

Phudge

Traveller XP



by

Phillip Webb

Version 0.4



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.

Disclaimer

The following materials based on Fudge, entitled Phudge Traveller XP are created by, made available by, and Copyright (C) by Phillip Webb, and are not necessarily endorsed in any way by Steffan O'Sullivan or any publisher of other Fudge materials. Neither Steffan O'Sullivan nor any publisher of other Fudge materials is in any way responsible for the content of these materials unless specifically credited. Original Fudge materials Copyright (C)1992-1995 by Steffan O'Sullivan, All Rights Reserved.

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

- 0.1 Aug 22, 2011. Initial partial draft.
- 0.2 Aug 27, 2011. Cost sections. Psionic table.
- 0.3 Sep 5, 2011. Remaining skill tables and initial Gift examples.
- 0.4 Sep 20, 2011. ET discounts text clarified and example added. Re-rolls added. Missing Leadership added.

Table of Contents

About Fudge.....	2
Disclaimer.....	2
Thank You.....	2
Version History.....	2
Introduction.....	4
What is Phudge?.....	4
What is Phudge Traveller?.....	4
What is in this book?.....	4
Phudge Traveller Character Experience.....	5
Earning Experience Points (XP).....	5
The Ways to Spend XP.....	5
The Cost.....	5
Effective Terms.....	5
Discounting Effective Terms.....	6
Maximum Levels.....	6
Totally Random Improvement.....	7
What improvement do you get?.....	7
The Cost.....	7
Partly Random Improvement.....	8
What improvement do you get?.....	8
The Cost.....	8
Specific Choice of Improvement.....	9
What improvement do you get?.....	9
The Cost.....	9
Tables.....	10
Totally Random Table.....	10
Random Improvement Area.....	10
Improvement Area Tables.....	11
Attribute Improvement Table.....	11
Combat Improvement Table.....	11
Covert Improvement Table.....	12
Exploration Improvement Table.....	12
Professional Improvement Table.....	13
Social Improvement Table.....	13
Space Improvement Table.....	14
Technician Improvement Table.....	14
Transport Improvement Table.....	15
Psionic Improvement Table.....	15

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 Phudge Traveller?

Phudge Traveller is my adaption of *Traveller* to *Phudge*.

What is in this book?

This book contains the *Phudge Traveller* character experience system.

Phudge Traveller Character Experience

Earning Experience Points (XP)

Characters in *Phudge Traveller* earn 1 XP per game session, 1 XP per adventure completed, and 1 XP game year. They may also receive XP for significant events.

The Ways to Spend XP

XP may be spent to increase a character's attributes or to add gifts to the character. There are three ways to spend XP.

- 1. Totally Random Improvement**
This costs the minimum and gives the character a totally random improvement.
- 2. Partly Random Improvement**
This costs more but you can choose the general area the character improves in.
- 3. Specific Choice of Improvement**
This is the most expensive but you can choose which specific improvement your character receives.

Multiple improvements may be bought in the one session. All purchases should be finished completely before the next improvement is bought.

The Cost

The cost of improvements is measured in multiples of effective terms. There are also some extra loadings for some of the more powerful specific and partly random choices.

Effective Terms

Effective terms (ET) is a calculated value that is an attempt to somewhat match the “4 skills per term” pace of skill gaining in character creation and to try to “balance” out characters that have served varying numbers of terms.

ET = terms served, +1 for every 4 improvements previously bought, round down.

*eg. Mad Gav served 4 terms in the Imperial Marines and has previously bought 7 improvements.
His ET are: 4 for the terms, plus 7/4 or 1.75 rounded down to 1 for the previous improvements bought, for a total ET of 5.
After purchasing this improvement his ET will go up to 6.*

Discounting Effective Terms

One multiplier of Effective Terms may be ignored for the current improvement by permanently lowering an attribute or skill rated *Fair* or higher by one level.

This may be done multiple times for the current purchase.

If ET are ignored in this way then there is a minimum XP cost of 1.

eg. Mad Gav wants to put his Strength up a level but doesn't have the 17 XP ($3 \times 5 + 2$ for choosing an Attribute).

He decides to lower his Good Social Standing down to Fair to reduce the cost by one ET multiplier so it is now 12.

Sadly he still doesn't have this amount so he also lowers his unused Fair level

Persuasion<Diplomacy> down to Mediocre reducing the cost to an affordable 7 XP.

Maximum Levels

If an improvement takes an Attribute above maximum (usually Superb) or is for a Gift that may only be held once then all but 1 XP are refunded.

Re-rolls

After any roll on a random table you may spend 1 XP to re-roll on the same table.

Totally Random Improvement

What improvement do you get?

Roll d66 on the *Random Improvement Area table* to determine which improvement table to roll on for the character's improvement.

The Cost

To purchase a Totally Random Improvement you must spend XP equal to the character's Effective Terms.

One improvement costs: XP equal to ET

Partly Random Improvement

What improvement do you get?

To determine what improvement you receive choose an improvement table and roll d66.

The Psionic Improvement table may only be chosen if you have a good reason e.g. the character already has Psionics; or has undergone testing at a Psionic Institute, etc.

The Cost

To purchase a Partly Random Improvement spend XP equal to twice the character's Effective Terms.

If choosing the Attribute Improvement table then the improvement costs 1 more XP.

One improvement costs: XP equal to ET x 2

- ◆ +1 XP if choosing the Attribute Improvement table
- ◆ must have a reason to choose Psionic Improvement table

Specific Choice of Improvement

What improvement do you get?

You choose a specific improvement for your character.

Psionic Improvements may only be chosen if you have a good reason - the character already has Psionics or has undergone testing at a Psionic Institute.

Some Gifts may only be chosen if you have the appropriate career background or other good reason.

The Cost

To purchase a Specific Choice of Improvement spend XP equal to three times the character's Effective Terms.

If choosing a Gift then you only need to spend XP equal to twice the character's Effective Terms.

If choosing to improve an Attribute or an Attribute related Gift then the improvement costs 2 more XP.

One improvement costs: XP equal to ET x 3

- ◆ a specific Gift only costs ET x 2
- ◆ +2 XP if choosing an Attribute or Attribute related Gift
- ◆ must have a reason to choose a Psionic Improvement
- ◆ must have appropriate career background or reason to choose some Gifts

Totally Random Table

This table is the starting point for determining which Totally Random Improvement a character receives.

Random Improvement Area

d66	Improvement Table to Roll on
11-13	Attribute
14-21	Combat
22-25	Covert
26-33	Exploration
34-41	Professional
42-45	Social
46-53	Space
54-61	Technician
62-65	Transport
66	Psionic

Improvement Area Tables

These tables are the continuation of Totally Random Improvement determination and the starting point for determining Partly Random Improvements.

Attribute Improvement Table

d66	Improvement
11-15	Strength
16-24	Agility
25-33	Health
34-42	Perception
43-51	Willpower
52-55	Education
56-63	Social Standing
64-66	Gift relating to an Attribute

Possible Attribute related Gifts: *Keen Eyesight*; *<create one>*;

Combat Improvement Table

d66	Improvement
11-13	Battledress
14-21	Athletics and Sport:<Archery, Thrown Weapons>
22-25	Demolition and Explosives
26-35	Gun Combat:<Archaic, Energy, Pistol, Rifle>
36-43	Heavy Weapons:<Artillery, Man Portable, Vehicle>
44-46	Leadership
51-55	Melee:<Brawling, Small Weapon, Hand Weapon, 2-Hand Weapon, Exotic Weapon>
56-63	Tactics:<Fleet, Ground, Ship >
64-66	Gift relating to Combat

Possible Combat related Gifts: *Combat Senses*; *Improved Initiative*; *Pain Resistance*; *Signature Weapon <name or type>*; *<create one>*;

Covert Improvement Table

d66	Improvement
11-15	Deception
16-22	Interrogation
23-31	Investigation
32-36	Persuasion:<Fast Talk [or existing]>
41-45	Recon
46-54	Stealth
55-63	Streetwise
64-66	Gift relating to Covert

Possible Covert related Gifts: ; <create one>;

Exploration Improvement Table

d66	Improvement
11-15	Animals:<Riding, Teamster, Training, other ___>
16-24	Sensors, Comms and Screens
25-31	Prospecting
32-36	Recon
41-45	Survival
46-54	Vacc Suit
55-63	Zero-G
64-66	Gift relating to Exploration

Possible Exploration related Gifts: *Jack of all Trades [Scout Career only]*; <create one>;

Professional Improvement Table

d66	Improvement
11-14	Admin and Legal
15-21	Art:<choose>
22-25	Athletics and Sport:<sport _____ [or existing]>
26-33	Broker
34-36	Leadership
36-43	Medical
44-52	Science :<Life:_____, Physical:_____, Social:_____, Space:_____>
53-56	Steward
60-63	Trade:<choose>
64-66	Gift relating to Professional

Possible Professional related Gifts: *Xeno Medicine*; <create one>;

Social Improvement Table

d66	Improvement
11-14	Admin and Legal
15-22	Carousing
23-26	Gambling
31-34	Instruction
35-43	Persuasion:<Diplomacy, Fast Talk, Liaison, Seduction>
44-51	Recruiting
52-55	Steward
56-63	Streetwise
64-66	Gift relating to Social

Possible Social related Gifts: ; <create one>;

Space Improvement Table

d66	Improvement
11-14	Spacecraft Engineering
15-22	Spacecraft Gunnery: <Bay, Spinal, Turret>
23-26	Spacecraft Navigation
31-35	Spacecraft Pilot: <Capital Ships, Large Craft, Small Craft>
36-43	Sensors, Comms and Screens
44-51	Tactics: <Fleet, Ship, [or existing]>
52-55	Vacc Suit
56-63	Zero-G
64-66	Gift relating to Space

Possible Space related Gifts: *Can Use Pilot as Navigation*; <create one>;

Technician Improvement Table

d66	Improvement
11-15	Computer
16-24	Demolition and Explosives
25-33	Robotics
34-42	Spacecraft Engineering
43-51	Sensors, Comms and Screens
52-63	Technician: <Combat Engineering, Electronics, Gravitics, Mechanical, Weapon Engineer>
64-66	Gift relating to Technician

Possible Technician related Gifts: *Expert Tool Kit*; <create one>;

Transport Improvement Table

d66	Improvement
11-15	Animals:<Riding, Teamster, [or existing]>
16-25	Flying Vehicle:<Grav, Large, Small>
26-35	Ground Vehicle:<Hover, Tracked, Wheeled>
36-44	Remote Operations
45-53	Spacecraft Pilot:<Small Craft [or existing]>
54-63	Water Vehicle:<Large Motor, Personal, Sail, Small Motor, Submarine>
64-66	Gift relating to Transport

Possible Transport related Gifts: *Air/Raft Specialist*; <create one>;

Psionic Improvement Table

d66	Improvement
11-16	Awareness (of self)
21-26	Clairvoyance
31-36	Telekinesis
41-51	Telepathy
52-56	Teleportation
61-63	Special/Advanced: <choose>
64-66	Gift relating to Psionics

Possible Psionics related Gifts: *Extra Psi Power Points*; <create one>;

¶