

PRINCES IN THE TOWER



ISSUE 11

FINAL TWO PCS

Here are the final group of PCs from my Fringeworthy Setting. Ezra Wycliff is played by MW and “Marcus Blackhall” is played by CM.

EZRA

Ezra Wycliffe was born on an Earth Alternate, largely influenced by a puritan religious sect who decried modern invention as “un-Godly.” When the first Fringeworthy came through the Ring (dubbed Satan’s Eye) in Salem, Massachusetts, they were arrested, tried as Witches and burned . Their equipment, including the Fringe Key crystals, were confiscated and kept locked in the vaults beneath a church in Boston.

Ezra and his twin brother Joshua, the sons of Minister Jubal Wycliffe, had secret access to that very same vault. While many twins are alike in personality as well as appearance. Ezra and Joshua were not and they despised each another. Ezra, with a few rare exceptions, was a good lad (despite that fact that he was probably the best natural thief in Massachusetts), while Joshua rebelled against his father at every turn.

When Joshua discovered the Fringe Keys, Jubal saw the glowing crystals and accused Joshua of witchcraft (something he’d suspected for years). Joshua ran from the house, clutching the crystal. He had heard the tales of the witches of Salem, and fled there hoping to pass through the Ring to whatever lay beyond. With the militia close behind him, Joshua managed to make it through the Fringe Gate.

Jubal thought that was the end of it

Five years later, Joshua returned, a full fledged member of the Jack ‘O’ Lanterns. He called himself Poison, and had a death’s head tattooed on his face. He led a raiding party and, using advanced tech, his crew easily beat any resistance on their way to Boston. Poison went home and murdered his parents. Returning from New York, Ezra found the foul deed and chased Joshua back to Salem but failed to catch him before he passed through the Ring. On a hunch, Ezra stole into the vaults and took one of the crystals in hand. Seeing the glow, he knew he could follow his brother.

Telling no one of his plan, Ezra packed a few meager belongings and returned to Salem. Not knowing what would happen, Ezra walked in to Satan’s Eye.

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The Jack 'O' Lanterns were long gone but Ezra met a raiding party from the Junkers. Ezra joined them and ran with the Junkers for 8 years, always keeping an ear open for word of Poison. During this time, Ezra learned that Joshua had been apprenticed to Spring—Heeled Jack, the leader of the Jack 'O' Lanterns. The Jack's leader learned of Ezra's quest, and has taunted him for years.

A chance encounter with an IDET/Victorian team prompted his actions. With no cares for his Junker comrades, he turned the tide of battle for IDET and saved the lives of two of the IDET team members. Soon his vow to kill Poison and Spring—Heel Jack would come to fruition. Yes, soon.

Human from Alternate Earth

Agility d10 Smarts d6 Spirit d6 Strength d6 Vigor d8

Pace 6 Toughness 6 Parry 7 Charisma -0-

Hindrances: Vow (Kill Spring—Heel Jack, Mean, Quirk (Calling Card)

Edges: Thief, Acrobat, Johnny One Spell, Quick

Skills: Fighting d10, Shooting d6, Stealth d8, Notice d6, Guts d4, Climbing d6+2,

Lockpicking d8+2, Taunt d6, Knowledge (Fringe Pirates) d8, Faithcasting d6

“MARCUS BLACKHALL”

The “person” posing as valued IDET team member Marcus Blackhall is actually an alien shape—shifter, a Gimble (Issue 7), from another universe. His planet destroyed in a costly war, he discovered he was Fringeworthy and escaped the death of his world. He's been wandering the Fringe Paths ever since.

How he came to Earth, disguised as Marcus (or taking the place of Marcus), is open to conjecture. Will the other PCs find out what really happened to the real Mr. Blackhall?

Gimble from Alien Planet (posing as a Human from Earth)

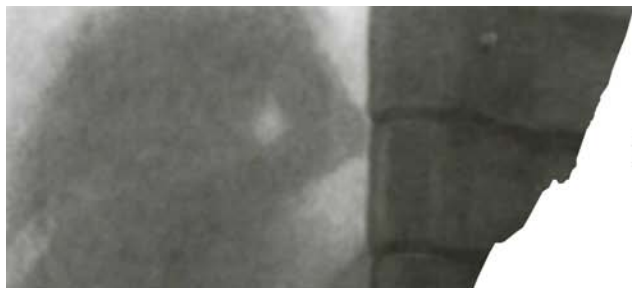
Agility d6 Smarts d8 Spirit d8 Strength d4 Vigor d6

Pace 6 Toughness 5 Parry 6 Charisma -0-

Hindrances: Vengeful (M), Cautious, Wanted

Edges: Arcane Background (Psionics), Mentalist, Emotional Sense, Level Headed

Skills: Fighting d4, Shooting d8, Healing d4, Notice d6, Repair d6, Guts d6, Psionics d8, Persuasion d6.



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