

Micro Fudge

A Minimalistic And Narration Oriented *Fudge* Variant

by David Bruns*©2002

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Introduction

Welcome to *Micro Fudge*, a quick and simple variant of the original *Fudge* rules. *Micro Fudge* uses 4 broad Attributes and 12 abstract Skills to describe characters in addition to Gifts and Faults. Basic familiarity with *Fudge* is assumed. *Micro Fudge* is strongly influenced by the simplicity and elegance of Gregor Hutton's *Elegant Role-Playing (ERP)*. For further information on *ERP* please check his homepage at

<http://www.gregorhutton.com>

Micro Fudge also emphasizes narrative role-playing through the reduced need to roll dice. I hope you enjoy the reading.

Disclaimer And Legal Note

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About Fudge

Fudge is a role-playing game written by Steffan O'Sullivan, with extensive input from the Usenet community of rec.games.design. The basic rules of *Fudge* are available on the internet at

<http://www.fudgerpg.com>

and in book form from Grey Ghost Games, P.O. Box 838, Randolph, MA 02368. They may be used with any gaming genre. While an individual work derived from *Fudge* may specify certain attributes and skills, many more are possible with *Fudge*. Every Game Master using *Fudge* is encouraged to add or ignore any character traits.

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*Current homepage can be found at <http://members.aol.com/SchlaghundV3>

Thanks

Special thanks to Gregor Hutton for technical advice (L^AT_EX) and creative input (ERP and layouting). Cheers Gregor!

Technical Notes

This document is typeset in L^AT_EX 2_ε using WinShell 2.2.1, 4Spell 1.2 and MiKTeX 2.2. The Palantino font was used for the entire text.

Contact

David Bruns can be contacted via the following e-mail address:

reptile2k1@web.de

Characters

This section covers the standard character issues of description, creation and development.

Description

Micro Fudge uses standard *Fudge* Traits for characters: Attributes, Skills, Gifts and Faults.

Attributes

Four Attributes describe general character aptitudes: Acumen, Mastery, Presence and Vigor. Default level of all Attributes is Fair.

Acumen covers your mental capabilities such as intelligence, education, perception and so on. It is used for spotting hidden objects, finding crucial clues, solving puzzles and remembering facts.

Mastery deals with your physical coordination such as manual dexterity, speed, reflexes, flexibility and overall agility. It is used for dodging blows, simple tinkering and determining initiative in combat.

Presence is responsible for social interaction and extends to appearance, charisma, empathy, willpower and determination. It is used for determining initial reaction, resisting persuasion and seduction, and quantifies attractiveness.

Vigor describes your physical power such as strength, health, constitution and toughness. It is used to lift heavy objects, knock down doors and to resist damage, illness, poison and fatigue.

Skills

Micro Fudge uses a limited set of 12 abstract Skills to cover fields of expertise. Default Skill level is Poor, except when noted differently (in brackets following the Skill's name).

Athletics covers physical activities such as jumping, running, climbing, throwing, etc.

Ballistics covers the use of all kinds of ranged weapons such as handguns, rifles, automatic weapons, bows, slings and crossbows. Thrown weapons are used with the Athletics Skill.

Combat covers armed and unarmed hand-to-hand combat, ranging from brawling to martial arts and melee.

Stealth covers the ability to move and perform activities without being noticed, such as sneaking, hiding, camouflage, disguise and pickpocketing. Lockpicking is covered by the Repair Skill.

Science (Terrible) covers knowledge in the established sciences like physics, chemistry, biology, mathematics and so on.

Repair covers the use, maintenance, repair and modification of technical devices. It governs mechanics, electronics and computers, depending of the actual gaming background.

Interaction covers social behavior and politeness. It governs streetwise, etiquette, savoir-faire, diplomacy, etc. To influence others the Manipulation Skill is used.

Manipulation covers the ability to influence others according to your own agenda, such as negotiation, barter, bargain, haggle, fast talk, persuasion, rhetoric, etc.

Medicine (Terrible) covers the ability to aid the injured and to attend the sick. It governs first aid, surgery, pharmacy, psychotherapy and forensics.

The Fudge Scale

Rating	Num. Value
(Terrible -4)	-7
(Terrible -3)	-6
(Terrible -2)	-5
(Terrible -1)	-4
Terrible	-3
Poor	-2
Mediocre	-1
Fair	±0
Good	1
Great	2
Superb	3
(Superb +1)	4
(Superb +2)	5
(Superb +3)	6
(Superb +4)	7

Skill List

Skill	Default
Athletics	Poor
Ballistics	Poor
Combat	Poor
Stealth	Poor
Science	Terrible
Repair	Poor
Interaction	Poor
Manipulation	Poor
Medicine	Terrible
Pilot	Poor
Art	Poor
Knowledge	Poor

Pilot covers the use of vehicles such as cars, trucks, motorcycles, planes, helicopters, boats, etc. depending on the actual gaming background.

Art covers all fine arts, such as drawing, painting, sculpturing, singing, playing an instrument, writing, poetry and literature.

Knowledge covers expertise in common fields like history, law, customs, natural history, area knowledge, etc.

Gifts and Faults

Gifts and Faults are dealt with normally. Examples are Ambidexterity, Absolute Direction, Contacts, Danger Sense, Eidetic Memory, Addictions, Absent Mindedness, Color Blindness, Enemies, and so on.

Creation

Character creation is objective! Your character starts play with default level in all Attributes and Skills and with no free Gifts or Faults. You may spend 12 Character Points (CPs) for customization. Remember that Attributes may be lowered and Faults added, which actually adds CPs instead of costing.

None of your Traits may be lower than Poor or higher than Great at character creation. Unspent CPs are carried over into play as Fudge Points on a one-to-one basis, but no more than 3 FPs may be gained this way.

Example: Bob Easlington, Field Medic

Acumen: Good Mastery: Fair Presence: Med. Vigor: Fair

Athletics: Fair Interaction: Med.

Ballistics: Med. Manipulation: Med.

Combat: Poor Medicine: Fair

Stealth: Poor Pilot: Poor

Science: Terrible Art: Poor

Repair: Poor Knowledge: Poor FP: 3

Gifts and Faults: none

Development

Micro Fudge uses Fudge Points (FPs) to reward players. They can either be used to improve Traits between game sessions (see sidebar) or to manipulate the outcome of task attempts during play (as usual).

Regular FP award should never be more than 3 FPs for a full-length adventure.

Additional Mechanics

This sections adds rules for quick and nearly diceless gaming.

Competence

With any given task you automatically succeeds when your respective Attribute or Skill is of at least the same level as the difficulty of the action at hand. This extends to all kinds of activities, including Unopposed Actions, Opposed Actions and even combat! Rolled and Relative Degree are calculated as normal.

Trading Values

<i>Trait</i>	<i>Value</i>
Attribute Level	±3
Skill Level	1
Gift	6
Fault	-6

Raising Skills

<i>From</i>	<i>To</i>	<i>FP</i>
Terrible	Poor	3
Poor	Mediocre	3
Mediocre	Fair	3
Fair	Good	6
Good	Great	12
Great	Superb	24

Raising Attributes

Triple the cost of Skills of the same level.

Adding a Gift

18 FP or more.

Loosing a Fault

27 FP and GM's approval.

Difficulty Levels

<i>Difficulty</i>	<i>Lvl. Needed</i>
n.a.	Terrible
Easy	Poor
Simple	Mediocre
Average	Fair
Hard	Good
Daunting	Great
Extreme	Superb
Impossible	n.a.

Testing One's Luck

Sometimes you deliberately needs a higher Rolled/Relative Degree, especially in combat. The option of rolling dice (called 'Testing One's Luck') is available to you at any time. But beware! It can also lead to a worse result.

In case the GM opts to roll for an NPC he is obliged to inform the players, so they may do so as well.

Taking Extra Time

By taking extra time to concentrate on the task at hand you can improve your Trait level for this attempt only according to the table found in the sidebar. You can, of course, combine this with a roll of dice.

Example: Housework

Bob Easlington wants to do some minor maintenance work in his house: He has to get rid of an old refrigerator and has to fix some of his electrical wiring.

The GM rules that moving a large refrigerator without any help is a Hard task. Bob has Vigor at Fair level, but taking double time allows him to increase Vigor to Good and thus to move the rotten old thing slowly but without major complications.

Repairing the wiring, on the other hand, is not that difficult (Average Difficulty). But Bob has no experience with electrical devices (Poor Repair Skill) so he either can opt to do it very very carefully (x10 normal time) or better ask his janitor or call a professional. Testing his luck to save time is not a good idea as electricity can be a very dangerous toy.

Time Table

Time	Trait Level
x2	+1
x10	+2

Option: Utter Dicelessness

If you wish to, you can play *Micro Fudge* without any dice at all. This is done utilizing Luck Points (LPs) that can be spent for bidding against the GM to determine the outcome of an action.

You start play with 10 Luck Points. They do not regenerate but Fudge Points can be traded in at any time: For each Fudge Point you sacrifice you receive 3 Luck Points. Such a trade is allowed during character generation. Luck Points can never be traded back into Fudge Points.

Bidding

If you wish to test your luck, you and the GM hide between one and five tokens, each representing a Luck Point, in one hand and show them simultaneously. Calculate the difference between your and the GM's tokens to determine the result.

$$\text{Result} = \text{Bidding Difference} = \text{Your Bid} - \text{GM's Bid}$$

All your used LPs are lost, but in case the GM bade more tokens, you get the difference in tokens back, but only to minimize your loss: You may not end up with more LPs after the attempt than you had before.

Example: Flash! Boom! Bang!

Bob wants to fix the wiring himself but is in a hurry, calling the GM for a bidding. He bids 3 LPs and the GM 4 LPs, resulting in a catastrophe (Poor -1 level = Terrible): He suffers a mild electric shock leading to a blown fuse. At least he only loses 2 LPs (3 for bidding, -1 for the difference).

Bidding Difference

Difference	Result
-4	-4
-3	-3
-2	-2
-1	-1
±0	±0
+1	+1
+2	+2
+3	+3
+4	+4

Combat

This section defines which of the numerous options of *Fudge* rules are in effect to deal with combat.

Attacking And Defending

Attacking and defending are those situations that 'Testing Your Luck' will most be applied to, as 'Taking Extra Time' is hardly an option, especially not in hand-to-hand combat.

Close Combat

As long as your opponent is aware of your attack and defending, close combat is dealt with as a series of Opposed Actions.

Ranged Combat

Ranged combat is simulated by comparing the base range of the weapon used to the actual range to the target (see sidebar). 'Taking Extra Time' to aim is a legal option.

Point-Blank range is only available to handguns, such as pistols and revolvers. Short range is limited to handguns, submachine guns, carbines and sawed-off shotguns.

Example: Equipment Table

Weapon	ODF	Base Range	Notes
Brass Knuckles	+1	—	—
Bayonet	+2	—	can be used as spear
Club	+2	1m	—
Saber	+3	1.5m	—
Spear	+4	2m	—
Mauser C96	+2	15m	semi-auto, clip-fed (10)
Luger P08	+3	20m	semi-auto, magazine-fed (8)
Webley Mk. I	+3	20m	revolver (6), double-action
Colt M1911A1	+4	20m	semi-auto, magazine-fed (7)
Thompson M1918	+5	35m	full-auto, magazine-fed (30)
ErMa MP40	+4	35m	full-auto, magazine-fed (32)
M1 Carbine	+5	60m	semi-auto, magazine-fed (15)
SMLE	+6	85m	bolt-action, magazine-fed (10)
Garand M1	+6	85m	semi-auto, clip-fed (8)
Lewis LMG	+6	85m	full-auto, drum-fed (47)
Armor	DDF	Encumbr.	Notes
Flak Vest	+1	—	—
Steel Helmet	+1	—	adds to other armor

Wounds

Damage and wounding is dealt with normally, without the use of the *Grazing* option.

The Wound Track

DF:	1	2 – 3	4 – 5	6 – 7	8+
Type:	Scratch	Hurt	Very Hurt	Incapacitated	Near Death
No.:	○○○	○○	○○	○○	○
Effect:	no effect	-1	-2	unconscious	dying
Healing:	1 hour	1 day	1 week	1 month	6 months

Physical Strength

<i>Vigor</i>	ODF
Superb	+3
Great	+2
Good	+1
Fair	±0
Mediocre	-1
Poor	-2
Terrible	-3

Hand Weapons

<i>Type</i>	ODF
no weapon	+0
small	+1
medium	+2
large	+3
two-handed	+4
sharp	+1
powered	+1

Ranged Combat Difficulties

<i>Ratio</i>	<i>Range</i>	<i>Difficulty</i>
1/4	Pt.Blk.	Easy
1/2	Short	Simple
1x	Normal	Average
2x	Long	Hard
4x	Far	Daunting
6x	Extreme	Extreme

Ranged Weapons

<i>Type</i>	ODF	<i>Base Range</i>
handgun	+1	10m
smg	+2	25m
carbine	+3	50m
rifle	+4	75m
shotgun	+5	10m
small	+1	+5m
medium	+2	+10m
large	+3	+10m
magnum	+4	+5m
buckshot	+1	+5m
slugs	+2	+10m

Natural Resistance

<i>Vigor</i>	DDF
Superb	+3
Great	+2
Good	+1
Fair	±0
Mediocre	-1
Poor	-2
Terrible	-3

Armor Protection

<i>Type</i>	DDF
light, pliable	+1
medium, pliable	+2
heavy, pliable	+3
metal	+1
rigid	+1
powered	+1

Character Sheet

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Raising Attributes

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Loosing a Fault

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Basic Information

Traits

Acumen: *Mastery:* *Presence:* *Vigor:*

Athletics: *Interaction:*
Ballistics: *Manipulation:*
Combat: *Medicine:*
Stealth: *Pilot:*
Science: *Art:*
Repair: *Knowledge:*

Gifts:

Faults:

Fudge Points:

Luck Points:

Equipment And Notes

Wound Track

DF:	1	2-3	4-5	6-7	8+
<i>Type:</i>	<i>Scratch</i>	<i>Hurt</i>	<i>Very Hurt</i>	<i>Incapacitated</i>	<i>Near Death</i>
<i>No.:</i>	○○○	○○	○○	○○	○
<i>Effect:</i>	<i>no effect</i>	<i>-1</i>	<i>-2</i>	<i>unconscious</i>	<i>dying</i>
<i>Healing:</i>	<i>1 hour</i>	<i>1 day</i>	<i>1 week</i>	<i>1 month</i>	<i>6 months</i>
