

Cinnamon Carter (codename “Cookie Monster”)

Cinnamon Carter is a retired assassin who likes making friends and giving them hugs. She’s obviously not quite human, in an uncanny-valley sort of way that nobody can quite explain. Any attempt to decipher Cinnamon’s origin is met with cookies. Cinnamon is also Weirdly lucky! She can analyse the variables in a situation accurately enough to predict what will happen before it happens, and random chance usually falls in her favour even against the worst possible odds. (And yes, “Cinnamon Carter” is the name of an IMF agent on the original *Mission: Impossible* TV show. What’s your point?)

High Concept: *Super lucky super friendly super spy!*

(3) **Cheater:**

(2) **Intrigue:**

(1) **Banter:**

Omega:

- + 4 Burglary
- + 4 Deceive
- + 4 Empathy
- + 4 Notice
- + 4 Provoke
- + 4 Rapport
- + 4 Stealth
- + 4 Will
- + 3 Contacts
- + 3 Nudge
- + 2 Athletics

P: 000

M: 0000

- **Probability is at least one.** Once per scene, when you invoke one of your aspects, instead of getting a bonus or a reroll, you may swap out a Fate die for a *regular six-sided die*—the kind that are numbered one through six.
- **Purely by chance!** When using Nudge, if exactly three of your dice show the same result, you get a boost for free.
- **I know what happens next.** You get to choose who takes the first action in any conflict. If you choose an enemy, you gain a boost.
- **Inhuman anatomy?** Armor:2 against physical attacks.

Cheater (12) - Burglary, Deceive, Empathy, Notice, Nudge, Provoke, Rapport, Stealth, Will

New Skill: NUDGE.

- Create Advantages by manipulating random chance (but not free will) to create a desired effect.
- Overcome by manipulating chance (but not free will) to cause a random event to resolve in your favour.
- This skill cannot be used reactively to Defend, nor can it Attack directly (though it can arrange circumstances to justify an unusual avenue of attack with another skill).

Nudge is easier to use on complex situations with lots of random variables. It's harder to use on simpler situations with few opportunities for randomness. People can also make the use of Nudge harder by not leaving things to chance; a gun that's well cleaned and regularly checked is less likely to jam than a gun that's neglected.