Character Name - Concept - Motivation - Aspects Role:	Phast Phudge Mundus Senesci	t Game -	Player -		BEYOND LEGENDARY
Amazing Motivation - Aspects Role: Race/culture: Rest: Invoke and spend a fudge Point for +2. When Compelled for consequences gain a Fudge Point. Attributes Agility Strength Health General Knowledge Skills Combat Primary: Primary: Secondary: All Others:	Character Name -	Character Picture		LEGENDARY	
Aspects Role:				AMAZING	
Aspects Role: Race/culture: Rest: Invoke and spend a Fudge Point for +2. When Compelled for consequences gain a Fudge Point. Attributes Agility Perception Willpower Health General Knowledge Skills Combat Primary: Primary: Secondary: All Others: All Others: Bow Weapons - () Disguise Bow Weapons - () Disguise Forgery Forge					SUPERB
ASPECTS Role:					GREAT
Role: Race/culture: Rest: When Compelled for consequences gain a Fudge Point. Attributes Agility Strength Health Combat Primary: Secondary: All Others: All Others: Bow Weapons - () Disguise Bow Weapons - () Disguise Forgery Rest - () Disguise	Aspests				GOOD
Race/culture: Rest: When Compelled for consequences gain a Fudge Point. Attributes Agility Perception Strength Willpower Health General Knowledge Skills Combat Primary: Primary: Primary: Secondary: All Others: Becondary: All Others: All Other					FAIR
Rest: mvoke and spend a Fudge Point for +2. When Compelled for consequences gain a Fudge Point. Cifts and Faults					MEDIOCRE
TERRIBLE ABYSMAL					POOR
Attributes Agility Perception Strength Willpower Health General Knowledge Skills Combat Primary: Primary: Secondary: All Others: All Oth					TERRIBLE
Attributes Agility		dge Point.			ABYSMAL
Agility Perception	Attributos	-			
Skills Combat					
Skills Combat Primary: Secondary: Secondary: Secondary: Secondary: All Others: All Others: Bow Weapons - () Disguise Forgery Animals - () Exploration & Transport Primary: Secondary: All Others: All Others: Hunting Prospecting Intrusion Intrusion Presuasion - (Fast Talk) *Recon Stealth *Streetwise Professional Primary: Secondary: All Others: All Others: All Others: All Others: All Others: All Others: Secondary: All Others: All Others: Secondary: All Others: All Others: Secondary: All Others: Adademic - () Admin and Legal Carousing Artistic - () Instruction Leadership Medical Medical Merchant Secondary: All Others: Al	Agility		Percepti	on	
Skills Combat Covert Primary: Primary: Secondary: Secondary: All Others: All Others: Animals - () Progeny Hunting Prospecting Persuasion - (Fast Talk) Persuasion - (Fast Talk) Primary: Secondary: All Others: Hunting Prospecting Prospecting Progecting Primary: Secondary: All Others: All Other	Strength		Willpow	er	
Combat Primary:	Health		General Knowled	ge	
Primary: Primary: Primary: Primary: Secondary: Secondary: Secondary: All Others: All Others: All Others: All Others: All Others: All Others: Animals - ()) Primary: Secondary: Animals - ())) Primary: Sexploration and Survey Hunting Prospecting Prospecting Prospecting Prospecting Prospecting *Recon Survival *Recon Survival Water Vehicle - ()) *Water Vehicle - ()) *All Others: Secondary: All Others:	Skills				
Secondary: Secondary: Secondary: All Others: All Others: All Others: All Others: All Others: Animals - () Melee - () Disguise	Combat	Covert	E	xploration & Ti	ransport
Secondary: Secondary: Secondary: All Others: All Others: All Others: All Others: All Others: Animals - () Melee - () Disguise	Primary:	Primary:	P	rimary:	
Bow Weapons - () Bribery Animals - () Melee - () Disguise Exploration and Survey Hunting Tactics - () Interrogation Prospecting Intrusion *Recon Survival *Persuasion - (Fast Talk) *Recon Stealth *Streetwise ** Professional Primary: Primary: Secondary: All Others: Academic - () *Admin and Legal Artistic - () Instruction Academic - () East Talk	Secondary:	Secondary:	Se	econdary:	
Melee - () Disguise Exploration and Survey Forgery Hunting Prospecting Pressuration Pressuration Pressuration Pressuration Pressuration Primary: Professional Primary: Primary: Secondary: All Others: All Others: All Others: All Others: Admin and Legal Carousing Primary: Secondary: All Others: All Others: Academic - () *Admin and Legal Carousing Primary: Prima					-
Tactics - () Interrogation Prospecting Thrown Weapons - () Intrusion Prospecting Intrusion Prospecting Recon Survival Water Vehicle - () Recon Stealth Streetwise Professional Primary: Secondary: Secondary: All Others: All Others: Academic - () Admin and Legal Artistic - () Gambling Craft - () Instruction Steward Medical Persuasion - () Merchant Steward Merchant Merchant Prospecting Recon Survival Water Vehicle - () Survival Sur	Melee - (Disguise	Ex	ploration and Survey	,
Investigation *Persuasion - (Fast Talk) *Recon Stealth *Streetwise Professional Primary: Primary: Secondary: All Others: Academic - (Tactics - (Interrogation	Pr	ospecting	
Primary: Primary: Secondary: Secondary: All Others: All Others: Admin and Legal *Admin and Legal Carousing Artistic - () Gambling Craft - () Instruction *Steward Leadership Medical Persuasion - () Merchant *Steward	Thrown Weapons - ()	Investigation *Persuasion - (Fast To *Recon Stealth	Su	ırvival)
Secondary: Secondary: All Others: All Others: Academic - (
All Others: All Others: Academic - () *Admin and Legal	Primary:	Primary:			
Academic - () *Admin and Legal	Secondary:	Secondary:			
Artistic - () Gambling Craft - () Instruction *Steward Leadership Medical Persuasion - () Merchant *Steward	Academic - (*Admin and Legal	-		
Craft - () Instruction *Steward Leadership Medical Persuasion - () Merchant *Steward	*Admin and Legal	Carousing			
Medical Persuasion - () Merchant *Steward	Craft - (Instruction			
Merchant *Steward			1		
			,		

Phudge Mundus Senescit Combat Initiative _____ Parry _____ Armour worn & Armour Value _____ Damage Track Very Hurt Incapacitated Scratch **Near Death** Hurt 0 0 0 0 0 No Effect 1 Wound Die 2 Wound Dice 3 Wound Dice 4 Wound Dice Weapons Weapon Range (Normal/Maximum) Damage Shots **Notes** Impact at Strength, Unarmed Melee Strength-2 permanent Equipment History

Phudge Mundus Senescit

Magic Style & Desc		Mana Capacity	
Colleges	Realms		
Breaking	Air		
Communication	 Animal		
Control	 Body		4
Creation	Earth		
Enhancement	Fire		Current
Healing	Illusion		Mana
Knowledge	Magic		.,,
Movement	Mind		
Protection	Plant		
Transformation	Spirit		
	Time		
	Water		
Props to reduce Mana cost. Similarity Similar to the effect. 1 Mana	Meaningless: +0 Minor: +1 Major: +2 Priceless: +3	Effect (base casting time, base Mana cost) Mediocre Minor and natural	A few minutes, 8 Mana Superb Extremely Powerful
Contact Once in contact. 2 Mana		A few moments, 1 Mana	15 minutes,16 Mana
Sacrifice Valuable to caster or target & fulfills another Law.		Fair Minor unnatural, Major natural Half a minute, 2 Mana	Amazing Earth shaking Half an hour, 32 Mana
Value multiplier (x base value) Worthless: x 1 Minor: x 2 Major: x 3 Priceless: x 4		Good Major unnatural Powerful natural A minute, 4 Mana	Time (cast & duration) +/- 2 Mana or 1 Difficulty
Known Spells			