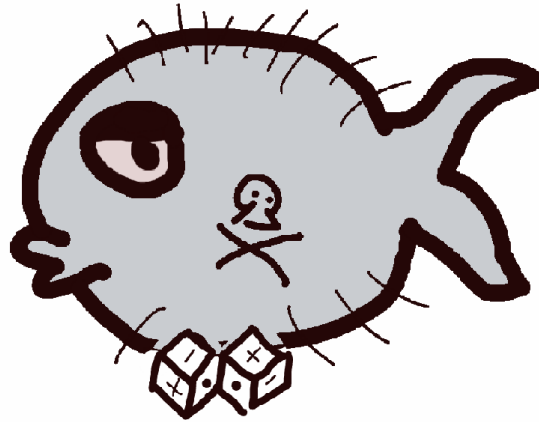# FUGU Rpg Rulebook

Fudge Good enoUgh build,

or Fudge Greatly Uncomplicated build.

Anyway, a slacker's build of Fudge.

Figure 1: Fudge logo

For the online and most up to date version of these rules, plus other FUGU materials, visit https://fugu.lonfo.info

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What is FUGU

FUGU is a Role Playing Game based on Fudge, so a great amount of credit goes to Fudge's creators and publishers.

You don't need to know Fudge to play FUGU, however there are some basic concepts and jargon that you need to understand before you read further:

- **RPG (*Role Playing Game*):** nowadays most people will be familiar with the Videogame type. **Fallout** and **Skyrim** are timeless classics by now. But FUGU is of the *Tabletop* variant, where a computer is not necessary.
- **GM:** Game Master. An actual, real-life person, referred to as a *she* as per Fudge convention. One, only one, and no less than one per gaming group, otherwise no game.
- **Players:** Also actual people playing this game. Referred to as *he*, *they*. You'll need least 2. Maximum limit is determined by the ability of the GM, but 6 *players* is already a lot.
- **PC (*Player Character*):** The players will take the role of characters in a story. These are the PCs.
- **NPC (*Non Player Character*):** The GM will decide the actions of many of those as they interact with the PCs.
- **Setting:** The fictional world where the *game* action takes place. Mostly an interesting place where crazy stuff happens, like Outer Space, Westeros, Middle Earth or, you know, Earth.
- **Session:** The actual, real world playing time in a specific day. The game events in a session could be similar to one episode of your favourite TV series (cliffangers included).
- **Campaign:** A set of sessions, a cycle of adventures involving the *PC*s. A season in a TV series.
- **Fudge Dice:** FUGU is a game, and sometimes dice are used to make it unpredictable and to mimic the ebb and flow of fortune that envelops us all. Enter the Fudge dice: six-sided dice with two "plus" sides, two "minus" sides, and two blank sides. Rolling four Fudge dice returns results from -4 to +4, with 0 being the most likely result. *If you can't get Fudge Dice, 4 common 6-sided dice will do the job (do I really need to explain this?)*

To start playing: put together in a group of 3 or more people, get pencils, paper and dice, decide who will be the **GM**, then give the **GM** some time to think things through.

When he's ready, the **GM** will propose a **Setting**, the **Players** will generate **PCs**, then, during each **session**, the **GM** will describe some interesting situation to the **Players**, which will decide what the **PCs** do, then the **GM** could ask them to roll **Fudge Dice:** and will tell them how the sitution changes, and how the **NPCs** react. Repeat until the end of the **Session** and for several **Sessions** to make a **Campaign**. Clear?

If this is not clear, be aware that many other game enthousiasts, websites, companies and psychiatrists explained these concepts much better than I would ever be able to do, so search the web if you have doubts.

The Saitama Rule

During *PC generation*, and sometimes during *game sessions* the Players (and the GM) will need to create descriptions, and game stats for things appearing in the game. For example PC's Class, Gifts, Faults, pieces of equipment etc.

Keep it snappy and scrappy: **limit it to 20 words or less**. And forcefully remind it to that Player that just brought to the table 5 pages worth of backstory for his *PC*:
IT CAN BE SAID IN 20 WORDS OR LESS!

Deciding on a Setting

The GM will do this. Trust her.

Creating Player Characters

Sometimes, the *GM* will bring pre-made *PC*s to the table, but not always.

Most of the times, *players* will need to make up characters to start playing. They will need to be well matched ot the setting. Or not, maybe a hobbit in space could be fun to play, but let the *GM* have the last word about it.

Characters will have well defined traits, and even some *statistics*. Write these up with names and level on a piece of paper, which will have the fancy name of *Character Sheet*

So, dear player, start deciding on what you want for your PC, starting with:

A Name

This is useful whenever other PCs or NPCs want to yell something at him. If you don't have an inspiration, you can think about this after. No rush.

(Optional): A Role

PCs in a party are usually either the **Face** (good at handling with people), the **Muscle** (can hold their own in a fight), the **Scout** (can go where the others can't), or the **Specialist** (possesses a unique power or knowlegde).

Think about the *role* that you want your PC to have in the story, it will help you choose a Class, and will help the GM to place you in the right situation and with the right tools.

A Class

We could call this also a Profession, a Way of Life, and Archetype, an High Concept. Ninja? Soldier? Magician? Mad scientist? You name it.

This is the most important decision in making the *PC*, it will affect the *Player*'s game at any moment. You propose a class for your *PC* to the *GM*, she can modify or veto it.

It could be something very basic, but some adjectives can add a lot of depth: nothing wrong in playing a nondescript *Barbarian*, your fellow players and GM will immediately picture a Conan lookalike swinging a bladed thing, but a *Vegan Teetotaller Barbarian* gives the GM much more to work with. The scenario where he fights the Lamb-Slaugthering Drunkards of Luxor practically writes itself.

(Optional): A description

A short description and/or biography of the *PC* could help deciding on other aspects.

Skills

The ladder   So, how good is your barbarian at swinging a sword anyway, and what else can he do?

In FUGU, the competency of *PC*s (and *NPC*s by the way) is defined along this Level Ladder:

Level	%4dF>=Level	Adjective	Description	Number of skills at start
+5	0%	**Legendary**	Among the best in the universe and history	
+4	1.23%	**Superb**	Among the best in the world	
+3	6.17%	**Great**	Among the best in town	X
+2	18.52%	**Good**	A professional	XXX
+1	38.27%	**Fair**	Experienced, or a talented beginner	XXXXX
+0	61.73%	**Mediocre**	Inexperienced, or lacking talent	XXXXXXX
-1	81.48%	**Poor**	Worse than most	
-2	93.83%	**Terrible**	Inept, or somehow impaired	
-3	98.77%	**Catastrophic**	Don't even try	
-4	100%	**Horrifying**	A lemon could be better at this	

Each level can be defined by the adjective, or by the numeric value, it's up to GM and players to decide which one do they remember better. However, the numeric value will be useful in determining outcomes, in combination with dice rolls.

In dramatic situations, the skill level, added to a *Fudge Dice roll*, will determine how well the *PC* is performing.

There is a total of 16 skills, and the *PC* will start with:

- 1 skill at Great level
- 3 skills at Good level
- 5 skills at Fair level
- all the other skills at Mediocre level

Skill list   The list of skills in FUGU is kept short, but many skills, like *Science*, are very broad and will have a different meaning depending on the *Class* of the PC. Example: for a *Field Doctor* PC, Science will mean *Medicine*, while for a *Rogue Chemist* it will mean *Chemistry* (what a surprise). If a PC wants a versatile character (like a Field Doctor with a degree in Archeology), make him "buy" the extra specializations as *Gifts*. At this point, it is clear that the *GM* will desperately try to limit the abuse of FUGU's broad skills, while the Players will propose PCs with classes like "Delta Force Super-scientist Ninja Surgeon with psychic powers". It will take some bargaining but compromises are possible.

The skill list is divided in 4 groups: Action, Social, Technical, Intellectual. This is just meant to organize and remember them better, no character is restricted to any of the four groups.

Action Skills

- **Agility:** How nimble and fast the *PC* is. Useful to dodge attacks, if nothing else.
- **Fight:** Close combat, with or without weapons. Attack and block.
- **Shoot:** Ranged combat.
- **Stealth:** Sneaking around undetected.
- **Strength:** Bonus for enduring harm (Health Points) and dealing damage in close combat.

Social Skills

- **Business:** Your ability to bargain and get useful material resources (Coin).
- **Empathy:** Social perception. Reading other people's reaction, detecting lies.
- **Influence:** Charming, deceiving, convincing other intelligent beings you can communicate with.

Technical Skills

- **Burglary:** Pickpocketing, lockpicking, smuggling stuff.
- **Hardware:** Engineering, proficiency in building and repairing machines, whatever the technology level. From making flintstones to rigging fusion engines.
- **Pilot:** Drive, fly, ride.
- **Software(HT)/Literacy(LT):** *In a "High Tech" setting:* Using tech gizmos, anything you can do without modifying the hardware. *In a "Low Tech" setting:* ability to read, write, interpret text.

Intellectual Skills

- **Lore:** Humanistic, classic or arcane knowledge.
- **Perception:** Perceive, investigate, find, detect.
- **Science:** Formal knowledge of anything related to your class. *Medicine* is a common (and useful) example.
- **Will:** Endure mental pressure, bonus to Stamina.

Some of the listed skills, like Agility and Strength, could be considered innate traits of a person, rather than abilities that can be learned and improved. However, this is not relevant in FUGU: those traits can be also improved with training and experience, so there's no need to handle them differently than skills in game terms.

Too many skills, can't decide?   Don't sweat it, think first what your PC is *Great* at (1 skill), then *Good* at (3 skills), and take it from there.

If you get stuck, just start playing and assign your remaining skill levels during the game as you need to use the skills. However, *the GM will not award you **Experience Points** until you have assigned all the remaining skill levels!*

Combinations of skills   Some tasks the PC undertake are not entirely covered by any one skill in the list, but a combination of 2 (or more) skills could do the trick. For example, "hacking" requires both *Software* **and** *Burglary* skills. In this cases, if the most important skill is the highest, use the average numeric level of the skills, rounding *up*. If the most important skill is the lowest, take that as the level. If our hacker is Superb(+4) at Software and Fair(+1) at Burglary, the combination will be Good(+3). Had he been Fair at Software and Superb at Burglary, he would be rolling just at +1. The GM will rule which skill is the most important for the task, and in case they're all equally important, just use the average, *rounding down*.

Gifts and Faults

Some other characteristics of the PC could influence his role in the story and his chance of success in some actions. Is he double-jointed? Fearless? Cleptomaniac? Accolite of a shady cult? The *player* makes up a maximum of 4 Gifts and Faults, with **number of Gifts = number of Faults**. The *GM* takes care that they are well balanced, and approves/modifies/vetoes them.

No Gifts or Faults at all is also an option. Your *PC* could gain some during the adventure.

Gifts   These are positive, or *mostly* positive. A **cyborg** *PC* could have problems whith repairs and recharges, but this is more than compensated by his superuman strength, or speed, or random gadgets. As a rule of thumb, a Gift could grant an Advantage of 2 dice on skill rolls *in specific relevant situations*.

Faults   Things that hamper the *PC*. Duties, phobias, handicaps, enemies. The *player* should choose something that he wants to roleplay, and that makes the *PC* more complex and interesting. As usual, the *GM* will be the judge of that. A fault could cause a Disadvantage of 2 dice on rolls in specific situations.

Mixed bags   A characteristic could be neither obviously good nor bad and work for or against the PC. For example, a *affiliation to a cult* could mean limitations in behavior and duties that other people don't have, but, at the same time, having allies and occult knowledge, so the "pros" and "cons" of this aspect balance each other. In this case, write it down as **both** a gift and a fault.

Sample Gifts and faults   Here a tiny selection of generic Gifts and Faults to get you started.

Gifts:

1. **Quick Reflexes:** Advantage in acting swiftly. (Advantage=2 dice when deciding who acts first)
2. **Eidetic Memory:** Perfect recall of what they see or hear. (Advantage=2 dice when memory is crucial)
3. **Natural Leader:** Inspires and leads others effectively. (Advantage=2 dice in Influence rolls when leading)

Faults:

1. **Curiosity:** Leads to dangerous situations due to the need to explore. (Disadvantage=2 when rolling to resist goin on an exploration)
2. **Short-Tempered:** Reacts impulsively with anger, potentially escalating conflicts. (Disadvantage=2 in situations needing patience)

Health Points, Stamina, Coin, Wealth

Each *PC* will have $5+Strength$ as his *starting and maximum* **Health Points (HP)**. For example, someone of *Average* strength will have 6. In a similar way, the *PC*'s starting **Stamina** will be $5+Will$, and **Coin** will be $5+Business$

These scores could be depleted and regained during play. It's bad if they get low. Specially HP, don't get to 0 HP.

It's handy to have them in the *Character Sheet* in the form of checkboxes, like this:

[ ] [ ] [ ] ... as many as your maximum score

A PCs **Wealth** will depend on his *Business* skill, but the relevant levels are just *Poor*, *Fair*, *Great* and *Legendary*, so round *down* the Business level to one of those 4.

Movement and speed

Don't try to track to the detail how much a PC or NPC can move in every scene: the GM will describe the situation and decide if he can flee from an enemy or reach him, maybe requiring an Agility roll. If strictly needed, use *5+Agility* meters per second as maximum movement.

Inventory, equipment, money, stuff

The PCs have a Class, so they will have all the tools of the trade available. Maybe not top-notch, maybe borrowed instead of bought (a plane pilot needs to be rich to own the plane), but they have enough to survive and thrive.

Therefore, just write down objects that are particularly significant for the story, or out of the ordinary: a pocket knife doesn't need to be listed, but Excalibur does.
An object could even have one or more qualities rated on the Level Ladder (if the story requires it). For example, an Axe found in the corner could be described as "axe of *Poor* quality", which is bad news if the PC needs it to break a Cellar Door of *Great* resistance.

Yes, the *PC* could have some money, you little greedy burgeouis, but we won't write down how many cents and bitcoins are in his possess, we will just approximate this using his **Coin** score and **Wealth** level. More about this later.

And now, guess what. . . our heroes are ready to go!

Extra characteristics

Some game settings will require the player to keep track of other things. This will mostly fit in as Gifts or Faults, but sometimes they could be different. For example:

- PCs in a Cosmic Horror setting could need to keep track of "sanity points", similar to health points.
- PCs in a "Bounty Hunters" campaign could have a "reputation" trait, scored on the level ladder.

These can be fitted in a handy "Extras" area of the Character Sheet

Playing the game

The *GM* will introduce the story. The *Players* will probably have some questions before they get into character, but sooner than later they will need to think how their *PC*s will act (or react). Talking, moving, other basic interactions with the (fictional) environment and the NPCs can be just announced and the *GM* will tell what's happening next, but soon the *Players* will want their *PC*s' to do something. . . interesting!

Using skills

Many times also when using a skill, a satisfying result should be taken for granted. For example, a *PC* that's *Fair (+1)* at piloting will have no problem driving a car downtown. No need to roll dice here.

However, in tense or dramatic situations, or when success is not granted, the *Dice* will come into play. The *Skill level+Fudge Dice roll* will determine the *level of the action*.

The GM will decide which level is needed to succeed.

Rolling with Advantage/Disadvantage dice   In some cases a PC will use this skill in a more (or less) favorable condition. For example, relevant Gifts or Faults will give you Advantage or Disadvantage dice. This will influence the skill roll:

- For every Advantage die: roll an extra Fudge die, and keep the *highest 4*
- For every Disadvantage die: roll an extra Fudge die, and keep the *lowest 4*
- One Advantage die cancels a Disadvantage die (you can't roll with *both* advantage and disadvantage)

The GM can assign Disadvantage dice also if the PC uses a skill in unfamiliar or adverse conditions: for example, if the PC is a jet pilot trying to land an helicopter.

Action "against the environment"   A *PC* could just need to get something done, with no-one opposing him. The *GM* will set a target level that the *action* of the *PC* needs to reach to be successful, based on the environment and the goal.

> **Example:** Derrick wants to pick a door's lock of **Good** quality, for some reason. He is **Fair** at Burglary, and he has the right equipment (lockpicks and a beer). The GM rules that he needs to score a +2 at least on his action (because of the quality of the lock) He rolls a +2 on his Fudge dice, so the level of his action is: +1 +2 = +3. It's a *Great* action: the lock springs open and Derrick takes a look inside the room.

Action in competition   A *PC* could be in a contest of some kind against an *NPC* or another *PC*. In that case, both will be using their relevant skills, and one with the highest *action level* will win.

In case of a tie: depending on the situation (*GM* discretion) the outcome could be:

1. a draw. No one wins and the action ends.
2. a stall. Repeat the contest, the action is prolonged.
3. a reroll, because a tie makes no sense in this situation.

> **Example:** A police car is following Sander. He tries an evasive manouver to lose them. He's **Fair** at piloting, and he rolls a 0 (zero). That makest it a Fair action (+1), Sander takes speed and keeps control of the car. Unfortunately, the cops have a **Good** (+2) pilot, and they're able to follow. Sander needed to roll at least a +1 to escape.

There is no need for the GM to roll for NPCs actions, she can just assume they always roll a "0".

Margin of success   Sometimes, it's not interesting just *if* an action is successful, but also *how successful* it is. For example, a *Good* action, performed when an *Mediocre* action was needed, has a *margin of success* of +2

Setting difficulty   The *GM* can rely on this extended version of the ladder to set actions' difficulty, and also to interpret margins of success.

Level	%4dF>= Level	Adjective	Difficulty	Distance	HP/Stamina
+5	0%	**Legendary**	Impossible		10
+4	1.23%	**Superb**	Heroic	Very Far	9
+3	6.17%	**Great**	Unlikely		8
+2	18.52%	**Good**	Hard	Far	7
+1	38.27%	**Fair**	Tricky		6
+0	61.73%	**Mediocre**	Simple	Near	5
-1	81.48%	**Poor**	Easy		4
-2	93.83%	**Terrible**	Very easy	Close	3
-3	98.77%	**Catastrophic**	Trivial		2
-4	100%	**Horrifying**	Already done		1

Act with Grit   A player can announce, *before making a skill roll*, that the PC will put in Act with Grit. This will cost Stamina, but for every point spent he will have one *Advantage die* for the roll.

Grit gives PCs a chance to overcome critical situations, at the risk of getting exhausted. Stamina used for "gritting" can be recovered as usual (see Wounds and fatigue).

Initiative

The GM will determine the order of characters' actions, based on the situation he's describing. If there is no "logical" order, initiative will go to the characters with the highest *Perception* skill (the most alert). In case of ties, PCs go before NPCs. The order in which characters act will stay the same through the scene (for example, during the whole conflict).

Conflict

The *PC*s made someone angry, and now it's on!

A physical conflict will be a series of competing actions, each involving an attacker and a defender.

If the defender has a way to *block* (intercept the attack with a object or a limb), he can use the *Fight* skill to defend himself. Note that blocking a melee weapon with a bare limb (like a hand or arm) doesn't mean *avoiding* damage, but rather taking damage *on that specific limb.*
The defender could also try to *dodge* using his *Agility* skill.
In both cases, if the attacker's *action level* matches (or exceeds) the skill level of the defender, the attacker has hit the defender. If, for some reason, the target doesn't try to protect itself, then the attack will be like an action "Against the environment" and the *GM* will set the *Difficulty* of it, most likely as *Easy*, even lower if the target is not moving at all!

> **Example:** Derrick, who's a *Fair (+1)* fighter is trying to punch Sander, a *Good (+2)* fighter, who's trying to block. He will need to roll at least a +1 to hit. Next, Sander tries to kick Derrick, who will try to dodge using his *Good Agility (+2)*. Sander need just to roll 0 or more so that Derrick doesn't dodge is kick.

If you are using the "NPCs always roll a"0" option, and the NPC is attacking, let the Player roll for his PC's defense skill so that the result is not predetermined.

Time in a conflict A (violent) conflict round consists of *three seconds in fictional game time* of intense, nearly simultaneus action of many PCs and NPCs (getting punched takes surprisingly little time!). Dramatic pauses, circling around and staredowns can happen, if the GM and the players describe them, thus lenghtening the fight.

Multiple attackers A PC or NPC defending from multiple enemies at the same time is acting in *adverse condition*. The GM will decide a penalty based on the situation (is he sorrounded? flanked? can he put his back to a wall?). However, as a minimum:

- The difficulty of the defense roll will rise by +1 for every extra enemy (so, it's +2 if it's attacked by 3 enemies).
- If he blocks more than once using the same weapon/arm/tentacle, he can't use it in the same round to attack.

Damage When the attacker hits, he will deal *Damage* to the target. The damage will usually be fixed, depending on the weapon used and sometimes (in close combat) from the attacker's strength.

Each weapon will have a *Damage Level* measured on the ladder, from *Poor (-1)* to... whatever the setting can provide.

> **Example:** A machete could be an *Fair (+1)* melee weapon, dealing a Damage of 1 when used by someone of *Fair +1* strenght

The list of weapons will depend on the setting, but as a reference:

- The empty hand (fighting unarmed) is a *Poor (-1)* weapon
- an improvised weapon (like picking up a brick or a bottle) will be *Mediocre (0)*
- A knife or a club are *Fair (+1)* weapons
- A powered or high-tech weapon could deal 10 damage or more, way off the ladder's maximum, making combat quite deadly.

If the total damage is 0, or negative, increase the difficulty of the attack roll by -(Damage-1), and give 1 point of damage in case of success.

> **Example:** Beavis has Mediocre Strength and Mediocre Fight, and is punching Butthead, which tries blocking with his Mediocre Fight. In order to inflict one point of damage, Beavis needs to roll a +3: +1 to overtake Butthead's Mediocre block, +2 because his basic damage is -1 (therefore -(-1-1)=+2 is the added difficulty). With a roll of +4 he will still deal just 1 point of damage. This fight is more likely to end by Stamina depletion than by KO.

It takes Fair Strength to attack unarmed and inflict damage without increased difficulty.

Great Hits   A *Great (+3)* margin of success grants extra effects, determined by the GM, such as: +2 damage, stamina damage, temporary *Fault* (e.g., stunned, scared), weapon drop, or other effects. At least 1 extra damage is mandatory for a Great Hit.

Armor   Armor can protect from harm. Each armor will have an Armor level (minimum Average), that the target of an attack can subtract to the damage received. What kind of armor is available will depend on the setting, but in general is easier to make stuff that *deals* damage rather then stuff that protects, and allows moving around.

Bottom line, most armor will be **Fair** or **Good**. Armor offering **Great** protection should be rare, or expensive, or bulky and impossible to conceal.

Shooting   Often a character will try to hit a target from a distance, using the **Shoot** skill and a ranged weapon, be it a Stone, a Crossbow or a Quantum-Powered Bowel Disruptor. *Shooting* will be handled as a normal attack, except that there will be an extra difficulty modifier based on the range of the shot: from *-2 (Very Easy)* for "Close", to *+4 (Very Hard)* Very far, to even more for really desperate shots.

A defender can try to *block* or *dodge* a thrown object normally, because he can see it coming, but against a bullet or other fast-moving projectile, the difficulty of the *dodge* roll will be increased by +2. Blocking such projectiles will usually be impossible, unless it involves ducking behind a big shield (the GM has the last word in these situations).

Basic Battle Gear Table   Was that too vague? Ok, you bloodthirsty psycho, here is a small general-purpose table of weapons and armors to get you started with the mayhem:

Level		Weapon	Damage Level	Max Range		Armor	Armor Level
Mediocre (0)		*Brass knuckles*	0+Strength	Close			
Fair (+1)		*Dagger*	1+Strength	Close		*Leather*	1
Good (+2)		*Sword*	2+Strength	Close		*Chain Mail*	2
		Handgun (small caliber)	2	Far		*Light Kevlar*	2
		Bow	2	Far			
Great (+3)		*Halberd*	3+Strength	Near		*Full Plate*	3
		Handgun (large caliber)	3	Far		*Heavy Kevlar*	3
Superb (+4)		*Rifle, Machinegun etc*	4	Far/Very Far			

To make Science Fiction or Fantasy magical battle gear:

1. take an object from the list above
2. add *Magic*, *Laser*, *Quantum*, *other SF buzzword* to its name
3. buff it up at will, using the Scale rules here below
4. have fun inflicting *9+Strength* with your very own *Quantum Halberd!* (Scale X3).

Wounds and fatigue

Each point of damage received is subtracted from the Character's HP. And here are the consequences of a low HP count:

0	<=1	<=2	<=3	4	5+
Dead Tough luck	Incapacitated Roll on will to perform any action	Very Hurt gain one permanent Fault	Hurt(*) gain one temporary Fault	Scratched	Healthy

(*)>50% of HP lost in 1 single blow is always at least a Hurt

The Fault will be decided by the GM,depend on the nature of the damage:
a broken arm that can't be used properly, a slashed leg that causes limping...the *PC* will need help

Stamina is used to track a *PC*'s physical and mental fatigue. The *GM* will ask to subtract one point after each stressful effort (like a fight). When Stamina gets low the *PC* will need to rest, because zero Stamina means collapse or burnout. Some specific weapons could deal damage to Stamina rather then to Health.

Stamina	0	<=1	<=2	>=3
State	Out		Tired	Fit
Consequence	collapse or burnout		-1 to all skills	

Recovering from wounds and fatigue

- **Scratched:** takes 1 day to recover
- **Hurt:** takes 1 week to recover, or someone with specific medical skills. The temporary Fault will go away in a month, earlier if properly cured by a doctor (or witchdoctor).
- **Very Hurt:** takes 2 weeks to recover, or someone with specific medical skills. The Fault will be permanent unless properly treated.
- **Incapacitated:** like Very Hurt, but 3 weeks to recover.
- **Dead:** Usually irreversible, but some fantasy Game Settings will have a solution for this.

Stamina can be recovered resting for sufficient time (1 point every 2 hours or so), or reset to its maximum at the end of the game session (unless the game stopped in the middle of an action scene).

Size difference and Scale

Sometimes PCs will face creatures or things that are, by default, bigger, tougher, or just way different from them. Our Barbarian could have Superb Strength, but, if he tries wrestling with a Mediocre T-Rex, he will became a Poor meal at most.

To play situations involving conflict with "big things":

1. decide a "scale factor" which could be for example "X3" ("human size" being "X1"). Then:
2. multiply the factor to the thing's Damage Level.
3. If PCs want to deal damage to something above human scale, divide the damage dealth (in a given round) by the scale factor, rounding down. For example, it will take 3 points of damage (dealt in 1 hit or in multiple hits in the same round) to make a "scale X3" creature lose just 1 HP.
4. If a PC has the brilliant idea to actually wrestle it, increase the difficulty of the roll by the "scale difference" times 4 (a "superhuman" scale should be at least "X2").

This allows for a great variety of super (or sub)- human scales. A fantasy Ogre could be *Scale X2*, tough but in the ballpark of our Superbly Strong Barbarian. The T-Rex is *Scale X4*, and good luck arguing with it.

The same principle could be applied to speed as a "speed factor" (ex. PC on foot trying to outrun a motorcicle) and other unbalanced contests (differences in technology level, power etc.).

Pieces of equipment (for example vehicles) can also have a Scale factor. This can save time when handling contests (or combat) with vehicles: in a contest between spaceships, both of *Scale X5*, there will be no need to translate their Health Points, Armor, Damage Level and speed to human levels.

Superpowers

In some settings and campaign, it will be the PCs that are more powerful than regular humans could ever be (like in a superhero/supervillain campaign). To simulate this, the GM could give them specific powerful Gifts that set their Strength, Agility or other skill at a higher scale (like "X3"). These gifts could be given for free to the super-PCs, or balanced by equally big Faults, for example a Compulsion to Protect (or destroy?) humanity, or powerful Super Foes!

Using Coin

From Murderhobos to Wealthy Adventuring Aristocrats, all the *PC*s will gain, lose and use resources, be it money or equipment.

Their **Wealth** level determines what level of goods they can own and purchase, or said differently *what is within their means*: With **Great** they can buy a car without thinking too much about it, with **Fair** they can rent one, with **Poor** they will have to skip a meal to afford a train ticket.

The details of each *Wealth* level will depend on the setting, and the PCs could start at a different level than their *Business* skill dictates depending on GM decision and story background (maybe all the PCs start as pennyless fugitives), but the rules that govern Coin use will stay the same:

- Every time you buy something that is *within your means*, you spend Coins
- One Coin at *poor* level is usually enough to pay food, shelter and extras out of home for 1 day
- Things *below your means* can be aquired without spending Coin, unless it's a great quantity of them. As usual, the *GM* will be the judge of this
- To aquire someting *above you means* a PC could spend a whole level of *wealth*, going, for example, from Fair to Poor.
  - In alternative, a PC could contract a *debt* of some kind. That will be a *Fault*, hopefully temporary
- The *PC* will recover **Business level** Coins for each week in game time where he can exercise his profession
- In case the *PC* gains a big one-time payout (or loot), he can get a **Extra Wealth** temporary Gift, that increases his *means level*. Once he spends the loot, the gift is gone
  - Of course, the *PC* could also hit the jackpot and get a *permanent* Wealth increase, or spend too much and slide into *Poor Wealth*
- The Player could want to play a PC that's wealthy, but has no sense of *Business*, like an aristocrat with a gambling addition: in this case, get **Great Wealth** as a Gift and leave the *Business* skill low.
- The *Business* skill can also be used to haggle for prices when buying something or closing a deal.

Development of the PC

After each session, the *GM* will award each participating *PC* with an Experience Point (XP).

XPs can be accumulated, and used to increase *Skills*, with the following rules:

- Increase happens at the begin or end of a session
- One ladder step at the time
- The cost in XP is equal to the level that the *PC* wants to reach
- Only an ability that the PC has been using or practicing can be increased

  Example: Derrick is is **Fair (+1)** at Burglary, and has accumulated 5 XP. He also has been picking some locks lately, therefore at the end of the session he can use 2 XP to become **Good (+2)** at Burglary, remaining with 3 XP to spend. He can't spend them immediately to become **Great +3** though, he has to wait another session for this.

In addition to this, the Player could swap 2 skills of adjacent levels

Also: the *PC*s, during the story, could gain new gadgets, wealth, status and other *Gifts*, permanent or temporary, that will help them in future sessions.

A *Player* could propose a new permanent Gift for his *PC* to the *GM*, which will decide if it fits in well in the story, and possibly ask a cost in XP. As a rule of thumb, 1 Gift will cost 5 XP.

End

That's it! You are ready to play!

Appendix 1: Players' Cheatsheet

Level	%4dF>= Level	Adjective	Difficulty	Distance	HP/Stamina
+5	0%	**Legendary**	Impossible		10
+4	1.23%	**Superb**	Heroic	Very Far	9
+3	6.17%	**Great**	Unlikely		8
+2	18.52%	**Good**	Hard	Far	7
+1	38.27%	**Fair**	Tricky		6
+0	61.73%	**Mediocre**	Simple	Near	5
-1	81.48%	**Poor**	Easy		4
-2	93.83%	**Terrible**	Very easy	Close	3
-3	98.77%	**Catastrophic**	Trivial		2
-4	100%	**Horrifying**	Already done		1

1. Skill Checks

- Roll 4 Fudge dice and add your relevant **Skill Level** (from -2/Terrible to +5/Legendary)
- Compare total to the difficulty set by the GM.

2. Advantage / Disadvantage

- **Advantage dice:** For every point, roll 1 extra Fudge die; keep the top 4 dice.
- **Disadvantage dice:** For each, roll 1 extra die; keep the lowest 4 dice.
- One Advantage cancels one Disadvantage.
- Typical reasons: Gifts (pro), Faults/adversity (con), or extra effort (Grit).

3. Actions in Contest

- Usually whoever has the highest **Perception** acts first (GM decides). PCs act before NPCs on ties.
- Roll vs. another character's skill (NPCs often assumed to roll 0), higher total wins.
- Margin of success = how much you win by (sometimes grants extra effect).

4. Grit (Extra Effort)

- Before rolling, spend **1 Stamina = +1 Advantage die** (max as much as you have Stamina).
- Stamina is precious—rest to recover.

5. Combat (Attack & Defense)

- **Melee:** Attacker rolls Fight vs. defender's Fight (block) or Agility (dodge). On a tie, the attacker wins.
- **Ranged:** Use Shoot; long range adds difficulty. *Dodge* difficulty increase by +2 agains a fast-moving projectile.
- **Defending against multiple attackers:**: +1 to difficulty of defense roll for every extra attacker.
- Great Hits: If the attacker wins by 3 levels or more, add +2 to Damage or choose another effect.
- **Damage:** Use the Damage Level of the weapon, add Strength if using a melee weapon. If fighting unarmed, your damage is Poor (-1) + Strength
- Armor reduces damage by Armor Level; subtract Damage from HP; consequences at low HP (Hurt, Incapacitated…).

6. Health & Stamina

- Health Points (HP): Starting and max = 5 + Strength.
- Stamina: 5 + Will.
- At 50% points or less: risk penalty Fault, or being out entirely.

7. XP & Advancement

- Each session: gain 1 XP (or what the GM decides)
- To raise a skill by 1 step, spend XP equal to the new skill level.
- Swap 2 skills of adjacent levels for free.

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