

Wound Status:

1-2 Scratch (no penalty)	3-4 Hurt (-1 to rolls)	5-6 Very Hurt (-2 to rolls)	7-8 Incapacitated (basic actions only)	9+ Dying (help!)
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Name: _____

Attributes: _____ Level: _____

ODF (base): scale + str _____

DDF: scale+health+armor _____

Fudge Points: _____

3 Fudge Points = 1 Experience Point

Fudge Scale:

	Bonus	EPs
Superb	+3	8
Great	+2	4
Good	+1	2
Fair (<i>attrib. default</i>)	0	1
Mediocre	-1	1
Poor (<i>skill default</i>)	-2	1
Terrible	-3	1

Raising attributes = 3 x listed cost

Skills: _____ Level: _____ (ODF)

Gifts:

Faults:

Equipment:

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