

PRINCES IN THE TOWER



ISSUE 6

TWO MORE PCS

Another couple of PCs from my Fringeworthy Setting. Vigo is played by XO and Peyton is played by GM.

VIGO

Vigo is from an alternate Earth, about 100 years ahead technologically. While the cultures were rich with knowledge, the world lacked the resources required to exploit the technology. This led to pockets of high civilization surrounded by huge low-tech populations. Strong city-states engaged in an ages-old cold war over resources, using the poorer populations as chess pieces. Vigo worked as an interrogator/infiltration agent for one of these cities.

The first Fringe Gate was found in the middle of a poor farming community. It had been ignored for years. A handful of scientists learned how it operated and two more gates were found—one on one of the world's two moons and another deep inside one of the system's outer gas giants.

On the first manned trip back from the moon, the explorers brought a fatal disease which spread into the population. Six months of fighting, blood and anarchy followed. Fewer than 50 people survived.

With everyone dead, Vigo used the Gates to leave, and found himself on Earth. He spent some time dealing with the loss of his previous life. He learned to speak English. He was astonished to see Hollywood movies (having never seen video used for entertainment purposes) and took the Earth name "Vigo Bogart" after his favorite actors.

Human from Alternate Earth (now depopulated)
Agility d6 Smarts d8 Spirit d6 Strength d6 Vigor d6
Pace 6 Toughness 5 Parry 4 Charisma -0-

Hindrances: Overconfident, Outsider, Uncontrollable (Psionics)
Edges: Arcane Background: Psionics, Investigator
Powers: Speak Language, Post Cognition, Suggestion
Skills: Fighting d4, Shooting d6, Investigation d8+2, Streetwise d8+2, Guts d6, Intimidate d6, Persuasion d6, Psionics d8.

PEYTON

Peyton Lucas was a trouble-maker. Not surprising in his home town, with an absent father and a hard working, three-job-to-make-ends-meet mother. With no strong paternal influences, he got streetwise early.

Thought he found true love in high school, but she betrayed him. His psionic abilities had been waiting for a trigger, and she was it. During one heated argument, his mind-reading ability came to the fore, and he learned far more than he'd ever wished. She was cheating on him, and with a hated rival, a quarterback on the football team. She also thought that he was gay. The emergence of his psi abilities were a shock to the both of them and she fled while he sat there stunned.

At school the next day, the football team roughed him up and his former lady love "outed" him. Publicly humiliated, he swore never to let a woman in that way again. He started spending time in gay dance clubs, drinking and doing drugs, partying hard, and sleeping with men.

He first shoplifted at 16 but was caught. Managed somehow to get out of trouble, but it really was a new psionic ability-suggestion-that did the job. Started stealing from higher-end stores to feed his habits and even though he was caught multiple times, he managed to talk his way out of it with his psi powers.

One day, he got sloppy and an off-duty NSA psi caught him in the act. One taser-and-van-ride later, he found himself in a training facility, learning how to be a spy. A few special "jobs" over the next two years took him across the world, but it was that museum and the Fringe Crystals exhibit that eventually took him to other worlds. The NSA wonders when he'll become a liability, but that's not projected for a few years.

Human from Earth

Agility d8 Smarts d8 Spirit d6 Strength d6 Vigor d6

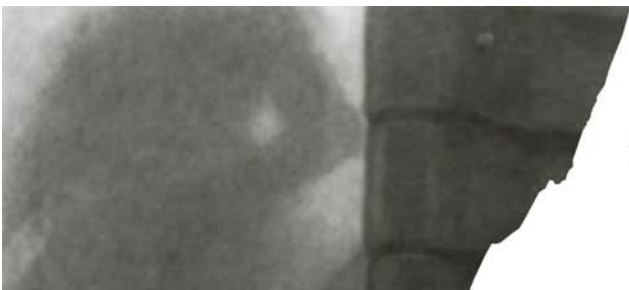
Pace 6 Toughness 6 Parry 5 Charisma -0-

Hindrances: Overconfident, Heartless, Quirk (Catchphrase)

Edges: Arcane Background: Psionics, Brawny, Alertness, Mentalist, Acrobat

Powers: Mind-reading, Quickness, Suggestion

Skills: Fighting d6, Shooting d6, Climbing d4, Notice d4+2, Guts d6, Stealth d4, Streetwise d4, Swimming d4, Throwing d4, Psionics d6.



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