

Fudge Cheat Sheet

Core Mechanic: stat + 4dF >= target number

- A stat can be: Superb(+3) Great(+2) Good(+1) Fair(0) Mediocre(-1) Poor(-2) Terrible(-3)
- A "dF" is a six-sided die with a '+' on two faces, a '-' on two faces, and two faces left blank
- When you roll 4dF, ignore the blanks, a plus cancels out a minus, and the remaining plusses (or minuses) are summed together
- Example: You have a 'Good' Broadsword skill. You roll 4dF and get: +, +, -, [blank] for a net of +1. Add that to your 'Good' skill and you got a 'Great' result!
- Critical Success / Failure: A roll of four '+'s always succeeds, a roll of four '-'s always fails.
- Probabilities: +4/-4=1.2%, +3/-3=4.9%, +2/-2=12.3%, +1/-1=19.8%, 0=23.5%

Character Traits:

- Attributes: Short list of stats that represent innate abilities everyone has. Used for making checks, saves, resisting effects, or when no suitable skill will do. Costly to raise.
- Skills: Longer list of stats that represent training in a particular area. Cheaper to raise.
- *Note:* There is no hard link between Attributes and Skills. The book suggests you pick skills first and then pick attribute values that seem most fitting for the skills you chose.
- Gifts: Some innate benefit or talent, e.g. ambidexterity, good looks, good reputation, etc.
- Faults: Some defect or disadvantage, e.g. nose-picking, bad back, sense of duty, etc.

Action Resolution: (3 types)

- Unopposed: GM picks a target number (on the Terrible ... Superb scale). You roll and try to get >= that target number. Examples: climbing a cliff, swimming across a river, etc. Sometimes you roll a series of these, just like a "skill challenge" (climbing a mountain, disarming a bomb, etc.)
- Opposed: An opponent is actively trying to work against you. Both sides roll simultaneously, high roll wins (e.g. who can grab the knife first, drive faster, win a footrace, etc.) Sometimes you roll a series of these, just like combat (e.g. hacker vs. sysadmin, a car chase)
- Reaction rolls: GM rolls 4dF to see how NPC reacts to you, possibly +1/-1 for gifts / faults.

Combat:

- Calculate Offensive Damage Factor (ODF). This is how much damage you do if you hit.
 - For muscle-powered melee / ranged weapons: scale (usu 0) + str + weapon (+ misc)
 - For non-muscle-powered ranged weapons (eg crossbow): weapon strength (+ misc)
 - (Crossbows & guns require a round to reload (after 1-N shots), bows & slings do not.)
- Calculate Defenseive Damage Factor (DDF). This is how much damage you can reduce.
 - In all cases: scale (usu 0) + health + armor bonus (+ misc)
- Melee: make opposed rolls (weapon skill vs. weapon skill), remembering degree of success (difference between rolls) for winner. (Combat is not turn-based; actions are simultaneous.)
- Ranged: (Again, remember relative degree between rolls.)
 - If target is unaware / can't dodge, roll vs target # based on dist., lighting, cover, etc.
 - If target is aware, prev modifiers, plus defender can make opposed roll vs. Agility / Dodge
- Wound Factor = Winner's degree of success + attacker's ODF – defender's DDF
- Check off the box that corresponds to the Wound Factor you received.
- Scratches incur no penalty, Hurt is -1 to all rolls, Very Hurt is -2 to all rolls, Incapacitated = rudimentary actions only, Dying = expiring at the speed of plot.
- Critical hits ignore DDF. If opponent has no DDF, it does one extra wound level.
- On a critical miss, ask the GM for a narrative. Usu. drop weapon, fall prone, hit self / buddy.
- Magical Healing: A successful healing spell reduces the wound status by #bonus levels.
- Natural healing: Scratches heal automatically, a successful mundane medical skill can heal #bonus levels per day. Without attention, characters heal one wound level per week.
- You can move and attack on your turn. On mat, base move = 5 sq, +/- Reflex modifier.
- Tactics: You'll need an edge to beat a tougher opponent, here are some ideas:
 - You can add +1 to +4 to your melee skill roll and subtract the same amt. from your DDF
 - Get a +1 from flanking, ambushing (hide skill), favorable terrain, spells (e.g. bless)
 - Ganging up: Each subsequent attack / dodge after the first incurs a cumulative -1 penalty.

Equipment:

- Weapons: biggest thing they grant is a bonus to Offensive Damage Factor (ODF):
 - unarmed=-1, small weapon=0, medium=+1, large 1-handed=+2, 2-handed=+3
 - Some weapons have misc properties, e.g. masterwork (+1 to hit), sharp (+1 damage)
- Armor: biggest benefit is bonus to Defensive Damage Factor (DDF):
 - light=+1, medium=+2, heavy=+3; if metal, add +1; small shield=+1, large shield=+2
 - The total bonus granted by armor counts as a penalty to some athletic & covert skills
- One-shot items: potions, scrolls & the like give a one-time benefit and are then consumed.
- Don't kill yourself over encumbrance.

Character Development:

- You can earn around 1 to 3 Fudge Points per session: 1 for showing up, maybe 1 for good role-playing, and maybe 1 for an extraordinary play (great plan, cracking up the whole table)
- You can use Fudge Points in-game the next session to do any of the following:
 - Before rolling: declare that you've rolled a critical success (automatically succeeds)
 - After rolling: modify a roll one level up or down (yours or opponent's), or get a reroll.
 - Reduce wound status by up to two levels ("Just a flesh wound!")
 - Inform the narrative with a lucky, non-game-breaking occurrence (guard fell asleep)
 - Something else along these lines...
- You can exchange 3 Fudge points to get 1 Experience Point which you can use to raise a skill. Mediocre=1EP, Fair=1EP, Good=2EP, Great=4EP, Superb=8EP. Attributes are triple cost.

Simple Magic: There are many magic systems that can be used with Fudge. This part describes the simple system. It goes by many names: Hedge Magic, Clerical Magic, Occult Magic, Folk Magic, etc. The simple system works just like normal skills, but with extra schmaltz and a reduced casting time. Some examples:

Skill / Spell	Mundane version	Magic version
Camouflage	Spend 10+ mins gathering sticks, leaves, mud to hide self	In the blink of an eye, you look like a tree.
Diplomacy	Lengthy conversation required to convince a reasonable person.	A few words can sway the mind of even a hostile individual.
Cooking	Sustains life, possibly tasty.	Could heal a person 1+ wound levels.

Fatigue:

- Each cast causes you to temporarily lose 1 level of Health due to fatigue.
- Tip: use a paper clip or sticky tab on your character sheet to track fatigue.
- This temporary loss doesn't affect DDF or any other stats derived from Health.
- Health levels lost to fatigue can be regained with 15 mins of rest per level lost.
- If Health is reduced below Terrible, you pass out from fatigue.
- If you need to make a Health check while fatigued (say, to resist poison) you roll your lowered Health rather than your regular Health.

Spellcasting Results: (roll of 4dF + spell stat vs. target #)

- (+ + + +): Critical success, plus a big perk: double duration / distance / effect, no fatigue / no mana cost, divine favor (+1) on all other cleric spells for this encounter, etc.
- Above Superb: Amazing success (with +X modifier, if appropriate), plus a small perk: no fatigue, 1.5 x duration / distance / effect, divine favor (+1) to next cast, etc.
- Good / Great / Superb: Normal success; desired effect with +1/+2/+3 modifier, if applicable (e.g. a Great result on a Heal spell would heal two wound levels, this is #bonus).
- Fair: Diminished version of the desired result (usu. lasts for only one round, maybe half distance / duration / effect, effect appears mundane rather than magical)
- Mediocre / Poor / Terrible: Normal failure with no undesirable side-effects. (fatigue is expended)
- Sub-Terrible: Awful failure with some undesirable side-effect: backfires on / stuns spellcaster, divine disfavor (-1) to next cast, etc.
- (- - - -): Critical failure; The GM gets to have some fun. :-)