

PRINCES IN THE TOWER



ISSUE 2

A SHORT FRINGEWORTHY REVIEW

As I mentioned last issue, my group, the Corvis Monkey Troupe, is sharing a setting, Fringeworthy by Tri Tac Games, using Savage Worlds Explorer's Edition as the system.

The Fringeworthy setting is near-future Earth with gates to other worlds, times and even alternate Earths. These gates, some physical circular gates (like Stargate) and some warps of space-time, lead to the Fringepaths and can only be used by select people, known as the Fringeworthy.

Only about 1 in 100,000 has the ability to traverse the Fringepaths, so these people are recruited by the UN to meet people and gain friends, technology and trade for Earth. So far, the UN teams have made contact with several alternate Earths, including a Victorian-era British Empire ("Victorians"), a Rome that never fell ("Terra Roma"), a world controlled by Ghengis Khan ("Huns"), and humans from a heavier Earth ("Heavies"), as well as several alien species.

It is possible to have teams made up of Fringeworthy from these alternate worlds. This opens a wide range of characters for players and also gives the GM an opportunity to try different settings in the same game.

WHO MADE THEM & WHERE DID THEY GO?

The Fringepaths and the gates were made thousands of years ago by the highly-advanced alien Tehrmelern. They are long gone, chased out of the multi-verse by the main "bad guy" of the setting, their creation, the Mellor.

The Mellor are an intelligently-designed shapeshifting race that became "infected" during travel through the Fringepaths and mutated to evil. They soon has access to the multi-verse and wreaked a whole bunch of trouble.

The Tehrmelern blocked off gates from these mutants and retreated. Where they are now, well, no-one really knows. The Mellor, however, are a threat to most/all of the Fringeworthy and their worlds.

But the Mellor aren't the only bad guys in the mix. With an infinite number of worlds and an infinite number of beings, both sentient and non, in those worlds, the possibilities of conflict and adventure are, well, infinite!

RUNNING START

We've started the game and the first GM was M, our in-house one—man Cthulhu fan. Each of us made some IDET (InterDimensional Exploration Team) characters and dove right in (the UN sends IDET teams into the Fringepaths, all part of a branch of the UN called the United Nations Interdimensional Survey Service, UNISS for short).

The game started with another IDET team missing from a nearby Fringepath. The group was given the goal to explore the world in question and see what happened to the IDET team. One of the members of the missing team was a mentor to most of the PCs, which added a personal aspect to the game.

Entering the Fringegate onto the world was a bad experience. The PCs ended up stunned and in the middle of a desert, thrown out of an unstable warp, with armed men charging them. Most of us realized that fighting would be a poor choice, so we surrendered. And found that there were more problems to face us. Like this version of Earth was being invaded by Mi-Go from Jupiter and our way home was guarded by Deep Ones. The game is going well so far and we're having a good time.

MY PC, METELLUS

Metellus Vulgarian Fannius Numidicus

Human from Roman Universa (allied UN world where Rome never fell)

Agility d8 Smarts d6 Spirit d10 Strength d6 Vigor d4

Pace 6 Toughness 4 Parry 6 Charisma +2

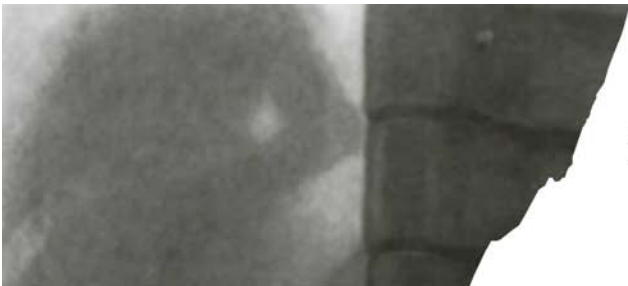
Hindrances: Terminally Ill, Death Wish (Honor Bond to Mentor), Nosebleeds (Psionics)

Edges: Noble, Arcane Background: Psionics, Florintine, Command, Strong Willed

Powers: Speak Language, Object Reading, Post Cognition

Skills: Fighting d8, Shooting d4, Guts d6, Intimidate d6+2, Taunt d6+2, Notice d4, Persuasion d6, Psionics d6.

Metellus is a Roman noble, not an official member of IDET, but he had enough pull to get posted to this mission. He's dying, slowly (I have to draw a card every game, if I draw a Joker, Metellus will die that game session, otherwise a face card means a -1 to all rolls). And he's got a mission. His Fringeworthy mentor is missing. He's going to save this mentor and kill anyone in his way or die trying.



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