

Fudge Character Sheet



Character Name _____ Player Name _____

Character Description and Notes

Fudge Trait Values

	EP
Superb+3	8
Great+2	4
Good+1	2
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

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

Attributes

Gifts/Supernormal Powers

Skills

Equipment

Faults