

SCARE SHEET: CAMEO

[SCARE sheet] Ellen Allworth

**Jamal Norwood**

jamalnorwood@SCARE.gov

[Hide Details](#)

To:



Ray1@SCARE.gov

Date:

November 17th, 2013, 7:15 PM

Sir,

Not much to comment on here.

To be added to her existing file, and the complete file moved to the Dead docket. May God rest her soul, and all those she had in her charge.

And if I could make a recommendation, I think it might be worth the agency's while to find out what happened to the contents of Allworth's apartment and acquire the more significant items, against the possibility of another such talent arising in future. Similar items not from Allworth's collection might also be worth acquiring. I could assemble a list of suggestions if its deemed appropriate.

Jamal Norwood

SCARE operative

HISTORY

Cameo has a long history as an ace, the early years of which are detailed in the *Wild Cards Campaign Setting* book, pages 83-84.

Following the Allumbrado incident of 2003 Cameo lies low, but two years later Simoon's mother, Isis, tracks Ellen down using clues supplied by Osiris. Cameo uses a T-shirt and a pair of Simoon's earrings to return Isis's daughter's spirit to life for one last touching reunion. Isis offers Cameo membership in the Living Gods as Neptys, Friend of the Dead, and a place with them in either Las Vegas or Old Egypt, but instead Ellen asks to keep the earrings. Isis willingly parts with them, and also informs Cameo that Osiris had had a vision: "The night hawk has killed the red bird." Ellen interprets this as saying that her nemesis, Cardinal Contarini, had been killed by John Nighthawk. Free from fear of the Allumbrados, Cameo decides to become an active ace again.

Cameo joins the Committee and is sent to New Orleans, where she channels Simoon to help build levees against the coming hurricanes. While engaged in that project, she and Simoon meet up with Bugsy. Simoon knew him from their time together at *American Hero* and later in Egypt, and they start a relationship, with Cameo as their intermediary. Also while

in New Orleans, Cameo loses the fedora that once belonged to her beloved Nick Williams, a private investigator killed by Card Sharks in 1962. It gets blown off her head during one of the storms that strike the city in quick succession—she has to choose between saving it or a joker child.

A year goes by before the Committee ace Gardener miraculously finds the fedora while replacing the vegetation destroyed by the storms. Jerusha returns it to Cameo, who is ecstatic about her reunion with Nick (or as ecstatic as she can be over a reunion taking place solely in her mind). In the meantime Cameo had been on a number of Committee assignments with Bugsy, and the blogger and Nick don't get along, making the Cameo-Simoon-Bugsy triangle into an even more awkward foursome.

During the Weathers investigation, she discovers that the mystery man known as Mark Meadows is still alive, which leads Ellen and Bugsy further down the road of unraveling the Radical's mysterious past.

She loses Simoon as an ace she can call on when Bugsy impulsively throws away Simoon's earring when he breaks up with her. That removes an obvious weapon from Cameo's arsenal for the final confrontation with Tom Weathers, but, in the end, she still plays a critical role. Struck and almost killed by a beam of energy fired by Weathers at Jonathan Hive's dispersed

WILD CARDS

CAMEO

CAMEO

POWER LEVEL 6*

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

POWERS

Channeling: Variable 20 (psionic), Limited: to deceased subjects' possessions, Limited: to subject's mental traits, Side Effect: on failure—Split-Personality • 80 points

Object Reading: Senses 4 (Postcognition) • 4 points

SKILLS

Expertise: Artistic 6 (+8), Expertise: History 4 (+6), Insight 4 (+6), Investigation 2 (+4), Perception 4 (+6), Persuasion 4 (+5), Sleight of Hand 2 (+4)

ADVANTAGES

Attractive, Languages 1 (French, English native)

OFFENSE

INITIATIVE +1

Unarmed +0 Close, Damage 0

DEFENSE

| | | | |
|-------|---|------------------------------------|---|
| DODGE | 5 | FORTITUDE | 4 |
| PARRY | 3 | TOUGHNESS | 1 |
| WILL | 7 | *Or that of her channeled subject. | |

COMPLICATIONS

Motivation—Responsibility: The dead people Cameo channels can only return to life if she exercises her power, whatever the personal cost to her.

Power Loss: Cameo must be using or wearing in the proper manner an item belonging to a dead person in order to channel that person's memories and powers. If the item is lost or removed, she instantly reverts to her own persona and abilities.

Relationship: Ellen's odd relationship with Nick Williams prevents her from forming lasting relationships with other men.

Weakness: Cameo's will is sometimes overwhelmed by the intellect of the person she's currently channeling. When she channels an ace, all of that ace's applicable weaknesses are hers, as well as his powers.

Abilities 16 + Powers 84 + Advantages 2 + Skills 13 + Defenses 15 = 130



wasps, Cameo collapses in a smoking ruin. A distraught Bugsy cries out for a medic, and Lilith teleports away, returning with a relic allowing Cameo to channel the spirit of Our Lady of Pain. Instead of healing herself with Dolores Michel's power, Ellen and Dolores gather all the suffering Our Lady of Pain had taken upon herself in the course of her healings and release it as a weapon against Weathers, totally disintegrating his psyche.

But by then Cameo was gone forever too, as well as all those psyches she could bring temporarily back to life.

PERSONALITY

Cameo is a romantic at heart. You have to be, to be in love with a man who died before you were born. Perhaps, as she ultimately proved, she was too fearless for her own good.

Along with being a general do-gooder, Cameo feels she has a responsibility specific to her power: The dead people she contacts have unfinished business, or powers they can use for good, or even simply a right to live just a little bit longer, but they can only do so if she uses her power. Balancing their rights with her own right to her own life isn't easy.

POWERS & ABILITIES

Cameo is a psychometric trance channeler, which means she can channel the personality, memories, skills, and powers of a dead person if she touches an item the deceased once owned. This ability is limited by her own physical capabilities;

| | |
|---|----------------------|
| NAME: ELLEN ALLWORTH | WC NAME: CAMEO |
| OCCUPATION: PSYCHOMETRIC TRANCE CHANNELER, SOMETIME FASHION/COSTUME DESIGNER FOR MUSICAL GROUPS AND THEATRE COMPANIES OFF AND ON BROADWAY | |
| BASE: NEW YORK CITY | |
| WC STATUS: ACE | ETHNICITY: CAUCASIAN |

for example, if she channels Gillman, she can't breathe under water like him, because she, herself, lacks gills. The memories of those she channels are intact, but only to the last time they touched the focus object in life, plus any new memories they gain while channeled by Cameo. They have no memories of their death, or what happens afterward. She can only channel one dead person at a time.

ALLIES

Cameo has a wealth of allies to call on, from the mundane (including fashion designer Coco Chanel and Ellen's own mother, whose spirit resides in the antique brooch that gives Cameo her name) to the powerful (such as aces Simoon and Will-o'-Wisp).

ENEMIES

Until the threat of the Allumbrados was eliminated by John Nighthawk, they were Cameo's greatest enemies. Tom Weathers was her greatest adversary in her last year of life, but he hardly knew she existed.

CREDITS & LICENSE

WILD CARDS - SCARE SHEET #19: CAMEO

Writing and Design: John Jos. Miller and Steve Kenson
Development: Jon Leitheusser

Original Character Creation: Kevin Andrew Murphy

Editing: Spike Y Jones

Art Direction: Pauline Benney

Graphic Design: Hal Mangold

Interior Art: Sean Izaakse

Publisher: Chris Pramas

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

Wild Cards SCARE Sheet #19: Cameo 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

Web Sites: www.greenronin.com
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

License 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

Contributor 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 sub-licenses 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! 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.

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

Wild Cards SCARE Sheet #19: Cameo, Copyright 2013, Green Ronin Publishing; Authors John Jos. Miller and Steve Kenson.