

Fudge Quick Reference Sheet

Attributes

Attribute	Description	Game Effects
Strength	Physical Power	Lift, push/pull, wrestle, break
Dexterity	Grace	Agility, initiative bonus
Intelligence	Mental Training	Knowledge, problem solving
Wisdom	Judgement, Experience	Discern path, sense motive
Charisma	Influence Others	NPC reaction bonus
Willpower	Power Over Self	Remain Calm, endure

*“Intelligence tells you what the problem is and how to solve it,
wisdom tells you whether or not you should.”*

Meta-Stats

Meta-Stat	Formula	Description	Game Effects
Perception	INT + WIS / 2	Process sensory info	Awareness rolls
Initiative	INT + DEX / 2	Decision to act	Combat order
Constitution	STR + WILL / 2	Fortitude	Health levels, endurance
Movement	STR + DEX / 2	Speed	Hexes per turn

Skills

NPC examples	Level	Value	To-Hit Needed	Notes
Demi-God	Mythical	+5		
Hero	Legendary	+4		Max for natural humans
General	Superb	+3	xl. Range	Max for starting PCs
Officer	Great	+2	l. Range	
City Guard	Good	+1	m. Range	
Militia	- Fair -	- 0 -	s. Range / Melee	Target needed for most skill rolls
Adult Citizen	Mediocre	-1	HTH	Default lvl for Easy skills
Peasant	Poor	-2		Default lvl for Average skills
Eldery / Child	Terrible	-3		Default lvl for Hard skills, if possible

Armor / Weapon Class

Armor	Weapon	Class	Notes
Clothes	Unarmed	0	Weapon scale modifies damage +/-.
Hide, Padded	Small, 1-handed	1	Armor class reduces damage*
Hard Leather, Splint	Medium, 1 or 2-handed	2	Weapon class subtracts from initiative
Chain, Plate	Large, 2-handed	3	Armor class subtracts from movement*

* note: can't be lower than “1”

Fudge Die success rates:

Chance of achieving +4 or better: 6%.
 Chance of achieving +3 or better: 14%.
 Chance of achieving +2 or better: 25%.
 Chance of achieving +1 or better: 39%.
Chance of achieving 0 or better: 61%.
 Chance of achieving -1 or better: 75%.
 Chance of achieving -2 or better: 86%.
 Chance of achieving -3 or better: 94%.
 Chance of achieving -4 or better: 100%

Dice Techniques:

4DF (+1,+1,0,0,-1,-1)
 % of hitting/missing trait: 23.5% / 76.5%
 % of getting within +/-1: 63%

 4D6.1 (+1,0,0,0,0,-1)
 % of hitting/missing trait: 35% / 65%
 % of getting within +/-1: 82%

Experience Points

To use the table, just locate the level of skill that you're raising your current skill up to. The cost in EP is what it will take to raise it to that new level. You can only raise something one level at a time.

So, if you had a skill at Good and you wanted to raise it to Great, that would cost 12 EP. If you wanted to raise it to Superb, it would cost an additional 24 EP, but you'd need to wait at least a game session to do so.

The costs for raising power skills or your attributes is 2 or 3 times the costs for skills. You'll see that reflected below.

Skill Level Desired vs. cost (EP):

Legendary	48
Superb	24
Great	12
Good	6
-Fair-	3
Mediocre	2
Poor	1
Terrible	-

For unique skills/powers (Very Hard):	2x
For attributes:	3x

Add gift (gm approval):	6
Add power (gm approval):	12

Notes:

Remember that your FP (Fudge Points) can be used to either alter die rolls OR accumulated as EP (Experience Points) to raise stats.

Fudge Points: You can hold onto your FP as long as you want.

And at any time during the game, you can spend them to raise die rolls.

Your only limitation is that you can only burn 2 at a time on one roll, and you MUST declare your intention before you roll.

Once you roll, the FP is burnt, even if you didn't wind up needing it.

Experience Points: You can convert your FP to EP at a rate of 1 to 1 (FP:EP) and spend the EP on stats using the charts above.

But, you can only do this to skills your PC has used or trained.

And you can only do this when your PC has had a break in the action and at least a good night's sleep.