

Fudge

Character Sheet

The Found Treasure – You can imbue a small object with a radiating aura of immense value, that will cause the weak-willed (or happily greedy) to covet it even to the point of doing things they might not normally to possess it. This works well if the target object actually has value as a commodity, even better if it *represents* value (jewelry, gold, a \$1,000 bill, etc.). The effect lasts until whomever currently possesses the object tries to get it appraised or investigates exchanging it (taking a ring to a pawnshop “just to see how much it’s worth,” etc.). It will be found then to be worthless – even if it wasn’t to start. (This ability can thus also be used to make a valuable thing paste.)

The Snake Bites its Tail – One rather unpleasant use. Sacrifice a small part of your flesh to heal all that ails *or* to offer a general, preternatural boost to physical ability. Typical sacrifices include a finger or a strip of flesh. The sacrifice is made by the user eating his own flesh. While demons do heal well, some piece of the body will be missing after using this power – and it is up to the GM to decide of the sacrifice begins to have an effect on the demon’s other abilities (like appearance, dexterity, and so on).

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Defaults:	EP
+3 Superb	8
+2 Great	4
+1 Good	2
+0 Fair Attributes	1
-1 Mediocre	1
-2 Poor Most Skills	1
-3 Terrible	1

Most Gifts and some Skills are non-existent unless specified on the character sheet.

EP = Raising skills to that level with Experience Points

Character Name: Alex Everett

Genre: The Collectors

Player: Jim Doherty

Date Created: 2003

Unspent EP: 0

Fudge Points: 3

Character Story: You're an accountant, but that's just your cover identity. Of course the skin is a cover; you're a collector, a demon who collects souls due Hell. But *that* is just a cover – you are with Hell's Internal Affairs Bureau, a liaison to Collectors whose missions or circumstances attract Internal Affairs' special attention.

You and your partner Robin Everett (incarnated as your sibling) are incarnated in the same way as collectors – same powers, same memories of Hell. But your primary purpose is less the collection than it is assuring loyalty and that the collectors follow procedure with their infernal powers go unnoticed by mortals.

Wounds:

1, 2
Scratch

3, 4
Hurt

5, 6
Very Hurt

7, 8
Incapacitated

9+
Near Death

Attributes:

Will – Superb
Perception – Great
Strength – Mediocre
Endurance – Mediocre

Equipment:

PDA
Briefcase
Cell Phone
Cigarettes and Lighter

Gifts:

Expansive support
Assimilation
Nearly unkillable
Supernatural biology
Equipment
Wealth
Contacts, Internal Affairs (demon, +3)
Affinity with the Goat's Rampage (+3 gifts, affinity)

Faults:

Vulnerability to the sacred
Wingless, no wings or flying (demonic, -2)

Skills:

Native Language: English
*The Found Treasure - Great
*Snake Bites its Tail - Great
Accounting – Great
Ambushing – Good
Collector Procedures – Great
Computer Operation – Good
Comp Programming -- Mediocre
Demonic Law - Good
Driving – Fair
Intimidate – Good
Lying – Superb
Occult Knowledge -- Fair
Picking Pockets – Fair
Stealth – Great