

Fudge Character Sheet



Character Name _____ Player Name _____

Character Description and Notes

Fudge Trait Values	
	EP
Superb+38
Great+24
Good+12
Fair0	1
Mediocre-1	1
Poor-2	1
Terrible-3	1
EP = Raising skills with EPs.	
Most skills begin at Poor.	
Attributes default to Fair.	
Fudge Points:	EPs:

Wounds				
1-2	3-4	5-6	7-8	9+
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scratch	Hurt (-1)	Very Hurt(-2)	Incapacitated	Near Death
<i>Note: The GM may add or subtract wound boxes as desired.</i>				

Attributes	Gifts/Supernormal Powers	Skills

Equipment	Faults