

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

Phudge Mundus Senescit

Magic Style & Description

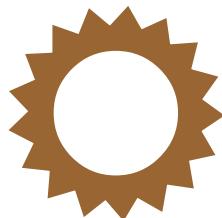
Colleges

Breaking	_____
Communication	_____
Control	_____
Creation	_____
Enhancement	_____
Healing	_____
Knowledge	_____
Movement	_____
Protection	_____
Transformation	_____

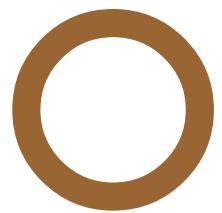
Realms

Air	_____
Animal	_____
Body	_____
Earth	_____
Fire	_____
Illusion	_____
Magic	_____
Mind	_____
Plant	_____
Spirit	_____
Time	_____
Water	_____

Mana Capacity



Current Mana



Magic Usage

Laws of Magic

Props to reduce Mana cost.

Similarity

Similar to the effect. 1 Mana

Contact

Once in contact. 2 Mana

Sacrifice

Valuable to caster or target & fulfills another Law.

Value multiplier (x base value)

Worthless: x 1 Minor: x 2

Major: x 3 Priceless: x 4

Personal meaning bonus (add to multiplier):

Meaningless: +0 Minor: +1

Major: +2 Priceless: +3

Difficulty by Effect

(base casting time, base Mana cost)

Mediocre Minor and natural
A few moments, 1 Mana

Fair Minor unnatural, Major natural
Half a minute, 2 Mana

Good Major unnatural, Powerful natural
A minute, 4 Mana

Great Powerful unnatural
A few minutes, 8 Mana

Superb Extremely Powerful
15 minutes, 16 Mana

Amazing Earth shaking
Half an hour, 32 Mana

Time (cast & duration)

+/- 2 Mana or 1 Difficulty

	Range	Mana adjustment
Instant	Touch	-1
A few moments	Close	0
Half a minute	Short - thrown	+1
A minute	Long - (sight)	+2
A few minutes	Extreme	+4
15 minutes		
Half an hour		
An hour		
A few hours		
An afternoon		
A day		
A few days		
A week		
A few weeks		
A month		
A few months		
A season		
Half a year		
A year		
A few years		
A decade		
A lifetime		

Targets/Area

	Targets/Area	Mana adjustment
Small	Touch	-1
One	Close	0
Few/Closet	Short - thrown	+1
Several/Room	Long - (sight)	+2
Many/Building	Extreme	+4
Army/block		+8

Miscellaneous

+2 damage	+1
+1 defense	+1
no mundane def	+2
to Heal 1 lvl	+2
strain self (Hurt)	-2

Known Spells
