Phast Phudge

# Mundus Senescit

Game -

Player -

Character Name -
Concept -
Motivation -

Character Picture

| |
|---|
| BEYOND LEGENDARY |
| LEGENDARY |
| AMAZING |
| SUPERB |
| GREAT |
| GOOD |
| FAIR |
| MEDIOCRE |
| POOR |
| TERRIBLE |
| ABYSMAL |

## Aspects

Role: _____

Race/culture: _____

Rest: _____

Invoke and spend a Fudge Point for +2.

When Compelled for consequences gain a Fudge Point.

## Gifts and Faults

_____ _____

_____ _____

_____ _____

## Attributes

Agility _____

Strength _____

Health _____

Perception _____

Willpower _____

General Knowledge _____

## Skills

### Combat

Primary: _____

Secondary: _____

All Others: _____

Bow Weapons - ( )

Melee - ( )

Siege Weapons

Tactics - ( )

Thrown Weapons - ( )

### Covert

Primary: _____

Secondary: _____

All Others: _____

Bribery

Disguise

Forgery

Interrogation

Intrusion

Investigation

*Persuasion - (*Fast Talk*)

*Recon

Stealth

*Streetwise

### Exploration & Transport

Primary: _____

Secondary: _____

All Others: _____

Animals - ( )

Exploration and Survey

Hunting

Prospecting

*Recon

Survival

Water Vehicle - ( )

### Professional

Primary: _____

Secondary: _____

All Others: _____

Academic - ( )

*Admin and Legal

Artistic - ( )

Craft - ( )

*Steward

Medical

Merchant

### Social

Primary: _____

Secondary: _____

All Others: _____

*Admin and Legal

Carousing

Gambling

Instruction

Leadership

Persuasion - ( )

*Steward

*Streetwise

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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**

_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____