

Phudge

# Mundus Senecit: Awakenings

## Character Creation

by

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## About Fudge

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## Thank You

A big thank you to my playtesters one and all - Tuesday Knights, LURG and The Blackguild. Your participation in my games and your feedback has helped to shape Phudge and everything built upon it.

## Version History

- 0.1 Dec 7, 2009. Initial version.
- 0.2 Dec 8, 2009. Typo fixing, addition of Magic skill group level limit, Exploration and Transport skill groups combined, Equipment section added.
- 0.3 Feb 1, 2010. Structure changes. Added Introduction, character creation outline. Created Magic and Faith section.
- 0.4 Feb 20, 2010. Pulled Secondary Traits out into their own section, added General Knowledge and moved section to a more logical place.
- 0.5 March 4, 2010. Added information to Magic Gift and Fudge Points. Changed the layout of various sections. Changes to Mana Capacity. Typo and wording corrections.
- 0.6 April 20, 2010. Filled out Faith and Miracles.
- 0.7 May 17, 2010. Changed starting Gifts and Faults.

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# Introduction

## What is Mundus Senecit?

Mundus Senecit is a fantasy setting where magic has mostly left the world and everything has grown old and tired. At the centre of the world lies the once mighty Viridean Empire - crumbling, decadent, and looking unlikely to stave off a coming dark age.

## What is Awakenings?

*Awakenings* is the story of an unusual group of young people, all with the rare spark of Magic. The characters begin on the fringes of the crumbling Viridean Empire where they come into more control of their magic and head out into the world.

## What is in this book?

This book contains the character creation process for the *Awakenings* story. It contains the changes to the *Phudge Core* that are made to create characters suitable for *Awakenings* and *Mundus Senecit*.

# Character Creation

The character creation process for *Awakenings* has minimal randomness - most traits are chosen or assigned.

## The Steps of Character Creation

1. Roll for Attributes
2. Decide on Magic or Miracles Gift
  - (a) Magic
    - i. Choose generalist magic or create specialist magic style group
    - ii. Calculate Mana Capacity
  - (b) Faith
    - i. Create Miracle style group
3. Add levels to Skills, Magical Colleges/Realms, and Miracles
4. Calculate Secondary Traits
5. Choose Gifts and Faults
6. Create Aspects
7. Note Down Fudge Points
8. Note down starting equipment

# Traits

## Attributes

Mundus Senecit uses the standard Phudge Attributes.

The Attribute starting levels are determined by rolling 3df against *Fair* for each attribute in order.

*e.g. To determine my character's Attributes I start with Agility and roll 3df.*

*The result is ⊕⊕⊖. This makes Agility one level above Fair, so Good.*

*Next we move on to Strength...*

All player characters in Awakenings are human so there are no racial modifiers to Attributes.

If, after rolling, there are not 15 total levels above *Terrible* then add levels until the total equals 15. No Attribute may be raised higher than *Superb*.

# Magic and Faith

## Free Magic or Miracles Gift

Each character in *Awakenings* has a Major Gift granting them their Magic or Miracle powers.

*e.g. A character with the divine favour of the goddess Shayla Mistress of the Hearth would have **The Gift of Hearth Miracles**.*

*A character skilled in Magic of the woods may have **The Gift of Hunter's Magic**.*

## Magic

### Style

Characters with magic will be a specialist Mage of some sort or a generalist Wizard.

### Specialist Mage

Specialist Mages select a group of 7 Colleges and Realms (in any ratio) that reflects their specialty of magic. A specialist Mage only has access to the Powers in their specialist group. The Powers in the specialist group default to *Poor*.

*e.g. An **Elemental Mage** could make a specialist group including the Colleges of **Control, Movement, and Protection**, and the Realms of **Air, Earth, Fire, and Water**.*

### Generalist Wizard

Wizards have access to all Colleges and Realms of magic but with a default of *Terrible* and must use extra mana to cast their spells.

### Mana Capacity

Base Mana Capacity is equal to the number of levels of Willpower above *Abysmal*.

In *Awakenings* the Major Gift granting a character their Magic also raises their Base Mana Capacity by 2.

## Faith and Miracles

### Petitioning the Gods

Petitioning the Gods requires a *Good* success using the appropriate *Miracle*.

### The Miracles

A character who can petition the gods for miracles should choose (or create) a group of three miracles that are appropriate for the god from whom they receive Divine Favour.

*e.g. A Miracle group for the Hearth could be composed of: **Blessing, Healing, and Visions.***

The Miracles in the Miracle group default to *Poor*.

### Possible Miracles

Below are some possible Miracles. Others may always be created.

Blessing

Enhancement

Healing

Knowledge

Protection

Visions



# Skills

Select one of the Skill Groups below to be your character's Primary Group. Skills in this group may be raised as high as *Great*.

Select a second Skill Group as your character's Secondary Group. Skills in this group may be raised as high as *Good*.

The Magic group and the Miracles group cannot be selected as the character's Primary or Secondary groups.

All other skills may only be raised as high as *Fair*.

Each character has 20 additional levels to increase any Skills or Powers - observing the limits above.

The first level added makes a Skill, Specialist Magic Power or Miracle *Mediocre*.

The first level added to a generalist Wizard's Magic Powers makes them *Poor*.

Skill Groups have no effect once play begins.

## Skill Groups

Skills marked with \* are available in more than one group.

Some Skills require a specific type or area to be chosen. All other types are at one level lower and do not need to be noted separately.

*e.g. Taking Bow Weapons-Crossbow at Good means all other types of bow weapon are automatically at Fair.*

## Combat Skills

Bow Weapons-[*choose type*]  
Melee-[Brawling, small, hand, 2hand, exotic]  
Siege Weapons  
Tactics-[*choose*]  
Thrown Weapons-[*choose type*]

## Covert Skills

Bribery  
Disguise  
Forgery  
Interrogation  
Intrusion  
Investigation  
\*Persuasion-*Fast Talk*  
\*Recon  
Stealth  
\*Streetwise

## Exploration and Transport Skills

Animals-[*choose an area*]  
Exploration and Survey  
Hunting  
Prospecting  
\*Recon  
Survival  
Water Vehicle-[*Large or Small Craft*]

## Professional Skills

Academic-[*choose an area*]  
\*Admin and Legal  
Artistic-[*choose an area*]  
Craft-[*choose an area*]  
\*Steward  
Medical  
Merchant

## Social Skills

\*Admin and Legal  
Carousing  
Gambling  
Instruction  
\*Persuasion-[*Diplomacy, Fast Talk, Liaison, Seduction*]  
\*Steward  
\*Streetwise

## Magic (Powers)

(requires magic aptitude Gift) (Cannot be Primary or Secondary)

### Colleges

Breaking  
Communication  
Control  
Creation  
Enhancement  
Healing  
Knowledge  
Movement  
Protection  
Transformation

### Realms

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

## Miracles (Powers)

(requires Faith related Gift) (Cannot be Primary or Secondary)

(Create a new Miracle)

Blessing  
Enhancement  
Healing

Knowledge  
Protection  
Visions

## List of all Skills

Academic-[*choose an area*]  
Admin and Legal  
Animals-[*Riding, Teamster, Training, other\_\_\_\_\_*]  
Artistic-[*choose an area*]  
Bow Weapons-[*choose type*]  
Bribery  
Carousing  
Craft-[*choose an area*]  
Disguise  
Exploration and Survey  
Forgery  
Gambling  
Hunting  
Interrogation  
Investigation  
Intrusion  
Instruction  
Medical  
Melee-[*Brawling, Small Weapons, Hand Weapons, Two-handed Weapons, Exotic Weapons*]  
Merchant  
Persuasion-[*Diplomacy, Fast Talk, Liaison, Seduction*]  
Prospecting  
Recon  
Siege Weapons  
Stealth  
Steward  
Streetwise  
Survival  
Tactics-[*choose*]  
Thrown Weapons-[*choose type*]  
Water Vehicle-[*Large or Small Craft*]

## Secondary Traits

### Initiative, Melee damage, Parry, and Damage Track

These are determined as in the Phudge Core rules.

### General Knowledge

As Awakenings characters have spent their whole lives in the keep their General Knowledge defaults to *Poor* instead of the usual *Mediocre*.

Any character that is not from the keep will have the usual *Phudge* default for General Knowledge.

## Gifts and Faults

As in the Phudge Core rules each character starts with 2 *Minor Gifts*.

A character may start with up to 4 more if they also take a matching amount of *Faults*.

Two *Minor Gifts/Faults* can be combined to make one *Major Gift/Fault*.

*Gifts are a great way to smooth over any game mechanics and to focus your character. e.g. If I have Mediocre Willpower but I want my character to be strong willed I could create a Gift like:*

***The Gift of Determination** - has an Advantage in Willpower rolls for staying determined.*

*Gifts are also good for giving small bonuses and edges to particular skills. e.g. I want my character to have access to a little more Mana for their magic so I give them a gift such as:*

*The Minor Gift of Increased Mana Capacity - has 1 additional Mana Capacity*

Gifts and faults should be written as shown below to make it clearer how much effect they will have on the character.

The Gift of ... - *description of effect*

The Minor Gift of ... - *description of effect*

The Minor Fault of ... - *description of effect*

The Fault of ... - *description of effect*

# Aspects

Each character will have 3 Aspects.

Aspects should be created that have both positive and negative effects on the character but they do not have to be balanced.

*e.g. An aspect of **As Strong as an Ox** usually has more positive uses such as lifting heavy things or carrying a heavy load. It could still be activated occasionally in a negative way for things such as crushing delicate objects when handling them.*

Aspects should also have positive and negative effects that you're interested in playing through.

Explaining how an Aspect applies to the current roll when spending a Fudge point makes the point add +2 to the roll instead of +1.

Whenever the negative side of an Aspect is activated the character earns an extra Fudge point at the end of the action/scene for playing through it. Alternatively you may spend a Fudge point to resist the negative side of the Aspect.

Some suggestions for things to base Aspects upon:

- the character's early life
- the character's Awakening
- the character's attitudes
- the character's social situation

# Fudge Points

## Earning

Characters start each session with 3 Fudge Points.

Extra Fudge points can be earned for playing out the Negative side of an Aspect when it comes up during the session.

Further Fudge points can also be received for good roleplaying or creating a really enjoyable scene for everyone else.

## Spending

Fudge Points in Mundus Senecit can be spent as described in the Phudge Core.

Fudge points can also be spent for an additional 2 Mana to power a spell.

## Equipment

Characters start with a modicum of equipment appropriate to their career and the setting.

Characters also have any special equipment gained in the prelude flashback sessions.

*e.g. A character that is a knight would start with a standard set of armour.*

*A character that acquired a minor artifact during their prelude would be able to start with it in their possession.*