains a monster armour rating equal to Earth x 3. This ability may be used a number of times a day equal to the Ise Zumi's school rank, and lasts a number of rounds equal to the Ise Zumi's school rank.

Cost: When in his stone form, the Ise Zumi is slow to move (the anvil is to be pounded on). His initiative is lowered by his armour rank.

Flame

Power: The Ise Zumi tattooed with the flame tattoo becomes immune to flame and heat. The Tattooed man with this tattoo may ignore an amount of damage from magical fire equal to his school rank x2, by spending a void point.

Cost: The Ise Zumi's touch is painfully hot to others, and may cause combustibles to catch fire. The tattoo man adds his school rank to the TN of a social roll.

Torii (prayer gate)

Power: The Ise Zumi is imbued with a religious fury. When making an attack against a Shadowlands creature or tainted individual the tattooed man adds his shintao skill rank to his hit and damage rolls. When attacked by a creature with the taint, the Tattooed man may add his shintao skill to his TN to be hit.

Cost: While the soul is righteous the body is still susceptible to corruption. When the Ise Zumi takes on taint, they lose an equal amount of honour to the amount of taint they receive.

Dark Mempo

Power: The Ise Zumi becomes invisible. He can go anywhere and do anything he wants. Those wishing to detect the Tattooed man roll their perception vs. the void of the Ise Zumi. The Ise Zumi adds his school rank + void to his TN to be hit.

Cost: The cost of this tattoo is high. The Ise Zumi is lost to the world of the void. The Tattooed man may never regain visibility, and loses the ability to speak. Not only that, no one can remember what you sounded like or looked like. The only ones still able to see the Ise Zumi are Oni who sees the deception, not the deceiver.

Third Eye

Power: The Ise Zumi gains the ability to see through illusions. Whenever the Ise Zumi is confronted by a

illusion, he can see the truth behind it by spending a void point.

Cost: The Ise Zumi cannot lie about anything.

Yin

Image: A white teardrop shape. Represents the feminine or yielding aspect of the world. While this grants the Ise zumi a soft and unbreakable nature, it saps the monk's ability to behave aggressively. The overall effect also imbalances the chi slightly, making meditation more difficult.

Usage: Both the benefit and penalty are in constant effect for the tattooed character.

Benefit: The character keeps an additional number of dice when rolling for full defense equal to her school rank. The monk also rolls one extra die on Stamina rolls.

Penalty: The character may not declare full attack. The monk keeps one less die on Willpower rolls. The TN to meditate is increased by +5.

Yang

Image: A black teardrop shape. Represents the masculine or rigid aspect of the world. While this grants the Ise zumi a dynamic and aggressive nature, it limits the monk's ability to absorb without breaking. The overall effect also imbalances the chi slightly, making meditation more difficult.

Usage: Both the benefit and penalty are in constant effect for the tattooed character.

Benefit: The character keeps an additional number of dice when rolling for full attack equal to his school rank. The monk also rolls one extra die on Willpower rolls.

Penalty: The character may not declare full defense. The monk keeps one fewer die on Stamina rolls. The TN to meditate is increased by +5.

Harmony

Image: A circle divided into equal parts of white and black, separated by an "S" shaped curve. Represents the sum of the world and its singular nature that arises from opposing forces. This tattoo may only be created by tattooing both Yin and Yang on a single person. The two tattoos join to form the single harmony tattoo, and the effects (good and bad) of both components are lost. Any further attempt to place a Yin or Yang tattoo on the monk will meet with failure. This is in essence a "double tattoo" (counts as two separate tattoos) so its benefit does somewhat outweigh the penalty.

Usage: The benefit may be called upon a number of times per day equal to the school rank of the ise zumi. The penalty is always in effect.

Benefit: The monk may call upon the tattoo to keep an additional number of dice equal to his school rank during any roll.

Penalty: The character exists at a such a heightened state of harmony at all times that it has become quite difficult to be exceptionally harmonious and recover void points. The TN to meditate is increased by +10.

Sashimono (Back Banner)

by Sir Callin

The sashimono is used by samurai to herald who they are and as a rallying point for their troops during times of conflict.

Effect: When the power of the tattoo is activated the ise zumi begins to glow a bright gold, something which is readily seen across the breadth of a battlefield. All allies within 10' x the ise zumi's Honor Rank roll an extra die for attacks and gain an extra die to roll and keep when resisting Fear effects. The ise zumi can activate the tattoo a number of times a day equal to his School Rank. The effects lasts one minute x the ise zumi's School Rank or one Battle Turn.

Cost: The ise zumi does not gain the benefit of the tattoo himself. However, due to the glow, he often is a target for opposing forces. During any armed conflict that the Ise Zumi is using the tattoo he will be singled out for attack by the enemy. If rolling on the Battle Table the ise zumi is automatically shifted one column to the right (if possible).

Bonsai Tree

by Sir Callin

The art of the Bonsai consists of dwarfing a tree. This requires careful pruning and control of the way in which the plant grows. In the end it creates a living, breathing tree in miniature.

Effect: Once a day for a number of hours equal to his School Rank the ise zumi is able to shrink himself and the clothes he is wearing down to any smaller size he desires, down to a minimum height of one inch. He must choose one size and can not change down to a different size until the next day. Ending the effect early requires a full minute of meditation with a TN of 15.

Cost: The obvious cost is that the ise zumi can become too small to actually do anything or even use his own possessions. Such things as climbing stairs at one inch tall turns into a major mountaineering expedition, etc. Also, losing even one foot of your height will completely alter the way you interact with the world. The ise zumi's physical skills may not exceed his School Rank while under the effects of this tattoo.

Carp (Prosperity)

The Carp tattoo, symbol of the Yasuki family, continues to guard it's secrets... For now.

Candle

by the Chaoist

The candle shows the link between the material and spiritual worlds, and is often used as an aid to meditation. The essence of the candle is consumed, releasing light and heat. An ise zumi with the candle tattoo is very closely linked to the realm of spirits. The monk must be very careful: by using this tattoo he is essentially burning his own essence, and over use can have terrible consequences...

Effect: The ise zumi can spend void points up to his School Rank on any action.

Cost: If the Ise Zumi ever spends his last void point his contact with the material world fades to almost nothing, guttering like a candle on the verge of being extinguished. The maximum number of dice the ise zumi can roll for any action in this state is limited to no more than his School Rank. This lasts until all his void points have been completely replenished.

Fuurin (Chimes)

by Sir Callan

Wind chimes have long been placed over the doorways into peasants' homes, as a way of warding off harmful spirits.

Effect: Ise Zumi with this tattoo emit a constant chiming noise heard only by those beings with Shadowlands Taint. These beings are disconcerted by the strange noise and must make a Willpower roll vs. a TN of 15 to not react obviously to it. A number of rounds per day equal to his rank the Ise Zumi may increase the force of the chimes. This acts as a Fear effect equal to his School Rank to all beings with Shadowlands Taint whose Fear Rating is less than the ise zumi's School Rank.

Cost: Due to the constant chiming the ise zumi is unable to sneak up on beings with Shadowlands Taint and they can never be surprised by any group with the ise zumi among them.

Coin

The powers of the Coin tattoo remain a mystery to this Phoenix.

Constellation

by Pat Gamblin

Throughout Rokugan's history, shugenja and monks have used the heavens as a guide to the future. Symbols and patterns in the stars can give insight into the workings of the universe.

Benefit: This ise zumi may spend a full night meditating under the stars, watching them carefully and, perhaps gain insight into the future or the present. The ise zumi rolls and keeps dice equal to his or her Rank + Astrology. If the roll is 20 or higher, he has a vision. The vision is very vague, as most visions are. The vision should not state anything blatantly, but, rather, should allude to certain things. Raises to this roll may give more detail or cause the vision to be easier to interpret.

Cost: Knowledge of the future is not always a good thing. The ise zumi cannot spend void points on any action directly pertaining to the events shown in the vision, especially if they are trying to thwart it. This can leave the ise zumi without the benefit of void points for hours or even days as a vision plays itself out!

Daikyu and Arrows

by Sir Callan

Effect: This allows the ise zumi to summon and launch an arrow from nothing. He can launch a total number of arrows per day equal to his School Rank. The attack is rolled using Reflexes + Archery. The strength of the 'bow' is equal to his Water Ring. The type of arrow launched depends on the type of arrow that is part of the tattoo. When gaining this tattoo the player chooses the type of arrow that is drawn: ya, armor piercer, watakusi, humming bulb or karimata. Each time the ise zumi gains a School Rank another arrow of the player's choice is added to the design.

Cost: Creating the arrow requires the ise zumi's absolute focus for 5 - School Rank rounds. During that time the TN to hit the ise zumi drops to 5. Once formed, the arrow must immediately be used or it fades away.

Daisho

The precise effects of the Daisho tattoo have yet to be revealed, but it seems clear that the symbol of the Mirumoto family is only found on ise zumi of Noble Birth.

Drum

I have not determined the secrets held by the few ise zumi who have received the tattoo of the Drum.

Sanrau (Egg)

by Sir Callan

The egg represents the creation of life from life that already exists. Life from life. The tattoo requires another diagram within the egg. The design is up to the player, but common designs are small birds, squirrels, and lizards (and other animals smaller than a bread-box).

Effect: Once a day per Rank, the Ise Zumi is able to create a small creature represented in the design as an extension of himself. This animal is able to move on it's own and will follow simple commands from the Ise Zumi. As this creature is an extension of the Ise Zumi he is able to use the creature's senses even over distances. The creature has Rings all equal to 1, wounds equal to the ise zumi's Earth, and no skills. So far, all such creatures have been a uniform flat black color.

Cost: Since the creature is an extension of the Ise Zumi, if something the creature should be destroyed the Ise Zumi will suffer 1 Wound Rank for each such creature killed. The wounds may not be healed by any means except time.

Fan (Courtier's Fan)

by Pat Gamblin

The courtier's fan is the symbol of the courts of Rokugan. They are often used to hide a courtier's face and, therefore, their true intentions.

Benefit: Anyone trying to use Awareness or it's related skills and techniques on the ise zumi has their difficulty raised by the ise zumi's School Rank x5.

Cost: The ise zumi finds himself drawn to intrigue and the courtly. The Ise zumi gains the disadvantages of Fascination (politics) and Meddler.

Hollow Circle (The Universe)

inspired by the Chaoist's 'Bonsai Tree'

In the circle one finds unity and perfection. All things arise from a single thing. The mastery of all arts with no teacher.

Effect: All of the skills an ise zumi tattooed with the hollow circle has that are equal to or less than the ise zumi's School Rank are considered to be one rank higher. This does not give the ise zumi a rank of one in skills he has not yet learned.

Cost: The wise man realizes how little he knows. The ise zumi receives two less points of insight (minimum of 0) from each of his skills. When this tattoo is received, recalculate the ise zumi's insight, but this will not cause him to lose School Ranks already achieved.

Tsuta (Ivy)

by Andrew Getting

Effect: After meditating for 5 - School Rank minutes the ise zumi may begin to climb any solid surface at their normal walking speed. This Tattoo may be invoked a number of times per day equal to the ise zumi's School Rank.

Cost: Once started, the ise zumi may not stop or pause until they reach the top or are forced off the surface. The Ise zumi's TN to be hit is reduced by half while climbing.

Sparrow (Humility)

by Jay Wrobel

The sparrow sings its song not for praise but simply because it can. An Ise Zumi with this tattoo is humble in all aspects of his life. But the most humble of creatures can harbor unexpected depths.

Effect: School Rank times per day, the ise zumi may raise his traits and/or skill levels to equal his opponent in a single contested roll or for one round in other sorts of contests (including melee).

Cost: in all opposed tests the ise zumi's trait and skill levels are reduced to the level of the opponent, if greater than the opponent's. Additionally, the ise zumi needs twice as many glory points to gain Glory Ranks, as he never boasts of his accomplishments, passing on the credit to others.

Lightning (Sudden Illumination)

Still do I search for the magic hidden in the Lightning tattoo, symbol of the Kitsuki family.

Lucky Cricket

by Jay Wrobel

Crickets are a symbol of luck of the traveler, for they are the silent watchers of the night, singing their songs unless danger approaches.

Effect: This tattoo gives the ise zumi a heightened awareness of danger. The ise zumi rolls and keeps an additional number of dice equal to his School Rank to avoid traps, ambushes, and other hostile surprises.

Cost: the Ise Zumi constantly makes a noise, either whistling, humming, or some other vocalization, even when sleeping. The noise only stops when the ise zumi is in immediate physical danger (facing an opponent) or when the ise zumi spends a void point to control the tattoo. The ise zumi then manages to stifle himself for a number of minutes equal to his School Rank. This noise causes the Ise Zumi to roll one less die for all tests in courtly or formal social settings.

Mantis

I am still seeking after the secret of the Mantis tattoo, symbol of the greatest of the minor clans.

Mempo

by Pat Gamblin

A samurai's mempo is meant to be fearsome enough to scare a samurai's enemies and fill them with dread. This tattoo takes the form of a terrifying mask covering the ise zumi's entire face.

Benefit: The ise zumi has a Fear rating equal to his School Rank + 1.

Cost: The Fear effect is continuous. As a result the ise zumi must drop all dice less than his Fear rating on all social rolls.

Mirror (Round Ceremonial type)

by Jay Wrobel

Though the eyes of men may be misled, the mirror only sees purity and the truth.

Effect: The ise zumi may sometimes 'notice' illusions or that a person is tainted, under the effects of a spell, or otherwise disguised. This is not a deliberate act. The GM should make the roll secretly using Air + School Rank with an average TN of 20 when the ise zumi encounters such hidden truths. No details about the falsehood are gained. The ise zumi simply senses that the truth has been hidden.

Cost: Just as the mirror only shows, so too the ise zumi may never tell (either verbally or non-verbally) another about his premonitions. He may try to cause the truth to reveal itself.

Orochi (Sea Serpent)

by Pat Gamblin

The orochi represents the boundless power of the ocean at its worst.

Effect: When the ise zumi calls on the power of the orochi he is filled with its unending aggressive might. The effects of the tattoo last for a number of Battle Turns equal to the ise zumi's School Rank. During that time the ise zumi's wound penalties are reduced by half his School Rank (round up) and he keeps one less die of damage from the battle table each turn. Using the tattoo in a skirmish counts as a single round of battle. This tattoo may be used once per day.

Cost: After the duration runs out or the battle ends, the ise zumi immediately takes damage equal to (# of Battle Turns used)k1 as the strain catches up with his mortal body. He must also rest (no more than low activity) for as many hours as the tattoo was used.

Pearl

by Jay Wrobel

The pearl is the symbol of knowledge. It is said that each of the Dragons has a pearl within them that gives them their wisdom.

Effect: School Rank times per week, an Ise Zumi with this tattoo can temporarily gain all Lore skills at a rank equal to his School Rank by meditating for an hour. This effect lasts for one hour.

Cost: While the ise zumi is filled with the wisdom of a Dragon, he is emptied of the compassion of Man. His Awareness drops to 1 and he acts as if he had the Insensitive disadvantage and the Heartless advantage. Only cold, pure logic can move the ise zumi.

Plum Blossom (Spiritual Nourishment)

The sacred flower of the Togashi family, the Plum Blossom remains as mysterious as the ise zumi themselves.

Peony Blossom

by Doji Fuchi

The peony is a hardy flower known for frequently growing twin blossoms.

Effect: Once per day the ise zumi may split into a pair of identical twins for a number of rounds equal to his School Rank + 1. Only clothing is duplicated, with other items being randomly divided between the twins. Both twins may take actions independently of the other, and share the character's void points. All injuries to either twin are applied to the ise zumi when they merge.

Cost: The peony plant, while beautiful, often takes several years to blossom for the first time. The ise zumi must wait 10 - School Rank rounds after activating the tattoo before its effect begins. He may take actions as normal while waiting for peony to blossom. Once called upon it cannot be stopped from 'twinning' the monk.

Pomegranate

As of yet I have not discovered the secret of the pomegranate, symbol of the Agasha family.

Saya (Empty Sheath)

by Sir Callan

The tattoo of the empty sheath represents a desire for peace and non-conflict.

Effect: For a number of rounds equal to the ise zumi's School Rank he will be ignored in combat. This effect immediately ends if the ise zumi attempts to attack.

The ise zumi does not have to raise to attempt to disarm an opponent of equal or lower School Rank.

Cost: The Ise Zumi may never willingly initiate a fight. When he does enter combat his desire to still see a peaceful resolution will cause his attacks to always resolve at the end of the round. He still declares his action in the order dictated by initiative.

Scroll

by Jay Wrobel

The ways of the kami are written upon the scrolls of the shugenja. To the uninitiated these scrolls are gibberish. To Rokugan's shugenja they are the ways of the spirits. All these scrolls are accepted as the words of wisdom from the gods.

Advantage: An ise zumi with this tattoo receives the Elemental Attunement advantage, but senses the presence of magic with their Void instead of

Awareness. The ise zumi also gains the Spellcraft skill at a rank equivalent to their School Rank.

Cost: The ise zumi becomes quite infatuated with magics of all sorts. He gains the Fascination (magic) disadvantage and all shugenja interacting with him roll an extra die on social rolls.

Tessen (Iron Fan)

by Jay Wrobel

As the courtier's fan rules the court, so the iron fan rules the battlefield. With its armies are moved and tactics unveiled.

Effect: This tattoo allows the ise zumi to add or subtract his rank as a modifier on the Battle Table and may use Void instead of Water for Battle tests. Also, he may declare his level of engagement after advantage has been determined.

Cost: The tessen demands constant learning of tactics and strategy. A tessen-tattooed ise zumi may not increase a skill to a higher rank than his Battle skill. Also, he will never remain neutral while a battle is taking place. While in battles the ise zumi may only gain Glory as a result of Heroic Opportunities, as the ise zumi declines recognition for any lesser deeds.

Waterfall

by Chunkai 'Kevin'

A Waterfall is a place for contemplation and cleansing. By sitting under the waterfall, a man will be constantly cleansing himself of impure thought.

Effect: By activating this tattoo, the ise zumi can increase his own self-awareness. Whenever he contemplates a question or puzzle, he can raise his Intelligence by his School Rank in regards to contemplating the problem.

Cost: The tattooed man will strive for physical purity and well as mental. The ise zumi cannot stand a single stain on himself or his personal clothing. If he is not physically clean, he cannot contemplate other problems.

White Stag (Symbol of the Hantei)

I have decided to hold off on this tattoo until reading the Winter Court sourcebook. New information may present itself.

Spider-web

inspired by Sir Callan's 'Ivy'

Effect: The ise zumi is able to use his chi to bind up a target, holding them in place. His target is allowed to make a contested roll of Water vs. the ise zumi's Water + Rank to avoid being entangled. If the ise zumi is successful in binding the opponent, the target may take no actions and is considered to have a TN of 5 to be hit. Each

round the target may repeat the contested roll in an attempt to escape. The total amount of time the ise zumi may maintain a hold on a target per day is a number of rounds equal to his School Rank + 1. This may be divided into several short uses or expended in one long effort.

Cost: It takes the ise zumi 5 - School Rank rounds to weave his 'web'. During that time and while holding the target, the ise zumi's own TN to be hit is 5 due to the intense focus required.

Multiple Tattoos

In my game there are numerous other tattoos I hand out to ise zumi where they seem appropriate, and I am also working on some coherent rules for "Embellished tattoos" Sort of level two tattoos where a character has an existing tattoo and gets it reworked or expanded at a later rank instead of getting a new tattoo. Sometimes this reduces the penalty, sometimes it improves the effect or number of uses, and sometimes the effect of the original tattoo is greatly altered.

Imperial Dragon

by Scott Gearin

The Dragon clutches an orb bearing the seal of the Hantei dynasty in its five-fingered claw. It also wears the white antlers of the imperial stag. The heart's fire may be called upon School Rank + Honor Rank Times per day, and recovering from it takes only 6 - Schoolrank rounds.

Jade Dragon

by Scott Gearin

The Dragon is surrounded in soothing green flames and its scales are embellished in the many hues of the sacred jade. The ise zumi's heart fire now only burns those touched with the taint. Invulnerability and armor do not reduce the damage. It takes only 1 round to recover from using this tattoo.

Greater Fortunes

Megumi, Fortune of Heroic Guidance

Power: The Ise Zumi with this tattoo has the favor of Megumi, and shares of his knowledge. The Ise Zumi's player may ask the Gm for a hint. This may be done once per gaming session.

Cost: "The Fortunes are subtle." The Gm's hint may not be something obvious.

Fukurokujin, Fortune of Wisdom

Power: This tattoo gives the Ise Zumi the blessing of Fukurokujin, the Fortune of wisdom. A number of

times a day equal to his school rank, the tattooed man may gain any one high skill(one use). This skill has a level

equal to the Ise Zumi's school rank.

Cost: Whenever this tattoo is invoked, one of the Ise Zumi's other skills is decreased by the level of the temporary skill. This takes effect the next time the character uses this skill after this tattoo is used. This tattoo may not be one of the Ise Zumi's starting tattoos.

Ebisu, Fortune of Honest Work

Power: The Ise Zumi with this tattoo has the blessings of Ebisu. Whenever the Ise Zumi gains honor, he gains one experience point. He only gains one experience point, no matter how much honor he gains at the time.

Cost: "The deeds of the simple go unnoticed."

Anytime the Ise Zumi gains glory, the amount of glory he gains is halved, as someone else takes credit for his deeds. Fate aspires to keep the Ise Zumi humble.

Bishamon, Fortune of Strength

Power: This tattoo gives the Ise Zumi the blessing of Bishamon, the Fortune of strength. The power of this tattoo allows the Ise Zumi to add his school rank to his strength for a number of rounds equal to his school rank. This ability may only be used a number of times equal to his school rank.

Cost: Whenever the Ise Zumi uses the power of this tattoo his perception may not exceed his school rank. This tattoo may not be one of the Ise Zumi's starting tattoos.

Daikoku, Fortune of Wealth

Power: The Ise Zumi with this tattoo has the blessings of Daikoku. The Ise Zumi may acquire (once per day) a number of Koku equal to his school rank. The gaining of these koku happens by circumstance.

Cost: "Money comes and money goes-such is the cycle of economy." By the next day the Ise Zumi must have spent all the money and gotten rid of any materials bought with the money. If he keeps any of the stuff he bought with this money, its cost is deducted from the amount he gets the next day when he uses this tattoo. This tattoo is meant to buy temporary things, such as food and shelter.

Benten, Fortune Romantic Love

Power: The Ise Zumi finds that all people he deals with accept him at face value as good natured, honest and sincere, as if he had the advantage of Benten's Blessing.

Cost: If the Ise Zumi ever offends anyone he suffers from the effects of Benten's Curse.

Jurojin, Fortune Longevity

Power: The Ise Zumi life span is extended. He ages 1 year for every 3 years of real time.

Cost: The Ise Zumi sees others as short lived and as such feels apart from them. All social rolls are at a further +10 to his TN.

Hotei, Fortune Contentment

Power: The Ise Zumi can bring good luck to anyone who accompanies them.

Cost: The Ise Zumi is annoyingly happy all the time, seeing the good in anything, everything and anyone, ever the most foul of enemies.

Lesser Fortunes

Inari, Fortune of Rice and Good grains

Power: The Ise Zumi with this tattoo has the blessings of Inari. The Ise Zumi has the ability to purify food from poison, rotting/spoiling, insect infestation, whatever, making it perfectly eatable. He may purify a number of meals (for individual people) equal to his school rank per dining experience.

Cost: "The Earth will provide." The Ise Zumi is denied anything more appetizing in favor of rice or grain. He may only eat rice (by itself) and grains.

Suitengu, Guardian of the Waters

Power: The Ise Zumi with this tattoo has the blessings of Suitengu, and gains the ability to breathe underwater, much like a fish.

Cost: The Ise Zumi with Suitengu's blessing may only breathe underwater for a number of hours equal to his water ring, per day. Note that the Ise Zumi is actually breathing underwater, not holding his breath.

Tenjin, Fortune of Writing and Literacy

Power: This Ise Zumi with this tattoo has the blessings of Tenjin. The Ise Zumi with this ability has an amazing ability to remember written information. The Ise Zumi may remember anything they have read, perfectly.

Cost: The Ise Zumi with Tenjin's blessing must be able to understand what he is reading to be able to remember it. He cannot memorize shujenga scrolls or anything that is encoded in a code he doesn't know.

Osano-wo, Fortune of Fire and Thunder

Power: The Ise Zumi is empowered with the strength of the Osano-wo and as such is capable of hitting things with the power of thunder. He strikes opponents for [Air] keep [School] in damage instead as normal.

Cost: The Ise Zumi temper becomes short leashed and when his temper breaks he must roll a Willpower test

at TN 15 not to fly into a brutal attack at whomever made him lose his temper.

Guardians of the Four Winds

The Guardians of the Four Winds are each depicted as having an oni under one foot and with a flaming sword in one hand. A Ise Zumi with the blessings of these fortunes may summon a similar blade. The power of the blade is different for each wind, though all share the same cost. The blade does damage equal to School +1 K school. Instead of a kenjutsu skill, the Ise zumi uses his Shintao skill to use this sword. This weapon ignores monster armor values.

Jikoju, East Wind

Usually known best by the sailors of the Emerald Empire, the east wind is a salvation to all who sail the seas, as it will blow you ashore in Rokugan eventually.

Power: Every time the Ise Zumi strikes his opponent, the opponent must make a Contested Strength test and if he fails he will be flung back 5 feet + 5 feet for every raise the Ise Zumi bid.

Zocho, South Wind

The hot southern winds can be as much a herald of spring and summer as the herald of a drought.

Power: The Ise Zumi's sword strikes seem to possess the heat of the sun and each time he strikes the opponent will feel as though the air itself were being such from his lungs by the cloying heat. A simple Stamina roll at TN 15 is needed not to succumb to the effect and be disoriented for a round.

Komoku, West Wind

The west wind is a fast and fickle thing, often blowing incredible hard at one moment and then dropping to nothing the next.

Power: The Ise Zumi's blade will strike with extra dice equal to the Ise Zumi's Air Ring once every third round.

Tamon, North Wind

The winds of the north are cold and have been known to kill with their chill. The blowing of a cold north wind often means the coming of winter.

Power: The Ise Zumi's skin turns as cold as ice, and his blade flickers with blue fire. This is a cold flame, and instead of burning with heat, it burns with intense cold. The blade of Tamon will extinguish any flames it is thrust into.

Cost: The blade summoned can only damage those with the Shadowland's taint. It cannot harm those

unafflicted by its taint. Activating this tattoo to create the sword also takes an action in combat.

Animals

Bear

Power: The Ise Zumi is given the strength and stamina of a great bear when he activates this tattoo. Double the Ise Zumi's Strength for the purposes of Damage and double his Earth ring for the purposes of taking damage.

Cost: The great bear is a slow animal and when fighting, easily slips into berserk rages. The Ise Zumi's Reflexes and Agility are halved and for every wound Rank taken the Ise Zumi must roll his Willpower at TN 15 not to fly into a berserker rage. When enraged, the Ise Zumi will always do a Full Attack.

Fox

Power: The Ise Zumi gains the ability to be stealthy and quick, moving with the grace and speed of the tattoo's namesake. He gains a Stealth skill equal to his school rank and +1 to his Agility.

Cost: The Ise Zumi is consumed with nagging sensation to play tricks whenever possible. The Ise Zumi cannot pass up an opportunity to play a practical joke.

Wolf

Power: When using the Wolf the Ise Zumi becomes a fearless hunter and tracker. He gains raises equal to his rank when making Hunting rolls.

Cost: Wolves are pack animals and as such the Ise Zumi has difficulty when alone. If he is not actively tracking something he will suffer from the phobia of being alone. He is at +5 to all TNs till he rejoins any group of people.

Hawk

Power: The Ise Zumi with the Hawk tattoo gains the ability to fly. The Tattooed man may move at a rate equal to his air x 10 (feet per round), and at 30' above the ground (both of which are the same as Wind-Borne Speed spell). The Tattooed man may use this ability a number of times equal to his school rank.

Cost: The Hawk is able to fly because of its hollow bones. When the Ise Zumi calls upon the powers of this tattoo he takes an additional -1 wound rank penalty when damaged.

Serpent

Power: The Ise Zumi learns to make the hypnotic swaying motions of a snake before striking. After

initiatives have been rolled the Ise Zumi may make a school rank check vs. the highest initiative rolled. If successful, the Ise

Zumi may make one action before any one else. He may not make an action at the initiative he rolled (still only one action per round!). This ability may only be used once a day, and may only be used if the Ise Zumi does not have the highest initiative.

Cost: Serpents are cold-blooded creatures. The more this tattoo is used, the more like a serpent the tattooed man becomes. Each time the tattoo man activates this tattoo he loses honour equal to the difference between the Ise

Zumi's initiative and the highest initiative that round.

Evil tattoos

The passage of the years, many Ise Zumi have travelled into the Shadowlands in order to try to help destroy the evil that is there. Many do not return. The Maho-tsukai have taken dead Ise Zumi and skinned them in order to delve into the secrets of the tattoos that they wear. Over the years a few "evil" tattoos have surfaced, worn proudly by tainted Ise Zumi and Shadowland agents.

Oni

Power: This is the tainted version of the Dragon tattoo. The wearer can wield tainted bale fires, casting balls of green flame at his opponents. The DR of the fire is equal to the Fire Ring of the wearer.

Cost: Possession of this tattoo has two effects on the wearer. The first is similar to the Dragon tattoo, in that the wearer must rest after blasting away with the bale fire. The second is that the bale fire slowly eats away at the wearer, eventually destroying him in an explosion of green flame. All within a 20 foot diameter take damage equal to twice the wearers Fire Ring.

Bakemono

Power: The wearer gains raises equal to his school rank for any Reflexes test.

Cost: The wearer becomes hyperactive, talking real fast and constantly moving about.

Ogre

Power: The wearer gains extra dice equal to his school rank for Strength and Stamina tests.

Cost: The wearer can only concentrate on one task at a time. The wearer may not use the Full Defence maneuver.

Skull

Power: The wearer had the power to summon and control the dead. He may control one undead per school rank and only if he makes a successful Void roll at TN 15 to summon the undead.

Cost: The wearer slowly becomes the thing he is summoning. His skin becomes ashen, the eyes sunken, the limbs gaunt, and he smells like a grave. The wearer receives +5 to all TNs for social rolls.