

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  
□

## Every Bunny has

### Attributes...

...and their associated skills

**Survival.....Very Good**

Move Quietly ..... Very Good

Notice Things ..... Very Good

Nose ..... Fair

**Cleverness.....Mediocre**

First Aid ..... Fair

**Pluck.....Very Good**

Bluff ..... Very Good

**Strength .....Superb**

Bun Fu ..... Superb

**Agility.....Very Good**

Jump ..... Very Good

Dodge, Evade ..... Very Good

Team Acrobatics..... Great

Climb ..... Good

**Fitness .....Great**

Swim ..... Great

**Speed .....Good**

### Other Skills:

Ready/Throw Herb Very Good

“Light Walk”

(leave no tracks) Good

Tactics Good

Insult Carnivore Fair

Buffoon Fair

Fiber Crafts Good

### Knowledge of:

Carnivore Habits Great

Human Dangers Good

Area near warren Very Good

Traps Fair

Fibrous plants Fair

### Languages:

Pidgin Carnivore Good

Pidgin Bird Mediocre

Pidgin Reptile/Amphibian Mediocre

Pidgin Fish Mediocre

### Gifts:

Combat Reflexes

High Pain Threshold

Tough Hide (-1 to dmg)

High Status: Owsla

### Supernormal Powers:

[None]

### Faults:

Sense of Duty to the

Warren (includes your

Companions)

Duty to the Warren

Fear of Loud Noises

Overconfidence

A little Gullible

### Carrying:

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  
□

**Every Bunny has**

## Attributes...

*...and their associated skills*

**Survival.....Good**

Move Quietly ..... Great

Notice Things ..... Good

Nose ..... Good

**Cleverness..... Fair**

First Aid ..... Fair

**Pluck..... Fair**

Bluff ..... Fair

**Strength ..... Very Good**

Bun Fu ..... Great

**Agility ..... Superb**

Jump ..... Superb

Dodge, Evade ..... Superb

Team Acrobatics..... Superb

Climb ..... Fair

**Fitness ..... Very Good**

Swim ..... Very Good

**Speed ..... Great**

## Carrying:

## Other Skills:

Ready/Throw Herb Great

Escape from traps Good

Gambling Fair

Mimic dog bark Fair

## Knowledge of:

Predator Tactics Great

Area near warren Fair

Tactics Good

Traps Good

## Languages:

Dog/Fox/Wolf Good

Pidgin Rodent Mediocre

Pidgin Hoofed animal Mediocre

## Gifts:

Combat Reflexes

**Notice Things** is Superb for Hearing anything

Unaffected by Loud

Noises

High Status: Owsla

## Supernormal Powers:

You usually "just know" if a predator will attack or not ( ~89% accurate: GM rolls 2dF in secret: success on any result except -2)

## Faults:

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)

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

**Every Bunny has**

## Attributes...

*...and their associated skills*

**Survival..... Great**

Move Quietly ..... Superb

Notice Things ..... Great

Nose ..... Very Good

**Cleverness..... Fair**

First Aid ..... Fair

**Pluck..... Fair**

Bluff ..... Fair

**Strength ..... Fair**

Brawl ..... Great

**Agility..... Great**

Jump ..... Superb

Dodge, Evade ..... Great

Team Acrobatics..... Good

Climb ..... Mediocre

**Fitness ..... Good**

Swim ..... Good

**Speed ..... Superb**

## Carrying:

## Other Skills:

Ready/Throw Herb Great

Track Great

Hedgewise Great

Weather Sense Fair

Bearings Great

Scrounge Fair

Gamble Fair

## Knowledge of:

Human Dangers Fair

Poisons Fair

Large Area around

warren Great

Traps Great

## Languages:

Squirrel/Chipmunk Good

Pidgin Rodent Good

Pidgin Carnivore Good

## Gifts:

Combat Reflexes

Danger Sense

High Status: King's Scout

## Supernormal Powers:

[None]

## Faults:

Sense of Duty to the  
Warren (includes your  
Companions)

Duty to the Warren

Fear of Loud Noises

Compulsively Curious

Compulsive Gambler

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  
☐

## Every Bunny has

### Attributes...

...and their associated skills

**Survival.....Very Good**

Move Quietly ..... Great

Notice Things ..... Great

Nose ..... Fair

**Cleverness.....Good**

First Aid ..... Good

**Pluck.....Very Good**

Bluff ..... Very Good

**Strength .....Good**

Brawl ..... Good

**Agility ..... Fair**

Jump ..... Fair

Dodge, Evade ..... Fair

Team Acrobatics..... Fair

Climb ..... Fair

**Fitness ..... Fair**

Swim ..... Fair

**Speed ..... Great**

### Carrying:

## Other Skills:

Diplomacy Great

Barter Very Good

Hedgewise Good

Pretense/Lies Great

Disguise Great

Storytelling Fair

Tracking Fair

## Knowledge of:

Court Etiquette Great

Non-Bunny Habits Superb

Human Habits Mediocre

Poisons Fair

Stories Good

Large Area around

warren Great

Traps Fair

## Languages:

Bat Good

Rat/Mouse/Vole Good

Small Bird Good

Pidgin Hoofed-Animal Good

## Gifts:

Other Species Empathy

Good Memory for

Messages

High Status: King's

Messenger

## Supernormal Powers:

[None]

## Faults:

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

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	3, 4	5, 6	7, 8	9+
Scratch	Hurt	Very Hurt	Incapacitated	Near Death
□□□	□	□	□	□

## Every Bunny has

### Attributes...

...and their associated skills

### Survival.....Good

Move Quietly ..... Good

Notice Things ..... Very Good

Nose ..... Very Good

### Cleverness.....Good

First Aid ..... Good

### Pluck.....Very Good

Bluff ..... Great

### Strength ..... Fair

Brawl ..... Good

### Agility .....Good

Jump ..... Good

Dodge, Evade ..... Good

Team Acrobatics..... Good

Climb .....Fair

### Fitness .....Good

Swim ..... Good

### Speed ..... Great

## Other Skills:

Storytelling Superb

Pretense/Lies Great

Disguise Good

Mimic

Non-Bunny Very Good

Throw Voice Fair

Ready/Throw Herb Good

Burrow Good

Hedgewise Fair

## Knowledge of:

Stories Superb

Warren History Good

Non-Bunny Habits Fair

Traps Fair

Medium-sized Area

around warren Good

## Enthrallment Skills:

[(#) = minutes of storytelling required]

Persuade (2) Fair

Sway Emotion (5) Good

Suggest (10) Good

## Languages:

Rat/Mouse/Vole Good

Squirrel/Chipmunk Good

Beaver/Porcupine Good

Small Bird Good

Weasel Family Good

## Gifts:

Beautiful Voice

Never Gets Lost

Reputation as an excellent Storyteller

## Supernormal Powers:

Enthrallingly Charismatic  
(While telling a **Great** or better story, you can use Enthrallment Skills.

**Persuade:** -1 to subject's

Pluck to resist an argument;

**Sway Emotion** does just that;

**Suggest** plants a subconscious impulse.)

## Faults:

Sense of Duty to the

Warren (includes your Companions)

Fear of Loud Noises

Trickster – you **must** take risks to cheat an enemy

Somewhat overconfident

Will only fight in Self-Defense (or defense of companions)

## Carrying:

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 Herbary.

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

**Survival..... Fair**

Move Quietly .....Fair

Notice Things .....Fair

Nose ..... Good

**Cleverness..... Superb**

First Aid ..... Superb

**Pluck..... Great**

Bluff ..... Fair

**Strength .....Mediocre**

Fight ..... Mediocre

**Agility .....Good**

Jump ..... Good

Dodge, Evade ..... Good

Team Acrobatics..... Good

Climb ..... Very Good

**Fitness ..... Fair**

Swim ..... Fair

**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	3, 4	5, 6	7, 8	9+
Scratch	Hurt	Very Hurt	Incapacitated	Near Death
□□□	□	□	□	□

**Every Bunny has**

## Attributes...

...and their associated skills

**Survival.....Good**

Move Quietly .....Fair

Notice Things ..... Good

Nose ..... Good

**Cleverness..... Great**

First Aid ..... Great

**Pluck..... Great**

Bluff ..... Great

**Strength .....Mediocre**

Fight..... Mediocre

**Agility ..... Fair**

Jump .....Fair

Dodge, Evade .....Fair

Team Acrobatics.....Fair

Climb ..... Good

**Fitness .....Mediocre**

Swim ..... Mediocre

**Speed ..... Fair**

## Other Skills:

Contraction Ideas Good

Build contraction Fair

Scrounge Good

Weather Sense Great

Detect Lies Good

Burrow Good

## Knowledge of:

Occult events Great

Stories Fair

Small Area Good

Non-Bunny Habits Fair

Human Habits Fair

## Seer Skills (fatiguing):

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

(\* = -1 for each 2 subjects, round in your favor)

## Languages:

Pidgin Spider Mediocre

Pidgin Insectivore Good

(Bat, possum, mole, shrew)

## Gifts:

Night Vision

High Status: Respected Seer

Looks harmless & scrawny (enemies tend to ignore you, and a carnivore will go for others first, if available)

## Supernormal Powers:

*Seer Vision:* involuntary only.

*Locate:* vague beyond 30 yards.

*Object History:* must touch.

Other skills: ~10-yard range.

*Mind Link* can maintain contact at greater range, requires near-complete concentration.

*Mind Link / Talk* can only affect 1 subject @ a time.

[-X] = penalty for use with non-rabbits.

Skills not usable with most humans.

**Important:** You **cannot tell a lie** with *Mind Talk*.

## Faults:

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

## Carrying:

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  
□

## Every Bunny has

### Attributes...

...and their associated skills

### Survival.....Very Good

Move Quietly ..... Good

Notice Things ..... Very Good

Nose ..... Superb

### Cleverness ..... Great

First Aid ..... Great

### Pluck..... Fair

Bluff ..... Good

### Strength .....Mediocre

Fight.....Fair

### Agility ..... Fair

Jump ..... Mediocre

Dodge, Evade .....Fair

Team Acrobatics..... Mediocre

Climb .....Fair

### Fitness .....Good

Swim ..... Good

### Speed .....Poor

### Carrying:

Fiber Bag

Herbs – see separate sheet (or possibly back of this sheet)

### Other Skills:

Ready/Throw Herb Very Good

Prepare/Use Herbs Superb

Fiber Crafts Good

Tracking Great

Burrow Good

Barter Good

Weather Sense Fair

Diagnosis Good

### Knowledge of:

Useful Herbs Great

Other Plants Good

Poisons Great

Swamps Great

Traps Fair

Medium-sized Area

around warren Very Good

### Languages:

Dog/Fox/Wolf Good

Pidgin Bird Mediocre

### Gifts:

Reputation: Excellent

Herbalist

Unaffected by Loud Noises

### Supernormal Powers:

[None]

### Faults:

Sense of Duty to the Warren (includes your Companions)

Fear of Cats

Lame – left hind leg

Addiction to Seer Flower

Compulsive Swamp

Exploring



## Familiar Herb List For Comfrev

**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