

SCARE SHEET: SEKMET THE DESTROYER

[SCARE sheet] Sekmet the Destroyer



Jamal Norwood

jamalnorwood@SCARE.gov

[Hide Details](#)

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

Date: December 15th, 2013, 12:22 PM

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
7	6	3	0

FIGHTING	INTELLECT	AWARENESS	PRESENCE
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.

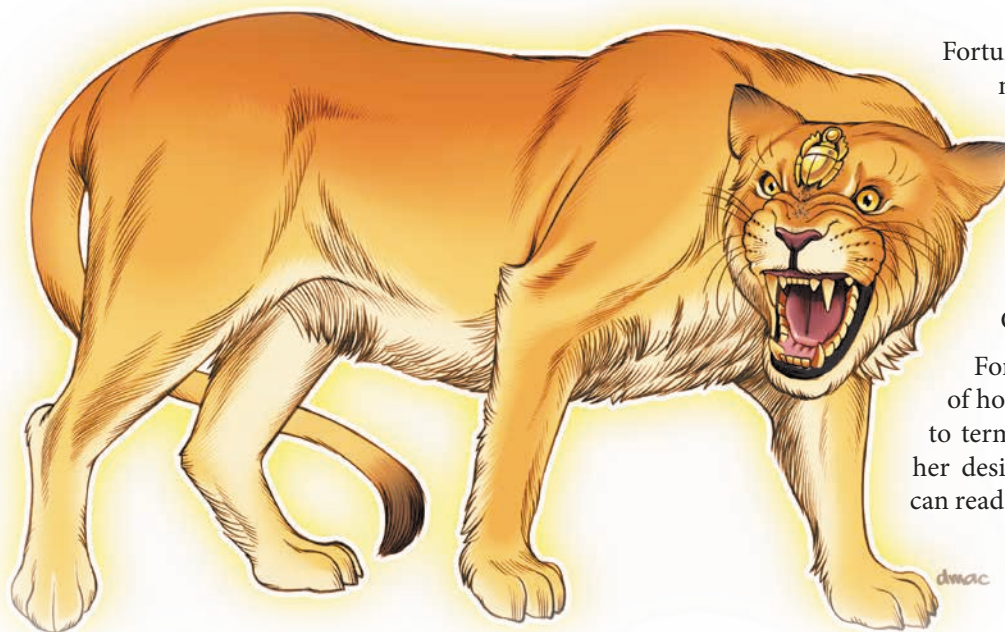
Disability: In lion form, Sekhmet can't talk (aside from telepathic conversation with her body-partner) or grip tools.

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 come 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

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.

CREDITS & LICENSE

WILD CARDS - SCARE SHEET #21: SEKMET THE DESTROYER

Writing and Design: John Jos. Miller and Steve Kenson

Development: Jon Leitheusser

Original Character Creation: John Jos. Miller

Editing: Spike Y Jones

Art Direction: Pauline Benney

Graphic Design: Hal Mangold

Interior Art: Darren Calvert

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 #21: Sekmet the Destroyer is ©2013 Green Ronin Publishing, LLC. All rights reserved. References to other copyrighted material in no way constitute a challenge to the respec-

tive 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), potation, 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 sublicenses 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 Slavicek, 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 #21: Sekmet the Destroyer, Copyright 2013, Green Ronin Publishing; Authors John Jos. Miller and Steve Kenson.