

Defaults:	EP
+3 Superb	8
+2 Great	4
+1 Good	2
+0 Fair ..... Attributes	1
-1 Mediocre	1
-2 Poor ..... Most Skills	1
-3 Terrible	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:** Oakroot

**Genre:** Watership Down

**Player:**

**Date Created:** 1992

**Unspent EP:**

**Fudge Points:** 1

**Character Story:**

Solid and reliable Owsla member, you believe that you can do any job. While you look very serious – and usually are – you can surprise folks by occasionally playing the fool to make them laugh.

You're fond of bird watching, and it's your ambition to beat a fox in single combat someday. You like to sharpen your claws on stones.

**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"/>
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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:** Nimble

**Genre:** Watership Down

**Player:**

**Date Created:** 1992

**Unspent EP:**

**Fudge Points:** 1

**Character Story:**

An Owsla member, you're small for the job, and so have to prove yourself a lot. You have a strong code of ethics and are fiercely protective of the warren.

Your only real fear is fire; your only major flaw is a tendency to act before you think. You respect clever bunnies.

**Wounds:**

1, 2 Scratch □□□	3, 4 Hurt □	5, 6 Very Hurt □	7, 8 Incapacitated □	9+ Near Death □
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**Character Name:** Stripe

**Genre:** Watership Down

**Player:**

**Date Created:** 1992

**Unspent EP:**

**Fudge Points:** 1

**Character Story:**

A very capable young scout – you may rise to captain of the scouts someday, if you can overcome your gambling habit.

You want to be the fastest rabbit that ever lived, and the only animals you really fear are hawks, who can dive faster than you can run. You love talking with squirrels - you wish you could climb trees to be a better scout.

**Wounds:**

1, 2 Scratch □□□	3, 4 Hurt □	5, 6 Very Hurt □	7, 8 Incapacitated □	9+ Near Death □
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**Character Name:** Slipper

**Genre:** Watership Down

**Player:**

**Date Created:** 1992

**Unspent EP:**

**Fudge Points: 1**

**Character Story:**

A jet-black bunny, you have a nervous habit of sideskipping when bored. You're usually bored unless listening to a story (you love them!), on a mission, preparing for a mission, or EATING!

You really love trickster figures, and even like to talk to other species about their trickster heroes, if any.

You also enjoy human music – bizarre!

**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"/>
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-2 Poor ..... Most Skills	1
-3 Terrible	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:** Raspberry

**Genre:** Watership Down

**Player:**

**Date Created:** 1992

**Unspent EP:**

**Fudge Points:** 1

**Character Story:**

You think you're as good as any other bunny in the warren in general competence and cleverness. You'd like a family "someday." You have an unusual fondness for mice – you think they're such cute little things (possibly a craving for kittens?).

You have a reputation as an excellent storyteller – and also as a daredevil.

**Wounds:**

1, 2 Scratch □□□	3, 4 Hurt □	5, 6 Very Hurt □	7, 8 Incapacitated □	9+ Near Death □
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<p><b>Attributes:</b></p> <table> <tr> <td>Cleverness</td> <td>Good</td> </tr> <tr> <td>Self-control</td> <td>Good</td> </tr> <tr> <td>Notice Things</td> <td>Great</td> </tr> <tr> <td>Nose</td> <td>Great</td> </tr> <tr> <td>Agility</td> <td>Good</td> </tr> <tr> <td>Strength</td> <td>Fair</td> </tr> <tr> <td>Fitness</td> <td>Good</td> </tr> <tr> <td>Speed</td> <td>Great</td> </tr> </table> <p><b>Languages:</b></p> <table> <tr> <td>Rat/Mouse/Vole</td> <td>Good</td> </tr> <tr> <td>Squirrel/Chipmunk</td> <td>Good</td> </tr> <tr> <td>Beaver/Porcupine</td> <td>Good</td> </tr> <tr> <td>Small Bird</td> <td>Great</td> </tr> <tr> <td>Weasel Family</td> <td>Fair</td> </tr> </table> <p><b>Carrying:</b></p>	Cleverness	Good	Self-control	Good	Notice Things	Great	Nose	Great	Agility	Good	Strength	Fair	Fitness	Good	Speed	Great	Rat/Mouse/Vole	Good	Squirrel/Chipmunk	Good	Beaver/Porcupine	Good	Small Bird	Great	Weasel Family	Fair	<p><b>Gifts:</b></p> <ul style="list-style-type: none"> <li>Beautiful Voice</li> <li>Knack with Languages</li> <li>Never Gets Lost</li> <li>Reputation as an excellent Storyteller</li> </ul> <p><b>Supernormal Powers:</b></p> <p>Enthrallingly Charismatic (While telling a <b>Great</b> or better story, you can use <u>Enthrallment Skills</u>.  <b>Persuade:</b> -1 to subject's Self Control to resist an argument;  <b>Sway Emotion</b> does just that;  <b>Suggest</b> plants a subconscious impulse.)</p> <p><b>Faults:</b></p> <ul style="list-style-type: none"> <li>Sense of Duty to the Warren (includes your Companions)</li> <li>Fear of Loud Noises</li> <li>Trickster – you <b>must</b> take risks to cheat an enemy</li> <li>Somewhat overconfident</li> <li>Will only fight in Self-Defense (or defense of companions)</li> </ul>	<p><b>Skills:</b></p> <table> <tr> <td>Brawling</td> <td>Good</td> </tr> <tr> <td>Agility Skills</td> <td>Good</td> </tr> <tr> <td>Burrowing</td> <td>Good</td> </tr> <tr> <td>Camouflage</td> <td>Fair</td> </tr> <tr> <td>Disguise</td> <td>Good</td> </tr> <tr> <td>Fast-Draw Herb</td> <td>Good</td> </tr> <tr> <td>Hedgewise</td> <td>Fair</td> </tr> <tr> <td>Lies/Pretense</td> <td>Great</td> </tr> <tr> <td>Mimic Non-Bunny</td> <td>Good</td> </tr> <tr> <td>Move Quietly</td> <td>Good</td> </tr> <tr> <td>Storytelling</td> <td>Great</td> </tr> <tr> <td>Survival</td> <td>Good</td> </tr> <tr> <td>Throw your Voice</td> <td>Fair</td> </tr> <tr> <td>Throwing</td> <td>Fair</td> </tr> <tr> <td>Tracking</td> <td>Fair</td> </tr> </table> <p><b>Knowledge of:</b></p> <table> <tr> <td>Non-Bunny Habits</td> <td>Fair</td> </tr> <tr> <td>Stories</td> <td>Superb</td> </tr> <tr> <td>Surrounding Area (Medium Area)</td> <td>Good</td> </tr> <tr> <td>Traps</td> <td>Fair</td> </tr> <tr> <td>Warren History</td> <td>Good</td> </tr> </table> <p><b>Enthrallment Skills:</b></p> <p>[(#) = minutes of storytelling required]</p> <table> <tr> <td>Persuade (2)</td> <td>Fair</td> </tr> <tr> <td>Sway Emotion (5)</td> <td>Good</td> </tr> <tr> <td>Suggest (10)</td> <td>Good</td> </tr> </table>	Brawling	Good	Agility Skills	Good	Burrowing	Good	Camouflage	Fair	Disguise	Good	Fast-Draw Herb	Good	Hedgewise	Fair	Lies/Pretense	Great	Mimic Non-Bunny	Good	Move Quietly	Good	Storytelling	Great	Survival	Good	Throw your Voice	Fair	Throwing	Fair	Tracking	Fair	Non-Bunny Habits	Fair	Stories	Superb	Surrounding Area (Medium Area)	Good	Traps	Fair	Warren History	Good	Persuade (2)	Fair	Sway Emotion (5)	Good	Suggest (10)	Good
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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:** Chamomile

**Genre:** Watership Down

**Player:**

**Date Created:** 1992

**Unspent EP:**

**Fudge Points:** 1

**Character Story:**

Although very young, you are well known already for two talents: a gift of Healing and a knack for building things. You're a bit shy, but smarter than most other bunnies in the warren, and want to learn Herbarry.

You're fascinated by human mechanical things – even traps – but very afraid of snakes.

**Wounds:**

1, 2 Scratch □□□	3, 4 Hurt □	5, 6 Very Hurt □	7, 8 Incapacitated □	9+ Near Death □
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Most Gifts and some Skills are non-existent unless specified on the character sheet.

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**Character Name:** Sprig

**Genre:** Watership Down

**Player:**

**Date Created:** 1992

**Unspent EP:**

**Fudge Points:** 1

**Character Story:**

A somewhat nervous character, you are subject to visions sometimes. One of these caused you to warn the King rabbit that danger was coming. The king ordered all the entrances filled in, and the invading mongooses were not able to devastate the warren.

You like spiders; blame humans for most things, and like to explore caves.

**Wounds:**

1, 2 Scratch □□□	3, 4 Hurt □	5, 6 Very Hurt □	7, 8 Incapacitated □	9+ Near Death □
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<p><b>Attributes:</b></p> <table> <tr> <td>Cleverness</td> <td>Great</td> </tr> <tr> <td>Self-control</td> <td>Great</td> </tr> <tr> <td>Notice Things</td> <td>Good</td> </tr> <tr> <td>Nose</td> <td>Good</td> </tr> <tr> <td>Agility</td> <td>Fair</td> </tr> <tr> <td>Strength</td> <td>Mediocre</td> </tr> <tr> <td>Fitness</td> <td>Mediocre</td> </tr> <tr> <td>Speed</td> <td>Fair</td> </tr> </table> <p><b>Languages:</b></p> <table> <tr> <td>Pidgin Bug (limited concepts!)</td> <td>Good</td> </tr> <tr> <td>Spider</td> <td>Great</td> </tr> <tr> <td>Pidgin Insectivore (Bat, possum, mole, shrew, armadillo)</td> <td>Fair</td> </tr> </table> <p><b>Carrying:</b></p>	Cleverness	Great	Self-control	Great	Notice Things	Good	Nose	Good	Agility	Fair	Strength	Mediocre	Fitness	Mediocre	Speed	Fair	Pidgin Bug (limited concepts!)	Good	Spider	Great	Pidgin Insectivore (Bat, possum, mole, shrew, armadillo)	Fair	<p><b>Gifts:</b></p> <p>Night Vision</p> <p>High Status: Respected Seer</p> <p>Looks harmless &amp; scrawny (enemies tend to ignore you, and a carnivore will go for others first, if available)</p> <hr/> <p><b>Supernormal Powers:</b></p> <p>ESP (Vision: involuntary only) (Seeker Sense: 30 yds)</p> <p>Telepathy (10-yard range, but <i>Mind Link</i> can maintain contact at greater range. <u>Notes:</u> No skill usable with most humans. <i>Mind Link / Talk</i> can only affect 1 subject @ a time. [-X] = penalty for use with non-rabbits. You <b>cannot</b> tell a lie with <i>Mind Talk</i>.)</p> <p><b>Faults:</b></p> <p>Sense of Duty to the Warren (includes your Companions)</p> <p>Fear of Loud Noises</p> <p>Absent-Minded</p> <p>Low Pain Threshold (-1 if Scratched, -2 if Hurt, etc.)</p> <p>Usually a bit Nervous</p>	<p><b>Skills:</b></p> <table> <tr> <td>Fighting</td> <td>Mediocre</td> </tr> <tr> <td>Burrowing</td> <td>Good</td> </tr> <tr> <td>Camouflage</td> <td>Good</td> </tr> <tr> <td>Detect Lies</td> <td>Good</td> </tr> <tr> <td>Move Quietly</td> <td>Fair</td> </tr> <tr> <td>Naturalist</td> <td>Good</td> </tr> <tr> <td>Survival</td> <td>Good</td> </tr> <tr> <td>Weather Sense</td> <td>Great</td> </tr> </table> <p><b>Knowledge of:</b></p> <table> <tr> <td>Human Habits</td> <td>Fair</td> </tr> <tr> <td>Non-Bunny Habits</td> <td>Fair</td> </tr> <tr> <td>Occult Events</td> <td>Great</td> </tr> <tr> <td>Stories</td> <td>Fair</td> </tr> <tr> <td>Surrounding Area (Small Area)</td> <td>Good</td> </tr> </table> <p><b>ESP Skills:</b></p> <table> <tr> <td>Seer Vision</td> <td>[N/A]</td> </tr> <tr> <td>Sense Electricity</td> <td>Good</td> </tr> <tr> <td>Object History</td> <td>Great</td> </tr> <tr> <td>Seeker Sense</td> <td>Fair</td> </tr> </table> <p><b>Telepathy Skills:</b></p> <table> <tr> <td>Mind Link [-1]</td> <td>Good</td> </tr> <tr> <td>Mind Talk [-2]</td> <td>Good</td> </tr> <tr> <td>Sense Emotion * [-0]</td> <td>Good</td> </tr> <tr> <td>Send Fear * [-1]</td> <td>Good</td> </tr> </table> <p>(* = -1 for each 2 subjects, round in your favor)</p>	Fighting	Mediocre	Burrowing	Good	Camouflage	Good	Detect Lies	Good	Move Quietly	Fair	Naturalist	Good	Survival	Good	Weather Sense	Great	Human Habits	Fair	Non-Bunny Habits	Fair	Occult Events	Great	Stories	Fair	Surrounding Area (Small Area)	Good	Seer Vision	[N/A]	Sense Electricity	Good	Object History	Great	Seeker Sense	Fair	Mind Link [-1]	Good	Mind Talk [-2]	Good	Sense Emotion * [-0]	Good	Send Fear * [-1]	Good
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**Character Name:** Comfrey

**Genre:** Watership Down

**Player:**

**Date Created:** 1992

**Unspent EP:**

**Fudge Points: 1**

**Character Story:**

You're well known as an excellent herbalist. When very young, you were ambushed by a cat – you're lame for life from this encounter. Your ears twitch in opposite directions when nervous, but lean toward anyone whispering a secret - you love secrets.

You don't think dogs are so bad, an opinion that horrifies most bunnies.

**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"/>
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<p><b><u>Attributes:</u></b></p> <table> <tr> <td>Cleverness</td> <td>Great</td> </tr> <tr> <td>Self-control</td> <td>Fair</td> </tr> <tr> <td>Notice Things</td> <td>Good</td> </tr> <tr> <td>Nose</td> <td>Superb</td> </tr> <tr> <td>Agility</td> <td>Fair</td> </tr> <tr> <td>Strength</td> <td>Mediocre</td> </tr> <tr> <td>Fitness</td> <td>Good</td> </tr> <tr> <td>Speed</td> <td>Terrible</td> </tr> </table> <p><b><u>Languages:</u></b></p> <table> <tr> <td>Dog/Fox/Wolf</td> <td>Good</td> </tr> <tr> <td>Pidgin Bird</td> <td>Mediocre</td> </tr> </table> <p>(Not Pigeon!)</p> <p><b><u>Carrying:</u></b></p> <p>Fiber Bag</p> <p>Herbs – see separate sheet (or possibly back of this sheet – ask GM if you don't have it)</p>	Cleverness	Great	Self-control	Fair	Notice Things	Good	Nose	Superb	Agility	Fair	Strength	Mediocre	Fitness	Good	Speed	Terrible	Dog/Fox/Wolf	Good	Pidgin Bird	Mediocre	<p><b><u>Gifts:</u></b></p> <p>Reputation: Excellent</p> <p>Herbalist</p> <p>Unaffected by Loud Noises</p> <hr/> <p><b><u>Supernormal Powers:</u></b></p> <p>[None]</p> <hr/> <p><b><u>Faults:</u></b></p> <p>Sense of Duty to the Warren (includes your Companions)</p> <p>Fear of Cats</p> <p>Lame – hind leg</p> <p>Addiction to Seer Flower</p> <p>Compulsive Swamp</p> <p>Exploring</p>	<p><b><u>Skills:</u></b></p> <table> <tr> <td>Fighting</td> <td>Fair</td> </tr> <tr> <td>Barter</td> <td>Good</td> </tr> <tr> <td>Burrowing</td> <td>Good</td> </tr> <tr> <td>Camouflage</td> <td>Good</td> </tr> <tr> <td>Diagnosis</td> <td>Fair</td> </tr> <tr> <td>Fast-Draw Herb</td> <td>Great</td> </tr> <tr> <td>Fiber Crafts</td> <td>Good</td> </tr> <tr> <td>First Aid</td> <td>Great</td> </tr> <tr> <td>Move Quietly</td> <td>Fair</td> </tr> <tr> <td>Survival</td> <td>Good</td> </tr> <tr> <td>Swimming</td> <td>Fair</td> </tr> <tr> <td>Throwing</td> <td>Good</td> </tr> <tr> <td>Tracking</td> <td>Great</td> </tr> <tr> <td>Weather Sense</td> <td>Fair</td> </tr> </table> <p><b><u>Knowledge of:</u></b></p> <table> <tr> <td>Herbs, Identify</td> <td>Great</td> </tr> <tr> <td>Herbs, Prep &amp; Use</td> <td>Superb</td> </tr> <tr> <td>Naturalist</td> <td>Great</td> </tr> <tr> <td>Other Plants</td> <td>Good</td> </tr> <tr> <td>Poisons</td> <td>Great</td> </tr> <tr> <td>Surrounding Area (Medium Area)</td> <td>Good</td> </tr> <tr> <td>Swamps</td> <td>Great</td> </tr> <tr> <td>Traps</td> <td>Fair</td> </tr> </table>	Fighting	Fair	Barter	Good	Burrowing	Good	Camouflage	Good	Diagnosis	Fair	Fast-Draw Herb	Great	Fiber Crafts	Good	First Aid	Great	Move Quietly	Fair	Survival	Good	Swimming	Fair	Throwing	Good	Tracking	Great	Weather Sense	Fair	Herbs, Identify	Great	Herbs, Prep & Use	Superb	Naturalist	Great	Other Plants	Good	Poisons	Great	Surrounding Area (Medium Area)	Good	Swamps	Great	Traps	Fair
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## Familiar Herb List For Comfrey

**Mode** = how it is delivered: **B** = Breathed; **C** = Contact; **I** = Ingested (or rubbed in wound); **S** = Special  
**Clarity** (scent clarity for location/identification, from easiest to hardest): Clear, Cloudy, Murky, Dense  
**Prep**: penalty (to *Herbs, Prep & Use* skill) to prepare correctly. Rolled by GM in secret.  
**R** = Resisted Herb (subject has chance to avoid or reduce effects); **R-1**, etc. = Resisted by Fitness-1, etc.

Qty	Herb Name	Mode	Clarity	Prep	Notes
	Bitterthorn	C	Cloudy	-2	Victim Hallucinates on suggestion; 10 min; R-2
	Blackweed	I	Cloudy	-2	Victim fears everything; 10 min; R-2
	Burning Nettle	I	Cloudy	-2	Heals 2 levels of damage (or 3 of fatigue)
	Dodgeweed	I	Clear	-1	+1 to Dodge for 1 hr
	Fumitory	C	Cloudy	-3	Neutralizes Odors; 8 hrs
	Hardberry	I	Clear	-1	-1 to damage received for 1 hr
	Lemonberry	I	Cloudy	-2	Does 2 levels damage
	Lemonberry Pollen	B	Clear	-1	Does 1 level damage
	Orchid Root	I	Clear	-0	Nullifies hostile herb
	Redberry	I	Clear	-0	Heals 1 level damage (or 2 of fatigue)
	Seer Flower	I	Dense	-3	Precognitive vision; all stats are at -3 for 1 hr
	Skunk Flower	C	Clear	-0	Vile odor: predators miss first bite
	Slumberdust	B	Murky	-3	Victim sleeps; 30 min; R-2
	Slumber Flower	I	Cloudy	-1	Victim sleeps; 30 min; R-3
	Snuffball	B	Clear	-1	Causes Sneezing; 1 min – victim can do little else
	Stinging Nettle	C	Cloudy	-3	Does 2 levels damage
	Sugar Leaf	I	Murky	-3	Victim is paralyzed; 10 min; R-4