

# FUDGE

# Brownies

Defaults:	EP
+3 Superb	8
+2 Great	4
+1 Good	2
+0 Fair ..... Attributes	1
-1 Mediocre	1
-2 Poor ..... Most Skills	1
-3 Terrible	1

Most Gifts and some Skills are non-existent unless specified on the character sheet.

**EP** = Raising skills to that level with Experience Points

**Character Name: Puck**

**Genre: Faerie**

**Player:**

**Date Created: GenCon, 1994**

**Unspent EP:**

**Fudge Points: 1**

**Character Story:**

You are able to befog people's minds. Unfortunately, you spend most of your time in this same state. While you're extremely intelligent when you focus on something, that doesn't happen very often.

Mischievous, imaginative, lucky, fond of good food, friendly – you are an admirable sort altogether.

**Wounds:**

1, 2  
Scratch

3, 4  
Hurt

5, 6  
Very Hurt

7, 8  
Incapacitated

9+  
Near Death

<p><b><u>Attributes:</u></b></p> <p>Reasoning                      Great            Perception                    Good            Willpower                      Fair</p> <p>Agility                          Mediocre            Strength                        Mediocre            Fitness                         Fair</p>	<p><b><u>Gifts:</u></b></p> <p>Lucky (reroll a bad roll 4 times per game)</p> <p>Night Vision</p>	<p><b><u>Skills:</u></b></p> <p>Culinary Arts                    Great            Pottery                            Good</p> <p>Combat                            Mediocre            Athletics                        Mediocre</p> <p>Move Quietly                      Fair            Mimic Animal Noises          Good</p> <p>Herb Lore                         Good            Knowledge of Faerie                                                    Politics                            Great</p> <p>Persuade                         Good            Social Skills                      Fair</p>
<p><b><u>Equipment:</u></b></p> <p>A small empty pot with cork stopper</p>	<p><b><u>Supernormal Powers:</u></b></p> <p><b>Confuse</b> (up to 4 at once or 1 very confused)</p> <p><b><u>Faults:</u></b></p> <p>Sense of Duty to your Companions            Loyalty to Seelie Court            Scale -5            Absent-Minded</p>	

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**Character Name: Hyacinth**

**Genre: Faerie**

**Player:**

**Date Created: GenCon, 1994**

**Unspent EP:**

**Fudge Points: 1**

**Character Story:**

You are big for a fay - very big. Not only that, but on occasion, you can become even bigger than a human! It's not easy remembering this, though, when one is Hyacinth.

Gentle by nature, you will do most anything folk ask. Most folk are amazed to see that such a big Brownie can dance as lightly as a pixie!

**Wounds:**

1, 2	3, 4	5, 6	7, 8	9+
Scratch	Hurt	Very Hurt	Incapacitated	Near Death
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

<p><b><u>Attributes:</u></b></p> <p>Reasoning                      Poor            Perception                    Mediocre            Willpower                      Fair</p> <p>Agility                          Good            Strength                        Great            Fitness                         Good</p>	<p><b><u>Gifts:</u></b></p> <p>High Pain Threshold            (no penalty at Hurt;            only -1 at Very Hurt)</p> <p>Combat Reflexes            (not easily surprised)</p> <p><b><u>Supernormal Powers:</u></b>  <b>Grow/Shrink</b> (+/- 6 Scale            levels; 1 level/round)</p>	<p><b><u>Skills:</u></b></p> <p>Dancing                        Great            Basket Making                Good            Flower Lore                    Fair</p> <p>Combat                         Great            Acrobatics                    Good            Move Quietly                 Fair</p> <p>Climbing                        Great            Riding                            Good</p> <p>Outdoor Skills                 Good            Social Skills                    Poor</p>
<p><b><u>Equipment:</u></b></p> <p>A hand-made basket/backpack – it grows and shrinks with you, as does any contents!</p>	<p><b><u>Faults:</u></b></p> <p>Sense of Duty to your            Companions            Loyalty to Seelie Court            Scale -5            Gullible            Stubborn</p>	

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**Character Name: Wolfbane**

**Genre: Faerie**

**Player:**

**Date Created: GenCon, 1994**

**Unspent EP:**

**Fudge Points: 1**

**Character Story:**

Extremely good looking and with a charismatic, outgoing personality, you can be quite charming and can often get people to do things against their will. Unfortunately, a tendency to boast spoils your charm after long acquaintance.

Still, there are few livelier souls at making a good party!

**Wounds:**

1, 2	3, 4	5, 6	7, 8	9+
Scratch	Hurt	Very Hurt	Incapacitated	Near Death
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

<p><b><u>Attributes:</u></b></p> <p>Reasoning            Mediocre            Perception            Good            Willpower            Good</p> <p>Agility                    Great            Strength                Mediocre            Fitness                    Fair</p>	<p><b><u>Gifts:</u></b></p> <p>Charismatic            Good Looking</p>	<p><b><u>Skills:</u></b></p> <p>Storytelling            Great            Weaving                Good</p> <p>Combat                    Good            Acrobatics              Superb            Athletics                Great            Move Quietly            Great</p> <p>Animal Lore             Great            Knowledge of              Human Customs        Good</p> <p>Flatter &amp; Con             Great            Social Skills            Good</p>
<p><b><u>Equipment:</u></b></p> <p>Ball of very strong yarn</p>	<p><b><u>Supernormal Powers:</u></b>  <b>Shapeshift</b> (/3 rounds)            (no change in Scale)</p> <p><b><u>Faults:</u></b></p> <p>Sense of Duty to your              Companions            Loyalty to Seelie Court            Scale -5            Boaster            Compulsive Carouser</p>	

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**Character Name: Robin**

**Genre: Faerie**

**Player:**

**Date Created: GenCon, 1994**

**Unspent EP:**

**Fudge Points: 1**

**Character Story:**

Mischief is your forte. While this is true for most fay, it's your life blood. Many of the old stories about cobbler fay tricking a human can be traced to you.

While not gifted with high intelligence, you are able to concentrate on a task to the exclusion of all else. This has led to some outstanding tricks.

**Wounds:**

<b>1, 2</b>	<b>3, 4</b>	<b>5, 6</b>	<b>7, 8</b>	<b>9+</b>
Scratch	Hurt	Very Hurt	Incapacitated	Near Death
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

<b>Attributes:</b>	<b>Gifts:</b>	<b>Skills:</b>
Reasoning Fair	Perfect Timing	Singing Great
Perception Great	Focused (+1 to any long task)	Leatherwork Great
Willpower Poor		Combat Fair
Agility Good		Athletics Fair
Strength Mediocre		Move Quietly Fair
Fitness Fair		Riding Good
	<b><u>Supernormal Powers:</u></b>	Sleight of Hand Fair
	<b>Levitate</b> (up to 200 lbs.)	Knowledge of Human & Fay Geography Good
<b><u>Equipment:</u></b>	<b><u>Faults:</u></b>	Outdoor Skills Fair
Portable Leatherworking tools	Sense of Duty to your Companions	Haggle Good
	Loyalty to Seelie Court	
	Scale -5	
	Nosy	
	Practical Joker	

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**Character Name: Peaseblossom**

**Genre: Faerie**

**Player:**

**Date Created: GenCon, 1994**

**Unspent EP:**

**Fudge Points: 1**

**Character Story:**

You were once jumped on by a cat a few centuries ago, and have never forgotten the experience. You act as if cats – or even worse things! – were lurking around most any corner.

You have a kind heart, though, and only enjoy playing tricks on truly nasty people. It's much more enjoyable to help the worthy than bait them.

**Wounds:**

1, 2	3, 4	5, 6	7, 8	9+
Scratch	Hurt	Very Hurt	Incapacitated	Near Death
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

<p><b><u>Attributes:</u></b></p> <p>Reasoning            Good            Perception            Fair            Willpower            Good</p> <p>Agility                Fair            Strength              Pool            Fitness                Great</p>	<p><b><u>Gifts:</u></b></p> <p>Danger Sense</p> <p>Absolute Direction</p> <hr/> <p><b><u>Supernormal Powers:</u></b></p> <p><b>Heal</b> (1 level/minute)</p> <p><b>Create Elfshot</b>            (5 sec. = minimum damage,            1 min. = mid;            5 min. = max)</p>	<p><b><u>Skills:</u></b></p> <p>Flute                    Great            Flute Making            Superb</p> <p>Athletics                Mediocre            Combat                 Mediocre            Throwing                Good            Move Quietly            Fair            Outdoor Skills            Good</p> <p>Formal Skills             Great            Fellowship Skills        Mediocre</p> <p>Knowledge of            Magic Potions            Great</p>
<p><b><u>Equipment:</u></b></p> <p>Flute</p>	<p><b><u>Faults:</u></b></p> <p>Sense of Duty to your            Companions            Loyalty to Seelie Court            Scale -5            Worry Wart            Phobia of Cats</p>	

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**Character Name:** Willow Wisp

**Genre:** Faerie

**Player:**

**Date Created:** GenCon, 1994

**Unspent EP:**

**Fudge Points:** 1

**Character Story:**

You are an amiable fay, but too lazy to be of much help in most matters. As an example, you've never bothered to put in the hard work necessary to become an excellent storyteller even though you love to talk for hours.

But let you find a hive of bees, and laziness is forgotten. What joy to conduct them in beautiful dances!

**Wounds:**

1, 2  
Scratch

3, 4  
Hurt

5, 6  
Very Hurt

7, 8  
Incapacitated

9+  
Near Death

<p><b><u>Attributes:</u></b></p> <p>Reasoning            Mediocre Perception            Mediocre Willpower             Fair</p> <p>Agility                 Fair Strength                Great Fitness                  Great</p>	<p><b><u>Gifts:</u></b></p> <p>Ambidextrous Combat Reflexes Tough Hide (-1 to damage)</p>	<p><b><u>Skills:</u></b></p> <p>Bee Choreography    Superb Bee Herding            Good Kazoo                    Great Carpentry                Good</p> <p>Combat                  Good Acrobatics                Good Move Quietly            Great</p> <p>Outdoor Skills            Good Social Skills              Great Manipulative Social Skills    Mediocre</p>
<p><b><u>Equipment:</u></b></p> <p>Kazoo</p>	<p><b><u>Supernormal Powers:</u></b> <b>Shape Inanimate Matter</b> (/3 combat rounds)</p> <p><b><u>Faults:</u></b></p> <p>Sense of Duty to your Companions Loyalty to Seelie Court Scale -5 Lazy Garrulous</p>	