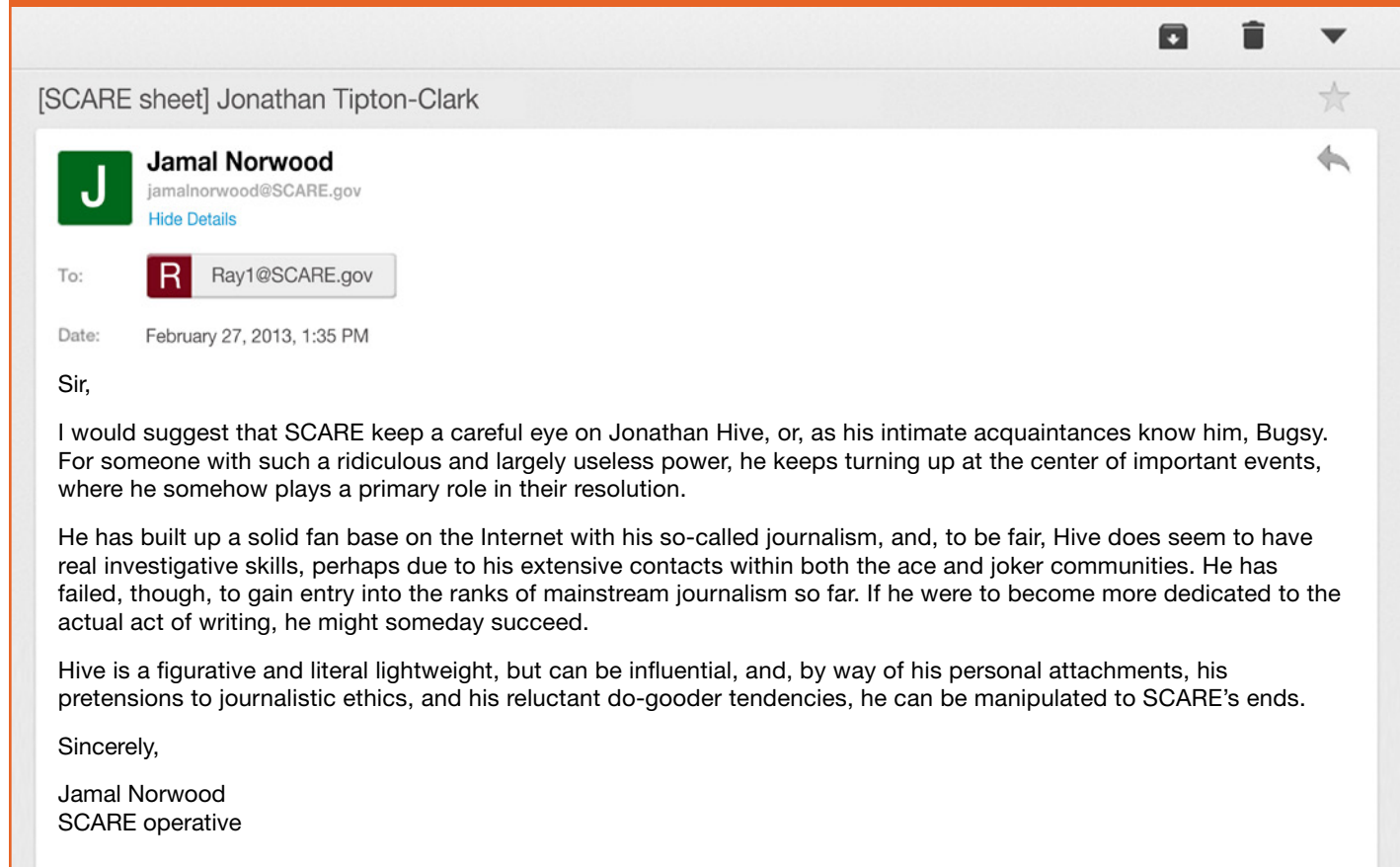


SCARE SHEET: JONATHAN HIVE (BUGSY)



HISTORY

Jonathan, in his mid-twenties, has scruffy brown hair and a generally amused expression. He is from a well-to-do, if dysfunctional, family from Washington, D.C. He has a college degree and a trust fund (which is running low). His ultimate goal is to be a journalist, essayist, and political commentator, so naturally he goes on *American Hero* to achieve this goal.

He doesn't do particularly well on the show and is discarded early, but he befriends John Fortune, partially for altruistic reasons, partially out of cynical self-interest, and, to his credit, is one of the first to join Fortune on his patently hopeless (but ultimately successful) quest to save the Egyptian jokers. He blogs about their experiences and exposes the atrocities occurring in that country to the world. Although of minimal use in battle, his wasps serve well as spies and scouts, and, given the proper target, can be a major distraction with their stings.

After Egypt he remains with the Committee. He is sent to Pyote, Texas, to investigate the mysterious atomic explosion, and his blogging this time earns him an arrest warrant for "disseminating

classified information in a public venue." SCARE attempts to arrest him, but he flees, ending up in New Orleans, where he begins a relationship with the dead ace Simoon, facilitated by Cameo.

He experiences the madness of Tom Weathers at first hand, and Lohengrin, in his role as Committee head, sends him off to investigate Weathers' background, origins, and possible weaknesses. This takes Bugsy and Cameo, who accompanies him (bringing with her Simoon and Nick "Will-o'-Wisp" Williams), on a round-the-world junket to some fascinating but dangerous places.

Simple archive research reveals that the Radical seemingly first appeared in 1993, but he learns from long-time *Aces!* magazine reporter Digger Downs that Weathers' actual origin occurred in 1970, in People's Park, San Francisco, where he mysteriously appeared to save the Lizard King from the first ace known as Hardhat, then just as mysteriously disappeared. Downs also mentions a hippie chick by the name of Sunflower who was with him, and through old-fashioned research Bugsy discovers her real name and links her to the custody battle with Mark Meadows over Sprout, their developmentally challenged child. Bugsy thinks, though, that Meadows is dead, and that Weathers might

be Sprout's father. He realizes that Meadows is involved somehow, so he and Cameo go to Vietnam, where Meadows was chancellor in the 1990s, in the hope that Cameo can channel him and get some answers to their questions. To their surprise, they discover Cameo can't call him up, meaning Meadows must still be alive. It's not until after they battle Weathers at the PPA/Caliphate peace conference in Paris that Buggy learns the astonishing true nature of the Meadows/Weathers relationship from Jay Ackroyd.

In the meantime, he decides he has to break up with Simoon; he can't stand the weirdness of the Cameo-Simoon-Williams triangle any longer. He does, and it breaks the girl's non-beating heart. More importantly, he foolishly tosses away her earring, which she'd

NAME: JONATHAN TIPTON-CLARK	WC NAME: JONATHAN HIVE
OCCUPATION: BLOGGER, AGENT OF THE COMMITTEE	WC STATUS: ACE
ALIASES: BUGSY	ETHNICITY: CAUCASIAN

given him after removing it from Cameo's ear. This removes a potent arrow from the Committee's quiver when they finally face Tom Weathers for the last time. Hive is devastated by the outcome, especially Cameo's death.

PERSONALITY

Feckless and flighty (much like the wasps he turns into), Buggy inevitably eventually bugs all those around him (except, it seems, the almost imperturbable Lohengrin), but it's hard to stay angry at him for long because his heart is generally in the right place. He might have to think about it for a while, but he almost always does the right thing when push comes to shove, disguising his decision behind cynical wisecracks.

He longs to be accepted as a journalist/writer (and has achieved a certain amount of notoriety on the Internet), but lacks the discipline necessary to the craft. He'd love to play a journalist on television.

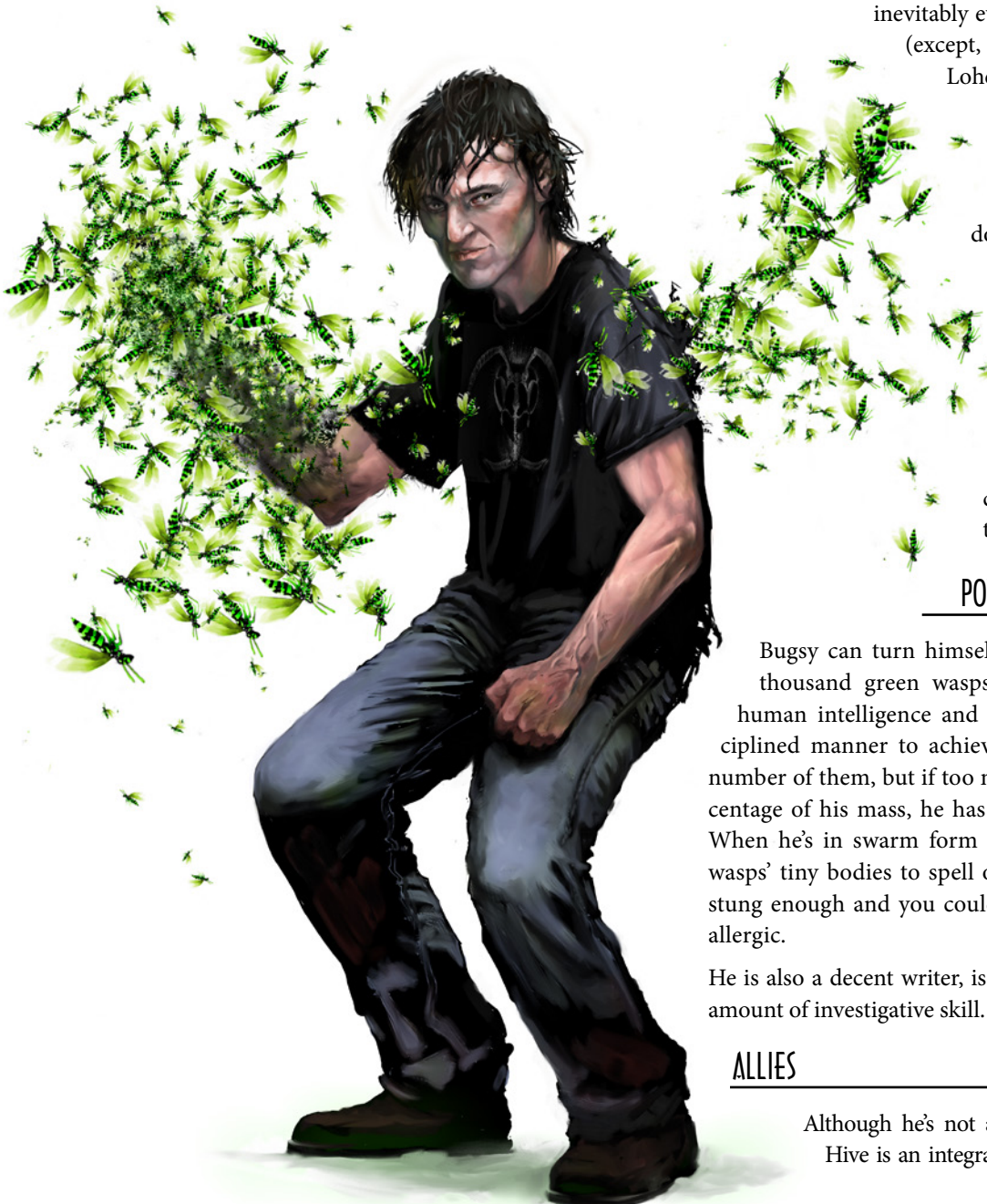
POWERS & ABILITIES

Buggy can turn himself into a swarm of over a hundred thousand green wasps that (as a whole) maintains his human intelligence and can act in a coordinated and disciplined manner to achieve his aims. He can lose a certain number of them, but if too many die and he loses a critical percentage of his mass, he has a hard time reassembling himself. When he's in swarm form he can communicate by using the wasps' tiny bodies to spell out short messages. They sting; get stung enough and you could be in trouble, especially if you're allergic.

He is also a decent writer, is 'net savvy, and does have a certain amount of investigative skill.

ALLIES

Although he's not always recognized as such, Jonathan Hive is an integral member of the Committee. He has



JONATHAN HIVE

POWER LEVEL 6

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

POWERS

Split: Summon Smaller Swarms 4, Heroic, Horde, Mental Link, Multiple Minions, Limited: Hive is split into parts • 25 points

Swarm Form • 32 points

Flight: Flight 2 (8 MPH)

Insubstantial: Insubstantial 2 (Gaseous)

Stinging: Shapeable Area Affliction 6 (Resisted by Dodge, Overcome by Fortitude; Dazed, Stunned, Incapacitated)

Swarm Movement: Movement 2 (Slithering, Wall-crawling)

Swarm Senses: Senses 2 (Radius Vision)

SKILLS

Deception 2 (+3), Expertise: Writing 6 (+8), Insight 3 (+5), Investigation 5 (+7), Perception 4 (+6), Persuasion 2 (+3), Technology 2 (+4)

ADVANTAGES

Connected, Contacts, Defensive Roll 2, Taunt, Well-informed

OFFENSE

INITIATIVE +0

Stinging — Close, Shapeable Area Affliction 6

Unarmed +1 Close, Damage 0

DEFENSE

DODGE 6 **FORTITUDE** 4

PARRY 4 **TOUGHNESS** 2/0*

WILL 5 *Without Defensive Roll

many friends and allies among its members, especially Lohengrin, John Fortune, Cameo (during her life), and Simoon (after her death).

ENEMIES

Bugsy has no specific enemies, but he does annoy people with astonishing frequency.

COMPLICATIONS

Disability: His insect components become sluggish or comatose in thick smoke or even average winter temperatures.

Motivation—Recognition: While Hive wants to achieve justice for those who deserve it and to experience thrills along the way, his primary goal in life is to be remembered: for his writing, for his exploits, or just for being himself.

Weakness: Hive's individual wasps are as easily fried, drowned, smushed, or poisoned as normal insects. The death of any single wasp is something he notices but doesn't suffer particularly from, but if enough of his wasps are destroyed his ability to reform his human body is endangered.

Abilities 16 + Powers 57 + Advantages 6 + Skills 12 + Defenses 16 = 107

SMALL WASP SWARM

POWER LEVEL 6

STR — STA 0 AGL 0 DEX 0 FGT 1 INT 2 AWE 2 PRE 1

POWERS

Swarm Form (Flight 2 (8 MPH), Insubstantial 2 (Gaseous), **Stinging** (Shapeable Area Affliction 6 (Resisted by Dodge, Overcome by Fortitude; Dazed, Stunned, Incapacitated)), **Swarm Movement** (Movement 2 (Slithering, Wall-crawling)), **Swarm Senses** (Senses 2 (Radius Vision)))

SKILLS

Insight 3 (+5), Investigation 5 (+7), Perception 4 (+6), Technology 2 (+4)

OFFENSE

Initiative +0, Stinging (Close, Shapeable Area Affliction 6)

DEFENSE

Dodge 6, Parry 4, Fortitude 4, Toughness 0, Will 5

Abilities 2 + Powers 32 + Advantages 0 + Skills 7 + Defenses 16 = Total 57

WILD CARDS

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