

Phudge

Phast Phudge

Framework

by

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Version 0.13



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 via anonymous ftp at oz.plymouth.edu, and in book form or on disk from Grey Ghost Press, Inc., 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. Anyone who wishes to distribute such material for free may do so - merely include this ABOUT Fudge notice and disclaimer (complete with Fudge copyright notice). If you wish to charge a fee for such material, other than as an article in a magazine or other periodical, you must first obtain a royalty-free license from the author of Fudge, Steffan O'Sullivan, P.O. Box 465, Plymouth, NH, 03264.

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Thank You

A big thank you to my playtesters one and all - Tuesday Knights, LURG and The Blackguild. Your participation in my games and your feedback has helped to shape Phudge and everything built upon it.

Version History

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Introduction

What is Phudge?

Phudge is my implementation of the Fudge rules. It is built to suit the way that I run games and modified here and there by the way my usual players like to play them.

What is Phast Phudge Framework?

The *Phast Phudge Framework* is my basic system for quick creation of characters for use in *Phudge* based games. The aim is to achieve this by having less decision points and present them in such a way that it is quicker and easier to create a character than traditional character creation.

It's a framework because it should probably have a little tweaking for whatever genre of game is being played.

What is in this book?

This book contains the basic *Phast Phudge* character creation process. It builds upon the *Phudge Core* to create characters and requires access to some of the character creation tables from the *Phudge Core*.

Skill Groups and Points

When you add points to Skill Groups you Choose one skill from the group to be primary and one to be secondary.

| Points | Primary Skill | Secondary | All Other |
|--------|---------------|-----------|-----------|
| 0 | - | - | Poor |
| 1 | Fair | Mediocre | Poor |
| 2 | Good | Fair | Mediocre |
| 3 | Great | Good | Mediocre |
| 4 | Superb | Great | Fair |

Phast Phudge Character Creation Summary

Start with a character that has:

- All Attributes at Poor
- No skill in any Skill Group
- No Aspects, Gifts or Faults
- No Equipment

The character creation process for *Phast Phudge* follows three steps:

The Steps of Character Creation

There are three steps to character creation under *Phast Phudge*. Each of the steps adds levels of Attributes, skills and other character parts until by the end you have the complete game mechanics of the character.

1. **Role**
The role that the character has in the party or setting.
2. **Race**
Choose the race or culture the character has or is from.
3. **The Rest**
Finishing touches to round out the character.

Role

Choose the role the character will have in the party or setting and:

- (a) Distribute 5 levels between Attributes appropriate to the Role.
- (b) Add 3 points to Skill Groups appropriate to the Role.
- (c) Choose an Aspect appropriate to the Role.
- (d) Choose a Major Gift appropriate to the Role.
- (e) Receive standard equipment appropriate for the Role.
- (f) Choose one special piece of equipment appropriate for the Role.

example

Race

Choose the race or culture the character has or is from and:

- (a) Distribute 3 levels between Attributes appropriate to the Race.
- (b) Add 2 points to Skill Groups appropriate to the Race.
- (c) Choose an Aspect appropriate to the Race.
- (d) Choose a Minor Gift appropriate to the Race.
- (e) Receive standard equipment appropriate for the Race.
- (f) Choose one special piece of equipment appropriate for the Race.

example

The Rest

Finishing touches to round out the character.

- (a) Distribute 2 levels between any Attributes.
- (b) Add 1 point to any Skill Group.
- (c) Choose an Aspect.
- (d) Choose a Minor Gift.

example

Skill Groups

Generic Modern

Skills marked with * are available in more than one group.

Combat Skills

Bow Weapons-[*choose type*]
Demolitions and Explosives
Gun Combat-[*archaic, pistol, rifle, energy*]
Heavy Weapons-[*Artillery, Man Portable, Vehicle*]
Melee-[*Brawling, small, hand, 2hand, exotic*]
Siege Weapons
Tactics-[*choose*]
Thrown Weapons-[*choose type*]

Exploration Skills

*Animals-[*choose an area*]
Exploration and Survey
Hunting
Prospecting
*Recon
Survival

Social Skills

*Admin and Legal
Carousing
Gambling
Instruction
Leadership
*Persuasion-[*Diplomacy, Fast Talk, Liaison, Seduction*]
*Steward
*Streetwise

Covert Skills

Bribery
Disguise
Forgery
Interrogation
Intrusion
Investigation
*Persuasion-*Fast Talk*
*Recon
Stealth
*Streetwise

Professional Skills

Academic-[*choose an area*]
*Admin and Legal
Art-[*choose an area*]
*Athletics and Sport-[*choose an area*]
Craft/Trade-[*choose an area*]
*Steward
Medical
Merchant

Transport Skills

*Animals-[*Riding or Teamster*]
*Athletics and Sport-[*choose a Muscle Powered Transport*]
Flying Vehicle-[*Large or Small Craft*]
Ground Vehicle-[*choose type*]
Water Vehicle-[*Large or Small Craft*]