

# Fudge Character Sheet



Character Name \_\_\_\_\_ Player Name \_\_\_\_\_

## Character Description and Notes

### Fudge Trait Values

	EP
Superb .....+3 .....	.8
Great .....+2 .....	.4
Good .....+1 .....	.2
Fair .....0 .....	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

*Note: The GM may add or subtract wound boxes as desired.*

### Attributes

### Gifts/Supernormal Powers

### Skills

### Equipment

### Faults