

Fudge

Character Sheet

Cheap at Twice the Price – Few things can drive a person to value something so much as the fear that the opportunity may pass them by. When involved in an exchange where you are offering some good or service, you can convince the person you are speaking to that this is their last chance (it's the last one in stock and they're out of print, this is a limited time offer, I leave for Paris in the morning), resulting in them valuing the object far in excess of its real value. As a general yardstick, the object of the exchange will be seen as twice as valuable.

Occam's Razor Cuts Deep – Given a choice, people really prefer the easiest answer. In conversation, you can make the simplest explanation seem completely plausible to the target. The key is simplicity. Truly wacky explanations, like alien abduction, won't work because they raise more questions than they answer (unless, of course, the listener is already inclined to believe such things). However, explanations that play upon pre-existing notions (such as blaming a certain ethnic group to a bigot) tend to work very well. This will fail in the face of contrary evidence, if the evidence requires any explanation (thus, violating the simplicity).

You Can't Get There From Here – Select the victim and a location. For the next 24 hours, no means of transport will successfully get the victim to the location, save their own motive force (i.e. their own two feet). Vehicles will break down, Cabbies will misunderstand directions, Airplanes will not have enough seats and so on. This effect will never do direct harm to a victim, if the car crashes, they will be unharmed.

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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: Maria Rodriguez
Genre: The Collectors
Player: Tim Gallus
Date Created: 2003
Unspent EP: 0
Fudge Points: 3
Character Story: Real Estate Broker.

Wounds:

| | | | | |
|---|--|---|---|--|
| 1, 2 Scratch <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | 3, 4 Hurt <input type="checkbox"/> | 5, 6 Very Hurt <input type="checkbox"/> | 7, 8 Incapacitated <input type="checkbox"/> | 9+ Near Death <input type="checkbox"/> |
|---|--|---|---|--|

| | | |
|--|---|--|
| <p>Attributes:</p> <p>Will – Great Perception – Good Strength – Fair Endurance – Good</p> | <p>Gifts:</p> <p>Expansive support Assimilation Nearly unkillable Supernatural biology Equipment Wealth Affinity with the Ferryman’s Charge (+3 gifts, affinity)</p> | <p>Skills:</p> <p>Native Language: English *Cheap at Twice the Price - Good *Occam’s Razor Cuts Deep - Fair *Cant Get Thr frm Here – Good Bluffing – Fair Bribe – Good Climbing -- Fair Collector Procedures – Fair Computer Operation – Mediocre Cooking Books – Good Demon Lore -- Good Drive Car – Fair Fast Talk – Good First Aid -- Mediocre Put Downs – Great Salesmanship -- Great Self-defense – Fair Speak Spanish -- Superb Stealth -- Fair</p> |
| <p>Equipment:</p> <p>Pepperspray Purse filled with a Good collection of stuff Keys and codes for accessing various houses on the market Cell phone</p> | <p>Faults:</p> <p>Vulnerability to the sacred</p> | |