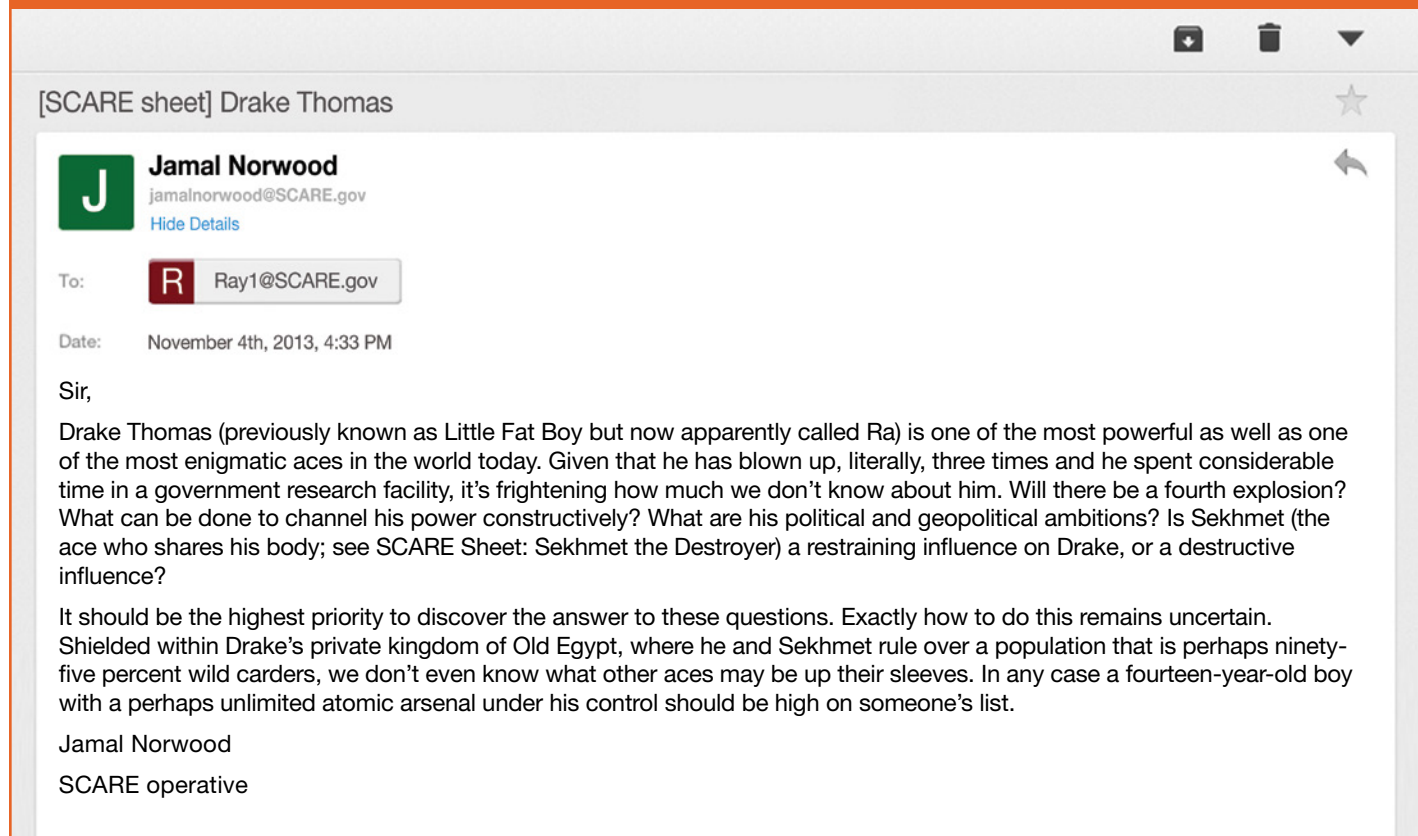


SCARE SHEET: LITTLE FAT BOY/RA



HISTORY

Drake Thomas is thirteen years old, a short, fat, little boy who loves video games and junk food, when he's discovered naked and confused at ground zero of a nuclear blast that destroyed his small hometown of Pyote, located in southwest Texas.

He's taken to a government facility in southern New Mexico known as BICC (the Biological Isolation and Containment Center), a laboratory studying wild carders as well as a prison holding some of the most dangerous (and insane) ace villains.

Drake has no memory of what caused the blast, of the blast itself, or of how he survived. He just wants someone to take him back to his parents. Treated like a prisoner by the BICC administration, he sinks into a depression alleviated only slightly when he makes friends with Niobe Winslow (Genetrix), a trustee who smuggles him junk food and a Game Boy.

Eventually, using psychological tricks (like abruptly informing Drake that his parents and siblings are all dead) and potent drugs, the doctors break through his defenses and remove his memory block. They are horrified when they learn that not

only did he survive the nuclear explosion, but Drake Thomas *caused* it. Without informing him, they inject Drake with the Trump virus, but it has no effect on the boy, so they recommend euthanasia. When higher authorities don't agree to kill Drake immediately, BICC sets up a carbon monoxide feed into the boy's room to be able to asphyxiate him quickly if the need ever arises.

Winslow, who has also become disenchanted with life at BICC, discovers this euthanasia order and together they break out of the facility, inadvertently releasing half a dozen of the most dangerous prisoners in the top security section of the prison. The villains provide sufficient cover for them to make good their escape.

With SCARE on their trail, Drake and Niobe trek through New Mexico by foot, occasionally thumbing a ride or acquiring a vehicle to help them along the way. Eventually they reach Cross Plains, Texas, during Barbarian Days, the celebration of Robert E. Howard and his fictional creations. A surreal fight occurs between local police, SCARE agents Billy Ray, Lady Black, Moon, and Midnight Angel, against The Amazing Bubbles (an acquaintance of Winslow who takes their part when she learns the government has plans to kill Drake),

NAME: DRAKE THOMAS **WC NAME:** "LITTLE FAT BOY" AND RA
(IN OLD EGYPT)

OCCUPATION: CURRENTLY RULER OF OLD EGYPT, A SMALL NATION
IN WHAT WAS ONCE SOUTHERNMOST EGYPT

BASE: ORIGINALLY PYOTE, TEXAS; CURRENTLY CYRENE, OLD EGYPT

WC STATUS: ACE **ETHNICITY:** CAUCASIAN

Niobe and her ace children, and Drake. They escape SCARE's clutches, but fall into Noel Matthews's.

The British spy whisks them away from danger, ultimately to his Cambridge estate where they meet Matthews's dying father, and live for a while as one big happy family. But Matthews's complicated plans are unraveling. He returns home at one point to discover that other operatives of the

Order of the Silver Helix have kidnaped Drake. John Bruckner (the Highwayman) takes Drake to Nigeria and dumps him right in front of an armored column of the army of the People's Paradise of Africa, which, for complicated political purposes, the British government wants to destroy. And they've found their weapon in "Little Fat Boy."

For the second time Drake detonates. This time he kills thousands.

Matthews, once a loyal British agent, goes rogue. Guessing the source of television reports of a nuclear explosion in Nigeria, Matthews (in his Bahir form) teleports to the scene hoping to retrieve Drake. The field marshal of the PPA army, Tom Weathers (the Radical), has already recovered Drake from the blast zone and is gaining his trust. Unable to wrest the boy from Weathers (especially after Drake decides to throw in with Weathers and the PPA), Matthews kidnaps the mad ace's beloved daughter, Sprout, and arranges an exchange: Drake for Sprout.

Matthews sets New Orleans as the site for the exchange. Aces from the Committee somewhat unwillingly back him up and Billy Ray and SCARE show up with another dozen aces to join the fun. Over two dozen aces (and an army of zombies) are arrayed against the Radical. It might not be enough.

Weathers appears with Drake and the exchange is made. He zips away with Sprout, but returns immediately and, before anyone can stop him, flings his heavy peace medallion hard enough to embed it in the boy's chest. Sekhmet anticipates what's going to happen. She tears herself from John Fortune's head and enters the wound in Drake's chest, but can't stop him from detonating. The Amazing Bubbles embraces him, and, almost impossibly, absorbs the might of Drake's atomic blast, saving New Orleans. Bubbles, squashed into a crater in historic Jackson Square, becomes grotesquely, inhumanly fat. She's comatose, but Drake and everyone else is all right.

Sekhmet bonds with Drake. She has found a vessel with the power of Ra that can combine with her own. Drake has found someone to counsel him in his new role as ruler of Old Egypt, a new nation in what was once southern Egypt, which the quarter million survivors of the attempted genocide settle as their new homeland. A year after the events of New Orleans he is taller, somewhat slimmer, and studies hard every day so he can grow to be a wise ruler.

PERSONALITY

Before his card turned Drake spent most of his free time playing video games. He's basically a quiet, generally likable nerd.

Now he lives with the knowledge that he (unintentionally) killed his entire family, hometown, and thousands of African soldiers, and was almost tricked into destroying New



LITTLE FAT BOY/RA

POWER LEVEL 20

STRENGTH	STAMINA	AGILITY	DEXTERITY
0	0	0	1

FIGHTING	INTELLECT	AWARENESS	PRESENCE
0	1	1	0

POWERS

Nuclear Blast: Cloud Area 11 (2-mile radius) Damage 20 (heat, light, radiation), Tiring, Uncontrolled (triggered by extreme emotional stress) • 200 points

Radiation Resistant: Immunity 2 (Radiation) • 2 points

SKILLS

Expertise: Video Games 4 (+5), Perception 2 (+3)

ADVANTAGES

None

OFFENSE

INITIATIVE +0

Nuclear Blast —	Close, Cloud Area Damage 20
Unarmed +0	Close, Damage 0

DEFENSE

DODGE	2	FORTITUDE	2
PARRY	2	TOUGHNESS	0
WILL	4		

COMPLICATIONS

Motivation—Safety: Drake doesn't want to be a hero. He just wanted himself and those he cares about to be safe—from him and from everyone else.

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

Abilities 6 + Powers 202 + Advantages 0 + Skills 3 + Defenses 9 = 220

zero. Drake is immune to the effects of his own blast, and also to damaging radiation from any source.

ALLIES

After his immediate family dies, the only trustworthy friends Drake Thomas develops are Niobe Winslow and, by extension, Noel Matthews and The Amazing Bubbles. Once he bonds symbiotically with Sekhmet, she, the Living Gods, and the populace of Old Egypt becomes his allies.

ENEMIES

Initially the United States government, especially their representatives at BICC, count as his enemies. Currently Egypt and the rest of the Caliphate have dark misgivings about him and Sekhmet, but the two of them present a formidable deterrent to any threat the Caliphate can mount.

Orleans. It is not an easy burden to bear, though Sekhmet (an experienced and powerful ace who had much personal sadness in her life) tries to guide him through this and all difficulties he faces.

He takes his job of ruler of Old Egypt seriously and is determined to be a good ruler to the mostly joker population of his small nation..

POWERS & ABILITIES

When frightened, Drake can cause a small atomic explosion (the size of a terrorist's suitcase bomb: three-to-five kiloton yield), pretty much devastating everything else in a couple-mile radius. The blast produces almost no downwind fallout, and raised radiation levels are confined to ground

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