

SCARE SHEET: THE RIGHTEOUS DJINN

[SCARE sheet] The Righteous Djinn

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To:

R

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Sir,

In the Egyptian matter, there are three factions to consider: the Ikhlas al-Din informal civilian militia, the regular Egyptian Army, and the Army of the Caliphate. Distinctions between the groups are not clear-cut. For instance, there is no doubt the Ikhlas al-Din militia operated with at least the tacit approval and probably the clandestine support of the Egyptian government, carrying out genocidal anti-joker policies the regime didn't dare to air openly.

Similarly obscure are the origins of the Caliphate's most powerful ace, the Righteous Djinn, who could be compared to the Radical (Tom Weathers) in terms of potency.

Fortunately for the jokers of Egypt, Fortune's rag-tag band of aces were able to prevail, though not without experiencing grievous losses, and the jokers who survived the deadly march to southern Egypt found a new homeland in what's now known as Old Egypt.

Sincerely,

Jamal Norwood
SCARE operative

HISTORY

The Righteous Djinn's origins are largely obscure. He comes from somewhere in the Middle East and speaks with the accent of a peasant.

The Djinn has a full, thick black beard and grey eyes. His personal banner is blood red with a yellow crescent moon and an eight pointed-star formed of scimitar blades.

He has no personal life, living merely to serve as a weapon of the Caliphate.

The Djinn falls to Drummer Boy's sonic assault in the third battle of the Aswan conflict.

PERSONALITY

The Righteous Djinn is fierce, unrelenting, and cruel. He is utterly devoted to the Caliph, but it should be noted that this means the office. He is not attached to the particular person holding the office. He is not well-educated, disdaining modern mores.

POWERS & ABILITIES

The Righteous Djinn can absorb the powers of other aces by touching them. The transference is fast (less than a minute), but a passing, casual touch is not sufficient. The Djinn must will the absorption to take place and maintain unbroken concentration during that time. As the transference takes place a number of dark, smoky tendrils waft from his victim, wreathing the Djinn. Once it's completed, the drained ace's body is dry, gray, and shriveled, crumbling into dust if force is applied to it. The powers he's absorbed are listed here, as close as possible to the order in which they were acquired:

1. With physical contact, the Righteous Djinn can force a sense of warmth, well-being, and weakness onto a victim, rendering the victim helpless long enough for his draining power to take effect. It's not known what ace the Djinn stole this power from.
2. Armed with the ability to cause lethargy, he gained superstrength from Sharon Cream, the Israeli ace who was the strongest woman in the world.

3. Sayyid, the crippled giant who was once the Nur's best friend, always struggled to support the weight of his gigantic body. In the 1980s an American ace shattered both his legs and he never walked again. Reinforced with Sharon Cream's strength, the Djinn could support Sayyid's gigantic form without effort. The Djinn stood thirty-five feet tall at Sayyid's funeral, but can grow as tall as sixty feet.

4. Soon after Egypt joined the Caliphate, several of the old Port Said aces disappeared mysteriously, among them Khôf, who looked like death incarnate and had the ability to cast a pall of fear over multiple minds. Another power gained at this time is the ability to regenerate wounds with concentration.

5. The ability to change into a raging sand storm was gained when he killed Simoon in the third Battle of Aswan. He can also partially transform, making his body as insubstantial as the wind but keeping his form.

ALLIES

The Caliphate (both the people and officials) can be counted on to help the Djinn if necessary. He thought his fellow Caliphate ace Bahir was an ally, and died without discovering Bahir was also secretly his enemy Lilith.

ENEMIES

The Caliphate's enemies are the Righteous Djinn's as well, especially Lilith, whose assassination of the Nur the Djinn couldn't prevent.

IKHLAS AL-DIN

Ikhlas al-Din, Egypt's fundamentalist Muslim anti-wild card civilian militia, sprang up after rumors that the joker terrorist group the Twisted Fists had assassinated the Nur. (The assassin was actually Noel Matthews, who started the rumors to cover his British intelligence tracks.) They believe jokers to be abominations, sinners punished by Allah, and the religion of the Egyptian jokers, the Old Religion of the Living Gods, blasphemous.

NAME: UNKNOWN	WC NAME: THE RIGHTEOUS DJIN
OCCUPATION: LIVING WEAPON	WC STATUS: ACE
BASE: THE CALIPHATE	ETHNICITY: UNKNOWN

A typical quote from of their followers: "You bow down to the Monsters accursed of Allah, and our Caliph's holy blood is on your hands."

Every member of the militia wears a green and black keffiyeh.

The political arm of the Ikhlas al-Din is swept to victory in the Egyptian elections, partly on its promise to drive the Living Gods and their worshipers from the cities and towns of Egypt. They're successful, but most of the jokers survive the expulsions. The jokers' leaders, among them Sobek the crocodile, Horus (an ex-officer of the Egyptian Air Force who has wings too weak to allow him to fly), and Tawaret the hippopotamus goddess, decide to lead the jokers away to Upper Egypt.

The militia harasses the refugees all the way south, raiding their camps, picking off stragglers, burning villages and poisoning wells along the way to deny them food and supplies. John Fortune and his allies alleviate the carnage as best they can but can't stop it.

THE EGYPTIAN ARMY

The formal Egyptian Army, relatively well-equipped and well-trained, joins the Ikhlas al-Din in the final stages of herding the jokers southwards. Once the refugees have nowhere left to retreat, the Army presses the attack at Aswan.



Everyone (Fortune, his aces, the Living Gods, and the poorly armed jokers) plays a role in the Egyptian

Army's defeat, but Simoon and Earth Witch particularly distinguish themselves. Simoon's windstorm sweeps the Egyptian troops into disarray and knocks their attack helicopters from the sky. Earth Witch opens up huge cracks in the ground that consume a significant percentage of the Egyptian forces.

THE RIGHTEOUS DJINN

POWER LEVEL 11

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
12/16*	12/16*	0	1	6	0	0	1

POWERS

Draining Grasp: Grab-based Affliction 14 (Resisted and Overcome by Will; Dazed, Stunned, Incapacitated, Dead), Concentration, Extra Condition (fourth-degree), Limited to one degree per failed check) • 14 points

Giant: Growth 12, Permanent • 24 points

Stolen Powers: Variable 6 (30 points), Free Action, Limited to aces he has drained • 48 points

Colossus: Growth 4, Stacks with Growth (8 points)

Healing: Regeneration 10, Sustained (10 points)

Sandstorm: Burst Area Damage 10 (sand blasting), Insubstantial 2 (gaseous) (30 points)

Terror: Visual Area Affliction 11 (Resisted and Overcome by Will; Dazed, Defenseless, Incapacitated) (22 points)

SKILLS

Expertise: Military 4 (+4), Intimidation 4 (+5/+13*), Perception 2 (+2), Ranged Combat: Guns 33 (+4), Stealth 4 (+4/-12*)

ADVANTAGES

Benefit 2 (Caliphate ace), Fast Grab

OFFENSE

INITIATIVE +0

Unarmed +6 Close, Damage 12/16*

DEFENSE

DODGE	0/-2*	FORTITUDE	12/16*
PARRY	0/-2*	TOUGHNESS	12/16*
WILL	6	*At full Growth	

COMPLICATIONS

Motivation—Responsibility: The Djinn enjoys using his powers and taking new powers from other aces, but always at the direction of the Caliph and in the interests of the Caliphate.

Overconfidence: Entering the final Battle of Aswan, the Righteous Djinn had never been defeated in open combat. He had no reason to think that battle would be any different, and acted accordingly.

Abilities 16 + Powers 86 + Advantages 3 + Skills 9 + Defenses 12 = 126

reaching the joker camp, the ace known as Hardhat is washed away by the surging waters and is never seen again. Earth Witch is wounded and cannot take part in the climactic battle afterwards.

Fortune's forces are augmented by the unexpected arrival of Drummer Boy, who eventually plays a central role in the Righteous Djinn's defeat. Virtually all the aces and a number of jokers face-off against the Djinn, Simumon sacrificing her life in an attempt to bring him down. Drummer Boy's sonic powers eventually prove more potent than the Djinn's stolen ones, and the Djinn's unexpected death sets the Army of the Caliphate fleeing in terror.

After Matthews (in his Bahir guise) rescues the U.N. Secretary-General, who'd been held in "protective custody" by Caliph Abdul-Alim, the Caliph suffers a fate identical to that of his father, and an older, more conservative, man is elevated to the title of Caliph.

When the day's over the Egyptian Army is broken. But the Righteous Djinn and the Army of the Caliphate are only 30 miles to the north, and approaching fast.

THE ARMY OF THE CALIPHATE

The Nur al-Allah is born in the late 1940s in Syria. He starts a fundamental Islamic sect he uses as a base upon which to build his political power. He envision the return of a caliphate extending through the Arabian Peninsula, the Middle East, and northern Africa. By the early 1980s he rules all of what was once known as Syria, as well as parts of Jordan and Saudi Arabia. He gains more ground over the ensuing years, but is ultimately assassinated by the British intelligence agent Noel Matthews (in his Lilith guise). Subsequent rumors (started by Matthews) that the Twisted Fist joker terrorist group was responsible for the killing initiate the genocide of the Egyptian joker population.

After the Nur's death the Caliphate is ruled by his son, Abdul-Alim, impolitely if accurately known as Abdul the Idiot. He commits Caliphate troops to the purge of the Egyptian jokers, and they join the Ikhlas al-Din for the second and third Aswan battles.

The first of these confrontations takes place a few days after the defeat of the Egyptian Army, as the Caliphate forces attempt to overwhelm the defenders. Fortune's forces stop the attack but the Aswan Low Dam is breached. Although the Caliphate army is stopped from crossing the Nile and

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