

# 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: Robin Everett**

**Genre: The Collectors**

**Player: Jenn Romatelli**

**Date Created: 2003**

**Unspent EP: 0**

**Fudge Points: 3**

**Character Story:** You have a cover identity as a buyer for a clothing boutique. But that's just a cover, your skin's real occupation is 'cat burglar.' Of course the skin is a cover; you're a collector, a demon who collects souls due Hell. But *that* is just a cover – you are with Hell's Internal Affairs Bureau, a liaison to Collectors whose missions or circumstances attract Internal Affairs's special attention. Sometimes those layers of identity make your head swim. You and your partner Alex Everett (incarnated as your sibling) are incarnated in the same way as collectors – same powers, same memories of Hell. But your primary purpose is less the collection than it is assuring loyalty and that the collectors follow procedure with their infernal powers go unnoticed by mortals.

**Wounds:**

1, 2  
Scratch

3, 4  
Hurt

5, 6  
Very Hurt

7, 8  
Incapacitated

9+  
Near Death

**Attributes:**

Will – Mediocre  
Perception – Great  
Strength – Great  
Endurance – Fair

**Equipment:**

Cell phone  
PDA

**Gifts:**

Invisible wings  
Expansive support  
Assimilation  
Nearly unkillable  
Supernatural biology  
Equipment  
Wealth  
Serpant's Grace, +3 escape artist and move along ground when arms and legs are not free (demonic, +2)  
Contacts, Hell's Internal Affairs bureau (demon, +3)

**Faults:**

Vulnerability to the sacred

**Skills:**

Native Language: English  
Climbing – Good  
Electronics – Mediocre  
Evaluate Art – Good  
Flirt – Fair  
Hiding – Good  
Jumping – Fair  
Lockpicking – Great  
Maintain Composure – Superb  
Security Systems – Superb  
Sprinting -- Good  
Stealth – Great  
Surveillance -- Fair  
Throwing – Good