

Source: Greek Mythology
Class: Assassin
Other Classes: Berserker
True Name: Scylla
Alignment: Chaotic Neutral
Place of Origin: Italy

Parameters:

STR: A++
END: C
AGI: D
MGI: E
LCK: A++
NP: B++

Height: 163cm
Weight: 55kg
Likes: Charybdis
Dislikes: Circe, Glaucus



Class Skills:

Presence Concealment B~D

A '+' modifier is applied while submerged in a body of water, though a simple rain shower triggers the modifier as well. The rank of this Skill lowers as Demonic Mutation's rank is increased.

Assassin is not a natural class for Scylla, thus there is a small chance that *Presence Concealment* may fail momentarily.

Personal Skills:

Divinity E

Running through Scylla's veins is a strong Divinity. Originally a B rank Divinity, Scylla's monstrous transformation degraded it to E. In theory, her Divinity should have been reduced to zero; however, what little was left of Scylla's sapience held onto that Divine heritage, as if clinging to the hope of salvation. And now, as a Heroic Spirit, that hope has been answered.

Perhaps by the machinations of Hecate, the final vestiges of Scylla's Divinity have been reprogrammed. While Circe's curse is too strong to be dispelled by Scylla's remaining Divinity, she can compact herself into a frame that exists as a synthesis between Scylla the Naiad and Scylla the Monster. It is not unlike a limited Shapeshifting, tuning her form by drawing from her monstrous origin.

Incidit in Scyllam A

A manifestation of Scylla's nature as one of two unavoidable dilemmas. It is a catalyst that dictates the causal relation between Scylla and those she associates with.

Grievous injury is inevitable as there is no chance to avoid her unscathed without a LCK stat of/or exceeding A rank.

The skill acts indiscriminately, however, making it unfavorable to associate with other lifeforms.

Demonic Mutation D~B

The interplay between this skill and *Incidit in Scyllam* has caused a peculiar result. Under normal conditions, both Scylla's STR and END would be propelled; however, the LCK stat receives END's performance boost. This does not quite equate to Scylla being lucky, but rather, represents the unfavorable circumstances one would have against her.

The rank of this skill coincides with how much of her monstrous origin Scylla taps into. At its lowest, it operates at D, while the highest monstrous constitution she can manifest operates at B.

Heart-rending Naiad B

A skill representing the bewitching charm of the Naiads. The charm effect is more organic in nature, rather than magical, as the charm is induced via natural pheromones.

A naiad's charms are enough to drive one to a frenzy. Impulse alone would drive the victims to seek material gifts and perform feats of prowess for the sole purpose of impressing the Naiad. Often the victims' attempts would fail to win over the naiad, and once more would the victim begin searching for even greater gifts and performing even greater feats. As the failures piled, the victims' psyche would deteriorate and their hearts would freeze. All that remained was a comatose figure, forsaken by a cold and callous love.

As the charm is organic in nature, *Magic Resistance* and high-ranking MGI will not naturally defend from the effect. Instead, the charm is resisted by one's physical and mental prowess. In Servant terms, this would refer to a B rank END and skills evocative of mental and physical fortitude.

Noble Phantasm:

On the Horns of Dilemma: Dichotomy of the Strait of Messina

Type: Anti-Army

Rank: B++

Range: 1-40

Max Targets: 400

Spoken of in Homer's *Odyssey* were two monsters, each isolated on opposite ends of a strait. In their era, they were uncompromising threats to mariners and heroes of the age, and in the modern era, they've become symbols of perilous dilemmas. As such, just as the two share a synonymous existence, the two share the Noble Phantasm *On the Horns of Dilemma*. The Noble Phantasm's manifestation depends on which of the two is manifested as a Servant. If one were to manifest as a Servant, the other is replicated through a causal phenomenon triggered by the Noble Phantasm.

The faux-Charybdis manifested by the Noble Phantasm is best described as a causal fissure, visually comparable to a massive pitch black gyre. The functionality, as represented by the dilemma the two monsters posit, operates by interrupting a set of actions, ensuring that no matter what the cause of the

action may be, the effect will forever lead to Charybdis. The maw of the faux-Charybdis is formed by space in a perpetual state of collapse in which not even light can escape, and being engulfed by the fissure ensures that the victims too are subjected to the spatial collapse.

Escape from the deluge is ensured by LCK, with anything higher than A having no chance of being affected by the maw. The odds of escape decrease drastically the lower the LCK rank is.

The maximum duration for the Noble Phantasm is an average of 10 seconds, as the force it takes to collapse both causality and space is too great to manage for extended periods of time. Anything more than that will likely incur damage to the Saint Graph.

Personality:

Scylla's demeanor is, on first glance, demure and refined. Extended interactions will soon hint that she's more of a prima donna with a flair for the dramatic. Her speech is peppered with simple Italian phrases, and one would assume this is due to her connection to Sicily. Instead, the Italian phrases are interjected because she finds it sounds more "showy."

In the time before her transformation, Scylla attracted countless men to vye for her affection. These would-be suitors, despite their efforts, were all left hopeless and defeated. Scylla would never acknowledge their feelings and despised their presence. However, what kept her from outright preventing their intrusion was a subliminal deviance. The aloof Naiad enjoyed the adoration.

Had she not acted on those perversions, it may be that tragedy would have never befell her. It may be that this is something she knows, but lacks the courage to say aloud. Regardless, the incident regarding Glaucus and Circe has left its mark, and engendered a mistrust and lingering spite within Scylla.

As a Heroic Spirit, with the luxury of a retrospective look at her life, she no doubt hosts a myriad of regrets. Most notably Scylla ponders what kind of legends she could have carved out if she had chosen a more proactive stance on life; if she had never taken the life she was given for granted.

In regards to a wish from the grail, she does not desire to rid herself of Circe's curse, nor does she desire to rewrite the events of her life. Scylla, as an Assassin, represents something that Scylla, as a Berserker, will never be able to acknowledge. Scylla the monster is entrapped in a paradoxical state of mind. Her psyche has deteriorated as an isolated monster, her memories are flooded with contradictory information of her heritage, and her true feelings are lost in the torrent of spite. If she were to attain the Grail, it would be her desire to grant the true Scylla peace of mind.

Lore:

There was a modest fame thriving in Sicily. A Naiad had made an appearance, beguiling the men of the island. Soon even the man turned Sea God Glaucus was enraptured by her glamour, and attempted to establish a rapport. To little surprise, even the compassionate hero-god of the Sea could not win the affections of Scylla. Thus, Glaucus turned elsewhere for aid, and sought the prowess of the witch of Aeaea.

To attain Circe's assistance, Glaucus had to charm and enrapture the witch himself. However, recognizing his efforts would seemingly bear no fruit, he took his leave. His search for love continued beyond Aeaea, leaving behind a cross, heartbroken maiden. For manipulating her feelings, the witch-goddess Circe moved to punish the love struck Glaucus.

Once more Scylla returned to the sea to bathe, and Glaucus had returned to Sicily to attempt to win her affections once more. Under the veil of secrecy, Circe had arrived too, bringing a concoction crafted with utmost malevolence and hatred.

The moment Glaucus saw Scylla that final time, Circe had emptied the concoction into the water. Lo did the beautiful Naiad transmogrify into a monstrous abomination. It was slow. It was painful. No

matter how hard she cried, or how far she ran, there was not a soul who could save her. And Glaucus could only stare, dumbstruck and bewildered, as Circe reveled in the despair painted across his face.

Cruel judgement had been dealt towards those who manipulated the feelings of others, and a monster was born.

The monster's fame far supersedes the Naiad's fame, so the Berserker class is the sole class suited for Scylla. To be summoned as an Assassin is merely an irregularity, but it is also the class Scylla prefers to be summoned in. In the modern era, Scylla's acclaim is intrinsically tied to her incarnation as a creature and a dilemma, yet as her fame remains, her identity as a Naiad dwindles.

She was the child of the sea god Phorcys and the goddess Hecate... No, that's not right. Perhaps her mother was the Nymph Craetias, or perhaps 'Craetias' was Hecate's pseudonym... But then, what if she truly is just a monstrous spawn of Typhon and Echidna? The answer to her heritage is something she already knows, as her Divinity is proof enough of that. But even so, the twisted, fabricated memories tend to surface now and again, muddling her identity.

To be summoned as an Assassin is to protect and confirm the identity and forlorn youth she once had.

Relationships:

Circe:

To little surprise, Scylla harbors a definitive scorn towards Circe. To see Circe summoning her heads as a familiar in battle only vexes her further. Yet despite the animosity, Scylla is too afraid of Circe to confront her in any way. There's no doubting the witches prowess, after all.

Perhaps there will be a time, some day, when Scylla can put aside her animosity and coexist with the witch. After all, as Scylla seeks to preserve her pre-monstrous identity, she would soon have to acknowledge the two of them are half-sisters, as children of Hecate.

Odysseus:

Despite being set-up against each other in the *Odyssey*, the two offer no resentment towards each other. To Scylla, Odysseus was simply a passerby like anybody else. To Odysseus, Scylla was akin to an animal hunting for its next meal. Even so, Scylla understands the command and respect held by Odysseus, and, by her own personal bias, holds him in higher regard than most other commanders.

Ashwatthama:

Her first impressions of this man were scathing. At first glance, he seemed to be a run-of-the-mill brusque braggart; however, upon extended conversation, Scylla has found that, surprisingly, the two have some intersecting interests. They can discuss who they hate. They can discuss why they hate. They can discuss how much they hate. Glaucus and Circe? Yes, they are truly worth hating. Hate. Hate. Hate, hate, hate, hate.

According to Scylla, their conversations are therapeutic, but those skilled in psychology may disagree.

Charybdis:

They had never truly met in life, but the synthesis of their legend has established a powerful bond in this second life. When they're together, their exuberance knows no bounds. The two regard each other as if they were sisters, while others liken them to an "aquatic-themed idol duo."

Asterios:

Asterios is the child of Pasiphae, Scylla's half-sister. Truthfully, this is the first time Scylla has ever met a relative other than Circe. How does one act around family? Scylla would technically be an aunt to Asterios, but she has no frame of reference for how to act as an aunt. As such, she's constantly taking mental notes, and is always attempting to play the role around Asterios.



Thanks to Fudge and Raspberry for providing the design and art.

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