

Phudge Mundus Senescit

Game -

Player -

Character Name -

Concept -

Motivation -

Character Picture

Aspects

Invoke and spend a Fudge Point for +2.
When Compelled for consequences gain a Fudge Point.

BEYOND
LEGENDARY

LEGENDARY

AMAZING

SUPERB

GREAT

GOOD

FAIR

MEDIocre

POOR

TERRIBLE

ABYSMAL

Gifts and Faults

Attributes

Agility _____

Perception _____

Strength _____

Willpower _____

Health _____

General Knowledge _____

Skills

Academic () _____

Exploration and Survey _____

Persuasion () _____

Academic () _____

Forgery _____

Prospecting _____

Admin and Legal _____

Gambling _____

Recon _____

Animals () _____

Hunting _____

Siege Weapons _____

Artistic () _____

Interrogation _____

Stealth _____

Bow Weapons () _____

Investigation _____

Steward _____

Bribery _____

Intrusion _____

Streetwise _____

Carousing _____

Instruction _____

Survival _____

Craft () _____

Medical _____

Tactics () _____

Craft () _____

Melee () _____

Thrown Weapons () _____

Disguise _____

Merchant _____

Water Vehicle () _____

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Combat

Initiative

Parry _____

Armour worn & Armour Value _____

Damage Track

Scratch	Hurt	Very Hurt	Incapacitated	Near Death	+
O	O	O	O	O	
No Effect	1 Wound Die	2 Wound Dice	3 Wound Dice	4 Wound Dice	

Weapons

Weapon	Range (Normal/Maximum)	Damage	Shots	Notes
Unarmed	Melee	Impact at Strength, Strength-2 permanent	-	-

Equipment

History

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Faith

Description of the Faith

The Miracles of the Faith

The Miracle of _____ at _____

The Miracle of _____ at _____

The Miracle of _____ at _____

Petitioning the Gods with Faith

Base Difficulty of Good

Poor or worse attempt results in disfavour.

Difficulty modified by:

Behaviour in accordance with the god's desires

Results will further the god's desires.

Effect within god's area of influence.

Specific request instead of general.

Notes