

HârnFudge Character Sheet

| | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|---------------------------------|---------------------------------|---------------------------------|--------------------------------|--------|----|--------|----|-----------|----|------|----|-----------------|----|---|---|---------------------------------|---------------------------------|---------------------------------|--------------------------------|---------|-----------|----------------|---------------|------------|
| Character Name | Player Name | | | | | | | | | | | | | | | | | | | | | | | | |
| Character Description and Notes | | | | | | | | | | | | | | | | | | | | | | | | | |
| <p style="text-align: center;">Fudge Trait Values</p> <table style="width: 100%; border-collapse: collapse;"> <tr><td style="padding: 2px;">Superb</td><td style="text-align: right; padding: 2px;">+3</td></tr> <tr><td style="padding: 2px;">Great</td><td style="text-align: right; padding: 2px;">+2</td></tr> <tr><td style="padding: 2px;">Good</td><td style="text-align: right; padding: 2px;">+1</td></tr> <tr><td style="padding: 2px;">Fair</td><td style="text-align: right; padding: 2px;">+0</td></tr> <tr><td style="padding: 2px;">Mediocre</td><td style="text-align: right; padding: 2px;">-1</td></tr> <tr><td style="padding: 2px;">Poor</td><td style="text-align: right; padding: 2px;">-2</td></tr> <tr><td style="padding: 2px;">Terrible</td><td style="text-align: right; padding: 2px;">-3</td></tr> </table> | Superb | +3 | Great | +2 | Good | +1 | Fair | +0 | Mediocre | -1 | Poor | -2 | Terrible | -3 | <p style="text-align: center;">Wounds</p> <table style="width: 100%; text-align: center; border-collapse: collapse;"> <tr> <td style="padding: 5px;">1-2 <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></td> <td style="padding: 5px;">3-4 <input type="checkbox"/></td> <td style="padding: 5px;">5-6 <input type="checkbox"/></td> <td style="padding: 5px;">7-8 <input type="checkbox"/></td> <td style="padding: 5px;">9+ <input type="checkbox"/></td> </tr> <tr> <td style="padding: 5px;">Scratch</td> <td style="padding: 5px;">Hurt (-1)</td> <td style="padding: 5px;">Very Hurt (-2)</td> <td style="padding: 5px;">Incapacitated</td> <td style="padding: 5px;">Near Death</td> </tr> </table> | 1-2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | 3-4 <input type="checkbox"/> | 5-6 <input type="checkbox"/> | 7-8 <input type="checkbox"/> | 9+ <input type="checkbox"/> | Scratch | Hurt (-1) | Very Hurt (-2) | Incapacitated | Near Death |
| Superb | +3 | | | | | | | | | | | | | | | | | | | | | | | | |
| Great | +2 | | | | | | | | | | | | | | | | | | | | | | | | |
| Good | +1 | | | | | | | | | | | | | | | | | | | | | | | | |
| Fair | +0 | | | | | | | | | | | | | | | | | | | | | | | | |
| Mediocre | -1 | | | | | | | | | | | | | | | | | | | | | | | | |
| Poor | -2 | | | | | | | | | | | | | | | | | | | | | | | | |
| Terrible | -3 | | | | | | | | | | | | | | | | | | | | | | | | |
| 1-2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | 3-4 <input type="checkbox"/> | 5-6 <input type="checkbox"/> | 7-8 <input type="checkbox"/> | 9+ <input type="checkbox"/> | | | | | | | | | | | | | | | | | | | | | |
| Scratch | Hurt (-1) | Very Hurt (-2) | Incapacitated | Near Death | | | | | | | | | | | | | | | | | | | | | |
| EP: | | | | | | | | | | | | | | | | | | | | | | | | | |
| <p style="text-align: center;">Attributes</p> <table style="width: 100%; border-collapse: collapse;"> <tr><td style="padding: 2px;">Strength</td><td style="border: 1px solid black; width: 100px; height: 20px;"></td></tr> <tr><td style="padding: 2px;">Agility</td><td style="border: 1px solid black; width: 100px; height: 20px;"></td></tr> <tr><td style="padding: 2px;">Health</td><td style="border: 1px solid black; width: 100px; height: 20px;"></td></tr> <tr><td style="padding: 2px;">Memory</td><td style="border: 1px solid black; width: 100px; height: 20px;"></td></tr> <tr><td style="padding: 2px;">Willpower</td><td style="border: 1px solid black; width: 100px; height: 20px;"></td></tr> <tr><td style="padding: 2px;">Aura</td><td style="border: 1px solid black; width: 100px; height: 20px;"></td></tr> <tr><td style="padding: 5px;">Damage Capacity</td><td style="border: 1px solid black; width: 100px; height: 20px;"></td></tr> </table> | Strength | | Agility | | Health | | Memory | | Willpower | | Aura | | Damage Capacity | | <p style="text-align: center;">Magical Abilities</p> | <p style="text-align: center;">Skills</p> | | | | | | | | | |
| Strength | | | | | | | | | | | | | | | | | | | | | | | | | |
| Agility | | | | | | | | | | | | | | | | | | | | | | | | | |
| Health | | | | | | | | | | | | | | | | | | | | | | | | | |
| Memory | | | | | | | | | | | | | | | | | | | | | | | | | |
| Willpower | | | | | | | | | | | | | | | | | | | | | | | | | |
| Aura | | | | | | | | | | | | | | | | | | | | | | | | | |
| Damage Capacity | | | | | | | | | | | | | | | | | | | | | | | | | |
| Equipment | | | | | | | | | | | | | | | | | | | | | | | | | |
| Offensive/Defensive Wound Factors | | | | | | | | | | | | | | | | | | | | | | | | | |