

## SCARE SHEET: THE PEOPLE'S PARADISE OF AFRICA - PART 1

[SCARE sheet] Wally Gunderson

**Jamal Norwood**

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To:



Ray1@SCARE.gov

Date:

July 7, 2013, 1:45 PM

Sir,

Look at this report more as a work in progress than as anything definitive. With the disappearance of Tom Weathers and also the disappearance and presumed death of President-for-Life Dr. Kitengi Nshombo, as well as the subsequent collapse of the PPA, the complete story of the aces they created will never be known.

Only fragmentary records still exist of the horrific medical program that infect thousands of children with the wild card virus in order to obtain the rare positive outcome. Much of the information is based on eyewitness testimony that is, to say the least, unreliable. How many aces were created through this despicable program is anyone's guess.

Few of the child aces came to a happy ending. Some are currently in captivity at BICC. The deaths of others were witnessed by reliable informants. Most have simply vanished into the world. Not knowing how many were created, we can't know how many survive. Doubtlessly we will hear from some of them eventually.

It would be nice to be proactive on this incipient problem, but no suitable plan of action suggests itself to me.

Sincerely,

Jamal Norwood

SCARE operative

## PRESIDENT-FOR-LIFE DR. KITENGI NSHOMBO

Kitengi Nshombo is a committed Marxist as well as an Africa-for-Africans ideologue. The story of Nshombo's early rise to power as one warlord among many in the Democratic Republic of Congo (formerly Zaire) is obscure, with more mythology than fact in the official accounts. His rise accelerates when he hooks up with Tom Weathers in the early 21st century. By 2007, he and Field Marshall Weathers succeed in unifying most of central Africa, establishing a capital in Kongoville (formerly Kinshasa) and his personal residence in the presidential palace of Mobutu Sese Seko (the last dictator of Zaire).

Nshombo's end comes swiftly at the hands of the increasingly paranoid Tom Weathers, when Noel Matthews engineers a complicated plot to convince the mad ace that Nshombo has absconded with the PPA's treasury, and Weathers kills him out of hand. This information, though, isn't widely known, and many believe the dictator is alive somewhere, enjoying exile with the still-missing gold.

**NAME:** KITENGI NSHOMBO**WC NAME:** NONE**OCCUPATION:** DICTATOR**BASE:** KONGOVILLE, PEOPLE'S PARADISE OF AFRICA**WC STATUS:** NORMAL**ETHNICITY:** AFRICAN

The likelihood that the massive state he created will remain united and viable after the disappearance and/or deaths of Nshombo and Weathers is near zero.

## PERSONALITY

Although handsome, Nshombo has no personal charisma. His usual facial expression is basically expressionless, even when ordering the execution of someone for momentary disrespect or insufficient revolutionary fervor.

He is an abstemious man with no discernible vices. He is a vegan, has spartan personal quarters, and indulges in neither alcohol, drugs, nor women. His only relaxation is raising dandy dinmont terriers. When he appears in public he's usually accompanied by a couple of his little dogs.

## DR. KITENGI NSHOMBO

## POWER LEVEL 3

STR 0 STA 0 AGL 0 DEX 0 FGT 1 INT 4 AWE 0 PRE 0

### SKILLS

Deception 4 (+4), Expertise: Dog Breeding 4 (+8), Expertise: Politics 8 (+12), Intimidation 4 (+4)

### ADVANTAGES

Benefit 5 (President-for-Life of the People's Paradise of Africa), Connected, Contacts, Languages 4 (English, French, a half dozen others), Well-informed

### OFFENSE

Initiative +0, Unarmed +1 (Close, Damage 0)

### DESENSE

Dodge 2, Parry 2, Fortitude 2, Toughness 0, Will 3

**Totals: Abilities 10 + Powers 0 + Advantages 12 + Skills 10 + Defenses 9 = 41**

### COMPLICATIONS

**Motivation—Control:** President Nshombo will not be content until all of Africa is united under a single ruler: himself. He believes this is a worthy and beneficent goal, and thus nothing and nobody should be allowed to stand in the way of him achieving it.

**Hatred:** Nshombo believes European colonialists are responsible for all of Africa's problems, and while he's willing to use white men for his own purposes, he cannot accept really accept them as anything but evil on some level.

**Oblivious:** Nshombo is quite tactless when dealing with others, especially underlings.

He's an energetic political organizer and rules the PPA ruthlessly. He's quite willing to sacrifice anything and anyone in order to bring about his dream of an Africa united under his control.

He's a short and trim man in his fifties, a dapper dresser, wears heavy, dark-framed glasses, and has dark brown (almost black) skin.

## POWERS & ABILITIES

Nshombo has no wild card abilities, but his IQ is genius level. He speaks over half a dozen languages fluently, including English, French, and a number of local African languages.

## ALLIES

Kitengi Nshombo surrounds himself with allies as only a Third World dictator on the rise can: Tom Weathers, the Chinese and Indian governments, and the majority of the population of the PPA (especially the members of the well-fed, well-paid, and well-trained military), and always his sister, Alicia.

## ENEMIES

The governments and peoples of most countries bordering the PPA and of the most recently "liberated" nations, the British government, the Caliphate, and the Committee (especially The Amazing Bubbles, her friend Hoodoo Mama, Gardener, and Rustbelt) are Nshombo's most significant enemies.

## ALICIA NSHOMBO

Alicia Nshombo's history before the foundation of the PPA is even more hazy than that of her brother, President-for-Life Dr. Kitengi Nshombo. After its foundation she is in many ways the public face of the regime and, despite having no official title besides the honorific "Mother of the Nation," is the most powerful woman in the country, both personally and through her relationships with the president, Tom Weathers, the country's child aces, and others. She's extremely intelligent, politically savvy, and socially cunning. She often steps between her brother and the increasingly belligerent Weathers to soothe any problems arising between them. She's also the head of the much feared and loathed Leopard Society, who, among other things, act as secret police, personal bodyguards for the Nshombo siblings, and elite shock troops.

## PERSONALITY

Alicia is a large woman with appetites to match. Belying her colorful and overly-feminine taste in clothing and decoration, she's an outright sadist who loves to observe and participate in torture, a proclivity which sometimes overrides her good sense.

## POWERS & ABILITIES

Alicia can turn into a black leopard while retaining her human intelligence. She rarely uses this power personally, but she can grant it to men by having sex with them, and she's created an entire cadre of were-leopard soldiers by doing so. She technically has a fair rank in the Minions advantage as head of the Leopard Society, but this is covered by her power and her status Benefit.

Alicia is also in charge of the program of deliberately infecting children with the wild card virus in order to produce child-aces for the army (who she calls "the young volunteers"). She treats the child-aces as a family, encouraging them to call each other brothers and sisters (although none are known to be blood relatives) and to consider her their step-mother of sorts.

## ALLIES

Despite the carefully neutral expressions they wear, most people Alicia comes into contact with either hate or fear her. The only ones who can be truly called her allies are President-for-Life of



the PPA Dr. Kitengi Nshombo (her brother) and the members of the Leopard Society.

## ENEMIES

Alicia Nshombo has many enemies, but the only ones of any real power are The Amazing Bubbles and Hoodoo Mama (whose zombies eventually tear Alicia Nshombo apart).

NAME: ALICIA NSHOMBO	WC NAME: NONE
OCCUPATION: HER BROTHER'S RIGHT-HAND WOMAN AND HEAD OF THE LEOPARD SOCIETY.	
BASE: KONGOVILLE, PEOPLE'S PARADISE OF AFRICA	
WC STATUS: ACE	ETHNICITY: AFRICAN

## ALICIA NSHOMBO

POWER LEVEL 4/6\*

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

### POWERS

**Powers:** **Morph** (leopard form, equivalent to a lion, *Hero's Handbook*, page 218), Affects Others, Continuous)

### SKILLS

Deception 5 (+7), Insight 5 (+7), Perception 2 (+4), Persuasion 2 (+4)

### ADVANTAGES

Benefit 4 (status "Mother of the Nation"), Connected, Contacts, Languages 1 (English), Well-informed

### OFFENSE

Initiative +0, Unarmed +1 (Close, Damage 0)

### DESENSE

Dodge 2, Parry 2, Fortitude 3, Toughness 1, Will 5 \*In leopard form.

**Totals:** Abilities 16 + Powers 8 + Advantages 8 + Skills 8 + Defenses 8 = 48

### COMPLICATIONS

**Motivation—Pleasure:** Power, influence, and the adoration of the masses are all nice to have, but only because they give Alicia Nshombo the freedom to enjoy all the food, drink, and extremely rough sex she can find time for.

**Disability:** Alicia's obesity is not a major drawback in her normal life, but when she turns into a leopard, her enormous bulk stays the same, making her an ungainly great cat.

## THE ANGEL OF MERCY/OUR LADY OF PAIN

The PPA's Ministry of Information gave Dolores the name Angel of Mercy, but the people call her Our Lady of Pain. Dolores Michel is born in 1988 in Kinshasa (capital of Zaire, later renamed the Democratic Republic of Congo) into a middle-class Catholic family. They welcome the strongman Nshombo's victory in the civil war, because his iron rule puts an end to a period of strife and uncertainty.

Dolores is an enthusiastic supporter of the regime, even after being injected with the wild card virus while she's a student at Liberation University. She serves the regime loyally for years and is even one of Tom Weathers' numerous lovers. However, she overhears some secret information regarding the PPA's war with Nigeria and Weathers brutally kills her with his own hands. A tomb for this beloved hero of the state (murdered by Butcher Dagon, according to the official story) is constructed, with her body lying in a glass coffin, the golden Hero of the PPA medal given her by the Nshombos just hours before her death still around her neck.



### THE ANGEL OF MERCY/OUR LADY OF PAIN

POWER LEVEL 5

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

#### POWERS

**Angel of Mercy** (Healing 12, Restorative, Stabilize, Empathic)

#### SKILLS

Expertise: Medicine 4 (+4), Insight 5 (+7), Perception 3 (+5), Treatment 8 (+8)

#### ADVANTAGES

Benefit (beloved PPA ace)

#### OFFENSE

Initiative +0, Unarmed -2 (Close, Damage -1)

#### DESENSE

Dodge 4, Parry -2, Fortitude 5, Toughness 1, Will 5

**Totals: Abilities 2 + Powers 25 + Advantages 1 + Skills 10 + Defenses 12 = 50**

#### COMPLICATIONS

**Motivation—Responsibility:** Because Dolores can heal others, she feels she must. And she knows what will happen to her if she doesn't.

**Weakness:** Dolores can minister to only one patient at a time and suffers the same bodily damage and pain the patient suffered. She can't use painkillers to alleviate her anguish because they interfere with her ace. Dolores needs a certain amount of time to recover from each healing ordeal.

During the final battle with Tom Weathers, Noel Matthews teleports in, snatches the medal, and gives it to Cameo, who channels the dead ace. Dolores achieves a measure of revenge on Weathers by releasing her accumulated pain into his mind, causing him to lose control of his body and ushering in, ultimately, the triumphant return of Mark Meadows.

#### PERSONALITY

Michel is at first a naïve girl who believes the false promises of President-for-Life Nshombo and his regime. She suffers hideous pain stoically for the PPA cause, but after her death sees through the rhetoric to the horror behind the words, and is able to repay the PPA in kind.

#### POWERS & ABILITIES

She can heal any wound short of death by taking the patient's wound onto own body, which causes the same wound to appear on her. As she recovers (at an accelerated rate: severe wounds, such as extensive burns or the loss of a limb, can take days to heal), so does the patient. She can also inflict her absorbed pain on another person, but chooses never to use this power during her lifetime. When she does it to Tom Weathers, it's a power

**NAME:** DOLORES MICHEL

**WC NAME:** THE ANGEL OF MERCY/  
OUR LADY OF PAIN

**OCCUPATION:** HEALING ACE FOR THE PPA

**BASE:** KONGOVILLE, PEOPLE'S PARADISE OF AFRICA

**WC STATUS:** ACE

**ETHNICITY:** AFRICAN

stunt of her Healing Power: a Perception Ranged Affliction Resisted by Will.

#### ALLIES

The common folk of the People's Paradise of Africa adore Dolores.

#### ENEMIES

Tom Weathers and the rulers of the People's Paradise of Africa consider Dolores just another tool, to be used and discarded when she's no longer useful to the revolution.

### LEOPARD MEN

The Nshombos's personal bodyguards, the PPA army's elite commando unit, and the regime's feared secret police force is the Leopard Society. Its members are heavily armed, wear leopard-skin fezzes and dark sunglasses (even at night), and sport camouflage uniforms featuring a leopard-spot print. The clothing isn't just an affectation: It reminds PPA citizens and foreign enemies alike that any particular Leopard Society soldier might secretly be a member of the inner circle of the Society—a Leopard Man.

Leopard Men are hand-picked by Alicia Nshombo from the most vicious but obedient of the Leopard Society's members, and are initiated into the organization during an orgiastic, quasi-voodoo ceremony in which (among other things) she bites them until they bleed. As a result of the ceremony, these select members gain Alicia's ability to transform into were-leopards.

It's unknown exactly how many Leopard Men have been initiated, but the number is certainly in the hundreds. They tend to operate in small groups scattered amongst other, non-shapechanging, Society members.

#### PERSONALITY

All Leopard Society members are sadistic, brutal, and obedient to Alicia Nshombo—the initiated Leopard Men more so than the rest.

#### POWERS & ABILITIES

Besides being well-armed, well-trained, and well-treated soldiers, those initiated into the inner circle of the Leopard Society have the ability to instantaneously transform into large spotted or black leopards.

## LEOPARD MEN

POWER LEVEL 5/6\*

STR 1 STA 2 AGL 1 DEX 1 FGT 5 INT 0 AWE 0 PRE 0

## POWERS

**Leopard Form** (Morph 1, Metamorph (use the Lion archetype, *Hero's Handbook*, page 218))

## EQUIPMENT

(in human form) assault rifle (Ranged Multiattack Damage 5) plus up to 5 points in miscellaneous equipment.

## SKILLS

Athletics 4 (+5), Expertise: Soldier 4 (+4), Intimidation 4 (+4), Perception 2 (+2), Ranged Combat: Guns 4 (+5), Stealth 2 (+3), Vehicles 2 (+3)

## ADVANTAGES

Equipment 4

## OFFENSE

Initiative +1, Assault Rifle +5 (Ranged, Multiattack Damage 5), Unarmed +5 (Close, Damage 1) \*In leopard form.

## DESENSE

Dodge 5, Parry 5, Fortitude 5, Toughness 2, Will 2

**Totals: Abilities 20 + Powers 6 + Advantages 4 + Skills 11 + Defenses 9 = 50**

## COMPLICATIONS

**Motivation—Power:** Without exception (as Alicia Nshombo chooses her recruits well) the Leopard Men are in it for the power and the freedom to use it.

**Disability:** In leopard form, Leopard Men can't talk, use guns, drive armored cars, and so on. But it doesn't bother them much, because they really prefer rending flesh to cleanly killing from a distance.

**Power Loss:** Their morphing ability lasts only as long as Alicia is alive. When she died, all Leopard Men, much to their regret, turned into a bunch of defenseless naked guys.

**OCCUPATION:** BRUTAL REGIME-SUPPORTING THUGS

**BASE:** FOUND ANYWHERE IN THE PEOPLE'S PARADISE OF AFRICA, ESPECIALLY WHERE YOU LEAST EXPECT THEM

**WC STATUS:** ACE

**ETHNICITY:** AFRICAN

## ALLIES

The only real allies the Leopard Men have are each other and Alicia Nshombo. Even uninitiated fellow members of the Leopard Society fear them.

## ENEMIES

Any enemy of the People's Paradise of Africa is an enemy of the Leopard Men, including foreign soldiers, disloyal citizens, and anyone Alicia sics them on.

## LEUCROTTA (HYENA FORM)

POWER LEVEL 6

STR 5 STA 2 AGL 3 DEX 1 FGT 4 INT 0 AWE 1 PRE 0

## POWERS

Growth 2 (Permanent, Innate), Protection 4, Senses 2 (Low-light vision, Acute Smell)

**Were-shift** (Morph 1, Metamorph (hyena as "base" form with "normal" human form))

## SKILLS

Close Combat: Unarmed 3 (+7), Perception 5 (+6), Stealth 8 (+9).

## OFFENSE

Init +3, Claws +7 (Close, Damage 5).

## DESENSE

Dodge 6, Parry 6, Fort 6, Tou 6, Will 3.

**Totals: Abilities 24 + Powers 17 + Advantages 0 + Skills 8 (16 ranks) + Defenses 13 = 62**

## COMPLICATIONS

**Motivation—Thrills:** A teenaged boy granted fantastic powers and a privileged position in his country's army, Leucrotta enjoys being able to do just about anything he wants to without fear of the consequences.

**Bestial:** Leucrotta is savage in hyena form, and eventually begins exhibiting animal traits when in human form, crouching like a dog, whining and barking instead of talking, and losing control of his bloodlust.

**Broken:** Some of the PPA child-aces are still children at heart, and can be rehabilitated once removed from the horrors of war. Leucrotta is not one of them. He has been turned into little more than a killing machine in a child's body.

**Human Form:** As a human, Leucrotta has a 0 rank in all abilities and correspondingly lower defenses and other traits.

**Youth:** Leucrotta has the physical, mental, legal and experiential shortcomings of being a child.

## LEUCROTTA

A product of the PPA's program of infecting children with the wild card virus, not much is known about his early years including his real name. He is enthusiastic about his work and takes part in many battles. His signature move is biting off his opponent's face, leaving his enemy to die of shock and blood loss.

Leucrotta is sent to follow Gardener and the children she's trying to take out of the PPA, and for several days terrorizes them by snatching victims from their line of march and dragging them into the jungle to finish them off. Finally he's ensnared by one of Gardener's quick-growing thornbushes, and killed by one of the

NAME: UNKNOWN	WC NAME: LEUCROTTA
OCCUPATION: CHILD-ACE SOLDIER FOR THE PPA ARMY	
BASE: THE PEOPLE'S PARADISE OF AFRICA	
WC STATUS: ACE	ETHNICITY: AFRICAN

children she was protecting, using a submachine gun taken from a child soldier.

## PERSONALITY

Leucrotta is a bully who is hated and feared by even other child-aces of the PPA. Like other bullies, he can be cowed by someone even stronger, and thus Tom Weathers is one of few who has any control over this living weapon.

## POWERS & ABILITIES

Leucrotta is a were-creature, able to change at will from a stocky boy to a giant-sized (four feet tall at the shoulders and 400 pounds) spotted hyena.

Leucrotta speaks French and doesn't live long enough to learn any other languages.

## ALLIES

The PPA army is one of the few places on Earth someone like Leucrotta would fit in.

## ENEMIES

Those who might become Leucrotta's enemies don't tend to live long enough to realize their status.

## WRECKER

Wrecker is a Lagos guttersnipe with a British accent. The son of an Igbo soldier who abandoned his Yoruba mother, he actually spends most of his early life in a slummy section of Brixton (a London suburb), where he's tormented by gangs of all persuasions, including England-born blacks who despise immigrant Africans. Ultimately deported while a young teen, Charlie and his mother returned to Nigeria, which is promptly overrun by the PPA. His mother jumps at the chance to sell her troublesome son to Alicia Nshombo's recruiters, he's intentionally infected with the wild card virus, and another child-ace soldier is born. He goes on many missions for the PPA, and is present at the final confrontation between Tom Weathers and the Committee at Bunia, where he ruthlessly kills a helpless Gardener. He is then captured by Rustbelt.

His current whereabouts are unknown, although most likely he's at BICC or some similar facility.

## WRECKER

## POWER LEVEL 9

STR -1 STA 0 AGL 1 DEX 1 FGT 1 INT 0 AWE 0 PRE 0

### POWERS

**Wrecking** (Ranged Burst Area Damage 9)

### OFFENSE

Initiative +1, Unarmed +1 (Close, Damage -1), Wrecking — (Ranged, Burst Area Damage 9)

### DESENSE

Dodge 6, Parry 4, Fortitude 4, Toughness 0, Will 3

**Totals: Abilities 4+ Powers 27 + Advantages 0 + Skills 0 + Defenses 15 = Total 46**

### COMPLICATIONS

**Motivation—Revenge:** After years of being picked on, Wrecker now has the power to do something about it. He might not be able to get revenge on the particular individuals who tormented him, but he can make *someone* pay for it.

**Broken:** Some of the PPA child-aces are still children at heart, and can be rehabilitated once removed from the horrors of war. After he's captured by Rustbelt the authorities will expend great efforts to restore Wrecker, but it's unlikely they'll succeed.

**Youth:** Charlie has the physical, legal and experiential shortcomings of being a child.

### WC NAME: WRECKER

**NAME:** CHARLES ABEDEMI (ALSO "ASBO"—BRITISH SLANG FOR SOMEONE WHO'S BEEN ISSUED AN ANTI-SOCIAL BEHAVIOR ORDER)

**OCCUPATION:** CHILD-ACE SOLDIER FOR THE PPA ARMY

**BASE:** THE PEOPLE'S PARADISE OF AFRICA

**WC STATUS:** ACE

**ETHNICITY:** AFRICAN

## PERSONALITY

He probably wasn't a born killer, but Abedemi turned into one at an early age. He has no mercy in his soul, and takes pleasure only from destruction.

Wrecker is also a coward. He won't stand up for himself against those who pick on him, but instead will quietly await an opportunity to get back at them from a position of safety or anonymity. He's not above picking on those weaker than him, though.

## POWERS & ABILITIES

Wrecker can disassociate the molecular bonds of inorganic molecules. Whatever he concentrates on falls apart into molecule-sized bits and the energy released by the bursting molecules causes a silent, flashless, explosion that can strip cloth and flesh from a body. He can explode up to two pounds of matter at a time, with a maximum range of about fifty feet.

Despite living in a number of multi-ethnic communities over the years, Charlie speaks only English.

## ALLIES

Wrecker isn't well liked by the other child-aces, but any PPA soldiers would appreciate having him alongside them.

## ENEMIES

Charlie considers plenty of people his enemies (including many who wouldn't even remember him if they saw him), but there aren't many people who care enough to consider him their individual enemy.

## THE DARKNESS

Candace is a dark-skinned, pretty, and extremely thin girl of about thirteen. Her hair is cut short, and although the PPA bans "unnecessary" personal possessions, she wears big red plastic hoop earrings and matching sunglasses with big round lenses. A smart girl, she's from a middle-class neighborhood of the city of Kinkala in the former Republic of the Congo. Another graduate of the experimental program to create aces, her power is used many times to cloak military operations.

Last seen aboard the Nshombos's yacht when Tom Weathers comes to kill the president-for-life, she escapes over the side with a mocking laugh.

## PERSONALITY

Smart, sassy, and no respecter of authority, Candace could be at the beginning of a long and successful criminal career.

## POWERS & ABILITIES

Candace can exude an inky darkness from her mouth, ears, and eyes that dances like dark flames around her body and quickly spreads out to become an pool of blackness impenetrable even by night-vision gear. The maximum spread of the blackness is unknown, but it's at least a radius of hundreds of yards. She can see through the darkness (although not in color), as can anyone she immunized by touching on their eyelids. The immunization lasts only a day or so.

## THE DARKNESS

## POWER LEVEL 4

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

### POWERS

**Darkness** (Cloud Area 6 (500 feet) Visual Concealment Attack 4)

### OFFENSE

Initiative +1, Unarmed +1 (Close, Damage -1)

### DESENSE

Dodge 5, Parry 3, Fortitude 3, Toughness 0, Will 4

**Totals: Abilities 6 + Powers 36 + Advantages 0 + Skills 0 + Defenses 13 = 55**

### COMPLICATIONS

**Motivation**—**Patriotism** then **Self-Interest**: Candace is raised to respect the goals of the Revolution, even if she doesn't respect some of her fellow revolutionaries. After she sees Tom Weathers kill a number of Leopard Men and fellow child-ace Ayiyi who are only doing their duty, the last shreds of her patriotism are stripped from her, and her motivation becomes pure self-interest.

**Attitude**: Although it's not at the level of hatred or a phobia, Candace's dislike of authority figures leads her to break petty rules and antagonize petty officials. Eventually it could get her into serious trouble.

**Youth**: Candace has the physical, mental, legal and experiential shortcomings of being a child.

**NAME**: CANDACE SESSOU

**WC NAME**: THE DARKNESS

**OCCUPATION**: CHILD-ACE SOLDIER FOR THE PPA ARMY

**BASE**: THE PEOPLE'S PARADISE OF AFRICA

**WC STATUS**: ACE

**ETHNICITY**: AFRICAN

## ALLIES

Candace was respected by the PPA army and she idolized Tom Weathers. Now, she has no known allies.

## ENEMIES

With the demise of Tom Weathers and the People's Paradise of Africa, the Darkness has no personal enemies.

# WILD CARDS



## CREDITS & LICENSE

### WILD CARDS - SCARE SHEET #11:

#### THE PEOPLE'S PARADISE OF AFRICA, PART 1

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