

Fudge

Character Sheet

Dooming Eyes – Channel Hell’s “fire” through your eyes to cast a devastating glance at another. If you catch the eye of the target, the effect may range from unnerving even a steely person, to terror, to mental collapse. Note, though, that the effect on other demons is wildly unpredictable (conjuring up old memories?), and on angels, little to none.

Unleash Hellfire – The name pretty much tells all: you hurl the flame (which appears only like the rippling of air that comes with heat change) with clumsy, raw effect at your short-range (think “point blank”) target. The target will feel pain and, possibly, remorse. (This fire *does* come from Hell.)

Highway 666 – This is an obviously modern application of the hellfire affinity: you can course hellfire through a running combustion engine and hype its power up unnaturally, nitroglycerine style. Apparently, there was an older version that could make a horse furious and able to travel for days at tremendous speed. That spell also killed the horse. Which reminds me about what happens to the engine of a car in the modern version . . .

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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: Angelina Brown

Genre: The Collectors

Player: Bill McNich

Date Created: 2003

Unspent EP: 0

Fudge Points: 3

Character Story: Someone in Hell apparently had a twisted sense of humor – well, paractically everyone in Hell has a twisted sense of humor, you expect – when it came to naming your human identity. Anyhow, you and your partner, Jake, have been working this job for a coupla years, under the guise of auto mechanics. Big help that’s been. Some collectors, they get covers that work well with the job – high powered executives with the pull to go wherever they want, hit men with underworld connections, car salesmen. Man, you would’ve been a great hit man. But instead, you’re stuck with a low class, dead end sort of job, which is really only suited to collecting the souls of those who need roadside assistance. Your stupid partner seems to actually like the work at the garage.

Wounds:

1, 2
Scratch

3, 4
Hurt

5, 6
Very Hurt

7, 8
Incapacitated

9+
Near Death

Attributes:

Will – Great
Perception – Fair
Strength – Good
Endurance – Good

Equipment:

Wrench
Cell Phone

Gifts:

Expansive support
Assimilation
Nearly unkillable
Supernatural biology
Equipment
Wealth
Affinity with Hell’s Unseen Fires (+3 gifts, affinity)
Dragon’s Talons, manifest iron-hard talons wielded like barbed mace from hands wielded expertly (Strength or close combat skill +1 -- Legendary), very visible and hard to de-manifest when stressed (demonic, +2)

Faults:

Vulnerability to the sacred

Skills:

Native Language: English
*Dooming Eyes - Fair
*Unleash Hellfire - Good
*Highway 666 – Great
Bluffing – Fair
Brawling – Good
Collector Procedures – Fair
Computer Operation – Mediocre
Driving – Superb
Mechanic – Good
Sense Danger – Good
Tailing -- Fair
Weapon (wrench) – Superb