

# Fudge

# Character Sheet

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:**

**Genre:**

**Player:**

**Date Created:**

**Unspent EP:**

**Fudge Points:**

**Character Story:**

## Wounds:

1, 2  
Scratch  
☐☐☐

3, 4  
Hurt  
☐

5, 6  
Very Hurt  
☐

7, 8  
Incapacitated  
☐

9+  
Near Death  
☐

**Attributes:**

**Gifts:**

**Skills:**

**Equipment:**

**Faults:**