

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:** 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 learned Fiber Crafts recently and find you enjoy it, but are shy about it.

**Wounds:**

1, 2  
Scratch

3, 4  
Hurt

5, 6  
Very Hurt

7, 8  
Incapacitated

9+  
Near Death

<p><b>Every Bunny has</b> <b>Attributes...</b> <i>...and their associated skills</i> (If a skill has no level, use that of the Attribute above)</p> <p><b>Survival.....Very Good</b> Move Quietly Notice Things Nose..... Fair</p> <p><b>Cleverness.....Mediocre</b> First Aid ..... Fair</p> <p><b>Pluck.....Very Good</b> Bluff</p> <p><b>Strength .....Superb</b> Bun Fu</p> <p><b>Agility .....Very Good</b> Jump Dodge, Evade Team Acrobatics .....Great Climb.....Good</p> <p><b>Fitness ..... Great</b> Swim</p> <p><b>Speed .....Good</b></p>	<p><b>Other Skills:</b> Ready/Throw Herb Very Good “Light Walk” (leave no tracks) Good Tactics Good Insult Carnivore Fair Buffoon Fair Fiber Crafts Good</p>	<p><b>Gifts:</b> Combat Reflexes High Pain Threshold Tough Hide (-1 to dmg) High Status: Owsla</p>
<p><b>Carrying:</b></p>	<p><b>Knowledge of:</b> Carnivore Habits Great Human Dangers Good Area near warren Very Good Traps Fair Fibrous plants Fair</p>	<p><b>Supernormal Powers:</b> [None]</p>
	<p><b>Languages:</b> Pidgin Carnivore Good Pidgin Bird Mediocre Pidgin Reptile/Amphibian Mediocre Pidgin Fish Mediocre</p>	<p><b>Faults:</b> Sense of Duty to the Warren (includes your Companions) Duty to the Warren Fear of Loud Noises Overconfidence A little Gullible</p>

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:** 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

<p><b>Every Bunny has</b> <b><u>Attributes...</u></b> <i>...and their associated skills</i> (If a skill has no level, use that of the Attribute above)</p> <p><b>Survival.....Good</b> Move Quietly ..... Great Notice Things Nose</p> <p><b>Cleverness..... Fair</b> First Aid</p> <p><b>Pluck..... Fair</b> Bluff</p> <p><b>Strength .....Very Good</b> Bun Fu..... Great</p> <p><b>Agility ..... Superb</b> Jump Dodge, Evade Team Acrobatics Climb..... Fair</p> <p><b>Fitness .....Very Good</b> Swim</p> <p><b>Speed ..... Great</b></p>	<p><b><u>Other Skills:</u></b> Ready/Throw Herb      Great Escape from traps      Good Gambling      Fair Mimic dog bark      Fair</p>	<p><b><u>Gifts:</u></b> Combat Reflexes <i>Notice Things</i> is Superb for Hearing anything Unaffected by Loud Noises High Status: Owsla</p>
<p><b><u>Carrying:</u></b></p>	<p><b><u>Knowledge of:</u></b> Predator Tactics      Great Area near warren      Fair Tactics      Good Traps      Good</p>	<p><b><u>Supernormal Powers:</u></b> You usually "just know" if a predator will attack or not (~89% accurate: GM rolls 2dF in secret: success on any result except -2)</p>
	<p><b><u>Languages:</u></b> Dog/Fox/Wolf      Good Pidgin Rodent      Mediocre Pidgin Hoofed animal      Mediocre</p>	<p><b><u>Faults:</u></b> Sense of Duty to the Warren (includes your Companions) Duty to the Warren Severe Fear of Fire Impulsive Code of Honor: avenge insults to self or warren; never use Bun Fu on a non-martial arts rabbit (okay vs. predators, of course)</p>

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:** 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

<p><b>Every Bunny has</b></p> <p><b><u>Attributes...</u></b> ...and their associated skills (If a skill has no level, use that of the Attribute above)</p> <p><b>Survival..... Great</b> Move Quietly ..... Superb Notice Things Nose..... Very Good</p> <p><b>Cleverness..... Fair</b> First Aid</p> <p><b>Pluck..... Fair</b> Bluff</p> <p><b>Strength ..... Fair</b> Brawl..... Great</p> <p><b>Agility ..... Great</b> Jump ..... Superb Dodge, Evade Team Acrobatics ..... Good Climb..... Mediocre</p> <p><b>Fitness ..... Good</b> Swim</p> <p><b>Speed ..... Superb</b></p>	<p><b><u>Other Skills:</u></b></p> <p>Ready/Throw Herb      Great Track                      Great Hedgewise                Great Weather Sense            Fair Bearings                    Great Scrounge                  Fair Gamble                     Fair</p>	<p><b><u>Gifts:</u></b></p> <p>Combat Reflexes Danger Sense High Status: King's Scout</p>	
	<p><b><u>Knowledge of:</u></b></p> <p>Human Dangers            Fair Poisons                     Fair Large Area around     warren                    Great Traps                        Great</p>	<p><b><u>Supernormal Powers:</u></b></p> <p>[None]</p>	
	<p><b><u>Languages:</u></b></p> <p>Squirrel/Chipmunk        Good Pidgin Rodent              Good Pidgin Carnivore          Good</p>	<p><b><u>Faults:</u></b></p> <p>Sense of Duty to the Warren (includes your Companions) Duty to the Warren Fear of Loud Noises Compulsively Curious Compulsive Gambler</p>	
<p><b><u>Carrying:</u></b></p>			

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:** 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

3, 4  
Hurt

5, 6  
Very Hurt

7, 8  
Incapacitated

9+  
Near Death

<p><b>Every Bunny has</b> <u>Attributes...</u> <i>...and their associated skills</i> (If a skill has no level, use that of the Attribute above)</p> <p><b>Survival.....Very Good</b> Move Quietly ..... Great Notice Things ..... Great Nose..... Fair</p> <p><b>Cleverness.....Good</b> First Aid</p> <p><b>Pluck.....Very Good</b> Bluff</p> <p><b>Strength .....Good</b> Brawl</p> <p><b>Agility ..... Fair</b> Jump Dodge, Evade Team Acrobatics Climb</p> <p><b>Fitness ..... Fair</b> Swim</p> <p><b>Speed ..... Great</b></p>	<p><b>Other Skills:</b></p> <table> <tr> <td>Diplomacy</td> <td>Great</td> </tr> <tr> <td>Barter</td> <td>Very Good</td> </tr> <tr> <td>Hedgewise</td> <td>Good</td> </tr> <tr> <td>Pretense/Lies</td> <td>Great</td> </tr> <tr> <td>Disguise</td> <td>Great</td> </tr> <tr> <td>Storytelling</td> <td>Fair</td> </tr> <tr> <td>Tracking</td> <td>Fair</td> </tr> </table>	Diplomacy	Great	Barter	Very Good	Hedgewise	Good	Pretense/Lies	Great	Disguise	Great	Storytelling	Fair	Tracking	Fair	<p><b>Gifts:</b></p> <p>Other Species Empathy Good Memory for Messages High Status: King's Messenger</p>
Diplomacy	Great															
Barter	Very Good															
Hedgewise	Good															
Pretense/Lies	Great															
Disguise	Great															
Storytelling	Fair															
Tracking	Fair															
<p><b>Carrying:</b></p>	<p><b>Knowledge of:</b></p> <table> <tr> <td>Court Etiquette</td> <td>Great</td> </tr> <tr> <td>Non-Bunny Habits</td> <td>Superb</td> </tr> <tr> <td>Human Habits</td> <td>Mediocre</td> </tr> <tr> <td>Poisons</td> <td>Fair</td> </tr> <tr> <td>Stories</td> <td>Good</td> </tr> <tr> <td>Large Area around warren</td> <td>Great</td> </tr> <tr> <td>Traps</td> <td>Fair</td> </tr> </table>	Court Etiquette	Great	Non-Bunny Habits	Superb	Human Habits	Mediocre	Poisons	Fair	Stories	Good	Large Area around warren	Great	Traps	Fair	<p><b>Supernormal Powers:</b></p> <p>[None]</p>
Court Etiquette	Great															
Non-Bunny Habits	Superb															
Human Habits	Mediocre															
Poisons	Fair															
Stories	Good															
Large Area around warren	Great															
Traps	Fair															
	<p><b>Languages:</b></p> <table> <tr> <td>Bat</td> <td>Good</td> </tr> <tr> <td>Rat/Mouse/Vole</td> <td>Good</td> </tr> <tr> <td>Small Bird</td> <td>Good</td> </tr> <tr> <td>Pidgin Hoofed-Animal</td> <td>Good</td> </tr> </table>	Bat	Good	Rat/Mouse/Vole	Good	Small Bird	Good	Pidgin Hoofed-Animal	Good	<p><b>Faults:</b></p> <p>Sense of Duty to the Warren (includes your Companions) Duty to the Warren Fear of Loud Noises Proud - jealous of others receiving more praise than you Sucker for a good story</p>						
Bat	Good															
Rat/Mouse/Vole	Good															
Small Bird	Good															
Pidgin Hoofed-Animal	Good															

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:** 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

<p><b>Every Bunny has</b> <b>Attributes...</b> <i>...and their associated skills</i> (If a skill has no level, use that of the Attribute above)</p> <p><b>Survival.....Good</b> Move Quietly Notice Things ..... Very Good Nose..... Very Good</p> <p><b>Cleverness.....Good</b> First Aid</p> <p><b>Pluck.....Very Good</b> Bluff ..... Great</p> <p><b>Strength ..... Fair</b> Brawl..... Good</p> <p><b>Agility .....Good</b> Jump Dodge, Evade Team Acrobatics Climb..... Fair</p> <p><b>Fitness .....Good</b> Swim</p> <p><b>Speed ..... Great</b></p>	<p><b>Other Skills:</b></p> <table> <tr> <td>Storytelling</td> <td>Superb</td> </tr> <tr> <td>Pretense/Lies</td> <td>Great</td> </tr> <tr> <td>Disguise</td> <td>Good</td> </tr> <tr> <td>Mimic</td> <td></td> </tr> <tr> <td>Non-Bunny</td> <td>Very Good</td> </tr> <tr> <td>Throw Voice</td> <td>Fair</td> </tr> <tr> <td>Ready/Throw Herb</td> <td>Good</td> </tr> <tr> <td>Burrow</td> <td>Good</td> </tr> <tr> <td>Hedgewise</td> <td>Fair</td> </tr> </table>	Storytelling	Superb	Pretense/Lies	Great	Disguise	Good	Mimic		Non-Bunny	Very Good	Throw Voice	Fair	Ready/Throw Herb	Good	Burrow	Good	Hedgewise	Fair	<p><b>Gifts:</b></p> <p>Beautiful Voice Never Gets Lost Reputation as an excellent Storyteller</p>
Storytelling	Superb																			
Pretense/Lies	Great																			
Disguise	Good																			
Mimic																				
Non-Bunny	Very Good																			
Throw Voice	Fair																			
Ready/Throw Herb	Good																			
Burrow	Good																			
Hedgewise	Fair																			
<p><b>Carrying:</b></p>	<p><b>Knowledge of:</b></p> <table> <tr> <td>Stories</td> <td>Superb</td> </tr> <tr> <td>Warren History</td> <td>Good</td> </tr> <tr> <td>Non-Bunny Habits</td> <td>Fair</td> </tr> <tr> <td>Traps</td> <td>Fair</td> </tr> <tr> <td>Medium-sized Area around warren</td> <td>Good</td> </tr> </table>	Stories	Superb	Warren History	Good	Non-Bunny Habits	Fair	Traps	Fair	Medium-sized Area around warren	Good	<p><b>Supernormal Powers:</b> Enthrallingly Charismatic (While telling a <b>Great</b> or better story, you can use <b>Enthrallment Skills</b>.)</p> <p><b>Persuade:</b> -1 to subject's Pluck to resist an argument; <b>Sway Emotion</b> does just that; <b>Suggest</b> plants a subconscious impulse.)</p>								
Stories	Superb																			
Warren History	Good																			
Non-Bunny Habits	Fair																			
Traps	Fair																			
Medium-sized Area around warren	Good																			
	<p><b>Enthrallment Skills:</b> [(#) = 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>	Persuade (2)	Fair	Sway Emotion (5)	Good	Suggest (10)	Good	<p><b>Faults:</b></p> <p>Sense of Duty to the Warren (includes your Companions) Fear of Loud Noises Trickster – you <b>must</b> take risks to cheat an enemy Somewhat overconfident Will only fight in Self-Defense (or defense of companions)</p>												
Persuade (2)	Fair																			
Sway Emotion (5)	Good																			
Suggest (10)	Good																			
	<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>Good</td> </tr> <tr> <td>Weasel Family</td> <td>Good</td> </tr> </table>	Rat/Mouse/Vole	Good	Squirrel/Chipmunk	Good	Beaver/Porcupine	Good	Small Bird	Good	Weasel Family	Good									
Rat/Mouse/Vole	Good																			
Squirrel/Chipmunk	Good																			
Beaver/Porcupine	Good																			
Small Bird	Good																			
Weasel Family	Good																			

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:** 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

**Every Bunny has**

**Attributes...**  
...and their associated skills  
(If a skill has no level, use that of the Attribute above)

**Survival..... Fair**  
Move Quietly  
Notice Things  
Nose

**Cleverness..... Superb**  
First Aid

**Pluck..... Great**  
Bluff ..... Fair

**Strength .....Mediocre**  
Fight

**Agility .....Good**  
Jump  
Dodge, Evade  
Team Acrobatics  
Climb..... Very Good

**Fitness ..... Fair**  
Swim

**Speed ..... Fair**

**Other Skills:**

Contraption Ideas	Great
Build Contraption	Very Good
Manipulate Things	Good
Scrounge	Great
Burrow	Very Good
Detect Lies	Fair
Escape Traps	Great
Fiber Crafts	Great
Track	Fair

**Knowledge of:**

Human Habits	Great
Non-Bunny Habits	Good
Poisons	Good
Human Dangers	Good
Traps	Good
Stories	Fair
Fibrous Plants	Very Good

**Languages:**

Reptile/Amphibian	Mediocre
Chicken/Quail/Pheasant/ Turkey, etc	Good
Pidgin Rodent	Good

**Gifts:**  
Empathy – you sense what others are feeling, even sometimes non-bunnies.

**Supernormal Powers:**  
Empathic Healing  
(Heals one level [e.g., Very Hurt to Hurt] in five minutes. Each level healed drops your Fitness one level. This can be regained w/rest: 1 lvl/10 min.)  
Cure Disease  
(Time and cost to Fitness depend on severity of disease)

**Faults:**  
Sense of Duty to the Warren (includes your Companions)  
Fear of Loud Noises  
Fear of Snakes  
Pacifist: Cannot fight other Rabbits  
Uncomfortable about telling lies  
A little shy

**Carrying:**  
Fiber Bag

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:** 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 are fascinated by 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

<p><b>Every Bunny has</b> <b>Attributes...</b> <i>...and their associated skills</i> (If a skill has no level, use that of the Attribute above)</p> <p><b>Survival.....Good</b> Move Quietly ..... Fair Notice Things Nose</p> <p><b>Cleverness..... Great</b> First Aid</p> <p><b>Pluck..... Great</b> Bluff</p> <p><b>Strength .....Mediocre</b> Fight</p> <p><b>Agility ..... Fair</b> Jump Dodge, Evade Team Acrobatics Climb.....Good</p> <p><b>Fitness .....Mediocre</b> Swim</p> <p><b>Speed ..... Fair</b></p>	<p><b>Other Skills:</b></p> <table> <tr><td>Contraption Ideas</td><td>Good</td></tr> <tr><td>Build contraption</td><td>Fair</td></tr> <tr><td>Scrounge</td><td>Good</td></tr> <tr><td>Weather Sense</td><td>Great</td></tr> <tr><td>Detect Lies</td><td>Good</td></tr> <tr><td>Burrow</td><td>Good</td></tr> </table>	Contraption Ideas	Good	Build contraption	Fair	Scrounge	Good	Weather Sense	Great	Detect Lies	Good	Burrow	Good	<p><b>Gifts:</b></p> <p>Night Vision High Status: Respected Seer Looks harmless &amp; scrawny (enemies tend to ignore you, and a carnivore will go for others first, if available)</p>												
Contraption Ideas	Good																									
Build contraption	Fair																									
Scrounge	Good																									
Weather Sense	Great																									
Detect Lies	Good																									
Burrow	Good																									
<p><b>Carrying:</b></p>	<p><b>Knowledge of:</b></p> <table> <tr><td>Occult events</td><td>Great</td></tr> <tr><td>Stories</td><td>Fair</td></tr> <tr><td>Small Area</td><td>Good</td></tr> <tr><td>Non-Bunny Habits</td><td>Fair</td></tr> <tr><td>Human Habits</td><td>Fair</td></tr> </table> <p><b>Seer Skills (fatiguing):</b></p> <table> <tr><td>Seer Vision</td><td>[N/A]</td></tr> <tr><td>Locate</td><td>Good</td></tr> <tr><td>Object History</td><td>Good</td></tr> <tr><td>Mind Talk [-2]</td><td>Good</td></tr> <tr><td>Mind Link [-1]</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>	Occult events	Great	Stories	Fair	Small Area	Good	Non-Bunny Habits	Fair	Human Habits	Fair	Seer Vision	[N/A]	Locate	Good	Object History	Good	Mind Talk [-2]	Good	Mind Link [-1]	Good	Sense Emotion * [-0]	Good	Send Fear * [-1]	Good	<p><b>Supernormal Powers:</b></p> <p><i>Seer Vision:</i> involuntary only. <i>Locate:</i> vague beyond 30 yards. <i>Object History:</i> must touch. Other skills: ~10-yard range. <i>Mind Link</i> can maintain contact at greater range, requires near-complete concentration. <i>Mind Link / Talk</i> can only affect 1 subject @ a time. [-X] = penalty for use with non-rabbits. Skills not usable with most humans. <b>Important: You cannot tell a lie with <i>Mind Talk</i>.</b></p>
Occult events	Great																									
Stories	Fair																									
Small Area	Good																									
Non-Bunny Habits	Fair																									
Human Habits	Fair																									
Seer Vision	[N/A]																									
Locate	Good																									
Object History	Good																									
Mind Talk [-2]	Good																									
Mind Link [-1]	Good																									
Sense Emotion * [-0]	Good																									
Send Fear * [-1]	Good																									
	<p><b>Languages:</b></p> <table> <tr><td>Pidgin Spider</td><td>Mediocre</td></tr> <tr><td>Pidgin Insectivore</td><td>Good</td></tr> </table> <p>(Bat, possum, mole, shrew)</p>	Pidgin Spider	Mediocre	Pidgin Insectivore	Good	<p><b>Faults:</b></p> <p>Sense of Duty to the Warren (includes your Companions) Fear of Loud Noises Absent-Minded Low Pain Threshold (-1 if Scratched, -2 if Hurt, etc.) Usually a bit Nervous</p>																				
Pidgin Spider	Mediocre																									
Pidgin Insectivore	Good																									

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:** 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

3, 4  
Hurt

5, 6  
Very Hurt

7, 8  
Incapacitated

9+  
Near Death

<p><b>Every Bunny has</b> <b>Attributes...</b> <i>...and their associated skills</i> (If a skill has no level, use that of the Attribute above)</p> <p><b>Survival.....Very Good</b> Move Quietly ..... Good Notice Things Nose..... Superb</p> <p><b>Cleverness..... Great</b> First Aid</p> <p><b>Pluck..... Fair</b> Bluff</p> <p><b>Strength .....Mediocre</b> Fight ..... Fair</p> <p><b>Agility ..... Fair</b> Jump Dodge, Evade Team Acrobatics ....Mediocre Climb</p> <p><b>Fitness .....Good</b> Swim</p> <p><b>Speed .....Poor</b></p>	<p><b>Other Skills:</b></p> <table> <tr> <td>Ready/Throw Herb</td> <td>Very Good</td> </tr> <tr> <td>Prepare/Use Herbs</td> <td>Superb</td> </tr> <tr> <td>Fiber Crafts</td> <td>Good</td> </tr> <tr> <td>Tracking</td> <td>Great</td> </tr> <tr> <td>Burrow</td> <td>Good</td> </tr> <tr> <td>Barter</td> <td>Good</td> </tr> <tr> <td>Weather Sense</td> <td>Fair</td> </tr> <tr> <td>Diagnosis</td> <td>Good</td> </tr> </table>	Ready/Throw Herb	Very Good	Prepare/Use Herbs	Superb	Fiber Crafts	Good	Tracking	Great	Burrow	Good	Barter	Good	Weather Sense	Fair	Diagnosis	Good	<p><b>Gifts:</b></p> <p>Reputation: Excellent Herbalist Unaffected by Loud Noises</p>
Ready/Throw Herb	Very Good																	
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<p><b>Carrying:</b> Fiber Bag Herbs – see separate sheet (or possibly back of this sheet)</p>	<p><b>Knowledge of:</b></p> <table> <tr> <td>Useful Herbs</td> <td>Great</td> </tr> <tr> <td>Other Plants</td> <td>Good</td> </tr> <tr> <td>Poisons</td> <td>Great</td> </tr> <tr> <td>Swamps</td> <td>Great</td> </tr> <tr> <td>Traps</td> <td>Fair</td> </tr> <tr> <td>Medium-sized Area around warren</td> <td>Very Good</td> </tr> </table>	Useful Herbs	Great	Other Plants	Good	Poisons	Great	Swamps	Great	Traps	Fair	Medium-sized Area around warren	Very Good	<p><b>Supernormal Powers:</b></p> <p>[None]</p>				
Useful Herbs	Great																	
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	<p><b>Languages:</b></p> <table> <tr> <td>Dog/Fox/Wolf</td> <td>Good</td> </tr> <tr> <td>Pidgin Bird</td> <td>Mediocre</td> </tr> </table>	Dog/Fox/Wolf	Good	Pidgin Bird	Mediocre	<p><b>Faults:</b></p> <p>Sense of Duty to the Warren (includes your Companions) Fear of Cats Lame – hind leg Addiction to Seer Flower Compulsive Swamp Exploring</p>												
Dog/Fox/Wolf	Good																	
Pidgin Bird	Mediocre																	



## 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/skills 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