

Fudge

Character Sheet

Like Rats in Shadowed Corners – You can frighten or distract a person by causing a dark shape to move quickly out of the corner of his field of vision. With a Good result or better, you can even choose its rough shape: if you know your victim is afraid of dogs, for instance, then you can make him think that he saw something very like a dog.

Voices from the Balustrade – You may specify one snatch of conversation (a snatch is more than a phrase but less than a sentence) for your target to “overhear” in a relatively crowded room. The snatch may be spoken in the voice of anyone with whom you are personally acquainted and who is currently in that room.

Vision of a Ruined Future (cost: 2 Fudge points) – This power reminds the victim that all physical things will pass, that bodies and buildings will all become dust one day, and that nothing lasts forever. Despite the name of this power, it does not always come in the form of a vision: sometimes it does, but more often it is just an overwhelming feeling of loss, a *certainty* that everything physical is vulnerable to decay and corruption, that the people whom you love will grow old and weak and ugly, and that they will eventually die. This *feeling* will seriously dishearten most human beings, and for some the loss of hope and *joie de vivre* will last for the rest of their lives. If the target of this power is deeply religious – if he has genuine confidence that there is a life after this one, or a true lack of attachment to the material world – then this power will backfire and strike the demon.

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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: Mr. Phipps

Genre: The Collectors

Player: Mike Romatelli

Date Created: 10/19/03

Unspent EP: 0

Fudge Points: 3

Character Story: Mr. Phipp's is the imaginary friend of Lacey Johnson. Lacey is a 5 year old human girl. She is Haitian, and lives in Dorchester with her mom Garcelle Dorvil. Lacey's mother is not demonic, has no knowledge of demons, and doesn't have any reason to think that her daughter is one -- apart from Lacey's disquieting nature. Garcelle is absent enough of the time, in part because of Lacey's demonic gifts that lend to confusion, that she hardly notices when Lacey is away for a day or two doing Collector jobs. As an imaginary friend, he has an extremely close relationship with his demonic partner, Lacey. You are capable of acting away from Lacey, but it is comforting to be around Lacey because she's the only being whose attention you can always get.

Wounds:

1, 2
Scratch

3, 4
Hurt

5, 6
Very Hurt

7, 8
Incapacitated

9+
Near Death

Attributes:

Will – Great
Perception – Good
Strength – Mediocre
Endurance – Good

Equipment:

Gifts:

Invisible wings
Expansive support
Assimilation
Nearly unkillable
Supernatural biology
Equipment
Undetectable / untouchable by the non-supernatural (other, +3)
Language Master, Default Poor in all languages (other, +1)
Shared Memories of Sulphur, intuit moods and signals from partner Lacey (demonic, +1)
Affinity with the Whistling Ruin (+3 gifts, affinity)

Faults:

Vulnerability to the sacred
Can't physically affect things, and can't attract anyone's attention w/o a Fudge Point or Will Roll (other, -3)
Without expending a Fudge Point, cannot tell anyone anything straight out that s/he doesn't already know; but may use innuendo or the Socratic method to attempt to get someone to realize something her/himself (other, -3)
Poverty (human, -1)

Skills:

Native Language: Creole
*Like Rats Shdwd Crnrs - Superb
*Voices frm Balustrade - Fair
*Vision Ruined Future - Great
Language (English) – Fair
Collector Procedures – Good
Demonic Law - Good
Demonic Lore – Great
Occultism – Great
Discern Lies – Fair
Lie Convincingly – Mediocre