

# **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.

***The Echoing Hallway*** – Any statement you make after invoking this power will strike the hearer as a believable rumor from a trustworthy source—he will not remember that he heard it from you. You cannot control the rumor after it reaches the ears of your initial listener (or group of listeners), and you may not repeat it yourself after the first time you speak it, even if it turns out to be true.

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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:** Teeth

**Genre:** The Collectors

**Player:** Sharon Tripp

**Date Created:** 2003

**Unspent EP:** 0

**Fudge Points:** 3

**Character Story:** Your mortal skin is a ferret. Your partner is Jack Demara

**Wounds:**

1, 2  
Scratch

3, 4  
Hurt

5, 6  
Very Hurt

7, 8  
Incapacitated

9+  
Near Death

**Attributes:**

Will – Good  
Perception – Great  
Strength – Mediocre (-8)  
Endurance – Fair (-8)

**Equipment:**

**Gifts:**

Invisible wings  
Expansive support  
Assimilation  
Nearly unkillable  
Supernatural biology  
Equipment  
Daemonic Speech, communicate into minds of infernal or angelic powers, and the *very* faithful / believing mortals (demonic, +2)  
Serpant's Grace, +3 escape artist (demonic, +1)  
Hidden Wings (demonic, +1)  
Affinity with the Whistling Ruin (+3 gifts, affinity)

**Faults:**

Vulnerability to the sacred  
Scale -8 (human, -8)

**Skills:**

Native Language: English  
\*Like Rats Shdwd Crnrs - Fair  
\*Voices frm Balustrade - Fair  
\*The Echoing Hallwy - Mediocre  
Acrobatics – Good  
Ambushing – Fair  
Balancing – Good  
Climbing – Good  
Collector Procedures – Fair  
Daemonic Law - Good  
Escape Artist – Good  
Dodging + Scampering – Good  
Hunting + Scrapping – Good  
Manipulating Things -- Good  
Non-verbal Communic. – Good  
Picking Pockets – Good  
Stealth – Superb  
Swimming -- Good