

Lina

Lina Porter



Brawling:	Pr(-1)(4)	Reputation:	Dr(-3)(1)
Agility:	Gd(+1)(10)		
Strength:	Cm(0)(6)	Health Points:	26
Endurance:	Cm(0)(6)		
Willpower:	Gd(+1)(10)	Story Points:	32
Intelligence:	Cm(0)(6)		
Perception:	Gd(+1)(10)		
Resourcefulness:	Cm(0)(6)		

Background

Lina Porter comes from one of the more well-to-do families of Abbeque Valley, in Orange County, California. During her teens, her father served on city council, they lived in a large house in the expensive Abbeque Lake neighborhood, and she had her own car. Lina even attended the upper-class O'Neill High School, until she switched to studying at home, so she could help her mother with her brother Tim.

Gear

1983 Volkswagen Golf Mk2

Price: Ex(+4)(30)

Structural Subsystem

Price: Gr(+2)(15)

- Material: Gr(+2)(15), aluminum and steel
- Seats: 4, cover

Power/Propulsion Subsystem

Price: Gr(+2)(15)

- Power Reserve: Cm(0)(6), 6 hours of operation
- Speed - Land: Gd(+1)(10), 120 kph (75 mph)

Sensors Subsystem

Price: Gd(+1)(10)

- Headlamps: Gd(+1)(10) night sight

For her, the turbulent events at the start of the Sovereign Era would have just been items on the news, had she not fallen hard and fast for Nate Charters, a boy suspected of being a Sovereign. Then instead of spending her evenings dancing to Bauhaus or Echo and the Bunnymen like her other friends, she spent them running with Nate. Instead of hiking around the foothills of her beloved Saddleback Mountain, she was ferrying suspected Sovereign kids in her car up to a would-be safe house on Kirby Lake. Instead of worrying about how to tell her parents that she wanted to be an artist instead of a veterinarian, she was worrying about how to survive the agents of the Sovereign-hunting Project Rancher.

Notes

Character points: (234 - 0 in limitations =) 234

Unused character points: 16

(built with 250 points)

For Your Own Story

Lina and your heroes might cross paths at any of the popular Abbeque Valley social spots, since unlike her peers, she has a car. Because Lina doesn't have any prejudice towards the Sovereigns, and knows (through her brother) how badly people can treat those who are different, she might be predisposed to help out a Sovereign PC that she sees being mistreated. Wealthy characters might meet her after encountering her parents at one of the many gatherings of Orange County's rich and powerful, be it an exhibition opening or a round of golf. Musician characters might get called to fill in for a sick member of her best friend's band. Characters with medical skills might get called in to consult on a new treatment for her brother. Of course, everyone could just bump into each other while on the run from Project Rancher.

Skills

Language: English (US).

Charm: (+1) bonus in social situations.

Contacts

Grant Porter: Gr

Lina's father; Abbeque Valley City Councilman

Description

Appearance

Lina Porter was seventeen at the start of the Sovereign Era. At the time, she stood about 150 cm (5 ft) tall and weighed about 44 kg (97 lbs). Lina has a slender build, fair skin, hazel eyes, and a shock of blond hair that she rotates through a variety of styles. In her teens, she went from slicked back, to loose waves, to Madonna-style curls, all in one week. Her style of dress changed just as often. At the start of the Sovereign Era, Lina was seen in everything from Doc Marten combat boots to platform pumps; from tartan miniskirts to picnic blanket dresses to oversized t-shirts. Her accessories ran from Day-Glo Swatch watches to band buttons.



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People in Lina's Life



Tim Porter, Lina's Brother

(18 Character Points)

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

Skills

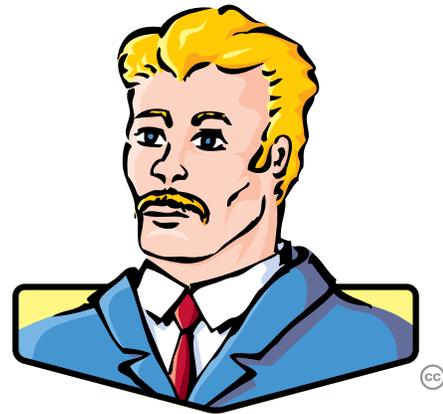
- Language: English (US).
- Knowledge: Numerology.

Limitations

- Autism (**Ou**)

Tim is considered to have an **Outstanding** Obsession with math, combined with an **Outstanding** Intelligence Boost that only applies to math problems. Unlike others with more severe autism, he does not have stereotypy, so Tim is not at risk of self-injury, and most of his compulsive / ritualistic behaviors do not overwhelm his life.

Tim does not have any of the disorders that sometimes accompany autism, such as epilepsy or mental retardation, but his social skills might make people think that he's less intelligent than he truly is. He has memorized all his Mother's numerology books. Tim is very comfortable around Lina's boyfriend Nate, and is not bothered by his unusual appearance.



Grant Porter, Lina's Father

(244 Character Points)

B	A	S	E	W	I	P	R	Rep	HP	SP
Pr	Cm	Cm	Cm	Pr	Gd	Cm	Gr	Dr	22	35

Skills

- Language: English (US), Spanish (Mexico).
- Knowledge: Public Speaking.
- Profession: Government.

Mr. Porter, a California Republican serving on the Abbeque Valley City Council, was determined to see his daughter take up a "practical" profession —until she nearly died in the first few days of the Sovereign Era. Now he just wants her to be happy and fulfilled in whatever career she decides to pursue.



Jan Porter, Lina's Mother

(194 Character Points)

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

Skills

- Language: English (US).
- Connoisseur.
- Knowledge: Numerology.

Mrs. Porter spends a great deal of her time educating and caring for Tim at home, but always manages to appear in flawless ensembles, complete with perfect hair and makeup.



Carson “Car” Meunetti

(106 Character Points)

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

Skills

- Language: English (US).
- Profession: Musician.

Car and Lina have known each other since they were children. Just prior to his eighteenth birthday, Carson lost both of his parents when their plane came down short of its runway at John Wayne Airport. He still lives in his boyhood home, and leaves his parents’ old bedroom practically untouched. He fronts the popular local band Jesus Horse, and can sometimes be heard at the Rail nightclub.

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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.