

Mudge

"Mook's Fudge"

version 1.0

by

The Mook

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Mudge

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Based on Fudge,
the Freeform, Universal, Do-it-yourself Gaming Engine
A Free Role-playing Game (RPG).

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i. Legal Notice

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 ftp.csua.berkeley.edu, and in book form or on disk from Grey Ghost Games, 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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ii. Acknowledgements

These rules are the logical culmination of all my role-playing experiences to this point- so here's a big "Thanks" to the dozens of players I've been lucky enough to run games for over the past 18 years, most especially: the Thursday night gang, a better group of kindred spirits than I could have hoped to

find, and the Scarecrow, whose sharing of his own search for the perfect rules system helped me clarify a lot of my own thoughts. You've all taught me a lot about gaming and a lot about having fun.

iii. About the Author

Mook has been gaming more-or-less continually since 1983, starting with (as many did) AD&D before becoming addicted to GURPS in the '90s. Today he spends the majority of his free time thinking of ways to get more free time. On the rare occasions he pulls himself away from this vicious circle, you can usually find him playing some kind of game (RPG, CCG, PC, PS2).

iv. Terminology and Format

To avoid confusion, "he, him," etc., are used to describe a player or PC, and "she, her," etc., are used to describe a Game Master or NPC.

Mudge is divided into six Chapters, each of which is divided into Sections. The decimal point in Section numbers is a true decimal. For example, Section 1.35 comes between Section 1.3 and Section 1.4.

Section headers are denoted four different ways:

X Chapter

Chapter header (no decimal point).

X.1 Section

Major section header (one digit after decimal point).

X.12 Section

Minor subsection header (two digits after decimal point).

X.123 Section

Very minor subsection header (three digits after decimal point).

Mudge is currently available in Rich Text (RTF), PDF and HTML format. For the latest version, visit:

www.themook.net/mudge.htm

Foreword

Thank you for your interest in Mudge, my personal tweak to the wonderful Fudge rules set. This document's format is identical to that of the original Fudge- in fact, in preparing this text I merely started with a copy of Fudge, deleted those portions I don't use, and inserted my own text here and there to fill the gaps. The original Fudge rules by Steffan O'Sullivan are fantastic, and I urge you to download them (for free!) from www.fudgerpg.com.

The following is a little history of Mudge and my own brief thoughts on role-playing in general. If you'd prefer to just get to the meat of the rules, by all means skip this section and head down to [Section 1, Character Creation](#).

Mudge version 1.0 is the end result of my search for a radically simplified and streamlined rules system for role-playing games. These rules have been through dozens of incarnations and modifications so far, mostly in my fevered brain, and will hopefully continue to evolve in the future. Sooner or later, however, the idea must take form, so Mudge is now presented here for your enjoyment, criticisms, and opinions. I heartily welcome any suggestions for making these rules better- please feel free to email me at mook@themook.net.

First, a bit of background. I started playing in 1983 with, like many of you, Dungeons and Dragons, which I enjoyed immensely for a decade or so. Quite literally it opened up whole new worlds for me, and profoundly changed the way I thought about the role of the imagination in one's life. At some point in the mid-90's I got hooked on GURPS, which quickly supplanted AD&D as my game of choice. GURPS has many of the things I'm looking for in a rules system: its basic mechanics are fairly simple to learn, adaptable to a wide variety of genres, and strive for a good balance between realism and playability. It also has a *lot* of excellent support and worldbooks (which, of course, I now use to run Mudge games!). But GURPS can become cumbersome, particularly at higher Tech Levels when firearms and other modern equipment are introduced.

To me, Fudge has all the best of GURPS with none of the drawbacks. It has the same types of modifiers GURPS does, just fewer of them, almost a "lite" version of GURPS. In the future I plan to use Mudge for all the games I run, constantly tweaking over the years to make it better and better.

For a short time I was leaning towards running Mudge diceless, as group storytelling. Then for a longer time I was going to use an ultra condensed version I wrote, with all of the basic rules fitting on two sides of a page. But my 'final' decision (at least this month) is to just use my own version of the vanilla Fudge rules- very simple, very fast, nothing to really get in the way of telling the story. These Mudge rules are as 'rules light' as I can comfortably go before my fingers start twitching for dice.

One last note, the campaigns I run are very flexible, and often multidimensional, so I have attempted to include at least bare bones rules for any possible character within. The magic, psionics, super powers, etc. rules have all been left intentionally vague, to encourage the GM and player(s) to work out their own systems, as simple or complex as they desire. Admittedly this is a bit of laziness on my part, but anyone with access to the 'net should find no shortage of Fudge-compatible rules for all those things.

I invite you to send any thoughts about Mudge, positive or negative, my way. You can reach me from www.themook.net, or email directly to mook@themook.net. I look forward to hearing from you!

1 Character Creation

This chapter contains all the information you'll need to create human characters, including character traits, trait levels, and how to allocate them.

For non-human characters - or characters with supernormal abilities (magic, psionics, super powers, cybernetics, etc.) - you will also need to read Chapter 2, [Supernormal Powers](#), before your character will be complete.

1.1 Character Creation Terms

Trait

Anything that describes a character. A trait can be an attribute, skill, gift, fault, supernormal power, or any other feature that describes a character. The GM is the final authority on what is an attribute and what is a skill, gift, etc.

Level

Most traits are described by one of seven adjectives. These seven descriptive words represent *levels* a trait may be at. Characters created Objectively begin with “free levels”, which are allocated to the various traits as the player wishes.

Attribute

Any trait that nearly *everyone* in the game world has, in some degree or other. See [Section 1.31, Attributes](#), for the attributes used in Mudge. In some ways attributes are just very broad skill groups. On a scale of Terrible ... Fair ... Superb, the average human will have an attribute at Fair. Note that some characters may have attributes that others do not- a mage might have Mana, a Jedi might have Force Strength, etc.

Skill

Any trait that isn't an attribute, but can be improved through practice. The default for most skills is Poor, though the GM may decide an easy skill defaults to Mediocre, and a hard skill defaults to Terrible. Some every specialized skills, such as Nuclear Physics or Burial Rituals of the Incas, have no default at all; you cannot use that skill unless you have been trained in it. Players are encouraged to create any skills for their character that are not on the sample list provided.

Gift

Any trait that isn't an attribute or skill, but is something positive for the character. Some GMs will define a certain trait as a gift, while others will define the same trait as an attribute. In general, if the trait doesn't easily fit the Terrible ... Fair ... Superb scale, it's probably a gift.

Fault

Like a gift, above, except negative instead of positive. Any trait that limits a character's actions, or earns him a bad reaction from other people.

Supernormal Power

Although technically powerful gifts, supernormal powers (magic spells, psychic powers, cybernetic, super powers, etc.) are treated separately, in [Chapter 2](#).

1.2 Mudge Trait Levels

Mudge uses ordinary words to describe various traits of a character. The following terms of a seven-level sequence are used, with one additional level above Superb for characters/NPCs of unusual ability:

<u>LEVEL</u>	<u>ROUGH FREQUENCY</u>
<i>Legendary</i>	limit of human perfection
Superb	1 in 10,000, extremely above average
Great	1 in 1,000, very above average
Good	1 in 100, above average
Fair	average
Mediocre	1 in 100, below average
Poor	1 in 1,000, very below average
Terrible	1 in 10,000, extremely below average

These levels are written on each character sheet for easy reference.

To remember the order, compare adjacent words. If, as a beginner, your eventual goal is to become an excellent game player, for example, ask yourself if you'd rather be called a Fair game player or a Mediocre game player.

IMPORTANT NOTE: not every GM will allow PCs to become Legendary. Even in games that *do* include the Legendary level, it is not recommended that any character be allowed to *start* the game as Legendary. Superb represents the 98th to 99.9th percentile of any given trait, which should be enough for any beginning PC. Of course, if a player character gets a bit overconfident, meeting an *NPC* Legendary swordswoman can be a grounding experience. . .

1.3 Character Traits

Traits are divided into Attributes, Skills, Gifts, Faults and Supernormal Powers. Not every GM will have all five types of traits in her game. These traits are defined in [Section 1.1, Character Creation Terms](#).

1.31 Attributes

Mudge generally uses 8 attributes, as described below. Many will feel this is too many, but they get the job done, and also serve as a sort of ‘snapshot’ of the character. Note that none of the attributes are tied to one another, or to any skills. If you want to make a character of genius IQ who can also bench press 300 pounds, you can; if you want a character who is very fast but otherwise a bit of a klutz, you can.

The basic Mudge attributes are:

Strength

How physically strong the character is, how much he can lift, how hard he can hit, etc.

Dexterity

How physically agile or nimble the character is, how acrobatic, etc.

Constitution

How physically tough the character is, how resistant to pain, trauma, disease, etc.

Speed

How physically quick the character is, how fast he can move over a given distance

Scale (str/mass)

The Scale of the character’s Strength and Mass, relative to others...these are rated on a numerical range, not along the Terrible...Fair...Superb level scale. The baseline race of the game (usually human) is Scale 0, and other races/characters are rated relative to that. See [Non-Human Scale in Combat](#) for more information.

Intelligence

How mentally adept the character is, how quickly or well he can learn new things, remember details, solve mental problems, etc.

Willpower

How mentally tough the character is, how well he can resist temptation, fear, mental domination, mind control, intimidation, torture, etc.

Perception

How mentally alert the character is, how keen his senses are, how aware he is of his surroundings

For certain genres or campaigns the GM may add additional attributes to this list, such as Sanity for horror games, Force Ability for a Star Wars game, Psyche for psionics, Mana for mages, etc. There is space on the character sheet for these extra attributes.

1.32 Skills

Skills are not related in any way to attributes or their levels in Mudge. Players are encouraged to design their characters logically - a character with a lot of Good physical skills should probably have better than average physical attributes, for example. On the other hand, Mudge allows a player to create someone like [Groo the Wanderer](#)TM, who is very clumsy yet extremely skilled with his swords.

All skills are rated according to their difficulty to learn- Easy, Average, Hard, or Very Hard. The default for an Easy skill is Mediocre; for an Average skill, Poor; for a Hard skill, Terrible. Very Hard skills have no default at all (that is, if you are untrained in that skill, you can not use it). The skills, gifts, and faults in Mudge were largely bastardized from GURPS:

Acting	Free Fall	Profession (type)
Acrobatics (H)	Gambling	<i>accountant, farmer, soldier,</i>
Alchemy (VH)	Gun (type) (E)	<i>taxi driver, etc.</i>
Animal Handling	<i>pistol, rifle, smg, assault rifle,</i>	Prospecting
Area Knowledge (type) (E)	<i>machine gun, tangler, etc.</i>	Repair (type)
Artist (type)	Heraldry	Research
<i>painter, sculptor, etc.</i>	History	Riding (type)
Astrogation	Holdout	Science (type) (H)
Blind Fighting (VH)	Hypnotism	<i>psychology, economics,</i>
Calligraphy	Illusion Art	<i>engineering, genetics,</i>
Climbing	Intelligence Analysis (H)	<i>chemistry, biology, astronomy</i>
Computer Hacking (VH)	Interrogation	Scrounging
Computer Operation	Intimidation	Seduction
Computer Programming (H)	Jeweler (H)	Shadowing
Cooking	Language (type)	Shield
Craft (type) (H)	Law (H)	Sign Language
<i>blacksmith, silversmith,</i>	Linguistics	Sleight of Hand (H)
<i>leatherworking, weaving,</i>	Lip Reading	Speed Load (type) (E)
<i>woodworking, etc.</i>	Literature	Spell Throwing
Cryptology (H)	Lockpicking	Sports (type)
Cyberdeck Operation	Magic Breath	<i>golfing, skiing, football</i>
Dancing	Magic Jet	Stealth
Demolition (H)	Mechanic (type)	Surgery (VH)
Diplomacy	<i>car, truck, boat, starship, etc.</i>	Survival (type) (E)
Disguise	Meditation	Swimming (E)
Dodge	Musical Instrument (type)	Tattooing
Driving (type) (E)	Navigation	Teaching
Ecology	Occultism	Theology
Electronics (type) (H)	Orienteering	Throwing
Electronic Operation (type)	Parachuting	Thrown Weapon (type)
Escape (H)	Parry Missile Weapons (VH)	Tracking
Falconry	Performance (type)	Traps
Fast-Draw (type) (E)	Philosophy	Unarmed Combat (type)
Fast Talk	Photography	<i>brawling, karate, judo, etc.</i>
First Aid (E)	Pickpocket (H)	Veterinary
Fishing	Poetry	Weapon (type)
Flight	Poisons (H)	<i>sword, club, mace, staff, etc.</i>
Forgery (VH)	Politics	Writing

This list may seem a bit long for a game striving for simplicity, but the more specifically skills are defined, the easier they are to adjudicate during gameplay. Also, all of a character's skills will be recorded on their sheet, so this list should not need to be referenced during the game.

Many skills are too broad to be useful, and must be further defined to a specific 'type' when taken. For example, taking the skill 'Driving' does not mean you can drive any kind of vehicle- you need to specify whether you can drive cars, motorcycles, boats, spaceships, etc.

The cost of buying skills in the Objective Character Creation system is summarized on the table below under section [1.62 Skills](#).

1.33 Gifts

A gift is a positive trait that doesn't seem to fit the Terrible ... Fair ... Superb scale that attributes and skills fall into. For any gifts chosen, the GM will discuss with the player exactly what game effects that gift provides.

Supernormal powers, such as the ability to cast magic spells, fly, read minds, etc., are technically powerful gifts, but are handled separately in [Chapter 2](#). Likewise, traits above the human norm, such as a super strong fantasy or alien race, are treated by definition as supernormal powers.

In general, if a gift isn't written on the character sheet, the character doesn't have it. New gifts can be added at any time, their cost and effects determined by the GM and players.

Below is a list of sample Gifts. Those which usually cost 2 levels instead of 1 in the Objective Character creation system are marked with *:

Absolute Direction	Double Jointed	No Hangover
Absolute Timing	Empathy	Patron (<i>varies</i>)
Acute Hearing (+1)	Faith	Peripheral Vision
Acute Smell/Taste (+1)	Fashion Sense	Photographic Memory*
Acute Vision (+1)	Fearlessness	Pious
Alcohol Tolerance	High Pain Threshold	Psionic*
Ally (<i>varies</i>)	(+1 <i>Scratch box</i>)	Rapid Healing
Ambidexterity (<i>negates the usual -2 penalty</i>)	Immunity to Disease	Rapier Wit
Animal Empathy	Knighthood	Reduced Sleep
Awareness	Language Talent	Reputation (<i>varies</i>)
Balance	(+1 <i>on language skills</i>)	Resistant to Poison
Blessed	Legal Enforc. Powers	(+1 <i>to Con. vs. poison</i>)
Catfall	Legal Immunity	Sharpshooter (+1 <i>Ranged</i>)
Clerical Investment	Light Hangover	Status (<i>varies</i>)
Collected	Literacy	Voice
Combat Reflexes* (+1 <i>Offense/+1 Defense</i>)	Luck (<i>1/hour, best of 3</i>)*	Wealth
Daredevil (+1 <i>while reckless</i>)	Magery*	
	Mathematical Ability	
	Military Rank	
	Musical Ability	

1.34 Faults

Faults are anything that makes life more difficult for a character. The primary faults are those that restrict a character's actions or earn him a bad reaction from chance-met NPCs. Various attitudes, neuroses and phobias are faults; so are physical disabilities and social stigmas. There are heroic faults, too: a code of honor and inability to tell a lie restrict your actions significantly, but are not signs of flawed personality.

Below is a list of sample Faults. Those which usually cost 2 levels instead of 1 in the Objective Character creation system are marked with *:

Absent Mindedness	Extra Sleep	Obnoxious Drunk
Addiction (<i>varies</i>)	Fanaticism	Obsession (<i>varies</i>)
Age	Fat	Odious Personal Habit
Albinism	Flashbacks (<i>varies</i>)	On the Edge
Alcoholism	Gigantism	One Arm
Amnesia	Glory Hound	One Eye
Bad Temper	Gluttony	One Hand
Berserk	Greed	Overconfidence
Blindness*	Gullibility	Pacifism (<i>varies</i>)
Bloodlust	Hemophilia	Paranoia
Bully	Honesty (<i>varies</i>)	Phobias (<i>varies</i>)
Callous	Horrible Hangovers	Post Combat Shakes
Charitable	Illiteracy	Reputation (<i>varies</i>)
Chauvinistic	Impulsiveness	Sadism
Chronic Depression	Intolerance	Secret (<i>varies</i>)
Code of Honor (<i>varies</i>)	Jealousy	Selfish
Color Blindness	Kleptomania	Sense of Duty
Combat Paralysis (<i>Fair Will roll or be Stunned</i>)	Klutz	Shyness
Compulsive Behavior	Lame	Skinny
Cowardice	Laziness	Sleepwalker
Curious	Lecherousness	Slow Healing
Cursed*	Low Pain Threshold (-1 Scratch box)	Social Stigma (<i>varies</i>)
Deafness	Migraines	Split Personality
Delusions (<i>varies</i>)	Miserliness	Status (<i>varies</i>)
Dependent (<i>varies</i>)	Missing Digit	Sterile
Duty (<i>varies</i>)	Motion Sickness	Stubbornness
Dwarfism	Mute	Terminally Ill
Edgy	Night Blindness	Truthfulness
Enemy (<i>varies</i>)	Nightmares	Unluckiness*
Epilepsy	No Sense of Humor	Vow (<i>varies</i>)
Eunuch	Nosy	Weirdness Magnet

New faults can be added at any time, their cost and effects determined by the GM and players.

1.35 Personality/History

Players of Mudge are strongly encouraged to give some thought to their character's personality, habits, history, family, etc., to better understand the character they will be playing. A character questionnaire can often be helpful, and one is provided below. It is not necessary to answer each and every question- the questionnaire is provided only to assist in making your character 'come alive' in your mind. Even more character questions can be found in [Section 6.7 Additional Character Questions](#).

Name: Age: Sex: Height: Weight:
Skin Color: Eye Color: Hair Color/Style:
Distinguishing Features:
Characteristic Gestures:
Home Dimension Description:
Time in Cynosure:
Family Background:
Religion/Spirituality:
Academic Experience:
Military/Law Experience:
Current Occupation: Past Occupations:
Positive Traits:
Bad Habits/Vices:
Prejudices:
Personality Summary:
Favorite Pastime: Favorite Drink: Favorite Meal:
Clothing Style/Favorite Outfits:
Typical Quote(s):
History/Background:

1) In an abstract sense, what are some of the things that *really* matter to you? Is there anything you aspire to? Anything you are passionate about? Anything you would give your life for? (Examples: honor, equality, truth, compassion, wealth, power)

2) In concrete terms, what are some things you really want/desire? These could be material things, changes to you, changes to others, changes in the environment, whatever. Which one thing do you desire most? (Examples: to be mayor, to be rich, to own a laser rifle, to find a family member, to gain a rep)

3) For each thing desired, explain why.

4) How might getting what you want change you, particularly as relates to question 1? (Examples: you would be happier, you could stop searching, you could settle down and raise a family)

1.36 Meta Points

Meta points are meta-game gifts that may be used to buy "luck" during a game - they let the *players* fudge a game result. These are "meta- game" gifts because they operate at the player-GM level, not character-character level.

Each new character begins the game with three meta points. Further meta points may be awarded by the GM during gameplay, or (more commonly) purchased by players at the cost of six experience points (XPs) per one meta point (MP). In most games, no character can have more than 5 MP at one time.

Meta points can be used in many ways (each GM will define her own allowable uses of Meta points):

1. Spending a meta point may accomplish an Unopposed action automatically and with panache - good for impressing members of the appropriate sex, and possibly avoiding injury in the case of dangerous actions. The GM may veto this use for actions with a difficulty level beyond Superb.
2. A player may spend one meta point to alter a die roll one level, up or down as desired. The die roll can be either one the player makes, or one the GM makes that directly concerns the player's character. This *can* be announced after the roll is made.
3. A player may spend one meta point to declare that a wound isn't as bad as it first looked. This reduces the wound's intensity by one level (a Hurt result becomes a Scratch, for example, and a Very Hurt becomes a Hurt). A single wound can not be lowered more than three levels in this way (that is, no more than 3 MP can be spent to lower one wound).
4. A player may spend two meta points to get an automatic +4 result, without having to roll the dice. This use is available in Opposed actions (but does *not* count as a 'natural critical', i.e. it does not allow an additional 4dF to be rolled [see [3.6 Critical Results](#)]).

Other options may be allowed at the GM's discretion.

1.4 Allocating Traits

Character creation assumes the players will *design* their characters, rather than leaving attributes and other traits to chance. In Mudge, a character with a trait at Fair will succeed at ordinary tasks 62% of the time - there is usually no need to create a superstar. In fact, Great is just that: great! Superb should be reserved for the occasional trait in which your character is the best he's ever met.

Any trait that is not defined at character creation will be at a default level:

For attributes: Fair.

For skills: Mediocre for easy skills
Poor for most skills
Terrible for hard skills

A skill default means untrained, or close to it.

For most gifts, faults, supernormal powers and very hard skills: None

Each player should expect the GM to modify his character after creation - it's the nature of the game. The GM should expect to review each character before play. It would, in fact, be best if the characters were made in the presence of the GM so she can answer questions during the process.

1.5 Subjective Character Creation

In Mudge you are encouraged to create a character you want to play, not one that might become the one you want to play given enough time. In other words, if you want to play a dashing knight, create a dashing knight; don't create a young squire who might one day be a dashing knight if he lives long enough (unless, of course, the transition from squire to knight is the thing about the character that intrigues you).

The easiest way to create a character in Mudge is to simply write down everything about the character that you feel is important. Any attribute or skill should be rated using one of the levels Terrible through Superb (see [Section 1.2, Mudge Trait Levels](#)).

The GM may supply a template of attributes she'll be using. See [Section 6.3, Character Examples](#), for template ideas.

The GM may also tell the player in advance that his character can be Superb in a certain number of attributes, Great in so many others, and Good in yet another group. For example, in an epic-style game with eight attributes, the GM allows one Superb attribute, two Greats, and three Goods. In a more realistic game, this is one Superb, one Great, and two Goods.

This can apply to skills, too: one Superb skill, two Great skills, and six Good skills is a respectable number for a realistic campaign, while two Superbs, three Greats, and ten Goods is quite generous, even in a highly cinematic game.

The GM may also simply limit the number of skills a character can take at character creation: 10, 15, or 20 are possible choices.

Gifts and faults can be restricted this way, also. For example, a GM allows a character to have two gifts, but he must take at least three faults. Taking another fault allows another gift, or another skill at Great, and so on.

These limitations help the player define the focus of the character a bit better: what is his best trait (what can he do best)?

A simple "two lower for one higher" trait-conversion mechanic can also be used. If the GM allows one Superb attribute, for example, the player may forego that and take two attributes at Great, instead. The converse may also be allowed: a player may swap two skills at Good to get one at Great.

Example: a player wants a Jack-of-all-trades character, and the GM has limits of one Superb skill, two Great skills and six Good skills. The player trades the one Superb skill limit for two Great skills: he can now take four skills at Great. However, he trades all four Great skills in order to have eight more Good skills. His character can now have 14 skills at Good, but none at any higher levels.

When the character write-up is done, the player and GM meet and discuss the character. If the GM feels the character is too potent for the campaign she has in mind, she may ask the player to reduce the character's power - see [Section 1.9, Minimizing Abuse](#).

The GM may also need to suggest areas that she sees as being too weak - perhaps she has a game situation in mind that will test a trait the player didn't think of. Gentle hints, such as "Does he have any social skills?" can help the player through the weak spots. Of course, if there are multiple players, other PCs can compensate for an individual PC's weaknesses. In this case, the question to the whole group is then, "Does *anyone* have any social skills?"

Instead of the player writing up the character in terms of traits and levels, he can simply write out a prose description of his character. This requires the GM to translate everything into traits and appropriate levels, but that's not hard to do if the description is well written.

An example:

GM: "I see you rate Captain Wallop's blaster skill highly, and also his piloting and gunnery, but I'm only allowing one Superb skill - which is he best at?"

Player: "Blaster!"

GM: "Okay, Superb Blaster. That would then be Great Piloting and Great Gunnery, all right? That leaves you with two more skills to be at Great, since I allow four to start out. Hmm - I notice he successfully penetrated the main Khothi hive and rescued the kidnapped ambassador - that sounds like a Great Ability to Move Quietly to me - is that accurate, or would you describe it as some other ability?"

Player: "Uh, no - sorry, I didn't write that clearly enough. He disguised himself and pretended to be a Khothi worker."

GM: "Ah, I see. How about Great Disguise skill and Great Acting ability, then? And he must be Good at the Khothi language, right?"

And so on.

1.6 Objective Character Creation

In this system, all traits start at a default level. The GM then allows a number of free levels the players may use to raise selected traits to higher levels. Players may also lower certain traits in order to raise others even further. Finally, a player may opt to trade some levels of one trait type (such as attributes) for another (skills, for example). The whole process insures that no single character will dominate every aspect of play.

For most games, each new Mudge character begins with:

6 attribute levels (max. 1 Superb, 2 Great)
2 free gifts
45 skill levels (max. 2 Superb, 4 Great)

The player can then spend two free attribute levels to raise an attribute from Fair to Great, for instance; or sacrifice a number of skill levels to gain a gift, or give his character a fault in return for levels to apply somewhere else. The trading "values" of various traits and trait levels are:

1 attribute level = 3 skill levels
1 gift = 6 skill levels
1 gift = 2 attribute levels
1 gift = 1 fault

1.61 Attributes

All attributes are considered to be Fair until the player raises or lowers them. For most games, new characters begin with 6 free attribute levels; the cost of raising or lowering an attribute is:

+3 Superb
+2 Great
+1 Good
0 Fair
-1 Mediocre
-2 Poor
-3 Terrible

Example:

A player may raise his Strength attribute (which is Fair by default) to Good by spending one free attribute level. He could then spend another free level to raise Strength again to Great.

When the free attribute levels have been exhausted, an attribute can be raised further by lowering another attribute an equal amount. (See also [Section 1.64, Trading Traits](#).) From the previous example, Strength can be raised one more level (to Superb) if the player lowers the character's Willpower to Mediocre to compensate for the increase in Strength.

1.62 Skills

When a character studies a skill (puts a skill level into it at character creation, or experience points later in the game), the level he gets it at depends on how hard it is to learn. Putting one level into learning woodworking, for example, would get it at Mediocre, since it's of average difficulty to learn. Nuclear physics, on the other hand, would only be Terrible with one level put into it as it is a Very Hard skill. It would cost four skill levels just to get such a skill at Fair.

The cost of learning new skills is given on the following table:

COST OF SKILLS					
LEVEL		EASY	AVERAGE	HARD	VERY HARD
+3	SUPERB	4	5	6	7
+2	GREAT	3	4	5	6
+1	GOOD	2	3	4	5
0	FAIR	1	2	3	4
-1	MEDIOCRE	0	1	2	3
-2	POOR	-1	0	1	2
-3	TERRIBLE	-2	-1	0	1

See also [Section 6.3, Character Examples](#).

Once all the free skill levels are used up, as many as 5 skills can be dropped one level from their default to raise another skill one level. (See also [Section 1.64, Trading Traits](#)). All choices are subject to GM veto, of course.

1.63 Gifts & Faults

New characters begin with two free gifts. Any further gifts taken must be balanced by taking on a fault, or by trading levels.

A player may gain extra trait levels by taking GM-approved faults at the following rate:

- 1 fault = 1 gift.
- 1 fault = 2 attribute levels.
- 1 fault = 6 skill levels.

However, the GM may rule that a particular fault is not serious enough to be worth two attribute levels, but may be worth one attribute level or three skill levels. On the other hand, severe faults may be worth additional levels.

1.64 Trading Traits

During character creation, free levels may be traded (in either direction) at the following rate:

- 1 attribute level = 3 skill levels.
- 1 gift = 6 skill levels.
- 1 gift = 2 attribute levels.

Meta Points cannot be traded.

So a player with three free attribute levels and 30 free skill levels may trade three of his skill levels to get another free attribute level, or six skill levels to get another free gift.

1.7 Uncommitted Traits

After creation, each character will still retain two uncommitted traits. At some point in the game, a player will realize that he forgot something about the character that should have been mentioned. He may request to stop the action and define a previously undefined trait as being Good (or lower), subject to the GM's approval. A sympathetic GM will allow this to happen even during combat time.

1.8 Random Character Creation

Mudge does not use random character creation.

1.9 Minimizing Abuse

Obviously, character creation in Mudge can be abused. There are many ways to avoid this:

1. The GM can require that the character take another fault or two to balance the power. ("Okay I'll allow you to have all that . . . but you need a challenge. Take on another weakness: maybe some secret vice, or be unable to tell a believable lie, or anything that fits the character concept that I can use to test you now and then.")
2. She can simply veto any trait (or raised/lowered combination) she feels is abusive. ("I see you raised Battle-Axe in exchange for lowering Needlepoint. Hmmm.") This allows the GM to customize the power level of a game. For high-powered games, allow most anything; for less cinematic campaigns, make them trade equally useful trait for trait.
3. She can simply note the character weaknesses and introduce a situation into every adventure where at least one of them is significant to the mission. ("You'll be sent as an emissary to the Wanduzi tribe - they value fine Needlepoint work above all other skills, by the way . . .")
4. She can use the "disturbance in the force" technique of making sure that more powerful characters attract more serious problems. ("The bruiser enters the bar with a maniacal look in his eye. He scans the room for a few seconds, then begins to stare intently at you.")

2 Supernormal Powers

Those who play in games with non-human races, magic, psi, superpowers, etc., will need to read this chapter before character creation is complete. It should be noted that even if all types of supernormal powers are allowed in a given campaign, a character's history and background will need to detail how he came to possess these abilities- in other words, a character can't take the superpower Flight just because he has enough free levels to spend; how the character came to have this power needs to be explained.

2.1 Supernormal Power Terms

Supernormal power

That which is beyond the capability of human beings as we know them. Supernormal powers are treated as powerful gifts. Some may have associated skills (which are taken separately, using the normal skill rules), such as a Flight skill for the Flying power.

Power

Any supernatural power.

Mana

Magical energy. Mana is an invisible substance that magicians can detect (or even create) and manipulate to alter matter, time and space. It is also a Mudge attribute available only to mages; the current level of a mage's Mana usually affects his spells' damage and effectiveness.

Magic

The art of influencing events through manipulation of mana, or through compelling beings from another dimension, or channeling power from some other source.

Miracle

Magic performed by a deity. Miracles are often subtle. Holy persons can attempt to work miracles by invoking their deity. Some religions call any non- or semi-material being greater than human a deity. Others believe there is only one Deity, and that these other beings are simply angels, demons, djinni, efriti, etc. In the former belief, magical results wrought by these superhuman beings are miracles; in the latter belief, they are not miracles, but merely a display of more psychic power than humans are capable of.

Psyche

Psychic energy. Psyche is a measure of the energy psionicists can manipulate to generate psionic abilities. It is also a Mudge attribute available only to psionicists; the current level of a psionicist's Psyche usually affects his abilities' damage and effectiveness.

Psi

Any power that involves mind over matter, time or space.

Superpower

Any supernatural power that is an inherent ability, whether because of mutation, exposure to radiation, a gift of space aliens, etc., or granted by a device, such as an alien-science belt. Examples of superpowers can be found in many comic books, and include super strength, the ability to fly, see through walls, cling to ceilings, become invisible, etc.

Cybernetic Enhancement

Any mechanical or electronic enhancement to a normal body that gives the character supernatural powers.

Non-human Races

Certain fantasy and science fiction races (actually species) have abilities beyond the human norm, such as being much stronger, or able to fly, etc. Most of these abilities could also be classified as Psi or Superpowers, so they are not treated separately, except for Mass and Strength. Androids and robots are considered races for rules purposes.

Scale

Characters may have certain attributes that are well beyond the human norm, one way or the other, but that need to be related to the human norm. Prime examples include Strength, Mass, and Speed. Such attributes are rated in *Scale*. Human (or the default race of the game, such as Bunnies) Scale is 0. A race (or individual) of greater than human average strength, for example, would be Scale 1 Strength or more, while a race of lesser average strength than humans would be Scale -1 Strength or less. Individuals can then be of Fair strength, or Good strength, etc., relative to those of their own Scale.

Genetic Enhancement

A genetic enhancement may or may not give a character supernormal powers. If it does, then it must be treated like any other supernormal power listed above.

2.2 Powers at Character Creation

The best way to design a supernormal character is through close discussion with the GM. A player should describe what he wants the character to be able to do, and the GM will decide if that's within the limits she has in mind for the game. If so, the details can be worked out; if not, she'll make suggestions about how to change the character to fit the campaign.

Supernormal powers are treated as powerful gifts and skills, with availability and effects determined by the GM and player. Rather than attempt to provide an exhaustive list of every possible spell, psi talent, super power, etc., the details of each power should simply be worked out using any agreeable system and recorded on the character's sheet before the game begins.

For example, a player tells the GM "I want to play a wizard, using the spell list from GURPS Magic." The GM and that player would then select a number of spells for the character to know and determine the details of those spells' effects and costs in Mudge terms. If someone wanted to create a psionicist using the D&D rules for psionics, the more-or-less same procedure would apply.

When any new power is created, certain minimum details need to be determined for it. One of these is how it affects combat, so a brief synopsis of how successful hits and damage are determined is appropriate. See below for more details.

A successful hit is determined by the winner of an Opposed Action between the affected traits. Some spells may add a bonus to this roll, which will be noted under "*Effect*" in the description. Damage from a successful hit is determined by the formula:

TOTAL DAMAGE =
 (Damage Die + Attacker's Relative Degree) +
 (Attacker's Strength + Strength Scale + Weapon Value) – [this is the Attacker's ODF]
 (Defender's Constitution + Mass Scale + Armor Value) [this is the Defender's DDF]

For magic and psionics, this is modified to:

TOTAL DAMAGE =
 (Damage Die + Attacker's Relative Degree) +
 (Attacker's Mana/Psyche + Mana/Psyche Scale + Power Value) – [this is the Attacker's ODF]
 (Defender's Willpower/Constitution + Mass Scale + Armor Value) [this is the Defender's DDF]

A spell or psionic ability's "Power Value" refers to its damage factor; this is simply the equivalent of a weapon's "Weapon Value", and is factored into the Total Damage. Note the above attributes are a character's *current* value; a warrior whose Strength is reduced from Great to Fair by poison will inflict less damage; so will a mage casting a spell if his Mana has been reduced from Superb to Mediocre.

Below is a generic template of items convenient to include when detailing a new power.

Name: a short name for the power, and its difficulty to learn

Cost: how many levels the power costs to use (usually 1, sometimes 2, 3 or more for very potent powers). This is the 'base cost', how much it takes to produce the power's usual effect- many powers will have ways of spending more for greater effect (this cost is paid with Mana, Psyche, etc.)

Target: What are valid targets for this power? How many targets can be chosen? Can extra cost affect this? Is there a maximum number of targets?

DF: If this is an attack or defense power, what is its Damage Factor; that is, how much of a bonus or penalty does it give? Can extra cost affect this? Note that these modifiers only affect damage, not the chance of successfully hitting.

Range: What is the base range of this power? Can extra cost affect this? What is the maximum range? Assume a power can be used at its base range or less at no extra cost (e.g., if a power's range is listed as Far, it can be used at Near or Touch range at no extra cost). Also see [Section 3.1, Range](#).

Duration: How long does this power usually last? Can extra cost affect this?

Effect: What does the power actually do? This is where you would put notes on modifiers to skill, damage inflicted, wounds restored, the effects (if any) on spending additional cost, what defenses or resistances (if any) can be used to counter this power, what attributes are used for Opposed Actions, etc. Include as much as possible- the more precisely the power is defined before the game, the less trouble it will be to use during the game.

Example: An example of any power created would be very useful, not only in determining how to correctly use it, but also in finding any errors made during creation.

Not all powers will require all fields. Examples are provided below when possible. Undefined Powers have a default of non-existent - that is, they do not have a default like attributes or skills. If a supernatural power is not defined for a character, he doesn't have it.

2.21 Powers Available

The types of powers available in any given Mudge game are solely at the discretion of the GM and her players, based on what the players think would be fun to play and what the GM thinks she will be comfortable running.

2.22 Combat Powers

If a supernatural power can be used to attack a foe, the GM must determine the strength of the power for damage purposes - preferably during character creation. An offensive power is usually handled as a propelled weapon, such as a gun, or as being equivalent to a certain melee weapon. This can be expressed in terms of the ODF, such as Ball of Fire, +6 ODF, or large Claws, +3 ODF. (See [Section 4.54, Sample Wound Factors List](#)). When determining an ODF for a new power, it will be helpful to use the Sample Wound Factors List for comparison – is the new power equivalent to a large knife, or an anti-tank weapon?

Unlike weapons, many supernatural powers can be used for either Melee or Ranged attacks, depending on the range of their target.

2.3 Non-humans

Some campaigns will have characters (or animals, monsters, etc.) with traits beyond the human norm. In particular, characters with Strength and Speed well above or below the human range are common in role- playing games. Examples include giants, superheroes, pixies, aliens, ogres, intelligent rabbits, robots, etc.

In Mudge, Strength, Mass and Speed are rated by the GM in terms of *Scale* for different races. Most other traits that may be different for non-humans are handled with a *Racial Bonus or Penalty* rather than being on a different Scale - see [Section 2.35](#). Of course, the GM may assign any trait she wishes in terms of Scale.

Humans are of Scale 0, unless some other race is the game-world norm (e.g., if all the PCs are playing pixies or giants. In these cases, the PCs' race is Scale 0, and humans would be a different Scale). Non-human races can have a positive or negative number for Scale, depending on whether they are stronger (or bigger or faster) or weaker (or smaller or slower) than humans.

2.31 Strength and Mass

The word Scale used alone always means Strength/Mass Scale in Mudge - any other Scale, such as Speed, or Strength without Mass, will be defined as such.

Each level of Strength (from Terrible to Superb) is defined to be 1.5 times stronger than the previous level. A character with Good Strength is thus 1.5 times as strong as a character with Fair Strength. Note that this progression is not necessarily true for any other attribute. There is a wider range of strength in humans than dexterity, for example: Superb Dexterity is only about twice as good as Fair Dexterity.

Strength Scale increases in the same way: a Scale 1, Fair Strength individual is 1.5 times stronger than a Scale 0, Fair Strength individual. This holds for each increase in Scale: a Scale 10 Superb Strength creature is 1.5 times stronger than a Scale 9 Superb Strength creature, for example.

At this point, it is tempting to say that a Scale 1 Fair Strength is equal to a Scale 0 Good Strength. This is true for Strength, but not for Mass. Scale really measures Mass, or Density, and Strength just goes along for the ride.

In Mudge, Mass has a specific meaning: how wounds affect a character. (This may or may not coincide with the scientific definition of Mass). It takes more human-powered hits to weaken a giant than a human, for example. She may not really be a healthy giant, but her sheer bulk means that human-sized sword strokes don't do as much damage relative to her as they would to a human - unless they hit a vital spot, of course. Likewise, a pixie can be healthy and robust, but not survive a single kick from a human. The difference is Mass, and the strength related to it.

A Scale 1 Fair Strength fighter has an advantage over a Scale 0 Good Strength fighter, even though their Strengths are equal. The Scale 1 fighter is less affected by the other's damage due to his mass. Therefore, do not blithely equate Scale 0 Good with Scale 1 Fair.

Of course, the GM may envision a less massive but harder to kill race than humans. This is best handled by a Racial Bonus ([Section 2.35](#)), either as a Toughness Gift (Tough Hide, or Density - either one would subtract from damage), or by a bonus to Constitution.

The GM may decide that increased Mass does not necessarily mean of greater size - the race may be of denser material. Dwarves in northern European legend were derived from stone, and are hence denser than humans. Such a dwarf hits harder and shrugs off damage easier than most humans: he is Scale 1, though shorter than a human. (Of course, the GM should define dwarves' attributes and Scale to her own requirements.)

Though usually the same, the Strength Scale can be separate from the Mass Scale. This allows Pixies of Strength Scale -6 and Mass Scale -4, for example. However, combat between two Pixies would not work the same as combat between two humans. In this case, they would have a harder time hurting each other than humans would, since their Strength Scale (ability to give out damage) is lower than their Mass Scale (ability to take damage). This may actually be what she wants: a super-strong superhero who can dish out punishment but can't take it can be represented by Strength Scale 10, Mass Scale 2, for example.

See also [Section 4.58, Non-human Scale in Combat](#).

2.32 Speed

Each level of Speed (from Terrible to Superb) is defined to be 1.2 times faster than the previous level. A character with Good Speed is thus 1.2 times as fast as a character with Fair Speed. This is *not* the same progression as for Strength.

Speed Scale increases in the same manner: a Scale 1, Fair Speed individual is 1.2 times faster than a Scale 0, Fair Speed individual. This holds for each increase in Scale: a Scale 10 Superb Speed animal is 1.2 times faster than a Scale 9 Superb Speed animal, for example.

The Speed attribute is included primarily for creatures and vehicles significantly faster than humans. For comparison purposes, assume a Fair Speed human can run at about 10 mph over some distance, provided they are in shape, of course. Sprinting a short distance is somewhat faster. This comes to about 5 yards (meters) per second.

In a short race, you don't really have to roll the dice to see if someone of Superb Speed can beat someone of Good Speed - he can, and will, much more often than rolling the dice would indicate.

The Speed Scale rises too slowly for comparing such things as race cars or space ships to human movement. In these cases, either use a rough human Scale, or simply set the average space ship at Space Ship Speed Scale 0, and rate others relative to it. Thus, the average race car will be roughly human Scale 12 - or you can simply call it Race Car Scale 0, and compare other race cars to it. A Space Ship might be Human Scale 100, or Space Ship Scale 0.

2.33 Scale Correlations

The Game Master should refer to the following table when assigning a Scale to a race. This only has to be done *once*, at race creation.

First, the GM should decide how much stronger (or weaker or faster, etc.) the average member of race X is compared to the average human. For example, she decides that Ogres are three times stronger than humans, and pixies are eight times weaker (which equals 0.12 times as strong). She then needs to look up the closest numbers to these strength multipliers on the table below, and look in the corresponding Scale column to find the correct racial Strength/Mass Scales. In this example, Ogres are Scale 3 creatures, while Pixies are Scale -6. (You may envision Ogres and Pixies differently, of course.)

Scale	Multipliers		Mass	Examples	
	St/Mass	Speed		Species	Item
-19	-	-	1 oz	mouse	walnut
-18	-	-	1.5 oz	field vole	
-17	-	-	2.4 oz	garden mole	
-16	-	-	3.6 oz	chipmunk, hamster	
-15	-	-	5.5 oz	pika, water vole (winter)	Apple, baseball, billiard ball
-14	-	-	8 oz	Weasel	
-13	-	-	12 oz	common rat	Pliers
-12	-	0.01	1 lb	gray squirrel	soccer ball, pint of water
-11	0.01	0.13	1.7 lb	Ferret	
-10	0.02	0.16	3 lb	Marten	human brain, cabbage, liter
-9	0.03	0.2	4 lb	Skunk	
-8	0.04	0.23	6 lb	Rabbit	
-7	0.06	0.28	9 lb	house cat	gallon (of water)
-6	0.1	0.3	13 lb	fisher, tasmanian devil	
-5	0.15	0.4	20 lb	fox, jackal	
-4	0.2	0.5	30 lb	badger, otter	ripe watermelon
-3	0.3	0.6	45 lb	Coyote	

-2	0.5	0.7	68 lb	Medium dog	
-1	0.7	0.8	100 lb	large dog, cheetah	
0	1	1	150 lb	human, hyena	
1	1.5	1.2	225 lb	Leopard, puma	
2	2.3	1.4	333 lb	black bear	
3	3.5	1.7	500 lb	lion, tiger, utahraptor	
4	5	2	750 lb	grizzly bear	
5	7.5	2.5	1125 lb	alligator, horse	
6	10	3	1687 lb	Bison	a blue whale's heart
7	15	3.5	1.25 tn	great white shark	Compact car
8	25	4	2 tn	killer whale, stegosaurus	passenger van
9	40	5	3 tn	mastodon, allosaurus	
10	60	6	4.5 tn	tyrannosaurus rex	small truck, Comanche
11	90	7.5	6.5 tn	African elephant	Armored car
12	130	9	10 tn	Titanosaurus	
13	200	11	15 tn	Bruhathkayosaurus	Greyhound bus
14	300	13	22 tn	gray whale, alamosaurus	18 wheeler truck
15	450	15	33 tn	Brontosaurus	small modern tank
16	650	18	50 tn	Brachiosaurus	
17	1000	22	75 tn	right whale	main battle tank
18	1500	27	112 tn	blue whale, 2000 AD	
19	2500	32	165 tn	blue whale, 1000 AD	Boeing 747
20	4000	38	247 tn		Statue of Liberty
...
24			1300 tn	giant Sequoia (2,200+ yrs)	galleon, small destroyer

The Strength/Mass Scale number is figured into damage in combat, and all weapons and armor are assumed to be of the same Scale as the wielder. (These numbers have been rounded to the nearest useful number. They are only roughly 1.5 times the previous number, but close enough for game purposes.)

The GM can also use this table to determine relative lifting strength or carrying capacity of characters or beasts if she wishes.

The GM may require a Strength roll to lift a given object. This will depend on the Scale of the character, of course. Thus, a leprechaun might need a Good Difficulty Level Strength roll to lift a rock that a human could lift without even a roll. (See [Chapter 3, Action Resolution](#).)

2.34 Cost of Scale

Each step of increased Strength Scale for a player character costs one attribute level in the Objective Creation system; each step of increased Mass Scale for a player character costs one gift (so a character

who wishes to be Strength Scale 1 and Mass Scale 1 would need to spend 1 attribute level and 1 gift level).

In a superhero game, this gets very expensive, very quickly. An alternative method: let one supernormal power equal a certain Scale. For example, the GM allows one Power to equal Scale 4 (five times as strong as the average human). A character buys three Powers of super strength and has Scale 12 Strength. Another GM allows Scale 13 (200 times as strong as the average human) to equal one Power. Since a character with two Powers in super strength would have Scale 26 Strength (!), the GM decides to limit the amount of super strength available to one Power.

A character then raises or lowers his Strength attribute to show how he compares to the average super-strong superhero. Strength can then be raised to Scale 13 Good, for example, at the cost of one attribute level.

The GM may also allow separate Mass and Strength for superheroes (or even races). For example, the superhero mentioned in [Section 2.31](#) with Strength Scale 10 and Mass Scale 2 would only have to pay for two gifts and ten attribute levels. Or, with a generous GM, a single supernormal power covers the entire cost.

Other supernormal powers may have levels. Examples include Telekinesis (increased power allows greater weight to be lifted), Telepathy (increased power equals greater range), Wind Control (increased power allows such things as a jet of wind, whirlwind, or tornado), etc.

In these cases, each level can be bought as a separate supernormal power, which is expensive. Or you could use the option given above for Scale: one supernormal power buys the supernormal ability at a middling power range, and a simple attribute (or even skill) level raises or lowers it from there.

For Scales below the human norm, each step of Mass Scale includes a fault equivalent to Easily Wounded, and the GM may allow this to be used to balance other traits like any other fault - see [Section 1.64, Trading Traits](#).

2.35 Racial Bonuses and Penalties

There is rarely any need to use Scale for traits other than Strength, Mass and Speed. It's easy to imagine someone wanting to play a race that is slightly more intelligent than humans, but a race ten times smarter than the smartest human is so alien that it would be impossible to play. This is true for most traits - we just can't grasp such extreme differences from our world view.

Actually, there is a way to use intelligence in Scale: in a non-quantified manner. For example, when creating a dog character, you can list:

Intelligence: Great (Scale: Dog)

Since no one is able to quantify inter-species intelligence accurately, do not expect to use it comparatively. It gives an indication that, relative to other dogs, this dog has Great intelligence. The word "Scale" isn't even necessary - "Great canine intelligence" works just as well.

The GM should usually use Racial Bonuses or Penalties for traits other than Strength, Mass and Speed. If the GM envisions halflings as being particularly hardy, she can give them a +1 bonus to Constitution: halfling Fair Constitution equals human Good Constitution. As another example, an alien race, Cludds, have a racial penalty of -1 to Intelligence.

It is best to use trait levels relative to humans on the character sheets, though you should put the racial-relative term in brackets. (Example: Grahkesh, Intelligence Poor [Cludd Fair].) However, *always* list Strength relative to the character's own race, with the Scale (if other than 0), so the Mass will be accurate. See the sample character, Brogo the Halfling ([Section 6.3](#)), for an example of both racial bonus and different Scale.

Racial bonuses and penalties can be used for any type of trait: attributes, skills, gifts, supernormal powers, or faults.

Each level of a Racial Bonus or Penalty is usually equal to one level of the specific trait raised or lowered normally. That is, if you are granting a +1 to Agility or +1 to Perception for a race, it should cost one attribute level. If a race has a bonus of a Perfect Sense of Direction, it should cost one gift. The innate ability to fly or cast magic spells should cost one supernormal power, etc.

If a race is at -1 to all Social skills, however, this should only be worth -1 skill level if you have a single skill called Social Skills. If you have many individual social skills, it should be worth one fault. The converse is true for Bonuses that affect many skills: it should cost one or more gifts.

2.4 Legendary Heroes

Some genres allow human characters to develop beyond the realm of the humanly possible. Such campaigns eventually involve planes of existence beyond the mundane as the PCs require greater and greater challenges.

This style of gaming can be represented in Mudge by the Legendary level. [Section 1.2, Levels](#), introduced the concept of a Legendary trait as a goal for PCs to work toward. This section expands that concept infinitely.

If the GM and players prefer this type of gaming, *any* skill can be raised beyond Legendary. Instead of renaming each level, simply use a numbering system: Legendary +2, Legendary +5, etc. Attributes can also be raised, but (except for Strength) this is much rarer.

Each level of Legendary gives a +1 bonus to any action resolution. The character Hugh Quickfinger, for example, has a Longbow skill of Legendary +1. This gives him a total bonus of +5 (+3 for Superb, +2 for Legendary +1); a skill of Legendary +4 would give a total bonus of +8. In any contest against a Fair Longbowman (+0), Hugh should easily triumph.

[Section 5.2](#) lists suggested experience point costs for attaining these levels.

These levels do not automatically exist in any given game: they are strictly optional levels for specific, non-realistic genres.

2.5 Magic

In order to use magic, a character must first take the Magery gift. Any character with the Magery gift gains access to a new attribute, called Mana, which is used to power spells when they are cast. This attribute's level is determined per the usual attributes rules. A mage's *current* Mana level will often affect the damage and effectiveness of spells he casts; the mage's Mana level is not lowered until after casting the spell. After this, the character can buy specific spells (which he and/or the GM create) to learn and to cast, each equal in value to one Hard or Very Hard skill (in the Objective Creation system). Successfully casting a spell on an unwilling target is an Opposed Action, usually with a difficulty level of at least Mediocre. The target's defensive trait will usually be Dodge, Constitution or Willpower, depending on the spell's desired effect. Some spells are affected by armor or shields; this should be noted in the description. Casting a spell on oneself or on a willing target is usually automatic, no roll required.

Critical successes and failures (+4 or -4) that occur when spells are cast often produce spectacular effects, though not necessarily what the mage intended.

No specific magic system is used in Mudge, though general guidelines are given below. The GM and player are free to use any system mutually agreed upon. It is possible for a party to contain two different mage characters, each using a different magic system or different spell lists.

A sample magic system, Fudge Magic, can be found in "Chapter 7, The Addenda" of the original Fudge rules. GURPS Magic and Fudge Magical Medley also contain a good variety of magic systems, particularly The Gramarye in the Magical Medley.

The following sections outline a *very* basic, but workable, approach to using Magic.

2.51 Mana and Spell Cost

A spell's cost indicates how many levels the mage's Mana attribute is temporarily lowered when that spell is cast. For example, if a mage with a Great Mana attribute casts a spell with a final cost of 2, his Mana is temporarily reduced to Fair. Mana usually recovers at the rate of one level per minute, but this may be adjusted by the GM to make mages less or more powerful in the campaign. Also, the amount of mana in a campaign world may fluctuate, affecting this regeneration- perhaps recovering one level per minute in a 'normal mana' zone, but one level per ten minutes in a 'low mana' zone and one level per second in a 'high mana' zone.

Any time a mage's Mana reaches Terrible, he must roll a Fair check against his Constitution attribute or fall unconscious until his Mana regenerates to Fair (or its normal level, if lower than Fair). If a mage's Mana ever falls to Terrible -1 (the maximum) he automatically loses consciousness and will not begin regaining Mana for at least one minute.

Additionally, if a mage wishes (usually only in desperate situations), he can draw mana from his own body, gaining one level of mana per wound taken. For example, a mage could draw two levels of mana by checking off two Scratch boxes on his wound track, or five levels of mana by checking off all three Scratch boxes and both Hurt boxes. These wounds are no different than wounds suffered any other way in regards to healing time, penalties inflicted, etc. The GM should feel free in describing the physical effects of this type of spellcasting on the mage's body.

2.52 Designing Spells

If you are playing a character with Magery, you will need to work out the details of at least enough spells to begin the game with. The GM may allow you to modify spells from any of your favorite lists (GURPS, AD&D, Ars Magica) or help you create your own. Regardless, certain characteristics of each spell will be helpful.

Name: a short name for the spell, and its difficulty to learn

Cost: how many levels of mana the spell requires (usually 1, sometimes 2, 3 or more for very powerful spells). This is the 'base cost', how much mana it takes to produce the spell's usual effect- most spells will have ways of spending more mana for greater effect

Target: What are valid targets for this spell? How many targets can be chosen? Can extra mana affect this?

DF: If this is an attack or defense spell, what bonus/penalty does it give to damage? Can extra mana affect this? This is essentially the same as a 'weapon value' for a warrior's sword, or 'armor value' from armor.

Range: is this spell Touch, Near, Far, etc.? Can extra mana affect the range? What is the maximum range? If a spell's range is listed as Far, assume it can also be used at lesser ranges (Touch and Near, for example) at no extra mana cost.

Duration: How long does this spell usually last? Can extra mana affect this?

Effect: What does the spell actually do? This is where you would put notes on damage inflicted, wounds restored, how many targets can be affected, the effect (if any) on spending additional mana, if the mage's Mana level is included in the spell effect, what defenses or resistances (if any) can be used to counter this spell, which attributes to use for Opposed Actions, difficulty level, etc. Include as much as possible- the more precisely the spell is defined before the game, the less trouble it will be to use during the game.

Example: An example of any spell created would be very useful, not only in determining how to correctly use it, but also in finding any errors made during its creation.

2.53 Sample Spells

Below are some generic sample spells- note that these are based on a single mage in a single game world. Other mages could potentially have very different details for these same spells.

Name: Fireball, VH skill

Cost: 1

Target: 1 target within range; 1 additional target per extra mana

DF: +2 ODF; +1 per extra mana

Range: Far, Very Far for +1 mana, target must be seen (max. Very Far)

Duration: instant

Effect: This spell will inflict damage on any target it successfully hits (in addition to the normal difference between the characters' relative degrees). The mage's Mana level is also factored in to damage. Normal armor, Constitution and Mass scale apply. The usual Opposed Action will be Fireball skill vs. Dodge or Weapon skill.

Example 1: A mage with a Great (+2) Mana attribute wishes to cast a Fireball at a Near opponent, a man with a Good (+1) Constitution, in leather armor, which the GM decides is 'somewhat effective' against fire, for an armor value of +2. The mage spends the cost of 1, temporarily lowering his Mana from Great to Good. A ball of flame appears in his hand, and he rolls an

Opposed Action of his Fireball skill vs. his opponent's Dodge skill. If we say the mage wins the Action by +1, with a "+" on his damage die, the final damage inflicted would be:

1 (relative degree) +1 (dam. die) +
2 (mana attribute) + 0 (mana scale) +2 (spell ODF) -
1 (Constitution attribute) + 2 (armor) = 3 pts of damage

The mage's opponent is now Hurt (checks off one Hurt box).

Example 2: A mage with a Good (+1) Mana attribute wishes to cast a Fireball at a Far opponent, a hill giant of mass scale +3 with a Fair (0) Constitution and no armor. For mana he spends: 1 for the spell cost, and 3 to raise the ODF from +2 to +5, for a total of 4 mana. This temporarily lowers his Mana attribute from Good to Terrible; he rolls a Fair check against his Constitution and makes it, so he does not fall unconscious. A ball of flame appears in his hand, and the mage rolls an Opposed Action of his Fireball skill vs. the giant's Dodge skill - let's say for this example that he wins the Action by +1, with a "blank" on his damage die. The final damage inflicted would be:

1 (relative degree) +0 (dam. die) +
1 (mana attribute) + 0 (mana scale) +5 (spell ODF) -
0 (Constitution attribute) + 3 (mass scale) = 4 pts of damage

The mage's opponent is now Hurt (checks off one Hurt box).

Name: Mystic Shield, H

Cost: 1

Target: 1 target within range; 1 additional target per extra mana

DF: +2 DDF; +1 per extra mana; effective against magic attacks for 2 extra mana

Range: Touch, Near for 1 extra mana or Far for 2 extra mana (max. range)

Duration: 1 hour, +1 per extra mana; each successful attack reduces this time by 10 minutes

Effect: This spell will grant a +2 DDF to any target it is successfully cast upon for 1 hour. This bonus applies to all physical attacks, but not to magical energy unless the 2 extra mana are spent. The spell's bonus is in addition to any DDF from armor. The mage's Mana level is not counted.

Example 1: A mage with a Fair (0) Mana attribute casts a Mystic Shield on himself before traveling into a forest. He spends the cost of 1, temporarily lowering his Mana from Fair to Mediocre, and casts the spell, automatically succeeding. For the next hour he will have a +2 DDF bonus against any physical (but not magical) attacks made against him. At the end of that hour he can choose to recast the spell.

Example 2: A mage with a Great (+2) Mana attribute casts a Mystic Shield on himself before traveling into a forest. For mana he spends 1 for the spell cost, another 1 to raise the DDF from +2 to +3, and another 2 to make the Mystic Shield effective against magical energy, for a total of 5 mana. He spends the cost and casts the spell, succeeding automatically. This temporarily reduces his Mana from Great to Terrible, and he succeeds in making a Fair Constitution check to remain conscious. For the next hour he will have a +5 DDF (+3 from spell, +2 from Great Mana level) bonus for any physical or magical attacks made against him. At the end of that hour (assuming a normal mana zone) his Mana should have recharged to the point where he can simply recast the spell if he chooses.

Name: Root, H

Cost: 1

Target: 1 target within range; 1 additional target per extra mana

DF: not applicable

Range: Near, Far for 1 extra mana (max. range)

Duration: 1 round + relative degree, +1 round per extra mana, +1 round/mage's Mana level

Effect: When this spell is successfully cast its target(s) must succeed at a Good Strength check (one try each round) or have his feet rooted to the ground for 1 combat round + the relative degree rolled (or more, if extra mana is spent) + the mage's current Mana level. This Strength check can be made more difficult by 1 level per 1 extra mana.

Example 1: A mage with a Good (+1) Mana attribute casts Root on a Far opponent rushing towards him but out of melee range. He spends the spell cost of 1, plus 1 to reach Far range, plus 1 to increase the duration from 1 round to 2 rounds (plus Relative Degree), for a total mana cost of 3. This temporarily lowers his Mana from Good to Poor. He rolls an Opposed Action of his Root skill vs. the opponent's Willpower and wins (for example) by +2. The opponent immediately becomes stuck to the ground for 5 rounds (2 for the spell, +2 for the relative degree, +1 for mage's Mana level). He may now attempt to succeed at a Good Strength check, once each round until the spell wears off- if he fails, he remains rooted in place; if he succeeds, he can immediately move normally.

Example 2: A mage with a Good (+1) Mana attribute and a bracelet Fair Mana battery (see [2.55 Mana Batteries](#), below) casts Root on a Far opponent rushing towards him but out of melee range. He spends the spell cost of 1, plus 1 to reach Far range, plus 2 to increase the duration from 1 round to 3 rounds, plus 2 to increase the Strength check difficulty from Good to Superb, for a total mana cost of 6. The mage draws 3 levels of Mana from his bracelet, reducing it to Terrible, and draws the other 3 needed levels from himself, temporarily lowering his Mana from Good to Poor. He rolls an Opposed Action of his Root skill vs. the opponent's Dodge skill and wins (for example) by +2. The opponent immediately becomes stuck to the ground for 6 rounds (3 for the spell, +2 for the relative degree, +1 for mage's Mana level). He may now attempt to succeed at a Superb Strength check, once each round until the spell wears off- if he fails, he remains rooted in place; if he succeeds, he can immediately act normally.

2.54 Magic in Combat

Most spells take effectively no time to cast- a warrior can swing his sword, an archer can shoot his bow, and a mage can cast a spell all in roughly the same amount of time (the nebulous 'combat round', often between 3-6 seconds). Against characters without Fast Draw for their weapons, this actually gives the mage a slight advantage, as he has nothing he needs to 'ready'. At the GM's discretion, certain powerful spells may have casting times of one round, ten rounds, two hours, one day, whatever.

Whenever possible the casting of a spell should be an Opposed Action, and the relative degree should alter the spell's effect (as it does for a weapon's damage roll). If the mage is successful, the spell is cast and takes effect- the mage got his spell off just before his opponent struck him, or his opponent failed to dodge out of the spell's path. If the mage loses the Action, the mana is still spent but the spell is ruined- his opponent struck him and broke his concentration, or simply dodged out of the spell's path. To make mages more powerful, the GM can decide that no mana is lost if the mage loses the Action.

2.55 Mana Batteries

A mana battery is any object that has been imbued with its own Mana attribute; mages can draw the mana from these batteries before having to draw Mana from themselves. Mana batteries can be anything, though some items are easier to enchant than others, and are rated on the same scale as a mage's Mana attribute. Some GM's may also allow familiars (magical animal pets) to fill this role, acting as living mana batteries for their masters.

If a mana battery is ever drained completely (that is, reaches Terrible -1), a Fair (0) situational roll or better on 4dF is required to prevent the battery from being permanently disenchanting. Otherwise, mana batteries regenerate mana at the same rate as a mage (familiar's suffer the same effects of a lowered Mana attribute as a mage does).

Example: Raphael the magic using turtle has a Mana attribute of Good; he is also wearing an enchanted belt (mana battery: Fair) and a magic ring (mana battery: Mediocre). Raphael gets caught up in a large battle, and quickly finds his Mana attribute down to Poor. He needs to cast another spell with a cost of 4 – he decides to take 3 levels of Mana from his ring (draining it completely to Terrible -1), and one level from his belt, temporarily lowering the belt's mana from Fair to Mediocre. Once the spell is complete he rolls a 4dF situational roll and gets a result of -1 (he needed at least a '0', Fair); his magic ring has been permanently drained of all magic.

2.6 Miracles

Mudge assumes miracles are powered by a deity. Some miracles may happen at the deity's instigation (GM whim, or *deus ex machina* for plot purposes), and some may be petitioned by characters.

Miracles may take place in a startling fashion or in a mundane way. In fact, many people believe that miracles occur daily, but we don't notice them because they appear as simple coincidences. The stranger walking down the road who just happens to have the tools you need to fix your wagon might indeed be just a coincidence, or it may have been divinely arranged that he chanced by at that time. If the tools were simply to appear by themselves, or the wagon fix itself, there would be little doubt that a miracle had occurred. This is neither good nor bad - the GM can choose either method of granting miracles, and they need not be mutually exclusive.

There is no Mudge mechanic in place for characters petitioning miracles. If the deity actually exists in the setting, and the character is in relationship with that deity, then the deity will either choose to intervene or not, depending on each unique circumstance and the deity's relationship with the character. It thus behooves a character of this sort to always remain in his deity's 'good graces', or he may suddenly find himself alone when he needs divine assistance the most. Some GMs may wish to use a Faith attribute to give some concrete form to this relationship, and even design 'standard miracles' as described above for magic spells (using Faith instead of Mana).

A sample miracle system, Fudge Miracles, can be found in "Chapter 7, The Addenda" of the original Fudge rules. The D&D Cleric spell list may also be helpful.

2.7 Psi

In order to use psionic abilities, a character must first buy the Psionic gift. Any character with the Psionic gift gains access to a new attribute, called Psyche, which is used to power psi abilities. This attribute's level is determined per the usual attributes rules. A psi's *current* Psyche level will often affect the damage and effectiveness of psi abilities he uses; the Psyche level is not lowered until after using the ability. After this, the character can buy specific psi powers (which he and/or the GM create), each equal in value to one Hard or Very Hard skill. Successfully using a psi ability on an unwilling target is an Opposed Action, usually with a difficulty level of Mediocre. The target's defensive trait will usually be Willpower or Intelligence; psi powers are rarely affected by armor or defensive

weapons, though settings where psionics are common may have developed specific defenses against them. Using a psi ability on oneself or on a willing target is usually automatic, no roll required.

Critical successes and failures (+4 or -4) that occur when using psionics often produce spectacular effects, though not necessarily what the psionist intended.

No specific psionics system is used in Mudge. The GM and player are free to use any system mutually agreed upon. It is possible for a party to contain two different psionic characters, each of whom uses a different system or abilities list.

A sample psi system, Fudge Psi, can be found in “Chapter 7, The Addenda” of the original Fudge rules. GURPS Psionics or the D&D Psionics Handbook also contain rules for Psionics.

The following sections outline a *very* basic approach to using Psionics.

2.71 Psyche and Ability Cost

A psi ability’s cost indicates how many levels the character’s Psyche attribute is temporarily lowered when that ability is used. For example, if a character with a Great Psyche attribute uses an ability with a cost of 2, his Psyche is temporarily reduced to Fair. Usually Psyche recovers at the rate of one level per minute, but this may be adjusted by the GM to make psionists less or more powerful in the campaign. If high technology is available, there may also be drugs or cyberware which restores Psyche more quickly (though these will often have dangers of their own).

Any time a character’s Psyche reaches Terrible, he must roll a Fair check against his Willpower attribute or fall unconscious until his Psyche regenerates to Fair (or its normal level, if lower than Fair). If a psionist’s Psyche ever falls to Terrible -1 (the maximum) he automatically loses consciousness and will not begin regaining Psyche for at least one minute.

Additionally, if a psionist wishes (usually only in desperate situations), he can draw psychic energy from his own body, gaining one level of psyche per wound taken. For example, he could draw two levels of psyche by checking off two Scratch boxes on his wound track, or five levels of psyche by checking off all three Scratch boxes and both Hurt boxes. These wounds are no different than wounds suffered any other way in regards to healing time, penalties inflicted, etc. The GM should feel free in describing the physical effects of this type of psionic use on the user’s body.

2.72 Designing Psi Abilities

If you are playing a Psionic character, you will need to work out the details of at least enough abilities to begin the game with. The GM may allow you to modify abilities from any of your favorite lists or help you create your own. Regardless, certain characteristics of each ability will be helpful to know.

Name: a short name for the ability, and its difficulty to learn

Cost: how many levels of Psyche the ability requires (usually 1, sometimes 2, 3 or more for very powerful abilities). This is the ‘base cost’, how much Psyche it takes to produce the ability’s usual effect- many abilities will have ways of spending more Psyche for greater effect

Target: What are valid targets for this ability? How many targets can be chosen? Can extra Psyche affect this?

ODF/DDF: If this is a physical attack or defensive ability, what is its Offensive Damage Factor or

Defensive Damage Factor? Can extra Psyche affect this? ? This is essentially the same as a 'weapon value' for a warrior's sword, or as 'armor value' from armor.

Range: is this spell Touch, Near, Far, etc.? Can extra Psyche affect the range? What is the maximum range? If an ability's range is listed as Very Far, assume it can also be used at Touch, Near, and Far for no extra cost

Duration: How long does this effect usually last? Can extra Psyche affect this?

Effect: What does the ability actually do? This is where you would put notes on damage inflicted, wounds restored, how many targets can be affected, the effect (if any) on spending additional Psyche, if the psionicist's Psyche level is included directly in the effect, what defenses or resistances (if any) can be used to counter this ability, which attributes to use for Opposed Actions, etc. Include as much as possible- the more precisely it is defined before the game, the less trouble it will be to use during the game.

Example: An example of any ability created would be very useful, not only in determining how to correctly use it, but also in finding errors made during its creation.

2.73 Sample Psi Abilities

Name: Clairvoyance, VH

Cost: 1

Target: a 10' cube, +10' per extra Psyche

ODF/DDF: not applicable

Range: Far, Very Far +1, Several Miles +2, Dozens of Miles +3, Hundreds of Miles +4 Psyche, etc; these costs are lowered by 1 for each (current) level of Psyche

Duration: 1 minute, +1 minute per extra Psyche

Effect: This ability allows the psionicist to mentally 'see' an area from a distance. The difficulty level of using this ability is determined by how well the psionicist knows the area he wishes to view- a general table might be:

Your home, an area very well known	Mediocre
A friend's home, an area well known	Fair
An area you've been to a few times, or have detailed pictures of	Good
An area you've never been to, and have basic pictures of	Great
An area you've never been to, but is described in intricate detail to you by someone who has	Superb

Example 1: A psionicist with a Fair Psyche attribute wishes to use Clairvoyance to check on his house. He is 110 miles away at the time, which the GM treats as Dozens of miles. For Psyche he spends 1 for the cost of the ability and 3 extra for the range, for a total cost of 4. This temporarily reduces his Good Psyche to Terrible. He rolls against his Good Willpower and gets a result of '-1' (a Fair result), so he manages to stay conscious. He then rolls against his Clairvoyance skill, and gets a Fair result- this beats the difficulty level of Mediocre (since it is his home). The psionicist can view any 10' cube in his home for 1 minute (though once he chooses which 10' cube to view he cannot change the target; to view different rooms he would need to attempt the ability again when his Psyche recovers).

Example 2: A psionicist with a Superb Psyche attribute and a Great Clairvoyance skill is attempting to sneak a peek into a cell deep within the Castle Aaarrggghhh from outside. He has never been to the dungeons, but a prisoner who escaped a few months before has described everything he remembered about the place. He only spends 1 level of Psyche- the GM decides the range is only Far, so there is no extra cost for range. However, the difficulty level is Superb, since the

psionist himself has never been to the location and must rely on another person's description. Rolling 4dF the psionist rolls '+1', for a Superb result- he just barely manages to center his 10' cube view on the cell he needed to see.

Name: Telepathy, H

Cost: 1

Target: 1 target within range; 1 additional target per extra Psyche

ODF/DDF: not applicable

Range: Far, Very Far +1, Several Miles +2, Dozens of Miles +3, Hundreds of Miles +4 Psyche, etc.
these costs are lowered by 1 for each (current) level of Psyche

Duration: 1 minute, +1 minute per extra Psyche

Effect: This ability allows the psionist to mentally speak mind-to-mind with another being. The difficulty level of using this ability is determined by how well the psionist knows the person he wishes to communicate with- a general table might be:

A family member, close friend	Mediocre
A friend	Fair
An acquaintance	Good
Someone you recognize by sight but don't know very well	Great
Someone you've never met, described in detail to you by another	Superb

Example 1: A psionist with Fair Psyche is attempting to call for help from his good friend Joe, who is 3 miles away. He spends 1 for the ability cost and 2 to increase the range from Far to Several Miles for a total cost of 3. The difficulty he needs to beat is Mediocre (for a close friend). If his current Psyche was Great (+2), the cost would only be 1.

Name: Psi Blast, VH

Cost: 2

Target: 1 target within range, +1 target per 2 extra Psyche

ODF/DDF: not applicable

Range: Near, Far for 1 extra Psyche, Very Far for 2 extra Psyche (max. range)

Duration: instant

Effect: Successfully using this ability requires an Opposed Action of the psionist's Psi Blast skill vs. the target's Willpower or Intelligence, whichever is *lower*. If the target is also psionic, he may choose to use his own Psyche attribute in the Action. If successful this ability will lower the target's attribute (Willpower, Intelligence, or Psyche) by 2 + *relative degree* + *attacker's current Psyche* level. If a target's attribute ever reaches Terrible he must make a Good attribute check or go into mental shock and simply stand there until his attribute regenerates to Fair (or its normal level, if lower). For purposes of this recovery, an attribute will regenerate 1 level each combat round.

Example 1: A psionist with a Good (+1) Psyche attribute wishes to Psi Blast his opponent, a Near man with a Good intelligence and Fair Willpower. The target is attempting to hit the psionist with his sword (Good sword skill). An Opposed Action is rolled: the psionist's Psi Blast skill (Good) vs. the target's Willpower (Fair), and the target's Sword skill (Good) vs. the psionist's Psi Blast (Good). The psionist lowers his Psyche from Good to Mediocre (the unmodified ability has a cost of 2). Both characters roll 4dF. The psionist gets a '+2', the target gets a '+1'. Comparing the results, we see:

Psi Blast skill (Good) vs. target's Willpower (Fair) = Superb vs. Good = +2 rel. degree
Sword skill (Good) vs. psionist's Psi Blast (Good) = Great vs. Superb = -1 rel. degree

The psionicist successfully hit his target with a Psi Blast, lowering the target's Willpower by 5 levels (2 + relative degree of 2 + Good Psyche of 1 = 5 total). This brings the target's Willpower to Terrible -2; he rolls 4dF against his (normal) Willpower, and rolls a '0', failing the check (needed a Good result). The target missed the psionicist with his sword (-1 relative degree), and now simply stands there in a daze for 5 combat rounds (the time it takes his Terrible -2 Willpower to return to Fair).

2.74 Psi in Combat

Most psi abilities take effectively no time to use- a warrior can swing his sword, an archer can shoot his bow, and a psionicist can use an ability all in roughly the same amount of time (a combat round). Against characters without Fast Draw for their weapons, this gives the psionicist a slight advantage, as he has nothing he needs to 'ready'. At the GM's discretion, certain powerful abilities may have readying times of one round, ten rounds, two hours, one day, whatever.

Whenever possible, the using of a psionic ability should be an Opposed Action. If the psionicist is successful, the ability is successful and takes effect- the psionicist used his ability before his opponent struck him, or his opponent failed to successfully defend. If the psionicist loses the Action, the Psyche is still spent but the ability doesn't work- his opponent struck him and broke his concentration, or simply resisted the effect.

2.75 Psi Batteries

A psi battery is a technological device (or crystal, etc.) that supplements the psionicist's Psyche with its own energy. Psionicists can draw the Psyche from these batteries before having to draw Psyche from themselves. Psi batteries are rated on the same scale as a psionicist's Psyche attribute.

If a psi battery is ever drained completely (i.e., Terrible -1), a Fair roll (0) or better on 4dF is required to prevent the battery from being permanently disabled. Otherwise, psi batteries regenerate Psyche from the environment at the same rate as the psionicist himself.

Example: Ziegfried the psionicist has a Psyche attribute of Good, but has already lowered his own Psyche to Poor and doesn't want to risk lowering it further to Terrible. Luckily for him, he is wearing a psi battery in the form of a watch on his wrist. Ziegfried needs to use another ability with a cost of 3, and his psi battery is a Good model. He uses 3 levels of Psyche from his psi battery, temporarily lowering the battery's Psyche from Good to Poor.

2.8 Superpowers

Most superpowers are treated as expensive gifts (unless they are psionic or magical in nature, in which case they can be created using the magic and psi rules, above). A common treatment of superheroes involves faults related to powers, which makes more powers available to the character. For example, a super hero is able to fly, but only while intangible. The accompanying fault lowers the cost of the power 1 or more levels (if using the Objective Character Creation system).

Critical successes and failures (+4 or -4) that occur when using superpowers often produce spectacular effects, though not necessarily what the character intended.

No specific superpowers system is used in Mudge. The GM and player are free to use any system mutually agreed upon. It is possible for a party to contain two different superpowered characters, each of whom uses a different system or powers list.

There are far too many powers to list here - browsing through a comic store's wares will give you a good idea of what's available. Most superpowers are equal in value to 2 gifts, some are 3 or even more (in the Objective system). Some superpowers may require separate skills to be taken as well- for example, the Flight superpower allows a character to fly, but a Flight skill check might be required to perform any complex maneuvers.

Like Magic and Psi, the GM and player should discuss each Superpower taken to determine its exact details and game effects. Super Strength, Speed, and Mass are treated as separate scales- see [Section 2.3, Non-humans](#). Other superpowers that come in levels are discussed in [Section 2.34, Cost of Scale](#).

2.81 Designing Superpowers

If you are playing a superpowered character, you will need to work out the details of at least enough superpowers to begin the game with. The GM may allow you to modify superpowers from any of your favorite systems (GURPS, Marvel Superheroes) or help you create your own. Regardless, certain characteristics of each superpower will be helpful.

Name: a short name for the superpower

Cost: unlike magic and psi, many superpowers don't require a cost; they're either 'on' or 'off'. If a power is going to have an associated cost it can be drawn from whichever attribute seems appropriate.

Target: What are valid targets for this ability? How many targets can be chosen?

DF: If this is an attack or defense superpower, what is its Offensive Damage Factor or Defensive Damage Factor? This is essentially the same as a 'weapon value' for a warrior's sword, or as 'armor value' from armor.

Range: is this superpower Touch, Near, Far, etc.? What is the maximum range? If an ability's range is listed as Far, assume it can also be used at Touch and Near for no extra cost, etc.

Duration: How long does this superpower usually remain in effect? ('always on' superpowers are possible, but may be very expensive in the Objective Creation system)

Effect: What does the superpower actually do? This is where you would put notes on damage inflicted, wounds restored, how many targets can be affected, what defenses or resistances (if any) can be used to counter this superpower, which attributes to use for an Opposed Action, etc. Include as much as possible- the more precisely it is defined before the game, the less trouble it will be to use during the game.

Example: An example of any superpower created would be very useful, not only in determining how to correctly use it, but also in finding errors made during its creation.

2.82 Sample Superpowers

Name: Flight

Cost: 0 (can be used at will)

Target: self only

ODF/DDF: not applicable

Range: not applicable

Duration: after six hours of continuous flight, each further hour lowers Constitution one level

Effect: This superpower allows the character to fly. Maximum speed and altitude are determined by the GM and character. This superpower covers the ability to fly from one point to another- if the character needs to attempt complex maneuvers while airborne the Flying skill should be used to determine success or failure. If a character flies so long his Constitution reaches Terrible, he must make a Fair attribute check; failure results in unconsciousness; Terrible -1 is automatic unconsciousness.

Example 1: Superman (though without the Duration restriction)

Name: Wall Crawling

Cost: 0 (can be used at will)

Target: self only

ODF/DDF: not applicable

Range: not applicable

Duration: always on

Effect: This superpower allows the character to crawl along normal walls and ceilings. The GM will decide if any specific surfaces are too slippery to properly traverse, or require some kind of attribute check.

Example 1: Spiderman

Name: Bioenergy Blast

Cost: 0

Target: 1

ODF/DDF: +3 ODF, +1 per Constitution levels spent

Range: Far

Duration: instant

Effect: This superpower allows the character to fire Bioenergy Blasts from his hands. Each blast inflicts damage on any target successfully struck. Normal armor and Mass scale apply to the target's DDF.

Example 1: A character with this superpower tries to hit a Near opponent with a blast- the opponent is wearing Kevlar body armor, which the GM decides is 'somewhat effective' (+2). The two roll an Opposed Action, the character's Bioenergy Blast skill vs. the opponent's Dodge. Assume the character wins the Action with a +2 relative degree- the damage done to the opponent is:

$2 \text{ (for relative degree)} + 1 \text{ (for damage die [for example])} + 3 \text{ (ODF)} - 2 \text{ (DDF)} = +4$

The character's opponent, according to the wound chart, is Hurt.

2.9 Cybernetics

Artificial limbs, organs, implants and neural connections to computers are common in some science fiction settings. As with all other powers, the GM and player will determine the specific game effects of any cyberware together.

2.91 Sample Cybernetics

Name: Claws

Cost: not applicable

Target: any in melee combat

ODF/DDF: +3 ODF

Range: melee only

Duration: always available

Effect: These cybernetics graft retractable weapons to a character's hand; they can be used normally in combat, in effect nothing more than an undroppable sword.

Name: Cybervision

Cost: not applicable

Target: not applicable

ODF/DDF: not applicable

Range: human norm, or better

Duration: always available

Effect: This cybernetic eye replaces a character's organic eye, and allows him to see things in more detail, at a greater range and/or at different frequencies. (Details vary with the 'model' chosen).

Name: Smartlink

Cost: not applicable

Target: any missile weapon target

ODF/DDF: +1 or +2 to missile weapon skill when Smartlink is engaged (bonus depends on the 'model' chosen).

Range: not affected

Duration: always available

Effect: This cybernetic brain implant allows the character to be much more skilled with any weapon that has been 'smartlinked'. The weapon's onboard computer chip feeds information to the character's smartlink chip, and this information is used to increase the weapon's accuracy. Smartlinked weapons are much more expensive and fragile than their standard counterparts.

Example 1: A character buys a smartlink implant for his pistol. If his usual Pistol skill is Fair, when using a smartlinked pistol it will become Good (or Great, if available).

3 Action Resolution

This chapter provides guidelines for determining whether or not a character succeeds at any attempted action. No rules system could cover every possible situation; it's foolish to try. Instead, Mudge attempts to provide a flexible, fast moving groundwork that allows the GM and the players to resolve any scene that might arise during a game. Mudge isn't about agonizing over whether or not a particular shot should get a +1 or +2 modifier; just pick one and get on with the scene!

In the previous chapters, traits were defined in terms of levels: Superb, Great, Good, etc. This chapter explains how those levels affect a character's chances of success at an action, whether fighting a giant or tracking down a clue. Sometimes a Fair result is sufficient to complete a task, and sometimes a Good or better result is needed. The better your skill, the better your chances of getting these higher results.

3.1 Action Resolution Terms

Dice

The default dice for playing Mudge are four Fudge dice (4dF), 3 of one color and 1 (called the ‘damage die’) of another. Fudge dice are six-sided dice with two sides marked +1, two sides marked -1, and two sides marked 0. The odd-colored die is rolled along with the other three, but is also used when determining damage (e.g., rolling all four dice gives a result of ‘+ + - +’, with a + on the damage die. The total net result is +2, with a +1 result on the damage die). The different colors of the dice can also be used to break ties, as described below under [3.22 Dice Colors](#). Guidelines for using other types of dice instead of Fudge dice are given in the standard Fudge rules.

Unopposed Action

Some actions are *Unopposed*, as when a character is trying to perform an action that isn’t influenced by anyone else or any conflicting forces. Examples include jumping a wide chasm, climbing a cliff, performing a chemistry experiment, etc. The player simply rolls the dice and reads the result.

Rolled Degree

This refers to how well a character does at a particular task. If someone is Good at Climbing in general, but the die-roll shows a Great result on a particular attempt, then the rolled degree is Great.

Range

Many supernormal powers as well as missile weapons require some idea of what range two characters are at in any given moment. The basic ranges for Mudge are: Touch, Near, Far, Very Far, Several Miles, Dozens of Miles, Hundreds of Miles, Thousands of Miles, etc.

Difficulty Level

The GM will set a Difficulty Level whenever a character attempts either an Opposed or Unopposed Action. Often it will be Fair, but some tasks are easier or harder. Example: climbing an average vertical cliff face, even one with lots of handholds, is a fairly difficult obstacle (Fair Difficulty Level). For a more difficult cliff, the GM may set the Difficulty Level at Great (‘it would take a great climber to get up that wall’): the player must make a rolled degree of Great or higher to climb the cliff successfully.

Opposed Action

Actions are *Opposed* when other people (or animals, forces, etc.) may have an effect on the outcome of the action. In this case, each contestant rolls 4dF and the results are compared to determine the outcome. Examples: combat, seduction attempts, haggling, tug-of-war, etc.

Relative Degree

This refers to how well a character did compared to another participant in an Opposed Action. Unlike a rolled degree, relative degree is expressed as a number of levels. For example, if a PC gets a rolled degree result of Good in a fight, and his NPC foe gets a rolled degree result of Mediocre, he beat her by two levels - the relative degree is +2 from his perspective, -2 from hers.

Situational Roll

The GM may occasionally want a die roll that is not based on a character's trait, but on the overall situation or outside circumstances. This Situational roll is simply a normal Fudge die roll, but not based on any trait. That is, a result of 0 is a Fair result, +1 a Good result, -1 a Mediocre result, and so on. This is most commonly used with reaction rolls, but can be used elsewhere as needed. For example, the players ask the GM if there are any passersby on the street at the moment - they're worried about witnesses. The GM decides there are none if a Situational roll gives a Good or better result, and rolls the dice. (A close approximation to 50% is an even/odd result: an even result on 4dF occurs 50.6% of the time. Of course, 1d6 or a coin returns an exact 50% probability).

Beyond Superb

It is possible to achieve a level of rolled degree that is beyond Superb. Rolled degrees from Superb +1 to Superb +4 (and sometimes even higher) are possible. These levels are only reachable on rare occasions by human beings. No trait may be taken at (or raised to) a level beyond Superb (unless the GM is allowing a PC to be at Legendary, which is the same as Superb +1 - see [Section 5.2, Objective Character Development](#)). For example, the American baseball player Willie Mays was a Superb outfielder. His most famous catch, often shown on television, is a Superb +4 rolled degree. It isn't possible for a human to have that level of excellence as a routine skill level, however: even Willie was "just" a Superb outfielder, who could sometimes do even better. A GM may set a Difficulty Level beyond Superb for nearly impossible actions.

Below Terrible

Likewise, there are rolled degrees from Terrible -1 down to Terrible -4. No Difficulty Level should be set this low, however: anything requiring a Terrible Difficulty Level or worse should be automatic for most characters - no roll needed.

3.2 Rolling the Dice

There is no need to roll the dice when a character performs an action that is so easy as to be automatic. Likewise, an action so difficult that it has no chance to succeed requires no roll, either - it simply can't be done. Dice are used solely in the middle ground, where the outcome of an action is uncertain.

The GM is encouraged to keep die-rolling to a minimum. Do not make the players roll the dice when their characters do mundane things. There is no need to make a roll to see if someone can cook lunch

properly, or pick an item from a shelf, or climb a ladder, etc. Don't even make them roll to climb a cliff unless it's a difficult cliff or the situation is stressful, such as a chase. (And possibly a Superb climber wouldn't need a roll for a difficult cliff. He should get up it automatically unless it's a *very* difficult cliff).

For any action the player character wishes to perform, the Game Master must determine which trait is tested. (This will be a skill, attribute, or supernatural power). The GM also determines the Difficulty Level - often Fair. (See also [Section 3.5, Opposed Actions](#).)

Suggestions for running Mudge diceless can be found in Section 7.42 of the original Fudge rules.

3.21 Reading the Dice

4dF will give results from -4 to +4 quickly and easily, without intruding into role-playing or requiring complex math or a table. Fudge dice are six-sided dice with two sides marked +1, two sides marked -1, and two sides marked 0. They are commercially available from Grey Ghost Games - see the Legal Notice for their address.

You can make your own Fudge dice easily enough. Simply get four normal white d6s. Using a permanent marker, color two sides of each die green, two sides red, and leave the other two sides white. When the ink has dried, spray the dice lightly with clear matte finish to prevent the ink from staining your hands. You now have 4dF: the green sides = +1, the red sides = -1, and the white sides = 0. Or you can use different colored stickers- whichever way you find easiest to differentiate the three different results.

To use Fudge dice, simply roll four of them and total the amount. Since a +1 and a -1 cancel each other, remove a +1 and -1 from the table, and the remaining two dice are easy to read no matter what they are. (Example: if you roll +1, +1, 0, -1, remove the -1 and one of the +1s, as together they equal 0. The remaining two dice, +1 and 0, are easily added to +1.) If there is no opposing pair of +1 and -1 dice, remove any 0s and the remaining dice are again easy to read.

The result of a die roll is a number between -4 and +4. At the top of the character sheet, there should be a simple chart of the attribute levels, such as:

+4	<i>Legendary</i>
+3	Superb
+2	Great
+1	Good
0	Fair
-1	Mediocre
-2	Poor
-3	Terrible

To determine the result of an action, simply put your finger on your trait level, then move it up (for plus results) or down (for minus results).

Example: *Nathaniel, who has a Good Bow Skill, is shooting in an archery contest. The player rolls 4dF, using the procedure described above. If he rolls a 0, he gets a result equal to*

Nathaniel's skill: Good, in this case. If he rolls a +1, however, he gets a Great result, since Great is one level higher than his Good Archery skill. If he rolls a -3, unlucky Nathaniel has just made a Poor shot.

It is not always necessary to figure the exact rolled degree. If you only need to know whether or not a character succeeded at something, it is usually sufficient for the player simply to announce the appropriate trait level and the die roll result. The game goes much faster this way.

For example, a player wants his character, Captain Wallop of the Space Patrol, to fly between two asteroids that are fairly close together. The GM says this requires a Great Difficulty Level Piloting roll and asks the player to roll the dice. The player looks up Captain Wallop's Piloting skill, which is Great, and rolls a +2 result. He simply announces "Great +2" as the result. This answer is sufficient - the GM knows that Captain Wallop not only succeeded at the task, but didn't even come close to damaging his craft.

Of course, there are many times when you do want to know exactly how well the character did, even if it's not a matter of being close. If the character is composing a poem, for example, and his Poetry skill is Fair, you will want to figure out what "Fair+2" means: he just wrote a Great poem! There are many other instances where degrees of success are more important than merely knowing success/failure.

3.22 Dice Colors (Damage and Breaking Ties)

In Mudge, 4dF is assumed to be 3 dice of one color and 1 die of a different color. This odd-colored die, the 'damage die', serves two purposes.

First, in combat situations, the result of the odd-colored die is factored into damage, in effect modifying it by -1, 0, or +1. This adds a bit of variety to the damage rolls without requiring any extra dice rolling.

Second, if an Opposed Action results in a tie, the rolls of the odd-colored dice can break the tie (higher roll wins). If there is *still* a tie, the GM should just decide whether they both succeed or both fail, dependent on the context of the scene, or perhaps reroll the Action.

Example: two characters are in an Opposed Action, wrestling over a weapon they're both holding. Character A has a Good Strength, Character B has a Fair Strength- they both roll 4dF and compare results, as follows (the odd colored die is listed in brackets []):

Character A rolls: +, -, +, [0] = +1 = Great (Good Strength, +1)

Character B rolls: +, +, -, [+] = +2 = Great (Fair Strength, +1)

Both characters' final result is Great. To break the tie their odd colored dies are compared; Character B wins, as his damage die (+) is higher than Character A's (blank).

3.23 Other Dice Techniques

Mudge uses four standard Fudge dice (4dF) by default, three of one color, one of a different color. Other dice options are given in the full Fudge rules.

3.24 Success Rates

The following table is provided so that players can better evaluate their chances of success.

Chance of achieving:	4dF
+4 or better:	1%
+3 or better:	6%
+2 or better:	18%
+1 or better:	38%
0 or better:	62%
-1 or better:	82%
-2 or better:	94%
-3 or better:	99%
-4 or better:	100%

Thus, if your trait is Fair, and the GM says you need a Good result or better to succeed, you need to roll +1 or better. You'll do this about two times out of five, on the average.

3.3 Action Modifiers

There may be modifiers for any given action, which can affect the odds referred to in the preceding section. Modifiers temporarily improve or reduce a character's traits.

Examples: Joe, Good with a sword, is Hurt (-1 to all actions). He is thus only Fair with his sword until he's healed. Jill has Mediocre Lockpicking skills, but an exceptionally fine set of lock picks gives her a Fair Lockpicking skill while she's using them.

If a character has a secondary trait that could contribute *significantly* to a task, the GM *may* allow a +1 bonus if the trait is Great or better.

Example: Verne is at the library, researching an obscure South American Indian ritual. He uses his Research skill of Good, but he also has a Great Anthropology skill. The GM decides this is significant enough to give Verne a Great Research skill for this occasion. If his Anthropology skill were Superb, the GM could simply let Verne use that instead of Research: you don't get to be Superb in Anthropology without having done a lot of research.

Other conditions may grant a +/-1 to any trait. In Mudge, +/-1 is a large modifier; +/- 2 is a huge modifier; +/-3 is the maximum that should be used except under the most *extreme* conditions.

3.4 Unopposed Actions

For each Unopposed action, the GM sets a Difficulty Level (Fair is the most common) and announces which trait should be rolled against. If no skill seems relevant, choose the most appropriate attribute. If there is a relevant skill, but the character is untrained in it (it's not listed on his character sheet), then use the default (Mediocre, Poor, Terrible, or none... see [Section 1.32 Skills](#)). If a Great or Superb attribute could logically help an untrained skill, the GM *may* set the default higher.

For example, a character wishes to palm some coins without being observed. The GM says to use Sleight of Hand skill, but the character is untrained in Sleight of Hand, which the GM feels to be a hard skill, default of Terrible. The player points out that the character's Dexterity attribute is Superb, so the GM decides to allow a default of Poor Sleight of Hand instead.

The player then rolls against the character's trait level, and tries to match or surpass the Difficulty Level set by the GM. In cases where there are degrees of success, the better the roll, the better the character did; the worse the roll, the worse the character did.

In setting the Difficulty Level of a task, the GM should remember that Poor is the default for most skills. The average *trained* climber can climb a Fair cliff most of the time, but the average *untrained* climber will usually get a Poor result. In the [example in Section 3.2](#) (Nathaniel shooting at an archery target), if the target is large and close, even a mediocre archer could be expected to hit it: Mediocre Difficulty Level. If it were *much* smaller and farther away, perhaps only a great archer could expect to hit it regularly: Great Difficulty Level. And so on.

Example of setting Difficulty Level: Two PCs (Mickey and Arnold) and an NPC guide (Parri) come to a cliff the guide tells them they have to climb. The GM announces this is a difficult, but not impossible, cliff: a Good Difficulty Level roll is required to scale it with no delays or complications. Checking the character sheets, they find that Parri's Climbing skill is Great and Mickey's is Good. Arnold's character sheet doesn't list Climbing, so his skill level is at default: Poor. Parri and Mickey decide to climb it, then lower a rope for Arnold.

Parri rolls a +1 result: a rolled degree of Superb. She gets up the cliff without difficulty, and much more quickly than expected. Mickey rolls a -1, however, for a rolled degree of Fair. Since this is one level lower than the Difficulty Level, he's having problems. Had Mickey done Poorly or even Mediocre, he would perhaps have fallen - or not even been able to start. Since his rolled degree is only slightly below the Difficulty Level, though, the GM simply rules he is stuck half way up, and can't figure out how to go on. Parri ties a rope to a tree at the top of the cliff, and lowers it for Mickey. The GM says it is now Difficulty Level: Poor to climb the cliff with the rope in place, and Mickey makes this easily on another roll.

Arnold would also need a Poor rolled degree to climb the cliff with the rope, but since his skill is Poor, they decide not to risk it. Mickey and Parri have Arnold loop the rope under his arms, and pull him up as he grabs handholds along the way in case they slip. No roll is needed in this case, unless they are suddenly attacked when Arnold is only half way up the cliff . . .

(The whole situation was merely described as an example of setting Difficulty levels. In actual game play, the GM should describe the cliff, and ask the players how the characters intend to get up it. If they came up with the idea of Parri climbing the cliff and lowering a rope, no rolls

would be needed at all - unless, possibly, time was a critical factor, or there were hidden difficulties the GM chose not to reveal because they couldn't have been perceived from the bottom of the cliff.)

Occasionally, the GM will roll in secret for the PC. There are times when even a failed roll would give the player knowledge he wouldn't otherwise have. These are usually information rolls. For example, if the GM asks the player to make a roll against Perception, and the player fails, the character doesn't notice anything out of the ordinary. But the player now knows that there is something out of the ordinary that his character didn't notice . . . far better for the GM to make the roll in secret, and only mention it on a successful result.

3.5 Opposed Actions

To resolve an Opposed action between two characters, each side rolls four dice (4dF) against the appropriate trait and announces the result. The traits rolled against are not necessarily the same.

For example, a seduction attempt would be rolled against a Seduction skill for the active participant and against Willpower for the resisting participant. There may be modifiers: someone with a vow of chastity might get a bonus of +2 to his Will, while someone with a Lecherous fault would have a penalty - or not even try to resist.

The Game Master compares the rolled degrees to determine a relative degree.

For example, Lisa is trying to flimflam Joe into thinking she's from the FBI and rolls a Great result. This is not automatic success, however. If Joe also rolls a Great result on his trait to avoid being flimflammed (Knowledge of Police Procedure, Intelligence, etc. - whatever the GM decides is appropriate), then the relative degree is 0: the status quo is maintained. In this case, Joe remains unconvinced that Lisa is legitimate. If Joe rolled a Superb result, Lisa's Great result would have actually earned her a relative degree of -1: Joe is not going to be fooled this encounter, and will probably even have a bad reaction to Lisa.

The Opposed action mechanism can be used to resolve almost any conflict between two characters. Are two people both grabbing the same item at the same time? This is an Opposed action based on a Dexterity attribute - the winner gets the item. Is one character trying to shove another one down? Roll Strength vs. Strength (or Wrestling skill) to see who goes down. Someone trying to hide from a search party? Perception attribute vs. Hide skill (or Camouflage, Stealth, etc.). Trying to out-drink a rival? Constitution vs. Constitution (or Drinking skill, Carousing, etc.). And so on.

Many Opposed actions have a minimum level needed for success, similar to the Difficulty Level assigned to an Unopposed Action. For example, an attempt to control a person's mind with a Telepathy skill might require at least a Fair result. If the telepath only gets a Mediocre result, it doesn't matter if the intended victim rolls a Poor resistance: the attempt fails. Most combat falls into this category - see [Chapter 4](#).

For an example of Opposed actions involving more than two characters, see [Section 4.34, Multiple Combatants in Melee](#).

Occasionally, an Opposed action can be handled as an Unopposed action. For example, when a PC is opposing an NPC have only the player roll, and simply let the NPC's trait level be the Difficulty Level. This method assumes the NPC will always roll a 0. This emphasizes the PCs' performance, and reduces the possibility of an NPC's lucky roll deciding the game.

As a slight variation on the above, the GM can roll 1dF or 2dF when rolling for an NPC in an Opposed action. This allows some variation in the NPC's ability, but still puts the emphasis on the PCs' actions.

See [Section 3.22 Dice Colors](#) above for methods to break ties.

3.6 Critical Results

This concept is taken from the Fudge Addenda, credited to Andy Skinner

In Mudge, a *natural* rolled result of +4 is a critical success - the character has done exceptionally well, and is allowed to roll another 4dF. Any positive result is added to the +4, any negative or 0 result is ignored. Likewise, a *natural* result of -4 is a critical failure, and the character has done as poorly as he possibly can in the given situation.

Note that achieving +/-4 with die modifiers does not count as a critical result, though the character *has* done exceptionally well or poorly.

A critical result in combat can mean many things: one fighter falls down, or drops his weapon, or is hurt extra badly, or is stunned for a round and can't even defend himself, or is temporarily blinded, or knocked out, etc. The GM should be creative, but not kill a character outright.

4 Combat

Unless one participant is unaware of an attack or decides to ignore it, combat is an Opposed action in Mudge. The easiest way to handle combat is as a series of Opposed actions (Melee combat and Ranged combat are slightly different, and are treated separately). These rules are as simple and 'bare-bones' as I'm comfortable making them- my goal during combat is *usually* to get it over with quickly but enjoyably so the story can continue; these rules reflect that philosophy (though admittedly sometimes I just like to get in there and mix it up).

4.1 Combat Terms

Melee

Any combat that involves striking the opponent with a fist or hand-held weapon. Any attack from further away is a Ranged attack.

Combat Round

An arbitrary length of time set by the GM, usually around 3-6 seconds. Generally when each character involved has made an action, a given round is over.

Offensive Damage Factors (ODF)

Those variables which contribute to damaging an opponent: Strength (if using a Strength-driven weapon), Scale, weapon value, weapon technology, etc.

Defensive Damage Factors (DDF)

Those variables which contribute to reducing the severity of a received blow: Scale, Constitution, armor value, armor technology, etc.

Total Damage Factor (TDF)

The attacker's Offensive Damage Factor minus the defender's Defensive Damage Factor.

Final Damage

The formula(s) below are used to determine a successful attack's Final Damage:

(Damage Die + Attacker's Relative Degree) +
(Attacker's Strength + Strength Scale + Weapon Value) – *[this is the Attacker's ODF]*
(Defender's Constitution + Mass Scale + Armor Value) *[this is the Defender's DDF]*

For Magic, Psi or similar attacks, this is modified to:

(Damage Die + Attacker's Relative Degree) +
(Attacker's Mana/Psyche + Mana/Psyche Scale + Power Value) – *[this is the Attacker's ODF]*
(Defender's Willpower/Constitution + Mass Scale + Armor Value) *[the Defender's DDF]*

4.2 Melee Combat

Fudge gives three options for handling the pacing of melee combat: moving from story element to story element, using simultaneous combat rounds, or alternating combat turns. Mudge, however, uses only simultaneous combat rounds; all other sections have been removed.

4.21 Story Elements

Mudge does not, by default, use this combat system.

4.22 Simultaneous Combat Rounds

In simultaneous action rounds, all offensive and defensive maneuvers happen at the same time. This is realistic: few real combats consist of fighters taking turns whacking at each other.

The GM determines which traits the combatants should roll against, both for offense and defense. This may be the same trait (examples: Sword, Karate, or Staff for both offense and defense) or two different traits (examples: Gun, Fireball, or Psychic Blast for offense, Dodge for defense).

Each combatant makes an Opposed action roll with 4dF. On a relative degree of 0, the tie is broken by comparing each character's odd colored damage die (high roll wins). If there is *still* a tie, the combat round is a stand-off - the fighters either circled each other looking for an opening, or exchanged blows on each other's shields, etc. - nobody is hurt.

A minimum result of Poor is needed to hit a (roughly) equal-sized opponent. That is, a human needs to score a Poor blow (and still win the Opposed action) in order to hit another human. If both opponents roll worse than Poor, the round is a standoff (as above). In effect, this gives striking an equal-sized opponent a Difficulty Level of Poor.

If one opponent is *significantly* bigger than the other (at least of a different Mass Scale), the minimum result needed to hit the larger character is modified up one level for every two full levels of difference in the characters' Mass scale. This is only true if the Mass scale actually reflects a larger size, and not just denser, tougher flesh or thicker hide, etc.

Example 1: a human (Mass scale 0) needs at least a Poor result to hit another human (Mass scale 0). To hit a pixie (Mass scale -6), he would need at least a Good result (that is, Poor +3). The pixie, on the other hand, needs no minimum result- he will automatically hit if he wins the Opposed Action (since his minimum level needed relative to the human would be Terrible -2 [that is, Poor -3]).

Example 2: a human (Mass scale 0) fighting a stone giant (Mass scale 2) would only need a minimum result of Terrible to hit the giant; however, a human (Mass scale 0) fighting a human-sized stone golem (Mass scale 2) would still need a minimum Poor result. The golem is of a higher Mass scale, but this is indicative of its material, not its size- it is no easier to hit a human-sized stone golem than any other human-sized creature.

If the result is a relative degree other than 0, and the minimum level needed to score a hit is achieved or surpassed, the winner checks to see if he hit hard enough to damage the loser. In general, the better the hit (the greater the relative degree), the greater the likelihood of damage.

If one combatant is unable to fight in a given round (possibly because he's unaware of the attacker, or because of a critical result in the previous round - see Section [3.6, Critical Results](#)), the combat may become an Unopposed Action for the active fighter, usually still with a Poor Difficulty Level. If a character can defend himself in some way, such as using a shield, it is still an Opposed Action, but the defending character cannot choose any Tactics except "normal" (see [4.32 Offensive/Defensive Tactics](#)), and cannot hurt the other character even if he wins the combat round.

Combat often takes more than one combat round. Characters are not limited to combat each round - they may attempt to flee, negotiate, try a fancy acrobatic stunt, or any other appropriate action.

4.23 Alternating Combat Turns

Mudge does not, by default, use this combat system.

4.3 Melee Combat Options

4.31 Melee Modifiers

Some situations call for one side or the other's trait level (not the dice roll) to be modified. Here are some examples:

- A fighter who is Hurt is at -1 to all actions, one who is Very Hurt is at -2.
- If one fighter has a positional advantage over the other, there may be a penalty (-1 or -2) to the fighter in the worse position. Examples include bad footing, lower elevation, light in his eyes, kneeling, etc.
- A character on the ground suffers a -1 penalty to most actions
- Subtract the value of a shield from the opponent's weapon skill. A small shield has a value of +1 in melee combat only, while a medium shield has a value of +1 in melee combat and +1 to defense against ranged attacks (if the shield material is impervious to the weapon). A large shield (+2 in all combat) is cumbersome to lug around. The larger the shield carried, the more the GM should assess penalties for things such as acrobatic and other fancy maneuvers. Shields can also be used offensively to push an opponent back, for example, or knock someone over.
- Aiming at a specific small body part (such as an eye or hand) requires a higher minimum result and relative degree, but will have special effects if the attack is successful. See [Section 4.35, Hit Location](#). If a character wins the Opposed Action but misses either minimum level by 1, he still hits the other combatant but not in the part aimed for (GM's determination of where the blow lands).
- Offensive or Defensive tactics (see below) may apply bonuses/penalties to trait levels

4.32 Offensive/Defensive Tactics

This rule allows more tactical flavor to combat at a small expense of complexity. It also allows for both combatants to be injured in the same combat round. Offensive or defensive stances can *only* be used during melee combat – they have no effect on ranged combat of any kind.

Before each round, a fighter may choose to be in a normal posture, an offensive posture or a defensive posture. An offensive or defensive stance increases combat skill in one aspect of combat (offense or defense), and decreases the same skill by an equal amount for the other aspect of combat.

The five stance options are:

Berserk	+2 to Offense, -2 to Defense
Aggressive	+1 to Offense, -1 to Defense
Normal	Normal Offense and Defense
Cautious	-1 to Offense, +1 to Defense
Defensive	-2 to Offense, +2 to Defense

Each combat round, a player secretly chooses a combat stance by selecting two FUDGE dice and setting them to a result from +2 to -2, which represents the offensive modifier. (The defensive modifier paired with the offensive modifier is assumed). All combatants simultaneously reveal their choices.

Each fighter then makes a single Opposed Action roll as normal. The result is applied to both offense and defense, however, and will thus have different results for offense and defense if anything other than a normal posture is chosen. The offensive rolled result of each fighter is then compared to the defensive rolled result of the other fighter.

For example, a fighter with Good sword skill chooses to be Aggressive, +1 to offense and -1 to defense, for a particular combat round: his offensive sword skill is Great this round, while his defensive sword skill is Fair. His opponent, a Great swordswoman, chooses Normal posture. The swordswoman rolls a -1: a Good result for both her offense and defense. The first fighter rolls a 0 result: his offensive rolled result is Great, his defense is Fair.

His offense result of Great is compared with her Good defense: he wins by +1. However, her offense result of Good is simultaneously compared with his defense of Fair: she also wins the Opposed action by +1. Both sides check for damage, to see if they got through each other's armor - see [Section 4.5, Wounds](#).

4.33 PCs vs. NPCs

If a PC is fighting an NPC the GM *may* treat combat as an Unopposed action by assuming the NPC will always get a result equal to her trait level; the NPC's trait becomes the difficulty level. In this case, the PC will have to tie the NPC's trait level to have a stand-off round, and beat the NPC's trait in order to inflict damage. This option stresses the player characters' abilities by disallowing fluke rolls by NPCs.

4.34 Multiple Combatants in Melee

When more than one opponent attacks a single fighter, they have, at least, a positional advantage. To reflect this, the lone fighter is at -1 to his skill for each additional foe beyond the first.

The lone fighter rolls once, and the result is compared with *each* of the opponents' rolled degrees, one after the other. The solo combatant has to defeat or tie *all* of the opponents in order to inflict a wound on one of them. If he beats all of his foes, he may hit the foe of his choice. If he ties his best opponent, he can only wound another whose result is at least two levels below his.

Example: Paco is facing three thugs, who have just rolled a Great, Good, and Mediocre result, respectively. Paco rolls a Great result, tying the best thug. He hits the thug who scored a Mediocre result (at least two levels below his result) and is not hit himself (he tied the best thug).

The lone fighter *takes* multiple wounds in a single round if two or more enemies hit him. Usually, he can inflict damage on only one foe in any given round - his choice of those he bested.

A well-armored fighter facing weak opponents can simply concentrate on one foe and let the others try to get through his armor (that is, not defend himself at all against some of his attackers). In this case, the lone fighter can damage his chosen foe even if he is hit by other, ignored foes. This is historically accurate for knights wading through peasant levies, for example. There may or may not be a penalty for the lone fighter in this case (GM's discretion).

There's a limit to the number of foes that can simultaneously attack a single opponent. Six is about the maximum under ideal conditions (such as wolves, or spear-wielders), while only three or four can attack if using weapons or martial arts that require a lot of maneuvering space. If the lone fighter is in a doorway, only one or two fighters can reach him.

When multiple NPCs beset a lone PC, the GM may wish to use the option in [Section 4.33, PCs vs. NPCs](#). This will save a lot of die rolling.

Alternately, she may wish to roll only once for all the NPCs. The lone fighter is still at -1 per extra opponent. The GM rolls 2dF (or 4dF, if preferred), and applies the result to each NPC. For example, if the GM gets a +1 result, each attacker scores a +1.

Example: Three NPC pirates, complete with eye-patches, scars, earrings, sneers and generally bad attitudes, are attacking dashing PC hero Tucker. The pirates (whose names are Molly, Annie, and Maggie) are Fair, Good, and Mediocre, respectively, at combat skills. Tucker is a Superb swordsman, but is at -2 for having two extra fighters attacking him at once: his skill is Good for this combat. The GM wants to roll just once (applying the result to all three pirates) rather than rolling three times each combat round.

Rolling 2dF, she gets a +1 on the first round. The pirates have just gotten Good, Great, and Fair results, respectively. If Tucker scores a Superb result, he could hit the pirate of his choice and remain unhit. On a Great result, Tucker would be unhit, and could land a blow on Maggie. On a Good result, he doesn't hit anyone, but Annie hits him. If Tucker rolls a Fair result, both Molly and Annie would hit him. The process is repeated each round.

4.35 Hit Location

A light blow to an eye is different from a light blow to an armored shoulder, or to a shield. Using a hit location system adds flavor to combat and the description of a character's equipment, wounds - and scars!

Before rolling to hit, an attacker can announce that he is aiming at a specific body location (because his opponent's armor doesn't protect a specific area, or to make an opponent drop his weapon, etc.). The minimum relative degrees and minimum rolled degrees needed to hit basic hit locations are summarized below- if the player wins the Opposed Action by the relative degree needed, and also ties or beats the rolled degree needed, then the location is hit and the wound is specific to that area.

If the attacker wins the combat round but misses the minimum relative degree or rolled degree by 1, the attack still hits but not in the location intended (GM determines where the blow landed, usually the torso); if the attacker wins the combat round but misses the minimum relative degree or rolled degree by more than 1, the attack misses completely.

The effects of hitting a specific body area in combat are left to the GM's description of the scene, based on the relative degree with which the attack succeeded, the effectiveness of the weapon, etc. The simple table below can also be used, if more structure is preferred.

An attack that wins the combat round by the exact relative degree needed makes the location Wounded; an attack that wins the combat round by *more* than the minimum relative degree needed makes the location Very Wounded.

A specific body part can be Unhurt (no game effect), Wounded or Very Wounded (damage effects noted on the table below). After battle is the time to decide if an Incapacitated body part can be healed, or is permanently Incapacitated.

Hit Location	Minimum Rolled Degree	Minimum Relative Degree	Damage Effects (until location is healed)	
			Wounded	Very Wounded
Arm/Hand	Good	+2	Fair Willpower/Constitution check or drop item, -1 to location's use regardless	Good Willpower/Constitution check or drop item, -2 to use regardless
Leg/Foot	Good	+2	Fair Willpower/Constitution check or fall down, -1 to use regardless	Good Willpower/Constitution check or fall down, -2 to use regardless
Groin	Great	+3	Character Hurt, Good Willpower/ Constitution check or Character is Very Hurt	Character Very Hurt, Great Willpower/ Constitution check or Character is Incapacitated
Head	Great	+3	Character Hurt, Good Willpower/ Constitution check or Character is Very Hurt	Character Very Hurt, Great Willpower/ Constitution check or Character is Incapacitated
Throat	Superb	+4	Character Very Hurt, Good Willpower/ Constitution check or Character is Incapacitated	Character Incapacitated, Great Willpower/ Constitution check or Character is Near Death
Eyes	Superb	+4	Character Very Hurt, Good Willpower/ Constitution check or Character is Incapacitated	Character Incapacitated, Great Willpower/ Constitution check or Character is Near Death

- Notes:
- for Willpower/Constitution checks, use the *lower* of the two attributes
 - a character who is on the ground is at -1 to most skills
 - these damage effects are only guidelines- the GM and the details of the scene will determine what actually occurs

Species other than humans may have a different list of body parts to hit, and/or different difficulty modifiers.

Example: Tucker, the Superb swordsman from the example above, finds himself once again in combat with Annie, the pirate with the Good sword skill. Tucker adopts a neutral stance, but Annie is being Aggressive, giving her a Great offense this round and a Fair defense. Before rolling, Tucker declares he is trying to slash Annie in the hand, so she will drop her sword- he needs to get a relative degree of at least +2 and a rolled degree of at least Good. Both characters roll 4dF: Tucker gets a +1, Annie gets a 0. Comparing the results, Tucker's offense of Superb +1 is compared with Annie's Fair defense: he wins by +4, and made an attack better than Good; simultaneously, Annie's offense of Great is compared to Tucker's Superb +1 defense: she misses. Since Tucker's relative degree is +4 and he only needed +2, he successfully struck Annie in the hand. He achieved more than the relative degree needed, so the

GM decides that hand automatically drops anything it is holding and will be useless until healed.

4.36 Fancy Stuff

None of the optional rules in this section of the original Fudge are used in Mudge.

4.4 Ranged Combat

Ranged combat may or may not be an Opposed action.

If the target is unaware of the assault, the attacker makes an Unopposed action roll to see if he hits his target. The GM sets the Difficulty Level based on distance, lighting, cover, etc. Do not modify the attacker's skill for range, partial cover, or other circumstances - that's all included in the Difficulty Level. Equipment such as a laser sighting scope may modify the attacker's skill, though.

If the defender is aware of the attack it is an Opposed action: the attacker's ranged weapon skill against the defender's defensive trait. (A Difficulty Level for range, lighting, etc., is still set by the GM, and is the minimum rolled degree needed to hit.) A defensive roll should be made against a Dodge, Shield, or similar skill.

If the ranged weapon is thrown, there is no modifier to the defense roll. A propelled weapon, such as a bow, gun, or beam weapon, is much harder to avoid. In this case, reduce the defender's trait by -2. Obviously, the defender isn't trying to dodge a bullet, but dodging the presumed path of a bullet when an attacker points a gun at him.

Of course, the defender may decline to Dodge, but shoot back instead. In this case, the action is Unopposed - making the Difficulty Level is all that is needed to hit. Such actions are simultaneous.

Example: Nevada Slim and the El Paso Hombre are facing off in a showdown. Both are in the open, in the sunlight, so there's no lighting or cover difficulty. The range is obviously the same for both - the GM rules it's a Fair task to hit each other. Slim rolls a Poor result, and the Hombre a Mediocre result. The Hombre's bullet came closer to Nevada Slim than vice versa, but both missed since neither made the Difficulty Level.

Another Example: Will Scarlet is shooting a longbow from the greenwood at Dicken, the Sheriff's man, who has a crossbow. Dicken knows Will is there, because the man next to him just keeled over with an arrow through his chest. Dicken is in the open, in good light, so only range is of any concern to Will Scarlet: the GM says even a Mediocre shot will hit since they are fairly close. The range for Dicken to hit Will is of course the same, but Will is partially hidden behind a log (cover), and just inside the foliage, so the lighting makes it hard to see him clearly. The GM decrees Dicken needs a Good roll to hit Will. Dicken rolls a Fair result, missing Will. Will rolls a Mediocre result, which hits Dicken, even though it wasn't as good a shot as Dicken's.

In both examples, the fighters forfeited their Dodges in order to shoot simultaneously. Each combatant needed to make the appropriate Difficulty Level to hit. Under these conditions, it's possible for both

combatants to succeed in the same combat round. Had Dicken's shot hit, Will and Dicken would have skewered each other.

Guns and similar weapons that do not rely on muscle power are rated for damage based on an abstract measure of their lethality (See [4.54 Wound Factors List](#)).

This system does not try to be 'realistic'; rather, it attempts to keep the action moving with a quick and simple set of guidelines.

4.5 Wounds

Once an attack is determined to have been successful, how much damage it inflicts must be calculated. It is impossible to be 100% accurate when simulating damage to such an intricate mechanism as a living being. This is true even for detailed simulations - for an abstract role-playing game, it is hard to get close to reality at all.

Consequently, Mudge attempts to use a simple system that works and lets the story flow, rather than bogging down the game with unneeded complexity.

4.51 Wound Levels

Combat damage to a character can be described as being at one of seven stages of severity. The stages are:

Undamaged

No wounds at all. The character is not necessarily healthy - he may be sick, for example. But he doesn't have a combat wound that's recent enough or severe enough to be bothering him.

Just A Scratch

No real game effect, except to create tension. This may eventually lead to being Hurt if the character is hit again. The actual wound itself may be a graze, bruise, cut, abrasion, etc.

Hurt

The character is wounded significantly, enough to slow him down: -1 to all traits which would logically be affected.

Very Hurt

The character is seriously hurt, possibly stumbling: -2 to all traits which would logically be affected.

Incapacitated

The character is so badly wounded as to be incapable of any actions, except possibly dragging himself a few feet every now and then or gasping out an important message. A lenient GM can allow an Incapacitated character to perform such elaborate actions as opening a door or grabbing a gem . . .

Near Death

The character is not only unconscious, he'll die in less than an hour - maybe a *lot* less - without medical help. No one recovers from Near Death on their own unless very, very lucky.

Dead

He has no more use for his possessions, unless he belongs to a culture that believes he'll need them in the afterlife . . .

Automatic Death: sometimes you don't have to roll the dice. Holding a knife to a helpless character's throat is a good example - no roll needed to kill such a character, but the killer's karma suffers.

4.52 Constitution

In Mudge, Constitution determines how wounds affect a character. The GM decides how to handle the differing abilities of humans to take damage. It really does vary, but how much is open to debate.

As an extreme example, take the death of the Russian monk Rasputin, the adviser to Czarina Alexandra, in 1916. He was fed enough cyanide to kill three normal people, but showed no signs of it. He was then shot in the chest and pronounced dead by a physician. A minute later he opened his eyes and attacked his assassins! They shot him twice more, including in the head, and beat him severely with a knuckle-duster. He was again pronounced dead, tied in curtains and ropes, and tossed into a river. When his body was retrieved three days later, it was found he had freed an arm from his bindings before finally dying of drowning! Clearly, the man could soak up damage well beyond most peoples' abilities. He is not unique, however: there are many cases in history of people being hard to kill.

4.53 Wound Factors

Mudge uses the Wound Factors list found in the next section by default.

4.54 Damage Factors List

Offensive Factors

For Character's Strength (muscle-powered weapons only):

+3 for Superb Strength	1 in 10,000, extremely above average
+2 for Great Strength	1 in 1,000, very above average
+1 for Good Strength	1 in 100, above average
+0 for Fair Strength	average
-1 for Mediocre Strength	1 in 100, below average
-2 for Poor Strength	1 in 1,000, very below average
-3 for Terrible Strength	1 in 10,000, extremely below average

For Attacker's Scale:

Add the attacker's Strength Scale (see [Section 4.58, Non-human Scale in Combat](#)).

Note: the attacker's Strength Scale is relevant only for muscle-powered weapons and for those projectile weapons scaled to the attacker's size, such as miniature bazookas or giant-sized handguns. A superhero of Scale 10 using an ordinary pistol would *not* figure his Scale into the Offensive Damage Modifier.

Weapon Value

Unarmed, no Martial Arts skill	-1		
Unarmed, with Martial Arts skill	0	Judo, Boxing, Karate, etc.	
Small Weapon	+1	knife, brass knuckles, club, derringers, etc.	
Medium Weapon	+2	sword, axe, longbow, crossbow, most pistols, etc.	
Large Weapon	+3	polearm, trident, most rifles, some pistols, etc.	
(Huge Weapon)	(+4)	small ballista, some rifles, mortars, grenades, etc.	
Gun	extra +2	Automatic Fire	additional +1
High-tech Gun	extra +4		

Guns get an automatic +2 (so a small knife is +1, a small pistol is +3, the equivalent of a large trident); hi-tech guns (i.e., science fiction) get an automatic +4 (so a medium sword is +2, but a medium laser or gyro pistol is +6, equivalent to 2 simultaneous hits from a large polearm).

Other weapon factors may also affect these classifications- for example, monomolecular weapons may give +1, so a medium monomolecular sword would be +3 instead of +2; exploding ammunition may give +1, so a medium gyro pistol with APEX rounds would be +7 instead of +6. The GM is the final arbiter of a weapon's ultimate classification. This information will normally be worked out and prerecorded on the character's sheet to minimize confusion during gameplay.

Magic, Psi, and SuperPowers

Use the above as guidelines for assigning a Power Value to new powers, i.e., do you want a fireball to be equivalent to a long bow (+2), or an assault rifle (+5)?

Note: the value of a shield may be subtracted from the opponent's skill - see [Section 4.31, Melee Modifiers](#).

Defensive Factors

For Character's Constitution

+3 for Superb Constitution	1 in 10,000, extremely above average
+2 for Great Constitution	1 in 1,000, very above average
+1 for Good Constitution	1 in 100, above average
+0 for Fair Constitution	average
-1 for Mediocre Constitution	1 in 100, below average
-2 for Poor Constitution	1 in 1,000, very below average
-3 for Terrible Constitution	1 in 10,000, extremely below average

Unlike the Attacker's Strength attribute, the Defender's Constitution attribute is almost always relevant against physical attacks, whether made with a club, sword, gun, grenade, etc.

For Defender's Mass Scale

Again, like the Defender's Constitution, if the Defender has a Mass Scale other than '0' (the default for normal humans) it is relevant against almost all physical attacks.

Armor Value

Ineffective/Unarmored	0 (same as wearing normal clothing)
Somewhat Effective	+2
Effective	+4
Very Effective	+6
(Impervious)	(+8, the weapon has <i>almost</i> no chance of damaging the defender)

Armor Value is not static- it changes depending on what type of weapon is being used against it. So a suit of field plate would be Very Effective against most melee weapons, Effective against most handguns, and Ineffective against anything larger (like an assault rifle). Polished Reflex armor is Very Effective, maybe even Impervious, against laser fire, but only Somewhat Effective against melee attacks. The GM is the final arbiter of armor's classification.

Note: For a thrown ranged weapon, there is no modifier to the defense roll. A propelled weapon, such as a bow, gun, or beam weapon, is much harder to avoid. In this case, the defender's trait is reduced by -2.

4.55 Determining Wound Level

A given blow will cause a certain level of wounding. To determine this level, use the below formula(s):

$$\begin{aligned} & (\text{Damage Die} + \text{Attacker's Relative Degree}) + \\ & (\text{Attacker's Strength} + \text{Strength Scale} + \text{Weapon Value}) - \quad [this is the Attacker's ODF] \\ & (\text{Defender's Constitution} + \text{Mass Scale} + \text{Armor Value}) \quad [this is the Defender's DDF] \end{aligned}$$

For Magic, Psi or similar attacks, this is modified to:

(Damage Die + Attacker's Relative Degree) +
(Attacker's Mana/Psyche + Mana/Psyche Scale + Power Value) – *[this is the Attacker's ODF]*
(Defender's Willpower/Constitution + Mass Scale + Armor Value) *[the Defender's DDF]*

A spell or psionic ability's "Power Value" refers to its damage factor; this is simply the equivalent of a weapon's "Weapon Value", and is factored into the Total Damage.

Example, Leroy vs. Theodora:

Leroy:

Good Strength (+1)

Scale 0 (Strength)

Broadsword (medium, +2)

- *Offensive damage factors (ODF) = 1+0+2 = 3*

Good Constitution (+1)

Scale 0 (Mass)

Scale mail armor (+4) [GM decides that against Theodora's poleaxe, scale mail is Effective]

- *Defensive damage factors (DDF) = 1+0+4 = 5.*

Theodora:

Superb Strength (+3)

Scale 0 (Strength)

Poleaxe (large, +3)

- *Offensive damage factors (ODF) = 3+0+3 = 6*

Fair Constitution (0)

Scale 0 (Mass)

Boiled leather armor (+2) [GM decides that against Leroy's sword, leather armor is Somewhat Effective]

- *Defensive damage factors (DDF) = 0+0+2 = 3.*

Leroy's total damage factor against Theodora is 3-3 = 0

Theodora's total damage factor against Leroy is 6-5 = 1

Since Theodora's damage factor is larger, if she hits him, she'll do more damage to him than he would to her for an equally well-placed blow.

Once these numbers are determined, jot them down so you don't have to refigure them each combat round.

Each character sheet will have a wound record track which looks like:

	1,2	3,4	5,6	7,8	9+
Wounds:	Scratch	Hurt	Very Hurt	Incapacitated	Near Death

The numbers above the wound levels represent the amount of damage needed in a single blow to inflict the wound listed under the number. For example, a blow of three or four points Hurts the character, while a blow of five or six points inflicts a Very Hurt wound.

Note that there is no number given for Dead. This is left up to the GM, and deliberately not included to prevent accidental PC death.

However, you can't simply use the total damage factor determined above - relative degree is also important, as is the result of the odd colored die (the 'damage die').

A relative degree of +1 is treated as a *graze* - see [Section 4.56, Grazing](#).

Otherwise, simply add the relative degree and the damage die to the total damage factor; the result is a number that may or may not be positive. If it's 0 or less, no damage is scored.

If the number is positive, look up the result across the top of the wound levels, and figure the wound as described above. If Leroy hits Theodora with a relative degree of +2, he adds that to his TDF of 0 and the result of his 'damage die' (say +1) to produce a damage number of three. Looking down, we see that a result of five is a Hurt result. Theodora is Hurt, and at -1 until she is healed.

For more detail, see [Section 4.7, Combat and Wounding Example](#).

4.56 Grazing

Any relative degree of +1 can do at most a GM-set Wound level (plus any Strength or Weapon Scale difference). It may do no damage at all, depending on the opponent's defensive factors: a fist hitting plate mail won't hurt the armored knight in the slightest - unless it's a giant's fist. The odd colored damage die is factored into final damage, even for a graze, but still can not exceed the graze's wound limit.

Graze Severity Table

TDF + Strength/Weapon Scale*	Result
<0	Undamaged
0-4	Scratch
5-8	Hurt
9 +	Very Hurt

* Weapon Scale is only considered for non-muscle powered weapons

Example: Continuing to use Leroy and Theodora from the example above, let's say that Leroy has won the Opposed Action against Theodora, but only by a relative degree of +1. Because this is a graze, before calculating damage he must determine the maximum damage he can do, based on his TDF against Theodora (0) and his Strength Scale (0). This falls within '0-4', so the most damage he can inflict is a Scratch, even if the final damage is greater than 2.

If, on the other hand, Leroy was a Titan with a Strength Scale of +8 instead of a human, this would raise his TDF + Strength Scale to the range of '5-8', allowing him to do as much as Hurt damage, even with a graze.

4.57 Recording Wounds

Once the final damage is determined, it is recorded on the wounded fighter's character sheet. Each individual wound is described as a Scratch, Hurt, Very Hurt, etc., as introduced in [Section 4.51, Wound Levels](#).

Each character sheet should have a space for recording wounds that looks like:

	1,2	3,4	5,6	7,8	9+
Wounds:	Scratch	Hurt [-1]	Very Hurt [-2]	Incapacitated	Near Death
	O O O	O O	O	O	O

The numbers above the wound levels are discussed in [Section 4.55, Determining Wound Level](#).

The boxes below the wound levels represent how many of each wound type a fighter can take.

When a wound is received, mark off the appropriate box.

Example: A character takes a Very Hurt result in the first round of combat. The character sheet would then look like:

	1,2	3,4	5,6	7,8	9+
Wounds:	Scratch	Hurt [-1]	Very Hurt [-2]	Incapacitated	Near Death
	O O O	O O	X	O	O

This character is at -2 to all skills since he's Very Hurt. If he then received a Hurt result, he would check it off like so:

	1,2	3,4	5,6	7,8	9+
Wounds:	Scratch	Hurt [-1]	Very Hurt [-2]	Incapacitated	Near Death
	O O O	X O	X	O	O

This character is still at -2 to all skills. The Hurt result is not cumulative with the Very Hurt result; only the penalty for the highest recorded wound level counts.

If there is no open box for a given wound result, the character takes the next highest wound for which there *is* an open box.

If the character above, for example, takes two more Hurt results over the course of two rounds, after marking off his second Hurt box we see that there is no open box in either Hurt or Very Hurt, so we have to go to Incapacitated: the character is now incapacitated, and the sheet would look like:

	1,2	3,4	5,6	7,8	9+
Wounds:	Scratch	Hurt [-1]	Very Hurt [-2]	Incapacitated	Near Death
	O O O	X X	X	H	O

Note that an "H" is recorded under the Incapacitated label. The character is indeed Incapacitated - he can't fight any more - but for healing (and scarring) purposes, he has only received three Hurt wounds and one Very Hurt wound - never an Incapacitating wound in one blow. Since Incapacitating blows are harder to heal from, this is important.

As another example, a character that takes two Very Hurt results without taking any other hits is Incapacitated, since that is the next highest wound level.

Note that three boxes are provided under Scratch. A Scratch wound will not make a fighter Hurt until he receives his fourth Scratch. There are also two Hurt boxes.

The wound progression above makes for a fairly realistic (though leaning towards cinematic) campaign.

For combat against minor NPCs, the GM *may* wish to use a simple three-stage system of *Undamaged*, *Hurt*, *Out of the Battle*. Simply make a mark under an NPC's name for Hurt, and cross out the name for Out of the Battle.

4.58 Non-Human Scale in Combat

The attacker's Strength Scale is added to his offensive damage factors (ODF), and the defender's Mass Scale is added to her defensive damage factors (DDF). If you have combat with beings weaker than humans, remember that adding a negative number is equivalent to subtraction.

The usual minimum rolled degree necessary to hit an opponent of the same size is Poor – this is adjusted by one for every two *full* levels of Mass Scale difference between combatants, IF the Mass Scale actually indicates a difference in size and not just density. Hitting a larger creature is easier, hitting a smaller creature is more difficult.

For example, a Mass Scale 0 human trying to hit a Mass Scale –4 leprechaun would need a minimum result of Fair (i.e., Poor +2) in addition to winning the Opposed Action to inflict damage, but the leprechaun would only need a minimum result of Terrible (i.e., Poor –2) in addition to winning the Opposed Action. There are 4 full Mass Scale levels between the two fighters, so the modifier is +/- 2.

If, however, the Mass Scale 0 human is fighting a human-sized Iron Golem with a Mass Scale of +3, the minimum result needed to hit remains at Poor. The golem is still the same *size* as the human, even though it is made of denser material.

Armor and weapons affect the damage done normally, since they are scaled to the folks using them. Hits become Scratches, Hurt, etc., as usual - see [Section 4.55, Determining Wound Level](#).

However, an extremely small character is not likely to be able to wound a large one in the numerical value wounding system. The GM may allow a point or two of damage to penetrate if the small character gets a critical success. Poison-tipped arrows and lances are also a possibility: the small character can aim for joints in the armor and merely has to break the skin to inject the poison.

Also, this system treats Mass Scale like armor, which isn't quite accurate. In reality, a small opponent may be slowly carving the larger fighter up, but each wound is too petty, relative to the large scale, to do much damage by itself. To reflect a lot of small wounds gradually inflicting a hit on a large-scale foe, allow a damage roll when Scale prevents a hit from doing any damage - that is, when Scale is the only difference between getting a Scratch and no damage at all. See [Section 4.61, Damage Die Roll](#).

There are also "scale piercing" weapons, such as whale harpoons and elephant guns. These don't have massive damage numbers: instead, if they hit well, simply halve the Scale value, or ignore it all together. Of course, if such a weapon is used on a human, it would indeed have a massive damage modifier.

Combat Examples: In the following examples, each fighter's Strength Scale equals his own Mass Scale, but not his opponent's. (E.g., Wilbur's Strength is Scale 0 and his Mass is Scale 0.) Also, for simplicity's sake it is assumed that each character's damage die roll is '0'.

First example: *Wilbur, a human knight with a sword, is attacking a dragon.*

Wilbur's offensive damage factor is a respectable +5:

*Great Strength: +2
Two-handed sword: +3 (large sword)
Strength Scale: +0*

The dragon's defensive damage factor is +8:

*Good Constitution: +1
Tough Hide: +1
Mass Scale: +6*

Wilbur's damage factor against the dragon is therefore $5-8 = -3$.

If Wilbur hits the dragon with a relative degree of +4, he does $4-3 =$ one point of damage. Given his Strength, weapon, and the amount he won by, this would be a severe blow to a human, even one wearing armor. But this is no human opponent. Only one point gets through the dragon's Scale and tough hide. The GM checks off a Scratch for the dragon, and the fight continues. Since there are three

Scratch boxes for a major NPC, Wilbur will have to do this thrice more before he finally Hurts the dragon. He may need help, or have to go back for his magic sword.

Second example: *Sheba, a human warrior, has just kicked McMurtree, a wee leprechaun.*

Sheba's offensive damage factor is 0

*Fair Strength: +0
Unarmed Combat Skill: +1
Strength Scale: +0*

(Sheba's martial art skill normally earns her a +0 to damage, and boots normally earns a +0. The GM rules that using both together allows a +1.)

McMurtree's defensive damage factor is -3:

*Light Leather Armor: +1
Fair Constitution: +0
Mass Scale: -4.*

Sheba's damage factor against McMurtree is $1 - (-3) = +4$. (Subtracting a negative number means you add an equal but positive amount.)

If Sheba wins the first combat round with a relative degree of +2 she scores a total of $4 + 2 =$ six points. McMurtree's player looks up six on the wound table on his character sheet: Very Hurt - he's at -2 for the next combat round, and in grave danger if she hits again.

Third example: *McMurtree's friend, Fionn, now swings his shillelagh (oak root club) at Sheba's knee.*

Fionn's offensive damage factor is -1:

*Good Strength: +1
Shillelagh: +2 (medium sized relative to Fionn)
Strength Scale: -4*

Sheba's defensive damage factor is +2:

*Heavy Leather Armor: +2
Mass Scale: +0*

Fionn's damage factor against Sheba is $-1 - 2 = -3$.

If Fionn wins by +3, a solid blow, he adds $-3 + 3 = 0$. Unfortunately for Fionn, she takes no damage from an excellently placed hit.

Fionn had better think of some other strategy, quickly. Fortunately for Fionn, he knows some magic, and if he can dodge just one kick from Sheba, she'll learn the hard way why it's best not to antagonize the Wee folk . . .

4.6 Wound Options

4.61 Damage Die Roll

When 4dF are rolled for the Opposed Actions of combat, it is assumed that three of the dice are of one color and one die is of another. This odd colored die is the damage die, and its result (+1, 0, or -1) is added once the total damage is calculated. If the calculated damage is positive the damage die can not reduce it below +1. This system has the advantage of not requiring a separate roll for damage (since all the dice are rolled together), but it does allow for a little variation in the severity of hits.

4.62 Stun, Knockout, and Pulling Punches

A player can announce that his character is trying to stun or knock his opponent out rather than damage her. Using the flat of a blade instead of the edge, for example, can accomplish this. Damage is figured normally, but any damage inflicted doesn't wound the opponent: it stuns her instead.

In this case, a Hurt result is called a "Stun" - a stunned character cannot attack or choose any combat stance other than normal, and is at -1 to all actions *for one combat turn only*. However, the Stun result stays on the character sheet: that is, additional Stun results, even if delivered more than one combat round after the first, can cause the character to become Very Stunned. (Stun results heal like Scratches: *after* combat is over.)

A Very Hurt result in a stunning attack is called a Very Stunned result instead: no attacks and -2 to all actions for *two* combat rounds.

A result of Incapacitated or worse when going for stun damage results in a Knockout. A knocked-out character doesn't need healing to recuperate to full health - just time. (Only a harsh GM would roll for the possibility of brain damage - this is fiction, not reality.) Hitting specific body parts can also lead to Incapacitation (see [4.35 Hit Location](#)).

Likewise, a player may choose to have his character do reduced damage in any given attack. This is known as "pulling your punch," even if you are using a sword. This commonly occurs in duels of honor, where it is only necessary to draw "first blood" to win, and killing your opponent can get you charged with murder. A Scratch will win a "first blood" duel - it is not necessary to Hurt someone.

To pull your punch, simply announce the maximum wound level you will do if you are successful.

A fencer can say he is going for a Scratch, for example. In this case, even if he wins the Opposed action by +6, and adds in +2 for his sword, the worst he can do is nick his foe. He was just trying for a Scratch - but the Scratch is probably in the shape of the letter "Z" with such a result!

4.63 Min-Mid-Max Die Roll

This system is not used in Mudge.

4.64 PC Death

Sometimes the dice try to kill a PC. In most campaigns, PC death shouldn't occur through a bad die roll, but only if the character's actions were truly self-sacrificing - or stupid - enough to warrant death.

Fortunately, Mudge uses the concept of Meta Points for a number of things, one of which is the ability to lower a wound by one level (see [Section 1.36 Meta Points](#)). If a PC is struck with a Near Death result, for example, he can spend 1 MP to lower that to Incapacitated; he could then spend another one to lower it further to Very Hurt, up to the allowable maximum of three levels/three points (per wound).

4.65 Technological Levels as Scale

Rather than assigning weapons and armor of differing technologies specific scales, all weapons and armor are simply designated somewhere on the spectrum found under [Section 4.54 Wound Factors](#).

While it is tempting to decide that all lasers, for example, are Tech Scale 2 weapons, and only Tech Scale 2 armor can defend against them, that seems likely to splinter out of hand. Better, I think, to place all weapons and armor on the same linear scale, and then allow the GM to determine whether a specific type of armor/shielding is effective against a specific weapon/attack, and, if so, just how effective.

4.7 Combat and Wounding Example

The two opponents are medieval warriors, Snorri and Brynhild. The fight takes place in a barroom, which quickly empties of other occupants once weapons are drawn. No one noticed that the innkeeper's son had actually left much earlier than this, when the belligerent Snorri was merely exchanging insults with the proud Brynhild. Both fighters are human (Scale 0), so Scale is left out of the discussion.

Snorri:

Sword skill: Great
No shield

Strength: Good (+1)

Weapon: Magic Sword (+2 [medium], +2 [powerful magic] = +4)

Offensive damage factor (ODF): +5

Good Constitution (+1)

Armor: Light Leather (+2) [GM decides it is 'Somewhat Effective' against Brynhild's axe]

Defensive damage factor (DDF): +3

Brynhild:

Axe skill: Good

Shield: Medium (-1 to foe's melee weapon skill)

Strength: Great (+2)
Weapon: Axe (+3 [large])

Offensive damage factor (ODF): (+5)

Fair Constitution (+0)
Armor: Light Leather (+2) [GM decides it is 'Somewhat Effective' against Snorri's sword]

Defensive damage factor (DDF): (+2)

Snorri's total damage factor (TDF) vs. Brynhild: $5-2 = +3$
Brynhild's total damage factor (TDF) vs. Snorri: $5-3 = +2$

Snorri's skill is reduced to Good for this combat by Brynhild's shield - see [Section 4.31, Melee Modifiers](#).

In the first round, both fighters choose to remain in a normal stance: Snorri gets a Great result on his weapon skill (die roll = +1), and Brynhild gets a Fair result (die roll = -1). Snorri wins with a relative degree of +2. Snorri's total damage factor of +3 is added in, bringing the damage to +5. His damage die is a blank face, so the damage is not modified. Looking at the character sheet, a +5 result equals a Very Hurt wound. Brynhild chooses to spend his only Meta Point to lower this Very Hurt wound to a Hurt; he marks off the box under the word "Hurt," and the next round is fought. Brynhild is now at -1 for the rest of the combat; his skill is no longer Good but Fair.

In the second round, Snorri gets a Great result and Brynhild only a Good result - Snorri has hit again. Since the relative degree is +1, this is a graze. Snorri's TDF + Strength Scale = +3, so the maximum he can inflict (according to the Graze Severity Table in [Section 4.56 Grazing](#)) is a Scratch. He easily did at least 1 point of damage, so the GM marks off a Scratch box on Brynhild's sheet.

In the third round, Snorri decides to finish off the Hurt Brynhild by choosing an Aggressive attack (+1 to offense, -1 to defense). Brynhild had decided to spend this round in a Defensive stance (-2 to offense, +2 to defense); for this round, the two fighters are:

Snorri:	offense = Good +1 = Great	defense = Good -1 = Fair
Brynhild:*	offense = Fair -2 = Poor	defense = Fair +2 = Great

* Note that, because of being Hurt, Brynhild is now Fair, not Good (due to -1).

Snorri gets a '0' result on 4dF, Brynhild gets a '+1'. Comparing offenses and defenses, we find:

Snorri offense vs. Brynhild defense = Great vs. Great = tie, no hit (only if their damage dice also tied)
Brynhild offense vs. Snorri defense = Poor vs. Fair = -2 relative degree, no hit (not even close)

In the fourth round, Snorri chooses a Normal stance and now Brynhild, wounded, desperate, and sensing this may be her only chance, now tries a Berserk attack (+2 to offense, -2 to defense).

Snorri:	offense = Good	defense = Good
Brynhild:	offense = Fair +2 = Great	defense = Fair -2 = Poor

Snorri gets a ‘-1’ result on 4dF, Brynhild gets a ‘+3’. Comparing offenses and defenses, we find:

Snorri offense vs. Brynhild defense = Fair vs. Good = -1, no hit scored

Brynhild offense vs. Snorri defense = Superb +2 vs. Fair = +5 relative degree, a solid hit

Brynhild landed a good blow, with a ‘0’ on her damage die. Damage is calculated as:

Winner’s TDF (+2) + damage die (0) + relative degree (+5) = +7 final damage

According to the wounding table, Snorri is now Incapacitated. He crumples to the floor, bleeding. The combat is interrupted at this point by the town guards, who had been alerted by the innkeeper's son. Snorri is bandaged and Brynhild is arrested; the magistrate will decide how to deal with the two troublemakers.

4.8 Healing

Wounds are healed through a medical skill, supernatural power, or high technology.

A Scratch is too insignificant to require a roll on a healing skill (although it might require a kiss to make it better . . .). Scratches are usually erased after a battle, provided the characters have five or ten minutes to attend to them, though they may linger for up to a few days.

A Good result on a healing skill heals all wounds one level (Hurt to healed, Very Hurt to Hurt, etc.). (Scratches do not count as a level for healing purposes. That is, a Hurt wound that is healed one level is fully healed.) A Great result heals all wounds two levels, and a Superb result heals three levels.

Healing with realistic medical skills takes time: the success of the roll merely insures the wounds *will* heal, given enough rest. How long this takes depends on the technological level of the game setting, and is up to the GM. (A day per treated wound is extremely fast healing, but may be appropriate in an epic-style game. Likewise, one minute per magically healed wound is fast.) Whether or not strenuous activity before the healing period ends reopens a wound is also left up to the GM . . .

Example: a character with three wounds (two Hurt results and one Very Hurt) is healed with a roll of Good. After the appropriate time, the two Hurt wounds will be fully healed, while the Very Hurt wound will now be a Hurt wound (and still carries a -1 modifier as such).

Otherwise, wounds heal on their own at one wound level per week of rest. That is, after a week of rest, an Incapacitated character becomes Very Hurt, etc. The GM may also require a successful roll against the Constitution attribute: Fair Difficulty Level for Hurt, Good Difficulty Level for Very Hurt, and Great Difficulty Level for Incapacitated. Failing this roll slows the healing process. Someone Near Death should take a long time to heal, even with magical or high tech healing.

5 Character Development

After playing for some time a player may want the character to grow in abilities. At this point a developing character can exceed the initial GM-set level limits. Character development, or “experience”, is handled as described below.

5.1 Subjective Character Development

When the player feels the character has accomplished enough to warrant improving in some trait (and he feels he's been roleplaying well), he petitions the GM for permission to raise it. A trait can only be raised one level at a time. A trait must be used more to raise it from Good to Great than Fair to Good, and so on. It should be easier to raise a Skill than an attribute.

Or the GM can simply award an improvement in a trait she feels deserves to be raised. In these cases, there is never a corresponding reduction of another trait - this is character development, not creation.

5.2 Objective Character Development

In the Objective Character Development system, the GM can award experience points (XP), which the player can trade in any way he wants at the following rates:

Raising a skill from:	To:	Costs:
Terrible	Poor	1 XP
Poor	Mediocre	1 XP
Mediocre	Fair	1 XP
Fair	Good	2 XP
Good	Great	4 XP
Great	Superb	8 XP
Superb	Legendary	16 XP + GM permission
Legendary	Legendary 2nd	30 XP + GM permission
Each additional level of Legendary:		50 XP + GM permission

- **Raising an attribute:** Triple the cost for skills of the same level.
- **Adding a gift:** 4 XP (or more) + GM approval.
- **Adding a supernormal power:** 8 XP (or more) + GM approval.
- **Buying a Meta Point:** 6 XP

A trait can only be raised one level at a time.

The GM may require that the player only raise traits that were used significantly during an adventure, or that the character find a skilled teacher who knows the skill and will agree to train the character. If a long campaign is planned, these MP costs could be doubled to allow room for character growth. Defining skills narrowly will also ensure characters don't become too powerful too quickly.

As a guideline, good roleplaying should be rewarded with one or two XP per gaming session, great with three XP, with an upper suggested limit of four XP for flawless roleplaying. Players may save XP as long as they wish.

6 Tips and Examples

6.1 GM Tips and Conversions

Always remember the main point of the game is to have fun . . .

The GM and players may want to translate at least one of their favorite characters into Mudge from whatever system they're used to. This will give a good idea of what Mudge can do.

It is easy to create NPCs to challenge the player characters by counting levels. Figure roughly how many levels have been spent on combat skills by the average player character. This figure, put into combat skills in an NPC, should give a fair fight. For example, if the PCs are built on 40 skill levels and four free attribute levels, the average character might have ten levels in combat skills directly. In that case, a gang of thugs with ten levels each of combat skills and two attribute levels put into physical attributes should challenge the player characters pretty closely.

6.11 Conversion Hints

It is not practical to give guidelines for converting every game system to and from Mudge. However, two systems of trait measurement are in widespread use: a 3-18 scale, and a percentile system. While these are not used uniformly (and there are many games that don't use either system), it is still useful to discuss translating between such systems and Mudge, if only for comparison.

FUDGE Level	3-18 Level
Superb	18+
Great	16-17
Good	13-15
Fair	9-12
Mediocre	6-8
Poor	4-5
Terrible	3 or less

FUDGE Level	Percentile Level
Superb	98-100
Great	91-97
Good	71-90
Fair	31-70
Mediocre	11-30
Poor	4-10
Terrible	1-3

6.12 Templates

A GM can create a character template for the players. This may help a player make his first Mudge character, or allow players coming from a game with a character class system to feel at home. She should also allow custom-designed characters, though, for players who feel limited by character classes.

The GM can hand out character sheets with attributes and limits already printed on them. This can be accompanied by a copy of the list of sample skills in [Section 1.32, Skills](#), and possibly the sample lists of gifts and faults in [Sections 1.33](#) (Gifts), and [1.34](#) (Faults). The players can then create characters with a minimum of hassle.

For more detail, the GM can actually create templates of character "classes." As an example familiar to many gamers, the GM may have guidelines for players wishing to play a fantasy fighter character, or magician, or cleric, or thief, etc. The GM can set up minimum attribute standards for each character class, recommended gifts, and minimum skill levels.

Templates can be set up for any genre, not just fantasy. You may have guidelines for a typical scientist character, or policeman, or psychic phenomenon investigator, or King's Musketeer, etc.

See [Sections 6.41, Ranger Template](#), and [6.42, Broad Class Templates](#), for examples.

A different type of template shows the player the native abilities and limitations of a fantasy or science fiction race. See [Section 6.43, Cercopes](#), for a fantasy race.

6.2 Mudge Character Sheet

A sample Mudge character sheet is provided on the following pages.

6.3 Character Examples

Below the blank character sheet I have reworked three of the example characters from the original Fudge into Mudge. Note that some of these characters may have skills from the above Mudge skill list, but with different names.

DAMAGE FACTORS

DEFENSIVE (PROPELLED RANGED WEAPONS ARE -2 TO DEFENSE) **TOTAL**

CONSTITUTION [] + MASS SCALE [] + ARMOR [] =

OFFENSIVE (SHIELD VALUE MAY BE SUBTRACTED FROM ATTACKER'S SKILL)

UNARMED STRENGTH [] + STRENGTH SCALE [] + MISC. [] =

STRENGTH [] + STRENGTH SCALE [] + WEAPON [] =

STRENGTH [] + STRENGTH SCALE [] + WEAPON [] =

STRENGTH [] + STRENGTH SCALE [] + WEAPON [] =

STRENGTH [] + STRENGTH SCALE [] + WEAPON [] =

WOUNDS

1,2
SCRATCH

3,4
HURT(-1)

5,6
VERY HURT(-2)

7,8
INCAPACITATED

9+
NEAR DEATH

EQUIPMENT/GEAR

TRAIT LEVELS

LEVEL	DEFAULT	XP
+3	SUPERB	8
+2	GREAT	4
+1	GOOD	2
0	FAIR	1
-1	MEDIOCRE	1
-2	POOR	1
-3	TERRIBLE	1
	ATTRIBUTES	1
	EASY SKILLS	1
	AVERAGE SKILLS	1
	HARD SKILLS	1

COST OF SKILLS

EASY	AVG.	HARD	V.HARD
4	5	6	7
3	4	5	6
2	3	4	5
1	2	3	4
0	1	2	3
-1	0	1	2
-2	-1	0	1

MUDGE CHARACTER SHEET

NAME	Brogo the Scout	PLAYER	sample character
EXPERIENCE	0	META POINTS	0
RACE	Halfling	GENDER	Male
	<i>Medieval military scout</i>		

ATTRIBUTES

STRENGTH	Good (Scale -2)	INTELLIGENCE	Good
DEXTERITY	Great	WILLPOWER	Good
CONSTITUTION	Good (Half. Fair)	PERCEPTION	Superb
SCALE (STR/MASS)	-2 / -2	SPEED	Good

SKILLS/POWERS (* Easy, ** Hard)

Dodge (Good)	Move Quietly (Superb)	
Area Knowledge (Good)*	Orcish (Fair)	
Bow (Good)	Pickpocketing (Terrible)	
Climbing (Good)	Riding, Pony (Fair)	
Elvish (Fair)**	Staff (Good)	
Farming (Fair)*	Storytelling (Good)	
Fellowship (Great)	Survival (Good)	
Find Secret Passages (Ter)	Tracking (Good)	
First Aid (Good)	Wildcraft (Great)	
Haggle (Good)		
Interrogation (Terrible)		
Know. of Old Tales (Fair)		
Lockpicking (Terrible)		
Mimic Animal (Great)**		

GIFTS

FAULTS

Absolute Direction	Can only cast trivial spells
Animal Empathy	Curious
Lucky	Glutton
Magery	Humanitarian (helps the needy for no pay)
Night Vision	Self-defense Pacifist
Toughness +1 (was Damage Capacity)	Halfling (scale -2, bonus to Constitution)

DAMAGE FACTORS

DEFENSIVE (PROPELLED RANGED WEAPONS ARE -2 TO DEFENSE) **TOTAL**

CONSTITUTION [2] + MASS SCALE [-2] + ARMOR [*] = 0 + *

OFFENSIVE (SHIELD VALUE MAY BE SUBTRACTED FROM ATTACKER'S SKILL)

UNARMED STRENGTH [1] + STRENGTH SCALE [-2] + MISC. [-1] = -2

STAFF STRENGTH [1] + STRENGTH SCALE [-2] + WEAPON [2] = +1

STRENGTH [] + STRENGTH SCALE [] + WEAPON [] =

STRENGTH [] + STRENGTH SCALE [] + WEAPON [] =

STRENGTH [] + STRENGTH SCALE [] + WEAPON [] =

WOUNDS (Toughness Gift adds 1 Scratch box)

1,2 SCRATCH □ □ □ □	3,4 HURT(-1) □ □	5,6 VERY HURT(-2) □	7,8 INCAPACITATED □	9+ NEAR DEATH □
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EQUIPMENT/GEAR

Clothing		
Lockpicks (high quality, +1)		
Staff (medium, +2)		

TRAIT LEVELS

COST OF SKILLS

LEVEL		DEFAULT	XP	EASY	AVG.	HARD	V.HARD
+3	SUPERB		8	4	5	6	7
+2	GREAT		4	3	4	5	6
+1	GOOD		2	2	3	4	5
0	FAIR	ATTRIBUTES	1	1	2	3	4
-1	MEDIOCRE	EASY SKILLS	1	0	1	2	3
-2	POOR	AVERAGE SKILLS	1	-1	0	1	2
-3	TERRIBLE	HARD SKILLS	1	-2	-1	0	1

MUDGE CHARACTER SHEET

NAME	Dolores Ramirez	PLAYER	sample character
EXPERIENCE	0	META POINTS	0
RACE	Human	GENDER	Female
	<i>Journalist, 1990's</i>		

ATTRIBUTES

STRENGTH	Poor	INTELLIGENCE	Great
DEXTERITY	Fair	WILLPOWER	Great
CONSTITUTION	Good	PERCEPTION	Fair
SCALE (STR/MASS)	0 / 0	SPEED	Fair

SKILLS/POWERS (* Easy, ** Hard)

Dodge (Fair)	Photography (Good)	
Acrobatics (Fair)	Pistol (Good)	
Acting (Great)	Shadowing (Great)	
Breaking & Entering (Good)	Shady Contacts (Good)	
Climbing (Fair)	Swimming (Fair)	
Computer Use (Good)	Writing (Superb)	
Criminology (Mediocre)		
Disguise (Great)		
Driving (Good)		
Interviewing (Great)		
Karate (Fair)**		
Mexican Cook. (Mediocre)		
Move Quietly (Good)		
Occultism (Good)		

GIFTS

FAULTS

Pretty (appearance +1)	Overconfident
Cool under pressure	Ambitious
Lucky	Stubborn
Ambidextrous	Vain
Beautiful Speaking Voice	
Danger Sense, Never Forgets a Face	

DAMAGE FACTORS

DEFENSIVE (PROPELLED RANGED WEAPONS ARE -2 TO DEFENSE) **TOTAL**

CONSTITUTION [1] + MASS SCALE [0] + ARMOR [*] = 1 + *

OFFENSIVE (SHIELD VALUE MAY BE SUBTRACTED FROM ATTACKER'S SKILL)

UNARMED STRENGTH [-2] + STRENGTH SCALE [0] + MISC. [0] = -2

STRENGTH [] + STRENGTH SCALE [] + WEAPON [] =

STRENGTH [] + STRENGTH SCALE [] + WEAPON [] =

STRENGTH [] + STRENGTH SCALE [] + WEAPON [] =

STRENGTH [] + STRENGTH SCALE [] + WEAPON [] =

WOUNDS

1,2
SCRATCH

3,4
HURT(-1)

5,6
VERY HURT(-2)

7,8
INCAPACITATED

9+
NEAR DEATH

EQUIPMENT/GEAR

Normal Clothing

Laptop Computer

Professional Camera

TRAIT LEVELS

LEVEL	DEFAULT	XP
+3 SUPERB		8
+2 GREAT		4
+1 GOOD		2
0 FAIR	ATTRIBUTES	1
-1 MEDIOCRE	EASY SKILLS	1
-2 POOR	AVERAGE SKILLS	1
-3 TERRIBLE	HARD SKILLS	1

COST OF SKILLS

EASY	AVG.	HARD	V.HARD
4	5	6	7
3	4	5	6
2	3	4	5
1	2	3	4
0	1	2	3
-1	0	1	2
-2	-1	0	1

MUDGE CHARACTER SHEET

NAME	James Stoddard	PLAYER	sample character
EXPERIENCE	0	META POINTS	0
RACE	Human	GENDER	Male
	<i>a.k.a. The Dragonfly</i>		

ATTRIBUTES

STRENGTH	Fair	INTELLIGENCE	Great
DEXTERITY	Great	WILLPOWER	Good
CONSTITUTION	Good	PERCEPTION	Good
SCALE (STR/MASS)	0 / 0	SPEED	Good

SKILLS/POWERS (* Easy, ** Hard, *** Very Hard)

Dodge (Great)		Electron Flow (Superb)***
Acrobatics (Great)		Flight (Good)***
Acting (Good)		
Bureaucracy (Fair)		Control Inanimate
Computer Use (Great)		Electronic Devices
Criminology (Good)		Shrink to 1" for up to one
Disguise (Good)		Hour, 2/day (Scale -10)
Driving (Good)		Fly, only while 1"
Computer Eng. (Great)**		Electrical Surge (short out
Japanese Language (Great)		machines)
Judo (Great)**		
Singing (Terrible)		
Stealth (Superb)		

GIFTS

FAULTS

Perfect Timing	Ethically unable to use Powers to get
Good Looking	out of massive debt
Toughness +1	Always looking for wrongs to right
	Phobia of animals (bigger than a collie)
	Socially awkward (bit of a nerd)

DAMAGE FACTORS

DEFENSIVE (PROPELLED RANGED WEAPONS ARE -2 TO DEFENSE) **TOTAL**

CONSTITUTION [1] + MASS SCALE [0] + ARMOR [*] = 1 + *

OFFENSIVE (SHIELD VALUE MAY BE SUBTRACTED FROM ATTACKER'S SKILL)

UNARMED STRENGTH [0] + STRENGTH SCALE [0] + MISC. [0] = 0

STRENGTH [] + STRENGTH SCALE [] + WEAPON [] =

STRENGTH [] + STRENGTH SCALE [] + WEAPON [] =

STRENGTH [] + STRENGTH SCALE [] + WEAPON [] =

STRENGTH [] + STRENGTH SCALE [] + WEAPON [] =

WOUNDS

1,2
SCRATCH

3,4
HURT(-1)

5,6
VERY HURT(-2)

7,8
INCAPACITATED

9+
NEAR DEATH

EQUIPMENT/GEAR

TRAIT LEVELS

LEVEL	DEFAULT	XP
+3	SUPERB	8
+2	GREAT	4
+1	GOOD	2
0	FAIR	1
-1	MEDIOCRE	1
-2	POOR	1
-3	TERRIBLE	1
	ATTRIBUTES	1
	EASY SKILLS	1
	AVERAGE SKILLS	1
	HARD SKILLS	1

COST OF SKILLS

EASY	AVG.	HARD	V.HARD
4	5	6	7
3	4	5	6
2	3	4	5
1	2	3	4
0	1	2	3
-1	0	1	2
-2	-1	0	1

6.4 Class and Racial Template Examples

6.41 Ranger Template (Fantasy Character Class)

See [Section 6.12, Templates](#), for a discussion of character class templates. This is a *sample* template - the GM should customize to her own game, including adding or deleting attributes, gifts, skills, etc. The GM may allow a beginning character to be a ranger apprentice, rather than full ranger. An apprentice is one or two levels less than a full ranger in any given attribute or skill.

Ranger requirements:

Attributes:

Dexterity: Good or better
Intelligence: Fair or better
Perception: Good or better
Strength: Good or better
Intelligence:
Willpower:
Speed:

Gifts:

None mandatory. Recommended gifts include Animal Empathy, Absolute Direction, Combat Reflexes, Night Vision, other combat gifts.

Faults:

A ranger should not be the type of person who dislikes being alone. Some rangers work for the authorities, which might imply a Duty and/or a Vow of Obedience.

Skills:

Area Knowledge: Fair or better
Bow: Good or better
Climbing: Fair or better
Mimic Animal Sounds: Fair or better
Move Quietly: Good or better
Riding: Fair or better
Scouting (the skill of observing and remembering): Fair or better
Spear or Sword: Good or better
Survival: Good or better
Woods Lore: Good or better

6.42 Broad Class Templates

For a loose and easy game, the GM can assign each character class levels in very broad skills. This makes an ideal game for teaching role-playing to beginning players, or when playing with large numbers of players.

For example, the GM decides the players can be one of seven different character classes: Fighter, Ranger, Rogue, Magician, Cleric, Diplomat/Scholar, Jack of All Trades. Each of these characters can be defined as follows:

Beginning Fighter:

Physical Attributes: Great
Mental Attributes: Mediocre
Psyche Attributes: Poor

Animal Skills: Mediocre
Athletic skills: Great
Combat skills: Great
Outdoor skills: Fair
Social skills (Fellowship): Fair
All other skills: Poor

Beginning Ranger:

Physical Attributes: Good
Mental Attributes: Fair
Psyche Attributes: Poor

Animal Skills: Good
Athletic skills: Fair
Combat skills: Good
Covert skills: Fair
Craft skills: Fair
Outdoor skills: Great
All other skills: Poor

Beginning Rogue:

Physical Attributes: Fair
Mental Attributes: Good
Psyche Attributes: Poor

Athletic skills: Fair
Combat skills: Mediocre
Covert skills: Great
Manipulative skills: Great
Merchant skills: Fair

Social skills (Fellowship): Mediocre
Urban skills: Good
All other skills: Poor

Beginning Magician:

Physical Attributes: Poor
Mental Attributes: Good
Psyche Attributes: Fair

Craft skills: Mediocre
Knowledge skills: Fair
Spiritual skills: Fair
Supernormal Power skills: Great
All other skills: Poor

Gift: Supernormal Power

Beginning Cleric:

Physical Attributes: Poor
Mental Attributes: Fair
Psyche Attributes: Great

Animal Skills: Fair
Craft skills: Mediocre
Knowledge skills: Fair
Medical skills: Good
Social skills (Formal): Good
Spiritual skills: Great
Supernormal Power skills: Fair
All other skills: Poor

Gift: Divine Favor

Beginning Diplomat/Scholar:

Physical Attributes: Poor
Mental Attributes: Great
Psyche Attributes: Mediocre

Artistic skills: Mediocre
Knowledge skills: Great
Language skills: Good
Manipulative skills: Good
Medical skills: Fair
Social skills (Fellowship): Mediocre
Social skills (Formal): Great
Spiritual skills: Mediocre

Technical skills: Mediocre
All other skills: Poor

Beginning Jack of All Trades:

Physical Attributes: Fair
Mental Attributes: Fair
Psyche Attributes: Mediocre

Animal Skills: Mediocre
Artistic skills: Mediocre
Athletic skills: Mediocre
Combat skills: Fair
Covert skills: Mediocre
Craft skills: Mediocre
Knowledge skills: Mediocre
Manipulative skills: Mediocre
Merchant skills: Mediocre
Outdoor skills: Fair
Social skills (Fellowship): Good
Social skills (Formal): Mediocre
Spiritual skills: Mediocre
Technical skills: Mediocre
Urban skills: Fair

These character classes are merely examples for a simple fantasy game. The GM can change or ignore any that she wishes and create new character classes. She can also create classes for other genres, such as for a science fiction setting.

Each character class has unlisted Knowledge skills appropriate to its class. For example, a fighter has Good Knowledge of tactics, determining weapon quality, judging how well-trained an army is by observing it for a while, etc. Likewise, a rogue has Good Knowledge of types of locks, how many guards a wealthy merchant might have, the value of a given material for disguising oneself, etc.

Some skills could fall under more than one heading, in certain cases. For example, a rogue would be Great at climbing, even though Climbing is usually considered an Athletic skill. In this case, it's a Covert skill. The ability to move quietly is listed as a Covert skill, but a fighter would be Fair at it, and a ranger Great.

Character development in this system is handled normally. The GM must decide at some point whether to continue to use broad skill groups or to break skills down into finer divisions. Each skill must be raised separately if the GM decides to break the broad groups into finer distinctions. If the GM likes keeping the skills together as groups, then raising an entire skill group level should cost more experience points than in a system with narrowly-defined skills - perhaps as much as ten times the cost.

6.43 Fantasy Race: Cercopes

Cercopes (or Kerkopes) were originally a pair of brothers in early Greek mythology. By the first century BC, however, mythological writers had expanded them into their own race. It is in this later definition that they are used here.

Cercopes (singular: cercop) are a small, apish race that love to play tricks and pranks on anyone they can. Born thieves, some of them even dared to steal Heracles' weapons! When he caught them and tied them to a pole for punishment, they amused him so with their jokes and banter that he let them go. Players may find it difficult to play a cercop unless they have a roguish sense of humor.

Cercopes are small humanoids with ugly, apelike faces and a prehensile tail. A cercop stands about four feet high (120 cm), but generally stoops a bit. The face is not hairy, but both sexes tend to have long sideburns that often meet under the chin - this hair does not continue to grow, but stays the same length, as monkeys' hair does. The bodies have some scant hair on the back, and the tail is furred except for the final six inches (15 cm). Arms, legs and chests have no more hair than the average human male does, and they wear clothing - with a tail hole. Their feet resemble monkeys' feet, but they cannot manipulate things well with them. They are not fond of shoes, only wearing them when attempting to disguise themselves as another race. Cercopes stand upright most of the time, but lean forward to run, with the tail acting as a counterbalance. Their tails are strong enough to be used in combat and to aid in climbing. However, a cercop cannot do fine manipulation (such as pick a lock) with its tail. Cercopes speak their own language, and need to learn another to speak with the rest of the party.

The average cercop has a Mediocre Strength but a Good Dexterity. Their intelligence runs the same range as humans. Cercopes have the racial gifts of Exceptional Balance (+2 to any action requiring balance, even in difficult situations), the Ability to Land on their Feet with no harm from twice the distance a human could, and Prehensile Tail. Their racial faults are Impulsiveness (act first, think later), Compulsive Jokers (practical and otherwise), Kleptomania, Unattractive Appearance to other races, and Bad Reputations as Thieves and Tricksters. They have a bonus of +1 to the following skills: Acrobatics, Move Quietly, Climbing and Fast Talk. They have a -1 penalty to use any weapon of Medium size or bigger.

The net result is that it counts as a fault to be a Cercop. Since anyone playing such a character actually gets some useful bonuses if playing a thief, the GM should be sure to enforce the faults - especially the Bad Reputation. NPCs will have a hard time trusting a cercop, usually with good reason.

This racial template gives a strong incentive to creating a thief character. However, it is possible to make a cercop warrior or even cleric if desired. Certain faults can be "bought off." That is, a character may have a gift of Not a Kleptomaniac - but it costs one gift, which would nullify the free fault level. However, the Unattractive Appearance and Bad Reputation cannot be bought off - these are inherent prejudices in others, not in one's self.

A cercop character could take a fault: No Tail - perhaps he lost it in battle. This would give extra levels to overcome the -1 penalty to all medium and large weapons if a character wished to be a warrior cercop, for example.

6.5 Animal & Creature Examples

Non-PC animals need not be built using level limits. Just define what traits are essential to the animal, and let it go at that. The Strength Scale refers to [Section 2.3, Non-humans](#). Damage may include a "weapon deadliness" factor for teeth, claws, and, in some cases, body optimized for combat (usually carnivores).

Dog:

Perception: Great to Superb (Smell should be Scale: Dog)
Strength/Mass Scale: -7 to 0
Skills: Mediocre to Superb (tailor to specific training received; examples include attack, guard, guide, track, hunt, and tricks)
Melee Combat: Fair to Superb
Constitution: Good/Great

Cat:

Agility: Great to Superb
Scale: -6 or -7
Skills: Survival, Hunting, Playing
Gifts: Night Vision, Nine Lives (e.g., each time a cat receives damage that would kill it in one blow, check off one life and don't count the damage. There are other ways to play this, of course, such as a Legendary Dodge ability.)
Faults: Independent-minded, Curious, Lazy, Vain
Constitution: Fair

Horse:

Strength: Scale 3 Good to Great
Endurance: Good
Speed: Scale 4 Good to Great
Skills: Mediocre to Superb (tailor to specific training received; examples include riding, driving, racing, fighting, and various tricks)
Faults: Tailor to specific animal (Runaway, bites, kicks, etc.)
Constitution: Mediocre to Good

Camel:

Strength: Scale 2 Good to Great
Endurance: Great to Superb
Speed: Scale 3 Mediocre to Good
Skills: Mediocre to Superb (tailor to specific training received; examples include riding, driving, packing)
Gifts: Desert Survival
Constitution: Fair to Good

Elephant:

Strength: Scale 8 Good to Superb

Agility: Good to Superb

Skills: Mediocre to Superb (tailor to specific training received;
examples include riding, hauling, stacking (logs etc.), tricks)

Gifts: Exceptional animal intelligence

Faults: Males subject to Musth (annual madness)

Constitution: Good to Superb

Falcon:

Courage: Fair to Superb

Agility: Good to Superb

Speed: Scale 5 Fair to Great

Strength: Scale -6, Fair to Superb (Scale may be from -8 to -4 to
reflect sizes from sparrow hawk to eagle)

Skills: Mediocre to Superb (tailor to specific training received;
examples include manning (a measure of the degree of taming),
hunting ground mammals, hunting birds, aerial acrobatics,
trained to the lure, etc.)

Gifts: Flight

Constitution: Fair to Good

Lion:

Perception: Great

Melee Combat: Great

Stalking: Great

Dodge: Fair

Strength: Scale 2 Fair to Great

Fault: Lazy

Constitution: Fair to Superb

Grizzly Bear:

Perception: Good

Melee Combat: Good

Dodge: Fair

Strength: Scale 3 Fair to Great

Fault: Berserker

Constitution: Fair to Great

Cobra:

Perception: Good

Melee Combat: Great

Dodge: Good

Supernormal Power: Poison, +4 damage bonus
Fault: Bad temper
Constitution: Poor

Skunk:

Melee Combat: Poor
Ranged Combat: Good, short range
Dodge: Poor
Supernormal Power: Noxious Fluid (blinds, incapacitates, renders foul)
Constitution: Terrible

Giant Spider:

Melee Combat: Good
Dodge: Poor
Supernormal Powers: Poison (paralyzes), Web (Good Difficulty Level Strength roll to break)
Constitution: Good

Griffin:

Perception: Great
Melee Combat: Great
Dodge: Good
Supernormal Powers: Flight, Tough Hide (light armor)
Strength: Mediocre to Great, Scale 4
Constitution: Good to Superb

Dragon (customize to taste):

Melee Combat: Good to Great
Ranged Combat: Good, short range
Dodge: Mediocre
Supernormal Powers: Fire Breath (+2 damage), Flight, Tough Hide (-1 to -3), Charm with Eyes, Magic Potential (some of them)
Fault: Greedy
Strength: Scale 3 to Scale 9, Fair to Great
Constitution: Good to Legendary

6.6 Equipment Examples

It's possible to define equipment in Mudge character terms. This is probably unnecessary, but can be done for particularly important items if desired.

Equipment from any technological level, stone age to science fiction, can be detailed this way. A piece of equipment can be defined by as many Mudge traits as are needed: attributes, skills, gifts or faults.

For example, an old, battered sword found in a damp dungeon has:

Attributes:

Sharpness: Terrible

Durability: Poor

Fault:

Looks Shabby

Such a weapon is treated as a club for damage, rather than a sword (no Sharpness bonus). The GM may require a Situational roll every few combat rounds: the sword breaks on a Mediocre or worse result from parrying or being parried. And finally, some people will make fun of anyone carrying such a shoddy-looking weapon.

When the sword was new, however, it had:

Attributes:

Sharpness: Good

Sturdiness: Great

Gift:

Beautifully Made

In that case, perhaps it merits a +1 to damage for Sharpness (maybe any Sharpness level of Mediocre to Good gets the +1 Sharpness bonus, while duller blades get no bonus, and better blades might get an *additional* +1 bonus). It also would never break under ordinary circumstances, and its appearance probably earns its owner a positive reaction from many people.

A bejeweled magic sword found in a dragon's hoard might have:

Attribute:

Appearance: Superb (+3 to impress those who value wealth)

Gift:

Troll-slaying (+3 to hit when fighting Trolls; such wounds will never heal)

Fault:

Dedicated Purpose (it tries to control the wielder to hunt trolls)

Skill:

Dominate Wielder: Fair (Opposed action against a Will attribute)

A different magic sword:

Supernormal Power:

Flame Creation (+2 damage)

Skill:

Flame Shooting: Great. Range: three yards (meters)

Fault:

Flame Creation only works on a Good or better Situational roll

Of course, even if the flaming missile fails, it can still be used as a regular sword, so it's not exactly worthless in such cases.

As a final example, consider a science fiction double-seat fighter spaceship:

Attributes:

Acceleration: Great
Handling: Superb
Speed: Good (Scale 15)
Size: Fair (Scale 8)

Skills:

Navigation: Good
Targeting: Superb
Auto-pilot: Fair
Food Preparation: Poor
Entertainment: Mediocre

Gifts:

Turret-mounted Laser Rifles, above and below
Bucket Seats in the bridge
Hyperdrive
Can be used in an atmosphere or in deep space

Faults:

Non-standard parts (expensive to repair)
Unattractive exterior
Cramped sleeping quarters
Airlock squeaks annoyingly

Ordinary, every-day equipment need not be detailed out in this manner. There is no need to define a canteen, for example, as anything other than "metal, one quart (liter) capacity." Even for equipment that may have an impact on the game, such as weapons or thieves' tools, you do not need to have any more information than "+2 ODF" or "+1 to Pick Locks skill."

It's best to restrict defining equipment in Mudge character terms to the truly extraordinary (such as magic items). Another use is when the equipment's powers may be used in an Opposed action: in a car race, for instance, you need to know the relative speeds and handling capabilities of the vehicles as well as the skills of the drivers. A battle between spaceships is another good example.

Equipment with personality, such as sentient magic items or advanced robots, may be treated as full-fledged Mudge characters if desired.

6.7 Additional Character Questions

I originally found this questionnaire on a game-related web site, but unfortunately I no longer have that URL. If anyone can point me to proper attribution for this list of questions I'd be grateful:

Introduction Questions

- * Give a two or three word description of yourself. (Describe your character's concept.)
- * Do you have any nicknames, street names, titles, nom de plume?
- * What is your full birth name?
- * What is your most obvious blessing or strength?
- * What do you perceive as your greatest strength?
- * What is your most obvious flaw or weakness?
- * What do you perceive as your greatest weakness?
- * Was there any event or cause of these weaknesses?

Physical Traits

- * How old are you?
- * What is your gender?
- * What is your species/race?
- * How tall are you?
- * How much do you weigh?
- * What is your skin colour?
- * What is your hair colour?
- * What is your hair style?
- * Do you have any facial hair?
- * What is your eye colour?
- * Does it change?
- * How attractive are you?
- * What is your most distinguishing feature?
- * Do you have any scars, tattoos, or birthmarks?
- * If so, how did you acquire them?
- * What do these distinguishing marks look like?
- * Do they have any special significance?
- * Where are they located?
- * What is your handedness (left/right/ambidextrous)?
- * Do you resemble some currently known person?

- * What kind of clothing do you wear? What's your 'style'?
- * Do you wear makeup?
- * Do you wear glasses/contacts?
- * What sort of vocal tone do you have?

History

=====

- * Where is your home dimension (if you're not native to Cynosure)?
- * What are its people like?
- * What are your opinions of home?

- * Are there any deep secrets you keep from others?
- * If so, how might such secrets be revealed?
- * How far would you go to keep such secrets from being revealed? What would you do if the truth became known?
- * What do you fear would occur if the truth became known?

- * Do you have any sort of criminal record?

- * Were there any traumatic experiences in your early years (death of a family member, abandonment, orphaned at an early age)?

- * Briefly describe a defining moment in your childhood and how it influenced your life.

- * What was childhood like for you?
- * Was it calm and peaceful or turbulent and traumatic?
- * Did you have any childhood friends?
- * If so, who and where are they now?
- * Are you still close to them or have you grown apart?

- * What stupid things did you do when you were younger?

- * Which toys from your childhood have you kept?
- * Why? What do they mean to you?
- * If you didn't keep any, why not?
- * What did you do to them all?

Family

=====

- * Who were your parents?
- * Were you raised by them?
- * If not, then why didn't they and who did raise you?
- * What is your father's full name?
- * What is your mother's full name?
- * What is your mother's maiden name?

- * What did your parents and/or foster parents do for a living?
- * What was their standing in the community?
- * Did your family stay in one area or move around a lot?

- * How did you get along with their parents?

- * How would your parents describe you? Answer in the voice of your mother, then in your father's.

- * Do you have any siblings?
- * If so how many and what were their names?
- * What was your birth position in the family?
- * How did you get along with each of your siblings?

- * What was your family life like?

- * Are any or all of your family still alive?
- * If so, where are they now?
- * Do you stay in touch with them or have you become estranged?

- * Do you love or hate one member of the family in particular?
- * Is any member of the family special to you in any way (perhaps, as a confidant, mentor, or rival)?
- * Are there any black (or white) sheep in the family (including you)?
- * If so, who are they and how did they "gain" the position?
- * If this person is not you, then how do you feel about them?

- * Do you have a notorious or celebrated ancestor?
- * If so, what did this person do to become famous or infamous?
- * What do people assume about you once your ancestry is revealed?
- * Do you try to live up to the reputation of your ancestor, try to live it down, or ignore it?

- * Have you begun your own family?
- * If not, do you ever want to have a family of your own someday?
- * If so, with who or what type of person?
- * What type of person would be your ideal mate?
- * Is there anything you wouldn't do to protect such a person? What?

Relationships

=====

- * Do you have any close friends?
- * If so, who and what are they like?
- * What is the history of their relationship(s) with you?

- * Do you currently have a best friend whom you would protect with your reputation or your life?
- * If so, who are they and what caused you to feel so close to them? What would have to happen for you to end this relationship?

- * Do you have any bitter enemies?
- * If so, who are they, what are they like, and what is the history of their feud with you?
- * Have you defeated them before?

- * How might these enemies seek to discomfort you in the future?
- * What valuable or important contacts do you have?
- * How did you come to know them?
- * Which person(s) or group(s) are you most loyal to?
- * How do you think others generally perceive you?
- * If someone crossed you, what would you do?
- * Who is your most trusted ally?
- * Who do you trust, in general?
- * Who do you despise and why?
- * Name seven things you hate in others.
- * Do you deliberately present yourself differently in different situations, and how?
- * What would you die for?
- * Who would you go to extremes for?
- * Who do you turn to when you're in trouble?
- * What is the worst thing someone has ever done to you?
- * What is your general reaction to an attractive member of the opposite sex who lets you know they are available?
- * How do you get along with others in the same field and/or work environment?
- * Have you lost any loves?
- * How did you handle the situation (short & long term)?
- * Who would miss you should you go missing?
- * Who might protect you?
- * How close are you to your friends?
- * What do they know about you?
- * What do they not know about you?
- * What do you know and not know about them?
- * Do you live with anyone (housemates, roommates, relatives, friends, near-strangers, family friend, spouse, boyfriend, girlfriend, lover)?
- * Are you a member of any special interest groups?

* What is your level of involvement?

Personality/Beliefs

=====

* Do you, or did you, have any role models?

* Do you have any heroes or idols, either contemporary or from legend?

* If so, have you ever met them?

* Did you ever become disillusioned with former heroes or idols? If so, why and what were the circumstances?

* Do you have any dreams or ambitions?

* If not, why?

* What are your short term goals (what would you like to be doing within a year)?

* What are your long term goals (what would you like to be doing twenty years from now)?

* If these goals seem at odds with each other, or with your dreams, how do you reconcile the differences?

* How do you seek to fulfill these dreams, goals, & ambitions?

* Do you have any great rational or irrational fears or phobias? If so, what are the origins of, or reasons behind them?

* How do you react when this fear manifests itself?

* Are you willing to discuss, or even admit to, the situation?

* What are your attitudes regarding material wealth?

* Are you miserly with your share of the wealth, or do you spend it freely?

* Are you greedy or generous?

* Do you see wealth as a mark of success, or just as a means to an end?

* How do you generally treat others?

* Do you trust easily (perhaps too easily) or not?

* Are you introverted (shy and withdrawn) or extroverted (outgoing)?

* Are you a humble soul or blusteringly proud?

* Do you often act differently than you feel (concealing your true thoughts)?

* What habits would you find most annoying in friends?

* Is there any race, creed, alignment, religion, class, profession, political viewpoint, or the like against which you are strongly prejudiced? Why?

* How do others typically react to you?

* Why, in your opinion, do they act that way?

* What are your most annoying habits?

* What is your favorite food?

- * What is your favorite drink?
- * What is your favorite treat (dessert)?
- * Do you favor a particular cuisine?
- * Do you savor the tastes when eating or "wolf down" your food?
- * Do you like food mild or heavily spiced?
- * Are there any specific foodstuffs that you find disgusting or refuse to eat?
- * Are you allergic to any food?

- * What are your favorite color(s)?
- * Is there any color that you dislike?

- * Do you have a favorite (or hated) song, type of music, or instrument?
- * What is your favorite song?

- * If you have a favorite scent, what is it?

- * What is your favorite type of animal?
- * Do you have an animal totem or affinity, and if so for what?
- * Is there a certain type of animal that you hate or fear?
- * Are you allergic to any kinds of animals?

- * Is there anything that enrages you?

- * Is there anything which embarrasses you?
- * How do you react to being teased about it?

- * Do you enjoy "roughing it", or do you prefer your creature comforts?

- * Do you believe in a god or gods?
- * Do you have a patron deity?
- * Are you devout or impious?
- * Do you actively worship and proselytize or do you simply pay lip service?
- * What lengths would you go to defend your faith?

- * Was your faith influenced or molded by anyone special?

- * Do you belong to the orthodox church, or a fringe element thereof (and is the group accepted, frowned upon, or considered heretical)?
- * How has this impacted your faith and life?

- * Is your church an accepted religion where you grew up or did it have to conduct its services in secret?
- * How did this affect your faith and life?
- * Have you ever been persecuted for your faith?
- * If so, when and how did you handle it?

- * Can you kill?
- * When did you decide (or learn) that you could?
- * What happened and how did you handle it?

- * When do you consider it okay to kill (under what circumstances)?
- * When do you consider it wrong to kill (under what circumstances)?

- * What would you do if someone else attempted to (or successfully did) kill under your "wrong" circumstances, what would be your reaction?
- * What if it were your enemy?
- * What if it were your friend?
- * What if it were an innocent?
- * What if the opponent were not in control of their own actions (under duress, charmed, dominated, possessed)?

- * What would you do if someone shot at (attacked) you?
- * What would you do if something were stolen from you?
- * What would you do if you were badly insulted publicly?
- * What would you do if a good friend or relative were killed by means other than natural death?

- * What is the one task you would absolutely refuse to do?

- * What do you consider to be the worst crime someone could commit and why?

- * How do you feel about government/rulers in general?
- * Why do you feel that way?
- * Do you support the current government of your homeland/home dimension?
- * If so, how far are you willing to go to defend the government? If not, do you actively oppose it?

- * Do you belong to an anti-government organization?
- * If so, describe the group and its aims.

- * What form of government do you believe is the best (democracy, monarchy, anarchy, aristocratic rule, oligarchy, matriarchy) and why?

- * Are you a member of any non-religious group, cause, order, or organization?
- * If so describe it, its goals, and membership.
- * How loyal are you to this group and why?
- * How did you become a member?
- * If you are a former member, did you leave voluntarily or involuntarily and why?
- * Was it under good (amicable) conditions or bad?
- * Are you being sought or hunted by the organization?
- * If so, by whom and with what intent (to murder you, to force your return through blackmail or coercion, to spy on you and make sure you do not reveal any of the groups secrets)?

- * Do you have any unusual habits or dominant personality traits that are evident to others?
- * If so, describe them and how you acquired them, as well as when they might be more noticeable and what causes them.
- * How do you react if made fun of for any of these things?

- * Do you have any unusual or nervous mannerisms, such as when talking, thinking, afraid, under stress, or when embarrassed?
- * If so, are there any reasons behind them from your past?

- * Have you ever received any awards or honors?
- * What have you done that was considered "outstanding" in your occupation by others in your field?
- * What are your long-term goals in work?
- * Describe any traumatic experiences in your present occupation that has affected you deeply in some way.
- * How do your relatives and friends view your present occupation?
- * Is there anything that you don't currently know how to do that you wish you could?
- * Are you envious of others who can do such things in a good-natured way or are you sullen and morose about it?

Lifestyle/Hobbies

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- * What is your normal daily routine? What is a typical day like?
 - * How do you feel and react when this routine is interrupted for some reason?
 - * What are your hobbies?
 - * What would you do if you had insomnia and had to find something to do to amuse yourself?
 - * What do you do for relaxation? What things do you do for enjoyment? What interests do you have?
 - * Where do you normally put your weapons, magic items, or other valuables when you are sleeping?
 - * What morning or evening routines do you normally have?
 - * What pastime (that you participate in regularly) gives you the most enjoyment?
 - * What pastime (that you participate in regularly) gives you the least enjoyment?
 - * Do you read the newspaper?
 - * If so, which sections and how often?
 - * Travel: how do you get around locally?
 - * What is your idea of a good evening's entertainment?
 - * What sorts of general belongings or equipment do you take when traveling?
 - * What are your hangout places?
 - * Do you go to a bar after work?
 - * What do you read? Scientific textbooks, historical novels, myths and legends, maps, cookbooks, romances, news magazines, science fiction, fantasy, horror, the newspaper, short stories?

- * What is your house or apartment like? Describe it.
- * What do your desk or workspace look like? Small and cramped, huge and expansive, covered in drifts of books and papers? Neatly ordered and clean?
- * Can you find what you're looking for when you need it?
- * Where do you vacation, and how often?
- * Do you have any pets?
- * Do you keep a calendar or address book?
- * Where do you keep it?
- * Do you have a Will?
- * What does it say?

Miscellaneous

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- * What would you like to be remembered for after your death?
- * As a player, if you could, what advice would you give your character? Speak as if he/she were sitting right here in front of you. Use proper tone so they might heed your advice...

End of the Mudge Rules.
