

SCARE SHEET: SEKMET THE DESTROYER

[SCARE sheet] Sekmet the Destroyer



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To:



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Sir,

Sekhmet the Destroyer is one of the world's most enigmatic aces. Very little is known of her early life and career as an ace, simply because no security agency cared enough about what was going on in her part of the world at that time to investigate her. Also, it seems she didn't get involved in many high-profile operations, but basically worked among the poor people of her country, trying to help get them through their everyday lives. It isn't even known exactly when she first died—or, more accurately, metamorphosized into a scarab beetle and went into a decades-long hibernation.

It's clear she suddenly reappeared in the fall of 2004, when she underwent a symbiotic union with John Fortune and, seemingly, had great influence over his decision to go to Egypt to try to stop the joker genocide.

It's uncertain how much the Fortune/Sekhmet team could have done single-handedly, no matter how determined Fortune was or powerful an ace known as "the Destroyer" (pretty powerful, as it turned out) could be, but with the addition of the American Hero aces, 250,000 jokers and their dependents were saved. Without the intervention of Fortune/Sekhmet and then the aces, that number would read approximately zero.

The role played by the Committee aces, including Fortune/Sekhmet, in the New Orleans affair is well-documented. Unfortunately (perhaps) for Fortune, Sekhmet deserted him for a new symbiotic partner, Thomas Drake (see SCARE Sheet: Little Fat Boy/Ra), perhaps seeing his ace body as a more suitable dwelling place than that of the nat Fortune.

Drake/Sekhmet is the duo that now concerns SCARE. Recent chatter from the region suggests Sekhmet has altered her name from Sekhmet the Destroyer to Sekhmet the Protector. Any primer on the old Egyptian religion will tell you that the mythological Sekhmet was, as many of their deities were, a two-faced being who would kill with one paw and shield with the other. But what about this Sekhmet? So far she seems content to remain in the area of southern Egypt settled by surviving Egyptian jokers. Close scrutiny of Old Egypt is recommended, perhaps by joker operatives who would fit well in such surroundings.

Jamal Norwood

SCARE operative

HISTORY

Isra was born in Alexandria, Egypt, some time before the 1948 Port Said wild card virus outbreak, into a family that had worked the docks for generations. She had eight children, the first, a son named Fuad, at sixteen. He was the oldest and lived the longest, dying a week before his twentieth birthday, crushed in an accident at the docks. She lost her religious faith when her last child died.

It's unclear when Isra's card turned. She became Sekhmet the Destroyer, but her body, ill-nourished and worn out by child-birth and a life of hard work, couldn't contain the tremendous energies needed to fuel it. She was forced to shrivel into herself

and go into a deep sleep until she could find someone whose body could be a perfect vessel for her.

Her body, in the form of a scarab beetle, was in the care of the Living Gods. Thoth gave it to Peregrine when she toured Egypt in 1987. She was pregnant, and the amulet was meant for her child, but Peregrine never gave it to her son, John Fortune.

Decades later, Simoon tells Jonathan Hive the story of the amulet when both are contestants on the first season of *American Hero*. Hive tells Fortune, which resulted in them and the German ace Lohengrin going to Peregrine's Beverly Hills mansion to search for it. When they find the amulet, Sekhmet, free after decades trapped within, burrows into

SEKMET THE DESTROYER

POWER LEVEL 9

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
7	6	3	0	8	0	2	0

POWERS

Claws: Strength-based Damage 2, Penetrating 6 • 8 points
Fire-breathing: Cone Area Damage 9 (fire); AE: Line Area Damage 9 (fire) • 19 points
Large: Growth 4, Innate, Permanent • 9 points
Mental Link: Senses 1 (mental Communication Link with host) • 1 point
Toughness: Protection 6, Impervious • 12 points

SKILLS

Acrobatics 6 (+9), Athletics 4 (+11), Expertise: Egypt 6 (+6), Insight 5 (+7), Intimidation 5 (+7), Perception 4 (+6)

ADVANTAGES

Benefit 3 (Living God of Egypt)

OFFENSE

INITIATIVE +3

Claws +8	Close, Damage 9
Fire-breathing	Area (cone or line), Damage 9

DEFENSE

DODGE	6	FORTITUDE	10
PARRY	6	TOUGHNESS	12
WILL	10		

COMPLICATIONS

Motivation—Responsibility: Whatever else she is, Sekhmet is first a mother, with a responsibility to her children, whether they're produced by her body or by the wild card virus and her native land.

Disability: In lion form, Sekhmet can't talk (aside from telepathic conversation with her body-partner) or grip tools.

Hatred: Her heart and soul is bound to the common person. She distrusts the powerful and wealthy, at best, and hates them, at worst.

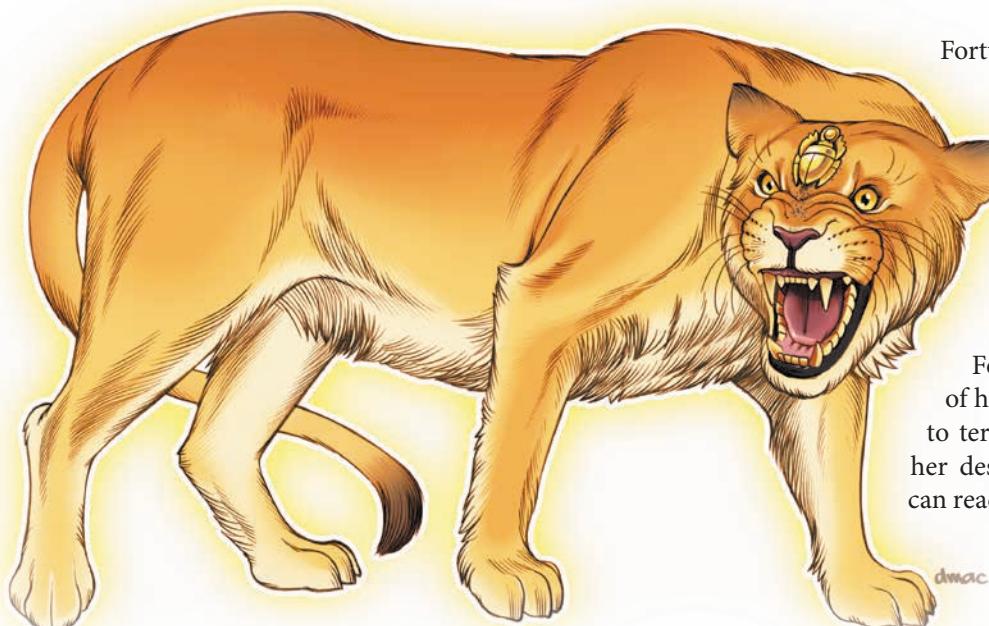
Shared Body: Sekhmet has to share the body of another person to remain active. Any body will do, but to achieve full potency of her powers, it has to be the body of an ace. If the other person in the symbiotic relationship is strong-willed, he can resist her control of the body with an opposed Will check.

Temper: Sekhmet has a terrible temper, which leads her to take big chances with her borrowed body.

Abilities 36 + Powers 49 + Advantages 3 + Skills 15 + Defenses 17 = 120

Fortune's body, takes over his mind, and manifests herself as a giant lioness, glowing with a golden light. Unfortunately, this results in a battle that destroys Peregrine's house. Fortune/Sekhmet flees into the night, instinctively heading for Las Vegas where the Living Gods are part of a lounge act.

Fortune is initially repelled by the idea of hosting Sekhmet, but they soon comes to terms. He knows Sekhmet is honest in her desire to help the Egyptian jokers (he can read her mind after all) and he trusts her, although few of the other humans around him do. She easily talks him into going to Egypt, and they're followed by first Hive



SEKMET THE DESTROYER

and Lohengrin, and later the other contingent of aces from *American Hero*.

After they defeat the armies of Egypt and the Caliphate and make southern Egypt at least somewhat safe for the remaining jokers, Sekhmet is content to remain with John and travel the world helping the Committee.

In New Orleans she enters the body of the wounded Thomas Drake in order to keep him from detonating, but realizes he is the perfect vessel for her—much better than John Fortune's body, which had had the wild card virus burned from it by Fortunato. Drake is still young and weak, but he's an ace. His wild card-enhanced body can withstand the full might of Ra. In fact, his own power *is* the power of Ra.

They retire to Cyrene, Old Egypt, the region now settled by the Egyptian jokers: Drake to rule them, Sekhmet to guide Drake so he will become a strong, able, and just ruler. So far it's working.

PERSONALITY

Sekhmet is utterly ruthless in pursuit of her goals, which are always connected with the support of downtrodden humanity. She drove John Fortune's mind and body to the point of destruction in pursuit of them and would do the same to anyone she is in symbiosis with if necessary. To the brink of destruction, but she probably wouldn't cross that line—intentionally.

Though the joker citizens of Old Egypt worship her as a goddess, it hasn't gone to her head and never will, as she knows there are no gods.

NAME: ISRA

WC NAME: EKHMET THE DESTROYER/
SEKHMET THE PROTECTOR (ALSO,
LESS COMMONLY, THE BREATH OF RA)

OCCUPATION: WIFE AND MOTHER; CRUSADING ACE

BASE: INITIALLY JOHN FORTUNE'S BODY, NEW YORK CITY; NOW
THOMAS DRAKE'S, CYRENE, OLD EGYPT

WC STATUS: ACE

ETHNICITY: NONE

POWERS & ABILITIES

When she takes over the body she shares, Sekhmet manifests as a lioness the size of a horse. She glows golden and breathes fire. Her claws can rip through tank armor. Small-caliber bullets melt when they hit her. Medium-caliber bullets also melt, but they hurt, as the slugs still hit like hammers. She's vulnerable to high-caliber bullets, grenades, or artillery.

ALLIES

Sekhmet has many allies, including the Committee, the Living Gods, jokers in general, and the jokers of Old Egypt especially, who worship her as a goddess.

ENEMIES

Although there's a smouldering cease-fire between them now, the Caliphate and the Egyptian regime are still Sekhmet's dedicated enemies.

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