# Alexander Stranger

## Description

Mister Stranger is a bit of a dreamer, who likes to think about things. He’s not a fighter, but he does have staying power. He takes great pride in his suit, which was tailor made for him; after all, as the song goes: every girl crazy for a sharp dressed man.  
A while ago, he picked up a strange looking key. He’s not quite sure what it opens, as of yet… but it feels like it will unlock something important.  
(His world is reasonably modern, but fashion has been stuck at the Edwardian era for quite some time now. Otherwise, feel free muck about with it)

Stats:

* Psyche 25
* Endurance 15
* Strength:5
* Warfare: Chaos level (-10)

Powers:

Psionics:

* Energy Manipulation (full, 15pts)
* Psychic Defense(full, 15 pts)

Walker:

* Shadow Trail (free)
* Exegesis (free)
* Shadow path (1pt)
* Shadow seek (2pt)

### Empathy

* Sense Psyche (2pts)

## Items

* Excellent suit (4pts impervious armor)
* Skeleton key (1pt mold shadow stuff: opens locks)