Phudge Mundus Senescit Game – Player –

Character Name –
Concept –
Motivation –

Aspects

_____
_____
_____
_____
_____
_____

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

Character Picture

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 (	) _____

Phudge Mundus Senescit

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

_____
_____
_____
_____
_____
_____