

Relationship rules for Fudge

Relationships are a separate stat block in Fudge for determining relationships with players characters and non-player characters. Relationships can be positive or negative, and depending on the situation and the needs of the story, will provide a bonus on die rolls or provide a story-based benefit (story-based benefits may cost Fudge points or still require a roll).

Relationships are based off on a scale of +1 to +3. A relationship will always provide a bonus, but there has to be a good reason why that relationship will help characters. Perhaps a motivation will give a character a burning desire, or the relationship will be a high-place contact, merely a resource, or be someone that knows a little bit of everything.

Sometimes multiple relationships can benefit a character. For that, a Fudge point is spent to add the additional relationship bonus to the roll. An example from comics is when Spider-Man is trapped beneath an overwhelming pile of debris, and he's ready to give up but then says "But I have to do this for Mary Jane... and Aunt May!" Aunt May would have provided Spider-Man with the extra bonus to lift that debris off of himself, but would have to cost that Fudge point.

Describing Relationships

The recommended way of writing it down is to describe the relationship, then the name of the person and then the bonus. For instance "Best friend since childhood, Joe Pearson. +2"

You can describe a Relationship simply as "Friend" or "Police Chief" or "Wife" or "Enemy" or something equally simple, but that it highly discouraged, and too ambiguous to really affect situational die rolls. Rather, be descriptive. Instead of "Wife" you could have "My devoted Wife of 11 years, Irene Miller +1" or "Like a father and mentor to me, Euclid Bullfinch +3" or even "I know it's you, and I'll prove it some day, Redd Herring +2"

Starting Relationships

For the objective system, characters can either trade in Skill levels to get Relationship bonuses, or they can be provided with a separate pool of levels. Six is a good amount to get some good ones going.

Characters automatically get a starting relationship of +1 for each player character, unless they're meeting them for the first time in-story. However, after three scenarios, a relationship must be added at +1 (or more, if willing to spend EP or Fudge Points, depending on what you're using). Sure, it's possible to form a really strong connection in a short time.

It helps to discuss with the other players how the characters will relate to each other, or sometimes it can even be more entertaining to do it blindly. How do we really know how another feels about us, eh? Sometimes, though, a story will need a clear-cut connection between the characters.

Note: if you can't decide on some additional relationships for a character, you can leave some levels available to fill in later.

Changing and Adding Relationships

Depending on what happens in a story, relationships can change, and often so, and the character sheet should be updated to reflect such. A divorce, a marriage, going from friend to enemy, sexual tension to committed relationship (or lukewarm working relationship) can happen. In which case, just change the nature of the relationship to reflect what happened - "Sold me out to Snitcher, Joe Pearson +2"

Changes to the bonus are also best handled in-story, but if you want a mechanical means of changing it, a

deteriorated relationship can give you an extra level to either enhance an existing relationship - "Long Time Colleague, A.J. Grimes +3" (from +2) - or to add a new one - "The Other Man, Guld Bowman +1."

Outside of story-based changes, things can happen off-screen. Raising a level can be done with the same cost as Skills or by lowering a level of another relationship. Please don't do this blindly, though, unless you can provide a compelling reason why this would have been happened.

It's recommended that changes and additions be handled in-story and not blindly. However, adding a new Relationship can provide a new avenue for GM's to explore. ("Care to explain 'Secret gay relationship, Snitcher +1'?")

Conclusion

These rules can add a way for characters to interact and add flavor to games by bringing in rules for how characters relate.

Example beginning relationships (Six levels provided)

Super C (other PC's are Coyote Man and Optima Girl)

Why does this guy hang out with me?, Coyote Man +2
She's hot, she's British and she likes me, Optima Girl +1
The mentor I should have listened to, Green Lama +2
Her death haunts me to this day, Natalie Landon +2

Coyote Man

My bestest friend in the whole wide world, Super C +3
Ooo, she's cute and fun to work with, Optima Girl +1
Made me who I am, literally!, Coyote +2
(decides to leave 2 level open for later)

Optima Girl

Why do I love this man?, Super C +2
Oh, ain't you adorable?, Coyote Man +1
I know how to get a drink out of him, Sid the bartender +1
Thanks for getting me into Justice UK, Captain Union Jack +2
Why did I date this sod?, Fyter +2

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