Fudge Errata

Known Errata

Currently (July 2005) there are two known errata for the *Fudge 10th Anniversary Edition* hardcover book.

On Page 3, the "Product Identity" paragraph is missing a sentence: "Everything else in this book is available under the Open Game License." The full, corrected section is reproduced below.

On Page 120, a formatting error in the *Skill Point Chart* in **Fantasy Fudge** makes the point expenditure chart difficult to read. The same information is also presented on page 75 as part of the *Five Point Fudge* section. The corrected page 120 is provided in this document.

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Please Report Any Errata

If you discover any other errors or mistakes, please report them!

Please send email to Ann Dupuis of Grey Ghost Press at ghostgames@fudgerpg.com. Include "Fudge Errata" as the subject line and note the page, the mistaken text (or a description of the error), and the correction you think is needed.

Thank you!

Fantasy Fudge

A Sample Implementation of Fudge by Ann Dupuis
Based on Five-Point Fudge by Steffan O'Sullivan

Five-Point Fudge is an alternative character creation system by Steffan O'Sullivan. It's used here as a basis for a sample *Fudge* fantasy roleplaying game.

Five-Point Fudge is suitable for any genre, but each genre requires customized skill lists, gifts, faults, and attributes. The version presented here is for a fantasy genre only. These lists should not be considered as canon — everything in *Fudge* is fully customizable, and these lists are offered only as an easy introduction to *Fudge*.

Fantasy Fudge is an example of one way a gamemaster may decide to customize *Fudge* to a fantasy campaign world. The game design choices made in *Fantasy Fudge* shouldn't be considered the "best" way to play *Fudge* in a fantasy game, as players' and GMs' tastes vary.

Character Creation

Fantasy Fudge uses the standard seven-level trait scale to describe a character's attributes and skills (see *Fudge in a Nutshell,* pp. 8–9.) To create a character, follow these steps:

1. Decide what type of character you would like to create. If you're not sure, see the *Broad Class Templates,* pp. 69–70, for some ideas. See also *Character Creation Tips,* p. 121.

2. Spend "points" to purchase skills from two or more Skill Groups. See *Character Points,* right.

3. Assign attributes (see *Attributes,* p. 123).

4. Choose gifts (two, unless trading; see *Gifts,* p. 124).

5. Choose faults (two, unless trading; see *Faults,* p. 125).

6. Adjust attributes, gifts, faults, or skills by trading if desired.

You may use the *Fudge* character sheet on p. 315 to record your character's traits. With the skills list, you should record the number of points you spend in which skill groups. For example:

Combat: 2 points
Scouting: 2 points
Athletic: 1 point

Character Points

The *Five-Point Fudge* system of character creation organizes skills into skill "groups" to help players decide which skills are best for the characters they wish to create. There are eight skill groups in *Fantasy Fudge:* Athletic, Combat, Covert, Knowledge, Magic, Professional, Scouting, and Social (see pp. 122–123).

Fantasy Fudge recommends that players be granted five points to purchase skills from these various skill groups. If you wish beginning characters to be more or less powerful than those presented here, please see *Campaign Power Levels in Five-Point Fudge* (p. 80).

A player can spend his points in any of the groups that he chooses, up to four points in any one group. (He must spend points in at least two groups.) Each quantity of points spent provides a certain number of skills (of the player's choice) from the appropriate group, at the levels shown below.

Because a character with too few skills may be weak in a given campaign, the GM may limit the number of points you can spend on narrowly focused skill groups. (*Suggested limit:* Two points, either one in each of two groups or two "narrow focus" points in a single skill group.)

The more points a player spends in a given skill group, the more his character gains both familiarity with a number of skills and greater expertise in some of those skills. For example, a Combat specialist is a professional soldier who will be an expert with a few weapons, but will have also used many other weapons over the course of his career.

Points Spent in a Group	Skills in that Group, at which Levels		General Skills Point: Skills at Level
(maximum 4 pts)	*Broad Focus*	*Narrow Focus*	
1	3 at Fair 1 at Mediocre	1 at Good 1 at Mediocre	3 at Fair, from any two or three groups
2	2 at Good 4 at Fair 1 at Fair	1 at Great 1 at Good	***Trading Allowed:*** 1 skill for 2 skills at one level lower
3	1 at Great 3 at Good 4 at Fair		Attribute levels (lower one to raise another)
4	1 at Superb 2 at Great 3 at Good 3 at Fair		1 Attribute levels for 1 Gift (or vice versa) 1 Extra Fault = 1 Gift or 1 Attribute Level