

Welcome to Fudge Dice! by Steffan O'Sullivan

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Using Fudge Dice with Other Games

How do you use these funny looking dice, anyhow?

Fudge dice ("dF") are made for the Fudge roleplaying game (available at fudgerpg.com). A Fudge die contains two sides with a plus sign (+), which represents +1; two sides that are blank, which represent 0; and two sides that have a minus sign (-), which represent -1. A Fudge die is functionally a three-sided die (d3). While most d3s have sides of 1, 2, and 3, a dF has sides of -1, 0, +1 — equivalent to a d3-2.

Fudge Dice in Fudge

To use Fudge dice in Fudge, simply roll 4dF and take the sum. The result will be a number between -4 and +4, which is then applied to your trait level.

The easiest way to read 4dF is to match up a plus and a minus, and put them aside. (They total zero, and won't affect the remaining sum.) The remaining two dice are easy to read, no matter what they are. If there isn't an opposing pair of plus and minus dice, then put aside all blank faces (zeros). The remaining dice will be all plus or all minus, and easy to tally.

Note that you don't have to use 4dF in Fudge; you can use more or less, as the GM sees fit. An NPC might use only 3dF or even 2dF, for example, to limit extreme results and give a result closer to the NPC's actual ability. Or the GM may allow a player to roll 5dF or 6dF in hopes of getting a +5 or better result to accomplish some nearly impossible task.

Another way to allow for that possibility is simply to have open-ended rolls with 4dF. That is, if a player ever rolls a +4 result, he may roll the dice again. A generous open-ended system adds any further positive result and ignores any negative result. A more risky system adds the two rolls, regardless of the second roll — a second roll of -4 would mean a net roll of 0 instead of +4 in this system!

It's easy to think of uses for Fudge dice. A GM can roll one any time there is an equal chance that something good, something neutral, or something bad will happen. Or a player may risk adding a dF to the roll of another die, which will affect that other die. For example, rolling a d20 and 1dF can give results from 0 to 21 instead of 1 to 20. There's an equal chance that the dF will hurt the player as help him, but that's the risk you take with rolling dice....

Fudge dice can also be used with board games. In a game where you move pieces around a track, one simple system is to give each player 1dF. At any time after a player rolls the die and sees where his piece would land, he may roll his Fudge die, and adjust the move by whatever he rolled. He then must put his dF on a mutually agreed location, such as a place where free money can be picked up, or cards drawn. The next player to land on that spot gets the dF. A player may also use a Fudge die to influence another player's piece after it moves. He then gives his Fudge die to that player.

For a wild version of such a game, take a lot of Fudge dice and substitute them for the regular d6s used for movement! A game that uses 2d6 to move pieces around a board could use up to 12dF — and possibly move backwards or stay in the same place! Or use 6dF — and the player could opt to reroll, adding the second result, after seeing the results of the first 6 dice. There are many other possibilities.

Fudge dice can also be used in two-player wargames. Each player starts with one, and may use it to influence a combat roll. This can adjust the outcome of a die roll on a combat results table, or change the number of hits received. Once used, the Fudge die is then given to the opponent, and may not be used again by that player until his opponent has used it and passed it back.

Mathematics of Fudge Dice

The odds of rolling a given result with Fudge dice depend on how many you roll. Here they are for rolling 1dF to 6dF:

	1dF:		2dF:		3dF:		4dF:		5dF:		6dF:	
	Exact:	Cume:	Exact:	Cume:	Exact:	Cume:	Exact:	Cume:	Exact:	Cume:	Exact:	Cume:
+6	—	—	—	—	—	—	—	—	—	—	0.1%	0.1%
+5	—	—	—	—	—	—	—	—	0.4%	0.4%	0.8%	1.0%
+4	—	—	—	—	—	—	1.2%	1.2%	2.1%	2.5%	2.9%	3.8%
+3	—	—	—	—	3.7%	3.7%	4.9%	6.2%	6.2%	8.6%	6.9%	10.7%
+2	—	—	11.1%	11.1%	11.1%	14.8%	12.3%	18.5%	12.3%	21.0%	12.3%	23.0%
+1	33.3%	33.3%	22.2%	33.3%	22.2%	37.0%	19.8%	38.3%	18.5%	39.5%	17.3%	40.3%
0	33.3%	66.7%	33.3%	66.7%	25.9%	63.0%	23.5%	61.7%	21.0%	60.5%	19.3%	59.7%
-1	33.3%	100.0%	22.2%	88.9%	22.2%	85.2%	19.8%	81.5%	18.5%	79.0%	17.3%	77.0%
-2	—	—	11.1%	100.0%	11.1%	96.3%	12.3%	93.8%	12.3%	91.4%	12.3%	89.3%
-3	—	—	—	—	3.7%	100.0%	4.9%	98.8%	6.2%	97.5%	6.9%	96.2%
-4	—	—	—	—	—	—	1.2%	100.0%	2.1%	99.6%	2.9%	99.0%
-5	—	—	—	—	—	—	—	—	0.4%	100.0%	0.8%	99.9%
-6	—	—	—	—	—	—	—	—	—	—	0.1%	100.0%



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