

SCARE SHEET: THE PEOPLE'S PARADISE OF AFRICA - PART 2

[SCARE sheet] Wally Gunderson

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

Date: July 7, 2013, 1:45 PM

Sir,

Following up on the People's Paradise child aces: it remains unknown where the PPA acquired their samples of the Wild Card virus and, with the destruction of their facilities and the deaths of most of the people involved, it's likely that we'll never know. The Committee aces involved didn't exactly conduct a thorough investigation. Still, we must consider at least the possibility that some of the PPA resources might have fallen into other hands.

As for the child-aces themselves, the survivors of the collapse of the PPA are seriously psychologically scarred. Counselors may be able to work with them, but early assessments make it pretty unlikely they'll be useful as assets of any sort. The focus is more on containment and ensuring they get enough care and sense of right and wrong so we can avoid more extreme measures, if at all possible.

The idea of using psychometrics or telepaths to find out more first-hand information about the program that created the child-aces has been floated and rejected as too risky, given what any psychic would have to experience. It certainly makes me grateful not to be a mind-reader.

Sincerely,

Jamal Norwood
SCARE operative

THE MUMMY

Nothing is known of The Mummy's past—not even her real name. She isn't a product of the Nshomboss's ace-creation program, but was found wandering in northeastern Uganda by elements of the PPA's elite Simba Brigades during their annexation of that country. The doctors examining her decided she was about eleven, although she's the size of a malnourished four-year-old.

The Mummy is swathed in elastic bandages that protect her from the sun and stretch as she grows. She never speaks and it's uncertain how much she understands, but she knows what to do when a target is pointed out to her.

The Mummy is killed by the Amazing Bubbles when she attacks the ace and refuses to let go.

PERSONALITY

Her personality is unknown but presumably not what you'd call balanced, normal, or good.

NAME: UNKNOWN	WC NAME: THE MUMMY
OCCUPATION: CHILD-ACE SOLDIER FOR THE PPA ARMY	
BASE: THE PEOPLE'S PARADISE OF AFRICA	
WC STATUS: ACE	ETHNICITY: AFRICAN

POWERS & ABILITIES

The Mummy sucks the moisture out of anyone she grabs in a grip surprisingly strong for her size. The process takes only seconds and leaves her swollen, almost globular, and quickly awash in a pool of urine as her kidneys deal with the drastic intake of water. Her victims are left as skeletal bags of bones and die quickly.

ALLIES

Even the other child-aces thought The Mummy was creepy. But they and the PPA army had respect for her deadly abilities.

THE MUMMY

POWER LEVEL 11

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

POWERS

Dehydrate (Weaken Stamina 15, Grab-based, Limited to no more than 5 points per round)

SKILLS

Close Combat: Grab 6 (+6)

ADVANTAGES

Grabbing Finesse, Improved Grab, Improved Hold

OFFENSE

Initiative +1, Dehydrate +6 (Weaken Stamina 15, DC 25), Unarmed +0 (Close, Damage 0)

DESENSE

Dodge 3, Parry 3, Fortitude 3, Toughness 0, Will 3

Totals: Abilities -2 + Powers 5 + Advantages 3 + Skills 3 + Defenses 11 = Total 20

COMPLICATIONS

Motivation—Acceptance: If The Mummy even has human motivations, maintaining her place in the distorted PPA child-ace family by faithfully following orders might be her central focus.

Broken: Some of the PPA child-aces are still children at heart, and can be rehabilitated once removed from the horrors of war. Even before the PPA got their hands on her, The Mummy had been traumatized by horrific drought in her home country. Whether there's any humanity left in her to be redeemed is questionable.

Disability: As a result of her permanent malnutrition, The Mummy is weak and slow-moving. She is also mute and her intellectual capacity is apparently stunted.

Power Loss: The Mummy can only drain one average-sized adult at a time, and needs to take a few minutes between attacks to process the water out of her system before attacking again.

Weakness: The Mummy is extraordinarily sensitive to the sun's rays, suffering painful sunburn on skin exposed on even a hazy day.

ENEMIES

The Caliphate included her among the list of aces they wanted to destroy, but she had no personal animus toward anyone.

THE HUNGER

Wanjala's background is largely unknown, but he probably came from the Nshombos's ace-creation program. He's a small, underfed-looking boy with spooky eyes. Along with a number of political and military targets, The Hunger's bite infected Gardener, ultimately leading to her death. His current whereabouts are unknown.

THE HUNGER

POWER LEVEL 8

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

POWERS

Starvation (Progressive Affliction 10; Resisted and Overcome by Fortitude; Fatigued, Exhausted, Incapacitated; Limited to One Degree per Day)

SKILLS

Close Combat: Biting 4 (+6), Perception 3 (+3), Stealth 5 (+6)

OFFENSE

Initiative +1, Bite +6 (Close, Progressive Affliction 10), Unarmed +2 (Close, Damage -1)

DESENSE

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

Totals: Abilities 2 + Powers 20 + Advantages 0 + Skills 6 + Defenses 14 = 42

COMPLICATIONS

Motivation—Power: Whether The Hunger understands the death his power inevitably causes his victims is debatable, but he does enjoy biting people and watching the fear appear on their faces as they realize what's happened to them.

Broken: Some of the PPA child-aces are still children at heart, and can be rehabilitated once removed from the horrors of war. Whether that includes The Hunger is doubtful.

Youth: Wanjala has the physical, mental, legal and experiential shortcomings of being a child.

NAME: WANJALA

WC NAME: THE HUNGER

OCCUPATION: CHILD-ACE SOLDIER FOR THE PPA ARMY

BASE: THE PEOPLE'S PARADISE OF AFRICA

WC STATUS: ACE

ETHNICITY: AFRICAN

PERSONALITY

An uncaring killer, The Hunger thinks the fear of his victims is humorous. He knows his child's face, oversized eyes, and emaciated body can inspire pity in others, and he's adept at exploiting that weakness to get into biting range.

POWERS & ABILITIES

The Hunger's bite anywhere on a person's body, as long as it draws blood, causes the victim's eventual death by starvation. Once the victim hits incapacitated, further progression of the Affliction brings their condition to dying. Prodigious eating or IV nutrition hardly slow the rate of weight loss, and even an obese man will die a skeletal wretch in a dozen or so days. A determined, healthy person can function for days after being bitten, but the starvation process continues relentlessly, and even

the experts at the Jokertown Clinic couldn't find a cure in the week they had to study the dying Gardener.

ALLIES

The army of the People's Paradise of Africa values The Hunger's abilities, but those who work alongside him fear him.

ENEMIES

The Hunger has no personal enemies. He kills whoever his handlers point him at, plus the occasional ally or handler who gets in the way of his teeth.

HOST

Ghost is an eight- or nine-year-old girl, presumably a product of the Nshombos's ace-creation program. After the destruction of the child-ace facility at Nyunzu, Tom Weathers orders her to follow Rustbelt and kill him. She patiently stalks him for days through the jungle and tries to kill him more than once with a knife until Wally's gentleness and kindness eventually win her over—that and the fact she watches him beat up a bunch of Leopard Men, who she hates and fears.

She now lives in the United States with Wally as her guardian.

PERSONALITY

She's determined and focused, but too young and inexperienced to understand in adult terms the real meaning of the task given her by Weathers. When Wally finally wins Ghost over with his endless patience and kindness, she displays a normal bubbly child's personality, if haunted by her ill treatment at the hands of PPA officials.

POWERS & ABILITIES

Ghost can turn insubstantial and cause a small amount of mass to turn with her (clothes, a small tool or weapon, *etc.*). When immaterial she floats several inches above the ground. She can float over water as easily as land and keep to her ghost state for very long periods of time.

ALLIES

Initially the army of the People's Paradise of Africa were her family and allies. Now Wally Gunderson (Rustbelt) fills that role.

ENEMIES

Initially anyone her handlers pointed her at was her enemy, but now she has no enemies, personal or institutional.

HOST

POWER LEVEL 3

STR -1 STA o AGL 1 DEX 1 FGT 1 INT o AWE o PRE o

POWERS

Floating (Flight 1 (4 MPH), Limited to a few inches off the ground)
Ghostly (Insubstantial 4)

EQUIPMENT

Knife (Damage 1, Improved Critical)

SKILLS

Close Combat: Knife 3 (+4), Perception 2 (+2), Stealth 4 (+5)

ADVANTAGES

Equipment 1

OFFENSE

Initiative +1, Knife +4 (Close, Damage 0, Crit. 19-20), Unarmed +1 (Close, Damage -1)

DEFENSE

Dodge 4, Parry 4, Fortitude 3, Toughness 0, Will 3

Totals: Abilities 4 + Powers 21 + Advantages 1 + Skills 5 + Defenses 12 = 42

COMPLICATIONS

Motivation—Acceptance: Ghost isn't evil and probably doesn't understand the consequences of the killings she performs for the PPA. It's just what she's taught to do as a member of the Nshombos's child-ace family. Presented with a less destructive family setting, she adjusts easily.

Youth: Yerodin has the physical, mental, legal and experiential shortcomings of being a child.

NAME: YERODIN

WC NAME: GHOST

OCCUPATION: CHILD-ACE SOLDIER FOR THE PPA ARMY

BASE: THE PEOPLE'S PARADISE OF AFRICA

WC STATUS: ACE

ETHNICITY: AFRICAN

AYIYI

Ayiyi is a member of the Ewe tribe from the Togo River region of Ghana. His family moves to Lagos looking for work and when Nigeria is annexed into the PPA, the ten-year-old boy is swept up in the Nshombos's ace-creation program and turned into a joker-ace: His kid's head is stuck atop a yard-long black and white spider body with an eight-foot span to his eight furry legs. He has huge poison-dripping fangs and jointed leg-like palps to bring food to his human mouth.

Ultimately, he's killed by Tom Weathers while trying to protect President-for-Life Nshombo.

AYIYI

POWER LEVEL 7

STR 2 STA 2 AGL 4 DEX 0 FGT 5 INT 0 AWE 0 PRE -1

POWERS

Spider Body (Extra Limbs 4, Leaping 2, Movement 3 (Slithering, Wall-crawling 2))

Venom (Progressive Affliction 8 (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated))

Webbing (Ranged Cumulative Affliction 6 (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobilized) Extra Condition, Limited Degree)

SKILLS

Athletics 4 (+6), Intimidation 3 (+2), Perception 2 (+2), Ranged Combat: Webbing 5 (+5), Stealth 3 (+7)

ADVANTAGES

Improved Grab

OFFENSE

Initiative +4, Venomous Bite +5 (Close, Progressive Affliction 8), Webbing +5 (Ranged, Cumulative Affliction 6)

NAME: AYIYI

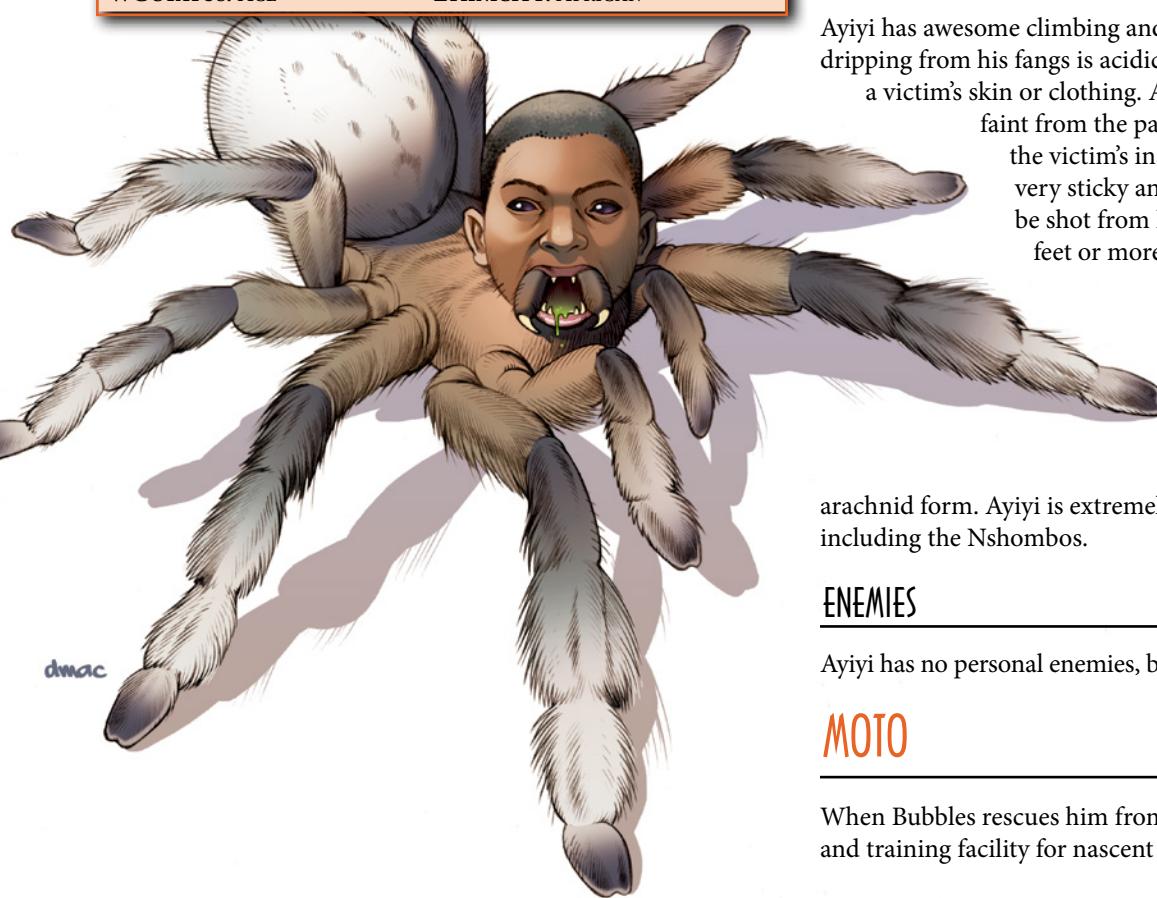
WC NAME: NONE

OCCUPATION: CHILD-ACE SOLDIER FOR THE PPA ARMY

BASE: THE PEOPLE'S PARADISE OF AFRICA

WC STATUS: ACE

ETHNICITY: AFRICAN



DESENSE

Dodge 6, Parry 8, Fortitude 5, Toughness 2, Will 3

Totals: Abilities 24 + Powers 54 + Advantages 0 + Skills 9 + Defenses 11 = Total 98

COMPLICATIONS

Motivation—Acceptance: The PPA's child-ace family is the only place within the People's Paradise of Africa that a joker like Ayiyi is likely to be accepted instead of ostracized or killed. And when you want to be accepted, you do what's expected of you.

Prejudice: In human society at large, spiders are instinctively off-putting. Ayiyi's monstrous form is exceptional even within the ranks of the child-aces, because those running the program ruthlessly cull jokers unless they display compensatory talents.

Youth: Ayiyi has the mental, legal and experiential shortcomings of being a child.

PERSONALITY

Aiyi's face is impassive as he kills, which could be an indication that he feels no emotions or it could simply be a part of his joker. He doesn't speak, so figuring out his state of mind is impossible.

POWERS & ABILITIES

Aiyi has awesome climbing and jumping abilities. The poison dripping from his fangs is acidic, burning even if it only gets on a victim's skin or clothing. A single bite causes his victim to faint from the pain, and is quickly fatal, causing the victim's insides to liquefy. His webbing is very sticky and phenomenally strong and can be shot from his abdomen with a range of 30 feet or more.

ALLIES

The army of the People's Paradise of Africa values Ayiyi's abilities, but most nats are repulsed by his arachnid form. Ayiyi is extremely loyal to his adoptive family, including the Nshombos.

ENEMIES

Aiyi has no personal enemies, but attacks whomever he's told to.

MOTO

When Bubbles rescues him from the Red House (PPA laboratory and training facility for nascent aces), Moto is a young child still

MOTO

POWER LEVEL 6

STR -1 STA o AGL 1 DEX o FGT o INT o AWE o PRE -1

POWERS

Breathe Flame (Line Area Damage 6, fire)

OFFENSE

Initiative +1, Flame Breath (Close, Line Area Damage 6), Unarmed +0 (Close, Damage -1)

DESENSE

Dodge 3, Parry 3, Fortitude 3, Toughness 0, Will 3

Totals: Abilities -2 + Powers 12 + Advantages 0 + Skills 0 + Defenses 11 = 21

COMPLICATIONS

Motivation—Fear then Acceptance: When The Amazing Bubbles finds Moto, fear of his PPA trainers and of his own powers govern his actions. After the destruction of the Red House, being accepted by Bubbles and her clan is his motivation.**Disability:** Whenever Moto speaks, there's a chance his power is accidentally triggered. Practice will hopefully get this under control.**Youth:** Moto has the physical, mental, legal and experiential shortcomings of being a child.**NAME: UNKNOWN ("MOTO")**
MEANS FIRE IN LINGALA)**WC NAME: MOTO****OCCUPATION: CHILD-ACE SOLDIER (IN TRAINING) FOR THE PPA ARMY****BASE: THE PEOPLE'S PARADISE OF AFRICA, ALTHOUGH HE'LL LIKELY END UP WITH MICHELLE POND IN NEW YORK CITY****WC STATUS: ACE****ETHNICITY: AFRICAN**

learning how to control the fire that shoots out of his mouth whenever he talks or violently exhales.

PERSONALITY

Probably because he didn't spend much time suffering as an unwilling pawn of the PPA before being rescued, Moto seems to be a normal, cheerful child.

POWERS & ABILITIES

He can shoot fire from his mouth, which doesn't harm him. The flames can be a tiny puff or a continuous stream, at the early stage of control matching the volume and extent of his vocalizations.

ALLIES

Initially the People's Paradise of Africa and the other child-aces were Moto's allies, now The Amazing Bubbles, Hoodoo Mama, and Adesina have taken their place.

MARTIAL EAGLE

POWER LEVEL 3

STR o STA o AGL 2 DEX o FGT o INT o AWE o PRE o

POWERS

Eagle's Wings (Flight 4 (30 MPH), Wings)

SKILLS

Acrobatics 2 (+4)

OFFENSE

Initiative +2, Unarmed +0 (Close, Damage 0)

DESENSE

Dodge 4, Parry 3, Fortitude 3, Toughness 0, Will 3

Totals: Abilities 4 + Powers 4 + Advantages 0 + Skills 1 + Defenses 11 = 20

COMPLICATIONS

Motivation—Acceptance: Once a normal child, Martial Eagle is now a joker-ace in a society with lethal prejudices against jokers. At least at this stage in her development, all Martial Eagle wants is a place to call home.**Prejudice:** As a joker, she was almost exterminated in the PPA child-ace program, but was spared in hopes she'd be able to do more than simply fly, such as carry another child-ace to a target zone.**Youth:** Martial Eagle has the physical, mental, legal and experiential shortcomings of being a child.**NAME: UNKNOWN ("MOTO")**
MEANS FIRE IN LINGALA)**WC NAME: MOTO****OCCUPATION: CHILD-ACE SOLDIER (IN TRAINING) FOR THE PPA ARMY****BASE: THE PEOPLE'S PARADISE OF AFRICA, ALTHOUGH HE'LL LIKELY END UP WITH MICHELLE POND IN NEW YORK CITY****WC STATUS: ACE****ETHNICITY: AFRICAN****NAME: UNKNOWN****WC NAME: MOTO****OCCUPATION: CHILD-ACE SOLDIER (IN TRAINING) FOR THE PPA ARMY****BASE: THE PEOPLE'S PARADISE OF AFRICA****WC STATUS: ACE****ETHNICITY: AFRICAN**

ENEMIES

Moto hasn't had time to develop enemies yet.

MARTIAL EAGLE

Not much is known about this particular child-ace, other than that she originated in the Nshombos's laboratory. A joker-ace, she has the head and wings of the largest species of African eagle. The rest of her is a normal, if undernourished, eleven-year-old girl.

PERSONALITY

Nothing is known of Martial Eagle's personality so far.

POWERS & ABILITIES

Martial Eagle can fly, and it's asserted that she can carry another child while in flight, but that might have been a convenient exaggeration to prevent her from being summarily executed.

ALLIES

The People's Paradise of Africa and the other child-aces are Martial Eagle's allies.

ENEMIES

Martial Eagle hasn't had time to develop enemies yet.

ADESINA

Adesina is a victim of the Nshombos's ace experiments. Judged a failure, she's tossed in a corpse pit and buried alive. Unbeknownst to her tormentors, she forms a protective cocoon around herself that enables her to survive while her great mental powers reach across the Atlantic to a comatose Michelle Pond (The Amazing Bubbles) with telepathic cries for help and images

ADESINA

POWER LEVEL 4

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

POWERS

Butterfly Body (Shrinking 6, Permanent; Flight 1, Wings)

Telepathy (Mental Communication 4, all but rank 1 Limited to Dreams, **AE: Blissful Touch** (Affliction 6 (Resisted and Overcome by Will; Entranced, Stunned, Incapacitated), descriptor shifts from bliss to sadness when contact is broken))

SKILLS

Acrobatics 2 (+4)

OFFENSE

Initiative +2, Bliss -1 (Close, Affliction 6), Unarmed -1 (Close, Damage -2)

DEFENSE

Dodge 7, Parry 5, Fortitude 3, Toughness 0, Will 3

Totals: Abilities 0 + Powers 27 + Advantages 0 + Skills 0 + Defenses 11 = 38

COMPLICATIONS

Motivation—Doing Good: Whether it's using her telepathic power at close range to ease the psychic pains of others, or her long-range dream-reading ability to monitor the increasing danger Tom Weathers represented and warn The Amazing Bubbles about him, Adesina uses her powers to help in whatever way she can.

Disability: Adesina's butterfly wings and body are fragile and physically weak.

Prejudice: As a joker, Adesina is subject to social prejudices.

Youth: Adesina has the legal and experiential shortcomings of being a child.

NAME: ADESINA

WC NAME: NONE

OCCUPATION: NONE

BASE: THE PEOPLE'S PARADISE OF AFRICA

WC STATUS: ACE

ETHNICITY: AFRICAN

of her current horrific state. These vivid visions help pull Bubbles out of the coma she's been in since absorbing an atomic blast from Little Fat Boy, and send her and Hoodoo Mama on a quest to Africa to rescue the little girl. When they finally arrive in the PPA and track her down, they rescue her from the corpse pit, although not without difficulty.

After her rescue, Adesina bursts free from her cocoon, revealing that she'd metamorphosed from a slug-like creature into an insectile hybrid the size of a small dog with wings, two sets of legs, and an angelic human face.

The girl is greeted enthusiastically by Pond, but Adesina tells Bubbles about the battle between the other Committee members and Tom Weathers and gently shoos her in the direction of the fight. After the battle, Bubbles brings the new child-ace Moto to Adesina, in hopes the girl will use her soothing powers on the boy.

PERSONALITY

Though an eight- or nine-year-old, Adesina has an almost adult mentality and sense of responsibility, as much concerned for the welfare of others as for her own.

POWERS & ABILITIES

Adesina is telepathic, able to transmit and receive thoughts, images, and emotions (including to and from non-telepaths). Her telepathic range is normally very short, but she can send and receive to people's dreams across continents.

If she touches her front legs to a person's head, she can transmit an almost overwhelming bliss to the target. When she breaks contact, not only does the warm happiness cease, but the target feels a mild sadness for a time.

She can fly, but her flight is slow and wobbly.

ALLIES

The Amazing Bubbles is currently her ally, but it's likely Hoodoo Mama and Moto will also become close friends of hers.

ENEMIES

The leaders, army, and uncaring officials of the PPA abused and tried to kill Adesina as part of their crazed schemes, but she doesn't seem to hold any personal animus toward any of them.

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WILD CARDS - SCARE SHEET #12:

THE PEOPLE'S PARADISE OF AFRICA, PART 2

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