

SCARE SHEET: SIMOON

[SCARE sheet] Aliyah Malik

J **Jamal Norwood**
jamalnorwood@SCARE.gov
[Hide Details](#)

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

Date: March 13, 2013, 2:07 PM

Sir,

When I first met Simoon on the American Hero set, she was a typical pretty American teenaged girl. She was more concerned about clothes than politics, and was actively embarrassed about the nature of her power, never talking about it unless asked and utilizing it in only the most trivial, prankish manner.

I think using it in the show's fake scenarios gave her the first real taste of how potent her ability could be. Watching the news coming out of Egypt politicized her, but I was surprised, to say the least, when she joined the aces who broke away from the show and went to Africa to help John Fortune in his stand with the Egyptian jokers. I was sad to learn she'd given her all for her people, and astonished to learn of her return via Cameo. Not many get a second chance at life – such as at was, but now with Cameo's passing, even that has been denied her.

It is a mystery why Simoon didn't appear at the final confrontation with Tom Weathers—probably one that will never be solved. Her SCARE dossier can, once again, be placed on the Dead docket.

Rest in peace, Aliyah Malik.

Sincerely,

Jamal Norwood
SCARE operative

HISTORY

Ali (as she preferred to be called) was born in Las Vegas, Nevada, in 1990, the child of Isis of the Living Gods and a wandering performer who swept Isis off her feet but left before their child was born. Although the child of Egyptian immigrants, her life as a teenager is typically American: Her favorite activities include hanging out at the mall, text-messaging her friends, show biz gossip, and clothes. She very rarely uses her wild card power (sometimes diverting unwelcome attention from boys by irritating their eyes and making their underwear gritty). She has little knowledge of (and is somewhat embarrassed by) her Egyptian heritage, and never uses the name Simoon (“desert wind”), which was bestowed upon her by her Uncle Osiris.

When Ali hears about American Hero, she thinks she can use the show to further her one true obsession: finding her father. She believes he wasn't just some itinerant Elvis

impersonator, but The King (for whom she took the surname Malik, which is “king” in Arabic) himself, a wandering mystic of great power who walks the Earth taking care of business. She hopes her being on American Hero will somehow bring her to his attention and they will reunite.

Alas, it was not meant to be.

Aliyah, who is short, richly curved, and pretty with long, thick, dark hair and dark eyes, does fairly well on American Hero, but her most lasting contribution is telling Jonathan Hive (Bugsy) about the amulet containing Sekhmet the Destroyer. Bugsy relays the story to John Fortune, Fortune and Sekhmet become bound in a symbiotic relationship, and the revived Egyptian ace persuades him to go to Egypt to aid the imperiled jokers.

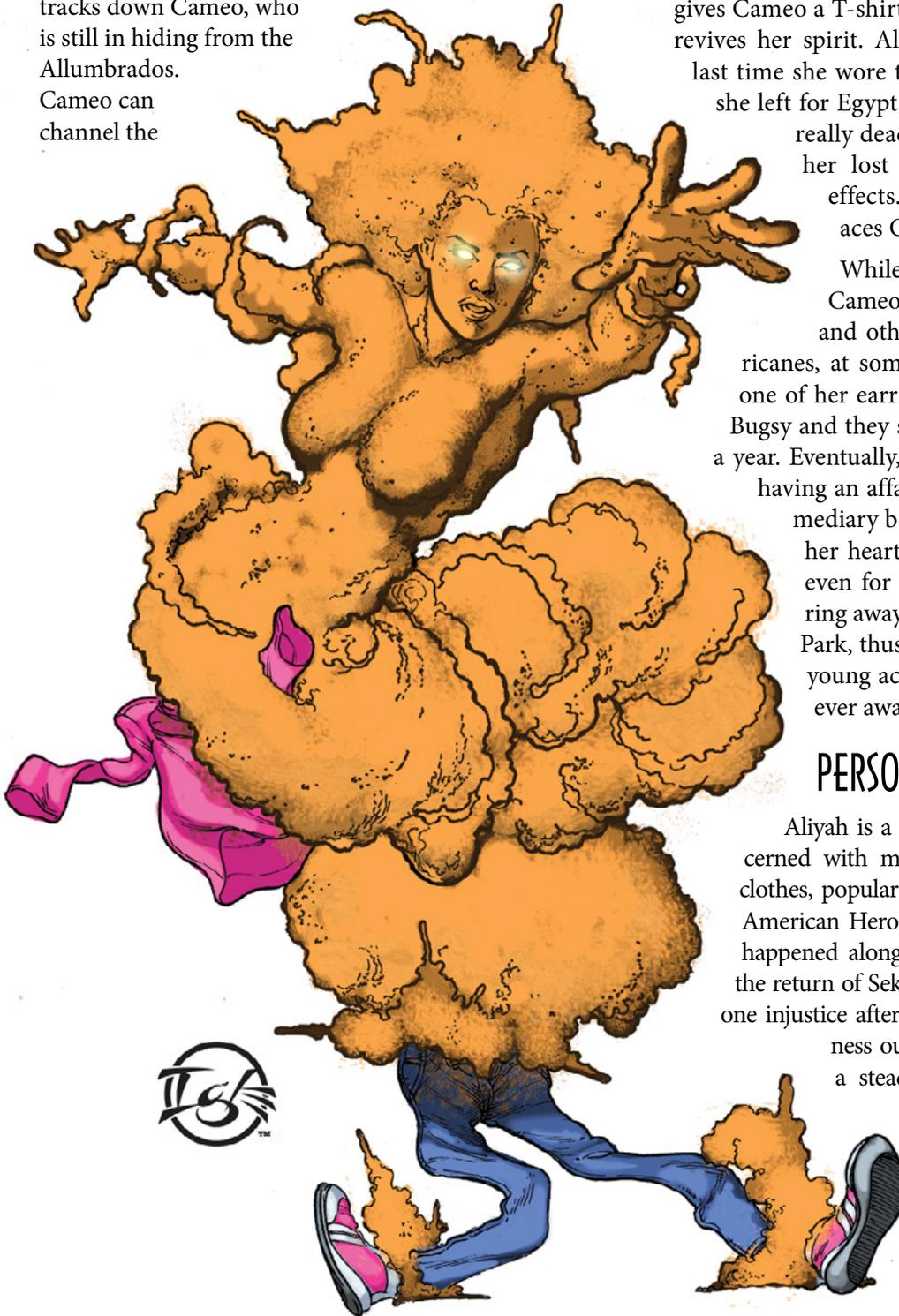
As only a teenagers can, Ali, who up until then had been largely apolitical, has a flash of empathy and is inspired to join the group of American Hero contestants who follow Fortune. She acquits herself well and her actions at the sec-

ond Aswan battle help turn the tide for the rag-tag band of aces and jokers. Unfortunately, during the next stage of the battle, she meets a cruel death at the hands of the Righteous Djinn before Drummer Boy saves the day by taking out the Caliphate ace with his sonic powers.

But that was not to be the end of her career.

A year later, Aliyah's mother tracks down Cameo, who is still in hiding from the Allumbrados.

Cameo can channel the



| | |
|---|------------------------------------|
| NAME: ALIYAH MALIK | WC NAME: SIMOON |
| OCCUPATION: REALITY TV SHOW CONTESTANT, CRUSADING ACE | WC STATUS: ACE |
| BASE: ORIGINALLY LAS VEGAS; AS A COMMITTEE MEMBER, NEW YORK CITY | ETHNICITY: AFRICAN AMERICAN |

spirits of the dead by handling items they used in life. Isis gives Cameo a T-shirt and earrings of Aliyah, and Cameo revives her spirit. Aliyah's memory only extends to the last time she wore the items, which was the day before she left for Egypt, and she is astonished to learn she's really dead. Isis, happy to have a reunion with her lost child, allows Cameo to keep her effects. Simoon becomes one of the dead aces Cameo can call on.

While in New Orleans, Simoon (through Cameo) uses her powers to help build levees and other defenses against the coming hurricanes, at some point losing the T-shirt and later one of her earrings. Ali also gets reacquainted with Bugsy and they start a relationship that lasts for over a year. Eventually, Bugsy cracks under the pressure of having an affair with a dead girl through an intermediary body and breaks up with Ali, breaking her heart as well. Acting in a manner idiotic even for Bugsy, he throws her last focus earring away into a snow-covered field in Central Park, thus ending Cameo's ability to re-call the young ace, and consigning her spirit to whatever awaits her after death.

PERSONALITY

Aliyah is a high-spirited, energetic teenager, concerned with matters that grip most teenaged girls: clothes, popularity, fitting in, and boys. The events of American Hero—or more specifically the events that happened alongside American Hero, like her role in the return of Sekhmet, and seeing Rustbelt stand up to one injustice after another—seem to burn any shallowness out of her personality, and she becomes a steadfast, brave, and determined fighter.

After being recalled by Cameo she's bewildered by her death, but is still more than willing to go into dangerous situations to help those in need. She has genuine feelings for Bugsy and his ultimate rejection breaks her heart.

SIMOON

POWER LEVEL 10

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

| POWERS | |
|---|--|
| Dustdevil Form: Insubstantial 2 (sand), Sandstorm (Selective Burst Area Damage 10), Whirlwind (Flight 1 (4 MPH) • 42 points | |

| SKILLS | |
|--|--|
| Expertise: Popular Culture 4 (+4), Insight 2 (+2), Perception 2 (+2) | |

| ADVANTAGES | |
|---------------------------------------|--|
| Benefit (Daughter of the Living Gods) | |

| OFFENSE | |
|----------------------|-----------------------|
| INITIATIVE +1 | |
| Sandstorm — | Burst Area, Damage 10 |
| Unarmed +0 | Close, Damage 0 |

| DEFENSE | | | |
|--------------|---|------------------|---|
| DODGE | 5 | FORTITUDE | 4 |
| PARRY | 3 | TOUGHNESS | 1 |
| WILL | 5 | | |

| COMPLICATIONS | |
|--|--|
| Motivation—Acceptance then Responsibility: Before the battles to protect the jokers of Egypt, Aliyah's main concern is finding her place as an American teenager. The events in Egypt convince her that she has a duty to use her powers for good. Still, when she comes back from the dead, finding love and acceptance in a frightening new situation motivate her personal life. | |
| Quirk then Power Loss: Unless she takes care to maintain possession of her clothing while she's in wind form, Aliyah is left naked when she stops using her power, which can be embarrassing. Early on this kept her from using it pretty much under any circumstances. This becomes critically important when Simmoon's powers are being channeled by Cameo through Aliyah's T-shirt and earrings. | |

| |
|--|
| Abilities 6 + Powers 33 + Advantages 1 + Skills 4 + Defenses 15 = 59 |
|--|

POWERS & ABILITIES

Although an average teenaged girl in other respects, Aliyah can morph into a living dust devil with human intelligence. She has excellent control over her ability and can affect a large region with high winds and deadly sand that can scour the flesh off an unprotected body, or limit it to target individuals or small groups.

ALLIES

Simoon is popular on American Hero and then in the Committee (once she overcomes the hesitancy her former teammates have toward her as a channeled dead spirit). Jonathan Hive and Cameo (and even Will-o'-Wisp, in a way) are her closest allies.

ENEMIES

Simoon has no specific enemies, although she harbors hard feelings against the Caliphate after she's told the details of her death.

WILD CARDS

CREDITS & LICENSE

WILD CARDS - SCARE SHEETS #2: SIMOON

Writing and Design: John Jos. Miller and Steve Kenson

Development: Jon Leitheusser

Original Character Creation: Daniel Abraham

Editing: Spike Y Jones

Art Direction: Pauline Benney

Graphic Design: Hal Mangold

Interior Art: Jamal Igle

Publisher: Chris Pramas

Green Ronin Staff: Pauline Benney, Bill Bodden, Joe Carriker, Steve

Kenson, Jon Leitheusser, Nicole Lindroos, Hal Mangold, Jack Norris,

Chris Pramas, Donna Prior, Evan Sass, Marc Schmalz

Wildcards SCARE Sheet #2: Simoon 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), 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 Li-

cence 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 Con-

tributor 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.

Wildcards SCARE Sheet #2: Simoon, Copyright 2013, Green Ronin Publishing; Authors John Jos. Miller and Steve Kenson.