

Fudge

Character Sheet

Navigating the Labyrinth – Having come out of Hell, you have developed a skill to work through simple orientation problems quite easily. Call upon this skill to find your way through mazes, roadways, bureaucratic corridors, and – mentally – through some enigmas which confuse by detail and twist. The drawback is, whenever your affinity is used this way, you will find the next few portals you need to use locked, jammed, or somehow difficult to open.

Eternal Crossroads – You can project an attack on the mind of another which causes even a simple choice to be overwhelming, and a complex decision to be positively traumatic.

Do Not Look in the Stalker's Face (cost: 1 Fudge point) – This renders the demon or another being into a figure of terrible menace to the target. The enchanted “stalker” inspires irrational fear and worry in the target, and tends, coincidentally, to cross paths with the target on many occasions. If the enchanted being *wants* to stalk the victim this will prove much easier than normal. However, a side effect of this power is that the stalker *always* leaves some kind of trace that could be followed, even with the best precautions. The enchantment ends when the victim sees, with clarity, the face of the stalker – not easy, since the fear is such that the face the *last* thing the victim will want to see.

Stranger in a Strange Land (cost: 1 Fudge point) – Curses a target such that the familiar seems unfamiliar. Getting around becomes monumentally difficult, but, worse, the pervasive sense that *this is not what it should be*, that friends are imposters, etc., is almost impossible to shake. To work, the demon must take something subtly significant to the victim – offering the sense that “something is missing” – though the victim will forget what that is. This is often a small, sentimental item, but could even be a living companion. This works best if the item is meaningful to the victim but not a constant, obvious presence: stealing a favorite set of earrings or a family clock from the mantle tends to work better than stealing, say, a spouse, or a house. (Offer a bonus to resist if the absence would be glaring as opposed to something that might be “misplaced.”) Should the victim come across the missing thing or find it, the enchantment ends immediately. (The item may not be destroyed without destroying the enchantment.)

The Maze Within (cost: 2 Fudge points) – Another curse, trapping a victim in his own mind, in a labyrinth, that will require intense, long mental efforts to escape. During that time the victim sits still, in a catatonic state, physically vulnerable. The enchantment ends: (1) if, by great effort, the victim escapes the mind trap; (2) if the victim dies; or (3) if the victim is taken to a mystical place of grounding – the apex of a church, a maypole in festival, the center of a cast circle, etc. This is a terrible curse and has a great drawback: should a victim escape a mind trap, the demon or being who cast the curse will always be locatable by the victim, should the two be on the mortal plane.

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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: Lacey Johnson

Genre: The Collectors

Player: Lisa Lasner

Date Created: 10/19/03

Unspent EP: 0

Fudge Points: 3

Character Story: Lacey is a 5 year old human Haitian girl, living in Dorchester with her mother Garcelle Dorvil. Lacey's mom has no idea of demons, and has no reason to think that her daughter is one -- apart from Lacey's disquieting nature. Garcelle is absent enough of the time, in part because Lacey's demonic gifts lend to confusion, that she hardly notices when Lacey is away for a day or two doing Collector jobs. Lacey has learned that it's difficult for a little girl to travel on her lonesome in the city, but uses her gifts and her ability to hide and sneak to get around authorities. She has a very close relationship with her partner and imaginary friend Mr. Phipps.

Wounds:

1, 2 Scratch □□□	3, 4 Hurt □	5, 6 Very Hurt □	7, 8 Incapacitated □	9+ Near Death □
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<p>Attributes:</p> <p>Will – Great Perception – Great Strength – Fair (-3) Endurance – Good (-3)</p> <hr/> <p>Equipment:</p> <p>Ragged clothes Dolly</p>	<p>Gifts:</p> <p>Invisible wings Expansive support Assimilation Nearly unkillable Supernatural biology Equipment Serpant's Grace, +3 escape artist and move along ground when arms and legs are not free (demonic, +2) Drawing the eye from the mouth, distract others +1 modifier in certain social situations (demonic, +2) Shared Memories of Sulphur, intuit moods and signals from partner Mr. Phipps (demonic, +1) Affinity with the Labyrinth (+3 gifts, affinity)</p> <hr/> <p>Faults:</p> <p>Vulnerability to the sacred Social deficit: Youth 5 years old (human, -1) Scale -3 (human, -3) Poverty (human, -2)</p>	<p>Skills:</p> <p>Native Language: Creole *Navigating the Labyrinth – Good *Eternal Crossroads – Fair *Don't Lk Stlkr's Face - Mediocre *Stranger Strange Land – Good *The Maze Within - Mediocre Abstract Fingerprints – Mediocre Sprinting - Fair Language (English) – Great Demonic Lore – Fair Hiding – Good Stealth – Fair Tailing- Fair Discern Lies – Good Lie Convincingly – Mediocre Escape Artist - Good</p>
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