

NAME: Doji Himeko
CLAN: Crane
SCHOOL: Doji Courtier **RANK:** 3

Age: 26 **Sex:** Female **Height:** 5'2"
Physical Description: Simple, wholesome but not stunning features, self-confident pose and voice but not of attention-getting stature; think of Jodie Foster in *Contact*.

FIRE 3
Intelligence 3
Agility 3

AIR 3
Awareness 4
Reflexes 3

EARTH 2
Willpower 3
Stamina 2

WATER 2
Perception 4
Strength 2

VOID 3

GLORY 5.6
HONOR 3.8
INSIGHT 185
TN TO BE HIT 15

Wounds	Dice Penalty
____(0-4)	-0
____(5-8)	-1
____(9-12)	-2
____(13-16)	-3
____(17-20)	-4
____(21-24)	Down
____(25-28)	Out
____(29-32)	Dead

SCHOOL TECHNIQUES

The Perfect Gift: Call in a number of favors per adventure equal to Air + School Rank.

A Whisper from the Soul: Make a contested Awareness roll after five minutes of conversation to influence someone's emotional state.

Test of Honor: Three times a day, before an action is rolled, you may make a contested Honor roll (non-Cranes drop any dice lower than your Honor). If you win, their action is automatically a failure.

ADVANTAGES

Ancestor: Lady Doji (all High Skills at 1)
Social Position (Emerald Magistrate)
Ally: Soshi Oshiro (*karo* of Soshi castle)

One life can make the difference.
-- Kakita

DISADVANTAGES

Unluck (GM can force a reroll once per session)
Meddler

Enemy: Soshi Yasamari (Bayushi Courtier)

Enemy: Mirumoto Tobezu (Taisa of the Mirumoto peace-keepers)

EQUIPMENT

Four fine kimonos, under-kimonos, nice sandals, a fine aiguchi (Str + 1k2), 15 koku, 7 netsuke (gift boxes) with rice paper, writing implements, fine pony, emerald badge of office, traveling papers for extended stay, and a servant (Teju) to take care of that hair.

SKILLS

Calligraphy 3	Lore: Crane Clan 3
Commerce 3	Lore: Scorpion Clan 2
Courtier 5	Lore: Unicorn Clan 2
Defense 2	Manipulation 3
Etiquette 4	Mizu-do 3
Heraldry 3	<i>Obiesaseru</i> 2
History 3	Oratory 2
Investigation 3	Sincerity 4
Knife 1	Tea Ceremony 3
Law 4	

HISTORY

Your Family

Your father Giichin had you late in life, and that is perhaps the saving grace of your dealings with him. He was a courtier who specialized in inheritance law, and was understandably acid-tongued. Not that he was unkind to you, but he was not easily impressed. And when you turned out to be his only child, and a daughter at that, it made for some rough nights.

To top it off, you were not a stunning beauty, and the Crane practically have a cult around pretty faces, which disgusted you. All the boys were training to be bushi like the world depended on them. And the girls? Giggling fools. It seemed crazy. But your ninth and thirteenth winters at the Bayushi court brought it all together. The world *did* depend on you; it was your peers who did not realize the responsibility of privilege.

Just before your *gempukku*, your father retired, leaving your mother to arrange your acceptance to the Doji Courtier school, something that would give you a chance for a life that is not dependent on the man you marry. When put against that alternative, you were happy to go.

The school was almost nauseatingly polite; you soon realized it was a test to see how much dross you could move aside and manipulate to get to the real political action underneath. Through mizu-do, you trained yourself not to panic under stress and learned that the competition and give-and-take exhilarated you in a way nothing ever had. The martial training also taught you to maintain your authority in the face of death, and you soon found out how important that would be.

Becoming a Magistrate

At the School, Emerald Magistrate positions were given according to who your father was, or by establishing and maintaining a reputation even through the constant turn-around and fresh faces of the week. Getting an appointment was not as difficult as you imagined, but that was only because of the location of your first job: Ryoko Owari.

The "City of Lies" didn't bother you...it was that the place should have been called "City of Cheap, Available Assassins." Every smuggler you busted had a boss, every Scorpion you manipulated came back in the form of a dozen stalkers, until you threw yourself in debt to Satsume and requested a Seppun-trained

bodyguard. Within a week of her arrival, you saw two poison-testers and four assassins dead. Once you didn't have to fear for your life, you established a workable power base in the city, gaining the service of an honorable Scorpion bushi named Hayato, and learning when to push and when to pull against the city's ever-changing political currents. It was simple after a while, as long as you understood that nothing was free -- anything you did would come back to haunt you and anything done for you had an unnamed price.

Your Assignment

Satsume-sama was impressed with your work and understood your greatest strength -- you can find those people others underestimate and coax their strengths and loyalties toward serving the Empire. He sent you several men over the years who other magistrates had given up on, and you have shaped them into what you think is the best possible team: a completely loyal bodyguard and four associates who complete tasks with unquestionable honor...you don't question how they did it, and you get lots of honors.

Now the Emerald Champion wishes you far from the Crane-Lion war, and that is fine by you. The situation there is murky at best, and you don't want to risk yourself or Ryuko on some other courtier's mistake.

Though the war promises to be ugly, you're almost looking forward to the job. There are people in need, and a situation you can help, and you'll be there for them to thank when it's all over. It makes you feel like you can make a difference.

WHAT YOU THINK OF THE OTHERS

They follow your lead, so you know how to prod them, organize them, and get them planning. While you are careful not to ask too closely into some of their methods, you respect their abilities, and set firm guidelines of what you won't tolerate. While you like them well enough, you're careful not to get too close; relaxation leads to failure.

Akodo Ryuko: You don't know what she's trying to gain by defending your honor as well as your body so often. She reminds you of a Kakita you once knew, but he was trying to get you to marry him. You owe her so much already; it makes you uncomfortable having no way to repay such devotion.

You have started by trying to help her nine-

year-old ward, Seppun Ichiko. When Ryuko told you her parents died because they were with the Doji besieged by the Lion, it was the least you could do to take care of her. She's nine, but quite a proper little girl and not at all silly. Ichiko is fascinated by what you do, and stays out of the way and silent during business, but always watches. She has the potential to be something great, and you want to help her achieve it.

Bayushi Hayato: Honest, but a little simple and driven. Keep him busy, or he'll bicker with his half-sister Li-Hsu. He despises Luchi, and must be carefully managed.

luchi Li-Hsu: A welcome addition to your team, this shugenja's virtue is silence in more than one sense. Excellent at ferreting information from places she is not welcome, she'd better stay silent in formal courts, or her peasant attitudes will embarrass you all.

Shiba Kiyoshi: Being ready for death at all times is a wonderful attribute in a samurai, but it's a damper on a friend. He respects your authority but not others'. This makes him useful...and dangerous when left alone.

Mirumoto Seiji: His banter and antics are amusing, but you know how hard clowns work to appear at ease. His mind is sharper than he lets on, his creativity can be reined in with a firm hand and voice, and he has the courage of the completely mad. As long as Hayato or Kiyoshi is put in charge of him, he does well, but you'd *never* trust him alone.

OTHERS YOU KNOW

Soshi Bantaro: The daimyo of the Soshi, he is a shugenja of reasonable ability. Satsume said he is never to be trusted. He is ambitious, cunning, and if rumors are taken as evidence, oddly, maliciously stupid.

It's odd because he married into the throne of the Soshi, indicating some court ability, but *you* haven't seen any. Perhaps his late father Wachigai had more to do with it. He has three sisters and five half-sisters, a wife named Shinobu about which you have heard little, and a ten-month-old son, Ichiro.

luchi Daiyu: The daimyo of the luchi, he is also a shugenja, but spends his winters at home. He is supposedly wise, blessed by the spirits of the Burning Sands, and capable of magic like no

one in Rokugan has seen.

He has one daughter, Shahai, who has never been to Scorpion or Crane courts.

Soshi Oshiro: The last time you visited the Soshi court, Oshiro apologized for his daimyo's rudeness and you spoke at length. He is sincere, and doesn't hide behind fans and fabricated mystery. He enjoys the theater and song, at least in your presence.

Soshi Yasamari: This hulking boor of a courtier presents Soshi Bantaro with profits from opium smuggling in Ryoko Owari. You can't prove it -- he saw to that -- but he still despises you. You owe him for the death of Ide Meiko, a magistrate associate of yours.

Mirumoto Tobezu: This ill-mannered, temperamental killer wanted to duel your cousin Satoshi, who traveled to Ryoko Owari for your help. You refused to sanction the duel: he had just come out of a war, and you had no reason to believe he'd stop at first blood. You suggested a cooling-off period in which he trained in control, he said you insulted him, the Scorpion put him in jail for a week, and he returned north.

MIZU-DO TECHNIQUES

These require a Full Defense to use. If the attempt fails, the opponent gets a Free Raise on their attack.

Catch the Shadow: If someone makes an attempt to grapple you, a Reflexes + Mizu-do roll can avoid the attempt. Exceed their roll.

Bend Like a Reed: If someone swings a sword or staff at you, roll Reflexes + Mizu-do, TN of 5x their weapon skill. Success means you've dodged and they may make no more attacks this round.

Flight of Dragons: Defensive throwing. Roll Agility + Mizu-do, TN 5 x their Agility. The opponent makes an Agility + Jujutsu or Athletics test, TN 20 + 5 for each Raises you took, or they take their Str(+1)k1 damage.