

FRINGE

Fringe follows the casework of the Fringe Division, a Joint Federal Task Force supported primarily by the Federal Bureau of Investigation, which includes Agent Olivia Dunham; Dr. Walter Bishop, the archetypal mad scientist; and Peter Bishop, Walter's estranged son and jack-of-all-trades. They are supported by Phillip Broyles, the force's director, and Agent Astrid Farnsworth, who assists Walter in laboratory research. The Fringe Division investigates cases relating to fringe science, ranging from transhumanist experiments gone wrong to the prospect of a destructive technological singularity to a possible collision of two parallel universes.

**Welcome to the world of Fringe, Jumper.
The year is 2008. Here, take this;**

+1000 CP

Origins -

Drop-In

You... are not supposed to be here.
You can be a regular person, or an Observer.

Agent

You are an agent of Fringe Division.

Scientist

You are a scientist, who specializes in Fringe Science.

Starting Location -

Blue Universe

For most intents and purposes, this is identical to our universe. The only difference being the existence of a few key people and events, such as the Bishop family, the event zero at Reiden Lake, and everything that followed. You can pick any real world location to start in.

Red Universe

The 'Alternate' universe. Similar to ours, in some respects, vastly different in others. For starters, their technology is decades ahead of ours, the American FBI is defunct, having largely been replaced by the much more needed Fringe Division, and they have an odd fondness for zeppelins as a means of transportation in the place of Airplanes. Oh, and their universe is slowly coming apart at the seams because of the event zero at Reiden Lake, with enormous, slowly increasing swaths of land being covered in an amber-like substance in a desperate move to slow down the spread of interdimensional decay. Not that it helps much, but it does buy them some breathing room. Feeling lucky, Jumper?

General Perks -

Fringe Survivor [free/100]

You have a knack for surviving scientific impossibilities.

Someone kidnaps you, then drains your memories to experience them? You'll recover. You just happen to be on a building that was dragged between universes? You miraculously won't be fused to an alternate, or to a piece of furniture. You somehow found yourself in a future where the universe is slowly dying? It was just a simulation, and you'd awake in your bed just after Armageddon. However, this is not a jail-free card for *everything*, just what you'd see as esoteric 'fringe'

lethal dangers. You'd still need to physically and mentally recover from whatever happened to you, this just makes it so that you remain alive, and sane, by the skin of your teeth. Keep in mind that if you mouth off to a mad scientist, he could just put a bullet in you just fine.

Fringe Training [200]

You have appropriate training in how to respond and handle Fringe events of varying intensities, by the standards of the Redverse. This grants you a wide variety of skills, such as the know-how to discern and measure interdimensional decay with everyday items, such as a flask of water and a coin. Or track down shapeshifting creatures from an invading universe. Or figure out a way to escape

an intermittent time-loop. This comes with technical knowledge to handle Redverse-tier Fringe Division equipment.

Fringe Science [500 - Capstone Booster]

You have opened yourself to the wonders of the unknown.

Depending on your origin, this perk grants you different benefits.

Event: Somehow, you acquired futuristic knowledge of all scientific fields known to man, from a few thousand years in a specific future. This allows you to build and create most any 'Observer' technology, although you will need a very high quality laboratory and expensive tools to even begin building the tools to build the tools.

Agent: You have immense ability in using and adapting 'Fringe' technology on the fly, handling it expertly to solve most any situation. This ranges from picking up and firing a laser gun without it exploding on your hand, figuring out how a mind-transfer machine works and halting or reversing the process to figuring out how to jailbreak technically millennium-old technology from a supposedly 'enlightened' people.

Scientist: You have a knack for pushing the boundaries of established science. Simply by pondering on 'what' you wish to accomplish, you develop an innate feeling of what you should study and what sorts of experiments to run to achieve your goal. Mind you, the more absurd and 'out there'

your final goal is, the more likely you will need a vast amount of resources, and... less than ethical experiments. Mind the children.

Drop-In -

A White Tulip [100]

Time travel works... oddly around you. Perhaps its the result of an experiment, or maybe you have been gene-modded to have an intrinsic resistance to temporal inertia. Regardless of the 'how', the end result is that the rules of time travel are flexible for you, and never result in a universe-shattering paradox, always working itself out to your benefit.

We Are Just Like Magnets [200]

Souls are just constructs and patterns of energy, which can be weakened, strengthened and manipulated. You not only have the know-how to do this to others, but you have undergone such a process yourself. Your soul is *hardened* against death, and in the event that it happens, you will simply *jump* to the nearest dying body, knocking its current inhabitant out, taking over it, and healing it from all injuries. Until spark, this can only happen once every ten years, afterwards, it grants you functional immortality, as long as there are other beings in the same universe as you.

The Boy Must Live [400]

You have complete understanding of the underlying mechanics of Time, and you are capable of setting up schemes and situations that would leave any observing pre-cog gaping at the sheer audacity of it. Your plans, wheels within wheels, could cover decades of intricate interactions between hundreds of different people, as long as you take your time to get all your ducks in a row.

We Just... Observe [600 - Michael]

You have come from the future, or are an experiment designed to replicate the abilities of the so-called 'Observers'. In either case, you are capable of 'stepping' through space and time in shorts jaunts by yourself (*you require outside technology, such as a Beacon for longer jumps*), perceiving dimensional breaches and pocket dimensions, and perform at a cognitive level that would leave machine intelligences coughing in the dust. Usually, all this comes at the cost of your emotional intelligence, but Jumpchan has footed the bill for you, and you can still feel just as any other human being.

Embodiment of Emotion [Capstone Boosted]

You are an anomaly. Your emotions are heightened to the same level of your intelligence, enabling you to feel the love of a thousand mothers, the determination of a entire army in the face of the enemy or any other human emotion with such range and depth that it would render most empaths catatonic. This might not seem like much, but not only do you feel these emotions, you understand them, utterly, in yourself and others. Your ability to connect, emphasize and understand others is unparalleled.

Agent -

Crack Shot [100]

Your ability with firearms is just shy of legendary. You could turn off a lightswitch with a bullet, and have it damage nothing, flying out the window in the process. Your aim, spatial awareness and ability to handle recoil are all at this level.

A Code As Old as Time [200]

Your codebreaking proficiency is very, very high. You could break A.I. generated encryption in real time, bashing away at a keyboard like a Hollywood hacker, except with actual skill, or solve the mysterious broadcast of the 'First People' that has been stumping people since the invention of the radio, while hung-over.

What Are the Odds? [400]

You have an unusually high proficiency and affinity for mathematics, applied or otherwise, to the point you could, in your head, calculate immensely complicated situations and manipulate their outcome to your advantage. In an example, let's say, thirty-seven people in an intersection, twenty-two cars, four trucks, two buses, wind speeds of five to ten miles an hour. In total, we are talking about a hundred and twenty variables in a dynamic system of differential equations. You could, in theory, use this, and a pen, to engineer a murder.

Experience the Extraordinary [600]

You have an unexpectedly open mind, about... well... everything. There is little that could phase you, or have you go into a fit of denial. To you, every experience is simply a new chapter of your life, and it never loses its luster. Your Willpower is enough to face the end of all things and remain unyielding. You never suffer from depression or other mental afflictions, having an utterly absurd amount of mental health and resilience.

Cortexiphan Subject [Capstone Boosted]

Your mind is not only open, its *aware*. You were dosed with a drug specifically design to halt the naturally occurring 'self-limitation' that happens to humans, allowing you to have the sheer creativity and openness of a child, with the intellect and mental acuity of an adult. This enables you to wield a variety of seemingly supernatural powers, that essentially warp reality on a localized scale. You start out with a single ability of your choice at a basic, street-level, but can train it up and become proficient in any number of them. Possibilities include, but are not limited to; Electrokinesis, Magnokinesis, Pyrokinesis, Empathic Transference, Telekinesis, Super Human Attributes (*Strength, Agility, etc*), Energy Transference, Universe-Hopping, etc.

Scientist -

Prototypal [100]

You have a knack for creating technology that looks ahead of its time, but is really just clever application of existing principles. For example, a functional prosthetic limb.

Casual Genius [200 - Peter]

You have vast aptitude for the hard sciences, to the point you could sit in a semester in an university, then teach the entire course yourself. Not only do you learn and link concepts at an accelerated pace, but you have an aptitude for melding seemingly unrelated fields to discover new things.

Massive Dynamic [400 - William]

The ability to make the Fringe, common. You can take bizarre schizo-tinker-xeno-magi technology and break it down into simple to understand principles and blueprints that anyone can use. You can also mass produce such technology with little to no effort, and in theory, uplift large sections of society with unnerving ease. Perhaps you could found a company to help you spread these newfound wonders?

Open Your Mind [600 - Walter]

You have a spark of genius. Your intelligence, while still at human levels, is at the uppermost humanly possible. With this, you could lead an entirely new industrial revolution and bring about a new age of technology. Windows to parallel universes, potential-unlocking serums, mind control technology, stealth technology, the sky is the limit.

To Shatter The Universe [Capstone Boosted]

Your genius is now beyond what is normally humanly possible, much like Walter Bishop. As the aforementioned man, if you put your mind to it, you could invent and build *anything*, given enough time and resources. Just keep in mind that the things Mr. Bishop could envision drove him to cut out pieces of his brain to dampen his intellect, least he be tempted to build and use them. Careful not to break the universe, Jumper. Remember, its not about if you *can*, its if you *should*.

Companions -

Gene [50]

Walter Bishop's favored cow. She enjoys morning milkings and watching Spongebob. May or may not be possessed by the soul of William Bell.

Olivia Dunham [100]

A Cortexiphan-enhanced Fringe Agent. While she doesn't have full control over her abilities, she does have perfect recall, and is an expert investigator.

Astrid [100]

An FBI Agent that was drafted to work in Fringe Division when the work was just too much for Agent Dunham. Specializes in codebreaking.

Walter Bishop [200]

A brain-damaged world-class genius. Even with his reduced intellect, is still capable of thinking circles around most scientists. Enjoys red vines.

Peter Bishop [100]

The genius, kidnapped son of two (*or none*) Walter Bishops. Is smart enough to keep up with his father in most scientific fields, but not innovate on his own. May or may not be a temporal anomaly.

Olivia Dunham [100]

An Agent of Fringe Division, a crack shot and expert investigator.

Astrid [200]

An Agent of Fringe Division, who suffers from a somewhat severe form of Aspergers, but also has an immense, savant-like affinity for mathematics. Is capable of directing and acting as overwatch for an entire division of Fringe agents.

Import [100/each]

Allows you to import existing companions into the setting. Each companion has a 600-point stipend, but may purchase their own drawbacks.

Items -

A Silver Dollar [free]

A single silver coin. It's very much an out-of-context currency, to the point most people assume its simply something made as joke or prank.

Drop-In -

Memory Transference Machine [100]

A simple, but cruel machine. It allows you to link two people's brains, and 'drain' a victims memories, allowing a subject to experience them in full. The victim loses all 'drained' memories permanently.

Intellect Booster [200]

A bottle filled with pills. These pills are a condensed version of the treatment X went through to cure his extremely low intelligence. Each of these pills augment the user's intelligence by an order of magnitude, with seemingly no upper limit. The downside, however, is that after a certain threshold (*two or three pills depending on the individual*) the subject begins to lose touch with reality and succumb to catatonia, as they begin to 'see' the higher aspects of reality.

Osmium Flotation Pills [400]

A number of pills made from Osmium and various other minerals. If ingested, they effectively reduce your weight to zero for half an hour, allowing you to 'float'.

Observer Implant [600]

An immensely advanced implant that aids observer abilities, magnifying the reach of their temporal and spatial jumps to decades rather than hours or days. It also hones their brains and improves overall intellect and cognition by 400%.

Agent -

ZFT Manifesto [100]

A complete copy of *Zerstörung durch Fortschritte der Technologie*". It could spark a philosophic, and technological revolution if widespread enough. Take care, Jumper, ideas are bulletproof.

Amber Canisters [200]

A set of Canisters that can be configured to set and release a cloud of rapidly-solidifying Amber. This substance is capable of slowing down interdimensional decay down to a crawl if applied early enough.

Medical-Bay [400]

A Med-bay upgrade (*or stand-alone pod*) that is capable of futuristic healing. Its feats include, but are not limited to; healing bullet wounds within hours, regenerating an entire person's skin from third degree burns back to perfect health and extracting Fringe-science parasites.

Agency [600]

A copy of the Redverse Fringe Division Headquarters, statue of liberty included. These headquarters come equipped with high-grade dimensional sensors, top-of-the-line computers and come with highly trained agents that obey you without question. Hail Jumper!

Scientist

Cortexiphan Recipe [100]

A drug that 'limits' the natural self-limitation on humans, causing them to develop supernatural abilities later in life. Of course, this drug must be applied while a subject is still young, say, under 12 years old. It's not immoral if its for the greater good, right?

Teleporter [200]

An unfinished prototype by Walter Bishop. It can teleport anything and anyone, from anywhere to anywhere within the same universe. Unfortunately, subjects tend to... destabilize shortly after the trip. Objects simply collapse into dust, while living beings suffer from the effects of the 'Teleportation Cancer' drawback. While this doesn't actually kill them, it drastically reduces the quality of life.

The Plug [400]

Another prototype by Walter Bishop. As the name implies, it 'plugs' reality, forcefully collapsing portals and dimensional breaches. May cause loss of limbs, or more, if someone or something is in the process of crossing over.

University Lab [600]

A copy of Walter Bishop's lab, along with all the unfinished prototypes, tools and notes scattered about. You could easily set yourself up in here and invent new things, or search for old breakthroughs of that damned genius. Maybe he left something worthwhile lying around?

Drawbacks -

Fringe Progeria [+100]

You were the result of a 'super' soldier program, designed to 'grow' soldiers quickly in order to replenish ranks artificially. Unfortunately, this left you with a modified version of an aging disease, which will cause you to wither away and die in less than a year. Luckily, there is a solution; murder.

This drawback grants you the knowledge to perform a delicate 'operation' to extract someone's pituitary gland, and use it to rejuvenate yourself, buying another year of life for yourself.

Stolen Future [+200]

You come from another universe. No, really. During the Event Zero at Reiden Lake, you somehow crossover over along with Walter Bishop into an alternate universe. Perhaps you're Peter's brother, or you were simply a distracted child who dashed through the portal before Water could do anything about it. Regardless of your backstory, the inhabitants of your 'new' universe are likely to have some pointed questions for you if they find out, and the family from your 'Home' universe is absolutely desperate to get you back. Expect them to have at least one family member on Fringe Division looking for you.

Teleportation Cancer [+400]

You used an experimental, untested Teleporter. And while the thing worked, it also destabilized your body in ways that modern medicine can't really fix. Your body will rapidly decay, and you will suffer from sores, blindness and abscesses during your whole stay here. Good news, though; this makes you immune to high-velocity projectiles, as you're just immaterial enough that such things 'phase' right through you. Aren't you *special*, Jumper.

Shattered Pieces [+600] [Must have Cortexiphan Subject or To Shatter The Universe]

Some people might wonder if it was a good idea to give near-infinite potential to a human. After all, humans are so easy to break. And that's what happened to you; You broke. If you have Cortexiphan abilities, they are completely out of your conscious control, and will require nearly a decade of dedicated training to master, with any use of them being near-always lethal to either you or someone else in your vicinity. If you are Walter Bishop's peer, well... You simply don't have his moral compass. Or anyone's really. To you, only science matters, and you learn everything you can, regardless of what the cost is. Expect to cause at least half of Fringe Division's work-load.

A New World... Of Nightmares [+800]

William Bell succeeded at his plan; he collapsed both universes and wove the singularity into a new universe, created in his image. Unfortunately for you, you're one of his creations; An ape-porcupine-bat-hybrid, with all the instincts and base impulses to match. You will need to survive your next ten years in a world devised entirely by a dying scientist that wanted to '*see something new*'. Do keep in mind that said scientist is *still alive*, and watching from a fortified '*ark*'.

A Dying World [+1000]

You're in the future! Too bad the world is ending in less than a decade, though. To put it simply, you are in an alternate timeline, where The Vacuum was used to destroy the Red Universe. Unfortunately, because both Red and Blue universes were inextricably linked, the Blue (*now Gray*) Universe is slowly unraveling, with large-scale Fringe events taking place every other day. Seeing a smallish black-hole equivalent sucking up Lake Michigan is just another Tuesday for the people in this world. Your objective is to escape this dying world and survive its inevitable collapse - don't get ideas, the end is inevitable and was made so by the actions of Peter Bishop. *Run*, Jumper.