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	
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All Others: All Others: Academic - () *Admin and Legal	Primary:	Primary:				
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Craft - () Instruction *Steward Leadership Medical Persuasion - () Merchant *Steward	*Admin and Legal	Carousing				
Medical Persuasion - () Merchant *Steward	Craft - (Instruction				
Merchant *Steward			1			
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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