

# ***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.

# Fudge

# Character Sheet

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 □□□	3, 4 Hurt □	5, 6 Very Hurt □	7, 8 Incapacitated □	9+ Near Death □
------------------------	-------------------	------------------------	----------------------------	-----------------------

<p><b>Attributes:</b></p> <p>Will – Great          Perception – Good          Strength – Fair          Endurance – Good</p>	<p><b>Gifts:</b></p> <p>Expansive support          Assimilation          Nearly unkillable          Supernatural biology          Equipment          Wealth          Affinity with the Ferryman’s Charge (+3 gifts, affinity)</p>	<p><b>Skills:</b></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><b>Equipment:</b></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><b>Faults:</b></p> <p>Vulnerability to the sacred</p>	