Mizuki/瑞希



When **Kageyama Sarutobi** passed away in 1992, the titular mastery of **the Shadow School** that he had created passed to his most senior disciple, one Kosugi Akio. While Akio, and the disciples who gathered around him, were much less inclined to accept non-Japanese students within the school and discouraged those who had been present under Kageyama's tutelage, they otherwise continued the pursuit of martial excellence for its own sake and rejection of the modern world that their founder had. Those who sought to employ the skills of these latter-day ninja for their own ends were politely (and sometimes not so politely) refused. Kosugi Mizuki, born in 2003, is Akio's only begotten child.

Well before her birth, in 1996, the Shadow School accepted as a student an American-born Japanese man who used the name Sakamoto Sasuke. He demonstrated considerable talent for the School's teachings, rising swiftly through the ranks and becoming a senior instructor in just a few years. However, when Sakamoto asked to be given access to some of the school's most advanced techniques, Akio chose to refuse this request, supposedly on the basis that these were restricted to those who had spent more time within the school, regardless of talent. The truth was that he didn't trust this person for a variety of reasons.

And he was right not to do so. The Shadow School had suffered a fair amount of attrition during the first years of his leadership, but the aftermath of **Cerebron**'s attack led to a large influx of people seeking shelter within the school's environs and agreeing to the school's principles. This caused a fair amount of confusion, and it was during this time that Sakamoto acted. The exact order of events is somewhat confused, but he broke into the storehouse of the sacred texts he sought, stole and/or destroyed them, killed several fellow students and assaulted others, seriously injured Akio and then escaped.

Humiliated by this, Akio retired as the master of the School and passed it to *his* senior disciple, choosing to spend his remaining years with his wife and newborn daughter. Koike Hidenori, his successor, was faced with the problems of repairing the damage of Sakamoto's attack, hunting the enemy down, and continuing to support the increasing population of the school. His decision to obtain the funds with which to accomplish all this was to begin using the younger members of the school as agents -- spies, saboteurs and, eventually, assassins -- for a variety of frankly criminal interests.

In 2009, the agents of the Shadow School began to have clashes with the recently established **Ghost Sweepers** organization. This ultimately led to the Ghost Sweepers invading the Shadow School and exposing Hidenori's corrupt activities -- he had been embezzling much of the agents' fees for his own purposes. Hidenori was expelled and imprisoned, and Akio resumed the position of Master. The Shadow School would be permitted to exist, and even to continue its mercenary activities, but they were required to be *much* more judicious concerning the contracts that it took.

The example of the Sweepers also wrought some changes in the society of the School. Having been defeated by people who employed the tools of the modern reality that the School had heretofore rejected, this naturally provoked a renewed interest in that modern world. Akio did not really approve but could not prevent this, and so chose to tolerate it, even in the activities of his own daughter, who began dying her hair blue and using a smartphone almost as soon as she entered early adolescence. She has continued to do so as the leader of a group of young kunoichi, sometimes dubbed the *Tenshi no Akio.*

At the least, he can be proud of the fact that, despite her apparent shallowness, Mizuki is a capable practitioner of the School's martial traditions. She has even begun to master the recovered hidden technique of creating shadow duplicates. While able to create dozens or possibly hundreds of purely phantasmal entities who resemble herself, she can also create a maximum of four shadows who are fully able to act in any way that she herself could, although these can be disrupted quite easily. The greatest weakness of this technique is that she is unable to create duplicates of any other physical object more substantial than her clothes, restricting her to unarmed combat techniques rather than weapons usage.

Her personal weakness, the fact that everyone in the School thinks she's an idiot coasting on her family's reputation, is one of her strengths. Mizuki is considerably more crafty than she appears, with the flashes of perceptive and knowledgeable behavior that she sometimes demonstrates usually being dismissed as dumb luck. She accepts this as a consequence of her chosen course, that of manipulating her so-called friends for the benefit of themselves and the School, not necessarily in that order. More than anything else, Mizuki intends to one day succeed her father (or whoever follows him) as the master of the Shadow School, and then

there'll be some *real* changes made.

To this end, she intends to settle the score with “Sakamoto”, who is believed to be active as a mercenary under the alias **Bravo** …

Update 2021: Mizuki has continued to (secretly) train in the expectation that she will soon have to lead her team against **Manami**. She does not relish that idea and would prefer to take her alive if possible, but accepts that the alternative may be a necessary sacrifice in pursuit of her goals, now that Sakamoto is no longer a viable target.)

Update 2022: Well, they retrieved Manami without killing her. And they handed a defeat, if not a fatal one, to **an enemy of the School**. All these are impressive, if not necessarily as impressive as her victories will need to be if Mizuki wants to have her father declare her to be his successor. On the other hand, she has achieved an even more subtle victory, now that she knows that Junichi is also scheming to achieve that role, having recognized what **Hayate** tried to do in the fight. She knows her enemy, and knows herself. She need not fear the battle that must come.

Mizuki -- PL 8 ***(3rd Edition)***

Abilities:
STR 1 | **STA** 0 | **AGL** 5 | **DEX** 5 | **FGT** 11 | **INT** 2 | **AWE** 3 | **PRE** 2

Powers:
Actual Duplicates: Summon Duplicate 8, Active, Horde, Mental Link, Multiple Minions 2 (maximum of 4 dupes) - 65 points
Decoy Duplicates: Concealment 4 (All Visual Senses) - 8 points
Striking Strength: Strength-based Damage 2 - 2 points

Advantages:
Agile Feint, Attractive, Chokehold, Beginner's Luck, Benefit (status ["Princess"]), Defensive Attack, Defensive Roll 2, Eidetic Memory, Evasion, Fast Grab, Grabbing Finesse, Improved Disarm, Improved Grab, Improved Hold, Improved Initiative, Power Attack, Prone Fighting, Skill Mastery (Deception), Taunt, Weapon Bind.

Skills:
Acrobatics 7 (+12), Athletics 8 (+9), Deception 8 (+10), Expertise: History 4 (+6), Expertise: Popular Culture 6 (+8), Perception 4 (+7), Sleight of Hand 6 (+11), Stealth 5 (+10).

Offense:
Initiative +9
Unarmed +11 (Close Damage 3)

Defense:
Dodge 11, Parry 11, Fortitude 4, Toughness 5/0, Will 8

Totals:
Abilities 58 + Powers 75 + Advantages 20 + Skills 24 + Defenses 15 = 193 points

Offensive PL: 7
Defensive PL: 8
Resistance PL: 6
Skill PL: 8

Complications:
Ambition--Motivation. Manipulative. Reputation (lazy & materialistic.)

Mizuki's Duplicate - PL 8 (3rd Edition)

Abilities:
STR 1 | **STA** 0 | **AGL** 5 | **DEX** 5 | **FGT** 11 | **INT** 0 | **AWE** 3 | **PRE** 0

Powers:
Decoy Duplicates: Concealment 4 (All Visual Senses) - 8 points
Striking Strength: Strength-based Damage 2 - 2 points

Advantages:
Agile Feint, Attractive, Chokehold, Beginner's Luck, Benefit (status ["Princess"]), Defensive Attack, Defensive Roll 2, Eidetic Memory, Evasion, Fast Grab, Grabbing Finesse, Improved Disarm, Improved Grab, Improved Hold, Improved Initiative, Power Attack, Prone Fighting, Skill Mastery (Deception), Taunt, Weapon Bind.

Skills:
Acrobatics 7 (+12), Athletics 8 (+9), Deception 10 (+10), Expertise: Popular Culture 8 (+8), Perception 4 (+7), Sleight of Hand 6 (+11), Stealth 5 (+10).

Offense:
Initiative +9
Unarmed +11 (Close Damage 3)

Defense:
Dodge 11, Parry 11, Fortitude 4, Toughness 5/0, Will 8

Totals:
Abilities 50 + Powers 10 + Advantages 20 + Skills 24 + Defenses 15 = 120 points

Offensive PL: 7
Defensive PL: 8
Resistance PL: 6
Skill PL: 8

Complications:
Ambition--Motivation. Manipulative. Reputation (lazy & materialistic.)

Mizuki -- PL 9 ***(4th Edition)***

Abilities:
STR 1 | **AGL** 5 | **STA** 4 | **INT** 2 | **AWE** 3 | **PRE** 2

Combat:
Attack 11 | **Defense** 11 | **Initiative** 9
Close Attack 13 | Close Defense 12

Resistances:
Dodge 9, Fortitude 4, Toughness 6/4, Will 8

Powers:
Actual Duplicates: Summon Duplicate 8, Horde, Memory Merge, Multiple 2 (maximum of 4 dupes) - 29 points
Decoy Duplicates: Visual Concealment 4 - 8 points
Striking Strength: Bludgeoning Damage 2, Strength-based - 2 points

Advantages:
Beginner's Luck, Benefit (status ["Princess"]), Damaging Hold, Deception Mastery, Deceptive Feint, Defensive Roll 2, Encourage, Grabbing Finesse, Improved Disarm, Improved Evasion, Improved Hold, Prone Fighting, Sleeper Hold, Tactical Advance, Taunting Deception, Weapon Bind.

Skills:
Acrobatics 6 (+11), Athletics 10 (+11), Deception 11 (+13), Dexterity 6 (+11), Leadership 8 (+10), Ninja Expertise 6 (+8), Perception 4 (+7), Pop Culture Expertise 6 (+8), Stealth 7 (+12).

Offense:
Unarmed +13 (Close Damage 3)

Totals:
Abilities 34 + Combat 48 + Powers 39 + Advantages 17 + Skills 29 + Resistances 10 = 177 points

Complications:
Ambition--Motivation. Manipulative. Reputation (lazy & materialistic.)

Mizuki's Duplicate - PL 8 ***(4th Edition)***

Abilities:
STR 1 | **AGL** 5 | **STA** 4 | **INT** 1 | **AWE** 3 | **PRE** 2

Combat:
Attack 11 | **Defense** 11 | **Initiative** 9

Resistances:
Dodge 7, Fortitude 4, Toughness 5/4, Will 8

Advantages:
Agile Grab, Alternative Feint: Acrobatics, Benefit (status ["Princess"]), Damaging Hold, Defensive Roll, Evasion, Improved Disarm, Improved Grab, Improved Hold, Improved Strike 2, Prone Fighting, Sleeper Hold, Taunting Deception, Weapon Bind.

Skills:
Acrobatics 7 (+12), Athletics 8 (+9), Deception 8 (+10), Dexterity 6 (+11), Ninja Expertise 6 (+7), Perception 4 (+7), Pop Culture Expertise 6 (+7), Stealth 5 (+10).

Offense:
Unarmed +11 (Close Damage 3)

Totals:
Abilities 32 + Combat 45 + Advantages 14 + Skills 22 + Resistances 7 = 120 points

Complications:
Ambition--Motivation. Manipulative. Reputation (lazy & materialistic.)