Phast Phudge G	ame -	Playe	er -	BEYOND LEGENDARY
Namo			Character Picture	LEGENDARY
Name: Concept:			Character Fietare	AMAZING
Motivation:				SUPERB
				GREAT
Aspects				GOOD
Role:				FAIR
Race/Culture:				MEDIOCRE
Rest:				POOR
				TERRIBLE
Invoke and spend a Fudge Point for +2. When Compelled for consequences gain a Fudge Point.				ABYSMAL
Attributos				
Attributes Agility			Perception	
Strength			Willpower	
Health		Gener	al Knowledge	
Skills				
Combat	Covert		Exploration	
Primary:	Primary:		Primary:	
Secondary:	Secondary:		Secondary:	
All Others:	All Others:		All Others:	
Bow Weapons-[type]	Bribery		*Animals-[type]	
Demolitions & Explosives	Disguise		Exploration & Survey	
Gun Combat-[type]	Forgery		Hunting	
Heavy Weapons-[type]	Interrogation		Prospecting	
Melee-[type]	Intrusion		*Recon	
Siege Weapons	Investigation		Survival	
Tactics-[type]	*Persuasion-Fast Tal	lK		
Thrown Weapons-[type]	*Recon Stealth			
	Largann			
	*Streetwise			
	*Streetwise Social		Transport	
	*Streetwise		Transport Primary:	
Primary:	*Streetwise Social			
Professional Primary: Secondary: All Others:	*Streetwise Social Primary: Secondary:		Primary: Secondary:	
Primary: Secondary: All Others:	*Streetwise Social Primary: Secondary: All Others:		Primary: Secondary: All Others:	
Primary: Secondary: All Others: Academic-[type]	*Streetwise Social Primary: Secondary: All Others: *Admin & Legal		Primary: Secondary: All Others: *Animals-[type]	/pel
Primary: Secondary: All Others:	*Streetwise Social Primary: Secondary: All Others:		Primary: Secondary: All Others: *Animals-[type] *Athletics & Sport-[type] Flying Vehicle-[type]	-
Primary: Secondary: All Others: Academic-[type] *Admin & Legal Art-[type] *Athletics & Sport-[type]	*Streetwise Social Primary: Secondary: All Others: *Admin & Legal Carousing Gambling Instruction		Primary: Secondary: All Others: *Animals-[type] *Athletics & Sport-[type] Flying Vehicle-[type] Ground Vehicle-[type]	e]
Primary: Secondary: All Others: Academic-[type] *Admin & Legal Art-[type] *Athletics & Sport-[type] Craft/Trade-[type]	*Streetwise Social Primary: Secondary: All Others: *Admin & Legal Carousing Gambling Instruction Leadership		Primary: Secondary: All Others: *Animals-[type] *Athletics & Sport-[type] Flying Vehicle-[type]	e]
Primary: Secondary: All Others: Academic-[type] *Admin & Legal Art-[type] *Athletics & Sport-[type] Craft/Trade-[type] *Steward	*Streetwise Social Primary: Secondary: All Others: *Admin & Legal Carousing Gambling Instruction Leadership *Persuasion-[type]		Primary: Secondary: All Others: *Animals-[type] *Athletics & Sport-[type] Flying Vehicle-[type] Ground Vehicle-[type]	e]
Primary: Secondary: All Others: Academic-[type] *Admin & Legal Art-[type] *Athletics & Sport-[type] Craft/Trade-[type]	*Streetwise Social Primary: Secondary: All Others: *Admin & Legal Carousing Gambling Instruction Leadership		Primary: Secondary: All Others: *Animals-[type] *Athletics & Sport-[type] Flying Vehicle-[type] Ground Vehicle-[type]	e]

Phast Phudg	je					
Combat	Initiative		Parry			
	Armour worn & Armour Value					
Damage Track						
Scratch	Hurt	Very Hurt	Incapacitated	Near Death		
0	0	0	0	0		
No Effect	1 Wound Die	2 Wound Dice	3 Wound Dice	4 Wound Dice		
Weapons						
Weapon	Range (Normal/Maximur	n) Damag	ge Shots	Notes		
Unarmed	Melee	Impact at St Strength-2 pe	rength,	-		
Equipment						
History						
History						