

Nate

Nathan Andrew Charters



| | | | |
|------------------|------------|----------------|-----------|
| Brawling: | Pr(-1)(4) | Reputation: | Dr(-3)(1) |
| Agility: | Ou(+3)(20) | | |
| Strength: | Gr(+2)(15) | Health Points: | 59 |
| Endurance: | Ou(+3)(20) | | |
| Willpower: | Cm(0)(6) | Story Points: | 35 |
| Intelligence: | Gd(+1)(10) | | |
| Perception: | Gr(+2)(15) | | |
| Resourcefulness: | Pr(-1)(4) | | |

Powers

Enhanced Smell: Ou(+3)(20)

Enhanced Hearing: Ou(+3)(20)

Enhanced Sight: Ou(+3)(20)

Night Sight: Gr(+2)(15)

Nate likes to say, "Anything your cat can do, I can do". He has the vision, hearing, and sense of smell of a nocturnal predator, paired with a human mind for interpreting the input from his enhanced faculties. Charters can hear both sides of a phone conversation, and isolate one specific sound in a noisy school cafeteria. With a night light or moonlight, he can see as much as others see in full daylight, and Nate can make out every color in a tartan weave from across a football field. He can remember people by smell the way most humans remember faces. Charters defends against attacks that target his enhanced senses with a (-1) penalty (inherent limitation).

• **Sense Lies: Gr(+2)(15)**

Nate can quite literally smell a lie.

• **Mental Map: Gr(+2)(15)**

If Charters spends one turn in total concentration, he can generate a mental map of everything he can hear and smell, from calculating the heights of nearby trees by the tones of the wind in their leaves, to knowing the type and location of every living creature within range.

Jump: Dr(-3)(1)

Speed: Pr(-1)(4)

Nate can out-run and out-jump any normal human, crossing up to 80 m (240 ft) in a single turn of all-out running, and crossing up to 20 m (60 ft) in a single leap.

Regenerate: Gd(+1)(10)

Charters can recover 10 Health Points every ten turns, and one level in any reduced trait every hour.

Sharp Attack: Gd(+1)(10)

Nate's fingernails are hard and sharp enough to rend cloth and flesh. His toenails and his larger-than-normal incisors may be just as effective, but he's yet to put either to the test.

Limitations

Accelerated Metabolism (Ph)

Charters' special abilities come with a cost. He is considered to have a **Weak** Endurance for the purposes of running and any other prolonged strenuous activities, as if he had the *Shortwinded* limitation. In addition, when under emotional stress (GM's adjudication), Nate must make a successful Willpower check or be forced to treat his emotional stress as physical stress, and make the same types of Endurance checks required for prolonged activity. His body requires three times the normal amount of food, plus more when he's exhausted.

Detectable (Pr)

Birds and other small animals respond to Charters as if he was a minor predator, emitting warning calls when they detect him. It's possible that as he matures and grows, such creatures will opt to simply flee, leaving an eerie silence in his wake. Anyone aware of this behavior can use it to avoid being surprised by Nate in certain situations.

Skills

Language: English (US).

Local Geography: Abbeque Valley, a planned community in Orange County, California.

Contacts

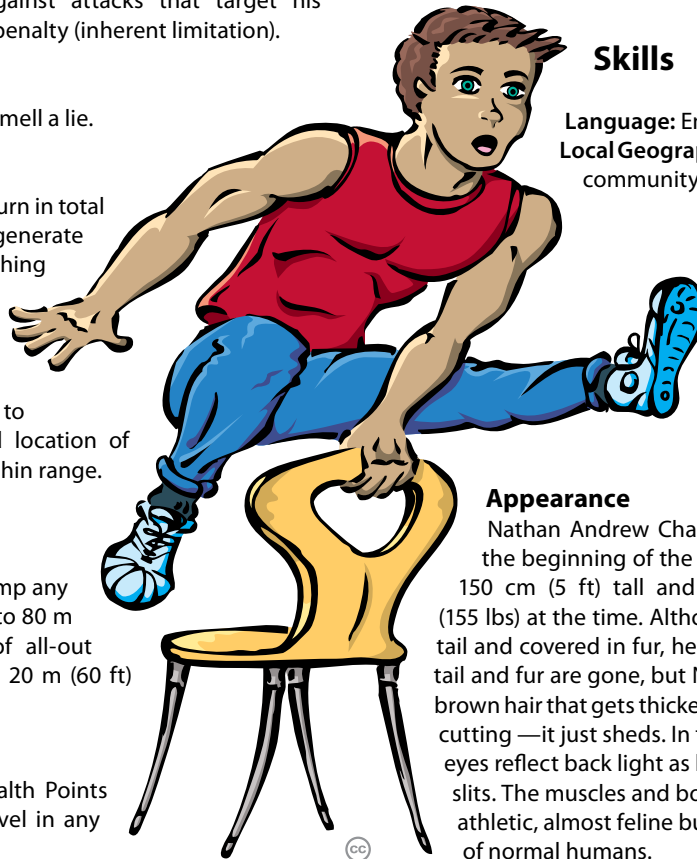
Lina Porter: Cm

His well-to-do girlfriend.

Description

Appearance

Nathan Andrew Charters was not quite sixteen at the beginning of the Sovereign Era, standing about 150 cm (5 ft) tall and weighed a surprising 70 kg (155 lbs) at the time. Although he was born with a short tail and covered in fur, he now looks nearly human. The tail and fur are gone, but Nate still sports a head of thick brown hair that gets thicker in the winter and never needs cutting—it just sheds. In the dark, his rather large green eyes reflect back light as his slightly oval pupils become slits. The muscles and bones that give Charters his wiry, athletic, almost feline build are more dense than those of normal humans.

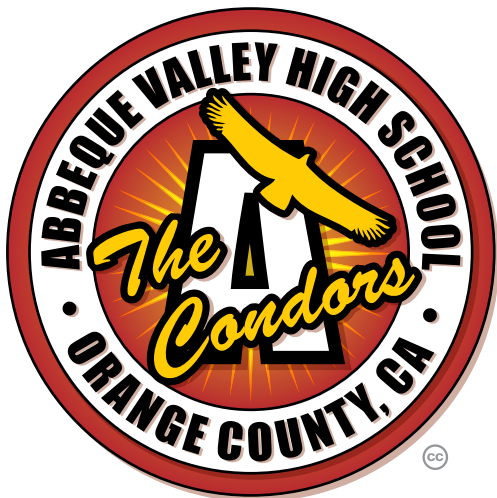


Nate spent most of his days prior to the Sovereign Era trying desperately to fit in as a “normal” kid. He got into the habit of playing down his abilities, sometimes going so far as to pretend to be slower and weaker than he really was. Even though Charters now accepts himself for who he is, his old childhood habits have left their mark. He is reluctant to use his more obvious physical abilities, opting, for example, to just walk up a flight of stairs instead of leaping past them. Even if Nate finds himself in a fight, it won’t occur to him to use his full strength right from the beginning.

Background

Nate Charters is an unusual, perhaps unique, individual. Long before the general population had even heard of a Sovereign, his father, Andrew Charters, was working under government contract to build “little machines” that could change people at the genetic level, ostensibly as a medical tool. His father volunteered to test the prototype machines in his own body—and they slowly broke Andrew’s brain. Nate grew up being told that his father had died in a lab accident, but in truth, Andrew Charters had run off into the wild to live like a beast. Before cutting off his association with most of the human race, Andrew impregnated his wife, Lucy. None of his “little machines” were transferred to his wife or his son, but Nate did inherit a portion of his father’s abilities—with none of his mental problems, fortunately.

Until the Sovereign Era began, and people with all manner of special abilities revealed themselves to the world at large, Nate was convinced that he was basically just an oddball kid, the loser and outcast of Abbeque Valley High School. After the super-powerful William Donner appeared on TV and declared that all people like him were their own sovereign nation, Nate believed he might be one of them: a Sovereign. The truth started to come out when his father’s old boss, Dr. Brenhurst, began chasing down suspected Sovereign kids at Nate’s school, right after the Donner Declaration. While Nate, his friends, and his new girlfriend tried evading Brenhurst in the turbulent days that followed, it came out that his father had not died, that the research had continued on without him, and that it was being used to create “Fake Sovereigns”. Nate also learned that he himself wasn’t really a Sovereign, since his special abilities are not “natural”, but the product of genetic manipulation.



Notes

Character points: (4,882 - 44 in limitations =) 4,838
Unused character points: 162 (built with 5,000 points)

People in Nate’s Life

Lucy Charters, Nate’s Mother

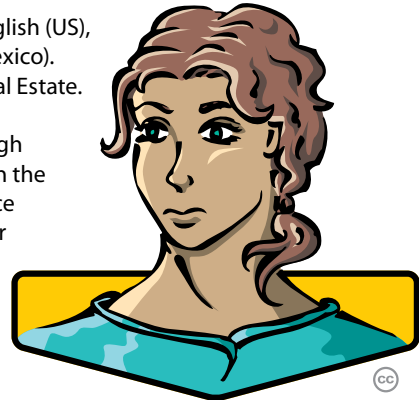
(216 Character Points)

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| B | A | S | E | W | I | P | R | Rep | HP | SP |
| Pr | Cm | Cm | Gd | Gd | Gd | Gd | Cm | Dr | 26 | 36 |

Skills

- Language: English (US), Spanish (Mexico).
- Profession: Real Estate.

Having lived through the crack-downs on the various social justice movements of her generation, Mrs. Charters was extremely protective of Nate in the early days of the Sovereign Era.



Gran Louise, Nate’s Father’s Mother

(24 Character Points)

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| B | A | S | E | W | I | P | R | Rep | HP | SP |
| Pr | Wk | Wk | Pr | Gd | Cm | Gd | Cm | Dr | 12 | 32 |

Skills

- Language: English (US).

Gran Louise lets Nate’s mother make use of the old family cabin near Kirby Lake, in the Southern California mountains. That cabin served as a retreat for the family in the early days of the Sovereign Era, and also stores the precious mementos of Andrew Charter’s boyhood. Gran Louise was kept out of the turmoil surrounding Nate, and to this day may not know what really happened to Andrew.

Nate’s Uncle Greg

(146 Character Points)

| | | | | | | | | | | |
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| B | A | S | E | W | I | P | R | Rep | HP | SP |
| Pr | Gd | Cm | Gd | Cm | Gd | Cm | Cm | Dr | 30 | 28 |

Skills

- Language: English (US).
- Knowledge: Gekiga (Japanese Graphic Novels).

Greg Charters has been a closet aficionado of Gekiga since the Werthan Act banned all U.S. comics, but he still remembers when fictional Sovereign-like characters wore capes and masks and had adventures in U.S. titles like “Justice Corps”.

Mel Wilson

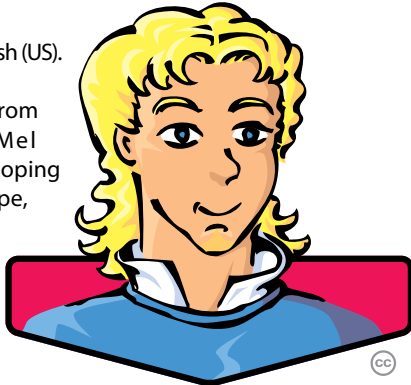
(24 Character Points)

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| B | A | S | E | W | I | P | R | Rep | HP | SP |
| Pr | Cm | Cm | Cm | Cm | Cm | Cm | Pr | Dr | 22 | 22 |

Skills

- Language: English (US).

Nate’s best buddy from across the glen, Mel spends his time snooping through his telescope, playing the “Psychedelic Furs” at top volume, attempting to grow a beard, and unsuccessfully attempting to date Claire’s girlfriends (see below).



Jason Talbot

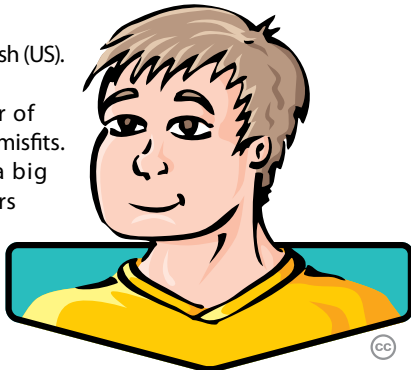
(24 Character Points)

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| B | A | S | E | W | I | P | R | Rep | HP | SP |
| Cm | Cm | Cm | Cm | Pr | Cm | Cm | Pr | Dr | 24 | 20 |

Skills

- Language: English (US).

Jason is a member of Nate’s little band of misfits. A short guy with a big temper, Talbot favors fashionably torn clothes, Japanese graphic novels, and going on “Ninja Ops”.



Claire

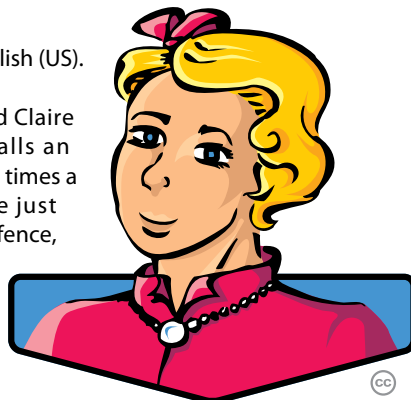
(24 Character Points)

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| B | A | S | E | W | I | P | R | Rep | HP | SP |
| Pr | Cm | Cm | Cm | Cm | Cm | Cm | Pr | Dr | 22 | 22 |

Skills

- Language: English (US).

Mel’s bubbly friend Claire hosts what she calls an “Open Door” several times a week, in her home just beyond the school fence, where kids spend their time before the school buses head for home. It’s where Nate first met his girlfriend.



Greg Fonseca

(12 Character Points)

| | | | | | | | | | | |
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| B | A | S | E | W | I | P | R | Rep | HP | SP |
| Pr | Cm | Cm | Cm | Pr | Cm | Cm | Pr | Dr | 22 | 20 |

Skills

- Language: English (US).

Greg is not really a friend of Nate’s, but he’s pursuing Claire, so he often appears at her “Open Doors”, where he employs the strategy of pretending not to notice her.

Gaby Samson

(12 Character Points)

| | | | | | | | | | | |
|----|----|----|----|----|----|----|----|-----|----|----|
| B | A | S | E | W | I | P | R | Rep | HP | SP |
| Pr | Cm | Cm | Cm | Pr | Cm | Cm | Pr | Dr | 22 | 20 |

Skills

- Language: English (US).

One of the lesser tormentors in Nate’s life, Gaby, the “Alpha Bimbette”, has favored wearing leggings and spandex tops ever since her body started maturing, and there isn’t a straight guy at school who hasn’t noticed.

Abbeque Valley High School Staff

(132 Character Points, each)

| | | | | | | | | | | |
|----|----|----|----|----|----|----|----|-----|----|----|
| B | A | S | E | W | I | P | R | Rep | HP | SP |
| Pr | Cm | Cm | Cm | Pr | Gd | Cm | Pr | Dr | 22 | 24 |

Skills

- Language: English (US), Spanish (Mexico).
- Profession: Education.

In the first few days of the Sovereign Era, Nate had the most contact with the following Abbeque Valley High staff:

- Ms. Camille Elp, Discipline
- Mr. Pfalger, Civics
- Mr. Byrd, Algebra
- Mr. Giles, Home-Schooling Liason

The staff never treated Nate like he was any different from his other schoolmates, but Ms. Elp did give in to pressure from Dr. Brenhurst when he came looking for Sovereign kids.

For Your Own Story

PCs can enter Nate’s story in several ways. If the heroes are minors, they could be transfer students to Abbeque Valley High, or they could get invited to one of Claire’s “Open Doors” through the friend of a friend. Adult PCs might need to move to the Abbeque Valley area, and end up using the services of Lucy Charters to find a new home. Of course, Southern California is a popular vacation spot, so they could cross paths with any of the characters while on their way to one of the local attractions. The heroes could even meet members of the Charters family while hiking in the Lake Kirby area.

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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>). Thank you, Mr. Selznick, for your kind permission.

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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.