2d20 Fudge Dice
by Bob Portnell

Yes, it's another mad way to generate Fudge Dice outcomes with other tools. In this case, roll 2d20 (or 1d20 twice) and consult this table.

	1-5	6-10	11-15	16-20
1	−4	0		
2	−3			
3-4	−2			
5	−2		0	
6-9	−1			
10-11	0			
12-15	+1			
16	0		+2	
17-18	+2			
19	+3			
20	0			+4

Odd as it looks, this table (with 80 possible outcomes) is very similar to 4dF (with 81 possible outcomes). I chose to eliminate 1 "0" result. You'll never miss it.

This and other weird dice tricks are in my *Dice Fake Book,* found via reputable (and otherwise) web searches. Have fun!