

NAME: Bayushi Hayato
CLAN: Scorpion
SCHOOL: Bayushi Bushi **RANK:** 3

Age: 24 **Sex:** Male **Height:** 5'6"
Physical Description: Undernourished; looks like he never gets enough sleep; controlled, but brittle under stress.

FIRE 3 **AIR 4**
Intelligence 3 Awareness 4
Agility 3 Reflexes 4

EARTH 3 **WATER 2**
Willpower 3 Perception 2
Stamina 3 Strength 3

VOID 2

GLORY 3.2
HONOR 2.1
INSIGHT 185
TN TO BE HIT: 15 (20 in armor)

Wounds	Dice Penalty
____(0-6)	-0
____(7-12)	-1
____(13-18)	-2
____(19-24)	-3
____(25-30)	-4
____(31-36)	Down
____(37-42)	Out
____(43-48)	Dead

SCHOOL TECHNIQUES

Way of the Scorpion: Roll 2k2 for initiative.

Pincers and Tail: Roll Agility + Kenjutsu, TN of target's Reflexes x 5. The TN to hit them next round is 5.

Strike at the Tail: Roll Agility + Kenjutsu, TN of opponent's Weapon Skill x 5 to disarm them. Two raises takes the weapon.

ADVANTAGES

Ancestor: Bayushi (Kharmic Tie to Iuchi Li-Hsu; can spend each others' Void. If she dies, you can never spend Void again.)

Benten's Blessing (keep 1 extra die on social rolls, 2 if they are attracted to you already)

Heart of Vengeance: Unicorn (keep 1 extra die on skill rolls against Unicorns)

DISADVANTAGES

Minor Obligation: Iuchi Ohasu (stepfather)

Driven (prove yourself better than stepfather)

Junshin (i.e. honorable Scorpion)

*Never judge a man by instinct,
only by his past.*

-Bayushi Tengen

SKILLS

Archery 3 Investigation 2
Battle 2 Kenjutsu 4
Calligraphy 1 Knife 1
Courtier 2 Law 3
Defense 3 Lore: Scorpion Clan 3
Etiquette 4 Poison 2
Heraldry 3 Sincerity 3
History 2 Stealth 2
Iaijutsu 3 Tea Ceremony 2

EQUIPMENT

Katana (Str + 3k2) with eight purple ribbons on the saya, Wakizashi (Str + 2k2), Light armor, bow and 20 arrows, tanto (Str + 1k2), fine Unicorn kimono, average Scorpion kimono, knife, 2 obi, sandals, 20 zeni.

HISTORY

Your Family

You don't remember much about your father, but you know your parents' marriage was a political decision that worked. The first five years of your life seemed blissfully happy. War was just something in the background, something grown-ups had been handling since before you were born. You didn't even know what the word meant until your mother ran into the house, grabbed you, and escaped out the basement tunnels.

You spent the next month on horseback, retreating from castle to village to castle, until the wave of refugees washed up at Shiro Soshi. Less than a month later, the daimyo declared he would end the war at any cost. Your mother was part of that cost.

Your father had done his duty behind enemy lines, and was one of many captured. He would be executed, his swords taken, and his wife forcibly married to her husband's murderer. Even at five, you knew a Scorpion's response to this situation, and you waited for the day you would find your stepfather poisoned on the floor.

That day has yet to come.

The barbarian told you all your life that he should have killed you by right of war, and your mother's tears were the only reason you still lived. You learned the lesson quickly, and were rarely beaten, except when you did something to the ratty daughter he spawned on your mother.

It wasn't so much that you hated her, but that you should have. Every look at Rishuko (you refuse to call her that unpronounceable foreign word) made you ache at the injustice -- a Scorpion child, playing in the dirt like a peasant, baring her arms like a prostitute... But you could feel the potential in her, the sister you would have longed for were she truly yours.

Leaving Home

At your gempukku, you left them behind, walking to Kyuden Bayushi and demanding your rightful place at the bushi school. To your disgust, they granted it only when your stepfather agreed to pay for your education. Which he did...on the condition that you pay him back with interest when it ended.

It did not take many months before you realized the students there were hardly a step up. Poisoners, drunkards, men who hit women...yet all claimed to be honorable by serving the clan.

You stayed proudly in the middle of the class

and refused to join in the dirty tricks that promoted others. When asked why you did not try harder, you said you did not want to be a target -- you were wiser than that and had other agendas. The sensei laughed and you met him late that night. He gave you an engraved teak box, saying it had been waiting for you a long time. You refused; you wanted no gifts and no debts. He insisted, and you refused again; but the next morning you found it by your futon, opened, its contents arranged over your sword.

Your father's mask.

Your Companions

You became a magistrate in Ryoko Owari because you heard it was teeming with wealth, but you soon learned how little was shared with those who did not take bribes from opium dealers. For a year you struggled under your superiors' derision, unable to make the payments the barbarian demanded. Then the Emerald Magistrate, Doji Himeko, offered a loan, the only catch that you help her grow antidotes to the smugglers' most common poisons.

Working with her, you realized you were not as pure as you thought. Himeko cuffed you for a month once she reviewed your record of cutting down or beating "firemen" gangs for extorting money. In that time, you thought a great deal about mercy; and the treacherous Scorpion who credited another five of their brutalities to your name.

But you are a better man now.

It was only on the recommendation of a mysterious benefactor that she arranged to bring you with her when she left that filthy city. A letter told you to meet your patron at the bridge to Kyuden Doji where Satsume would give your assignments. You went...to find Rishuko.

"Surprise," she said.

You left, and she followed, saying her father had bought the position with wealth and influence, and her using it to help you could serve as at least part of an apology.

There wasn't much you could say to that.

Himeko kept the two of you working together through a few winter courts, so you were also relieved when she switched you to supervising Mirumoto Seiji, the most bizarrely talented shugenja you've ever met. His schemes to investigate murders (which seemed to crop up wherever you went) and dispense justice weren't so much dishonorable as...crazy. Some of them worked, like when you flushed the bandits out of the temple by pretending to be Osano-Wo. You still wonder if that was blasphemy, but, hey, he's

the shugenja...

And Now...

This was not how you planned your return to the lands of your childhood, but when the Emerald Champion asks the services of Scorpion magistrates who know Unicorn lands, you were not about to refuse. At least this time you (through Himeko) have the legal power to control the situation and make certain no more lives are ruined by the cowardice and pettiness of either side.

WHAT YOU THINK OF THE OTHERS

luchi Rishuko (Li Hsu): Uppity. Slovenly. Improper. You're afraid to ask where she's been half the time...but a part of you realizes it's because you're worried about her.

You will not turn away from the affection she offers, but you can never have the pure friendship she seems to want. You will never look on her without seeing *him*, and nothing she can do will change that.

Akodo Ryuko: The sort of bushi you want to be, though you're careful not to show it. She's intimidating in her intensity, and interesting in her innocence. You wonder what price she had to pay for perfection.

Her ward, Seppun Ichiko is a little frightening in how much she already knows. You weren't half that well-trained at nine.

Shiba Kiyoshi: He's helped you put things in perspective, not from any effort on his part, but just from who he is. Kept a prisoner of war by the Matsu, he manages to harbor no hatred in his heart. But he is not you, and his way, not yours.

Doji Himeko: She protects her own, you included, and better, does so competently. While she carefully manages her emotions, you would not call her flawless, though that is the reputation she strives for.

Mirumoto Seiji: The best to be said about him other than his humor, is that his creativity can be reined in with a strong enough command. An interesting and surprisingly useful man.

OTHERS YOU KNOW

Soshi Bantaro: Daimyo of the Soshi. The heir to the man who sold out your mother, though he

is related only by marriage. He is said, even among Scorpions, to be both petty and treacherous.

Soshi Shinobu: Bantaro's wife, the daughter of Soshi Takanori, and likely the guiding hand behind Bantaro's successes.

Shosuro Norie: An Emerald Magistrate, Norie was friendly and warm toward you at court... without apparent reason. You're suspicious, but her record is impeccable.

luchi Kimiyo: Your mother. You adore her, but it was always uncomfortable being around a woman who cried so much. At first you sympathized, but when nothing changed it made you start to hate her. You try to stay away and preserve the memory of who she once was.

luchi Kurosho: The luchi daimyo of your parents' generation.

luchi Daiyu: The current luchi daimyo. Rustic and deeply stupid, like most of them.

luchi Hiroichi: The current *karo* of luchi palace, which makes him your stepfather's commanding officer.

luchi Ohasu: Your stepfather, nearing retirement age. You can always hope he got crushed under an offal cart. Perhaps shot in the back by his own troops?

YOUR DAISHO

Noting the single-minded revenge in your words, your sensei named your katana *Jonin* ("Sweetheart"), because it was the only graceful curve you would touch until your war was over. It has a short handle, useful for fast drawing and one-handed use. The wakizashi does not have a name, and is made of higher-carbon iron, making it look rusty or dirty...and preventing it from reflecting moonlight.