

Defaults:	EP
+4 Superb	12
+3 Great	8
+2 Very Good	4
+1 Good	2
+0 Fair ..... Attributes	1
-1 Mediocre	1
-2 Poor ..... Most Skills	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:** Oakroot

**Genre:** Watership Down

**Player:**

**Date Created:** 1992

**Unspent EP:**

**Fudge Points: 1**

**Character Story:**

Solid and reliable Owsla member, you believe that you can do any job. While you look very serious – and usually are – you can surprise folks by occasionally playing the fool to make them laugh.

You're fond of bird watching, and it's your ambition to beat a fox in single combat someday. You learned Fiber Crafts recently and find you enjoy it, but are shy about it.

**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><i>Every Bunny has</i> <b>Attributes...</b> <i>...and their associated skills</i></p> <p><b>Survival.....Very Good</b> Move Quietly ..... Very Good Notice Things ..... Very Good Nose.....Fair</p> <p><b>Cleverness.....Mediocre</b> First Aid.....Fair</p> <p><b>Pluck.....Very Good</b> Bluff..... Very Good</p> <p><b>Strength.....Superb</b> Bun Fu ..... Superb</p> <p><b>Agility.....Very Good</b> Jump ..... Very Good Dodge, Evade ..... Very Good Team Acrobatics..... Great Climb ..... Good</p> <p><b>Fitness.....Great</b> Swim..... Great</p> <p><b>Speed.....Good</b></p>	<p><b>Other Skills:</b> Ready/Throw Herb Very Good “Light Walk” (leave no tracks) Good Tactics Good Insult Carnivore Fair Buffoon Fair Fiber Crafts Good</p>	<p><b>Gifts:</b> Combat Reflexes High Pain Threshold Tough Hide (-1 to dmg) High Status: Owsla</p>
	<p><b>Knowledge of:</b> Carnivore Habits Great Human Dangers Good Area near warren Very Good Traps Fair Fibrous plants Fair</p>	<p><b>Supernormal Powers:</b> [None]</p>
<p><b>Carrying:</b></p>	<p><b>Languages:</b> Pidgin Carnivore Good Pidgin Bird Mediocre Pidgin Reptile/Amphibian Mediocre Pidgin Fish Mediocre</p>	<p><b>Faults:</b> Sense of Duty to the Warren (includes your Companions) Duty to the Warren Fear of Loud Noises Overconfidence A little Gullible</p>

Defaults:	EP
+4 Superb	12
+3 Great	8
+2 Very Good	4
+1 Good	2
+0 Fair ..... Attributes	1
-1 Mediocre	1
-2 Poor ..... Most Skills	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:** Nimble

**Genre:** Watership Down

**Player:**

**Date Created:** 1992

**Unspent EP:**

**Fudge Points: 1**

**Character Story:**

An Owsla member, you're small for the job, and so have to prove yourself a lot. You have a strong code of ethics and are fiercely protective of the warren.

Your only real fear is fire; your only major flaw is a tendency to act before you think. You respect clever bunnies.

**Wounds:**

1, 2 Scratch <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	3, 4 Hurt <input type="checkbox"/>	5, 6 Very Hurt <input type="checkbox"/>	7, 8 Incapacitated <input type="checkbox"/>	9+ Near Death <input type="checkbox"/>
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<p><i>Every Bunny has</i> <b><u>Attributes...</u></b> <i>...and their associated skills</i></p> <p><b>Survival.....Good</b> Move Quietly ..... Great Notice Things ..... Good Nose..... Good</p> <p><b>Cleverness..... Fair</b> First Aid .....Fair</p> <p><b>Pluck..... Fair</b> Bluff.....Fair</p> <p><b>Strength .....Very Good</b> Bun Fu ..... Great</p> <p><b>Agility.....Superb</b> Jump ..... Superb Dodge, Evade ..... Superb Team Acrobatics..... Superb Climb .....Fair</p> <p><b>Fitness .....Very Good</b> Swim..... Very Good</p> <p><b>Speed ..... Great</b></p>	<p><b><u>Other Skills:</u></b></p> <table> <tr> <td>Ready/Throw Herb</td> <td>Great</td> </tr> <tr> <td>Escape from traps</td> <td>Good</td> </tr> <tr> <td>Gambling</td> <td>Fair</td> </tr> <tr> <td>Mimic dog bark</td> <td>Fair</td> </tr> </table> <p><b><u>Knowledge of:</u></b></p> <table> <tr> <td>Predator Tactics</td> <td>Great</td> </tr> <tr> <td>Area near warren</td> <td>Fair</td> </tr> <tr> <td>Tactics</td> <td>Good</td> </tr> <tr> <td>Traps</td> <td>Good</td> </tr> </table> <p><b><u>Languages:</u></b></p> <table> <tr> <td>Dog/Fox/Wolf</td> <td>Good</td> </tr> <tr> <td>Pidgin Rodent</td> <td>Mediocre</td> </tr> <tr> <td>Pidgin Hoofed animal</td> <td>Mediocre</td> </tr> </table>	Ready/Throw Herb	Great	Escape from traps	Good	Gambling	Fair	Mimic dog bark	Fair	Predator Tactics	Great	Area near warren	Fair	Tactics	Good	Traps	Good	Dog/Fox/Wolf	Good	Pidgin Rodent	Mediocre	Pidgin Hoofed animal	Mediocre	<p><b><u>Gifts:</u></b></p> <p>Combat Reflexes <i>Notice Things</i> is Superb for Hearing anything Unaffected by Loud Noises High Status: Owsla</p> <hr/> <p><b><u>Supernormal Powers:</u></b></p> <p>You usually "just know" if a predator will attack or not (~89% accurate: GM rolls 2dF in secret: success on any result except -2)</p> <hr/> <p><b><u>Faults:</u></b></p> <p>Sense of Duty to the Warren (includes your Companions) Duty to the Warren Severe Fear of Fire Impulsive Code of Honor: avenge insults to self or warren; never use Bun Fu on a non-martial arts rabbit (okay vs. predators, of course)</p>
Ready/Throw Herb	Great																							
Escape from traps	Good																							
Gambling	Fair																							
Mimic dog bark	Fair																							
Predator Tactics	Great																							
Area near warren	Fair																							
Tactics	Good																							
Traps	Good																							
Dog/Fox/Wolf	Good																							
Pidgin Rodent	Mediocre																							
Pidgin Hoofed animal	Mediocre																							
<p><b><u>Carrying:</u></b></p>																								

Defaults:	EP
+4 Superb	12
+3 Great	8
+2 Very Good	4
+1 Good	2
+0 Fair ..... Attributes	1
-1 Mediocre	1
-2 Poor ..... Most Skills	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:** Stripe

**Genre:** Watership Down

**Player:**

**Date Created:** 1992

**Unspent EP:**

**Fudge Points: 1**

**Character Story:**

A very capable young scout – you may rise to captain of the scouts someday, if you can overcome your gambling habit.

You want to be the fastest rabbit that ever lived, and the only animals you really fear are hawks, who can dive faster than you can run. You love talking with squirrels - you wish you could climb trees to be a better scout.

**Wounds:**

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

<p><i>Every Bunny has</i> <b><u>Attributes...</u></b> <i>...and their associated skills</i></p> <p><b>Survival</b> ..... <b>Great</b> Move Quietly ..... Superb Notice Things ..... Great Nose ..... Very Good</p> <p><b>Cleverness</b> ..... <b>Fair</b> First Aid ..... Fair</p> <p><b>Pluck</b> ..... <b>Fair</b> Bluff ..... Fair</p> <p><b>Strength</b> ..... <b>Fair</b> Brawl ..... Great</p> <p><b>Agility</b> ..... <b>Great</b> Jump ..... Superb Dodge, Evade ..... Great Team Acrobatics ..... Good Climb ..... Mediocre</p> <p><b>Fitness</b> ..... <b>Good</b> Swim ..... Good</p> <p><b>Speed</b> ..... <b>Superb</b></p>	<p><b><u>Other Skills:</u></b></p> <table> <tr><td>Ready/Throw Herb</td><td>Great</td></tr> <tr><td>Track</td><td>Great</td></tr> <tr><td>Hedgewise</td><td>Great</td></tr> <tr><td>Weather Sense</td><td>Fair</td></tr> <tr><td>Bearings</td><td>Great</td></tr> <tr><td>Scrounge</td><td>Fair</td></tr> <tr><td>Gamble</td><td>Fair</td></tr> </table>	Ready/Throw Herb	Great	Track	Great	Hedgewise	Great	Weather Sense	Fair	Bearings	Great	Scrounge	Fair	Gamble	Fair	<p><b><u>Gifts:</u></b></p> <p>Combat Reflexes Danger Sense High Status: King's Scout</p>
Ready/Throw Herb	Great															
Track	Great															
Hedgewise	Great															
Weather Sense	Fair															
Bearings	Great															
Scrounge	Fair															
Gamble	Fair															
<p><b><u>Carrying:</u></b></p>	<p><b><u>Knowledge of:</u></b></p> <table> <tr><td>Human Dangers</td><td>Fair</td></tr> <tr><td>Poisons</td><td>Fair</td></tr> <tr><td>Large Area around warren</td><td>Great</td></tr> <tr><td>Traps</td><td>Great</td></tr> </table>	Human Dangers	Fair	Poisons	Fair	Large Area around warren	Great	Traps	Great	<p><b><u>Supernormal Powers:</u></b></p> <p>[None]</p>						
Human Dangers	Fair															
Poisons	Fair															
Large Area around warren	Great															
Traps	Great															
	<p><b><u>Languages:</u></b></p> <table> <tr><td>Squirrel/Chipmunk</td><td>Good</td></tr> <tr><td>Pidgin Rodent</td><td>Good</td></tr> <tr><td>Pidgin Carnivore</td><td>Good</td></tr> </table>	Squirrel/Chipmunk	Good	Pidgin Rodent	Good	Pidgin Carnivore	Good	<p><b><u>Faults:</u></b></p> <p>Sense of Duty to the Warren (includes your Companions) Duty to the Warren Fear of Loud Noises Compulsively Curious Compulsive Gambler</p>								
Squirrel/Chipmunk	Good															
Pidgin Rodent	Good															
Pidgin Carnivore	Good															

Defaults:	EP
+4 Superb	12
+3 Great	8
+2 Very Good	4
+1 Good	2
+0 Fair ..... Attributes	1
-1 Mediocre	1
-2 Poor ..... Most Skills	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:** Slipper

**Genre:** Watership Down

**Player:**

**Date Created:** 1992

**Unspent EP:**

**Fudge Points: 1**

**Character Story:**

A jet-black bunny, you have a nervous habit of sideskipping when bored. You're usually bored unless listening to a story (you love them!), on a mission, preparing for a mission, or EATING!

You really love trickster figures, and even like to talk to other species about their trickster heroes, if any.

You also enjoy human music – bizarre!

**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><i>Every Bunny has</i></p> <p><b>Attributes...</b> <i>...and their associated skills</i></p> <p><b>Survival.....Very Good</b> Move Quietly ..... Great Notice Things ..... Great Nose.....Fair</p> <p><b>Cleverness.....Good</b> First Aid..... Good</p> <p><b>Pluck.....Very Good</b> Bluff..... Very Good</p> <p><b>Strength.....Good</b> Brawl ..... Good</p> <p><b>Agility..... Fair</b> Jump .....Fair Dodge, Evade .....Fair Team Acrobatics.....Fair Climb .....Fair</p> <p><b>Fitness..... Fair</b> Swim.....Fair</p> <p><b>Speed..... Great</b></p>	<p><b>Other Skills:</b></p> <table> <tr> <td>Diplomacy</td> <td>Great</td> </tr> <tr> <td>Barter</td> <td>Very Good</td> </tr> <tr> <td>Hedgewise</td> <td>Good</td> </tr> <tr> <td>Pretense/Lies</td> <td>Great</td> </tr> <tr> <td>Disguise</td> <td>Great</td> </tr> <tr> <td>Storytelling</td> <td>Fair</td> </tr> <tr> <td>Tracking</td> <td>Fair</td> </tr> </table>	Diplomacy	Great	Barter	Very Good	Hedgewise	Good	Pretense/Lies	Great	Disguise	Great	Storytelling	Fair	Tracking	Fair	<p><b>Gifts:</b></p> <p>Other Species Empathy Good Memory for Messages High Status: King's Messenger</p>
	Diplomacy	Great														
	Barter	Very Good														
Hedgewise	Good															
Pretense/Lies	Great															
Disguise	Great															
Storytelling	Fair															
Tracking	Fair															
<p><b>Carrying:</b></p>	<p><b>Knowledge of:</b></p> <table> <tr> <td>Court Etiquette</td> <td>Great</td> </tr> <tr> <td>Non-Bunny Habits</td> <td>Superb</td> </tr> <tr> <td>Human Habits</td> <td>Mediocre</td> </tr> <tr> <td>Poisons</td> <td>Fair</td> </tr> <tr> <td>Stories</td> <td>Good</td> </tr> <tr> <td>Large Area around warren</td> <td>Great</td> </tr> <tr> <td>Traps</td> <td>Fair</td> </tr> </table>	Court Etiquette	Great	Non-Bunny Habits	Superb	Human Habits	Mediocre	Poisons	Fair	Stories	Good	Large Area around warren	Great	Traps	Fair	<p><b>Supernormal Powers:</b></p> <p>[None]</p>
Court Etiquette	Great															
Non-Bunny Habits	Superb															
Human Habits	Mediocre															
Poisons	Fair															
Stories	Good															
Large Area around warren	Great															
Traps	Fair															
	<p><b>Languages:</b></p> <table> <tr> <td>Bat</td> <td>Good</td> </tr> <tr> <td>Rat/Mouse/Vole</td> <td>Good</td> </tr> <tr> <td>Small Bird</td> <td>Good</td> </tr> <tr> <td>Pidgin Hoofed-Animal</td> <td>Good</td> </tr> </table>	Bat	Good	Rat/Mouse/Vole	Good	Small Bird	Good	Pidgin Hoofed-Animal	Good	<p><b>Faults:</b></p> <p>Sense of Duty to the Warren (includes your Companions) Duty to the Warren Fear of Loud Noises Proud - jealous of others receiving more praise than you Sucker for a good story</p>						
Bat	Good															
Rat/Mouse/Vole	Good															
Small Bird	Good															
Pidgin Hoofed-Animal	Good															

Defaults:	EP
+4 Superb	12
+3 Great	8
+2 Very Good	4
+1 Good	2
+0 Fair ..... Attributes	1
-1 Mediocre	1
-2 Poor ..... Most Skills	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:** Raspberry

**Genre:** Watership Down

**Player:**

**Date Created:** 1992

**Unspent EP:**

**Fudge Points: 1**

**Character Story:**

You think you're as good as any other bunny in the warren in general competence and cleverness. You'd like a family "someday." You have an unusual fondness for mice – you think they're such cute little things (possibly a craving for kittens?).

You have a reputation as an excellent storyteller – and also as a daredevil.

**Wounds:**

1, 2 Scratch □□□	3, 4 Hurt □	5, 6 Very Hurt □	7, 8 Incapacitated □	9+ Near Death □
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<p><b>Every Bunny has</b> <b><u>Attributes...</u></b> <i>...and their associated skills</i></p> <p><b>Survival.....Good</b> Move Quietly ..... Good Notice Things ..... Very Good Nose..... Very Good</p> <p><b>Cleverness.....Good</b> First Aid ..... Good</p> <p><b>Pluck.....Very Good</b> Bluff..... Great</p> <p><b>Strength ..... Fair</b> Brawl ..... Good</p> <p><b>Agility.....Good</b> Jump ..... Good Dodge, Evade ..... Good Team Acrobatics..... Good Climb .....Fair</p> <p><b>Fitness .....Good</b> Swim..... Good</p> <p><b>Speed ..... Great</b></p>	<p><b><u>Other Skills:</u></b></p> <table> <tr><td>Storytelling</td><td>Superb</td></tr> <tr><td>Pretense/Lies</td><td>Great</td></tr> <tr><td>Disguise</td><td>Good</td></tr> <tr><td>Mimic</td><td></td></tr> <tr><td>Non-Bunny</td><td>Very Good</td></tr> <tr><td>Throw Voice</td><td>Fair</td></tr> <tr><td>Ready/Throw Herb</td><td>Good</td></tr> <tr><td>Burrow</td><td>Good</td></tr> <tr><td>Hedgewise</td><td>Fair</td></tr> </table> <p><b><u>Knowledge of:</u></b></p> <table> <tr><td>Stories</td><td>Superb</td></tr> <tr><td>Warren History</td><td>Good</td></tr> <tr><td>Non-Bunny Habits</td><td>Fair</td></tr> <tr><td>Traps</td><td>Fair</td></tr> <tr><td>Medium-sized Area around warren</td><td>Good</td></tr> </table> <p><b><u>Enthrallment Skills:</u></b> [(#) = minutes of storytelling required]</p> <table> <tr><td>Persuade (2)</td><td>Fair</td></tr> <tr><td>Sway Emotion (5)</td><td>Good</td></tr> <tr><td>Suggest (10)</td><td>Good</td></tr> </table>	Storytelling	Superb	Pretense/Lies	Great	Disguise	Good	Mimic		Non-Bunny	Very Good	Throw Voice	Fair	Ready/Throw Herb	Good	Burrow	Good	Hedgewise	Fair	Stories	Superb	Warren History	Good	Non-Bunny Habits	Fair	Traps	Fair	Medium-sized Area around warren	Good	Persuade (2)	Fair	Sway Emotion (5)	Good	Suggest (10)	Good	<p><b><u>Gifts:</u></b></p> <p>Beautiful Voice Never Gets Lost Reputation as an excellent Storyteller</p> <hr/> <p><b><u>Supernormal Powers:</u></b> Enthrallingly Charismatic (While telling a <b>Great</b> or better story, you can use <u>Enthrallment Skills</u>.)</p> <p><b>Persuade:</b> -1 to subject's Pluck to resist an argument; <b>Sway Emotion</b> does just that; <b>Suggest</b> plants a subconscious impulse.)</p> <hr/> <p><b><u>Faults:</u></b> Sense of Duty to the Warren (includes your Companions) Fear of Loud Noises Trickster – you <b>must</b> take risks to cheat an enemy Somewhat overconfident Will only fight in Self-Defense (or defense of companions)</p>
Storytelling	Superb																																			
Pretense/Lies	Great																																			
Disguise	Good																																			
Mimic																																				
Non-Bunny	Very Good																																			
Throw Voice	Fair																																			
Ready/Throw Herb	Good																																			
Burrow	Good																																			
Hedgewise	Fair																																			
Stories	Superb																																			
Warren History	Good																																			
Non-Bunny Habits	Fair																																			
Traps	Fair																																			
Medium-sized Area around warren	Good																																			
Persuade (2)	Fair																																			
Sway Emotion (5)	Good																																			
Suggest (10)	Good																																			
<p><b><u>Carrying:</u></b></p>	<p><b><u>Languages:</u></b></p> <table> <tr><td>Rat/Mouse/Vole</td><td>Good</td></tr> <tr><td>Squirrel/Chipmunk</td><td>Good</td></tr> <tr><td>Beaver/Porcupine</td><td>Good</td></tr> <tr><td>Small Bird</td><td>Good</td></tr> <tr><td>Weasel Family</td><td>Good</td></tr> </table>	Rat/Mouse/Vole	Good	Squirrel/Chipmunk	Good	Beaver/Porcupine	Good	Small Bird	Good	Weasel Family	Good																									
Rat/Mouse/Vole	Good																																			
Squirrel/Chipmunk	Good																																			
Beaver/Porcupine	Good																																			
Small Bird	Good																																			
Weasel Family	Good																																			

Defaults:	EP
+4 Superb	12
+3 Great	8
+2 Very Good	4
+1 Good	2
+0 Fair ..... Attributes	1
-1 Mediocre	1
-2 Poor ..... Most Skills	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:** Chamomile

**Genre:** Watership Down

**Player:**

**Date Created:** 1992

**Unspent EP:**

**Fudge Points: 1**

**Character Story:**

Although very young, you are well known already for two talents: a gift of Healing and a knack for building things. You're a bit shy, but smarter than most other bunnies in the warren, and want to learn Herbarry.

You're fascinated by human mechanical things – even traps – but very afraid of snakes.

**Wounds:**

1, 2 Scratch □□□	3, 4 Hurt □	5, 6 Very Hurt □	7, 8 Incapacitated □	9+ Near Death □
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<p><i>Every Bunny has</i> <b><u>Attributes...</u></b> <i>...and their associated skills</i></p> <p><b>Survival..... Fair</b> Move Quietly .....Fair Notice Things .....Fair Nose..... Good</p> <p><b>Cleverness..... Superb</b> First Aid ..... Superb</p> <p><b>Pluck..... Great</b> Bluff.....Fair</p> <p><b>Strength .....Mediocre</b> Fight..... Mediocre</p> <p><b>Agility.....Good</b> Jump ..... Good Dodge, Evade ..... Good Team Acrobatics..... Good Climb ..... Very Good</p> <p><b>Fitness ..... Fair</b> Swim.....Fair</p> <p><b>Speed ..... Fair</b></p>	<p><b><u>Other Skills:</u></b></p> <table> <tr><td>Contraption Ideas</td><td>Great</td></tr> <tr><td>Build Contraption</td><td>Very Good</td></tr> <tr><td>Manipulate Things</td><td>Good</td></tr> <tr><td>Scrounge</td><td>Great</td></tr> <tr><td>Burrow</td><td>Very Good</td></tr> <tr><td>Detect Lies</td><td>Fair</td></tr> <tr><td>Escape Traps</td><td>Great</td></tr> <tr><td>Fiber Crafts</td><td>Great</td></tr> <tr><td>Track</td><td>Fair</td></tr> </table> <p><b><u>Knowledge of:</u></b></p> <table> <tr><td>Human Habits</td><td>Great</td></tr> <tr><td>Non-Bunny Habits</td><td>Good</td></tr> <tr><td>Poisons</td><td>Good</td></tr> <tr><td>Human Dangers</td><td>Good</td></tr> <tr><td>Traps</td><td>Good</td></tr> <tr><td>Stories</td><td>Fair</td></tr> <tr><td>Fibrous Plants</td><td>Very Good</td></tr> </table> <p><b><u>Languages:</u></b></p> <table> <tr><td>Reptile/Amphibian</td><td>Mediocre</td></tr> <tr><td>Chicken/Quail/Pheasant/ Turkey, etc</td><td>Good</td></tr> <tr><td>Pidgin Rodent</td><td>Good</td></tr> </table>	Contraption Ideas	Great	Build Contraption	Very Good	Manipulate Things	Good	Scrounge	Great	Burrow	Very Good	Detect Lies	Fair	Escape Traps	Great	Fiber Crafts	Great	Track	Fair	Human Habits	Great	Non-Bunny Habits	Good	Poisons	Good	Human Dangers	Good	Traps	Good	Stories	Fair	Fibrous Plants	Very Good	Reptile/Amphibian	Mediocre	Chicken/Quail/Pheasant/ Turkey, etc	Good	Pidgin Rodent	Good	<p><b><u>Gifts:</u></b> Empathy – you sense what others are feeling, even sometimes non-bunnies.</p> <p><b><u>Supernormal Powers:</u></b> Empathic Healing (Heals one level [e.g., Very Hurt to Hurt] in five minutes. Each level healed drops your Fitness one level. This can be regained w/rest: 1 lvl/10 min.) Cure Disease (Time and cost to Fitness depend on severity of disease)</p> <p><b><u>Faults:</u></b> Sense of Duty to the Warren (includes your Companions) Fear of Loud Noises Fear of Snakes Pacifist: Cannot fight other Rabbits Uncomfortable about telling lies A little shy</p>
Contraption Ideas	Great																																							
Build Contraption	Very Good																																							
Manipulate Things	Good																																							
Scrounge	Great																																							
Burrow	Very Good																																							
Detect Lies	Fair																																							
Escape Traps	Great																																							
Fiber Crafts	Great																																							
Track	Fair																																							
Human Habits	Great																																							
Non-Bunny Habits	Good																																							
Poisons	Good																																							
Human Dangers	Good																																							
Traps	Good																																							
Stories	Fair																																							
Fibrous Plants	Very Good																																							
Reptile/Amphibian	Mediocre																																							
Chicken/Quail/Pheasant/ Turkey, etc	Good																																							
Pidgin Rodent	Good																																							
<p><b><u>Carrying:</u></b> Fiber Bag</p>																																								

Defaults:	EP
+4 Superb	12
+3 Great	8
+2 Very Good	4
+1 Good	2
+0 Fair ..... Attributes	1
-1 Mediocre	1
-2 Poor ..... Most Skills	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:** Sprig

**Genre:** Watership Down

**Player:**

**Date Created:** 1992

**Unspent EP:**

**Fudge Points: 1**

**Character Story:**

A somewhat nervous character, you are subject to visions sometimes. One of these caused you to warn the King rabbit that danger was coming. The king ordered all the entrances filled in, and the invading mongooses were not able to devastate the warren.

You are fascinated by spiders, blame humans for most things, and like to explore caves.

**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"/>

**Every Bunny has**

**Attributes...**

...and their associated skills

**Survival.....Good**

Move Quietly .....Fair

Notice Things ..... Good

Nose..... Good

**Cleverness..... Great**

First Aid..... Great

**Pluck..... Great**

Bluff..... Great

**Strength.....Mediocre**

Fight..... Mediocre

**Agility..... Fair**

Jump .....Fair

Dodge, Evade .....Fair

Team Acrobatics.....Fair

Climb ..... Good

**Fitness.....Mediocre**

Swim..... Mediocre

**Speed..... Fair**

**Carrying:**

**Other Skills:**

Contraction Ideas Good

Build contraction Fair

Scrounge Good

Weather Sense Great

Detect Lies Good

Burrow Good

**Knowledge of:**

Occult events Great

Stories Fair

Small Area Good

Non-Bunny Habits Fair

Human Habits Fair

**Seer Skills (fatiguing):**

Seer Vision [N/A]

Locate Good

Object History Good

Mind Talk [-2] Good

Mind Link [-1] Good

Sense Emotion \* [-0] Good

Send Fear \* [-1] Good

(\* = -1 for each 2 subjects, round in your favor)

**Languages:**

Pidgin Spider Mediocre

Pidgin Insectivore Good

(Bat, possum, mole, shrew)

**Gifts:**

Night Vision

High Status: Respected Seer

Looks harmless & scrawny

(enemies tend to ignore you,

and a carnivore will go for

others first, if available)

**Supernormal Powers:**

*Seer Vision:* involuntary only.

*Locate:* vague beyond 30 yards.

*Object History:* must touch.

Other skills: ~10-yard range.

*Mind Link* can maintain contact

at greater range, requires near-

complete concentration.

*Mind Link / Talk* can only affect

1 subject @ a time.

[-X] = penalty for use with non-

rabbits.

Skills not usable with most

humans.

**Important:** You cannot tell a

lie with *Mind Talk*.

**Faults:**

Sense of Duty to the Warren

(includes your Companions)

Fear of Loud Noises

Absent-Minded

Low Pain Threshold (-1 if

Scratched, -2 if Hurt, etc.)

Usually a bit Nervous

Defaults:	EP
+4 Superb	12
+3 Great	8
+2 Very Good	4
+1 Good	2
+0 Fair ..... Attributes	1
-1 Mediocre	1
-2 Poor ..... Most Skills	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:** Comfrey

**Genre:** Watership Down

**Player:**

**Date Created:** 1992

**Unspent EP:**

**Fudge Points: 1**

**Character Story:**

You're well known as an excellent herbalist. When very young, you were ambushed by a cat – you're lame for life from this encounter. Your ears twitch in opposite directions when nervous, but lean toward anyone whispering a secret - you love secrets.

You don't think dogs are so bad, an opinion that horrifies most bunnies.

**Wounds:**

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

**Every Bunny has**

**Attributes...**

*...and their associated skills*

**Survival.....Very Good**

- Move Quietly ..... Good
- Notice Things ..... Very Good
- Nose.....Superb

**Cleverness.....Great**

- First Aid.....Great

**Pluck.....Fair**

- Bluff.....Good

**Strength.....Mediocre**

- Fight.....Fair

**Agility.....Fair**

- Jump ..... Mediocre
- Dodge, Evade .....Fair
- Team Acrobatics..... Mediocre
- Climb .....Fair

**Fitness.....Good**

- Swim..... Good

**Speed.....Poor**

**Carrying:**

- Fiber Bag
- Herbs – see separate sheet (or possibly back of this sheet)

**Other Skills:**

- Ready/Throw Herb Very Good
- Prepare/Use Herbs Superb
- Fiber Crafts Good
- Tracking Great
- Burrow Good
- Barter Good
- Weather Sense Fair
- Diagnosis Good

**Knowledge of:**

- Useful Herbs Great
- Other Plants Good
- Poisons Great
- Swamps Great
- Traps Fair
- Medium-sized Area  
around warren Very Good

**Languages:**

- Dog/Fox/Wolf Good
- Pidgin Bird Mediocre

**Gifts:**

- Reputation: Excellent Herbalist
- Unaffected by Loud Noises

**Supernormal Powers:**

[None]

**Faults:**

- Sense of Duty to the Warren (includes your Companions)
- Fear of Cats
- Lame – left hind leg
- Addiction to Seer Flower
- Compulsive Swamp Exploring

## Familiar Herb List For Comfrey

**Mode** = how it is delivered: **B** = Breathed; **C** = Contact; **I** = Ingested (or rubbed in wound); **S** = Special  
**Clarity** (scent clarity for location/identification, from easiest to hardest): Clear, Cloudy, Murky, Dense  
**Prep**: penalty (to *Herbs, Prep & Use* skill) to prepare correctly. Rolled by GM in secret.  
**R** = Resisted Herb (subject has chance to avoid or reduce effects); **R-1**, etc. = Resisted by Fitness-1, etc.

Qty	Herb Name	Mode	Clarity	Prep	Notes
	Bitterthorn	C	Cloudy	-2	Victim Hallucinates on suggestion; 10 min; R-2
	Blackweed	I	Cloudy	-2	Victim fears everything; 10 min; R-2
	Burning Nettle	I	Cloudy	-2	Heals 2 levels of damage (or 3 of fatigue)
	Dodgeweed	I	Clear	-1	+1 to Dodge for 1 hr
	Fumitory	C	Cloudy	-3	Neutralizes Odors; 8 hrs
	Hardberry	I	Clear	-1	-1 to damage received for 1 hr
	Lemonberry	I	Cloudy	-2	Does 2 levels damage
	Lemonberry Pollen	B	Clear	-1	Does 1 level damage
	Orchid Root	I	Clear	-0	Nullifies hostile herb
	Redberry	I	Clear	-0	Heals 1 level damage (or 2 of fatigue)
	Seer Flower	I	Dense	-3	Precognitive vision; all stats/skills are at -3 for 1 hr
	Skunk Flower	C	Clear	-0	Vile odor: predators miss first bite
	Slumberdust	B	Murky	-3	Victim sleeps; 30 min; R-2
	Slumber Flower	I	Cloudy	-1	Victim sleeps; 30 min; R-3
	Snuffball	B	Clear	-1	Causes Sneezing; 1 min – victim can do little else
	Stinging Nettle	C	Cloudy	-3	Does 2 levels damage
	Sugar Leaf	I	Murky	-3	Victim is paralyzed; 10 min; R-4