

SCARE SHEET: DRUMMER BOY

[SCARE sheet] Michael Vogali

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To:



Ray1@SCARE.gov

Date:

April 3, 2013, 1:26 PM

Sir,

My firsthand knowledge regarding the character and abilities of Michael Vogali is limited to the time we spent together as contestants on the first season of the *American Hero* television show. He had one of the most potent suites of powers among the contestants, but it was sadly under-utilized while he was on the show due to his basic immaturity and uncaring attitude. Among a group of people noted for gigantic egos and complete self-absorption, he stood out as one of the worst.

These character traits followed him to Egypt when he went there to take up the cause of the Egyptian jokers, not out of political conviction or social awareness, but to impress a woman. His lack of commitment to cause and teammates likely contributed greatly to his mysterious mental breakdown at the news conference announcing the withdrawal of U.N. troops from the Caliphate oil fields, where he actually physically attacked his former teammates.

Vogali is a narcissist of the highest order. He will do nothing unless it benefits either his massive ego or his bank account. When the going gets tough, he goes. Since the U.N. news conference he has returned to his favorite activities: drumming on his chest, drunken partying, and the pursuit of women. As long as he remains occupied with these activities, he isn't a security threat, and SCARE monitoring should be at a minimal level. But since he is a powerful ace we can't afford to let him fall entirely off our radar. He is shallow enough that some group could manipulate him against the national interests, and there is always the possibility SCARE could find limited and non-sensitive used for him.

Sincerely,

Jamal Norwood

SCARE operative

HISTORY

Michael Vogali (Drummer Boy; DB to his friends) stands seven feet tall, has six arms, and is powerfully built. He almost always goes shirtless to expose his heavily tattooed arms, chest, and torso. He has six tympanic plates on his torso and chest, turning himself into a living drum kit. Sound produced by hitting the plates comes out through a series of neck throats he controls precisely to shape intensity and quality, and at concerts he wears a collar of multiple microphones. He produces the sound by playing his tympanic plates with either drumsticks or his hands. His six hands are constantly in motion, tapping himself, furniture, or the air, as if twitching to an unheard beat. His head is shaved. His default expression is a scowl.

Drummer Boy's band, Joker Plague, is just breaking out to wider audience when he appears on the first season of

American Hero, blasting onto the show like the rock star he is. He seems more interested in bedding as many of the beautiful female *Hero* contestants and indulging his mammoth ego than in actually winning the contest. He becomes irritated when he can't add Kate Brandt (Curveball) to his list of conquests, and even more so when he realizes he's losing her to John Fortune, who is a lowly gopher despite being the son of Peregrine (*American Hero's* producer). He's also resentful of the easy life he believes Fortune to have lived, and continually belittles him by, among other things, taunting him with nicknames like Fetchit the Wonder Gopher and Captain Cruller, the coffee and donuts boy.

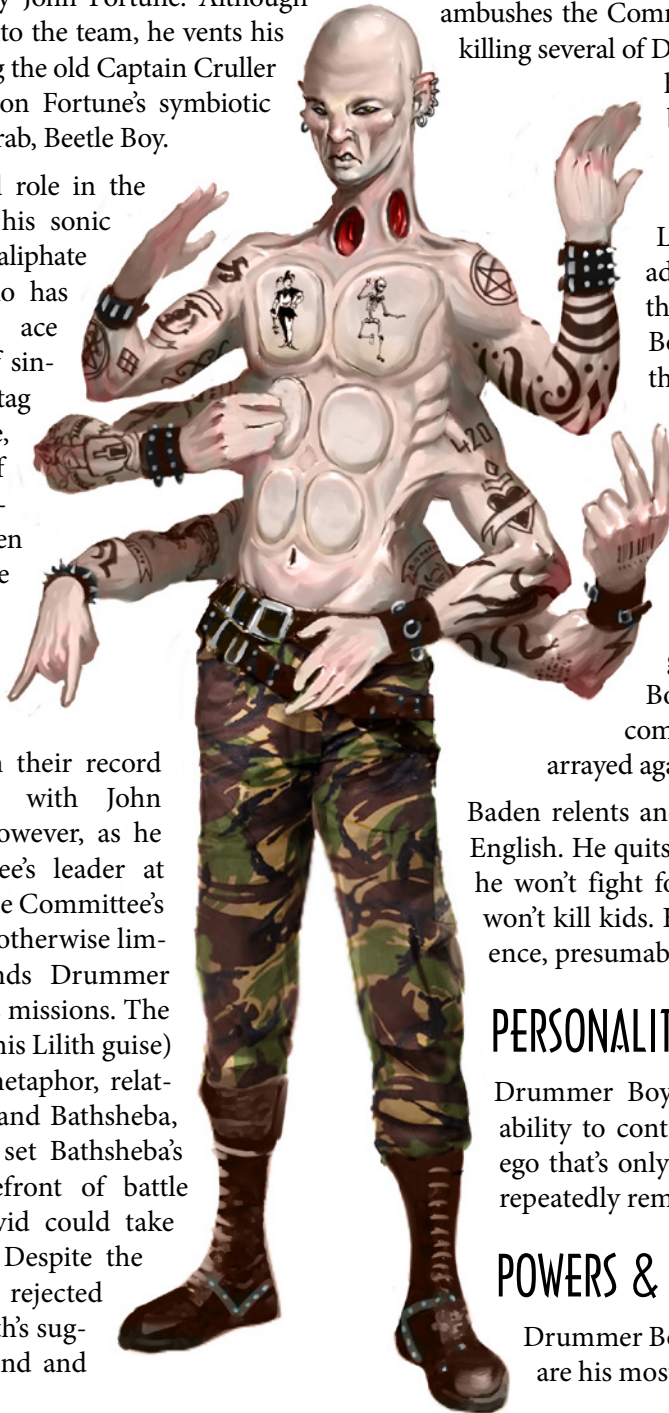
Drummer Boy achieves some success on the show, but is eventually voted off. Instead of going to the Discard Pile (a luxurious residence where the rest of the losing contestants reside), he decides to rejoin his band and restart their tour. During a very successful European tour, Drummer Boy dis-

covers Fortune is in Egypt, trying to protect that country's large joker population from a repressive fundamentalist regime. It doesn't help that Kate, as well as a number of other ex-contestants, have joined the ex-gopher. Drummer Boy tells his bandmates he's going to Egypt, bringing the tour to a screeching halt again.

Drummer Boy arrives during preparations for the second Battle of Aswan, but his offer to help is treated with hostility and the nickname Little Drummer Boy (the stage name Michael's parents gave him) by John Fortune. Although DB manages to talk his way onto the team, he vents his frustration at Fortune, replacing the old Captain Cruller name with a new one based on Fortune's symbiotic relationship with Sekhmet's scarab, Beetle Boy.

Drummer Boy plays a pivotal role in the final Battle of Aswan, when his sonic powers kill the most potent Caliphate ace, the Righteous Djinn, who has killed fellow *American Hero* ace Simoon and is on the verge of single-handedly defeating the rag-tag band of aces led by Fortune, and thus ensuring the death of the tens of thousands of jokers they're protecting. But even distinguishing himself in battle doesn't win Kate over to him.

DB decides to stick with the Committee, much to the consternation of the rest of Joker Plague (not to mention their record company). His relationship with John Fortune does not improve, however, as he second-guesses the Committee's leader at every opportunity. As one of the Committee's most physically powerful (but otherwise limited) joker-aces, Fortune sends Drummer Boy on a number of dangerous missions. The British spy Noel Matthews (in his Lilith guise) stirs the pot with a Biblical metaphor, relating to DB the story of David and Bathsheba, telling him how King David set Bathsheba's husband, Uriah, in the forefront of battle hoping he'd be killed so David could take possession of Uriah's widow. Despite the fact that Kate has repeatedly rejected Drummer Boy's advances, Lilith's suggestion takes hold in DB's mind and his dissatisfaction grows.



NAME: MICHAEL VOGALI	WC NAME: DRUMMER BOY
OCCUPATION: ROCK MUSICIAN	WC STATUS: ACE
BASE: NEW YORK CITY	ETHNICITY: CAUCASIAN

It all comes to a head when Drummer Boy is sent on a mission with other Committee members to guard Middle Eastern oilfields so they don't get put out of commission by the Caliphate. At one Iraqi oil facility, an unknown foe ambushes the Committee members and U.N. troops,

killing several of Drummer Boy's comrades. DB uses his sonic powers to bring down the building the ambushers are using as cover, killing them. It turns out their assailants were children.

Later, at a news conference that was admittedly whitewashing some of the Committee activities, Drummer Boy attempts to tell reporters about the children's death, but something weird happens: no one can understand what he's saying. It takes a few moments but Drummer Boy finally realizes Committee member Barbara Baden (the Translator) is using her power to turn his speech into gibberish. Frustrated, Drummer Boy attacks Fortune and finds the combined might of the Committee arrayed against him.

Baden relents and he regains his ability to speak English. He quits the Committee in a huff, saying he won't fight for oil, money, or power, and he won't kill kids. He stalks out of the news conference, presumably returning to Joker Plague.

PERSONALITY

Drummer Boy has a quick temper and little ability to control it, and an outsized rock-star ego that's only partly for show. He needs to be repeatedly reminded that he's not invulnerable.

POWERS & ABILITIES

Drummer Boy's height, six arms, and muscles are his most obvious powers. His sonic pow-

DRUMMER BOY

POWER LEVEL 8

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
6	5	1	3	5	0	0	2

POWERS

Six Arms: Extra Limbs 4 (4 extra limbs, Advantages: Improved Grab) • 4 points

Tympanic Plates: Perception Range Damage 8, Feature: Musical Uses, Penetrating 8, Distracting, Sense-dependent (Hearing) • 17 points

SKILLS

Athletics 2 (+8), Close Combat: Unarmed 1 (+6), Expertise (DEX): Drummer 8 (+11), Intimidation 2 (+4), Perception 2 (+2), Ranged Combat: Throwing 3 (+6)

ADVANTAGES

Benefit 2 (Rock Star), Fast Grab, Improved Grab, Improvised Weapon

OFFENSE

INITIATIVE +1	
Sonic Blast —	Hearing Range, Damage 8
Unarmed +6	Close, Damage 6

DEFENSE

DODGE	5	FORTITUDE	7
PARRY	7	TOUGHNESS	5
WILL	5		

COMPLICATIONS

Motivation—Recognition: His musical career, his choice to go on *American Hero*, the persona he adopted there, are all chosen to play to the camera and the tabloids.

Prejudice: That Michael is a joker is obvious, and while his fortune, fame, and frightening size insulate him from some of the effects of prejudice, he still feels the stares and remembers what it was like when he was growing up.

Reputation: His obsession with fame leads many to question his motives when he follows his conscience to fight for justice, and his reputation as a womanizer makes Kate Brandt dismiss the sincerity of this interest in her. After killing the Righteous Djinn, Drummer Boy is universally hated in the Islamic world, where he's called "The Abomination" (and worse) for both his actions and his joker status.

Temper: Drummer Boy's temper is hard to control at the best of times, and more so when he's confronted by someone prejudiced against jokers—or hard rock.

Abilities 44 + Powers 21 + Advantages 4 + Skills 9 + Defenses 13 = 91

Curveball. How they feel about him after he quit the group isn't known.

ENEMIES

Drummer Boy antagonized John Fortune on *American Hero*, in Egypt, and on the Committee. He's hated throughout the Caliphate by both the leaders and the general public.

JOKER PLAGUE

Joker Plague, the second most successful all-joker band (after the Jokertown Boys of some years previous) has five members.

The Shakespearian-named bass player **Bottom** has the head of an ass. He plays a Fender Precision. **Shivers** (lead guitar) has blood-red skin and the appearance of a demon who's been snatched straight from Hell. He plays an ancient, blood-red Stratocaster. **S'Live** looks like a hot air balloon with a garish face painted on it. He has a multitude of tongues flickering from an extremely wide mouth and plays his bank of keyboards with them. **The Voice** has a barely-visible ghost of a body that tends to wink in and out of sight. A wireless microphone floats before him, unheld by visible hands. His voice is a powerful baritone. **DB** is in the spotlight, wearing a somewhat extraneous set of wireless mics on a metal collar, constantly prowling the stage as he drums.

Their music is hard, harsh, and discordant, and speaks of their experiences as jokers in a hard, harsh, and discordant modern world.

ers are more impressive, and while he mostly uses them to produce music, he can also tune the sound into tight frequencies that shatter brick or bone.

His musical talent has made him rich and famous, and he readily takes advantage of those perks.

ALLIES

Although he didn't make many friends on *American Hero*, Drummer Boy redeemed himself in Egypt, and gained some allies among the Committee, especially Rustbelt and

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