

Name:		Profession:	
Age:	Sex:	Race:	
Description:			
Tags:			

Stats:

Strength:	Fair	Intelligence:	Fair
Dexterity:	Fair	Wisdom:	Fair
Willpower:	Fair	Charisma:	Fair
Movement:	Str + Dex / 2	Perception:	Int + Wis / 2
Constitution:	Str + Wil / 2	Initiative:	Int + Dex / 2

Fudge Scale				Notes:		FP to Raise
9		Mythical		Attacks	Size	
8		Legendary			Colossal	
7	Normal Human Range	Superb		X. Long range	Gargantuan	24
6		Great		Long range	Huge	12
5		Good	Defaults	Medium range	Large	6
4		-- Fair --		Short range / Melee	Medium	3
3		Mediocre	Easy skills	Hand to Hand	Small	2
2		Poor	Avg skills		Tiny	1
1		Terrible	Hard skills		Diminutive	
0		Abysmal	V. Hard skills		Fine	

Skills:

Alchemy: Good	Hrd/Int		

Combat Abilities:

Skill	Level	Initiative	Class / Dmg	Notes:
Brawling	Great	Great	0	Causes bruise damage only

Longsword	Fair	Terrible	3	
Medium Bow	Mediocre	Good	2	Range increments: 50yds, Fires at end of round

Gifts	Faults
Night Vision (2)	Clumsy (-2)

Power(s):

Equipment:

[illegible]

Fudge points:	Money / Treasure:
	starting cash, if any

Wounds:

[illegible]