

# Fudge Character Sheet



Name:  
Personality and background:

### Trait levels

- +3 Superb
- +2 Great
- +1 Good
- 0 Fair (*default for attributes*)
- 1 Mediocre
- 2 Poor (*default for most skills*)
- 3 Terrible

### Conversions

1 gift = 3 attributes = 6 skills  
1 fault = 1 gift

<b>Attributes</b>	<b>Gifts</b>	<b>Skills</b>
<b>Equipment</b>	<b>Faults</b>	

**Wounds:**

1, 2 Scratched	3, 4 Hurt (-1)	5, 6 Very Hurt (-2)	7, 8 Incapacitated	9+ Near Death
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