

**NAME:** Mirumoto Seiji  
**CLAN:** Dragon  
**SCHOOL:** Agasha Shugenja  
**RANK:** 3

**Age:** 23                      **Sex:** Male              **Height:**  
5'5"

**Physical Description:** Stoic-looking until he opens his mouth, wild hair he occasionally shaves when he remembers, slightly heavy...think "Rokugani Chow Yun Fat."

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

**EARTH 3**                              **WATER 2**  
Willpower 4                              Perception 3  
Stamina 3                              Strength 2

**VOID 3**

**GLORY 3.8**  
**HONOR 2.6**  
**INSIGHT 185**  
**TN TO BE HIT 15**

#### **SCHOOL TECHNIQUE**

You have 1 Free Raise to all Fire spells

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

#### **ADVANTAGES AND DISADVANTAGES**

See next page.

#### **EQUIPMENT**

Kimono, sandals, traveling pack, scroll satchel, 15 scrolls and 4 blank, writing implements, wakizashi (Str + 2k2), aiguchi (Str + 1k2), 3 koku, a nice fan, a horse ("Kintaro"), a lantern, fire-starter, hand-held mirror, papier-mâché paste, 3 firecrackers, a disassembled flare, stale bun, mixing bowl, an umbrella, two dried plants you saw on the road, purple dye, four shiny quartz lumps, pet cricket, a scroll of unspecified magic.

*Among the blind, even the honest lie about the color of the sky.*

*-Scorpion proverb*

#### **SKILLS**

Advanced Medicine 2	<i>Kagaku 2</i>
Battle 1	Kenjutsu 3
Calligraphy 2	Law 2
Craft: <i>Mitsugusuri</i> 2	Lore: Shugenja 2
Defense 3	Meditation 2
Etiquette 1	<i>Nazodo 2</i>
Explosives 2	Shintao 2
History 2	Sincerity 1
Investigation 3	Spellcraft 1

#### **SPELLS**

Sense  
Commune (innate)  
Summon (innate)  
Transform (innate)  
Counterspell  
Earthquake (Earth)  
The Fires from Within (Fire)  
The Fury of Osano-Wo (Fire)  
Amaterasu's Blessing (Fire)  
Katana of Fire (Fire, Innate)  
Call Upon the Winds (Air, Innate)  
Calm Mind (Water)  
The Path to Inner Peace (Water)  
Nature's Touch (Water)

#### **ADVANTAGES**

Daredevil (in risky/impossible tasks, you have a +10 to the result 50% of the time)  
Ambidextrous (no off-hand penalties)  
Innate Ability (marked)  
True Friend (Shiba Kiyoshi)  
Ally: Mirumoto Hatoshi (retired former sensei, lives in this area)

### **DISADVANTAGES**

Jealousy (Shiba Kiyoshi, friendly competition over everything)  
Benten's Curse (-2 to social rolls)

### **HISTORY**

#### **Your Family**

"No, Seiji!"

"Seiji, what in the name of every Fortune that ever lived is going on here? Were you *trying* to kill yourself?"

"Seiji, don't play with those peasants!"

"That is *not* what a tanto boken is for, and quit telling all the girls such filthy things."

"Ew, here comes the freak again..."

That was your childhood. Ten thousand adults telling you no, and a herd of kids giving you glares and gossed-out faces. What was wrong with putting cicadas in your mouth, saying, "Look! I've got Taint!" and coughing them up?

There was more to your life than immature pranks, but you *have* always wanted to discover things. How ants worked. How you could put shochu on your arm and set it on fire, and it wouldn't hurt for a few seconds. How sprays of water made little rainbows in the sun.

Well, your parents...when they were home...didn't care for such things. Your father was off at war all the time, and he died there, leaving all those arguments unresolved. Your older brother Shincho said you had to come to the Mirumoto school with him, but after the first three years, it really didn't hold your interest. Everyone there was obsessed with being an invincible bushi and fighting a whole lot of people, which seemed to you a radical interpretation of the Tao.

After a boken shot that knocked out a tooth and broke your nose, you decided you'd had enough. If you just sat there, they couldn't make you fight and they couldn't make you commit seppuku. When Hatoshi- sama finally asked what you were trying to do, you told him you wanted something more in your life than swords and armor and macho prancing.

So he sent you to the Agasha.

Who sequestered you in an absolutely boring

monastery -- practically a death sentence -- and spouted a lot of butterfly and cocoon analogies. You tried to be good and pray to the Fortunes...at least whenever the sensei were there to check on you. They would let you out, they said, when the Fortunes started answering.

It wasn't long before they did. You started turning air to gold and light into swords. It was odd to think of light as fire (you think there's a deeper principle there somewhere) but making it do what you wanted wasn't so hard after all, and pretty soon, they started you working one on one with the sensei. They said you would be instrumental in the fate of the Empire, but you listened at the door after, and they told a lot of kids that.

You're not really sure if you're looking for enlightenment, because the harder you look, the further away it gets. So by taking time off from the search, you're getting closer, and thus searching without knowing about it. You know all is one and one is for all, and the energy of the Order will make your decisions for you so you don't have to worry. That's not *exactly* what your sensei taught, but you fell asleep while meditating a lot.

#### **Becoming a Magistrate**

The Dragon mountains are about the most boring place in Rokugan, and chatting with Earth spirits didn't liven it up much. So after you impressed the court, you asked to travel a little...and got drafted for battle.

Due to a clerical error (there are evidently eight Mirumoto Seijis from southwest Dragon Lands), you got put in the bushi unit. Well, you weren't about to disappoint your ancestors, so you started blowing up bridges, conjuring daishos of fire, electrifying rivers, and calling down rains of jellyfish, frogs, and blood. It made the Lion hesitate; the Dragon annihilated them and you were granted a boon.

"I want to see the world," you told your captain, and he made you a magistrate, trying to organize who got what after the three-way Mirumoto, Shiba and Matsu war.

It was there you saw Shiba Kiyoshi, an escaped prisoner of war, claim a Matsu stole his katana. He was obviously exhausted and starved and lost the duel, after which he collapsed on his knees, a broken man.

But you've always liked fixing things.

You knew he had fire left in him, but if you didn't spark it right then, he would slink off under a rock somewhere, so you taunted him in private...getting him mad enough at you that he

forgot to feel sorry for himself. You kept at it for a while, letting him know he still had a reputation to protect, and more, a sense of self-worth. It wasn't the best "mysterious Dragon who knows you better than you know yourself" routine you've ever pulled, but you pretended you knew the meaning of life like all the guys from up north, and it worked out. Just a few months ago, you dragged him out for some *real* fun, and by the end of the week, both of you were inside a Togashi-shaped float made of firecrackers, with an underage Isawa and two bottles of shochu, running for the carp pond, 'cause the fuses were lit.

After you got out of the cuffs, you got a new assignment in Ryoko Owari. Armpit of the Empire it might have been, but the Emerald Magistrate, Doji Himeko, made you feel right at home. ("No, Seiji!")

It was there you and Kiyoshi began your intellectual games. Go, word games, puns, Tao-quoting, Tao-altering, bushido debating; it takes many forms. You want to push him to his intellectual and philosophical limits, because otherwise, who will? It's sometimes frustrating how well he pushes back. You never met anyone so close to your match in either school.

After some time, Himeko moved to advance her career, and invited your present group to travel the length of Rokugan as her assistants. You accepted: how else could you see the world? And now it's taking you near your old sensei. How's that for cosmic turnaround?

### **About Your Unknown Magic**

In Shosuro lands, you had to solve a murder case involving a beheaded Kitsu *sodan-senzo* with forged papers and a lot of scrolls in code, so you couldn't really identify him to get his scrolls back to his family. You didn't really understand the magic, but it reminded you of some stuff you'd always wanted to try. So you rewrote it.

It has something to do with living animals, a centered effect on your body, precious metals, expulsion/intake processes, and it *might* mutate the scroll's ink as it goes along. If cast slightly wrong, all the elements involved ...and you're not sure which ones those are...may transform into their polar opposites. Maybe Void, too.

In any case, you've never cast it.

### **WHAT YOU THINK OF THE OTHERS**

Most of them need cheering up. You need to ensure they don't turn into a pack of angry bushi out here, 'cause short tempers in the mountains

leads to fights, cannibalism, and one guy always hogging the water.

**Shiba Kiyoshi:** When you decided to put his life together, you never thought you'd play such a big part in it. But you two just keep ending up together, and you really can't think of anyone else you'd rather work with...or have on your side in an argument. There's not much you wouldn't do for him, as long as it keeps you from being as moody as he is.

**Bayushi Hayato:** The path of blood is a circle. He should choose whether he wants to be in it, on it, or out of it. He's also great fun -- tell him there's a Unicorn molesting peasants in the tannery and watch him run.

**Doji Himeko:** She measures kindness as gifts of rice, not the pair of mirrors that surround her. Ironically, she might understand you better than the rest of them, and boy, wouldn't it piss her off if you told the other Cranes that.

**Iuchi Li-Hsu:** The delicate flower has been planted oddly, with a harder stem and deeper roots than anyone realizes. Might it be up to you to water her? And maybe prune and weed and tie and other things that her grouchy brother would disapprove of?

**Akodo Ryuko:** It is said, "Study the Tao and study the Emperor; in one you will find the other." Does she know what she serves? Has she ever laughed in her entire life?

Her nine-year-old ward, Seppun Ichiko knows more about Shintao than you. You can't have that...Dragons everywhere are counting on you to look enigmatic. Blow her mind.