Ibuki Kruger



In 1983, a man from West Germany named Dieter Kruger went to Japan in order to become a ninja. Four decades on, he regards this ambition as a childish fantasy that he accidentally managed to make come true, as he became an initiate of **the Shadow School** of **Kageyama Sarutobi**, living a secluded life and practicing the martial arts on the slopes of Mount Ibuki. It was a satisfying life, but when Sarutobi passed away in 1992, Dieter found himself no longer welcomed by the new leader of the Shadow School. Rather than remain where he was not wanted, he left with his lover Nabiki and returned to West Germany, where a daughter, whom they named Ibuki, was born to them in the next year. After the Wall came down, they relocated from Bonn to Berlin.

Dieter continued to practice the martial arts and established a school where he could teach them as well -- though what he taught was conventional jujutsu rather than the secret techniques that he had learned. Eventually, his daughter began to join him and her mother in this practice, and demonstrated a remarkable talent, eventually becoming a junior instructor along with her father. (Her mother passed away when she was sixteen.) Her father strove to instill in her the philosophical teachings of the Shadow School -- that it was better to conceal, that one should never be the first to fight, and that adventure and excitement were not things to be sought out.

He did not have much success with that last one. Ibuki is an excitable and cheerful young woman who is constantly looking for whatever adventure might come her way, as though trying to take the world in a love embrace. She wears no costume and has no secret identity, but she would pass the "rescue a cat" test and be bewildered that anyone would choose *not* to do so. She will usually fight defensively up to a point -- but after she (or someone else) has been

injured, she will instantly switch tactics to a much more aggressive approach and do whatever it takes to end the threat.

Since 2013, Ibuki has been a friend and frequent ally of the resident superheroine of Berlin, **Magnolia**. Their first encounter was an eye-opener for Lin Ni-cheng, who had honestly thought her friends in **the Ultra Girls** were joking when they warned her that she might run into people who mistook her for a super-villain and tried to attack her. Fortunately, neither of them was hurt, and Ibuki was thrilled to meet someone who was as skilled as Magnolia. Magnolia has sometimes tried to gently discourage Ibuki from trying to help her out, to no avail. While these exploits have sometimes ended with Ibuki needing to be rescued, she has been a great help on other occasions, and her cheery demeanor is a definite comfort at times.

It is unclear whether Ibuki is a superpower. Her abilities are all within the realm of the most extraordinary examples of humanity, with one possible exception. She has *sometimes* quickly recovered from serious injuries much faster than simple adrenaline would permit, but the phenomenon is so unreliable that it cannot really be studied. She herself views this as just the occasional lucky break.

Update 2021: While her hopes and dreams of taking part in a major superpower fighting tournament were cruelly, *cruelly* dashed as her identity was stolen by **some *Hanswurst* from Russia** who then messed around and failed to even win the silly thing, she ended up getting a bit of training from some experts after helping them out with some other mess going on at the same time. Next time, she is definitely going to be in the big arena!

Update 2022: It happened *again*! Is she under some sort of curse?! Well, at least the part about getting some training afterwards, having helped some people -- and a certain Hanswurst -- out in rescuing someone, held true too. Next year, for sure!

Update 2023: Verdammt nach mal, they cancelled the thing this year!

Ibuki Kruger -- PL 7 *(3rd Edition)*

Abilities:
STR 1 | **STA** 2 | **AGL** 3 | **DEX** 2 | **FGT** 5 | **INT** 1 | **AWE** 2 | **PRE** 1

Powers:
Parkour: Leaping 2 (30 feet); Movement 1 (safe fall), Limited to Distance 0; Speed 1 (4 mph) - 4 points
Second Wind: Healing 5, Reaction (when Staggered but not Incapacitated), Self only - 20 points
Striking Strength: Strength-based Damage 2 - 2 points

Advantages:

Agile Feint, All-out Attack, Close Attack 2, Defensive Attack, Defensive Roll, Diehard, Evasion, Fearless, Improved Disarm, Improved Initiative, Improved Trip, Move-by Action, Power Attack, Skill Mastery (Athletics), Takedown, Uncanny Dodge.

Skills:
Acrobatics 5 (+8), Athletics 8 (+9), Close Combat: Unarmed 4 (+9), Expertise: Streetwise 4 (+5), Intimidation 6 (+7), Perception 4 (+6), Stealth 5 (+8).

Offense:
Initiative +6
Unarmed +11 (Close Damage 3)

Defense:
Dodge 8, Parry 10, Fortitude 5, Toughness 4/2, Will 8

Totals:
Abilities 34 + Powers 26 + Advantages 18 + Skills 18 + Defenses 17 = 113 points

Offensive PL: 7
Defensive PL: 7
Resistance PL: 7
Skill PL: 4

Complications:
Thrills--Motivation. Family (Father.) ***Friend*** (Magnolia.) ***Impulsive.***

Ibuki Kruger -- PL 8 ***(4th Edition)***

Abilities:
STR 2 | **AGL** 4 | **STA** 3 | **INT** 1 | **AWE** 2 | **PRE** 1

Combat:
Attack 3 | **Defense** 9 | **Initiative** 12
Close Attack 10 | Close Defense 11 | Specialized Attack: Unarmed 12 | Specialized Attack: Throwing 7

Resistances:
Dodge 7 | Fortitude 6 | Toughness 5/3 | Will 8

Powers:
Parkour: Enhanced Movement 1 (safe fall); Leaping 2 (30 feet); Speed 1 - 4 points

Second Wind: Regeneration 10, Only When Staggered But Not Incapacitated - 10 points
Striking Strength: Bludgeoning Damage 2, Strength-based - 2 points

Advantages:
Assessment, Athletics Mastery, Counterattack, Damaging Grab, Defensive Roll 2, Diehard, Fast Feint, Fearless, Grabbing Block, Improved Disarm, Improved Evasion 2, Improved Initiative, Improved Trip, Takedown, Uncanny Dodge.

Skills:
Acrobatics 6 (+10), Athletics 8 (+10), Insight 5 (+7), Intimidation 7 (+8), Martial Arts Expertise 6 (+7), Perception 5 (+7), Stealth 5 (+8), Streetwise Expertise 8 (+9).

Offense:
Unarmed +12 (Close Damage 4)

Totals:
Abilities 26 + Combat 36 + Powers 16 + Advantages 17 + Skills 23 + Resistances 12 = 130 points

Complications:
Thrills--Motivation. Family (Father.) ***Friend*** (Magnolia.) ***Impulsive.***