

Donner

Dr. William Karl Donner



Brawling:	Cm(0)(6)	Reputation:	Gd(+1)(10)
Agility:	Gd(+1)(10)		
Strength:	Cm(0)(6)	Health Points:	32
Endurance:	Gd(+1)(10)		
Willpower:	Gr(+2)(15)	Story Points:	50
Intelligence:	Gr(+2)(15)		
Perception:	Gd(+1)(10)		
Resourcefulness:	Gd(+1)(10)		

Description

Appearance

Dr. William Karl Donner was in his mid 40's when he started what we now call the Sovereign Era. William stands about 178 cm (5 ft 10 in) tall, weighs about 90 kg (200 lbs), and has a better-than-average build for a man his age. His rugged good looks, silvering hair, ice-blue eyes, and penetrating voice all make for a commanding presence. Donner radiates the quiet strength of a man powerful enough to have nothing to prove.

Background

William was known as a successful neurosurgeon before he discovered his true nature. When Donner then learned that there were other people like himself, all over the world, who were being persecuted and tortured because they couldn't hide who they were, he turned into a revolutionary. After the day he —didn't *beg*, *ask*, or even *demand*— but simply *declared as fact* that he and those like him were sovereign, most people just assumed that the Sovereign nation had sprung up overnight. The truth is that he spent years collecting resources, gathering and training allies and operatives, and preparing a chain of events that would hit normal people with maximum psychological impact. By the time he met with US president Nixon to guaranty protections for his people, he already had a compound set up in Missoula, Montana, and in short order it had a hospital, research center, apartments, and even a cable television station. Once the Institute of Sovereign Studies was built and became the de facto embassy for Sovereigns, it was assumed that William had somehow been elected their leader and ambassador, but in truth he had been leading Sovereigns from the shadows for years.

(Suspected) Powers

"The Voice": Ph(+5)(40)

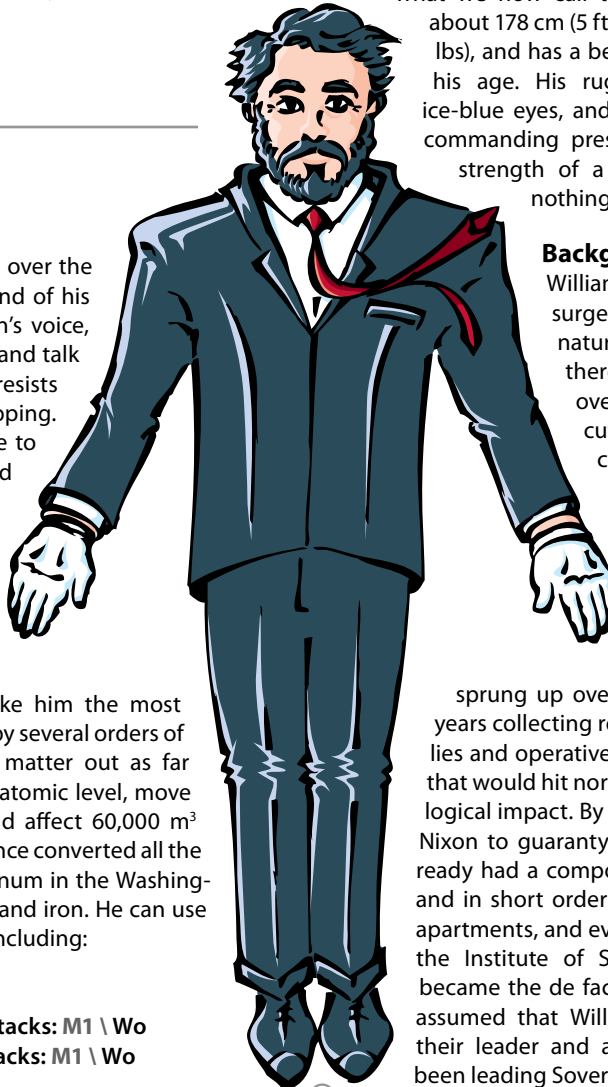
William has **Phenomenal** control over the shape and projection of the sound of his voice. He can imitate any human's voice, act as the ultimate ventriloquist, and talk to people on a "tight beam" that resists both interference and eavesdropping. Donner can even shape his voice to directly affect the bodies and minds of his listeners:

- **Stun:** Ex(+4)(30)
- **Paralysis:** Ex(+4)(30)
- **Hypnosis:** Ex(+4)(30)

Telekinesis: M3 \ Ex(+4)(30)

William's telekinetic powers make him the most powerful Sovereign in the world by several orders of magnitude. He can manipulate matter out as far away as Earth orbit down to the atomic level, move up to 600 tonnes (600 tons), and affect 60,000 m³ (2,100,000 ft³) at a time. Donner once converted all the white marble, granite, and aluminum in the Washington monument into black basalt and iron. He can use his powers for a variety of feats, including:

- **Flight:** M1 \ Wo, Mach 10.
- **Protection from Physical Attacks:** M1 \ Wo
- **Protection from Energy Attacks:** M1 \ Wo



Skills

Language: English (US), German (High).

Aerial Combat: (+1) bonus when fighting while flying.

Knowledge: Brain Physiology.

Knowledge: Neurosurgery.

Medicine: (+1) bonus to Intelligence; Permanently stabilize a dying character; Help a healing character to recover an extra set of health points, plus one level per day.

Negotiation: (+1) bonus to Willpower in negotiations.

Notes

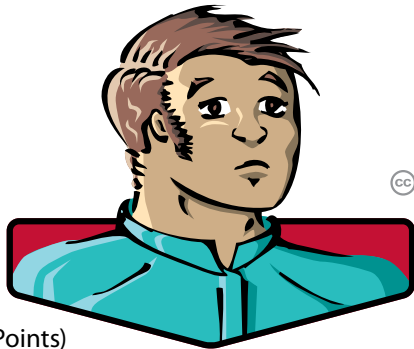
Character points: (96,742 - 0 in limitations =) 96,742

Unused character points: 258 (built with 97,000 points)

For Your Own Story

PCs can spend time with William Donner simply by having a good reason and by making an appointment at the embassy.

Other Sovereigns



“Joe Sovereign”

(412 Character Points)

B	A	S	E	W	I	P	R	Rep	HP	SP
Wk	Pr	Pr	Pr	Wk	Pr	Pr	Pr	Dr	14	14

Skills

- Language: English (US).

Powers

- Mimic: **Dr**

“Joe” changes his appearance by shedding his skin in long, translucent strips, revealing new skin underneath. In the process, he changes on a genetic level, effectively becoming a different person every time. Unfortunately, he can’t control his new look (**Phenomenal** limitation) nor when he’ll change; it’s brought on by stress. If the GM determines that he is under stress, “Joe” must get a **superb** result on a Willpower check, or start shedding (another **Phenomenal** limitation).

This poor man was introduced to the world on the “Donahue Show” in an episode where he was confronted by his girlfriend over his unwillingness to commit to marriage, and he shed through the whole show. It’s possible that with training, he might overcome his power’s limitations.



Gary Chancellor

(536 Character Points)

B	A	S	E	W	I	P	R	Rep	HP	SP
Cm	Cm	Cm	Cm	Cm	Cm	Cm	Cm	Dr	24	24

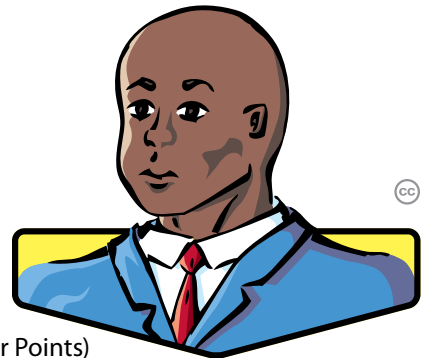
Skills

- Language: English (US).

Powers

- Flight: **Cm**, membrane wings

Gary was one of the first Sovereigns seen on TV. An angry mob killed him in 1986 while he was joining the great pilgrimage of Sovereigns moving to Missoula, Montana.



Spencer Croy

(2,157 Character Points)

B	A	S	E	W	I	P	R	Rep	HP	SP
Cm	Cm	Gr	Cm	Cm	Cm	Cm	Cm	Dr	24	24

(Suspected) Powers

- Armor: **Ou**
- Blunt Attack (Fists): **Ex**
- “Immobility”: **Ph**, hold anything in place with Ph force

Skills

- Language: English (US).
- Firearms.
- Unarmed Combat.
- Vehicle: Automobile.

Gear

- **9mm H&K P7 M13 Pistol**
Price: **Ex(+4)(30)**
 - Material: **Gd(+1)(10)**, aluminum
 - Range: **Dr(-3)(1)**, 20 m (60 ft)
 - Damage: **Cm(0)(6)**, sharp
 - Shots: 13

Mr. Croy works as an agent for the Donner Institute. He’s short, very stocky, and has a shaved head. Spencer always acts with a great economy of motion.

The Donner Declaration - 18 April 1985

"I stand today before the eyes of the world and declare that my people —all those people who possess unique abilities— are from this day forward sovereign individuals. If I should learn that one such as myself has encountered misfortune, harassment, or persecution, the party responsible will answer to me, be they individual, agency, or government. By the same token, if one of my people acts in a way contrary to the universal principles of compassion and dignity, they too will answer to me and mine. We are sovereign, we are separate. However, we have no desire other than to live our lives in peace, with you."

Sovereigns and International Law

Sovereigns have a political status akin to US Native Americans in their nations of birth.

No Sovereign can be declared to be legally less than human or of lesser status than any other citizen in the nations were they reside.

The Sovereign nation is lead by Dr. William Karl Donner, its official arbitrator and representative to other governments.

The Sovereign nation and other governments will share with each other any information they have on newly discovered Sovereign people.

Sovereigns are responsible for their own actions. The Sovereign nation has its own police force to deal with Sovereign lawbreakers and to assist other governments with individual Sovereigns that threaten the security of other nations.



Institute of Sovereign Studies



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This unofficial work is based on the book **"Brave Men Run — A Novel of the Sovereign Era"** and the Sovereign Era setting, both by **Matthew Wayne Selznick** (<http://www.mattselznick.com>).

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This should go without saying, but this work is a supplement to a *game*, **Ten Thousand Worlds** (www.TenThousandWorlds.org), and is meant to make a rainy afternoon more enjoyable for you and a few friends. This game requires you to use your imagination. If you have trouble telling the difference between fantasy and reality, then this game is not for you.