

FUGUE FUDGE

By Randal2k & Fugue Games

Character creation

Let's begin with Attributes. Fugue Fudge attributes uses the same progression of ordinary words that Fudge uses, with there corresponding values.

+3 Superb
+2 Great
+1 Good
0 Fair
-1 Mediocre
-2 Poor
-3 Terrible

Most of the attributes are just what they seem. Strength is how strong you are etc... but, Health, Sixth sense, Karma and PKE are different! And will be discussed after the list.

Players are given 40 free skill levels. MIND and BODY start at "Poor -1". To raise the group players must spend 5 skill levels to gain one Grouping level. (grouping levels must be purchased from the original 40. Extra points from fault, gifts etc. may not be used to raise a grouping, but can be used to increase an attribute under the grouping..)

1pt - 1 at fair, 1 at mediocre and 1 at poor

2pt - 2 at fair and 1 at mediocre

3pt - 1 at good, 1 at fair and 1 at mediocre

»» 3pts is the maximum a player may put into any grouping

If you would like to raise your Attributes later, please refer to the "Experience" section.

MIND

Reasoning

- > The capacity for logical, rational, and analytic thought; intelligence.
- > Good judgment; sound sense.
- > A normal mental state

Perception

- > Recognition and interpretation of sensory stimuli based chiefly on memory.
- > Insight, intuition, or knowledge gained by perceiving. The capacity for such insight.

Willpower

- > Control of one's behavior

BODY

Strength

- > The power to resist attack; impregnability.
- > The power to resist strain or stress; durability.
- > Capacity or potential for effective action: a show of strength.

Agility

- > The quality of being agile; the power of moving the limbs quickly and easily; nimbleness; activity; quickness of motion; as, strength and agility of body.

Health

- >The overall condition of the PC at a given time

SOUL

Sixth Sense

- >A power of perception seemingly independent of the five senses; keen intuition

Karma

- >The total effect of a person's actions and conduct Spiritually.

PKE

- >A supernatural force believed to dwell in a person or sacred object.

The Aforementioned is pretty easy to understand except for SOUL, so let's take a closer look at these attributes.

Sixth Sense [Perception+Agility/2(cost 10 skill lvl's per lvl)]

This is a "perception" check that is for perceiving things that are not perceivable by the 5 senses. Example, a character finds himself at a cave entrance smelling of wolves. His friend can't smell the wolves, but sixth sense gives him a bad feeling about this.

What the Characters learn is up to the GM and should be modified by the final roll. For instance in the example, the character had a bad feeling (rolled fair), but if he rolled a superb he might think to himself... "We are being watched, and there are a few of them too." Or even, "Wolves, bloody wolves!" Again this is left to the GM to decide.

Karma [bought at 10 skill levels per a level starts at Fair]

In Fugue Fudge anytime a character rolls exactly what he needs to tie but not to succeed then karma comes into play. Karma determines if the effect that the character wants to happen does happen or if there is a partial success or even a success with some very odd consequences.

When a pc rolls a result exactly that of the needed result then roll on Karma, if the Karma roll is higher then the needed result of the original roll then the action succeeds, If the Karma roll is equal then the intended result is not accomplished completely, maybe the pc is hanging on the other edge of the pit. If the Karma roll is less then the needed result, then the action succeeds with a bad Consequence, like the PC broke his ankle, but is on the other side of the pit.

PKE [bought at 5 skill levels per a level starts at Terrible]

PKE=Psychokinetic energy

PKE is the amount of power that you can summon to put into a spell or psychic ability without pulling from the available PKE in your area. There will be more on PKE in the Magic/psionics section.

Let's look at an example character as it's being created. Joe wants to make a roaring 20's parapsychologist. He starts by putting his skill levels towards attributes.

Joe decides on 10pts to MIND and 5pts to BODY. He also puts 10pts into PKE. Leaving Joe with 15pts to spend. His attributes look like this.

MIND (2)

Reasoning - Fair
Perception - Fair
Willpower - Mediocre

BODY (1)

Strength - Fair
Agility - Mediocre
Health - Poor

SOUL

Sixth Sense - (-1+0/2) Mediocre
Karma - Fair
PKE - Mediocre

Now lets take a look at Gifts and Faults. Both are the same as in the Fudge manual. However, remember that points from these can not go towards the groupings. Sample lists of attributes can be found on the internet or in the Fudge manual. The formula for Gifts and Faults is as follows.

Starting characters start with 1 gift.

1 fault = 1 gift.

1 fault = 2 attribute levels.

1 fault = 6 skill levels.

1 attribute level = 3 skill levels.

1 gift = 6 skill levels.

1 gift = 2 attribute levels.

These are exactly like those found in the Fudge manual.

Skills

Skills are bought on the following table. The skill buying process can become a bother, as the GM must decide what level of difficulty each skill is to learn or use. However if the GM writes these down then a formal list can be made over time. Another way is to look at other games skills list. An example is Steve Jackson game's GURPS®.

	Easy	Most	Hard	Very Hard
Terrible	-2	-1	0	1
Poor	-1	0	1	2
Mediocre	0	1	2	3
Fair	1	2	3	4
Good	2	3	4	5
Great	3	4	5	6
Superb	4	5	6	7

Easy = Cost of GM-Determined Easy Skills
Most = Cost of Average Skill
Hard = Cost of GM-Determined Hard Skills
VH = Cost of GM-Determined Very Hard Skills (usually related to Supernormal Powers)

Another way to buy skills is the Professional Skill set. It's a quick catchall for your profession. A professional skill is a broad grouping of skills that would generally be a part of that profession. Professional skills cost 15lvls for Mediocre and can be raised as a VH(very hard) skill x10.

Obviously this could cut allot of time off making a character but also limits that characters ability to become better over time, as quickly as a person that chooses each skill separately. But, a character with a professional skill set has the advantage of the catch all skill.

Lets continue looking at Joe's character building process. Joe decides that he would like his character to have the Gift: Sense spirit, he also takes the Fault: Socially awkward.

Now Joe decides to buy some Skills. He has 15 skill points +6 skill points from his fault, for a total of 21.

Joe decides to take a Professional Skill set. He chooses Parapsychology. (m) stands for Most.

MIND (2)

Reasoning - Fair
Perception - Fair
Willpower - Mediocre

BODY (1)

Strength - Fair
Agility - Mediocre
Health - Poor

SOUL

Sixth Sense - (-1+0/2) Mediocre
Karma - Fair
PKE - Mediocre

Skills

P: Parapsychology (1) Mediocre
Driving (m) Fair
Combat: Gun(revolver) (m) Fair
Mechanic (basic) (m) Fair
Cooking (basic) (e) Fair

Gifts: Sense spirit [+2 SS roll for searching for spirits]

Faults: Socially awkward

Round out the rest of your character, (name, race, sex, etc) as you would normally do in the Fudge Manual.

Magic and Psionics

Magic and psionics in Fudge Fudge are a variant and addition to the normal rules found in Fudge and other manuals. There are two main things are needed to cast or do a psionic action.

The first is the PKR (psychokinetic energy rating) of the surrounding area and it's effect on the action. Seconded is the effects of spirits or other casters.

To calculate the base chance or target modifier for a casting/psi subtract or add the PKR rating of the area from the PCs PKE rating. This is the base chance that a PC has of making there action. If this is an opposed action then the opposed npc/characters PKE becomes the area's PKR and

is added or subtracted from the final PKR. An opposed Psi or caster can elect to loose one action and roll there PKE to try to add to the final PKR modifier.

Example,

Robert is using telekinesis to try to close a door. The PKR (psychokinetic energy rating) of the area is "Mediocre", his PKE is "Good", leaving him with a "fair" rating. He must get anything above "fair" to succeed.

#2,

Robert is trying to use his mind block psi ability to make another psionic unable to open the door again. He has a PKR of fair (as above), however the Cindy chooses to use an action and gets to roll her PKR (fair as well) to try to oppose the action. She rolls a mediocre -1, adding +1 to Robert's attempt. He now needs anything above "Mediocre" to succeed.

#3,

Robert is using sense spirit psi ability, which is a "Sixth Sense" roll. He has +2 from his sense spirit gift, for a total of +1 "good". The PKR of the area is "Fair". However there is an operation in the room and it's PKR is "good" +1. So Robert must subtract one ranking from whatever he rolls, (GM does this after Robert's roll). Robert rolls a "Good" +1 result, but the GM secretly removes a level and makes it "Fair" not above the operations "Good" PKR, so Robert is left thinking the room is clean.