

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 from the previous level with Experience Points

Character Name:

Genre:

Player:

Date Created:

Unspent EP:

Fudge Points:

Character Story:

Wounds:

1, 2
Scratch

3, 4
Hurt

5, 6
Very Hurt

7, 8
Incapacitated

9+
Near Death

<p><u>Attributes:</u></p>	<p><u>Gifts:</u></p>	<p><u>Skills:</u></p>
<p><u>Equipment:</u></p>	<p><u>Faults:</u></p>	