

# SCARE SHEET: JONATHAN HIVE (BUGSY)

[SCARE sheet] Jonathan Tipton-Clark

**J** **Jamal Norwood**  
jamalnorwood@SCARE.gov  
[Hide Details](#)

To: **R** Ray1@SCARE.gov

Date: February 27, 2013, 1:35 PM

Sir,

I would suggest that SCARE keep a careful eye on Jonathan Hive, or, as his intimate acquaintances know him, Bugsy. For someone with such a ridiculous and largely useless power, he keeps turning up at the center of important events, where he somehow plays a primary role in their resolution.

He has built up a solid fan base on the Internet with his so-called journalism, and, to be fair, Hive does seem to have real investigative skills, perhaps due to his extensive contacts within both the ace and joker communities. He has failed, though, to gain entry into the ranks of mainstream journalism so far. If he were to become more dedicated to the actual act of writing, he might someday succeed.

Hive is a figurative and literal lightweight, but can be influential, and, by way of his personal attachments, his pretensions to journalistic ethics, and his reluctant do-gooder tendencies, he can be manipulated to SCARE's ends.

Sincerely,

Jamal Norwood  
SCARE operative

## HISTORY

Jonathan, in his mid-twenties, has scruffy brown hair and a generally amused expression. He is from a well-to-do, if dysfunctional, family from Washington, D.C. He has a college degree and a trust fund (which is running low). His ultimate goal is to be a journalist, essayist, and political commentator, so naturally he goes on *American Hero* to achieve this goal.

He doesn't do particularly well on the show and is discarded early, but he befriends John Fortune, partially for altruistic reasons, partially out of cynical self-interest, and, to his credit, is one of the first to join Fortune on his patently hopeless (but ultimately successful) quest to save the Egyptian jokers. He blogs about their experiences and exposes the atrocities occurring in that country to the world. Although of minimal use in battle, his wasps serve well as spies and scouts, and, given the proper target, can be a major distraction with their stings.

After Egypt he remains with the Committee. He is sent to Pyote, Texas, to investigate the mysterious atomic explosion, and his blogging this time earns him an arrest warrant for "disseminating

classified information in a public venue." SCARE attempts to arrest him, but he flees, ending up in New Orleans, where he begins a relationship with the dead ace Simoon, facilitated by Cameo.

He experiences the madness of Tom Weathers at first hand, and Lohengrin, in his role as Committee head, sends him off to investigate Weathers' background, origins, and possible weaknesses. This takes Bugsy and Cameo, who accompanies him (bringing with her Simoon and Nick "Will-o'-Wisp" Williams), on a round-the-world junket to some fascinating but dangerous places.

Simple archive research reveals that the Radical seemingly first appeared in 1993, but he learns from long-time *Aces!* magazine reporter Digger Downs that Weathers' actual origin occurred in 1970, in People's Park, San Francisco, where he mysteriously appeared to save the Lizard King from the first ace known as Hardhat, then just as mysteriously disappeared. Downs also mentions a hippie chick by the name of Sunflower who was with him, and through old-fashioned research Bugsy discovers her real name and links her to the custody battle with Mark Meadows over Sprout, their developmentally challenged child. Bugsy thinks, though, that Meadows is dead, and that Weathers might

be Sprout's father. He realizes that Meadows is involved somehow, so he and Cameo go to Vietnam, where Meadows was chancellor in the 1990s, in the hope that Cameo can channel him and get some answers to their questions. To their surprise, they discover Cameo can't call him up, meaning Meadows must still be alive. It's not until after they battle Weathers at the PPA/Caliphate peace conference in Paris that Bugsy learns the astonishing true nature of the Meadows/Weathers relationship from Jay Ackroyd.

In the meantime, he decides he has to break up with Simoon; he can't stand the weirdness of the Cameo-Simoon-Williams triangle any longer. He does, and it breaks the girl's non-beating heart. More importantly, he foolishly tosses away her earring, which she'd

NAME: JONATHAN TIPTON-CLARK	WC NAME: JONATHAN HIVE
OCCUPATION: BLOGGER, AGENT OF THE COMMITTEE	WC STATUS: ACE
ALIASES: BUGSY	ETHNICITY: CAUCASIAN

given him after removing it from Cameo's ear. This removes a potent arrow from the Committee's quiver when they finally face Tom Weathers for the last time. Hive is devastated by the outcome, especially Cameo's death.

## PERSONALITY

Feeckless and flighty (much like the wasps he turns into), Bugsy inevitably eventually bugs all those around him (except, it seems, the almost imperturbable Lohengrin), but it's hard to stay angry at him for long because his heart is generally in the right place.

He might have to think about it for a while, but he almost always does the right thing when push comes to shove, disguising his decision behind cynical wisecracks.

He longs to be accepted as a journalist/writer (and has achieved a certain amount of notoriety on the Internet), but lacks the discipline necessary to the craft. He'd love to play a journalist on television.

## POWERS & ABILITIES

Bugsy can turn himself into a swarm of over a hundred thousand green wasps that (as a whole) maintains his human intelligence and can act in a coordinated and disciplined manner to achieve his aims. He can lose a certain number of them, but if too many die and he loses a critical percentage of his mass, he has a hard time reassembling himself. When he's in swarm form he can communicate by using the wasps' tiny bodies to spell out short messages. They sting; get stung enough and you could be in trouble, especially if you're allergic.

He is also a decent writer, is 'net savvy, and does have a certain amount of investigative skill.

## ALLIES

Although he's not always recognized as such, Jonathan Hive is an integral member of the Committee. He has

## JONATHAN HIVE

POWER LEVEL 6

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
0	0	0	2	1	2	2	1

## POWERS

**Split:** Summon Smaller Swarms 4, Heroic, Horde, Mental Link, Multiple Minions, Limited: Hive is split into parts • 25 points

## Swarm Form • 32 points

**Flight:** Flight 2 (8 MPH)

**Insubstantial:** Insubstantial 2 (Gaseous)

**Stinging:** Shapeable Area Affliction 6 (Resisted by Dodge, Overcome by Fortitude; Dazed, Stunned, Incapacitated)

**Swarm Movement:** Movement 2 (Slithering, Wall-crawling)

**Swarm Senses:** Senses 2 (Radius Vision)

## SKILLS

Deception 2 (+3), Expertise: Writing 6 (+8), Insight 3 (+5), Investigation 5 (+7), Perception 4 (+6), Persuasion 2 (+3), Technology 2 (+4)

## ADVANTAGES

Connected, Contacts, Defensive Roll 2, Taunt, Well-informed

## OFFENSE

## INITIATIVE +0

Stinging — Close, Shapeable Area Affliction 6

Unarmed +1 Close, Damage 0

## DEFENSE

DODGE	6	FORTITUDE	4
PARRY	4	TOUGHNESS	2/0*
WILL	5	*Without Defensive Roll	

many friends and allies among its members, especially Lohengrin, John Fortune, Cameo (during her life), and Simoon (after her death).

## ENEMIES

Bugsy has no specific enemies, but he does annoy people with astonishing frequency.

## COMPLICATIONS

**Disability:** His insect components become sluggish or comatose in thick smoke or even average winter temperatures.

**Motivation—Recognition:** While Hive wants to achieve justice for those who deserve it and to experience thrills along the way, his primary goal in life is to be remembered: for his writing, for his exploits, or just for being himself.

**Weakness:** Hive's individual wasps are as easily fried, drowned, smooshed, or poisoned as normal insects. The death of any single wasp is something he notices but doesn't suffer particularly from, but if enough of his wasps are destroyed his ability to reform his human body is endangered.

Abilities 16 + Powers 57 + Advantages 6 + Skills 12 + Defenses 16 = 107

## SMALL WASP SWARM

POWER LEVEL 6

STR — STA 0 AGL 0 DEX 0 FGT 1 INT 2 AWE 2 PRE 1

## POWERS

**Swarm Form** (Flight 2 (8 MPH), Insubstantial 2 (Gaseous), **Stinging** (Shapeable Area Affliction 6 (Resisted by Dodge, Overcome by Fortitude; Dazed, Stunned, Incapacitated)), **Swarm Movement** (Movement 2 (Slithering, Wall-crawling)), **Swarm Senses** (Senses 2 (Radius Vision)))

## SKILLS

Insight 3 (+5), Investigation 5 (+7), Perception 4 (+6), Technology 2 (+4)

## OFFENSE

Initiative +0, Stinging (Close, Shapeable Area Affliction 6)

## DEFENSE

Dodge 6, Parry 4, Fortitude 4, Toughness 0, Will 5

Abilities 2 + Powers 32 + Advantages 0 + Skills 7 + Defenses 16 = Total 57



# CREDITS & LICENSE

## WILD CARDS - SCARE SHEETS #1: JONATHAN HIVE

**Writing and Design:** John Jos. Miller and Steve Kenson

**Development:** Jon Leitheusser

**Original Character Creation:** Daniel Abraham

**Editing:** Spike Y. Jones

**Art Direction:** Pauline Benney

**Graphic Design:** Hal Mangold

**Interior Art:** Brian Hagan, MK Ultra Studios

**Publisher:** Chris Pramas

**Green Ronin Staff:** Pauline Benney, Bill Bodden, Joe Carricker, Steve Kenson, Jon Leitheusser, Nicole Lindroos, Hal Mangold, Jack Norris, Chris Pramas, Donna Prior, Evan Sass, Marc Schmalz

*Wildcards SCARE Sheet #1: Jonathan Hive* is ©2013 Green Ronin Publishing, LLC. All rights reserved. References to other copyrighted material in no way constitute a challenge to the respective copyright

holders of that material. Mutants & Masterminds, Super-powered by M&M, Green Ronin, and their associated logos are trademarks of Green Ronin Publishing, LLC.

The following is designated as Product Identity, in accordance with Section 1(e) of the Open Game License, Version 1.0a: hero points, power points. All characters and their associated images, descriptions, backgrounds, and related information are declared Product Identity.

The following text is Open Gaming Content: all game system rules and material not previously declared Product Identity.

### Green Ronin Publishing

3815 S. Othello St., Suite 100 #304  
Seattle, WA 98118

**Email:** [custserv@greenronin.com](mailto:custserv@greenronin.com)

**Web Sites:** [www.greenronin.com](http://www.greenronin.com)  
[www.mutantsandmasterminds.com](http://www.mutantsandmasterminds.com)



### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

**1. Definitions:** (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), notation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor; (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

**2. The License:** This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this Li-

ense except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

**3. Offer and Acceptance:** By Using the Open Game Content You indicate Your acceptance of the terms of this License.

**4. Grant and Consideration:** In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

**5. Representation of Authority to Contribute:** If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

**6. Notice of License Copyright:** You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content You Distribute.

**7. Use of Product Identity:** You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

**8. Identification:** If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

**9. Updating the License:** Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

**10. Copy of this License:** You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

**11. Use of Contributor Credits:** You may not market or advertise the Open Game Content using the name of any Con-

tributor unless You have written permission from the Contributor to do so.

**12. Inability to Comply:** If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

**13. Termination:** This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

**14. Reformation:** If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

**15. COPYRIGHT NOTICE**  
Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

*System Reference Document*, Copyright 2000, Wizards of the Coast, Inc., Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

*Modern System Reference Document*, Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!l, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

*Mutants & Masterminds*, Copyright 2002, Green Ronin Publishing; Author Steve Kenson.

*Advanced Player's Manual*, Copyright 2005, Green Ronin Publishing, LLC; Author Skip Williams.

*Silver Age Sentinels d20*, Copyright 2002, Guardians of Order, Inc.; Authors Stephen Kenson, Mark C. Mackinnon, Jeff Mackintosh, Jesse Scoble.

*Mutants & Masterminds, Second Edition*, Copyright 2005, Green Ronin Publishing, LLC; Author Steve Kenson.

*DC Adventures Hero's Handbook*, Copyright 2010, Green Ronin Publishing, LLC; Author Steve Kenson.

*Mutants & Masterminds Hero's Handbook*, Copyright 2011, Green Ronin Publishing, LLC; Author Steve Kenson.

*Wildcards Cards Campaign Setting*, Copyright 2008, Green Ronin Publishing; Authors John Jos. Miller and Steve Kenson.

*Wildcards SCARE Sheet #1: Jonathan Hive*, Copyright 2013, Green Ronin Publishing; Authors John Jos. Miller and Steve Kenson.