FUGU PC Sheet

Fudge Good enoUgh build · rules at fugu.lonfo.info

CAMPAIGN _____ **PLAYER** _____

NAME _____

CLASS _____

GIFTS

FAULTS *as many as the Gifts*

SKILLS *at start: one Great, three Good, five Fair. Mediocre is the default*

Terrible −2	Poor −1	Mediocre 0	Fair +1	Good +2	Great +3	Superb +4	Legendary +5

ACTION

Agility _____

Fight _____

Shoot _____

Stealth _____

Strength _____

SOCIAL

Business _____

Empathy _____

Influence _____

TECHNICAL

Burglary _____

Hardware _____

Pilot _____

Software / Literacy _____

INTELLECTUAL

Lore _____

Perception _____

Science _____

Will _____

*The GM sets a target level. Roll **4dF** and move up or down the ladder from your skill level to get the outcome. Before rolling you may **Act with Grit**: spend Stamina for one advantage die each.*

GEAR, EQUIPMENT, UPGRADES

Weapon

Armor

Other

EXTRAS & NOTES

HEALTH POINTS *max 5+Strength* ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐ 8 ☐ 9 ☐ 10

5+ Healthy · **4** Scratched · **≤3** Hurt, temporary Fault · **≤2** Very Hurt, permanent Fault · **≤1** Incapacitated, roll Will to act · **0** Dead

STAMINA *max 5+Will* ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐ 8 ☐ 9 ☐ 10

≥3 Fit · **≤2** Tired, −1 to all skills · **0** Out: collapse or burnout. Recovers 1 point every ~2 hours, all of it between sessions.

COIN *start 5+Business* _____ **Wealth:** ☐ Poor ☐ Fair ☐ Great ☐ Legendary **XP** _____

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