

Byron

Byron "Testosteronski" Teslowski



Brawling:	Cm(0)(6)	Reputation:	Dr(-3)(1)
Agility:	Gr(+2)(15)	Health Points:	61
Strength:	Ou(+3)(20)	Story Points:	20
Endurance:	Ou(+3)(20)		
Willpower:	Pr(-1)(4)		
Intelligence:	Cm(0)(6)		
Perception:	Cm(0)(6)		
Resourcefulness:	Pr(-1)(4)		

Description

Appearance

Byron Teslowski was seventeen years old at the start of the Sovereign Era. Back then, he stood about 170 cm (5 ft 6 in) tall, and due to his unusual body, weighed about 80 kg (175 lbs). Byron has short blond-white hair, fair skin, pale blue eyes, and a powerful, athletic build. During his high school days, Teslowski wore his hair spiked up, dressed in polo shirts, tight jeans, designer sneakers, his Abbeque Valley High varsity jacket, and a California Angels baseball cap—and practically anointed himself with "Polo" cologne.

Background

From a very young age, Byron had realized that he was different from other kids, even though he wasn't sure how. There was no room in his father's world for anything other than a "normal" son—a tough, strong, accomplished athlete—so Byron became that, and hid his true nature from his father and everyone else. When he got to the sixth grade at Romita Elementary School, he found a way to further protect his secret by picking on Nate Charters, a boy who couldn't hide what he was. Teslowski waged a successful campaign of misdirection that lasted through high school. Byron became popular and admired, holding court every day with his "Wingmen", the most successful athletes at Abbeque Valley High School; Charters became an outcast.

His deception came to an end when the Sovereign Era started and agents from the Sovereign-hunting Project Rancher began checking the schools for suspected Sovereign kids. Byron found himself making up with Nate and ultimately relying on him to evade Project Rancher. When the dust settled and his secret was exposed, Teslowski left his father and accepted asylum at the Sovereign Nation's compound in Missoula, Montana.

Powers

Boost: Ex(+4)(30)

Byron can boost his Brawling, Agility, Strength, and Endurance traits at will, allowing him to adapt his body to the needs of different situations. It takes a full turn after he decides to use it before this power starts working, but once it does, Teslowski can boost any one of those four traits by one level per turn, up to **Extraordinary** level. He can boost his Strength or Endurance trait to **Ex** one turn after turning on this power, or his Agility two turns after, or his Brawling four turns after; In nine turns, Byron can have all four traits boosted to their maximums. Ten turns after he comes to a rest, all of Teslowski's boosted traits simultaneously lose one level per turn until they return to normal.

Jump: Dr(-3)(1)

Speed: Pr(-1)(4)

Teslowski easily out-runs and out-jumps normal humans, crossing up to 80 m (240 ft) in a single turn of all-out running, and crossing up to 20 m (60 ft) in one leap.

Regenerate: Gd(+1)(10)

Byron recovers 10 Health Points every ten turns, plus one level in any reduced trait every hour.

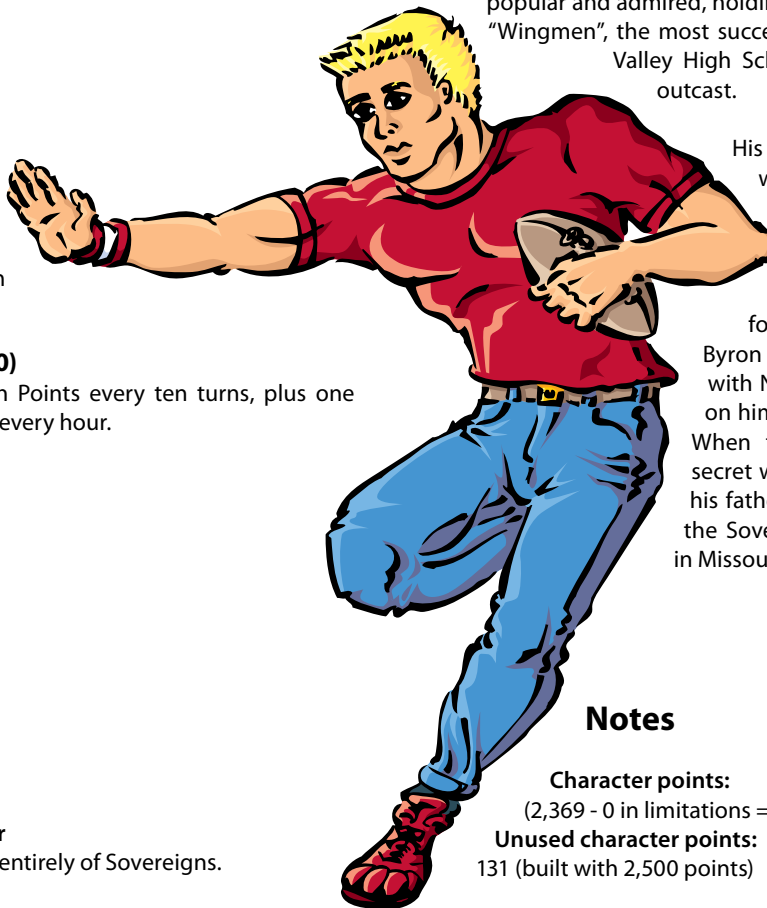
Skills

Language: English (US).

Contacts

The Sovereign Nation: Gr

A new state consisting entirely of Sovereigns.



Notes

Character points:
(2,369 - 0 in limitations =) 2,369
Unused character points:
131 (built with 2,500 points)

For Your Own Story

Outside of a visit to Missoula, heroes are most likely to meet Byron when he’s out escorting a Sovereign asylum seeker.

People in Byron’s Life

Terrance Felder, One of Byron’s “Wingmen”

(12 Character Points)

B	A	S	E	W	I	P	R	Rep	HP	SP
Cm	Cm	Cm	Gd	Wk	Pr	Pr	Pr	Dr	28	14

Skills

- Language: English (US).

The bull-necked Felder was a typical “Wingman”, following Byron’s lead in all things, including tormenting Nate Charters.

Jacob Teslowski, Byron’s Father

(60 Character Points)

B	A	S	E	W	I	P	R	Rep	HP	SP
Gd	Cm	Gd	Gd	Pr	Pr	Pr	Pr	Dr	36	16

Skills

- Language: English (US).

Jacob lived vicariously through his son’s success in sports, and there’s reason to believe he may have beaten Byron.

Coach Zick, Abbeque Valley High School

(84 Character Points)

B	A	S	E	W	I	P	R	Rep	HP	SP
Cm	Cm	Gd	Gd	Pr	Cm	Gd	Pr	Dr	32	24

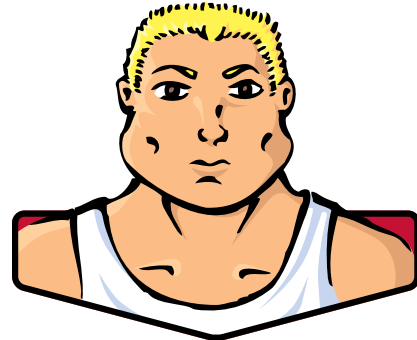
Skills

- Language: English (US).

Coach’s otherwise acute “narrow gaze” was completely blind to every sign of his star athlete’s secret –perhaps on purpose.



CC



CC



CC

Creative Commons License
Attribution - NonCommercial - No Derivatives

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>).

This work is licensed under a Creative Commons Attribution-Noncommercial-No Derivatives 3.0 United States License and was created by **Rodolfo Arredondo, 2008**.

To view a copy of this license, send a letter to

Creative Commons
 543 Howard Street, 5th Floor
 San Francisco, California
 94105
 USA

or visit

<http://creativecommons.org/licenses/by-nc-nd/3.0/us/>

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.