Prydwen



Long ago, there was a man named Morgan. Legend would remember him under **another name**, just as the ancestor for whom he was named was better known as Pelagius. Gifted with certain superhuman abilities in addition to those which he learned through his study of magic, he decided that the best thing he could do for the world, the best way to make the world a better place, would be to bring about a superpowered aristocracy to govern it well. The rape of a woman named Igraine by a man named Uther was one of the lesser crimes that Morgan enabled in pursuit of that goal.

The product of that episode grew into a man who was all that Morgan could hope for, but **the King** had one small flaw by the standards of his day -- his own legitimate children by three successive wives (who all had the same name) were all daughters. Two of them died young, to make matters worse, and he had no hope for third, either. Nevertheless, he gave her into the care of his foster brother, and bid him to raise her as well as their foster father had raised them.

Being something of a lout, Caius took this to mean that he should train the girl-child Johanna as a knight. Being not quite so much of a lout as all that, he soon realized that he was training a physical marvel and something of an intellectual prodigy as well. Johanna absorbed all he had to

teach her and improved on much of it in the process. By the time she was sixteen, Caius judged her to be the greatest warrior he had ever known.

Unfortunately, the year that she turned sixteen was also the year that the kingdom of her father collapsed in civil war. Against the counsel of her mentor, Johanna joined the struggle, fighting on behalf of the father she had never known against the cousin she had never met. Her saga would be forgotten, even though without it the battle of Cammlann would have turned out differently.

When all was done, her battle continued as she desperately tried to preserve something of the Logres that was. She sought out Morgan in his crystal prison, freeing him in the process. He thanked her by casting a spell on her that sent her hurtling more than fifteen centuries into their future, since he could not let such an anomalous element interfere with his plans. That she was the embodiment of all that he had ever hoped for never occurred to him; after all, she was just a girl.

Regardless, she appeared in modern Britain, 2013, in the middle of a fight between protesters and police. The more heavily armed contingent were clearly the aggressors in all of this, and so she acted to disable them and protect the weak. One of the protesters that she rescued was a student of ancient languages, and so was able to communicate with her, as well as teach her modern English. Through her, she was introduced to **Nick Grey** and then **Blakestone**, as she grew into a fighter for justice, under the alias Prydwen.

The greatest weapon Johanna possesses is her mind. Given proper education, she might have become the equal of Leonardo da Vinci, but her training focused more on the martial arts. She nevertheless has a thirst for all sorts of knowledge, and her rare moments of peace will nearly always find herself curled up with a collection of books on all manner of abstruse topics. She is also a brilliant and inspiring commander but does not make the mistake of thinking that this means she should always lead. Different leaders are needed for different times, and the era when a mounted warlord was the right leader for a nation is long past.

Her shield -- supposedly forged by Vulcan himself -- is able to resist and repel any force directed against it, though she has to hold it steady for that to happen, and cannot counterattack while doing so. She has also mastered the art of using it as a bludgeon. Her sword is a sword -- it does good for cutting objects and people, but it needs to be sharpened and has been replaced several times now. She never ceases to be amazed at people who imagine that it is some sort of wonder weapon.

Blakestone (whom she only ever calls Jennifer, somewhat to the annoyance of the other woman) and Nick are her two dearest friends, and she will politely ignore any questions from anyone else about what their relationship is actually like. She has also worked with **la Belle and la Bête** when she travelled to France and has a somewhat adversarial friendship with **Robin**

Hood (whom she somehow recognized as another product of the schemes of Morgan, much like she herself.) The prospect of joining **the Powerhouse** interests her, but she suspects that they would not welcome her attitude towards killing enemies -- it is regrettable, but probably inevitable.

Update 2021: Prydwen finally joined the Powerhouse in the closing months of 2020, in response to a personal plea from **Basilea**, who was going on a sabbatical (and would soon retire permanently.) This has caused the United Kingdom to officially bar the group from entering its territories. However, in the aftermath of the **Konan** invasion, this restriction was lifted and Prydwen granted a royal pardon shortly before the former Queen passed away quite suddenly. Johanna is no longer officially ***Wanted by the Authorities***, but her new ***Nemesis***, the **secret ruler** of the United Kingdom, continues to pursue her through extra-legal methods.

Update 2022: While hurt by the way that Jennifer has increasingly cut herself off from her, Prydwen has continued to serve with the Powerhouse, increasingly taking up a leadership role within the group, with **La Donna Universale** as her close adviser. Her solo adventures have led her to pay frequent visits to **New Worminghall**, one of the few institutes in the United Kingdom that Dracula has little influence over.

Update 2023: At the Futurian Institute when the Rising began, Prydwen assisted in the campus' defense and later the counterattack against Dracula's forces. While she did not personally witness Dracula's expulsion, she played a key role in subsequent events that saw Merlin banished as well.

Prydwen - PL 10 *(3rd Edition)*

Abilities:
STR 6 | **STA** 6 | **AGL** 7 | **DEX** 3 | **FGT** 11 | **INT** 4 | **AWE** 4 | **PRE** 4

Powers:
Shield of Valor: Easily Removable (-8 points), Indestructible
* ***Defensive Stance:*** Sustained Immunity 40 (Toughness effects), Passive - 20 points
* ***Shield Bash:*** Strength-based Damage 2 - 2 points
Superhuman: Leaping 3 (60 feet); Regeneration 2; Speed 3 (16 MPH) - 8 points

Advantages:
Accurate Attack, Agile Feint, All-out Attack, Defensive Attack, Equipment 4, Fascinate (Persuasion), Fast Grab, Improved Defense, Improved Disarm, Improved Grab, Improved Hold, Improved Initiative, Improved Trip, Inspire 2, Jack-of-all-Trades, Leadership, Power Attack, Takedown.

Equipment:

Armored Costume (Protection 3), Sword (Strength-based Damage 3, Improved Critical), and 3 points of equipment as needed.
Motorcycle: Size Medium; Strength 1; Speed 6 [ground]; Defense 10; Toughness 8 - 10 points

Skills:
Acrobatics 6 (+13), Athletics 8 (+14), Close Combat: Shield 1 (+12), Expertise: History 5 (+9), Expertise: Military 6 (+10), Insight 8 (+12), Intimidation 6 (+10), Perception 8 (+12), Persuasion 6 (+10), Vehicles 8 (+11)

Offense:
Initiative +11
Unarmed +11 (Close Damage 6)
Sword +11 (Close Damage 9, Crit 19-20)
Shield Bash +12 (Close Damage 8)

Defense:
Dodge 11, Parry 11, Fortitude 10, Toughness 9/6, Will 10

Totals:
Abilities 90 + Powers 22 + Advantages 22 + Skills 31 + Defenses 14 = 179 points

Offensive PL: 10
Defensive PL: 10
Resistance PL: 10
Skill PL: 9

Complications:
Doing Good--Motivation. Fish Out of Water. Friends (Jennifer Chase, Nick Grey.) ***Wanted by the Authorities.***

Prydwen -- PL 11 ***(4th Edition)***

Abilities:
STR 6 | **AGL** 7 | **STA** 6 | **INT** 5 | **AWE** 4 | **PRE** 4

Combat:
Attack 11 | **Defense** 10 | **Initiative** 19
Specialized Attack: Shield 13

Resistances:
Dodge 10 | Fortitude 9 | Toughness 9/6 | Will 10

Powers:
Acrobatic: Enhanced Movement 1 (safe fall); Leaping 3 - 4 points
Healing Factor: Regeneration 2 - 4 points
Shield of Valor: Array (20 points); Easily Removable (-8 points) - 12 points

- ***Defensive Stance:*** Counter Damage 9, Quick Counter, Simple Action
- ***Shield Bash:*** Damage 2, Strength-based

Swift: Quickness 2; Speed 3 - 5 points

Advantages:
Acrobatic Feint, Athletics Mastery, Connections, Dive for Cover, Driving Bonus, Encourage 2, Equipment 5, Fascinating Persuasion, Grabbing Finesse, Improved Defense, Improved Disarm, Improved Grab, Improved Hold, Improved Initiative, Improved Trip, Know-it-all, Multilingual, Stunning Strike, Tactical Advance, Takedown, Up And At'Em, Well-informed.

Equipment:
Armored Costume (Protection 3), Powerhouse Commlink (Communication 4), Sword (Strength-based Damage 3, Improved Critical), and 4 points of equipment as needed.
Motorcycle: **Size** 0; **Strength** 2; **Speed** 8 [ground]; **Defense** 0; **Toughness** 7 - 10 points

Skills:
Acrobatics 6 (+13), Athletics 8 (+14), Insight 8 (+12), Intimidation 6 (+10), Investigation 4 (+9), Knowledge Expertise 5 (+10), Leadership 9 (+13), Magic Expertise 4 (+9), Perception 8 (+12), Persuasion 7 (+11), Stealth 4 (+11), Survival 6 (+10), Tactics Expertise 6 (+11), Technology Expertise 4 (+9), Vehicles 4 (+11).

Offense:
Initiative +19
Unarmed +11 (Close Damage 6)
Sword +11 (Close Damage 9, Crit 19-20)
Shield Bash +13 (Close Damage 8)

Totals:
Abilities 64 + Combat 46 + Powers 25 + Advantages 27 + Skills 41 + Resistances 12 = 215 points

Complications:
Doing Good--Motivation. Fish Out of Water. Relationship (Jennifer Chase, Nick Grey.)
Reputation (fake legend, enemy of the state.)