

Changeling

Christopher White

Brawling:	Wk(-2)(2)	Reputation:	Dr(-3)(1)
Agility:	Pr(-1)(4)	Health Points:	8
Strength:	Dr(-3)(1)	Story Points:	46
Endurance:	Dr(-3)(1)		
Willpower:	Gr(+2)(15)		
Intelligence:	Gr(+2)(15)		
Perception:	Gr(+2)(15)		
Resourcefulness:	Dr(-3)(1)		



Powers

Teleportation: M1 \ Ph(+5)(40)

Changeling is a teleporter of **Magnitude 1 \ Phenomenal** power, who can move up to ten people at a time to a distance of up to 8 km (5 mi) with pin-point precision. When tested, he was once able to target ten different sheep identified only by numbered ear-tags, each one running in a different direction inside a herd of hundreds, and simultaneously teleport each sheep into a different pen. Young Mr. White can do these sorts of things because he creates, destroys, and manipulates miniature wormholes at will. Anything going through one of his wormholes seems to just appear or disappear in a brief flash of light. Christopher knows the following feats:

- **Protection from Physical Attacks: M1 \ Ph(+5)(40)**
Protection from Energy Attacks: M1 \ Ph(+5)(40)
Changeling has learned to surround himself in a swarm of tiny wormholes that can suck up almost any physical or energy attack thrown his way, reducing a **Magnitude 0** attack's point value by **400** and its dice roll modifier by **11**.
- **Far Sight: M1 \ Ph(+5)(40)**
White can create a wormhole with one end in front of his eye and the other end anywhere else within 8 km (5 mi). He does this regularly, often in preparation for a teleport, or just to stay aware of his surroundings. The only outward sign of this feat is a twinkle in his eye and a slight pin-point shimmer at the other end.
- **Fly: M1 \ Ex(+4)(30)**
Christopher's wormhole swarm can warp local gravity, allowing him to levitate and fly at up to Mach 3 speeds.

Skills

Language: English (New Zealand), Māori, Sign (New Zealand).
Charm: (+1) bonus in social situations.

Description

Appearance

Christopher White is a young human male in the early years of primary school, about 107 cm (3 ft 6 in) tall and weighing about 18 kg (40 lbs). He has a slight build, a pale complexion, bright blue eyes, and wavy blonde hair. Little Christopher's voice rarely gets very loud —until he lets loose his giggly, infectious laugh. When he feels the need to be brave, he'll pin one of his late father's old insignia to the inside of his coat, where only he'll know it's there.

Background

Christopher White is a New Zealand citizen, an ethnic *Pākehā* (New Zealander of European descent), and a legal minor. His father, Christopher Senior, died piloting a rescue helicopter on a mission just before he was born. His mother Elizabeth is a librarian and an e-book author of modest success. His uncle Philip, his late father's brother, is a prosperous sheep farmer and owner of an eco-tourist resort. His aunt Whinny, Philip's wife, is a theoretical physicist and an ethnic *Māori* (Native New Zealander).

When Elizabeth became pregnant with Christopher, she was between jobs, she had yet to sell a single book, and she and his father were having a hard time making ends meet on just one paycheck. Like many expectant mothers in the remote coastal village near her husband's rescue station, she gratefully accepted groceries and nutritional supplements offered by the Crèche organization as part of their international aid program. Elizabeth stopped taking assistance after her first trimester, right when her first novel took off and Christopher Senior was assigned to a new station.

Elizabeth never again thought about that Crèche program until about a month after her husband's fatal helicopter accident, when all in one day, she learned from the papers that every other pregnant woman in her former village had miscarried, the Crèche came calling about "follow up care", and young Christopher teleported their cat across the parlor. Despite their polite and professional manner, something about the Crèche agents bothered Elizabeth, so she put them off and went with Christopher to visit his aunt and uncle in the wilderness, where she thought he could get into the least amount of trouble.

It was his aunt Whinny who eventually figured out, over the next few months, what little Christopher was doing, who taught him through games how to get control of his powers, and who figured out why the Crèche was so interested in him. With Christopher's help, Whinny was able to keep tabs on what turned out to be a months-long Crèche manhunt for the boy and his mother, and of course, read any documents carried by their agents. One scrap of information at a time, Whinny and Elizabeth were able to figure out that the ostensibly altruistic Crèche organization was trying to raise an army of psychics, and their prenatal assistance program was just one of their latest attempts to breed psychic warriors. With the exception of Christopher, that program had been a tragic failure, and now they were keen to study and train him.

The women arranged to have Crèche agents "find" Christopher on one of Philip's ranches, just as he was teleporting sheep all over the meadow, and had him teleport incriminating Crèche documents right in front of their feet. Then they gave the men an ultimatum: Stay away from the boy and keep him out of the press, or all their dirty laundry makes front page news. The Crèche backed off. No one in Christopher's family think the Crèche is gone for good, but they've all decided that for the moment, his best defense is to master his powers and grow into a well-rounded man.

Notes

Home Base: Christopher spends the school year with his mother in Porirua, in the Wellington region of New Zealand's North Island. The rest of the year, he either visits with his uncle Philip or aunt Whinny. His family has developed a system, where, if they think Christopher is in danger, they shuttle him between his uncle's various wilderness cabins and the homes of his Māori relatives.

Story: If the Player Characters visit New Zealand and perform the sorts of heroics that impress young boys, there's a good chance that Christopher will learn about them through his Far Sight or the local media. Since he can, in theory, cross from one end of his country to the other in about 200 teleportation jumps, he could be at the PCs' side in 20 minutes or less, peppering them with questions. Alternately, the heroes might learn about Changeling by getting their hands on Project Kiwi records in the course of clashing with the Crèche.

Character points: (2,481 - 0 in limitations =) 2,481
Unused Character Points: 19 (built with 2,500 points)

People in Christopher's Life

Elizabeth White

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

- Profession: Librarian
- Profession: Author

Philip White

B	A	S	E	W	I	P	R	Rep	HP	SP
Pr	Cm	Cm	Cm	Pr	Cm	Cm	Gr	Dr	22	31

- Profession: Sheep Farmer
- Profession: Resort Manager

Whinny Pomare-White

B	A	S	E	W	I	P	R	Rep	HP	SP
Pr	Cm	Cm	Cm	Gd	Gr	Gd	Gd	Dr	22	45

- Knowledge: Physics
- Knowledge: Black Holes, White Holes, and Wormholes
- Profession: Teacher

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This should go without saying, but this work is a supplement to a *game*, **Ten Thousand Worlds**, 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.