VG Fudge — Highwaymen

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: James Tichburne
Genre: Highwaymen
Player:
Date Created: GenCon 1994
Unspent EP:
Fudge Points: 2

Character Story:

A former cavalry officer under the late King Charles I, James now rides the highways of England still fighting the civil war in his own way.

Not too bright, James is nonetheless a skilled gambler. Outside of a game, however, he has a tendency to believe whatever you tell him. He doesn't mind common Puritans, but can't stand officials.

Wounds:

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

Attributes:

Wit	Mediocre
Charm	Fair
Will	Good
Agility	Good
Strength	Great
Fitness	Good

Gifts:

High Pain Threshold (no penalty for Hurt, only -1 for Very Hurt)

Quick Reflexes to avoid a surprise attack

Tough Hide (one less wound level per attack)

Skills:

Fencing	Great
Knife	Very Good
Pistol	Good
Musket	Good
Riding	Good
Horse Care	Fair
Acrobatics	Good
Boating	Good
Brawling	Superb
Carousing	Very Good
Climbing	Good
Gambling	Good
Haggle	Good
Move Quietly	Good

Equipment:

Saber
Knife
Pistol   (Dmg Pot: mid)
Musket (Dmg Pot: max+min)

Cloak, Change of Clothes

Belt Pouch
Pistol Ammo: 20 rounds
Musket Ammo: 20 rounds

Deck of cards; dice

Faults:

Sense of Duty to your Companions
Secret: Outlaw
Highwayman's Code of Honor
A Little Gullible
Intolerance of Puritan officials
Semi-literate

	Defaults:	EP
+4	Superb	12
+3	Great	8
+2	Very Good	4
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+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.

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Character Name: Charles Waller
Genre: Highwaymen
Player:
Date Created: GenCon 1994
Unspent EP:
Fudge Points: 2

Character Story:
A former cavalry officer under the late King Charles I, Charles now rides the highways of England still fighting the civil war in his own way.
A very smooth talker and likable fellow, Charles can talk for hours about any topic and keep his audience enthralled. While he could swindle almost anyone, he has a heart of gold and so his targets are limited to the rich.

Wounds:

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

Attributes:

Wit	Good
Charm	Great
Will	Fair
Agility	Good
Strength	Mediocre
Fitness	Good

Gifts:
Heals Quickly
Literate

Skills:

Fencing	Good
Knife	Mediocre
Pistol	Great
Musket	Good
Riding	Fair
Horse Care	Good
Acrobatics	Good
Area Knowledge of England	Good
Bamboozle	Good
Engineering	Very Good
First Aid	Good
Move Quietly	Good
Social Skills	Great
Languages:	
Dutch	Good
French	Good

Equipment:
Smallsword
Knife
Pistol   (Dmg Pot: mid)
Musket (Dmg Pot: max+min)

Cloak, Change of Clothes

Belt Pouch
Pistol Ammo: 20 rounds
Musket Ammo: 20 rounds

First Aid Kit

Faults:
Sense of Duty to your Companions
Secret: Outlaw
Highwayman's Code of Honor
Compassionate to a fault – always helping the poor and needy

VG Fudge   *Highwaymen*

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+4	Superb	12
+3	Great	8
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+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: John Rawlins
Genre: Highwaymen
Player:
Date Created: GenCon 1994
Unspent EP:
Fudge Points: 2

Character Story:

A former cavalry officer under the late King Charles I, John now rides the highways of England still fighting the civil war in his own way.

John is not popular at parties - he tends to be cold and unemotional. But he still goes, because he can't quit gambling. His mechanical nature comes in handy when working with gunpowder.

Wounds:

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

Attributes:

Wit	Fair
Charm	Mediocre
Will	Fair
Agility	Very Good
Strength	Good
Fitness	Very Good

Equipment:

Smallsword
Knife
Pistol   (Dmg Pot: mid)
Musket (Dmg Pot: max+min)

Cloak, Change of Clothes

Belt Pouch
Pistol Ammo: 20 rounds
Musket Ammo: 20 rounds

1 full deck of cards
1 partial deck of cards for trademark
3 Grenades

Gifts:

Heals Quickly
Literate

Faults:

Sense of Duty to your Companions
Secret: Outlaw
Highwayman's Code of Honor
Compulsive Gambler
Leaves his trademark (a playing card) at the scene of each crime

Skills:

Fencing	Very Good
Knife	Good
Pistol	Very Good
Musket	Great
Riding	Good
Horse Care	Fair
Acrobatics	Great
Carousing	Very Good
Demolitions	Great
Gambling	Fair
Knowledge of Europe	Good
Evaluate Goods	Good
Move Quietly	Good
Streetwise	Good
Tactics	Good

Defaults:		EP
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+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: William Cotton
Genre: Highwaymen
Player:
Date Created: GenCon 1994
Unspent EP:
Fudge Points: 2

Character Story:

A former cavalry officer under the late King Charles I, William now rides the highways of England still fighting the civil war in his own way.

While not bright, William is popular with chance-met friends because he's entertaining, and sounds like he's the greatest soldier who ever lived. His friends discount his tales, however.

Wounds:

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

Attributes:

Wit	Mediocre
Charm	Good
Will	Great
Agility	Good
Strength	Fair
Fitness	Good

Equipment:

Smallsword
Knife
Pistol   (Dmg Pot: mid)
Musket (Dmg Pot: max+min)

Cloak, Change of Clothes

Belt Pouch
Pistol Ammo: 20 rounds
Musket Ammo: 20 rounds

Rope, 10 yards
Grappling Hooks

Gifts:

Acute Hearing (+3 to Wit to hear anything)
Lucky (reroll bad dice result twice per game)
Quick Reflexes to avoid surprise attacks

Faults:

Sense of Duty to your Companions
Secret: Outlaw
Highwayman's Code of Honor
Boaster
Compulsive Carouser
Semi-literate

Skills:

Fencing	Good
Knife	Good
Pistol	Very Good
Musket	Good
Riding	Good
Horse Care	Mediocre
Acrobatics	Great
Carousing	Great
Climbing	Very Good
Disguise	Great
Haggle	Good
Move Quietly	Good
Woods Lore	Good

Defaults:

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: Thomas Oglethorpe
Genre: Highwaymen
Player:
Date Created: GenCon 1994
Unspent EP:
Fudge Points: 2

Character Story:

A former cavalry officer under the late King Charles I, Thomas now rides the highways of England still fighting the civil war in his own way.

Thomas had a couple of different careers before joining the army. His father wanted him to be a doctor, so he became one. But he preferred music, and only practiced medicine because of the war.

Wounds:

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

Attributes:

Wit	Great
Charm	Fair
Will	Good
Agility	Good
Strength	Fair
Fitness	Fair

Equipment:

Smallsword
Knife
Pistol   (Dmg Pot: mid)
Musket (Dmg Pot: max+min)

Cloak, Change of Clothes

Belt Pouch
Pistol Ammo: 20 rounds
Musket Ammo: 20 rounds

Doctor's Kit
Lute

Gifts:

Beautiful Voice
Handsome
Literate

Faults:

Sense of Duty to your
  Companions
Secret: Outlaw
Highwayman's Code of Honor
Fanatic Patriot to King Charles
  II in exile

Skills:

Fencing	Good
Knife	Mediocre
Pistol	Good
Musket	Mediocre
Riding	Good
Horse Care	Good
Acrobatics	Good
Area Knowledge of Southern England	Good
Climbing	Fair
Deception	Great
Geography	Good
Lute & Singing	Very Good
Medicine	Great
Move Quietly	Good
Social Sciences	Good
Theology	Very 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 from the
previous level with Experience Points

Character Name: Richard Byron
Genre: Highwaymen
Player:
Date Created: GenCon 1994
Unspent EP:
Fudge Points: 2
Character Story:
A former cavalry officer under the late King Charles I,
  Richard now rides the highways of England still fighting
  the civil war in his own way.
Richard has quickly adapted to the post-war conditions,
  more so than his companions. He's taken to the life of an
  outlaw with great fervor, learning his new trade fairly
  quickly.

Wounds:

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

Attributes:

Wit	Good
Charm	Good
Will	Mediocre
Agility	Great
Strength	Good
Fitness	Fair

Equipment:
Smallsword
Knife
Pistol   (Dmg Pot: mid)
Musket (Dmg Pot: max+min)

Cloak, Change of Clothes

Belt Pouch
Pistol Ammo: 20 rounds
Musket Ammo: 20 rounds

Lockpicks

Gifts:
Absolute Direction
Literate
Night Vision

Faults:
Sense of Duty to your
  Companions
Secret: Outlaw
Highwayman's Code of Honor
Greedy

Skills:

Fencing	Great
Knife	Fair
Pistol	Great
Musket	Good
Riding	Great
Horse Care	Good
Acrobatics	Very Good
Climbing	Good
Disguise	Good
Evaluate Goods	Fair
Fast-talk	Fair
Knowledge of	
Building Layouts	Good
Knowledge of	
London	Good
Move Quietly	Good
Pick Locks	Fair
Streetwise	Good