

Phudge

Phast Phudge

Framework

by

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Version History

- 0.10 May 16, 2011. Initial version.
- 0.13 April 21, 2013. OGL moved to end.
- 0.14 November 10, 2018. Minor additions.
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Table of Contents

Version History.....	2
Introduction.....	4
What is Phudge?.....	4
What is Phast Phudge Framework?.....	4
What is in this book?.....	4
Phast Phudge Character Creation Summary.....	5
The Steps of Character Creation.....	5
Skill Groups and Points.....	6
Role.....	7
Race/Culture.....	8
The Rest.....	9
Example Skill Groups.....	10
Modern.....	10
Experience.....	11
Experience Improvements in Phast Phudge.....	11
About This Fudge Roleplaying Game Document:.....	12

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*.

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 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/Culture**
Choose the race or culture the character has or is from.
- 3. The Rest**
Finishing touches to round out the character.

Skill Groups and Points

In Phast Phudge skills are categorised into five or six Groups. Some skills, or specialties of skills, appear in more than one Group.

When you add points to Skill Groups you choose one skill from the group to be primary and one to be secondary. This choice can usually be made at the end of character generation.

If predefined choices nominate a primary or secondary skill then you must make that choice.

If a skill group is added to more than once and there are two different nominated primary skills then choose one to be primary and the other will become the secondary in that group.

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

Role

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

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

Example:

*In a fantasy setting the Role of **Wind Mage** might have:*

Aspect:	<i>My magic guides the wind for the Empire.</i>
Gift:	<i>The Gift of Wind Magic (allows magic use)</i>
Fault:	<i>The Fault of Reliance on a Magical Focus (cannot attempt magic without the mana staff)</i>
Attributes:	<i>Raise Willpower 1 level Raise Agility 1 level Distribute 3 levels to any attributes</i>
Skills:	<i>1 point in Magic Colleges (Control as Primary) 1 point in Magic Realms (Air as Primary) 1 point in any skill group</i>
Equipment:	<i>Mage Staff (Focus, Mana Store 2)</i>

Race/Culture

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

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

Example:

In a fantasy setting the Culture of Barbarian might have:

Aspect:	<i>I come from the deserts of the Western Marches of the Empire.</i>
Gift:	<i>Intimidating Visage (+1 on Willpower based intimidation)</i>
Fault:	<i>Choose either: Quick to Anger; or Naive about other cultures</i>
Attributes:	<i>Raise Strength 1 level Raise Willpower 1 level Distribute 1 level to any attribute</i>
Skills:	<i>1 point in Exploration (any Primary) 1 point in any skill group</i>
Equipment:	<i>Heavy Barbarian Spear</i>

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

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*]

Experience

Experience Improvements in Phast Phudge

Experience points can be spent in the following way to improve a Phast Phudge character.

TBD

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About Fudge:

Fudge is a roleplaying game written by Steffan O'Sullivan, with extensive input from the Usenet community of rec.games.design and other online forums. The core rules of Fudge are available free on the Internet at <http://www.fudgerpg.com> and other sites. Fudge was designed to be customized, and may be used with any gaming genre. Fudge gamemasters and game designers are encouraged to modify Fudge to suit their needs, and to share their modifications and additions with the Fudge community.

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