

Andrew

Andrew Charters



Brawling:	Gr(+2)(15)	Reputation:	Dr(-3)(1)
Agility:	Ex(+4)(30)	Health Points:	105
Strength:	Ex(+4)(30)	Story Points:	25
Endurance:	Ex(+4)(30)		
Willpower:	Wk(-2)(2)		
Intelligence:	Wk(-2)(2)		
Perception:	Ou(+3)(20)		
Resourcefulness:	Dr(-3)(1)		

Powers

Enhanced Smell: Ex(+4)(30)

Enhanced Hearing: Ex(+4)(30)

Enhanced Sight: Ex(+4)(30)

Night Sight: Ou(+3)(20)

Andrew can see, hear, and smell as well as the best nocturnal predators. On moonlit nights, he sees as much detail as most humans can see during the day. Charters can hear a heartbeat in another room, or isolate a single voice in a crowd. He can remember smells the way other people remember faces. Andrew defends against attacks that target his enhanced senses with a (-1) penalty (inherent limitation).

- **Sense Lies: Ou(+3)(20)**
Andrew literally sniffs out lies.
- **Mental Map: Ou(+3)(20)**
When Charters spends one turn in complete concentration, he can generate a mental map of everything that he hears and smells, from the sizes and positions of nearby obstacles to the types and movements of all creatures in range.

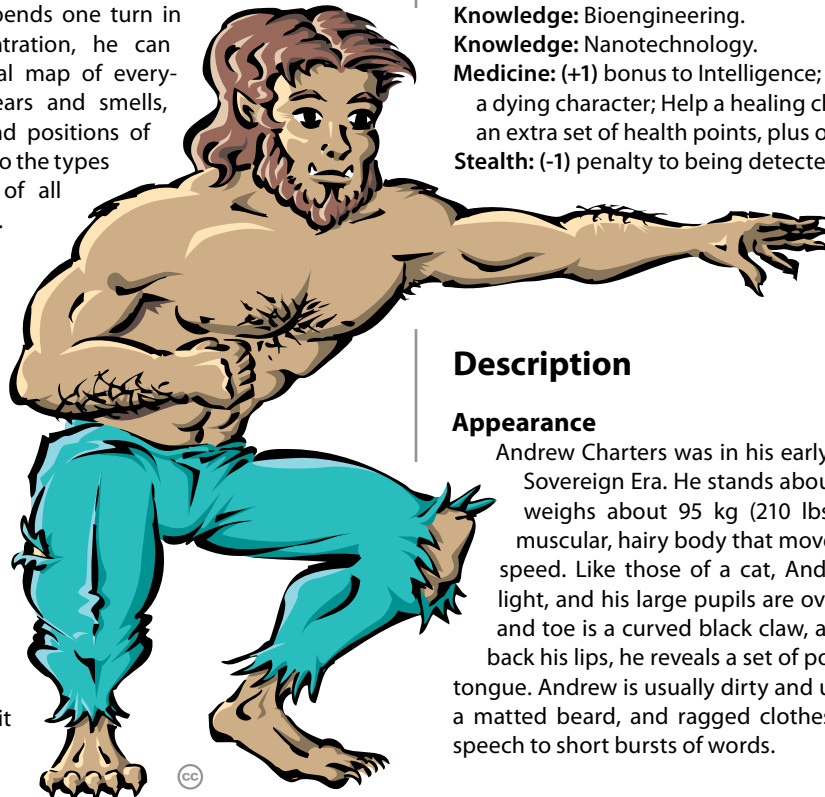
Jump: Wk(-2)(2)

Speed: Cm(0)(6)

Andrew can keep up with quarter horses, crossing up to 120 m (360 ft) per turn of all-out running; plus he leaps up to 40 m (120 ft) in a single bound.

Regenerate: Gr(+2)(15)

Charters can recover 15 Health Points every ten turns, and one level in any reduced trait every hour.



Sharp Attack: Gr(+2)(15)

Andrew's elongated teeth and hardened nails are strong and sharp enough to tear through flesh and bone.

Intelligence Boost: Ex(+4)(30)

With a **Great** result on a Willpower check, Charters can quiet all the noise in his now shattered mind, focus, and operate at an **Extraordinary** level of Intelligence for SR turns.

Limitations

Detectable (Pr)

Birds and small animals flee from Charters as they would from any other dangerous predator, leaving an eerie silence in his wake. Anyone aware of this behavior can use it to avoid being surprised by Andrew in certain situations.

Fugitive (Gd)

Andrew is being hunted by his former employers at Project Rancher; They've sent armed agents after him in the past.

Skills

Language: English (US).

Biology: (+1) bonus to Intelligence.

Knowledge: Bioengineering.

Knowledge: Nanotechnology.

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.

Stealth: (-1) penalty to being detected, followed, or tracked.

Survival: Urban, Woodland.

Description

Appearance

Andrew Charters was in his early 40's at the start of the Sovereign Era. He stands about 180 cm (5 ft 11 in) tall, weighs about 95 kg (210 lbs), and has a powerful, muscular, hairy body that moves with feline grace and speed. Like those of a cat, Andrew's eyes reflect back light, and his large pupils are ovals. Tipping each finger and toe is a curved black claw, and when Charters curls back his lips, he reveals a set of pointed teeth and a black tongue. Andrew is usually dirty and unkempt, with long hair, a matted beard, and ragged clothes. He tends to limit his speech to short bursts of words.

Background

Back in the early 1970's, Andrew Charters was a brilliant but naive young scientist out to make the world a better place. Decades ahead of other researchers, he developed nanobots capable of surviving inside the human body and changing it on a molecular level. Andrew dreamed of perfecting his discovery and using it to cure cancer or slow down ageing, but he worked for Project Rancher, and his boss, Dr. Lester Brenhurst, only saw a method for making living weapons that could change the course of the Vietnam War.

Charters and Brenhurst clashed repeatedly over the research's ethical questions and the expectations of their sponsors at the US Department of Defense. Under pressure from the DOD to advance to human trials, and under threat from Lester to use convicts and homeless people as their first test subjects, Andrew volunteered to be the first nanobot host. Then things went very, very wrong.

Officially, Charters died in a lab accident that destroyed all of his research and caused Project Rancher to be closed down. Unofficially, Andrew first became stronger, faster, and more agile than any human —before transforming into a bestial, atavistic creature that his wife barely recognized. His mind shattered by the dramatic changes to his body, Charters destroyed his lab and fled to the wild, but not before getting her pregnant.

After such a big setback, Dr. Brenhurst took Project Rancher underground, using Tyndale Labs as a front. Except for a few quiet attempts to capture Andrew, Lester managed to keep Project Rancher hidden from the public for years. In 1985, at the dawn of the Sovereign Era, he publicly premiered his first successful living weapons, Project Rancher agents, when he went hunting for Sovereign children.

When Brenhurst went after Charter's son and his schoolmates, Andrew came out of hiding just long enough to meet his son and tear the throat out of a Project Rancher agent. He learned then that Lester owned a fail-safe device that would order every nanobot in range to take apart its host, but that the Sovereigns had reprogrammed his nanobots to ignore it.

Notes

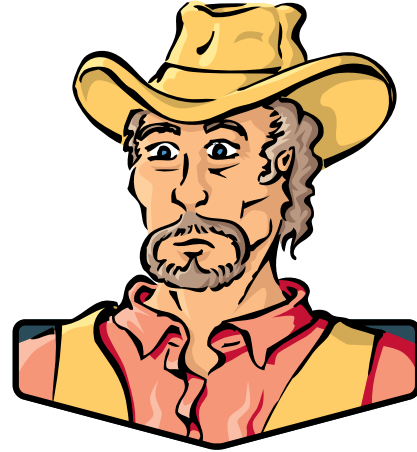
Character points: (6,167 - 14 in limitations =) 6,153

Unused character points: 347 (built with 6,500 points)

For Your Own Story

Andrew tries to avoid human contact, so one of the few ways that your heroes are going to cross his path is when they're near his family when they are in danger —and then they'd better hope he doesn't think that the PCs are the cause. Project Rancher still wants to capture and destroy Charters, and the Sovereign nation wants to do what it can for him (if he'll let them), so any heroes dealing with either of these forces might see Andrew at their headquarters.

People in Andrew's Life



Denver Colorado, Andrew's Old Friend

(143 Character Points)

B	A	S	E	W	I	P	R	Rep	HP	SP
Pr	Pr	Cm	Cm	Cm	Gd	Gd	Cm	Dr	20	32

Skills

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

Limitations

- Nearsightedness: **Ou**
- Crippled Legs: **Ph**

Gear

- **Prescription Glasses**
- **Wheelchair**
Price: **Gr(+2)(15)**
 - Material: **Gd(+1)(10)**, aluminum
 - Speed Boost: **Gd(+1)(10)**

- **Ford Econoline Van**

Price: **Gr(+2)(15)**

Structural Subsystem

Price: **Gr(+2)(15)**

- Material: **Gr(+2)(15)**, aluminum and steel
- Seats: 5, cover

Power/Propulsion Subsystem

Price: **Gr(+2)(15)**

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

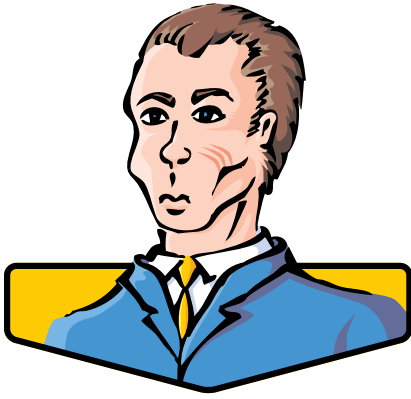
Sensors Subsystem

Price: **Gd(+1)(10)**

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

Denver hasn't had the use of his legs since tenth grade, around the time when he first met Andrew at Kirby Lake. He keeps a distant watch on Charter's wife and son, and sometimes shelters Andrew in the winter.





Doctor Lester "Les" Brenhurst, Andrew's Old Boss
(1564 Character Points)

B	A	S	E	W	I	P	R	Rep	HP	SP
Cm	Cm	Cm	Cm	Gd	Gr	Gd	Gr	Dr	24	50

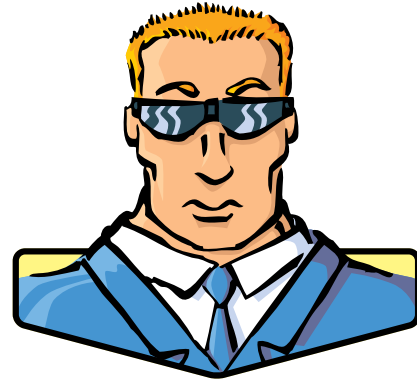
Skills

- Language: English (US).

Equipment

- **.45 Colt M-1911A1 Pistol**
Price: Gr(+2)(15)
 - Material: Gd(+1)(10), aluminum
 - Range: Wk(-2)(2), 40 m (120 ft)
 - Damage: Gd(+1)(10), sharp
 - Shots: 8
- **Fail-Safe Button**
Price: M1 \ Ph
 - Material: Gd(+1)(10), aluminum
 - Range: Wk(-2)(2), 40 m (120 ft)
 - Damage: M1 \ Ph, only affects all his own creations in range. Orders nanobots to take apart their hosts.

Brenhurst runs Tyndale Labs in Irvine California, a medical company fronting the Sovereigns' nemesis, Project Rancher. He still bears the scars from the time he hurt Andrew's son.



Typical Project Rancher Agent
(885 Character Points each)

B	A	S	E	W	I	P	R	Rep	HP	SP
Gr	Gd	Ou	Ou	Cm	Cm	Cm	Cm	Dr	65	24

Skills

- Language: English (US).

Powers

- Spikes: Ex(+4)(30) sharp attack
Agents can extract their spikes all at once or one at a time, from various parts of their bodies.



tyndale labs

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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.