

Scathach



Scathach is the name to which she answers, and she *does* make her home on the Isle of Skye. If asked, directly, whether she is literally the figure from the legends of Ulster, her answer will vary depending on her opinion of the person doing the asking. In most cases, she will simply make a comment to the effect that such personal questions are generally considered rude. In her most honest moments, she will admit that she is not, and then add that she would prefer not to discuss her origins beyond that. In a moment of total honesty, a few years ago, she further admitted that it has been so long since she was called anything else that she has forgotten the name she was given at birth, or the names she bore in the years afterward.

She was born on Chirab, some twelve hundred years ago, as one of the people of tomorrow, the rising stars. She was a minor figure among them at best, but when the war came, she fought it as best she could, and survived all that her fellows and the humans could throw at her. When the survivors left, she went with them, as a passenger on one of their spaceships. Scathach thinks that she was sick and tired of the war, but cannot really remember those days too clearly, either.

She *knows* that she was certainly sickened by the war that broke out among the overpeople less

than a decade after they left Chirab and made her own opinion of the dispute quite clear by spacing the other denizens of the ship -- some of whom survived that, probably -- then using it to leave the group. She found a world inhabited by a branch of humanity, and settled there for a time, living like a mother goddess among them and giving birth to about fifty children, all of whom inherited her immortality and became the ancestors of the Chatpaura people. But this grew tiresome to her, and so she left the world later named **Sezti** behind her and travelled on through the void.

Sometime around the 13th century, her voyage brought her to Earth, landing on the Isle. One of the first people she met was a Christian friar who was familiar with the Ulster cycle; seeing her spear and the proficiency with which she used it, he asked her whether she was some relation of the legendary warrior-woman of this island. Learning more, she decided to adopt this identity as her own, to make life a bit easier. She rebuilt the spaceship into a castle, hidden inside a pocket of folded space that hid it from sight -- a castle of shadows, just like in the legends. (Looking back, she is not sure how she did that. Maybe someone helped her, but she cannot quite remember these details, either.)

Thereafter, she engaged in what pursuits seemed fitting for this new life. Sometimes she would hunt monsters, sometimes she was persuaded to take part in battles. Sometimes, some would seek her out to gain training in the warrior arts, just as her namesake had given that to great heroes of the past. Sometimes, she would give them what they sought. At other times, she would give them what they were really seeking. Early on, she might dally with them, and thus became a mother on this world, too. But these children did *not* inherit her immortality, and the pain of watching them grow old and die in an eyeblink made her stop playing such foolish games.

Years passed, and she found herself being sought out more rarely. The last time was in the early years of the previous century when some mad doctor from the lands far to the west had her teach his son a few things. She thinks she might have taught him more than his father wanted, but it probably made no real difference. She is not sure anything that she has ever done has really made any difference to anyone. How can it, when life just keeps going on and on and on, with nothing (save herself) ever really lasting?

Except that she knows this is not true. In 1961, she made one of her rare trips to Portree to arrange to purchase some supplies that she was unable to manufacture herself and visited a public house which had purchased a television. She watched the news with interest, until a report about some activities by **the Institute** aired ... and her face went white as she saw **their most noteworthy member**. "Baraksus," she said, then left Portree at once, sealed up her castle with herself inside, and did not even bother to take delivery of the supplies. She remained in hiding for thirty years.

While Scathach quickly determined that the immediate danger had passed when she emerged, she felt a certain guilt that she had not even tried to warn anyone about what had come among them, especially after she learned the full story. So, when one **Robert Richmond** sought her out, she put him through no proving tests, but gave him the teaching he sought without question. She was a bit impressed that he survived it and watched him go. A few more times since, she has given teaching to young would-be heroes, and finds a certain comfort in the notion doing so helps to prepare for the day when *he* comes back.

Recently, she was contacted by **Exelion**, who offered her a teaching position at his **Academy**. Scathach is unsure that she wants to be so visible, but the offer is tempting, and something about the man who made it seems awfully familiar ...

Scathach -- PL 13

Abilities:

STR 7 | STA 8 | AGL 6 | DEX 4 | FGT 10 | INT 1 | AWE 4 | PRE 3

Powers:

Blood of Kings: Immortality 12 (minimum of 15 minutes), Limited (not if beheaded), Stamina Check Required (DC 14); Immunity 3 (aging, disease, poison); Regeneration 10 - 22 points

Gae Bulg: Array (31 points); Easily Removable (-12 points)

- **Close Attack:** Strength-based Damage 3, Secondary Effect (bleeding) on Damage and Strength Damage, Accurate - 1 point
- **Ranged Attack:** Ranged Damage 10, Secondary Effect (bleeding), Accurate - 31 points

Impossibly Fast: Enhanced Advantages 2 (Improved Initiative 2); Enhanced Defenses 6 (Dodge 3, Parry 3); Quickness 3; Speed 4 (30 MPH) - 15 points

Mind of Steel: Immunity 20 (mental effects), Limited to half effect - 10 points

Advantages:

Accurate Attack, Agile Feint, All-out Attack, Defensive Attack, Defensive Roll 2, Equipment 4, Evasion 2, Fearless 2, Hide in Plain Sight, Improved Critical (spear) 4, Improved Defense, Power Attack, Precise Attack (Close/Concealment), Ranged Attack 4, Takedown, Tracking.

Equipment:

Castle of Shadows: Size Huge; Toughness 12; Features Combat Simulator, Concealed 2, Defense System, Grounds, Gym, Isolated, Living Space, Power System, Security System 2 - 18 points

Skills:

Acrobatics 6 (+12), Athletics 6 (+13), Close Combat: Spear 4 (+14), Deception 6 (+9), Expertise: Military 8 (+9), Insight 4 (+8), Intimidation 8 (+11), Perception 6 (+10), Ranged Combat: Spear 4

(+8), Stealth 6 (+12).

Offense:

Initiative +14

Unarmed +10 (Close Damage 7)

Gae Bulg Close Attack +16 (Close Damage 10, Crit 15-20)

Gae Bulg Ranged Attack +14 (Ranged Damage 10, Crit 15-20)

Defense:

Dodge 12/9, Parry 13/10, Fortitude 11, Toughness 13/8, Will 12

Totals:

Abilities 86 + Powers 67 + Advantages 28 + Skills 29 + Defenses 14 = 224 points

Offensive PL: 13

Defensive PL: 13

Resistance PL: 12

Skill PL: 8

Complications:

Boredom--Motivation. Fear (other "rising stars", especially *him*.) ***Show-off***.

Update 2021: After realizing that Exelion was (or possibly will be) the one who helped her build her Castle of Shadows, Scathach decided to accept a position at the Academy as a combat instructor.