

## Kagome/籠女



The youngest and most recently recruited member of the Tenshi operatives, Kobayashi Kagome is also the only one of them who was not raised within **the Shadow School**, but rather in one of suburban Tokyo. This has frequently led to culture clashes between herself and her new teammates, as she is completely unfamiliar with the non-martial traditions of the School and tends to forget about them when they inconvenience her. To be fair, a lot of the world that she takes for granted is somewhat alien to most of the others, and she has actually helped to guide them in dealing with it as much as she has caused problems in the few months since her recruitment.

Late in 2004, a man who was using the name Kobayashi Kotaro, supposedly employed as a salaryman at one of the larger corporations of Japan -- later revealed to have been a corporate assassin -- met and began a whirlwind romance with Yanagisawa Kikuyo, a college dropout turned novice hostess. He bought out her contract and married her, with their only child born within the next year. Almost before Kagome could walk, her father began training her in a variety of athletic and martial disciplines, instilling in her the importance of continuing this practice even when he was away on business. Kagome does not remember her mother ever objecting to this, but as she herself never really minded the training, she might not have noticed if she did.

Early in 2011, when Kagome was just a few months past her fifth birthday, her father disappeared. As he had often been gone for months in the past, she just assumed that this was yet another, unusually long one, and continued her training alone. She and her mother were certainly not left without means, though they began to take in boarders to pay for their expenses. Eventually, her mother admitted to Kagome that she suspected that Kotaro had run

off with a Chinese woman in whose company he had supposedly been seen. More recently, Kagome has learned a different theory about what happened to her father.

By the time she was in middle school, Kagome reached the point where she started to wonder what the point of her training was. The skills that she had mastered (in her own mind, at least) were meant to be used for *something*, after all, though she was unsure for what. One night, while engaged in freerunning practice, she chanced to see a group of older boys threatening an elderly man, and impulsively interrupted this. It was a thrilling experience to exercise her faculties, and so she kept on doing so, engaging in some small-scale vigilantism.

Only a few months into her journey, however, she was tracked down by the Tenshi. Kagome had not been as careful as she imagined, and was caught on a phone cam, leading to **Mizuki** recognizing her style. They had questions, Kagome -- no fool -- answered them promptly and honestly, and so learned that "Kobayashi Kotaro" and "Sakamoto Sasuke" were, beyond any doubt, the same person. Which meant that she now had **a weirdo stalker** who was acting like they were sisters, even though Kagome wanted nothing to do with her beyond what was necessary.

While not thrilled to be given a "work with us or get worked over" ultimatum, Kagome has accepted the situation and is a bit happy to have been given the chance to further develop her skills. She had begun to suspect that she had reached the limits of what she could do alone, and now she can watch and learn from the others, as well as from the older folks in their village hidden in the mist -- sorry, "School". The missions themselves are also entertaining if dangerous.

Kagome has a talent that lets her effortlessly reproduce just about any martial arts technique she has ever seen demonstrated and combine them in novel ways. Her default mode, which she calls Panther Claw Style, is based on what her father demonstrated for her, but has been augmented by her experiences since his departure. She cannot yet replicate the unique superpowers of her teammates, or those of any other martial artist, but can and does produce flawless imitations of their stylistic training.

As a member of the Tenshi, Kagome focuses on stealth and infiltration, and is in the process of learning disguise techniques from an elder of the School. Of all her teammates, she gets along best with Mizuki, reacting poorly to the sullen apathy of **Hayate**, the hyperactivity and paranoia of **Shizuka**, and ... well, really the entire existence of **Manami**. She can easily spend hours at a time gabbing with the leader of the team about the latest pop sensations, having no idea that Mizuki views her entirely as a means to her own ambitions.

Or if she does, she has managed to keep it a secret. Which might mean she really is the ultimate ninja.

## Kagome -- PL 8

### Abilities

**STR** 0 | **STA** 2 | **AGL** 4 | **DEX** 2 | **FGT** 9 | **INT** 0 | **AWE** 2 | **PRE** 1

### Powers:

**Natural Talent:** Variable 4 (martial arts abilities), Free Action - 36 points

#### *Typical Variable Settings:*

**Default (Panther Claw):** Strength-based Damage 2; Enhanced Advantages 12 (All-out Attack, Close Attack 2, Defensive Roll, Improved Initiative, Move-by Action, Power Attack, Ranged Attack 5); Enhanced Fighting 3 - 20 points

**Ox-Body Stance:** Immunity 20 (bludgeoning effects), Limited to Half Effect; Impervious Protection 5 - 20 points

**Storm Warning Dash:** Enhanced Advantages 6 (Defensive Roll, Improved Defense, Improved Initiative, Move-by Action, Ultimate Effort [Acrobatics]); Enhanced Agility 3; Movement 3 (sure-footed 2, trackless); Speed 3 (16 MPH) - 20 points

### Advantages:

Agile Feint, Attractive, Defensive Attack, Evasion, Improved Initiative, Improvised Weapon, Skill Mastery (Stealth), Uncanny Dodge.

### Skills:

Acrobatics 4 (+8), Athletics 6 (+6), Deception 6 (+7), Expertise: Popular Culture 10 (+10), Insight 4 (+6), Perception 7 (+9), Persuasion 4 (+5), Sleight of Hand 4 (+6), Stealth 5 (+9).

### Offense:

Initiative +12/+8

Unarmed +14/+9 (Close Damage 2/0)

### Defense:

Dodge 9, Parry 12/9, Fortitude 3, Toughness 4/2, Will 6

### Total:

Abilities 40 + Powers 36 + Advantages 7 + Skills 25 + Defenses 10 = 118 points

**Offensive PL:** 8\*

**Defensive PL:** 8\*

**Resistance PL:** 5\*

**Skill PL:** 5\*

### Complications:

***Personal Growth--Motivation. Forgetful. Weirdo Who Imagines a Relationship Where None Exists*** (Manami.)

***Update 2021:*** Kagome has adjusted better to the discovery that **Bravo** is not her father, and that her father has been dead for some time, than Manami has. (Before learning about his history, she had half-expected that he had died.) Oddly, this development has made her start to feel a bit of sympathy for the weirdo; though she still does not consider her a sister, she wants to help Manami if she can. She has also started to absorb a bit about the traditions. (Increase INT to 1, PRE to 2, add Expertise: History 4 [+5], reduce Expertise: Popular Culture to 9 [+10], increase Stealth to 6 [+10], and add Fascinate [Deception] and Hide in Plain Sight to her advantages.)

***Update 2022:*** Like most things, her life has been a mixture of good and bad. On the one hand, she and the others were able to recover Manami and bring her back to the Shadow School without killing her or anybody else that mattered. Good! On the other hand, Kagome also now knows that Manami does not think of her as a sister either. Good? On maybe one of the more important fingers of that hand, that means that Manami wants the two of them to be sworn sisters -- *married*, in other words. Ba--well, not bad, really, but certainly weird. No, on second thought, Bad, because that means that Shizuka wants to kill her. (Add ***Enemy*** [Shizuka] to her complications. However, she has begun to use her ***Natural Talent*** to imitate the exotic abilities of her fellow ninja, such as once producing the following effect: Summon Duplicate 6, Active, Mental Link [19 points].)