

Amari



Abidemi Sowande, called Amari ("Strength" in Yoruba) as her *nomme de guerre*, and sometimes called "Strong Girl" in English, is perhaps the most famous superhero active in West Africa. She unflinchingly uses her strength, speed, and resiliency to fight crime in Nigeria, Benin, Togo and Ghana, where she was born. She also frequently travels north into Mali and Mauritania, but is less well-regarded there, as she has the annoying habit of calling attention to the way that the enduring problem of slavery in the latter country has not, in fact, ended.

Her own mother was one such enslaved person, kidnapped from her home in Nigeria and kept a prisoner in Mauritania for three years, escaping in 1997, five months before Abidemi was born. She has never spoken of her time there with her daughter, beyond reassuring her that, no, the man who fathered her was not the evil man who mistakenly believed Olaiya to be his property, but a different man, [a good man](#). It seems likely that Abidemi's powers are a legacy of her father, but her mother has refused to go into detail about him, beyond saying that her daughter's name tells the whole story. ('Abidemi' means 'child born when the father is not present.')

In fact, her abilities have a different origin. During her escape, Olaiya Sowande temporarily sheltered in an ancient, abandoned building in the southwest of Mauritania. She had no way of

knowing that this was the remains of the ancient city of Koumbi Saleh, capital of the Empire of Ghana. For centuries, Kombi Saleh had been the site of an apparent cult of annual human sacrifice which guaranteed rainfall for the nation. In the 11th century, however, a young hero named Amadou Sefedokote saw his fiancé chosen and decided to end the practice for both personal and idealistic reasons.

Sneaking into the cult's temple, hidden in a cave within the sacred grove, the would-be rescuer was startled to learn that the women chosen for the sacrifice had not been killed, but rather initiated into the service of the inner workings of the faith, which centered around managing an ancient weather controlling machine. Still unwilling to allow his fiancé to spend her life in the service of a machine, Amadou did great damage to it and its followers, and escaped with her. The loss of weather control doomed the Empire of Ghana to slow defeat by the Almoravids. Centuries later, however, some part of the weather controlling machine was still functioning, emitting radiation of a type that transformed Olaiya's child in the womb, so that she would be born with powers and grow into greater might in time.

None of this is known to Amari, and she has no real interest in discovering the source of her powers, preferring to focus on using them to help people in whatever way that she can. Ironically, though, this altruistic urge has driven a wedge between herself and her mother. Scarred by her experiences, Olaiya has come to believe that people can and should only count on themselves and regards her daughter's activities as both attention-seeking and dangerous to herself and others. This is probably the greatest pain in Amari's life, and the one thing that can dampen her usual good mood.

Despite this, Amari tries to have a good time while also working to make the world a better place, enjoying partying with her many friends whenever she has a spare moment. She was also thrilled to be given the offer to join [the Powerhouse](#) in 2018, but it didn't work out. A strange side effect of her powers is that technology often doesn't work well in her presence -- computers produce errors, motors overheat -- and the same thing happened to the teleporter that they were going to use. Laughing at this misfortune, Amari gave the idea up as a bad one, but promised to help the group out in any way that she can, regardless.

Laugh, and the world may laugh with you.

Update 2021: After acquiring a grudge against [Trouble](#) during the recent Daikessoshen, Amari spent a while training to be ready for their next encounter. She set her grudge aside (for now ...) to fight against the [Konan](#) assault, and was startled, in the aftermath, to be reunited with her father and learn she has a [sister](#). She has not yet worked out how to tell her mother about that.

Update 2022: The reunion between her sister and her father went about as well as could be expected, even if her ears were still ringing afterwards. It went much better than her attempt to tell her mother about all of this, which Olaiya dismissed as nonsense even after she was shown photos of James with Abidemi. Further upsetting her has been the news of [the death of](#)

Trouble, which has prevented her from getting any closure in that matter. Further, she found herself defeated by **Bravo** in the second Daikessoshen, who made a point of using the same fighting style as Trouble to drive the point home.

Amari -- PL 10 (3rd Edition)

Abilities:

STR 8 | STA 8 | AGL 4 | DEX 4 | FGT 8 | INT 1 | AWE 2 | PRE 2

Powers:

Super-Endurance: Immunity 10 (life support), Quirk (limited to 30 minute durations) - 9 points

Super-Senses: Senses 6 (Extended Auditory 2, Extended Vision 2, Low-Light Vision, Ultra-Hearing) - 6 points

Super-Speed: Enhanced Advantages 2 (Close Attack 2, Improved Initiative 2), Quirk (Close Attack is only enhanced against foes with a lower Initiative total); Leaping 10 (1 mile); Movement 3 (Swinging, Wall-crawling 2); Quickness 6; Speed 7 (250 MPH) - 31 points

Super-Strength: Enhanced Strength 4, Limited to lifting (100 tons) - 4 points

Super-Strength Tricks: Array (8 points)

- **Bullet Toss:** Ranged Damage 4, Quirk (must have small object) - 1 point
- **Shockwave:** Burst Area Affliction 8 (Resisted by Dodge, Overcome by Fortitude; Dazed and Vulnerable, Stunned and Prone), Extra Condition, Limited Degree, Limited to targets on the ground - 8 point
- **Sleeper Hold:** Cumulative Affliction 8 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Grab-based - 1 point

Super-Toughness: Protection 4, Impervious 6 - 10 points

Advantages:

Close Attack 2, Extraordinary Effort, Improved Initiative 3, Power Attack, Tracking, Uncanny Dodge

Skills:

Acrobatics 5 (+9), Athletics 3 (+11), Expertise: Survival 4 (+5), Insight 5 (+7), Perception 8 (+10), Persuasion 4 (+6), Ranged Combat: Throwing 4 (+8), Stealth 5 (+9).

Offense:

Initiative +16

Unarmed +10/+8 (Close Damage 8)

Bullet Toss +8 (Ranged Damage 4)

Shockwave -- (Burst Area Affliction 8, Resisted by Dodge)

Sleeper Hold +10 (Close Fortitude 8)

Defense:

Dodge 8, Parry 8, Fortitude 10, Toughness 12, Will 8

Totals:

Abilities 74 + Powers 73 + Advantages 9 + Skills 19 + Defenses 12 = 187 points

Offensive PL: 9

Defensive PL: 10

Resistance PL: 9

Skill PL: 6

Complications:

Doing Good--Motivation. Family (estranged mother.) ***Secret Identity. Walking Techbane. Works Hard, Plays Hard.***

Amari -- PL 10 (4th Edition)

Abilities:

STR 8 | AGL 4 | STA 8 | INT 1 | AWE 2 | PRE 2

Combat:

Attack 4 | Defense 8 | Initiative 16

Close Attack 10 | Specialized Attack: Throwing 8 | Specialized Attack: Unarmed 12

Resistances:

Dodge 8, Fortitude 10, Toughness 12, Will 8

Powers:

Super-Endurance: Immunity 10 (life support), Quirk (limited to 30 minute durations) - 9 points

Super-Senses: Enhanced Senses 6 (Extended Hearing 2, Extended Sight 2, Low-Light Vision, Ultra-Hearing) - 6 points

Super-Speed: Leaping 10; Enhanced Movement 2 (Wall-crawling 2); Quickness 6; Speed 7 - 25 points

Super-Strength: Lifting 4 - 4 points

Super-Strength Tricks: Array - 10 points

- ***Bullet Toss:*** Ballistic Blast 5, Quirk (must have small object)
- ***Shockwave:*** Affliction 9 (Resisted by Dodge, Overcome by Fortitude; Dazed and Vulnerable, Stunned and Prone), Extra Condition, Limited Degree, Limited to targets on the ground, Sphere Area

Super-Toughness: Improved Toughness 10 - 10 points

Advantages:

Extraordinary Effort, Improved Defense, Improved Initiative, Sleeper Hold, Tracking Bonus, Uncanny Dodge

Skills:

Acrobatics 7 (+11), Athletics 4 (+12), Insight 6 (+8), Intimidation 5 (+7), Perception 8 (+10), Persuasion 4 (+6), Stealth 5 (+9), Survival 5 (+7).

Offense:

Unarmed +12 (Close Damage 8)

Bullet Toss +8 (Ranged Damage 4)

Shockwave -- (Burst Area Affliction 8, Resisted by Dodge)

Totals:

Abilities 50 + Combat 36 + Powers 64 + Advantages 6 + Skills 22 + Resistances 16 = 194 points

Complications:

Doing Good--Motivation. Family (estranged mother.) **Secret Identity. Walking Techbane. Works Hard, Plays Hard.**

Author's Note: The story of Amadou Sefedokote is an actual legend about the fall of the Empire of Ghana, given a science fiction twist by me.