



FUGU PC Sheet

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

CAMPAIGN _____

PLAYER _____



NAME _____
CLASS _____

GIFTS

FAULTS

as many as the Gifts

GEAR, EQUIPMENT, UPGRADES

Weapon

Armor

Other

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		SOCIAL		TECHNICAL		INTELLECTUAL	
Agility	_____	Business	_____	Burglary	_____	Lore	_____
Fight	_____	Empathy	_____	Hardware	_____	Perception	_____
Shoot	_____	Influence	_____	Pilot	_____	Science	_____
Stealth	_____			Software / Literacy	_____	Will	_____
Strength	_____						

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.

EXTRAS & NOTES

HEALTH POINTS

max 5+Strength

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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

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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 _____