

# N-FUDGE

A Numerical Build of FUDGE

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Luke Townend

## 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 oz.plymouth.edu, and in book form or on disk from Grey Ghost Press, Inc., 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.

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## About N-FUDGE

N-FUDGE, the Numerical Freeform Universal Do-it-yourself Gaming Engine, is a build of FUDGE (hereafter referred to as 'classic FUDGE') intended for use by role-players more used to numerically based, comparatively rules heavy games and features an alternative objective character creation and combat system built around the changes made.

There are a few core differences between N-FUDGE and classic FUDGE (which it is recommended you familiarise yourself with before trying to learn N-FUDGE) the most noticeable of which is that the adjectival scale used in classic FUDGE has been replaced with a numerical scale, however there are some other differences which will be discussed in the following chapters.

This rulebook is, like classic FUDGE, intended to be generic and GMs are encouraged to alter these rules to more specifically suit the manner of campaign they are running.

### Attributes and Skills

Another core difference is that attributes and skills are measured on different numerical scales, whereas the scale is shared in classic FUDGE. Specifically, attributes are measured on a scale from -3 to +3 while skills are measured on a scale from 1 to 7 as shown in the table below.

Classic Fudge Level	N-FUDGE Attribute Level	N-FUDGE Skill Level
<b>Terrible</b>	-3	1
<b>Poor</b>	-2	2
<b>Mediocre</b>	-1	3
<b>Fair</b>	0	4
<b>Good</b>	+1	5
<b>Great</b>	+2	6
<b>Superb</b>	+3	7

The reason for this is one of the other fundamental differences between classic FUDGE and N-FUDGE. In classic FUDGE skills and attributes can be independent of one another, while in N-FUDGE all skills are associated with an attribute, and the number against which one rolls when making tests is the sum of the skill level and its associated attribute.

Example
Jimmy the Snitch is trying to climb over a chain-link fence to escape some mobsters. The GM decides this would require Good climbing, or in N-FUDGE terms, Level 5 climbing. Jimmy only has a climbing skill of 3, but climbing is dependant on strength, which Jimmy has at +2 (or Great in classic terminology) so the number he is actually rolling against is the sum of 3 and 2 – 5. He rolls a +1 on 4dF for a total of 6 and successfully clears the fence.

It is also possible for a skill to depend on multiple attributes, but this mechanic should be included in games with caution as it has potential to break them. For example, if a character happened to have both the attributes a certain skill rests on at +3, they would default to level 8 on that skill (for more on default skill levels see the chapter on character creation) which is equivalent to Legendary in classic FUDGE.

## **Character Creation**

Character creation in N-FUDGE features a point-buy system similar to those seen in many other tabletop role-playing games and objective character creation in classic FUDGE. It is, however, somewhat more complex than that of classic FUDGE in an effort to prevent exploitation with minimal effort on the GM's part, and so will be explained in detail here.

### **Points**

Every trait of one's character is purchased with points, of which each player is issued 30 for character creation. Each is equivalent to one level in a skill as in classic FUDGE, but here they are a universal currency to build one's character.

It is also a way to measure the 'worth' of a character, making it a convenient way for GMs to gage the strength of NPCs they create by listing their total 'Value' on their character sheets. It is recommended that disposable enemies (goons or minions) are made with fewer points than PCs since they will generally be weaker and have a narrower range of skills.

Different quantities of points may be used for character creation – 30 is recommended when skills are moderately broad and no free attribute levels or gifts are given, to ensure a good mixture of strengths and weaknesses in each character. Broadly speaking, when GMs wish to use an alternate number of points they should adjust the base amount (30) for the broadness of skills, then add 7 points for each free attribute level given and 6 for each free gift given, then round the result to the nearest 5 or 10

### **Attributes**

Attributes in N-FUDGE are very significant due to how much influence they have over skills. As such, the cost or payoff for taking extremely high or low attributes are exponentially higher than ones closer to the player average, as shown in this table.

<b>Level</b>	<b>Point Cost</b>
<b>-4 (Normally not allowed)</b>	-30
<b>-3</b>	-18
<b>-2</b>	-9
<b>-1</b>	-3
<b>±0</b>	0
<b>+1</b>	3
<b>+2</b>	9
<b>+3</b>	18
<b>+4 (Normally not allowed)</b>	30

For reference, remember that 0 is considered average, a variance of 1 from that is noticeable, and variance of 2 remarkable, a variance of 3 astounding, and a variance of 4 insane.

## Skills

As in classic FUDGE, skills that aren't listed on one's character sheet default to the level one would have to pay no points to acquire – normally 2 or Poor in classic terminology. Each level in a skill above this default costs a single point as shown below.

Level	Easy	Average	Hard	Very Hard
1	-2	-1	0	1
2	-1	0	1	2
3	0	1	2	3
4	1	2	3	4
5	2	3	4	5
6	3	4	5	6
7	4	5	6	7

To see how precisely one should record skill levels simply look at the sample character sheets at the end of this document. Also, it is recommended that characters be permitted a maximum of only one skill at level 7 and 3 at level 6, though this is down to GM discretion. Further, upgrading a skill to level 8 requires GM approval, and the taking of a 6-point gift.

## Gifts and Faults

In classic FUDGE one gift costs six skill levels. Here, the cost is variable depending on how useful the gift is, but six points should still be taken as an average value. For simplicity, it is recommended that this is used for most gifts/faults, while less useful ones be worth three points and more useful ones be worth some multiple of 6. As in classic FUDGE gifts can represent anything not otherwise recorded as a skill or attribute, but some simple ones might look like this:

Name	Cost	Effect
Keen Hearing	6	+1 to all auditory perception tests.
Lying Eyes	3	+1 to deception tests, but only when the target can see the character's eyes.
Police Sergeant	6	Holds the rank of Sergeant in the Metropolitan Police and has all the benefits it brings.

While faults would look like this:

Name	Cost	Effect
Gullible	-6	-1 to all tests to resist deception.
Country Accent	-3	-1 to all social tests made while talking to urbanites and aristocrats.
Blind	-18	Automatically fail all visual perception tests.

## Resources

Characters will also naturally begin campaigns with equipment, consumable items and financial resources. Currency varies between settings though, so for simplicity, one point buys the amount necessary to buy whatever is considered an "average" weapon or armour in that setting, though this may be changed at GM discretion.

Unspent currency bought at character creation can be saved for use in game, but it is not advised to spend a large number of points on resources – three or four should suffice even for characters with a lot of equipment.

### **Skills Based on Skills**

Some skills are mere subsets of other skills or are a specific technique within the field represented by another skill. In these cases the skill may be associated with that skill instead of with an attribute. To do this, merely translate the skill level of the associated skill into the equivalent attribute level as shown on the table in the chapter 'About N-FUDGE'.

This system is, however, entirely optional and may be left out of a campaign for simplicity. It is, like using multiple attributes for a single skill, also best used with caution because it too has some potential for exploitability. As such it would be considered a nonstandard element of N-FUDGE, that is to say it would likely not feature in an archetypal game of N-FUDGE.

### **Special Techniques**

Some GMs may want to include a system of Special Techniques in their game. This is mostly a system for battle-heavy games. A Special Technique is an action that can be only be used by characters who have bought it and fulfil certain conditions (like having a given skill at a certain level or possessing a certain gift) and which drains some kind of pool of stamina, mana or other energy source.

They may have special effects or simply be more damaging than regular attacks, but they must be differentiated in some way. This is also a way to manage magic spells, although they may also be individual skills or contained within broader skills. The recommended cost for each Special Technique at character creation is three points.

Like skill based skills, Special Techniques are not assumed in a standard game of N-FUDGE and so space is not provided for them on the generic character sheet provided in this document.

### **Character Development**

Naturally characters will change and grow as they have more adventures, and their traits may need to be updated to reflect this. At the end of each session players should be awarded experience points (hereafter XP) to spend on upgrading skills, learning special techniques and, with GM permission, buying new gifts or buying off faults. Costs are as shown on the table.

<b>Upgrade</b>	<b>Cost</b>
<b>New Special Technique</b>	6XP
<b>Raise Easy Skill by 1 Level</b>	(New Skill Level-1)XP
<b>Raise Average Skill by 1 Level</b>	(New Skill Level)XP
<b>Raise Hard Skill by 1 Level</b>	(New Skill Level+1)XP
<b>Raise Very Hard Skill by 1 Level</b>	(New Skill Level+2)XP
<b>Buy Gift/Buy Off Fault</b>	(2xCost/Payoff at creation)XP + Explanation

Note that where the table reads "Explanation" this refers to the player working out a reason in game with the GM for their character to overcome their stutter or suddenly gain an affinity with animals.

When recording a character's new point value after upgrading them, do not add the XP cost of the upgrades, instead add what the point cost would have been at character creation, since the point value is listed only so that the GM can keep track of characters' strength.

### **Multiple Races and Class Systems**

Many GMs may want to create a campaign in which the player can choose from multiple races to play as. In such a case, instead of using scales as in classic FUDGE, since we are using numbers to begin with we can simply shift the numbers around. What GMs must do is create a 'default' set of attributes for each race, and for a given race those defaults cost the same as  $\pm 0$  for a human or standard character within that campaign. See the example below.

<b>Elf</b>	
<b>Strength</b>	-1
<b>Toughness</b>	-2
<b>Dexterity</b>	+1
<b>Charisma</b>	+1
<b>Magic</b>	+1

In such a case it would cost an elf 3 points to raise their strength to  $\pm 0$ , but only 9 points to raise their magic all the way up to +3. GMs should be careful when making new races in this way, because keeping different races balanced is difficult. In order to preserve game balance it is recommended that GMs do one of the following:

- Ensure the total of all race's attributes is 0.
- Ensure that the default attributes for a race would cost 0 for a human or standard character.
- Charge or pay players points equal to the amount it would cost to raise and/or lower their attributes to the race's default if they were a human or standard character. The elf above would cost -3 points, for example.

GMs may also want to include gifts and faults that are persistent across races, for example a species of mole people might all suffer from a penalty to visual perception tests.

Likewise having a class system in place requires shifting default values, or more specifically skill difficulties, which would alter the default level at which they are possessed. Some classes for a fantasy game might look like this:

<b>Mage</b>
Change all spell casting skills from Very Hard to Average Change all weapon skills from Average to Hard Change all athletics skills from Average to Hard

Or a GM might want to express classes in different, more specific terms, like so.

<b>Ranger</b>
+1 to archery, swordplay, stealth and tracking -2 to persuasion and performance

To balance classes, it should be sufficient that all bonuses and penalties add up for a total of 0 (or any other arbitrary value – so long as all classes would cost the same number of points).



## Combat

N-FUDGE also features an alternative system for combat built around the numerical system introduced in the prior chapters. This chapter defines all the terms involved in combat and explains how various combative actions are resolved.

### Definitions

Combat in N-FUDGE features a lot of terminology not featured in classic fudge and completely does away with the classic wounds system, so what follows is an explanation of any new terms.

- **Hit Points or HP:** A measure of how much more damage a character can take before they are neutralised (see below). All characters have a base HP of 10.
- **Neutralisation:** Characters become neutralised when they run out of HP. In strictly literal terms it simply means that they can no longer engage in combat but what exactly neutralisation entails depends on the tone and difficulty of the game. It can mean death, unconsciousness, or simply exhaustion to the point of no longer being battle ready. When all characters on one side of the combat are neutralised, combat ends and the remaining side is the winner. If death on neutralisation seems too sudden, GMs might also include up to 5 points of 'negative Hit Points' which represent the space between total incapacitation and actual death, though as with all elements of N-FUDGE this is the GM's decision.
- **Attacker:** A character attempting to inflict damage with an attack.
- **Defender:** A character on the receiving end of damage from an attack.
- **Damage:** Any offensive action in N-FUDGE does damage. Damage is equal to  $((\text{Attacker's Offensive Value}) - (\text{Defender's Defensive Value}))$  and is subtracted from the defender's HP.
- **Offensive Value or OV:** Equal to  $((\text{Attacker's weapon skill roll}) + (\text{Weapon's base damage}))$
- **Base Damage or BD:** A value to express how much damage a weapon does. For muscle powered melee weapons it is usually  $((\text{Strength or equivalent attribute}) + (\text{a number}))$  where the number can be decided much in the same way as in classic FUDGE. For ranged weapons base damage is simply a number (once more determined in the same way as in classic FUDGE) and does not account for strength.
- **Defensive Value or DV:** Equal to  $((\text{Defender's Armour}) + (\text{Toughness or equivalent attribute}) + (\text{Dodge skill roll if defender is dodging}))$
- **Armour:** Many role-playing characters will wear armour. The amount that armour contributes to DV is decided much in the same way as it adds to defensive capacity in classic FUDGE.
- **Response:** Characters have a number of ways to react to being attacked without using up their turn in combat. See below for more detail.
- **Initiative:** Basically turn order, with the character with highest initiative going first, the second highest going second and so forth.
- **Round:** One complete set of every character's turn. Lasts only a few seconds of in-game time.

### **Rolling for Initiative**

All combats begin with a roll for initiative based on speed, agility, or some equivalent attribute. The highest rolling character goes first and turn order descends from there until the character with the lowest initiative goes last. If two characters have equal initiative the GM may:

- a) Favour the character with the highest base attribute.
- b) Have players roll again until one of them is the clear winner, while still preserving whatever turn order had already been established for other characters.

### **Attacking**

Once initiative is established, characters take it in turn to take actions. They may take one action per turn, plus free actions. One of the most obvious is to simply attack ones opponent. To do so, players must simply make a weapon skill roll with the weapon their character is using and add that to the weapon's base damage (explained above) for the attack's OV. Then subtract the target's DV (also explained above) for the total damage.

#### **Example 1**

Space Ranger Mia Roche is fighting a hostile alien creature on an uncharted planet. She is wielding a blaster with base damage 4 and has a gunplay skill of 5 with +1 deftness. She rolls a +2 to attack the creature with a total OV of 12. The creature has a toughness of +1 and heavy bone plates over its skin worth 3 points of armour. It also has agility of +2 and a dodge skill of 4 for a total of 6, and rolls -1 to dodge, giving it a DV of  $(3+1+5)=9$ .  $12-9=3$  so the creature takes 3 points of damage.

Rolling to hit is not an issue – all attacks are assumed to make contact unless the target's DV is greater than the attacker's OV, in which case the attack misses or glances off, depending on context. However, in the case of ranged attacks some GMs may wish to set a minimum roll for an attack to hit based on conditions like distance, cover and movement.

#### **Example 2**

Sir Gilliam the Brave is fighting an ogre. He has strength of 0, a dexterity of 0, a swordplay skill of 4 and wields an iron sword with base damage (Strength+2). He rolls a -2 on his attack roll for a total value of  $((4-2)+0+2)=4$ . The ogre is not wearing armour, but has a toughness of +3. It attempts to dodge, but has no dodge skill, so defaults to 2, and has an agility of -2 and rolls a +3 for a total dodge roll of  $(2-2+3)=3$ . So its toughness combined with its dodge gives it a DV of 6. This is greater than Gilliam's OV so the knight's sword makes fleeting contact and simply glances off the ogre's tough hide.

Targets may then roll to respond to the attack as shown in these examples.

### **Responding to Attacks**

When being attacked defenders may use one of three responses. Each one may only be used once per round of combat, and none of them count as a character's action for that turn.

- **Dodging:** Characters may make a roll based on a dodge skill or equivalent and add the result to their DV. This can be seen in the examples above.

- **Blocking:** Characters may make a roll based on a block skill or equivalent, and if the result is higher than the attacker's weapon skill roll, all damage is negated. However, if the character is blocking using a weapon instead of a shield, or blocking with a buckler worn whilst wielding a two-handed weapon, they must roll at a penalty of -1, and if they are blocking with their bare hands they must roll at a penalty of -2. Further, large or sharp weapons cannot be blocked bare-handed.
- **Parrying:** Characters may make a roll based on their own weapon skill-1 to parry, assuming that the weapon they are wielding is situationally appropriate. One cannot parry a broadsword with their fists, or for that matter a much smaller sword. If a parry is successful it puts the attacker at a -1 penalty to all actions until their next turn.

Blocking Example
Jimmy is in a bareknuckle brawl with some thugs at a local bar. One of them has a dexterity of -1 and an unarmed skill of 4. Jimmy's block skill is 5 and his dexterity is 0. The thug rolls a -1 for a total of $(4-1-1)=2$ while Jimmy, who is blocking at a penalty of -2 as he is using his bare hands rolls a 0 for a total of $(5+0-2+0)=3$ . Jimmy's block roll is greater than the attacker's unarmed roll and so he blocks the attack and all damage is averted.
Parrying Example
Sir Gilliam is fencing in a duel against a cur that has insulted the honour of his ladylove. The cur has a dexterity of -1 and a swordplay skill of 6, meaning he rolls from 5. He rolls a -1 for a total of 4. Gilliam, with dexterity 0 and swordplay 4 chooses to parry and is rolling at $(4-1)=3$ and rolls a +3 for a total of 6. This is greater than his attacker's roll of 4 so the attack is deflected and the cur is at -1 to all actions until his next turn. That scoundrel shall pay for his insolent words!

### **Offensive and Defensive Tactics**

Offensive and defensive tactics may be used, as in classic FUDGE, and do not count as their own action. Instead, they modify the OV and DV of the character using them. Tactics may raise either OV or DV by 1 or 2 levels, and reduce the other by the same amount.

### **Called Shots**

Players may 'call' a shot, that is to say aim for a specific part of their opponent's body, with the hope of inflicting some sort of penalty on them, for instance by crippling their arm, but to do so they must roll at a penalty of -1 to hit limbs and -2 to hit something smaller like the head, hands or feet.

### **Aiming**

Characters using ranged weapons can take a turn to aim, adding 3 to their DV. However, they must aim at a specific target, and the bonus only applies if they attack that target on their next turn. Aim is also lost if the target moves behind cover or the aiming character gets knocked onto the ground or otherwise distracted.

### **Using Skills**

Certain skills that are not specifically combat skills may be used in a combat situation. For instance, if a character is trying to cross the battlefield quickly, because punching their enemy in the face would be so much more satisfying than shooting them, a Running skill test may be necessary. In these instances a normal test should suffice.

Some other actions, however, take more than a single round of combat to complete. These are called 'extended actions' and instead of rolling against a target number, skill rolls are made each turn and the levels rolled are added together until the sum reaches a target number. What is and is not an extended action is down to GM discretion. Extended actions are, however, only applicable in combat situations or other circumstances where time is of the essence – otherwise they are simply resolved like any other action.

#### **Example 1**

A firefight is going on around Marco, who is supposed to retrieve some files from a computer terminal. It is password locked so he attempts to hack into it. The GM rules that this is an extended action that would take an average hacker twenty seconds so requires a cumulative hacking roll of  $((20/3=7ish) \times 4=28)$  to complete. Marco's hacking skill is 9 and he rolls a -1, then a +1, then a 0 and then a 0 again to complete the task in 4 turns.

### **Using Special Techniques**

How precisely Special Techniques work is down to the GM that designs them, but broadly speaking they should use up mana, stamina or some equivalent thereof and have some sort of effect, like disarming the opponent or doing double damage.

## **Character Sheet and Sample Materials**

Below are a blank character sheet for copying and use in any game, and a variety of filled-out character sheets as examples of how exactly they are to be filled out. Specifically they also give examples of how characters from different types of settings can be realised in N-FUDGE. In order they are

- 1) A blank character sheet
- 2) Jimmy “The Snitch” Cavallaro (1920s gangster campaign)
- 3) Lieutenant Mia Roche (Space opera campaign, wherein Stamina Points are calculated from (Strenth+5) and are used for any protracted or strenuous activity)
- 4) Sir Gilliam the Brave (High fantasy campaign using the elf template from the chapter on character creation, wherein Mana Points=Magic+5)
- 5) Marco Rodriguez (Modern espionage campaign, demonstrates skill based skills)
- 6) Lily “Glider” Chang (Superhero campaign aimed at children)
- 7) Count Spatula (Comedic dark fantasy where vampires have +1 to all attributes and cost 12 points)

Note that the monetary worth of items is shown on example character sheets only for instructional purposes and need not be recorded on a normal character sheet.

CHARACTER						
Name				HP	/10	XP
Sex		Age		P		Value
Backstory						
Appearance						
Personality						

ATTRIBUTES		GIFTS/FAULTS	
		Name	Cost

SKILLS							
Name	Lv.	Att.	Roll	Name	Lv.	Att.	Roll

EQUIPMENT		CONSUMABLES	

CHARACTER							
Name	Jimmy "The Snitch" Cavarallo			HP	/10	XP	0
Sex	M	Age	26	P	N/A	Value	30
Backstory	Orphaned at a young age and raised self on the streets of New York. Made a living running small-time cons and running errands for both the police and the mob.						
Appearance	5'10", Caucasian, short brown hair, blue eyes, thin and wiry						
Personality	Cynical, selfish and cowardly, but down to earth and hardworking						

ATTRIBUTES		GIFTS/FAULTS		
Strength	+2	Name	Cost	Effect
Toughness	-1	NYPD	6	Is on good terms with a detective of the NYPD.
Agility	+1	Contact		
Dexterity	0	Coward	-6	Will usually run at the first sign of trouble. Roll +1 to resist.
Intelligence	0	Self Serving	-6	Will always put himself before his teammates and try to negotiate himself into a better position than them in any business dealings.
Charisma	-2			

SKILLS							
Name	Lv.	Att.	Roll	Name	Lv.	Att.	Roll
Running	3	AGI	4	Sleight of Hand	6	DEX	6
Jumping	3	STR	5	Dodge	6	AGI	7
Climbing	3	STR	5	Street Knowledge	6	INT	6
Swimming	3	STR	5	Lock Picking	4	DEX	4
Knife	4	DEX	4				
Unarmed	3	DEX	3				
Block	5	DEX	5				
Deception	7	CHA	5				
Negotiation	5	CHA	3				
Memory	5	INT	5				

EQUIPMENT		CONSUMABLES	
Switchblade (\$15)	BD=STR+1=3	Peppermint Schnapps (\$10)	\$5 Cash

CHARACTER							
Name	Lieutenant Mia Roche			HP	/10	XP	0
Sex	F	Age	28	SP	/6	Value	30
Backstory	Rescued from a damaged escape pod by a Space Ranger as a little girl, and swore to become just as heroic herself.						
Appearance	5'7", black skin, black hair tied into ponytail, brown eyes						
Personality	Positive and altruistic, but overconfident and not fond of protracted thought or planning.						

ATTRIBUTES		GIFTS/FAULTS		
Strength	+1	Name	Cost	Effect
Deftness	+1	Foolhardy	-6	Will run into danger without thinking. Roll +1 KNO to resist. Any negative roll on gunplay is further decreased by 1.
Speed	0	Poorly Maintained Weapon	-6	
Health	+1	Courageous	6	
Knowledge	-2	Beautiful	6	
				+1 to resist fear.
				+1 to all social rolls towards anything attracted to human females.
		Lieutenant	6	Holds the rank of lieutenant in the Space Rangers and has all the rights and responsibilities entailed by this.

SKILLS							
Name	Lv.	Att.	Roll	Name	Lv.	Att.	Roll
Gunplay (Hard)	5	DEF	6				
Gun Repair	1	KNO	-1				
Acrobatics	5	SPE	5				
Pilot Spaceship	5	SPE	5				
Alien Biology (Hard)	6	KNO	4				
Dodge	5	SPE	5				
Sprinting (Easy)	5	SPE	5				
Charm	4	KNO	2				
Climbing	4	STR	5				

EQUIPMENT		CONSUMABLES	
Blaster (C1000)	BD=4	Medkit x 3 (C300)	Astronaut Rations (C50)
Space Armour (C1500)	+5 Armour & can breathe in space		
Grappling Hook (C150)	Used to climb		



CHARACTER							
Name	Sir Gilliam the Brave			HP	/10	XP	0
Sex	M	Age	22	MP	/6	Value	30
Backstory	Exiled from his homeland of Phantasmia for a crime he did not commit, he joined the Adventurers' Guild out of desperation.						
Appearance	5'8", Elf, pale skin, green eyes, blonde hair in a single braid.						
Personality	Naïve and overly trusting, but acts with a strong sense of justice and conviction.						

ATTRIBUTES		GIFTS/FAULTS		
Strength	0	Name	Cost	Effect
Toughness	-1	Exile	-6	Will be attacked on sight if recognised in Phantasmia. Will never lie, cheat or steal. -1 to tests to resist deception. 25% discount at Guild shops and information brokers, for a 25% quest commission
Dexterity	0	Honourable	-12	
Charisma	0	Gullible	-6	
Magic	+1	Member of Adventurer's Guild	6	

SKILLS							
Name	Lv.	Att.	Roll	Name	Lv.	Att.	Roll
Swordplay	4	DEX	4	Befriend	3	CHA	3
Archery (Hard)	4	DEX	4	Command	3	CHA	3
Running	4	STR	4	Block	7	DEX	7
Jumping	4	STR	4	Dodge	6	DEX	6
Climbing	4	STR	4	Wilderness Survival	6	TOU	5
Knot Tying	4	DEX	4	Cookery	6	DEX	6
Fire Magic (Very Hard)	3	MAG	4	Alchemy	5	MAG	6
Ice Magic (Very Hard)	2	MAG	3	Dance	4	DEX	4
Thunder Magic (VH)	1	MAG	2				
Holy Magic (Very Hard)	2	MAG	3				

EQUIPMENT		CONSUMABLES	
Iron Sword (G500)	BD=STR+2	Healing Potion (G100)	Mana Potion (G100)
Wooden Longbow (G500)	BD=2	G800 Cash	
Chainmail (G500)	+2 Armour		
10m Rope (G100)	Used for climbing/binding		
Large Shield (G400)	+1 to block rolls		

CHARACTER						
Name	Marco Rodriguez			HP	/10	XP 0
Sex	M	Age	51	P		Value 30
Backstory	MIT graduate initially employed by the CIA for R and D but put into field duty after he showed exemplary composure during an attack on his laboratory.					
Appearance	6'0", Hispanic, shaggy white hair and short beard, bushy eyebrows, drawn facial features, grey eyes					
Personality	Grumpy and world-weary, but acts with a resigned sense of duty. Doesn't expect to live to retirement.					

ATTRIBUTES		GIFTS/FAULTS		
Combat	-1	Name	Cost	Effect
Stealth	0	Undercover	-6	Cannot let anyone know his real name/occupation/objective.
Social	-1			
Support	+2			

SKILLS							
Name	Lv.	Att.	Roll	Name	Lv.	Att.	Roll
Pistols (Hard)	3	COM	2				
Medicine	4	SUP	6				
- Diagnosis (Hard)	3	Med	3				
- First Aid (Easy)	6	Med	6				
- Surgery (Very Hard)	4	Med	4				
Computer Use	7	SUP	9				
- Hacking (Very Hard)	6	Com	9				
- Troubleshooting	5	Com	8				
- Programming (VH)	2	Com	5				

EQUIPMENT		CONSUMABLES	
Bulletproof Vest (\$1100)	+4 Armour	\$450 in Bank Account	
Handgun (\$400)	BD=2		
Taser (\$500)	BD=1, stuns		
Scalpel (\$50)	BD=COM+1=0 (Wielded w/ Surgery skill)		

CHARACTER						
Name	Lily "Glider" Chang			HP	/10	XP 0
Sex	F	Age	19	P		Value 30
Backstory	Got powers after being bitten by a radioactive spider during a chemical explosion on a spaceship passing through a belt of radiation.					
Appearance	5'3", Asian, hair in pigtails, wears green spandex suit and mask while fighting crime					
Personality	Normally somewhat shy and submissive, but she gains more confidence when her identity is hidden					

ATTRIBUTES		GIFTS/FAULTS		
Strong	+2	Name	Cost	Effect
Tough	0	Power of Flight	6	Allows levels to be bought in the flying skill
Quick	+2			
Smart	0			
Cool	-3			

SKILLS							
Name	Lv.	Att.	Roll	Name	Lv.	Att.	Roll
Flying (Very Hard)	7	QUI	9				
Kung Fu	6	QUI	8				
One-Liners	3	COO	0				
Biology (Hard)	5	SMA	5				
Chemistry (Hard)	3	SMA	3				
Physics (Hard)	3	SMA	3				
Taunting	6	COO	3				
Lifting	5	STR	7				
Singing	5	COO	2				

EQUIPMENT		CONSUMABLES	

CHARACTER						
Name	Count Spatula			HP	/10	XP 0
Sex	M	Age	463	P	Value	30
Backstory	Bitten while in Transylvania looking for the perfect recipe, now continues his mission to be the best chef ever. Is actually a terrible cook, but a great occult detective.					
Appearance	Medium height, pale, red eyes, fangs, wears a tuxedo and lobster bib everywhere.					
Personality	Friendly (maybe a little overly so) and outgoing, but lets his fixations get the better of him.					

ATTRIBUTES		GIFTS/FAULTS		
Fitness	+1	Name	Cost	Effect
Brains	-1	Cooking Obsession	-6	Will always try to relate everything to cooking or steer conversation toward cooking Must make a brains +1 roll to avoid fleeing when faced with anything tennis related.
Sociability	+3	Fear of Tennis	-3	
Magic	+1			

SKILLS							
Name	Lv.	Att.	Roll	Name	Lv.	Att.	Roll
Cooking	1	BRA	0				
Satanic Magic (Hard)	6	MAG	7				
Holy Magic (Hard)	5	MAG	6				
Badminton	6	FIT	7				
Fencing	6	FIT	7				
Occult Knowledge	5	BRA	4				
Forensics	5	BRA	4				
Conjure Useless Stuff	4	MAG	5				
Political Knowledge	1	BRA	0				

EQUIPMENT		CONSUMABLES	
Rapier (\$250)	DB=FIT+2=3		