

# Character Sheet

	<b>Defaults:</b>	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: Jack Demara

**Genre: The Collectors Player: Tom Whalen Date Created: 2003 Unspent EP:** 0

**Fudge Points: 3** 

Character Story: Drifter. Partnered with "pet" ferret, Teeth.

#### **Wounds:**

1, 2	3, 4	5, 6	7, 8	9+
Scratch	Hurt	Very Hurt	Incapacitated	<b>Near Death</b>

#### **Attributes:**

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

#### Gifts:

Invisible wings

Expansive support Assimilation Nearly unkillable Supernatural biology Equipment Wealth All Trades, all mortal skills default to mediocre – except 'no-default' skills which default to terrible (demonic, +3)

### **Skills:**

Native Language: English Acting – Superb Climbing – Good Computer Operation – Good Drive Car – Good First Aid – Good General History – Fair Hitchhiking – Good Law – Good Lie Convincingly – Superb Lockpicking – Good Negotiate – Good Occultism – Good Painting / Drawing – Good Play Guitar – Fair Pop Culture – Good Singing – Fair

Streetwise - Good Swimming - Good Wrestling -- Good

## **Equipment:**

#### **Faults:**

Vulnerability to the sacred Poverty (human, -2)