

# Fudge

SETTING

Game

Player

CHARACTER NAME

CONCEPT

MOTIVATION

EXPERIENCE POINTS

FUDGE POINTS

### ATTRIBUTES

AGILITY \_\_\_\_\_

STRENGTH \_\_\_\_\_

HEALTH \_\_\_\_\_

PERCEPTION \_\_\_\_\_

WILLPOWER \_\_\_\_\_

CHARACTER PICTURE

BEYOND  
LEGENDARY

LEGENDARY

AMAZING

SUPERB

GREAT

GOOD

FAIR

MEDIOCRE

POOR

TERRIBLE

ABYSMAL

### SKILLS AND POWERS

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### GIFTS

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### FAULTS

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### EQUIPMENT

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### COMBAT

INITIATIVE \_\_\_\_\_

UNARMED DAMAGE \_\_\_\_\_

#### DAMAGE TRACK

1 -	-	-	-	+
SCRATCH	HURT	VERY HURT	INCAPACITATED	NEAR DEATH
○ ○ ○	○ ○	○	○	○
No Effect	1 Wound Die	2 Wound Dice		

#### HIT LOCATIONS

LOCATION	Head	Chest	Right Arm	Left Arm	Right Leg	Left Leg
	1	2-4	5	6	7-8	9-10
ARMOUR	_____	_____	_____	_____	_____	_____
AP	_____	_____	_____	_____	_____	_____