

## Musicians of Bremen

<i>VG Fudge</i>	Defaults:	EP
Superb		12
Great		8
Very Good		4
Good		2
Fair .....	Attributes	1
Mediocre		1
Poor .....	Most Skills	1
Most Gifts and some Skills are non-existent unless specified on the character sheet.		
<b>EP</b> = Raising skills to that level from the previous level with Experience Points		

**Character Name:** Max

**Player:**

**Date Created:** August, 2011

**Unspent EP:**

**Fudge Points: 1**

**Character Story:** You're an old **donkey** who has worked faithfully for a farmer all your life. Now that you're too old to be useful, you heard the farmer tell his wife he was going to kill you rather than let you eat up some of his grass and hay. So you've set off on your own, and pleased with the sound of your own braying, have decided to become a musician.

## Wounds:

1, 2	3, 4	5, 6
Scratch	Hurt	Very Hurt
□□□	□	□
7, 8	9+	
Incapacitated	Near Death	
□	□	

## Attributes:

**Strength/Health** Good  
Scale: +2 (0=human scale)

**Wits** Very Good  
(As common sense,  
not puzzle solving)

**Senses** Fair

## Skills:

Fighting Good  
Grovel Very Good  
Make Friends Great  
Wild Lore Very Good

## Gifts:

**Well traveled** in the human realm – you've been to towns and other farms – you know a bit about human behavior

**Tough hide:** reduce wounds by one level as they are received

**Fortuity:** once per session an odd coincidence gives you a break. You may suggest such a coincidence ("*I helped this bird last year!*") but the GM may reject it.

## Faults:

**Old Age**, and all that implies  
**Perhaps too trusting** of non-predators (only) – you think they're all well-meaning

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**Character Name:** Beau

**Player:**

**Date Created:** August, 2011

**Unspent EP:**

**Fudge Points: 1**

**Character Story:** You're an old **hound dog** who has worked faithfully for a farmer all your life. Now that you're too old to be useful, you heard the farmer tell his wife he was going to kill you rather than continue to feed you. So you've set off on your own, and pleased with the sound of your own baying, have decided to become a musician.

## Wounds:

1, 2	3, 4	5, 6
Scratch	Hurt	Very Hurt
□□□	□	□
7, 8	9+	
Incapacitated	Near Death	
□	□	

## Attributes:

**Strength/Health** Good  
Scale: -1 (0=human scale)

**Wits** Fair

**Senses** Very Good  
(Nose: Superb)

## Skills:

Fighting Good  
Grovel Great  
Intimidate Very Good  
Swim Good

## Gifts:

**Extraordinary tracking ability**

**Intuition:** you have a feeling about what option to take when confronted with a choice. The GM will make a Situational roll in secret.

**Lucky:** once per session you may re-roll a dice roll and keep whichever roll was better.

## Faults:

**Old Age**, and all that implies  
**Craves Human Praise**

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**Character Name:** Jinx

**Player:**

**Date Created:** August, 2011

**Unspent EP:**

**Fudge Points: 1**

**Character Story:** You're an old **cat** who has loyally killed mice all over the farm all your life. Now that you're too old to be useful, you heard the farmer tell his wife he was going to kill you rather than continue to feed you. So you've set off on your own, and pleased with the sound of your own yowling, have decided to become a musician.

## **Wounds:**

1, 2	3, 4	5, 6
Scratch	Hurt	Very Hurt
□□□	□	□
7, 8	9+	
Incapacitated	Near Death	
□	□	

## Attributes:

**Strength/Health** Mediocre  
Scale: -5 (0=human scale)

**Wits** Great

**Senses** Very Good  
(Nose is only Fair)

## Skills:

Fighting Fair  
Climbing Good  
Stealth Superb  
Bamboozle Very Good

## Gifts:

**Night walk:** night vision and whisker-sense combine to make you near fully nocturnal

**Eighth Life:** you still have one life left after this one (if driven to Near Death or worse: it was just a Scratch – one time use only)

**Danger sense:** you just **know** when something dangerous is near.

## Faults:

**Old Age**, and all that implies  
**Compulsively Curious**

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**Character Name:** Charles

**Player:**

**Date Created:** August, 2011

**Unspent EP:**

**Fudge Points: 1**

**Character Story:** You're a young **rooster** who has worked hard for a farmer all your life. Every morning you make the sun rise so things can grow! But you heard the farmer tell his wife he was going to kill you for Sunday dinner. So you've set off on your own, and pleased with the sound of your own crowing, have decided to become a musician.

## **Wounds:**

1, 2	3, 4	5, 6
Scratch	Hurt	Very Hurt
□□□	□	□
7, 8	9+	
Incapacitated	Near Death	
□	□	

## Attributes:

**Strength/Health** Great  
Scale: -6 (0=human scale)

**Wits** Mediocre

**Senses** Good

## Skills:

Fighting Great  
Mimicry Good  
Weather Sense Great  
Bluff Very Good

## Gifts:

**Limited flight:** you can fly up to a respectably high tree branch (5 yards or meters) or about 15 yards (meters) in a straight line. You can't hover.

**Never gets lost:** you always know where the sun will rise.

**Extraordinary voice:** a very clear, loud and piercing crow – heartening to your friends, dismaying to your foes. Can mimic other animals.

## Faults:

**Overconfident**  
**Impulsive**