

Defaults:	EP
+4 Superb	12
+3 Great	8
+2 Very Good	4
+1 Good	2
+0 Fair Attributes	1
-1 Mediocre	1
-2 Poor Most Skills	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:
Genre: Watership Down
Player:
Date Created: 1992
Unspent EP:
Fudge Points: 1
Character Story:

Wounds:

- | | | | | |
|---|--|---|---|--|
| 1, 2
Scratch
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | 3, 4
Hurt
<input type="checkbox"/> | 5, 6
Very Hurt
<input type="checkbox"/> | 7, 8
Incapacitated
<input type="checkbox"/> | 9+
Near Death
<input type="checkbox"/> |
|---|--|---|---|--|

<p><i>Every Bunny has</i> <u>Attributes...</u> <i>...and their associated skills</i> (If a skill has no level, use that of the Attribute above)</p> <p>Survival Move Quietly Notice Things Nose</p> <p>Cleverness First Aid</p> <p>Pluck Bluff</p> <p>Strength</p> <p>Agility Jump Acrobatics Team Acrobatics Climb</p> <p>Fitness Swim</p> <p>Speed</p>	<p><u>Other Skills:</u></p>	<p><u>Gifts:</u></p>
<p><u>Carrying:</u></p>	<p><u>Knowledge of:</u></p>	<p><u>Supernormal Powers:</u> [None]</p>
	<p><u>Languages:</u></p>	<p><u>Faults:</u></p>