

Niamh Monaghan



The first thing you need to know is that her name is pronounced "NEEV maw-na-GAN". (Not "maw-na-HAN".) The second is that she is quite sensitive about mispronunciations of her name. Under most circumstances, she will choose to let the insult slide, but she will never forget. Given the opportunity, though, she will correct the error while also breaking as many bones as she thinks will reinforce the understanding of whatever poor person made the mistake. She usually thinks she needs to break more bones than she really does.

When **Mercedes Blaze** was given her current assignment to spy on **the Sprawl**, she gave considerable thought to which of her stable of operatives she would take with her. Niamh was the first name on the list, less for her physical abilities -- which *are* considerable and extremely useful -- than for their source in mysticism and her knowledge of magic. The preliminary research that Blaze had undertaken suggested that the Sprawl had no magic whatsoever, rendering such abilities an outside context problem to them, which would be a most exploitable weakness.

Niamh was presumably born in the county for which she is named, as she was found as an infant of about four months age on the steps of the cathedral in the county town shortly after the assault by **Cerebron**. Taken in by a local family, it soon became clear that she possessed strength far beyond that of other children. Her foster parents sought assistance from a local cunning man, who taught Niamh a set of rituals which would allow her to control her strength so that she could live as a relatively normal person.

Finding her to be reasonably quick-witted, as she entered her early teens, her mentor also gave her an education in the basics of his trade so that she could act as a gofer for him. He sent her

all over Ireland -- which to her mind includes the Six Counties -- on various "quests" that often involved doing violence unto people who owed him money or services. It was interesting and exciting work, and she began to develop a reputation as someone who should be respected, something she had never had before. It proved somewhat addictive, and any sign of disrespect for herself came to be answered with violence.

Unfortunately, the good times came to an end not long after she turned seventeen, when she returned from one such expedition to find her mentor dead in a fire that consumed her home. Lacking much in the way of investigative abilities, she had no clear idea of who might have done this. (Mercedes, who does have such abilities, has concluded that her mentor was assassinated by agents of **Axiom**.) She was about to engage in a suicide run against his known enemies when she found herself contacted by Mercedes Blaze for the first time and given a new job.

Having worked for Mercedes for nearly four years, Niamh finds the work she is asked to do even more interesting and exciting than her previous tasks. She enjoys earning what she considers to be appropriate respect in new regions, such as the Sprawl. She would never consider betraying Mercedes, as she believes that they have a strong bond based on mutual respect. She is wrong about that. She is also wrong about the ritual she performs every morning as soon as she wakes up, which she believes is necessary to activate her abilities. It is entirely psychosomatic ... and may be holding her back from developing her full strength.

*Secret History of Niamh Monaghan: It has been noted that Niamh bears something of a resemblance to Gloria Sylvester, aka **Gloriana**. This is because she is Gloriana's granddaughter. After disappearing in 1982, Gloriana had a brief physical relationship with an unidentified man; their daughter, named Jane, was born in 1983, and Gloriana spent the Eighties and early Nineties quietly looking after her. Jane never manifested any superpowers, and ran away from home in 1999, defying Gloriana's best attempts to find her. Jane traveled to Ireland and fell in with Kevin Shannon, a somewhat dissolute private investigator who was twice her age. Jane gave birth to Niamh in 2001, but died in Cerebron's attack; her birth father abandoned their daughter on the church steps and drank himself to death a few years later.*

Niamh Monaghan - PL 8 (3rd Edition)

Abilities:

STR 8/3 | STA 6/2 | AGL 4 | DEX 3 | FGT 8/4 | INT 1 | AWE 4 | PRE 1

Powers:

Healing Factor: Enhanced Stamina 4; Immunity 2 (disease, poison); Impervious Toughness 6; Regeneration 10 - 28 points

Tremendous Strength: Enhanced Fighting 4; Enhanced Strength 5; Enhanced Strength 3 (50 tons), Limited to lifting - 21 points

Advantages:

Accurate Attack, Agile Feint, Defensive Attack, Diehard, Great Endurance, Power Attack, Precise Attack (close/concealment), Takedown, Ultimate Effort (Toughness).

Skills:

Acrobatics 6 (+10), Athletics 4 (+12/+7), Expertise: Magic 6 (+7), Insight 4 (+8), Intimidation 10 (+11), Perception 5 (+9), Ranged Combat: Thrown 5 (+8).

Offense:

Initiative +4

Unarmed +8/+4 (Close Damage 8/3)

Defense:

Dodge 8, Parry 10/6, Fortitude 8/4, Toughness 6/2, Will 6

Offensive PL: 8

Defensive PL: 8

Resistance PL: 7

Skill PL: 7

Totals:

Abilities 44 + Powers 47 + Advantages 9 + Skills 20 + Defenses 10 = 121 points

Complications:

Duty--Motivation. Craves Respect. Power Loss (all, failure to perform daily ceremony.)

Niamh Monaghan - PL 8 (4th Edition)

Abilities:

STR 8/3 | AGL 4 | STA 6/2 | INT 1 | AWE 4 | PRE 1

Combat:

Attack 8/4 | Defense 6 | Initiative 4

Close Defense 10

Resistances:

Dodge 8 | Fortitude 8/4 | Toughness 6/2 | Will 6

Powers:

Healing Factor: Enhanced Stamina 4; Immunity 2 (Disease, Poison); Improved Toughness 6;

Regeneration 5 - 26 points

Tremendous Strength: Enhanced Attack 4; Enhanced Strength 5; Lifting 3 - 21 points

Advantages:

Blind Strike, Diehard, Great Endurance, Intimidating Feint, Menacing Attack, Takedown, Ultimate Toughness.

Skills:

Acrobatics 6 (+10), Athletics 4 (+12/+7), Insight 4 (+8), Intimidation 10 (+11), Magic Expertise 6 (+7), Perception 5 (+9).

Offense:

Unarmed +8/+4 (Close Damage 8/3)

Totals:

Abilities 30 + Combat 24 + Powers 47 + Advantages 7 + Skills 16 + Resistances 8 = 132 points

Complications:

Duty--Motivation. Craves Respect. Power Loss (all, failure to perform daily ceremony.)