

Musicians of Bremen

<i>VG Fudge</i>	Defaults:	EP
Superb		12
Great		8
Very Good		4
Good		2
Fair	Attributes	1
Mediocre		1
Poor	Most Skills	1
Most Gifts and some Skills are non-existent unless specified on the character sheet.		
EP = Raising skills to that level from the previous level with Experience Points		

Character Name: Max

Player:

Date Created: August, 2011

Unspent EP:

Fudge Points: 1

Character Story: You're an old **donkey** who has worked faithfully for a farmer all your life. Now that you're too old to be useful, you heard the farmer tell his wife he was going to kill you rather than let you eat up some of his grass and hay. So you've set off on your own, and pleased with the sound of your own braying, have decided to become a musician.

Wounds:

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

Attributes:

Strength/Health Good
Scale: +2 (0=human scale)

Wits Very Good
(As common sense, not puzzle solving)

Senses Fair

Skills:

Fighting Good

Grovel Very Good

Make Friends Great

Wild Lore Very Good

Gifts:

Well traveled in the human realm – you've been to towns and other farms – you know a bit about human behavior

Tough hide: reduce wounds by one level as they are received

Fortuity: once per session an odd coincidence gives you a break. You may suggest such a coincidence (“*I helped this bird last year!*”) but the GM may reject it.

Faults:

Old Age, and all that implies
Perhaps too trusting of non-predators (only) – you think they're all well-meaning

Musicians of Bremen

<i>VG Fudge</i>	Defaults:	EP
Superb		12
Great		8
Very Good		4
Good		2
Fair	Attributes	1
Mediocre		1
Poor	Most Skills	1
Most Gifts and some Skills are non-existent unless specified on the character sheet.		
EP = Raising skills to that level from the previous level with Experience Points		

Character Name: Beau

Player:

Date Created: August, 2011

Unspent EP:

Fudge Points: 1

Character Story: You're an old **hound dog** who has worked faithfully for a farmer all your life. Now that you're too old to be useful, you heard the farmer tell his wife he was going to kill you rather than continue to feed you. So you've set off on your own, and pleased with the sound of your own baying, have decided to become a musician.

Wounds:

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

Attributes:

Strength/Health Good
Scale: -1 (0=human scale)

Wits Fair

Senses Very Good
(Nose: Superb)

Skills:

Fighting Good

Grovel Great

Intimidate Very Good

Swim Good

Gifts:

Extraordinary tracking ability

Intuition: you have a feeling about what option to take when confronted with a choice. The GM will make a Situational roll in secret.

Lucky: once per session you may re-roll a dice roll and keep whichever roll was better.

Faults:

Old Age, and all that implies
Craves Human Praise

Musicians of Bremen

<i>VG Fudge</i>	Defaults:	EP
Superb		12
Great		8
Very Good		4
Good		2
Fair	Attributes	1
Mediocre		1
Poor	Most Skills	1
Most Gifts and some Skills are non-existent unless specified on the character sheet.		
EP = Raising skills to that level from the previous level with Experience Points		

Character Name: Jinx

Player:

Date Created: August, 2011

Unspent EP:

Fudge Points: 1

Character Story: You're an old **cat** who has loyally killed mice all over the farm all your life. Now that you're too old to be useful, you heard the farmer tell his wife he was going to kill you rather than continue to feed you. So you've set off on your own, and pleased with the sound of your own yowling, have decided to become a musician.

Wounds:

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

Attributes:

Strength/Health Mediocre
Scale: -5 (0=human scale)

Wits Great

Senses Very Good
(Nose is only Fair)

Skills:

Fighting Fair
Climbing Good
Stealth Superb
Bamboozle Very Good

Gifts:

Night walk: night vision and whisker-sense combine to make you near fully nocturnal

Eighth Life: you still have one life left after this one (if driven to Near Death or worse: it was just a Scratch – one time use only)

Danger sense: you just **know** when something dangerous is near.

Faults:

Old Age, and all that implies
Compulsively Curious

Musicians of Bremen

<i>VG Fudge</i>	Defaults:	EP
Superb		12
Great		8
Very Good		4
Good		2
Fair	Attributes	1
Mediocre		1
Poor	Most Skills	1
Most Gifts and some Skills are non-existent unless specified on the character sheet.		
EP = Raising skills to that level from the previous level with Experience Points		

Character Name: Charles

Player:

Date Created: August, 2011

Unspent EP:

Fudge Points: 1

Character Story: You're a young **rooster** who has worked hard for a farmer all your life. Every morning you make the sun rise so things can grow! But you heard the farmer tell his wife he was going to kill you for Sunday dinner. So you've set off on your own, and pleased with the sound of your own crowing, have decided to become a musician.

Wounds:

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

Attributes:

Strength/Health Great
Scale: -6 (0=human scale)

Wits Mediocre

Senses Good

Skills:

Fighting Great
Mimicry Good
Weather Sense Great
Bluff Very Good

Gifts:

Limited flight: you can fly up to a respectably high tree branch (5 yards or meters) or about 15 yards (meters) in a straight line. You can't hover.

Never gets lost: you always know where the sun will rise.

Extraordinary voice: a very clear, loud and piercing crow – heartening to your friends, dismaying to your foes. Can mimic other animals.

Faults:

Overconfident
Impulsive