

Mini-Demos for the Fudge Game
by Ann Dupuis, with Deryni characters by Carol Townsend
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Overview

These demos are designed to be short and sweet (10-20 minutes), covering the basics of the ***Fudge*** roleplaying game. Each demo includes two player characters. If you have only one player, give both characters to that player; if you have more than two players, you may give extra copies of the character cards to the additional players (maximum of four players suggested). You can change the “extra” characters’ names (“Stripe” and “Strip,” “Comfrey” and “Chamomile” in the Bunnies demo, for example) or just use the players’ names. All traits remain the same.

Points to make (text in quotes can be used during the demo to explain certain things; other points should be demonstrated by actual play):

1. *“Fudge is a customizable roleplaying game that works with any setting, any character.”*

Introduce the available characters:

Jaksmar and Alorna, members of Sendai the Magnificent’s troupe of traveling performers in the medieval fantasy world of Katherine Kurtz’s Deryni series.

Two members of the National Archaeological Geographic and Submarine society, adventure-scholars seeking lost cities, ancient artifacts, and ancient lore. From the *Terra Incognita* Victorian/Pulp game.

Bunnies. (If they ask -- say “*Rabbits, as in Bunnies and Burrows or Watership Down.*”)

Members of the Alliance Fleet Command, fighting bug aliens in space.

Musketeers (specifically Athos and D’Artagnan).

2. *“In Fudge, character traits are rated on a word-based scale running from Terrible to Superb.”*

Point out the trait scale listed on the right side of the character cards.

Superb
Great
Good
Fair
Mediocre
Poor
Terrible

Note: Character traits that aren’t listed on the character sheet default to Fair for Attributes and Poor for Skills.

3. *Fudge* dice are easy and fun to use: roll four dice, plusses and minuses cancel out, and the result will be from -4 to +4. There are three types of dice rolls: *Opposed Actions*, resolved by character trait plus dice roll versus opponent's trait plus dice roll; *Unopposed Actions*, resolved by character trait plus dice roll versus a GM-set difficulty level, and *Situational Rolls*, which are simple checks of general circumstances to see if they're favorable or unfavorable.

Rolling *Fudge* dice and determining the results is best shown during play. (If you don't have access to *Fudge* Dice, use the 3d6 method in ***Fudge in a Nutshell***.)

Generally, *Fudge* dice are rolled in sets of 4 dice. Dice rolls that result in greater than Superb are "Legendary" results. Worse than "Terrible" results are "Sub-Terrible" or "Abysmal," or "You're going to need to use a *Fudge* point to get you out of this mess!" (In ***Fudge***, everything is optional and there are multiple ways to do anything, so in some games there'll be fewer or more *Fudge* dice rolled. But four dice is a good number for cinematic games, allowing for spectacular successes and abysmal failures.)

The first time you need to ask the players to roll the dice, ask them to roll four *Fudge* dice, then explain which type of roll this is.

Situational Roll (Any roll that provides information on the general situation or a specific piece of information but isn't tied to any success or failure: how well the Innkeeper will treat the characters, whether anyone's watching which could complicate an attempt to Sneak or Move Quietly, etc.) *"A Situational Roll helps the Gamemaster determine how favorable a given situation may be to the characters. It's not based on any trait, it's just the roll of the dice described in Fudge terms. So a +1 result means something Good has happened, a -2 result indicates a Poor situation, a +3 will result in Superb conditions for the PCs."*

Unopposed Trait Check (Any skill or attribute that's currently unopposed -- nothing's actively trying to stop the character. Examples include Climbing skill for climbing a cliff, or Perception attribute to see if a character notices something, etc.): *"To determine if your character is successful, look at your trait level. Then roll four Fudge dice. Plusses and minuses cancel out: what's left over should be easy to read. (Let them roll the dice, and if necessary help them determine the dice modifier, from -4 to +4.) Right, that's a (plus two, or minus one, or whatever -- or "that's plus or minus zero" if the result zeroes out). Now look at the trait level scale, which shows the trait levels from Terrible to Superb. You start at (Good or Great or whatever the skill level is). Now go (up two levels, or down one level, or whatever the dice indicate). That's a Great result! (or Mediocre, or Superb, or whatever)." Describe the results of the character's action in entertaining detail. In some situations, even a Good result may end in failure (if the Difficulty Level is Great or higher, meaning it would take a Great or better result to succeed).*

Opposed Trait Check (Any action that's opposed by something. Examples include conflicts such as arm wrestling or combat, debates, and any skill or magic spell that's "opposed" by some other character trait, such as Deryni Mind Control, which is opposed by the target's Will attribute.): *"In this conflict, you'll be using your <insert trait here> skill against your opponent's <insert other skill or attribute that opposes the PC's skill>. Roll four dice, and I'll do the same for your opponent. (Let the player roll the dice, and roll for the NPC yourself. It's possible, but unlikely, for the two PCs to get into conflict with each other, in which case let the other player roll the dice.) What result did you get? Your opponent got a <insert trait check result for NPC here>. You <won/lost> by <X> levels!" Describe the results of the conflict in entertaining detail. Explain the results in *Fudge* terms: "You've <insert wound severity> your opponent!" or "You're now <insert wound severity>" (see below).*

4. *“In Fudge, the greater the spread between the winner and the loser, the greater the damage done. Damage is tracked as being Scratched, Hurt, Very Hurt, Incapacitated, or Near Death.”*

Show the player the Wound Track on the character card, with its checkboxes beneath the terms Scratched, Hurt, Very Hurt, Incapacitated, and Near Death. There are three checkboxes under Scratched, two under Hurt, and one each under the more severe wound levels. Explain that each injury will result in one box being checked off, so a character could have up to three Scratches, two Hurts, and one each of the other wound levels. If a character is Scratched and already has all three Scratch boxes checked off, that Scratch will move up to the next available wound level (Hurt if there's an open box under Hurt, etc.).

A Hurt wound carries a -1 penalty to future actions, and Very Hurt carries a -2 penalty, but penalties won't apply until after the battle. On the other hand, a character who is Incapacitated can do little more than croak out a warning or crawl towards hoped-for safety, while one who is Near Death is helpless.

Scratches are erased after the battle provided the character has time to tend to them. (You can require a First Aid roll if you like.)

5. *“In Fudge, you can guarantee a success or accomplish something with panache and flair or help get your character out of trouble by using a ‘fudge point.’” (If you have M&Ms, give each player one to represent a “Fudge Point” -- if they have to use it, the GM gets to eat it! Otherwise they can eat it when the demo's over. If no M&Ms or other small goodies are available, have them mark 1 Fudge point on their character sheet.)*

What can players do with Fudge points? It depends on the GM or the genre. Really serious games may only allow the player to alter a die roll by one level (up or down) with the use of a fudge point, or allow an additional “saving roll” to recover from a particularly bad die result. For more cinematic games, they can be used to guarantee an automatic success with a skill the character is at least Fair in, or to take an already successful roll and make it a “critical success.” Likewise it can be used to change a near miss into a success, or a total failure into a not-so-bad failure.

Fudge Points can be earned through good roleplaying, exchanging “experience points” for Fudge points, or anything else the GM wishes to reward (very clever solutions to problems, etc.). If you wish you can award additional fudge points during the short demo to illustrate.

6. *“In Fudge, everything is optional, and there are multiple ways to do anything. Each Gamemaster is encouraged to choose the Fudge options that best fit her campaign setting and style of play. At its simplest, Fudge lets you describe everything in Fudge terms, roll the dice, and fudge the rest!”*

If the players seem interested, pull out the Fudge 10th Anniversary Hardcover Edition, and say *“While the Fudge game is actually rules-light and easy to play, the 10th Anniversary Edition of the **Fudge** game provides two pounds of optional Fudge rules!”* (Yes, the book weighs two pounds....)

Genre: Deryni Adventure Game

Characters: Jaksmar Telamon (“proceeds collector”) & Alorna Orsaltis (dancer), two members of a traveling troupe of performers in the medieval-like world of the Deryni.

Premise: A nobleman has hired Sendai the Magnificent and his troupe of traveling performers to ensure that a particular document in the hands of a minor court official does not make its way to the Archbishop of Rhemuth. Jaksmar and Alorna have been tasked with retrieving the document and substituting a forgery if possible.

Court Official:

Calem Stark

Strength: Good

Willpower: Mediocre

Sword: Fair

Dodging: Mediocre

Scene:

Calem Stark is staying at an inn: a well-to-do establishment with a large common room serving food and ale and two floors of guest rooms above. The finest of these guest rooms have lockable doors and beds with down mattresses.

For a quick demo, Calem Stark is easily found in the common room and is already well into his cups (and quite possibly attempting to woo one of the inn’s serving wenches). For a longer demo, you can make Calem Stark less of an easy mark and have him on the lookout for trouble, in which case it may lead to combat.

The document implicates the nobleman who hired Sendai as a Deryni Mage -- putting him and his family at risk for reprisals (including being burned at the stake).

Likely skill checks:

Jaksmar:

Sneak (to get to Stark’s bedroom without being noticed, Difficulty Level Fair, easier if Alorna is successfully distracting the inn’s residents and visitors, more difficult if Stark is on the lookout for trouble)

Lockpick (Stark’s bedroom is locked, Difficulty Level Fair, so Jaksmar will succeed even with a –2 dice modifier)

Perception (Determines how quickly Jaksmar can find the document amid Calem Stark’s belongings in the room, with a Good or better result meaning it takes only moments rather than minutes)

Forgery (Jaksmar has parchment and pen and ink with which to forge the document, once he has found the original document and knows what handwriting and signature to forge -- no target difficulty, but the result of his Fair Forgery skill plus the die roll will determine how good the forgery is - no effect on the demo but could affect happenings in the Deryni world if this were the start of a longer adventure. The information Jaksmar decides to include in the forged document could also affect a great deal!)

Alorna:

Dancing (to distract the inn's customers, including Calem Stark)

Scrying and/or *Move Objects* (to "see" the inner workings of the room's lock and move them with her mind magic if Jaksmar's lockpicking attempt is unsuccessful; Difficulty Level Mediocre as it's easier to open the lock by "sight" than by feel as Jaksmar must! -- as both *Scrying* and *Move Objects* are Fair the player only needs to roll once)

Mind Control or *Body Control* (to influence Calem Stark's thoughts and behavior or to influence his body to make him sleep or become more drunk than he would otherwise be -- opposed by Calem Stark's Mediocre Willpower)

Note: It really helps to have some knowledge of the Deryni universe from Katherine Kurtz's long-running fantasy series, or to have read at least some of The Deryni Adventure Game....

If "fudging" it, Jaksmar's skills are pretty much self-explanatory.

Alorna is a Deryni Mage. Deryni magic is subtle -- no flaming fireballs, it's more along the lines of mental powers such as telepathy and telekinesis than fantasy magic.

"Body Control" lets her sharpen her senses, hold her breath for extended periods of time, and do other subtle magic related to her body. "Move Objects" is a form of telekinesis. "Scrying" lets her see things from afar through the use of a mirror or bowl of water or other reflective surface. "Shields" provide her with magical shields to protect her from other Deryni mages. "Mind Control" is pretty much that, opposed by Willpower. "Truth Reading" is a passive magic that lets her tell whether or not someone's telling the truth. All Deryni mages can also call up "handfire" -- heatless light sources.

Genre: Terra Incognita (Pulp Adventures of the National Archaeological Geographic and Submarine Society)

Characters: Harrison Kole (Hero/Snoop) & Emily Worthington (Bookworm/Hack)

Premise: The *National Archaeological Geographic and Submarine Society* send their members to travel the globe, seeking out lost cities, ancient artifacts, and ancient lore. The Society analyzes what they uncover, and if the world's not ready for it yet they cover it back up again! This is what happened twenty years ago, when NAGS explorers first mapped and cataloged the Tomb of Setna. Hidden in the depths of the tomb (past many traps and a false tomb and secret doors) they found a sarcophagus containing scrolls of the Book of Life. (You've heard of the Book of the Dead, which helped ancient Egyptians travel to the afterlife? The Book of Life takes them through the afterlife to Immortality on the other side!) Judging the world unready for such a discover, they carefully cataloged the contents of the tomb and took great care to hide the tomb from future discovery.

Unfortunately, with the recent boom in Egyptian archaeology (the year is 1908), the inevitable has happened: some rival archaeologists have uncovered Setna's tomb and begun excavating it.

The Society has sent some NAGS operatives on an emergency mission to recover the Book of Life (or destroy it!) rather than allow it to fall into the hands of the uninitiated. They have an advantage: a copy of the dossier on Setna's Tomb, including an inventory summary, maps and drawings, and notes. (Give the page from the dossier with the notes concerning the death trap to the players.)

Rival Archaeologists:

Jasper Watelford, Leader of the Expedition

Strength: Good

Vigor: Good

Archaeology: Good

Firearm (Pistol): Great

Unarmed Combat (Boxing): Good

Bargain: Mediocre

Wounds: currently has two Scratches

Qaseem al-Tarif

Dexterity: Good

Vigor: Mediocre

Stealth: Good

Traps: Good

Stiletto: Great

Dodge: Good

Fisticuffs: Fair

Wounds: currently is Hurt

Scene: Setna's Tomb (see accompanying .pdf files, SetnasTombPlayers.pdf and SetasTombGM.pdf)

The NAGS enter Setna's tomb through the "grave robber's tunnel" discovered by the previous team. They're well aware of the "death trap" that awaits them – and of what they need to do to disarm the trap (push on the belt knot on the mural of Anubis (aka Anpu) to the right of the trapped corridor).

Unfortunately for them (and especially for the rival archaeologists!) the death trap has already been sprung, completely blocking the passageway and leaving a trickle of blood seeping out from under the enormous stone block that slammed down on the unsuspecting archaeologists. Further exploration (or previous exploration if you want to include more backstory before beginning the demo) reveals that the archaeologists' camp has been deserted -- terror over the apparent deaths of the archaeological team spooked the native workers who have now scattered, telling tales of the cursed tomb in the Valley of Kings....

However, Emily Worthington realizes that the original team never discovered the secret passageway that ancient Egyptians almost *always* included in their tombs -- one that would allow the *ka*, or soul, to pass to the afterlife. So the Book of Life may not be as safely hidden behind the sprung trap as it could be.

Likely skill checks:

Either Harrison or Emily:

Perception: to notice things. The better the result, the more information they can glean when examining the following:

The murals: They're painted on the walls, not sculptured in relief or otherwise; pushing the belt knot on the right-Anpu mural causes a grinding noise but nothing else as the death trap has been sprung and can no longer be disarmed or reset; the eye of the Anubis/Anpu figure on the left is actually a hole rather than painted; pushing the belt knot on the left-Anpu mural causes a click and a slight grinding sliding noise but nothing else; pushing on either side of the central axis of the left-Anpu mural *after* the belt knot has been pushed will cause the thin stone wall to rotate on its axis, allowing access to the narrow secret passageway beyond.

The secret passageway: The passageway is about 5' wide, with a 6' ceiling (Harrison is just short enough to not have to duck); it slopes down at a slight angle; the walls and floor and ceiling are roughly cut sandstone; there is some rocky debris and sand and dust on the floor, especially along the edges and in the corners; if Emily or Harrison thinks to consult with the tomb plan created by the previous NAGS group it may be apparent (Good or better Reasoning or Archaeology) that the secret passageway parallels the "false tomb."

The pit trap: A short way down the secret passageway is a pit trap covered with parchment (very thin prepared animal hide) painted to look like the rest of the floor; light debris similar to what's on the floor around the pit has been scattered across the parchment; it would take a Great or better Perception check to notice anything by vision alone but the fact that *something* is different or wrong here will be immediately apparent if touching with cane or hand or foot; the pit itself is about 15 feet deep with debris at the bottom; there's a narrow ledge (2 inches or less) on either side of the pit that the parchment was affixed to.

The rival archaeologists: Shortly after negotiating the pit trap the NAGS come upon the surviving rival archaeologists (Watelford and al-Tarif, who had escaped the Death Trap and found their way around traps and through secret doors to this secret passageway and are desperate to get out to get the help they need to loot the riches they've found); the Watelford appears to have some lumps and bruises, al-Tarif is Hurt with an injured left arm; the two men are surprised to see strangers here and will demand to know who they are; the rival archaeologists were focused on survival and finding their way out so remain unaware of the contents of the sarcophagus in the True Tomb.

Dexterity: to accomplish physical feats requiring dexterity (such as negotiating the pit trap)

Harrison:

Cane Sword: to use the cane sword in any way, including as a “pole” checking floors and walls and ceiling, as a club, unsheathed as a sword, etc.

Revolver (with or without Quick Draw first): to shoot at something

Persuade or Interrogate: in interacting with the rival archaeologists

Emily:

Ancient Egyptian: to decipher any hieroglyphs (a Fair or better result when examining the illegible signs by the left-Anpu mural mentioned in the notes will reveal that they’re illegible because they’ve long-ago been very slightly defaced)

Archaeology: to analyze the tomb’s architecture for additional information (including the suspected existence of a secret passageway, the fact that the passageway parallels the direction and slope of the false tomb and seven-pillared room) or to appraise the value of any archaeological treasures or finds

Stealth: to sneak around or sneak up on someone

Arabic: to talk to Qaseem al-Tarif in his native language

Genre: Bunnies (Bunnies & Burrows / Watership Down)

Characters: Stripe (Scout) and Comfrey (Herbalist)

Premise: The bunnies are going home to their warren after a successful truffle hunt. They're ambushed by rats who want the truffles! (Truffles – yummy mushrooms that grow in the ground – are prized by many animals so bunnies view them as food *and* as wealth.)

Rats:

Speed: Mediocre

Cleverness: Fair

Strength: Mediocre

Fighting: Good

Scene:

The bunnies are following a well-known deer trail through the woods and are almost home. Up ahead the deer trail curves around a large bush, then plunges down a steep hill towards a brook. On the other side of the brook is a hilly field; their warren is just over the hill on the other side of the brook.

Each bunny has a woven grass backpack containing *many* truffles! (Bunnies count: 1, 2, 3, many.... so Stripe and Comfrey are going home with many, many truffles!)

The rats are hiding in a bush on the edge of the stream. After an unsuccessful raid on a nearby chicken coop (the farm dog chased them away), they're hungry and irritable and looking for trouble (as well as something to eat!).

Likely skill checks: Perception (to notice the rats or other dangers), plus:

Stripe (Bunny Scout):

Move Quietly: to sneak up on anything without being heard

Camouflage: To help Comfrey hide (Comfrey is lame and can't run)

Bun Fu: Bunny Kung Fu!

Comfrey (Bunny Herbalist)

Cleverness: to suggest good strategy and ideas to Stripe

First Aid: in case Stripe is injured

Throwing: (Comfrey has Throw Herbs at Fair -- oops, forgot to mark it on the character sheet!)

Note: Bunny Herbalists are the equivalent of "shamans" in Bunny society; their knowledge of plants and herbs and other natural substances can be used to make "magic" items. Comfrey has "Bitterthorn" (contact hallucinogen, Resisted by Cleverness at a -2 penalty), Burning Nettle (eat it to heal one level of damage), and Lemonberry (causes 2 points of damage -- a "Scratch"-- on contact).

Genre:The Alliance (“War With the Bugs” Space Horror)

Characters: Private Chris Tanegra (Military Police) and Lt. junior grade Helen Davis (MD)

Premise: The small transport vessel Chris and Helen are on has been attacked! Damage sustained has incapacitated life support and artificial gravity, but Chris and Helen managed to get into suits in time. Now the vessel’s being boarded by the bug-like Cissian warriors!

Cissian:

Brute Force: Great

Toughness: Great

Survival (Zero G): Fair

Combat: Good

Note: Lots of Zero G Survival checks in this scene!

Genre: Musketeers

Characters: D'Artagnan and Athos

Premise: Barroom brawl! With tables, chairs, tankards (empty and full), chandeliers, a balcony, and staircase banisters!

Brawlers:

Carousing Fair

Acrobatics Poor

Brawling Fair

Note: "Musketeers" and "Barroom Brawl" is really all you should need to know! A Musketeer who uses a Fudge Point can do anything he wants with the chandeliers, tables, balcony, and banisters!

About This Fudge Roleplaying Game Document:

The text content of this document is released under the terms of the Open Game License, which can be found at <http://fudgerpg.com/about/legalities/ogl.html> and is incorporated here by reference.

About Fudge:

Fudge is a roleplaying game written by Steffan O'Sullivan, with extensive input from the Usenet community of rec.games.design and other online forums. The core rules of **Fudge** are available free on the Internet at <http://www.fudgerpg.com> and other sites. **Fudge** was designed to be customized, and may be used with any gaming genre. **Fudge** gamemasters and game designers are encouraged to modify **Fudge** to suit their needs, and to share their modifications and additions with the **Fudge** community.

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Private Chris Tanegra
Alliance Fleet Command MP



Skills:	Skills Continued:	Gifts:	
Pistol (10mm) Superb	Judo Good	Nat. Calm	Superb
Karate Great	Rifle (M30) Good	Danger	Great
Running Great	Security Proc. Good	Sense	Good
Staff/Club Great	Survival (hostile	Faults:	Fair
Survival ZeroG Great	atmosphere) Good	Hard on self	Mediocre
Crawling Good	Weapon Maint. Good	Exhausted	Poor
			Terrible
Attributes:	Wound Track	Fudge Points:	
Brute Force Great	1, 2	3, 4	5, 6
Toughness Great	Scratched	Hurt	Very Hurt
			Incap. Near Death

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Lt.jg. Helen Davies
Alliance Fleet Command MD



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Field Medicine Superb	Comm Gear Good	Combat	Superb
First Aid Superb	Cybernetics Good	Experience	Great
Computer Ops Great	Kung Fu Good	(shipboard)	Good
Diagnostics Great	Survival (hostile	Faults:	Fair
Triage Great	atmosphere) Good	Phobia: los-	Mediocre
Biology Good	Survival ZeroG Fair	ing a patient	Poor
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Attributes:	Wound Track	Fudge Points:	
Alertness Superb	1, 2	3, 4	5, 6
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Computer Ops Great	Kung Fu Good	(shipboard)	Good
Diagnostics Great	Survival (hostile	Faults:	Fair
Triage Great	atmosphere) Good	Phobia: los-	Mediocre
Biology Good	Survival ZeroG Fair	ing a patient	Poor
			Terrible
Attributes:	Wound Track	Fudge Points:	
Alertness Superb	1, 2	3, 4	5, 6
Willpower Great	Scratched	Hurt	Very Hurt
			Incap. Near Death

Lt.jg. Helen Davies
Alliance Fleet Command MD



Skills:	Skills Continued:	Gifts:	
Field Medicine Superb	Comm Gear Good	Combat	Superb
First Aid Superb	Cybernetics Good	Experience	Great
Computer Ops Great	Kung Fu Good	(shipboard)	Good
Diagnostics Great	Survival (hostile	Faults:	Fair
Triage Great	atmosphere) Good	Phobia: los-	Mediocre
Biology Good	Survival ZeroG Fair	ing a patient	Poor
			Terrible
Attributes:	Wound Track	Fudge Points:	
Alertness Superb	1, 2	3, 4	5, 6
Willpower Great	Scratched	Hurt	Very Hurt
			Incap. Near Death

Alorna Orsaltis
Traveling Troupe's Dancer



Skills:	Magic Skills:	Gifts:	Superb
Dancing Great	Body Control Fair	Deryni	Great
Acrobatics Good	Move Objects Fair	Attractive	Good
Jumping Good	Screaming Fair	Faults:	Fair
Performance Good	Shields Fair	Dark Secret:	Mediocre
First Aid Fair	Mind Control Med.	Deryni	Poor
Riding Fair	Truth Reading Poor		Terrible
Attributes:	Wound Track	Fudge Points:	
Agility Great	1, 2	5, 6	7, 8
Stamina Good	3, 4	9+	
	Scratched	Hurt	Very Hurt Incap. Near Death

Harrison Kole
Hero/Snoop



Skills:	Skills Continued:	Gifts:	Superb
Revolver Great	Bargain Fair	Privileged	Great
Cane Sword Good	Diplomacy Fair	Upbringing	Good
Dissemble Good	Discern Fair	Charisma	Fair
Etiquette Good	Quick Draw Fair	Faults:	Mediocre
Interrogate Good	Flirt Fair	Gimpy Leg	Poor
Persuade Good		Overconfident	Terrible
Attributes:	Wound Track	Fudge Points:	
Dexterity Good	1, 2	5, 6	7, 8
Reasoning Good	3, 4	9+	
	Scratched	Hurt	Very Hurt Incap. Near Death

Stripe
Bunny Scout



Skills:	Skills Continued:	Gifts:	Superb
Camouflage Superb	Hedgewise Great	Danger Sense	Great
Jumping Superb	Navigation Great	Combat	Good
Move Quietly Superb	Survival Great	Reflexes	Fair
Acrobatics Great	Team Acrobat. Great	Faults:	Mediocre
Bun Fu Great	Tracking Great	Curiosity	Poor
Fastdraw Herb Great	Traps Great	Gambler	Terrible
Attributes:	Wound Track	Fudge Points:	
Bounce Superb	1, 2	5, 6	7, 8
Speed Superb	3, 4	9+	
	Scratched	Hurt	Very Hurt Incap. Near Death

Private Chris Tanegra
Alliance Fleet Command MP



Skills:	Skills Continued:	Gifts:	Superb
Pistol (10mm) Superb	Judo Good	Nat. Calm	Great
Karate Great	Rifle (M30) Good	Danger	Good
Running Great	Security Proc. Good	Sense	Fair
Staff/Club Great	Survival (hostile	Faults:	Mediocre
Survival ZeroG Great	atmosphere) Good	Hard on self	Poor
Crawling Good	Weapon Maint. Good	Exhausted	Terrible
Attributes:	Wound Track	Fudge Points:	
Brute Force Great	1, 2	5, 6	7, 8
Toughness Great	3, 4	9+	
	Scratched	Hurt	Very Hurt Incap. Near Death

D'Artagnan
Musketeer



Skills:	Skills Continued:	Gifts:	Superb
Fencing Superb	Pistol Good	Status:	Great
Acrobatics Great	Shadowing Good	Gentleman	Good
Climbing Great	Diplomacy Fair	Lucky	Fair
Riding Great	Knife Fair	Faults:	Mediocre
Carousing Good	Merchant Fair	Impulsive	Poor
Move Quietly Good	Musket Fair	Stubborn	Terrible
Attributes:	Wound Track	Fudge Points:	
Agility Great	1, 2	5, 6	7, 8
Fitness Great	3, 4	9+	
	Scratched	Hurt	Very Hurt Incap. Near Death

Jaksmar Telamon
Troupe's Proceeds Collector



Skills:	Skills Continued:	Gifts:	Superb
Pickpocket Superb	Acting Fair	Combat	Great
Disguise Great	Appraisal Fair	Reflexes	Good
Lockpick Great	Brawling Fair	Contacts	Fair
Dodge Good	Climbing Fair	Faults:	Mediocre
Sneak Good	Dagger Fair	Illegitimate	Poor
Streetwise Good	Forgery Fair		Terrible
Attributes:	Wound Track	Fudge Points:	
Agility Great	1, 2	5, 6	7, 8
Perception Good	3, 4	9+	
	Scratched	Hurt	Very Hurt Incap. Near Death

Emily Worthington
Bookworm/Hack



Skills:	Skills Continued:	Gifts:	Superb
Archæology Great	Cryptography Fair	Absolute	Great
Ancient Egyptian Good	Demolitions Fair	Direction	Good
Knowledge Egypt Good	Photography Fair	Priv. Upbring.	Fair
History/Myth Good	Riding Fair	Faults:	Mediocre
Arabic Fair	Survival (desert) Fair	Curious	Poor
Cartography Fair	Stealth Mediocre	Fear of Snakes	Terrible
Attributes:	Wound Track	Fudge Points:	
Perception Good	1, 2	5, 6	7, 8
Reasoning Good	3, 4	9+	
	Scratched	Hurt	Very Hurt Incap. Near Death

Comfrey
Bunny Herbalist



Skills:	Herbs:	Gifts:	Superb
Botony Superb	Bitterthorn (contact	Unaffected by	Great
Herbary Superb	hallucinogen, R-2)	Loud Noises	Good
Fast-draw Herb Great	Burning Nettle (heals 2,	Faults:	Fair
First Aid Great	fatigue 3)	Phobia: Cats	Mediocre
Naturalist Great	Lemonberry (2 dmg on	Lame (hind	Poor
Poisons Great	contact)	leg)	Terrible
Attributes:	Wound Track	Fudge Points:	
Nose Superb	1, 2	5, 6	7, 8
Cleverness Great	3, 4	9+	
	Scratched	Hurt	Very Hurt Incap. Near Death

Lt.jg. Helen Davies
Alliance Fleet Command MD



Skills:	Skills Continued:	Gifts:	Superb
Field Medicine Superb	Comm Gear Good	Combat	Great
First Aid Superb	Cybernetics Good	Experience	Good
Computer Ops Great	Kung Fu Good	(shipboard)	Fair
Diagnostics Great	Survival (hostile	Faults:	Mediocre
Triage Great	atmosphere) Good	Phobia: los-	Poor
Biology Good	Survival ZeroG Fair	ing a patient	Terrible
Attributes:	Wound Track	Fudge Points:	
Alertness Superb	1, 2	5, 6	7, 8
Willpower Great	3, 4	9+	
	Scratched	Hurt	Very Hurt Incap. Near Death

Athos
Musketeer



Skills:	Skills Continued:	Gifts:	Superb
Savoir-Faire Superb	Climbing Good	Status: Noble	Great
Acrobatics Great	Diplomacy Good	Common	Good
Fencing Great	Latin Good	Sense	Fair
Pistol Great	Literature Good	Faults:	Mediocre
Riding Great	Move Quietly Good	Truthfulness	Poor
Tactics Great	Musket Good	Melancholy	Terrible
Attributes:	Wound Track	Fudge Points:	
Will Great	1, 2	5, 6	7, 8
Wit Great	3, 4	9+	
	Scratched	Hurt	Very Hurt Incap. Near Death

Harrison Kole Hero/Snoop



Skills:

Revolver Great
Cane Sword Good
Dissemble Good
Etiquette Good
Interrogate Good
Persuade Good

Skills Continued:

Bargain Fair
Diplomacy Fair
Discern Fair
Quick Draw Fair
Flirt Fair

Gifts:

Privileged *Superb*
Upbringing *Great*
Charisma *Good*
Faults: *Mediocre*
Gimpy Leg *Poor*
Overconfident *Terrible*

Attributes:

Dexterity Good
Reasoning Good

Wound Track

1, 2 3, 4
□□□ □□
Scratched Hurt

Fudge Points:

5, 6 7, 8 9+
□ □ □
Very Hurt Incap. Near Death

Harrison Kole Hero/Snoop



Skills:

Revolver Great
Cane Sword Good
Dissemble Good
Etiquette Good
Interrogate Good
Persuade Good

Skills Continued:

Bargain Fair
Diplomacy Fair
Discern Fair
Quick Draw Fair
Flirt Fair

Gifts:

Privileged *Superb*
Upbringing *Great*
Charisma *Good*
Faults: *Mediocre*
Gimpy Leg *Poor*
Overconfident *Terrible*

Attributes:

Dexterity Good
Reasoning Good

Wound Track

1, 2 3, 4
□□□ □□
Scratched Hurt

Fudge Points:

5, 6 7, 8 9+
□ □ □
Very Hurt Incap. Near Death

Harrison Kole Hero/Snoop



Skills:

Revolver Great
Cane Sword Good
Dissemble Good
Etiquette Good
Interrogate Good
Persuade Good

Skills Continued:

Bargain Fair
Diplomacy Fair
Discern Fair
Quick Draw Fair
Flirt Fair

Gifts:

Privileged *Superb*
Upbringing *Great*
Charisma *Good*
Faults: *Mediocre*
Gimpy Leg *Poor*
Overconfident *Terrible*

Attributes:

Dexterity Good
Reasoning Good

Wound Track

1, 2 3, 4
□□□ □□
Scratched Hurt

Fudge Points:

5, 6 7, 8 9+
□ □ □
Very Hurt Incap. Near Death

Harrison Kole Hero/Snoop



Skills:

Revolver Great
Cane Sword Good
Dissemble Good
Etiquette Good
Interrogate Good
Persuade Good

Skills Continued:

Bargain Fair
Diplomacy Fair
Discern Fair
Quick Draw Fair
Flirt Fair

Gifts:

Privileged *Superb*
Upbringing *Great*
Charisma *Good*
Faults: *Mediocre*
Gimpy Leg *Poor*
Overconfident *Terrible*

Attributes:

Dexterity Good
Reasoning Good

Wound Track

1, 2 3, 4
□□□ □□
Scratched Hurt

Fudge Points:

5, 6 7, 8 9+
□ □ □
Very Hurt Incap. Near Death

Harrison Kole Hero/Snoop



Skills:

Revolver Great
Cane Sword Good
Dissemble Good
Etiquette Good
Interrogate Good
Persuade Good

Skills Continued:

Bargain Fair
Diplomacy Fair
Discern Fair
Quick Draw Fair
Flirt Fair

Gifts:

Privileged *Superb*
Upbringing *Great*
Charisma *Good*
Faults: *Mediocre*
Gimpy Leg *Poor*
Overconfident *Terrible*

Attributes:

Dexterity Good
Reasoning Good

Wound Track

1, 2 3, 4
□□□ □□
Scratched Hurt

Fudge Points:

5, 6 7, 8 9+
□ □ □
Very Hurt Incap. Near Death

Emily Worthington Bookworm/Hack



Skills:

Archæology Great
Ancient Egyptian Good
Knowledge Egypt Good
History/Myth Good
Arabic Fair
Cartography Fair

Skills Continued:

Cryptography Fair
Demolitions Fair
Photography Fair
Riding Fair
Survival (desert) Fair
Stealth Mediocre

Gifts:

Absolute *Superb*
Direction *Great*
Priv. Upbring. *Good*
Faults: *Mediocre*
Curious *Poor*
Fear of Snakes *Terrible*

Attributes:

Perception Good
Reasoning Good

Wound Track

1, 2 3, 4
□□□ □□
Scratched Hurt

Fudge Points:

5, 6 7, 8 9+
□ □ □
Very Hurt Incap. Near Death

Emily Worthington Bookworm/Hack



Skills:

Archæology Great
Ancient Egyptian Good
Knowledge Egypt Good
History/Myth Good
Arabic Fair
Cartography Fair

Skills Continued:

Cryptography Fair
Demolitions Fair
Photography Fair
Riding Fair
Survival (desert) Fair
Stealth Mediocre

Gifts:

Absolute *Superb*
Direction *Great*
Priv. Upbring. *Good*
Faults: *Mediocre*
Curious *Poor*
Fear of Snakes *Terrible*

Attributes:

Perception Good
Reasoning Good

Wound Track

1, 2 3, 4
□□□ □□
Scratched Hurt

Fudge Points:

5, 6 7, 8 9+
□ □ □
Very Hurt Incap. Near Death

Emily Worthington Bookworm/Hack



Skills:

Archæology Great
Ancient Egyptian Good
Knowledge Egypt Good
History/Myth Good
Arabic Fair
Cartography Fair

Skills Continued:

Cryptography Fair
Demolitions Fair
Photography Fair
Riding Fair
Survival (desert) Fair
Stealth Mediocre

Gifts:

Absolute *Superb*
Direction *Great*
Priv. Upbring. *Good*
Faults: *Mediocre*
Curious *Poor*
Fear of Snakes *Terrible*

Attributes:

Perception Good
Reasoning Good

Wound Track

1, 2 3, 4
□□□ □□
Scratched Hurt

Fudge Points:

5, 6 7, 8 9+
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Very Hurt Incap. Near Death

Emily Worthington Bookworm/Hack



Skills:

Archæology Great
Ancient Egyptian Good
Knowledge Egypt Good
History/Myth Good
Arabic Fair
Cartography Fair

Skills Continued:

Cryptography Fair
Demolitions Fair
Photography Fair
Riding Fair
Survival (desert) Fair
Stealth Mediocre

Gifts:

Absolute *Superb*
Direction *Great*
Priv. Upbring. *Good*
Faults: *Mediocre*
Curious *Poor*
Fear of Snakes *Terrible*

Attributes:

Perception Good
Reasoning Good

Wound Track

1, 2 3, 4
□□□ □□
Scratched Hurt

Fudge Points:

5, 6 7, 8 9+
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Very Hurt Incap. Near Death

Emily Worthington Bookworm/Hack



Skills:

Archæology Great
Ancient Egyptian Good
Knowledge Egypt Good
History/Myth Good
Arabic Fair
Cartography Fair

Skills Continued:

Cryptography Fair
Demolitions Fair
Photography Fair
Riding Fair
Survival (desert) Fair
Stealth Mediocre

Gifts:

Absolute *Superb*
Direction *Great*
Priv. Upbring. *Good*
Faults: *Mediocre*
Curious *Poor*
Fear of Snakes *Terrible*

Attributes:

Perception Good
Reasoning Good

Wound Track

1, 2 3, 4
□□□ □□
Scratched Hurt

Fudge Points:

5, 6 7, 8 9+
□ □ □
Very Hurt Incap. Near Death

Stripe Bunny Scout

Skills:

Camouflage Superb
Jumping Superb
Move Quietly Superb
Acrobatics Great
Bun Fu Great
Fastdraw Herb Great

Attributes:

Bounce Superb
Speed Superb

Skills Continued:

Hedgewise Great
Navigation Great
Survival Great
Team Acrobat. Great
Tracking Great
Traps Great

Gifts:

Danger Sense
Combat
Reflexes
Faults:
Curiosity
Gambler

Fudge Points:

1, 2 3, 4 5, 6 7, 8 9+

Wound Track
1, 2 3, 4
Scratched Hurt



Superb
Great
Good
Fair
Mediocre
Poor
Terrible

Stripe Bunny Scout

Skills:

Camouflage Superb
Jumping Superb
Move Quietly Superb
Acrobatics Great
Bun Fu Great
Fastdraw Herb Great

Attributes:

Bounce Superb
Speed Superb

Skills Continued:

Hedgewise Great
Navigation Great
Survival Great
Team Acrobat. Great
Tracking Great
Traps Great

Gifts:

Danger Sense
Combat
Reflexes
Faults:
Curiosity
Gambler

Fudge Points:

1, 2 3, 4 5, 6 7, 8 9+

Wound Track
1, 2 3, 4
Scratched Hurt



Superb
Great
Good
Fair
Mediocre
Poor
Terrible

Stripe Bunny Scout

Skills:

Camouflage Superb
Jumping Superb
Move Quietly Superb
Acrobatics Great
Bun Fu Great
Fastdraw Herb Great

Attributes:

Bounce Superb
Speed Superb

Skills Continued:

Hedgewise Great
Navigation Great
Survival Great
Team Acrobat. Great
Tracking Great
Traps Great

Gifts:

Danger Sense
Combat
Reflexes
Faults:
Curiosity
Gambler

Fudge Points:

1, 2 3, 4 5, 6 7, 8 9+

Wound Track
1, 2 3, 4
Scratched Hurt



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Great
Good
Fair
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Skills:

Camouflage Superb
Jumping Superb
Move Quietly Superb
Acrobatics Great
Bun Fu Great
Fastdraw Herb Great

Attributes:

Bounce Superb
Speed Superb

Skills Continued:

Hedgewise Great
Navigation Great
Survival Great
Team Acrobat. Great
Tracking Great
Traps Great

Gifts:

Danger Sense
Combat
Reflexes
Faults:
Curiosity
Gambler

Fudge Points:

1, 2 3, 4 5, 6 7, 8 9+

Wound Track
1, 2 3, 4
Scratched Hurt



Superb
Great
Good
Fair
Mediocre
Poor
Terrible

Stripe Bunny Scout

Skills:

Camouflage Superb
Jumping Superb
Move Quietly Superb
Acrobatics Great
Bun Fu Great
Fastdraw Herb Great

Attributes:

Bounce Superb
Speed Superb

Skills Continued:

Hedgewise Great
Navigation Great
Survival Great
Team Acrobat. Great
Tracking Great
Traps Great

Gifts:

Danger Sense
Combat
Reflexes
Faults:
Curiosity
Gambler

Fudge Points:

1, 2 3, 4 5, 6 7, 8 9+

Wound Track
1, 2 3, 4
Scratched Hurt



Superb
Great
Good
Fair
Mediocre
Poor
Terrible

Comfrey Bunny Herbalist

Skills:

Botony Superb
Herbary Superb
Fast-draw Herb Great
First Aid Great
Naturalist Great
Poisons Great

Attributes:

Nose Superb
Cleverness Great

Herbs:

Bitterthorn (contact
hallucinogen, R-2)
Burning Nettle (heals 2,
fatigue 3)
Lemonberry (2 dmg on
contact)

Gifts:

Unaffected by
Loud Noises
Faults:
Phobia: Cats
Lame (hind
leg)

Fudge Points:

1, 2 3, 4 5, 6 7, 8 9+

Wound Track
1, 2 3, 4
Scratched Hurt



Superb
Great
Good
Fair
Mediocre
Poor
Terrible

Comfrey Bunny Herbalist

Skills:

Botony Superb
Herbary Superb
Fast-draw Herb Great
First Aid Great
Naturalist Great
Poisons Great

Attributes:

Nose Superb
Cleverness Great

Herbs:

Bitterthorn (contact
hallucinogen, R-2)
Burning Nettle (heals 2,
fatigue 3)
Lemonberry (2 dmg on
contact)

Gifts:

Unaffected by
Loud Noises
Faults:
Phobia: Cats
Lame (hind
leg)

Fudge Points:

1, 2 3, 4 5, 6 7, 8 9+

Wound Track
1, 2 3, 4
Scratched Hurt



Superb
Great
Good
Fair
Mediocre
Poor
Terrible

Comfrey Bunny Herbalist

Skills:

Botony Superb
Herbary Superb
Fast-draw Herb Great
First Aid Great
Naturalist Great
Poisons Great

Attributes:

Nose Superb
Cleverness Great

Herbs:

Bitterthorn (contact
hallucinogen, R-2)
Burning Nettle (heals 2,
fatigue 3)
Lemonberry (2 dmg on
contact)

Gifts:

Unaffected by
Loud Noises
Faults:
Phobia: Cats
Lame (hind
leg)

Fudge Points:

1, 2 3, 4 5, 6 7, 8 9+

Wound Track
1, 2 3, 4
Scratched Hurt



Superb
Great
Good
Fair
Mediocre
Poor
Terrible

Comfrey Bunny Herbalist

Skills:

Botony Superb
Herbary Superb
Fast-draw Herb Great
First Aid Great
Naturalist Great
Poisons Great

Attributes:

Nose Superb
Cleverness Great

Herbs:

Bitterthorn (contact
hallucinogen, R-2)
Burning Nettle (heals 2,
fatigue 3)
Lemonberry (2 dmg on
contact)

Gifts:

Unaffected by
Loud Noises
Faults:
Phobia: Cats
Lame (hind
leg)

Fudge Points:

1, 2 3, 4 5, 6 7, 8 9+

Wound Track
1, 2 3, 4
Scratched Hurt



Superb
Great
Good
Fair
Mediocre
Poor
Terrible

Comfrey Bunny Herbalist

Skills:

Botony Superb
Herbary Superb
Fast-draw Herb Great
First Aid Great
Naturalist Great
Poisons Great

Attributes:

Nose Superb
Cleverness Great

Herbs:

Bitterthorn (contact
hallucinogen, R-2)
Burning Nettle (heals 2,
fatigue 3)
Lemonberry (2 dmg on
contact)

Gifts:

Unaffected by
Loud Noises
Faults:
Phobia: Cats
Lame (hind
leg)

Fudge Points:

1, 2 3, 4 5, 6 7, 8 9+

Wound Track
1, 2 3, 4
Scratched Hurt



Superb
Great
Good
Fair
Mediocre
Poor
Terrible