

PRINCES IN THE TOWER



ISSUE 8

ANOTHER TWO PCS

Just another set of PCs from my Fringeworthy Setting. Clem is played by TE and Bill is played by AS.

BILL

Bill Goznal was born in a small Nebraska town in the late 1970s. His family didn't have much education, nor did they cotton much to it and he grew up a hick. A total hay—seed.

He barely graduated high school but he excelled in wood shop and machine shop, and worked on all his buddies' cars. After high school, he met a woman and married her. He worked hard on the family farm, but only really enjoyed himself when he was fixing farm machines. He had a couple of kids and, after one bad harvest, his luck turned bad.

His father died in a farming accident the next year. Without the old man, the money soon dried up and the bank foreclosed on the farm, forcing Bill and his family to move into town. Bill took a bunch of odd jobs to keep the creditors at bay.

With all the stresses in his life, he started drinking heavily. He got into a car accident and his two children died when the car rolled. He barely walked away. His wife left him after that and he got kicked out of his digs.

One day, half drunk, he wandered into a museum, a museum exhibiting some strange crystals. One of them glowed when he looked in the case. A bunch of government—types came out of the woodwork, then, and carted him off. Seems he could go where few could go. Didn't much trust the UN but it was a job and a way to get away from the problems that have plagued him. Maybe his luck will change.

Human from Earth

Agility d8 Smarts d10 Spirit d6 Strength d4 Vigor d6

Pace 6 Toughness 5 Parry 5 Charisma -0-

Hindrances: Bad Luck, Habit (Drinking), Doubting Thomas

Edges: McGyver, Jack of All Trades

Skills: Fighting d6, Shooting d8, Stealth d4, Swimming d4, Notice d6, Repair d8, Survival d4, Engineer d6, Guts d4.

SGT. CLEM

Sgt. Clem Tandy is a career soldier, and he'll always be a career soldier. His father, grandfather and great grandfather, in fact, five generations of Tandys have defended the United States as soldiers, all the way back to the Civil War.

As a youth, he was raised on the stories of his fathers' defense of his beloved country. He studied hard and played football, trying to be the first in his family to be accepted to West Point or even get a football scholarship to another university and then into a ROTC program. He made it into West Point but found the education on subjects not related to the military boring.

When the War on Terror started, he took that opportunity to fully join the military to fight, leaving behind his college aspirations in place of his loyalty to his country. He fought long and hard against the Taliban in Afghanistan. He took good care of his men and his lieutenant, keeping them fed, armed and safe.

During some of the cave fighting in the hills, his squad was ambushed and pinned down. The radioman, Taylor, was blown up, taking the radio with him. Soon, the lieutenant was struck down and then the medic and Jones the machine-gunner. When relief finally arrived, the rest of the squad was either dead or badly wounded. Clem didn't have a scratch.

Furloughed from the Army for a few weeks, he winded up in Washington, D.C. In the Smithsonian, he examined the new crystals display and was surprised that one of them glowed. Members of the military appeared and he was whisked to New York, to join the UN, attached permanently as an IDET member. He still thinks of himself as a soldier but this time as a Tandy that's going to different worlds, allowing him to join the great stories of his family by defending his world and his country from alien threats.

Human from Earth

Agility d8 Smarts d6 Spirit d4 Strength d6 Vigor d8

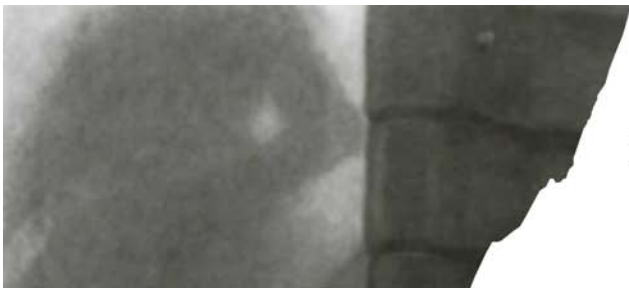
Pace 6 Toughness 7 Parry 5 Charisma -0-

Hindrances: All Thumbs, Vow, Quirk

Edges: Nerves of Steel, Quick Draw, Brawny

Skills: Fighting d6, Shooting d10, Stealth d4, Swimming d4, Notice d6, Survival d4,

Tracking d6, Demolitions d4, Guts d4, Climbing d4.



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