MicroFudged DIP

Version 2

Based on Steffan O'Sullivan's *Fudge* RPG, David Bruns' *Micro Fudge*,
Timothy Dedeaux' *DIP-Styx* and *Edge of the Century*.
Psionic powers based on *Empire Galactique* by François Nedelec,
range table taken from *MegaTraveller* published by GDW

MicroFudged "Develop In Play game system" v2

I – Character creation basics

The character creation process starts with a sentence describing the concept of the character (which broadly says who your character is), and another sentence describing what he or she wants (some goal he/she has at the time. It's ok not to know the character's life's ambition yet). Oh yeah, a name helps, too.

Example:
Jim Bones is an old straight-forward, down-home country doctor who doesn't suffer fools gladly. He feels protective of people in general, and seeks to stop (insert evil monster villain's name here). He's a widower, and he lost his son in Desert Storm, so he doesn't really feel like he has a lot to lose.

The GM will decide (usually with player input) the game's power level.
> Average people starts with 6 tokens.
> Typical "hero" types starts with 11 tokens.
> Expert professionals starts with 16 tokens.
> Super competent angry mother will kick your ass with 21 tokens.

Spending a Token increases one of a character's Traits by 1 Rank, all Traits and Fields of expertise starting at Poor unless stated otherwise.

Abysmal	(0)	
Terrible	(1)	
Poor	**(2)**	← ———— **Default value for anything not listed**
Mediocre	(3)	
Fair	(4)	
Good	(5)	
Great	(6)	
Superb	(7)	
Legendary	(8+)	

(the number between brackets is the number of cards that will be drawn when a the character is involved in a Hazardous Conflict)

You can assign as many tokens as you want before play starts, except for your last Token. It must be saved so you can use it during play. You must spend at least 1 token and save at least 1 token, but you can spend as few or as many as you want within these limits.

For Example:
Jim's player assigns 3 of his 6 starting Tokens, 2 to Medicine (because he's a doctor), and 1 to Beside Manner (again, he's a country doctor and has to get along with is patients. Besides, he's been diagnosing people without high-tech equipment for decades).

Which gives Jim the following Traits:
Medicine (he's a doctor): Fair (4 cards) (2 Tokens),
Bedside Manner (Again, he's a country doctor): Mediocre (3 cards) (1 Token)

II – Using Tokens During the Game

Refining the character creation during play

Any tokens not spent in the character creation process can be spent later during play. When you use tokens, your character permanently gains +1 to the relevant Trait for each token spent. Your only requirement is that you come up with a sentence explaining why your character knows that skill. This allows for the player to create his character while playing.

For Example:
During the second session of the game, Jim gets into a nasty situation with some zombies, and notices a shotgun nearby. His player says "Jim grew up hunting with his father and brother: 2 tokens on Shooting." That makes sense with Jim's background, and he now (permanently) has a "Shooting" rating of Fair (4 cards).

Saving one's skin

You can spend a Token to escape death or another seriously bad fate. Just narrate how your character gets out of it (try to be entertaining, but don't break the mood – don't be silly in a tense, scary game).
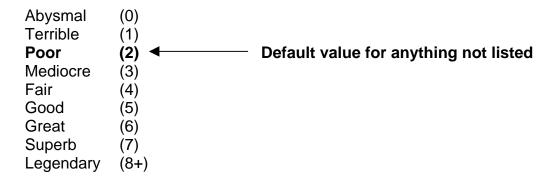
For Example:
Jim gets overwhelmed by the zombies when he runs out of ammo, and is about to be bitten. Not wanting his beloved character to turn into one of the walking dead, Jim's player says "1 Token to escape a fate worse than death. Jim stumbles back into the open window and falls onto the porch roof, then slides down and lands on the mulch pile, stinky but unhurt."

III – Traits

Player character traits are divided into two broad categories, Abilities and Fields of expertise. Traits and Fields of expertise are rated the same way.

Abilities and Field of expertise rating

Abysmal   (0)
Terrible   (1)
Poor   **(2)** ⟵   **Default value for anything not listed**
Mediocre   (3)
Fair   (4)
Good   (5)
Great   (6)
Superb   (7)
Legendary   (8+)

Abilities

Abilities are physical or mental aptitudes, they are more or less innate abilities. Though anything can be rated (Strength, Agility, Will, and so on…). The narrator can also give the players a list of available abilities to choose from (along with the way they are used). If the player can choose freely, the Abilities should not be too broad in their scope.

Example : "Strong" is good, while "Awesome at all things physical" is too broad. In the same spirit "Excellent at left handed precision work" is too narrow.

Example of Ability list :

Mind covers your mental capabilities such as intelligence, education, perception and so on. It is used for spotting hidden objects, finding crucial clues, solving puzzles and remembering facts.

Mastery deals with your physical coordination such as manual dexterity, speed, reflexes, flexibility and overall agility. It is used for dodging, blows and simple tinkering.

Presence is responsible for social interaction and extends to appearance, charisma, empathy, willpower and determination. It is used for determining initial reaction, resisting persuasion and seduction, and quantifies attractiveness.

Vigour describes your physical power such as strength, health, constitution and toughness. It is used to lift heavy objects, knock down doors and to resist damage, illness, poison and fatigue.

Fields of expertise

A Field of expertise is more or less something that has been learned or taught to a character. They are a bit like what we commonly call a skill. A Field of expertise usually covers more than one skill. Skills have a narrower scope. Once again, a player can rate anything or the narrator can provide a list of Fields of expertise the player can choose from. Once again, the Trait should not be too broad (*like "Good at manipulating all kind of weapons"*) or too narrow (*like "Good at manipulating one shot golden derringers"*).

Note on Field of expertise list design

Fields of expertise can be designed to be narrow (*example : each type of ranged weapons has its own Field of expertise like Handgun, Carbine, Rifle, Energy weapons, etc.*) or to be very broad (*like in the Fields of expertise list example page 4*). Narrow Fields of expertise means that the player will have to spend Tokens on a greater number of specialised Fields. Broader Fields means that the player needs to spend a far lesser number of Tokens as each broad Field covers several narrow Fields. The narrator should thus increase the beginning number of Tokens if he wants a list of narrow Fields (which means a lot of Fields of expertise). On the contrary, if the narrator prefers Broad fields of expertise (each one covering several narrow Fields), he can reduce the beginning number of tokens available during the character creation process.

IV – Experience and Advancement

At the end of each session, each character gets 1 extra token, so she/he'll have at least one to spend each session. Between two sessions, you can add more ranks to Traits and Fields of expertise. Tokens earned through experience can't be spent during the game to increase a Trait (this distinguishes them from the Tokens given to create your character).

The narrator can reduce or increase the amount of Token given at the end of a session. Note that this will allow a character to grow more or less quickly.

V – Mechanics and Systems

Traits (being Fields of expertise or Abilities) have two components, a Rank (an adjective describing the Trait) and a Rating from 0 to 8 or more, with the default for anything not listed being Poor (2), and unaltered human maximum being Superb (7).

If an Ability or Field of expertise is not listed on the character sheet, or if no value is given (unless stated otherwise), the Trait defaults to Poor (2).

Abilities and Field of expertise rating

Abysmal	(0)	
Terrible	(1)	
Poor	**(2)**	◄──────── **Default value for anything not listed**
Mediocre	(3)	
Fair	(4)	
Good	(5)	
Great	(6)	
Superb	(7)	
Legendary	(8+)	

Tests and Conflicts

Most of the times, a player's role playing performance, common sense along with Traits and their adjective are enough to rule out whether a character manage to learn something or not or to accomplish something or not.

Other times, the result of an action is uncertain, there can be an opposition or the player does not have full control over the situation.

This is when fate has something to say about all this mess, Fudge dice are rolled or Cards are drawn.

Two mechanics are used to evaluate the result of an action or of an attempt to accomplish something: Simple tests, and Hazardous conflicts.

Simple tests are used when the attempted task is uncontested. Simple tests are also used to resolve simple conflicts, often contested actions, when neither participants are susceptible to suffer adverse or long term effects worth keeping track of.

The Hazardous conflict resolution system is used to handle any contested action meant to inflict an adverse lasting effect (a Setback) or any contested action that can possibly result in Setbacks (adverse lasting effects) being suffered by the participants or the loosing side.

The players should be encouraged to describe the outcome when they win a test or conflict.

1 – Simple tests

First, the Narrator and the player select the Trait that is relevant to the action or the task being attempted. The Narrator then select the Difficulty of the task or action. Each Difficulty level is associated with a Trait rank which is the minimum rank required to succeed. The player then throws 4 Fudge dice. These special dice don't have numbers on their faces. Instead, two faces bear a **+** sign, two other faces bear a **–** sign while the last two faces are neutral and bear no sign. The principle is simple, each **+** generated raises your Trait rank one step up (for example, a Fair Trait becomes Good) while each **–** generated reduces your Trait one step down (for example, a Fair Trait becomes Mediocre). Each neutral result leaves the Trait Rank unchanged.

*Example: chased by security agents, Harvey tries to climb over a wall to hide himself behind it. The Narrator decides that it is a Hard test (the weather is wet, the wall is thus a bit slippery, and the wall is rather high). The Athletics Field of expertise is appropriate and will thus be used to resolve the attempt. The player rolls four Fudge dice which give two **+**, one **–** and a neutral result. The player's Field of expertise rank is raised by one rank (one **–** cancelling one of the **+**) and is compared to the rank required because of the difficulty.*

Difficulty levels

Difficulty	Rank Needed
n.a.*	Terrible
Easy	Poor
Simple	Mediocre
Average	Fair
Hard	Good
Daunting	Great
Extreme	Superb
Impossible	Legendary

In a Simple Test, the Difficulty can be a Trait Rank of the opponent (*example : the Mind Trait Rank of a Sentinel a character is trying to sneak past with his Stealth Field*). The opponent's Trait Rank gives the Difficulty level (*Example : a Good Rank means a Hard Simple Test*).

To resolve a Simple Conflict, the two opponent's throw four *Fudge* dice and modify their respective Trait accordingly. The participant earning the highest Final Rank wins the Conflict. Same Final Ranks means a draw.

* n.a.: non applicable. No Test should be required to succeed at such a trivial action.

Note that with any given task the narrator can also rule that a player or NPC automatically succeeds when the rank of the Trait used is equal to or higher than the Trait Rank required by the Difficulty level. This extends to all kinds of activities.

Highly Technical Skills

The Narrator can raise the difficulty or declare an automatic failure for unskilled uses of extremely technical Fields, like brain surgery or spell casting.

Fields of expertise, character's Concept and setting

The character's concept helps define the range of each Field of expertise.
Each Field of expertise can cover a wide range of abilities. The character's Concept and the setting can be used to give some precision about the character's Traits.

The setting is the first thing that limits a Field of expertise, the Pilot Field in the 1930's is obviously related to cars, boats and planes while Pilot in a far future setting is also related to space shuttles and star ships. The character's Concept and the setting thus help define the range of each Field of expertise

Example: Pilot covers star ships for a space pilot, while Pilot is related to boats and sea navigation for a seaman.

Sometimes though a character will have something that *might* apply or *almost* applies. A Field of expertise and Concept can thus be:

Closely related – If the task attempted requires a knowledge or "savoir-faire" that is closely related to the character's Concept and setting, the Field of expertise rank is used as is.
Related but not central – If the task attempted requires a knowledge or "savoir-faire" that is related to the character's Concept but is not the central focus of the said Concept, the Field of expertise can be lowered by one rank (minimum default rank).
Loosely related – If the task attempted requires a knowledge or "savoir-faire" that is loosely related to the character Concept, the Field of expertise can be lowered by two ranks (minimum default rank).

Note that Setbacks, if appropriate, reduce the rank of the Trait used to resolve the Simple test. In the same spirit, each +1 Card becomes a +1 Trait Rank in Simple Tests while each −1 Card becomes a −1 Trait Rank in Simple Tests.

2 – Hazardous Conflict resolution (risky contested tasks)

Conflicts between characters and NPCs are a bit more involved. First, they are broken up into Story elements. These story elements can be compared to smaller sub-scenes which are added together to design the whole Conflict. A Story element can thus be equal to a few rounds of combat or to the next decision point, whichever is more appropriate. If the action is heated and complicated, an element may be as short as a few blows or can illustrate an action like trying to grab an item (an action like this one can be in itself a Story Element, it is resolved through a Simple Test). Other times, a Story element can be as long as a minute or two. It can also sum up a whole conflict between two opponents. They are the shots making the scene.

The narrator and players may break the Conflict down into several Story elements or treat the whole encounter as one Story element. It depends on the Narrator and players mood, the number of participants, the importance of the fight in the story, whether or not a side is surprised, etc. Each Story element should be a dramatic unit.

The key lies in the collaborative aspect of the system. The Narrator and the players collaborate to define the scene and its various Story elements and to describe the outcome (according to the degree of success of the winning side, the more Setbacks inflicted the more the pursued goal is reached) in the most entertaining way for the greater benefit of everybody. As a rule of thumb, Story elements influencing other Story elements should be played first. The result should be very cinematic with Story elements adding themselves to build a scene. The Story elements are like the shots succeeding themselves and progressively building the whole scene.

Each Story element involving a Hazardous conflict is resolved through one or more card draws. The cards are drawn from a 56-cards deck from which heads have been removed. Each card bearing an even number is a success and each card bearing an odd number is a failure. Before each draw, players declare what goal their characters are attempting to reach and what Trait they're using. If a character is facing several opponents, he must divide his Cards (not necessarily evenly) between its opponents. Then each character draws the appropriate number of cards, according to the Trait Rank, and totals the successes.

1 success   = opponent suffers a   Setback (-1 card penalty)
2 successes = opponent suffers a   Major Setback (-2 cards penalty)
3 successes = opponent suffers an   Extreme Setback (-3 cards penalty) and loses the Story element

Any successes obtained by either character involved in the conflict apply to their opponent once all participants have drawn their cards. If nobody has any successes, the Story element is a tie, and nobody accomplishes anything significant, the Story element (and thus the conflict) goes on and new cards are drawn...

It's possible for neither character to suffer a Setback, for one character to suffer a setback, or for both characters to suffer setbacks in the same "draw". Both can somehow lose the Story element if they inflict each other an Extreme Setback.

Typically, the Story element continues until a side scores 3 successes (in a single draw), enough to overcome its opponent and earn a victory over him, thus ending the Story element and possibly the Conflict. The winner of the story element reaches the goal he was pursuing.

The Hazardous Conflict resolution system can also be used outside of a risky situation whenever the participants think it is funny or want to have fun with Attack and Defence cards. The Conflict is resolved normally and the inflicted Setbacks are erased at the end the Conflict.

Quitting the conflict

Unless the opponents both inflict the same number of Setbacks, the side earning the greatest number of Setbacks is declared the winner of the draw. The side that's winning a draw can call it quits at any time after the setbacks are applied. If the two sides are tied, either can call it quits but both must be willing to quit for the Story element to end (*the narrator can rule that both sides secretly decide if it quits or not, the answers are then compared and the Story element ends if both sides decide to quit the conflict. Cards secretly chosen by each side and revealed at the same time can be used if the narrator wants so*). The Setbacks are applied, each participant then describes the Setback(s) he is inflicting and the Story element ends. The winner of the draw who decides to end the Story element is also the winner of the Story element and is somehow reaching his goal.

Taking the edge

Instead of applying a Setback, a side can instead choose to "take the edge" and bet for a better result next draw. This can be very useful when dealing with someone who's using the "Playing defence" option. If a side does this, the Setback card penalty is *doubled* and used as bonus cards for the NEXT draw of this Story element (but only for the next draw of this Story element).

Playing Defence

Since it's very easy for both characters to get badly hurt in a conflict (which makes sense: fights often end with both combatants being wounded, and arguments often damage the credibility of both participants), players and their characters will *usually* (okay, virtually always) want to dedicate some of their cards to defence. These cards are drawn separately, and the successes they generate reduce your opponents Success Total, thus reducing the degree of Setback your opponent achieves against you. Game tip : to separate them, use a colour for the "attack" cards and a different colour for the defence cards.

3 – Applying the effects of the Setbacks

The "Setback" applies to anything related to the Conflict, including future Story elements and draws of the Conflict. For example, if you lose a social Conflict, your Setback can represent being made to look foolish, being made to look guilty of something you didn't (or did) do, having your reputation tarnished, losing confidence, having your feelings hurt, etc. It will apply to any Social Test or Conflict until it "heals."

Setbacks typically "Heal" at the rate of 1 card per in-game day. This includes non-lethal wounds, like the kind you'd get from a fistfight or stun gun.

Lethal Wounds are another matter. These apply to *every* category of action, and go away at the rate of 1 per *week* of game-time (and honestly, that's being generous. A month is more realistic). An "Extreme Setback" in lethal combat leaves the person dying, and in grave need of medical care. A Setbacks is considered as a Wound, a Major Setbacks can be compared to a Severe wound and an Extreme setback to a Grievous injury/near death (often incapacitating).

Use only the *largest* Setback of its type that a character has suffered: two "Wounds" don't add up to a "Serious Wound," but you could have a "Wound" and a "Social Setback," each of which would apply separately to its own area.

4 – Special rules (mostly) for physical combat

Risky Simple tests

Sometimes, even uncontested tasks can be dangerous. A failed test can thus result in Setbacks being inflicted (like wounds). The narrator can either rule that a failure will result in a set number of Setbacks being inflicted. The Narrator can also compare the final Trait Rank (modified by the results of the Fudge dice) with the minimum rank required according to the Difficulty of the task and inflict one Setback (maximum 3) for each missing rank.

Example: having escaped the security agents, Harvey is running back to his car. He is spotted by the security and an alarm starts ringing while he is getting inside his car. The player states that Harvey is hurrying up and is driving as fast as he can in order to increase the distance before the agents can climb in their own car(s) and chase him.
The Narrator reminds the player that there is a very dangerous bend ahead and asks the player whether Harvey wants to slow down before the bend or not. Seeing car lights in his rear-view mirror, The player decides Harvey does not go down to a secure speed before the bend…
Harvey Pilot Field of expertise is Good but the Difficulty is Daunting, this means that a Great rank is needed. Harvey's player rolls four Fudge dice and produce one +, one neutral and two − results. His final Trait rank is lowered to Fair which is two ranks lower than the Great rank required by the Daunting Difficulty. The Narrator rules that Harvey's is loosing control of the car and that Harvey is inflicted two Setbacks (a severe wound) when the car hits a tree.

First aid for lethal wounds

The person attempting First Aid must roll a Simple Tests with a Medicine-related trait. The Test has a Difficulty equal to the degree of the Setback (Average for a Wound, Hard for a Severe Wound, Daunting for an Extreme Wound/near death). A success stabilizes the wound and saves the victim's life. If the narrator wishes so, a successful first aid can reduce the wound by one degree. Alternatively it can reduce the healing time. Of course, the above difficulties assume the physician can use an average equipment in average conditions (see Test and Conflict modifiers references).

Out of range

If one character is too far away to affect the other (this usually happens in combat, but it could happen in a social environment, if someone starts spreading rumours while your character is out of town), the "out-ranged" character cannot inflict a Setback to the other character, and has to Play Defence. The character can use excess Defence successes (above and beyond the number of successes they need to have to avoid suffering a Setback) to move closer. It takes 1 success to move one "category" closer, and these can be "saved" from draw to draw. So some fool who brought a knife to a gunfight would need to move from "Long Range" (the range for most guns) to "Close Range" (the range for hand to hand).

Ranged combat is a special case. It is resolved through a Hazardous conflict in which the target receives Defence cards according to the range. The Range table gives the difficulty of a shot according to the range (when there is no need to apply Setbacks, a Simple test is just the right way to know whether the target has been hit or not) or the number of Defence cards received by the target according to this same range.

A good cover usually gives one or two additional Defence cards to the target. The Narrator can give additional Defence cards because of the target's action or because of the bad conditions.

Range Table

Range	Narrator only	Small Firearms Min. Required Diff.	Vehicle Heavy W. Min. Required Diff.	Space/Star ships Min. Required Diff.
Close	0 to 5 m	Easy (2)		
Short	- 10 m	Simple (3)		
Medium	- 20 m	Average (4)		
Long	- 40 m	Hard (5)		
Very Long	- 80 m	Daunting (6)		
(1) Extreme	- 160 m	Extreme (7)		
(2) Far	- 250 m	Impossible (8)	Easy (2)	
Very Far	- 500 m	-	Simple (3)	
Distant	- 750 m	-	Average (4)	
Very Distant	- 1.000 m	-	Hard (5)	
Local	- 1.500 m	-	Daunting (6)	
District	- 5 km	-	Extreme (7)	
Regional	- 500 km	-	-	Easy (2)
Continental	- 5000 km	-	-	Simple (3)
Planetary	- 50.000 km	-	-	Average (4)
Far Orbit	- 0,5 Mkm	-	-	Hard (5)
Extreme Orbit	- 5 Mkm	-	-	Daunting (6)
Interplanetary	- 1 AU	-	-	Extreme (7)

(1) Carbine & Rifle needed

(2) Rifle needed

The above table gives the difficulty of a shot according to the range and (between brackets) the number of Defence cards received by the target according to this same range.

The *Quitting the conflict* rule can sometimes be used in Ranged combat when the stated goal is compatible with it (if the shooter was trying to wound his target in order to catch it, for example).

Collective Story elements

Often, a sub-scene for each character is not possible or adequate. Sometimes, a character must face several opponents, other times individual actions can not be extracted from the collective action without the whole thing becoming more or less pointless or inappropriate *(example : three characters crouched behind a low wall firing at four soldiers using steel containers as cover).* This is when the Collective Story elements rules can be used. Of course, a scene, i.e. a Conflict, can include normal Story elements and Collective Story elements.

Each member involved in the conflict draw his Attack cards and Defence cards (if any), with all the appropriate modifiers included. The various Setbacks and successful Defence cards are then applied so as to reconcile them with the whole action and build the Collective Story element toward its completion.

The Setbacks generated by each participant can be assigned to a single opponent or be split between several ones. Unless stated otherwise, a character can only use his successful Defence cards to cancel Setbacks directed at him.

In some cases, a participant can use some or all of his Defence cards to help other members of his side. The character must come with a logical explanation justifying such a use (though it can often be guessed from the initial goal of the character).

Example: a character starts spraying the area with his automatic assault rifle so that the opposing soldiers keep their heads low, he is trying to cover his comrades and hinder the enemies instead of hitting them. The narrator allows him to use his successful Defence cards to protect himself and/or use them to reduce Setbacks inflicted to his friends.

The more important is actually to describe the whole thing as vividly as possible.

The side earning the highest number of Setbacks is considered as the winner of the draw and can call it quits thus ending the Collective Story element (see *Quitting the conflict* page 7).

Conflict modifiers

Being caught flat-footed: -1 to -2 cards, first "draw" only (taken by surprise, being verbally attacked by someone you thought was friendly, etc).

Bad "ground": -1 card, as long as it persists (enemy has the higher ground in combat, an unfriendly crowd, a hostile judge or jury). *Very* rarely will this be a -2 cards penalty.

Cover: -1 to -2 cards, depending on how much of the opponent the cover protects, and how solid the protection is (enemy literally has something to hide behind in combat, opponent has someone watching his back/covering for him in a social or legal contest, etc).

Car chases: Car chases are handled as normal Conflicts between the Pilot or Driving field of expertise of the drivers, modified by the Speed bonuses of the vehicles. Setbacks don't represent vehicle damage, but position (reducing or increasing the range, see "Out of range" special rule above). Inflicting an Extreme Setback means you've either forced the fleeing car off the road (thus catching its passengers and driver) or escaped your pursuer.

Ramming and demolition derbies: Sometimes, you just want to tear the other guy's car to pieces. For this, use the Driving of Pilot Fields of the drivers modified by the Toughness ratings of the vehicles. Any Setbacks apply as "Wounds" to the vehicle, and an "Extreme Setback" wrecks the vehicle. Alternatively Toughness can be used as Armour if someone is firing at the vehicle.

Remember that Conflict cards' modifiers translate into reduced or raised Trait Ranks when Simple Tests are concerned.

VI – Supernormal powers

Supernormal powers are just like Fields of expertise applied to magical or mental powers like psionics. They are called **Fields of power** and are available if the setting is appropriate. If a Field of power is used in a way that can't be resisted, it is resolved through a Simple Test against a Difficulty. If the supernormal power can be resisted, the narrator choose an appropriate Ability (or another Field of power or any appropriate Trait) for the defender while the Psionicist usually uses his Field of power rating and a Simple Conflict is resolved. The player and/or the narrator then describe in an entertaining and/or colourful way how the power is used in the conflict.

The Fields of power usually default at Abysmal, this means that a Fields of Power can't be used by a player that has not spent any Tokens in the said Field.

A Field of power can be activated a number of time equal to the Field of power card rating. These "power points" (sometimes called mana points) are usually recovered after a good night rest though the time and conditions greatly vary with the setting. Note that the Trait is not actually reduced, it is just used to compute the number of use.

Example : a Psionic Field of power rated as Good can be used 5 times, for 5 draws or during 5 Story element.

The narrator can also rule that a given Ability (or another Field of expertise or Field of power) can be used to fuel a given Field of power (if the Default Abilities are used, Mind or Presence could be used to fuel Psionic powers for example). The Ability (or Trait) is then reduced until the character has some rest (or meet whatever conditions the setting considers as necessary)

If the Fields of power is used in a test, the narrator and the player work together to set the difficulty of the attempted task. Alternatively, the description of the Field of power can describe some of the effects and the corresponding difficulties.

VII – Narrator's section

1 - Creating NPCs

Do it just like PCs. A Concept (or a couple of sentences) and a number of Tokens, which can be spent in advance or in play. Just be sure not to let your NPCs overshadow the PCs. Remember, the PCs are supposed to do everything important. NPCs are opposition, supporting cast, colour, etc.

2 - Equipment

Gear adds or subtracts cards from your rating. They can also raise or lower Trait Ranks before Fudge dice are rolled in Simple Tests and Conflicts.

a – General Gear

Inferior or Lacking Gear: -1 (bandaging a wound with strips of a t-shirt, picking a lock with a hairpin)
Average Gear: +0 (a first aid kit or basic lock picking tools)
Good Gear: +1 (paramedic or doctor's bag, field surgeon's kit, professional locksmith's bag, etc)
Superb Gear: +2 (an ambulance or E.R., the best lock picking tools known to man)

b – Weapons

Light: +0 (knife, small bore pistol, .22 rifle). Allow lethal wounds and attacking from a distance
Medium: +1 (sword, pistol, carbine)
Heavy: +2 (pole axe, rifle, shotgun)
Massive: +3 (boulder, grenade, .50 BMG)

> **Option: Two weapons fighting**
> +1 Attack or Defence card (player's choice)

Weapon cards can apply toward Attack OR toward Defence when appropriate (parrying, cover fire, etc).

c – Armour

Light: +1 (leather)
Medium: +2 (chain mail, breastplate, Kevlar "bullet-proof" vest)
Heavy: +3 (full plate, anti-rifle armour)

Armour Cards always and only apply toward Defence.
Guns ignore non-bullet-proof/medieval style armour.
Advanced weapons (lasers, blasters) ignore modern era armour
Far future armour ratings cancel two successes from modern era or earlier weapons

> **Option: Shields**
>
> +1 Defence card

d – Vehicles

Modern era small vehicles
Motorcycle: Speed +3, Toughness -1, Gets +1 Speed Card in close spaces, alleys, etc.
Dirt Bike/ATV: Speed +1, Toughness +0, Gets +2 Speed Card off-road *and* +1 in close spaces
Sports Car: Speed +3, Toughness +1, Gets +1 Speed Card on straight ways and open roads
Family Sedan: Speed +1, Toughness +1
Big-Engine Luxury Sedan: Speed +2, Toughness +2
SUV or Pickup Truck: Speed +1, Toughness +2
Heavy Duty 4x4 SUV or Pickup: Speed +1, Toughness +3, Gets +2 Speed Cards off-road
Delivery Van/Short Bus: Speed +0, Toughness +4
Full Sized Bus: Speed -1, Toughness +5

The Speed and Toughness Traits are explained earlier in the Special rules (see *Car chases* and *Ramming* p. 11)

Modern vehicles outdistance (no draw or roll required) steam age or earlier vehicles.
Far future vehicles outdistance (no draw or roll required) modern age or earlier vehicles.

Modern day vehicle weapons ignore steam age or earlier vehicles Toughness.
Far future vehicle weapons ignore modern age or earlier vehicles Toughness.

Vehicle scales

Vehicles fall into four categories :

Small size vehicles   (cars, vans, small boats, fighters, shuttles)
Medium size vehicles   (naval ships, merchant ships, small star ships)
Large size vehicles   (cruisers, destroyers, small liners, tankers, ship-of-the-line)
Capital ships   (battleships, dreadnoughts, Mega corporation liners, space station)

Vehicles must have a stronger structure and hull to support an increased size. Thus :

Small vehicles spend two successes to inflict one Drawback to large and medium vehicles
Small vehicles spend three successes to inflict one Drawback to capital ships

Large and medium vehicles spend two successes to inflict one Drawback to capital ships

Common sense usually dictates whether a weapon or a vehicle can affect or not another vehicle.

VIII – Appendices

1 – Supernormal powers

Psionic powers as an example (this option uses the Ability list page 3)

Sometimes called psychic powers or more simply psionics, they are the powers of the will and the mind. To be able to use such powers, a character must buy a Psionic Field of power. All Psionic Fields of power default to Abysmal and can't be used until they are raised to Poor. A Terrible rating means a character is under training or is on the verge of developing a Psionic power. It has little practical use though the character is conscious about the latent power.

As soon as a Psionic Field of power is raised to Poor, the Psionicist earns a new Trait called [*Field of Power name*] *potential* equal to the card rating of the Psionic Field of power. This Psionic potential is the number of times the Psionic Field of power can be activated. Each Field of power potential can only be used to activate the Psionic Field of power it is related to. Every use of a Psionic power costs a point of the appropriate Field of power potential.

Psionic powers require a mastery of the Psionic Field of power they are related to. This means that a given Psionic power can't be used until the character reach the appropriate rank. But usually, the more mastery it requires, the more a Psionic power is difficult to use. Using Psionic powers is resolved through a Simple Test which Difficulty depends on the required rank or power level.

Psionic powers test difficulty

Required Rank	Difficulty	Power level
Poor	Easy	1
Mediocre	Simple	2
Fair	Average	3
Good	Hard	4
Great	Daunting	5
Superb	Extreme	6

Fatigue (option)

In addition to requiring Psionic Points, psionic powers are fatiguing. The character's Vigour Ability drops one rank for each use. If the Vigour attribute falls below Terrible, the character is exhausted and collapses, he remains incapacitated until he recovers at least one rank. A rank of Vigour lost because of psionic is recovered after a 15 minutes rest. The narrator can also rule that each lost Vigour rank inflicts a –1 card penalty to any test, Conflict or use of psionic powers.

Psionic fields of power

Telekinesis

This is the art of moving objects from a distance. Higher ratings of expertise allows the psionicist to move heavier objects for a longer time. The targeted objects must be visible. The higher Telekinetic power (Superb), allows the character to levitate and move an object weighing around 100 kilograms at the same time or move an object weighing 1.000 kilograms. While levitating, the character can move at the same speed as a human. Instead of moving a single object, the psionicist can move several objects reaching the same weight, the difficulty is then raised by one rank. The Duration and or Weight determines the power level or rank needed *(see Telepathy example)* and thus the Difficulty of the Test. Whatever the power level used, physics' laws take precedence again as soon as concentration ceases.

Rank	Duration*	Maximum Weight
Poor	1 Story element	10 grams
Mediocre	2 Story elements	100 grams
Fair	3 Story elements	1 kilogram
Good	4 Story elements	10 kilograms
Great	5 Story elements	100 kilograms
Superb	6 Story elements	1 ton *or* oneself and 100 kilograms

* If it is more appropriate, each Story element is roughly equivalent to a single minute.

If a psionicist uses Telekinesis in combat, the Mind attribute can be used as a weapon modifier.

Mind	Modifier
Poor to Mediocre	-1 card
Fair	+/- 0
Good	+1 card
Great	+2 cards
Superb	+3 cards

Who goes first?

Sometimes it can be important to know who is acting first. Some actions could greatly influence the result of a Story element. First, ask yourself if it is really important to know whether or not a Story element or action must be resolved before another one? Two Story elements are generally considered occurring at the same time and are not supposed to influence each other. Sometimes it is not as obvious. The narrator should decide, keeping in mind what is the most entertaining or the most interesting for the story or the suspense, without forgetting that a Story element is abstract (representing from a single shot to a full scene). Giving the initiative to a character can be compared to a close-up (focus) in a shot (Story element).

Telepathy
This is the art of projecting and perceiving thoughts. The higher the expertise the deeper and the farthest the telepath can project and sense thoughts. The power and/or range used determines the Field of power rank needed and thus the Difficulty of the Test.

Example: Using Empathy farther than 20 m and up to 50 m requires a Good Telepathy Field of power rank and becomes a Hard difficulty test.

Poor   **Mental screen**
The psionicist is not yet able to perceive the thoughts of the people around him. He is yet learning how to handle his new power and to create a screen protecting its own thoughts from the other telepaths. From now on, if someone wants to read his thoughts, a Conflict is started and he must be overcame. This is a passive power, it is activated (and the required psionic potential spent) as soon as the character is targeted by a psionic power, unless the character does not want to resist. In a Hazardous conflict, the Telepathy cards of the resisting character are used as Defence cards. In a Simple conflict, the Psionicist final Telepathy rank must beat the defender Telepathy final rank.

Mediocre   **Empathy**   *10 meters*
The telepath can sense the people around him, he is particularly sensitive to fear and hostility (note that lie can be guessed but never ascertained this way). Surface emotions can be perceived and the character can have a hint of the Mind and Presence rating. First, all the emotions are perceived and the psionicist needs some concentration in order to isolate the thoughts of a given individual. Until a specific individual is targeted, there is almost no way to detect that someone is using Telepathy, unless someone is reading the psionicist's thoughts at the same time. Though evil intents can be spotted this way, most legal systems do not accept Telepathy as a proof or as legitimating violence. Needless to say that many cultures are very wary of psionic powers.
Using Empathy the character can share his emotions with another Telepath.

Fair   **Thoughts reading**   *20 meters*
The psionicist can read the thoughts of the people around him. First, all the thoughts are perceived and the telepath needs some concentration before he can focus on the thoughts of a given individual. Until a specific individual is targeted, there is almost no way to detect that someone is using Thoughts reading, unless someone is reading the psionicist's thoughts at the same time.
The character is able to send his emotions with a non- telepath and is also able to send thoughts and suggestions to another telepath.

Good   **Mind probe**   *50 meters*
The psionicist is now able to send thoughts and suggestions to a non-telepath.

Great   **Mind control**   *100 meters*
The telepath can project an order to a target that will do his best to obey unless it threatens his life. If the attempt has been disguised, the victim will realize that something has gone wrong after a moment but will have some trouble to remember what exactly without any help. The telepath must concentrate on the target until the order is executed. Another telepath immediately understands what is going on and can resist the attempt. This power can also be used to subdue a target, if successful the target falls unconscious.

Superb   **Mind assault**   *Field of vision*
The psionicist takes full control of the target. If the assault has been disguised, the victim will realize at some point that something has gone wrong but will have some trouble to remember what exactly without any help. The telepath must concentrate on the target or the control ends. Another telepath immediately understands what is going on and can resist the attempt.

Note: when a telepathic power targets an individual, the intrusion is sensed by the victim. Though this is perceived confusedly, he knows that something is going wrong and someone that has already been exposed to such an intrusion can understand what is going on if he has a reason to. A telepathic attempt can be disguised however, the required power rank is increased by one along with the Difficulty level of the Test. As far as *Mind control* and *Mind assault* are concerned, the target can not realize what is going on until it is too late if he is not a Telepath.

Consciousness

This is the mastery of the mind over the body, the art of improving one's body through the use of one's mind.

Poor   ***Thermal resistance***
While in trance, the psionicist can endure extreme temperatures, from –50°C to +50°C. He can walk through a bone fire or walk barefoot in the snow without being disturbed. This resistance lasts as long as the Pionicist can concentrate himself on the power used.

Mediocre   ***Accelerated healing***
The psionicist knows advanced relaxation methods allowing him to recover faster. Wounds (lethal setbacks) requiring weeks to be healed can be recovered at a rate of 1 for each day (12 hours) of meditation (the character can do almost nothing else while meditating). The maximum number of "days" of healing is equal to the card rating of the Consciousness Field of power. Each "day" of meditation requires the expenditure of a Consciousness potential point. Points spent to accelerate the healing process can not be recovered until the Accelerated healing process is stopped.

Fair   ***Suspended animation***
The character can voluntarily fall into catalepsy, he stays alive in a suspended animation state without eating or drinking seemingly dead. The catalepsy can last for a number of days equal to the card rating of the psionic Field of power.

Good   ***Regenerating***
The body cells are under the conscious control of the psionicist. This control can be used to grow a lost limb or recover more quickly from grievous wounds. Wounds (lethal Setbacks) requiring weeks to be healed are recovered at a rate of one per hour, wounds requiring months to be healed are recovered at a rate of one wound per day. Though this power is actually a control of the mind over the body, it does not require a deep concentration. As far as "light" wounds are concerned (those requiring only weeks to heal), healing starts and goes on automatically once activated. It stops when all the wounds are recovered. A Consciousness potential point must be spent at the beginning of each recovery period (one potential point each hour when wounds requiring a week rest are regenerated, one point each week when wounds requiring months are regenerated). Points spent to regenerate can not be recovered until the regeneration process is stopped. *Regenerating* usually requires some meditation.

Great   ***Increased toughness***
This power allows the psionicist to add its Presence card rating to his Vigour for a number of draws equal to the Consciousness rating. Another way to use this power is to rearrange the body cells in order to harden the skin and create a natural armour which value is equal to half the Presence card rating (rounded up). This natural armour is added to any other armour worn by the psionicist and lasts a number of draws equal to the Consciousness Field of power rating. This power can also be focused on a single and usually instantaneous action in order to produce an incredible feat of strength or toughness. It lasts as long as the action.

Superb   ***Increased coordination***
This power allows the psionicist to add its Presence bonus to his Mastery for a number of draws equal to the Consciousness Field of power rating. This power can also be focused on a single and usually instantaneous action in order to produce an incredible feat of dexterity or agility. It lasts as long as the action.

Legendary powers

The powers described here are the more common ones, some species or individuals have developed different powers if not fabulous ones. It is even theoretically possible for psionicists to gather and produce enhanced effects based on powers known by all the members of the assembled group. This kind of powers are best used as gimmicks in the hand of the Narrator in order to create better adventures and/or to produce a sense of wonder and/or awe.

2 – Free style creation

Tokens are spent as usual but the player can rate whatever he wants. Anything can be considered as a Trait provided it is not too broadly or too narrowly defined. Before drawing Cards or throwing Fudge dice, the narrator evaluates whether the Trait used by the player is

closely related, *Related but not central* or *loosely related* and applies the effect as stated under the "*Fields of expertise, character's Concept and setting*" section page 6.

Sample Traits from the world of high school cliques

"Queen Bee" would be good at inspiring a "fear of ostracism" based loyalty in her subordinates, a "desire for status" based desire for her among high school guys, and a "I can't stand you and I really can't stand that I'm jealous of you" loathing from the geeks and freaks.

"Hot Geek Girl" would be good for inspiring worship from the geeks and freaks, as well as showing up all the Queen Bees, Wanna-bees, and status worshipers.

"Gossip Queen" would be good for finding information and damaging people's reputations, without your victims even knowing you're behind it.

Some examples from the ever-popular world of firearms

"Shooting" applies to any gun, but only for basic stuff like, well, shooting. It wouldn't apply to quick draw or automatic weapons fire.

A "Gunslinger," wouldn't get the full bonus for long-range shooting, but would get the bonus for quick draws.

A "Machine gunner" wouldn't get the full bonus for pistols, or quick draws, but would be able to do impressive things with automatic weapons, like controlled bursts, spraying an area, and suppressive fire.

A "Sniper" wouldn't get the full bonus for pistols or quick draws, but could do precision shots (so long as they were doable with a steady rifle, and didn't involve twirling a pistol or such) and would also be able to conceal himself and shoot from concealment.

Examples of free style character creation (excess Tokens are stored for "in game" use)

Jim Bones is an old straight-forward, down-home country doctor who doesn't suffer fools gladly. He feels protective of people in general, and seeks to stop (insert evil monster villain's name here). He's a widower, and he lost his son in Desert Storm, so he doesn't really feel like he has a lot to lose.
Medicine (he's a doctor): Fair (2 Tokens),
Bedside Manner (Again, he's a country doctor): Mediocre (1 Token)

Lisa Benny is a 13 year old cowboy-action shooting champion. She's definitely a country girl, and loves hunting, fishing, riding, and shooting. She wants to have a normal life, but not give up any of the things she loves.
Gunslinger (regional youth champion, to be specific): Good (3 tokens)

Natalie Bradford is a "Queen Bee" of her high school, and she's only a freshman. She has the poise of a model and the mind of a social assassin. She's descended from *the* William Bradford, and has the old money to prove it. She wants to be recognized for the natural nobility she is.
Queen Bee (alpha female of a cutthroat high school clique): Good (3 tokens)

Janey Brewer is a punk rock girl who's never been afraid to speak her mind. She's not very well informed, mind you, but she's not afraid to speak her mind, loudly and with colourful language.

She's also not intimidated by much of anything (she can be intimidat*ing,* but not intimidat*ed*). Janey loves leather pants, tattoos, piercings, cheap vodka, and the Sex Pistols.
Spunky Punker: Fair (2 Tokens)

Fellini Smith is a research geneticist and all-around geek girl. She loves fruit flies, double helixes, Punnett Squares, role playing games, espresso, and pale, scrawny guys. Fellini wore black for a month in memory of Gary Gygax.
She Blinded Me with SCIENCE! Fair (2 Tokens)

3 – Streamlined MicroFudged character creation

This option is designed to be used with the Ability and Field of expertise lists provided as examples page 3 and 4 of these rules (note that it can work with any other homemade list) along with the various Fields of power (defaulting at Abysmal unless stated otherwise).

In this character creation system, default Ability rank is Fair while default Fields of Expertise rank is poor (except when stated otherwise in the MicroFudged DIP rules and the numerous astounding supplements to come). You may spend 15 Tokens for customisation. Remember that Attributes may be lowered, which actually adds Tokens instead of costing Tokens.

To the exception of Fields starting at Terrible or Abysmal as default Rank, none of your Traits may be lower than Poor or higher than Great during the character creation process (unless the Narrator allows it, of course). Unspent Tokens are carried over into play as Tokens on a one-to-one basis, but no more than 3 Tokens may be gained this way.

Trading Values

Trait	Value
Ability Rank	±3
Field Rank	1

Character development

Tokens are used to reward players. They can either be used to improve Trait ranks between game sessions (see sidebar) or to save one's skin (as usual).

Regular Tokens award should never be more than 3 Tokens for a full-length adventure.

Raising Fields

From	To	Tokens
Terrible	Poor	3
Poor	Mediocre	3
Mediocre	Fair	3
Fair	Good	6
Good	Great	12
Great	Superb	24

Raising Abilities
Triple the cost of Fields of the same Rank

4 – Creative Token use

Basic Token use

Saving one's skin (see page 2) with the expenditure of a single Token make them very valuable. But players may also spend a Token to receive a +1 Rank to any Ability or Field (thus allowing

the player to draw one more card in a Hazardous Conflict for a single Story element). Only one point may be spent in this fashion, unless it is countered (see below).

Tokens may be spent to cancel someone else's expenditure of a Token. If this happens, both Token are spent, but the character who spent the original point may spend another point to try again. This process can be repeated as many times as people are willing to spend Tokens.

Additional use of Tokens

Tokens can be viewed as small "votes" you can cast to get the story go your way, within certain limits. Beyond adding +1 Rank to an Ability or Field and using them to arrange minor circumstances, a Token can also be used to roll or draw again (in a Test or Conflict) or change the result of a single card or die (earning another success or failure, raising or lowering a Trait Rank, as needed), a few other ideas follow.

Narrative control and coincidence

They may also spend a Token for minor narrative control over a situation. Common uses for this include finding a convenient item, knowing someone in a particular town, or showing up at just the right moment in another scene. Effectively, this expenditure allows the player to take the role of Narrator for a moment. The Narrator has full veto rights on any such expenditures, in which case the Token is not spent. Once the Token is spent, the Narrator becomes a moderator and keeps full veto rights (he can even hand back the spent Token).

More often than not, this sort of expenditure of Tokens is an attempt by the players to keep things moving. It is more fun to just assume you have the tool you need in your trunk than to have to drive back from the haunted house, hit a hardware store, and then drive back. As a Narrator, if the expenditure lets people continue to have fun without breaking anything, it should be allowed.

It is also important to consider how reasonable the player's request is. If it is really no stretch at all, spending a Token shouldn't even be necessary. Tokens are really made to be used in that narrow spectrum between complete logic and Narrator's ruling.

One Token can be spent to catch the camera for a monologue. The Player can't interact with anything else during this time period, he is making a speech. At the same time, since he is making his monologue, he won't be interrupted, he must keep it short and sweet. This is television or cinema. And yes, villains can do this as well. How else do you figure they can manage to make their exit threats without the heroes stepping on their lines ? This effect generally only lasts for a few sentences. However, the rest of the room is required to be quiet while the character speaks.

Two Tokens can be spent to give someone else a +1 Card or +1 Rank to one draw or roll, even if he has already spent a Token to give himself a +1 Rank, providing that a player can reasonably give some sort of in-character assistance. The player can't do this more than once for a single draw or roll, though. If a friend of the character needs +2 Cards, the player can spend two Tokens to give him a +1 Card and a third party will have to spend two more Tokens to give him another +1 Card.

In a conflict, one Token can be spend to take a Setback instead of someone else, even if it isn't the character's turn, so long as interposing oneself is reasonable. The character can do so without having to Test a Field of expertise for the described action.

A Token may also be spent for a fortuitous arrival. If a character is supposed to arrive at some undetermined moment, the player may spend a point for him to arrive at a particular moment.

5 – Cards are a Narrator's best friend !

Story elements involving a Hazardous Conflict, and of course Global Story elements of this kind, can involve a lot of card draws, especially for the narrator who must separate cards between Attack cards and Defence cards for every NPCs he has in charge. This can get pretty tricky. Two methods can be used to help speed things up :

Method 1 : two 56 cards decks can become a powerful tool allowing a Narrator to manage scores of NPCs with ease. Follow the guide.

1 – Find, buy, borrow or steal two standard 56 cards deck. Try to chose decks with different backs (different colours are better).

2 – Remove the heads from the decks (we cut the head of their real counterparts a long time ago because we didn't need them, it is still true nowadays. Period.).

3 – You now have 80 cards numbered from 1 to 10 with differently coloured backs. Put the cards with the same back together. You now have two 40 cards decks with cards numbered from 1 to 10.

4 – In one of the decks, remove one colour (Black <spades and clubs> or Red <hearts and diamonds>). In the second deck, remove the colour you just left in the first deck.

> *Example : you have bought two 56 cards decks, one with a red back and one with a blue back. You get rid off the heads of the two decks (remember, we don't need nobles anymore since the Revolution).*
>
> *In the red backed deck, you decide to remove the spades and clubs and keep the hearts and diamonds, you now have a red backed deck made of 20 cards holding red numbers ranging from 1 to 10.*
>
> *In the blue backed deck, you decide to remove the hearts and diamonds and keep the Spades and clubs, you now have a blue backed deck made of 20 cards holding black numbers ranging from 1 to 10.*

5 – You can now draw cards as usual. If the number shown on the card is odd, it's a failure, if this number is even it's a success. Now that you have two differently coloured backs, one deck can be used to represent Attack cards while the other deck can be used to represent Defence cards. Thanks to the coloured numbers you can easily keep track of the various results. You must make sure to separate the cards drawn by each NPC from the cards drawn by the others. You can also discard the oddly numbered cards and keep the evenly numbered cards only on the table. You can let a single oddly numbered card on the table for a NPC that he has not earned any Success.

6 – Now that the Story element is resolved, you can easily put the cards back in their respective decks. Of course, if you have associated the red numbers with the red backs and the black numbers with the blue or black backs this is all that much easier.

Two pairs of decks can be used to double the number of cards to draw.

The players can each have their own decks. Two 56-cards decks can be shared by two players, one of them takes diamonds and spades, the other the hearts and clubs. They will both have 10 cards of each colour with different backs.

The players can also draw cards from a common deck, it should be a larger deck made from two pairs of 56-cards decks).

Method 2 : forget about the even and odd stuff. Take a 56-cards deck and remove the jokers (yes, let the heads in the deck). When cards are drawn, each red card (hearts and diamonds) is a success while each black card (spades and clubs) is a failure. If you have two very different 56-cards decks (one that is smaller, for example), you can assign a deck to the attack cards and the other deck (the smaller one, for example) to the defence cards.

Etiquette proposal : each draw phase (when drawing cards to resolve Story elements set at the same time), one of the players should be designated as the card dealer. This player is in charge of dealing the cards to the players (including himself). Once the cards have been used by the players, the dealer recovers the dealt cards, put them aside in their respective decks until no more cards are available. The used cards are then shuffled to create the new deck. The dealer has a privilege, he can shuffle the decks at any moment. The next resolution phase, another dealer is named (it can be the same player). Voluntary participation should be the rule, if not the Narrator decides (it should be a currently inactive player or one who has not dealt that much since the beginning of the game).

6 – Running investigative adventures

Mysteries can be tricky, if you're not used to doing them.

One approach that can work well is to figure out what clues are absolutely necessary to move the adventure forward, then give those to the characters when they reach the right point, *without needing die rolls or Conflict resolution rules* (as Robin D. Laws pioneered it).

Make sure there are "extra" clues that will help the PCs have an easier time of things. You can require Simple Tests for those, of course, but *don't let the game stall out because of a bad roll or draw*.

You will need to plan the game a lot more in a mystery game than in other types, but understand that the PCs will probably take things out of order, skip around, skip entire sections, and not follow your script at all. It's better to plan out what happened, who done it, what will introduce the characters, and who has what evidence, and let them approach it from whatever angle and in whatever order they want.

Also, if your players are misinterpreting the clues you give them, you have some choices:
1 - Give them some more clues or have something happen that puts them back on track.
2 - Change the pre-planned story to fit their current assumptions.
3 - Let them fail, but try to make it as interesting as possible

Some groups will prefer a "good story" ending regardless, and you'll need to put them back on track if they get too far off. Some groups prefer the challenge, and feel like it's rigged or "fake" if there is not chance of failing to solve the mystery. It's best to find out which way your gaming group feels before running an investigative adventure.

7 – Scales

Sometimes, some beings have such supernatural sizes and abilities that the MicroFudged DIP values can not properly rate them. It is time to use Scales reflecting non human abilities.

Sample Size Scale Table *(From Fudge 10th anniversary edition and other Fudge books)*

Scale	Mass	Example
−10	Less than 1 kg	Basilisk, ferret (male), peregrine falcon
−9	1 kg	Ferret (male), rabbit
−8	2 kg	Chicken
−7	4 kg	Golden eagle
−6	6 kg	Large house cat, royal falcon
−5	9 kg	Fox, small dog, great weasel
−4	13 kg	Badger, swan
−3	20 kg	Coyote, medium dog, Lynx, roe dear, imp
−2	30 kg	Large dog, cockatrice
−1	45 kg	Cheetah, goblin, ratling, gnome, wolf, goat
±0	**68 kg**	**Human, ghoul, hyena, medusa, smaller lycanthrope, pterodactyl, very large dog or wolf**
+1	100 kg	Leopard, lycanthrope, ogre, djinn, hellhound, minotaur, wild boar, mastiff
+2	150 kg	Black bear, large lycanthrope, gorilla, chimera, wild boar (male), lion, pig
+3	225 kg	Utahraptor, troll, unicorn, black bear (male), large dear, lion (male), donkey
+4	333 kg	Grizzly bear, young dragon, sasquatch, gryphons, elk, mule
+5	500 kg	Alligator, horse, camel, highland cattle
+6	750 kg	Bison, near adult dragon, kodiak bear, oxen
+7	1,1 t	Great white shark, mature dragon
+8	1,7 t	killer whale, large mature dragon, hydra
+9	2,6 t	Allosaurus, great old dragon
+10	3,9 t	Giant worm, kraken, greater dragon

Aerial dinosaur	−6 to −1
Carnivorous dinosaur	0 to +10
Herbivorous dinosaur	+2 to +15
Submarine dinosaur	+1 to +11
Mammoth	+12

The values in the scale table are generics and mainly applying to size. According to the setting the listed creatures can have a smaller or greater Scale rating and a Scale rating that can apply to vastly different domains. Some features, like lycanthropic, can increase or lower the listed value. These are only average values.

Scale raises the Rank of the appropriate Traits and can thus be used as a Card penalty or Card bonus when the creature can benefit or suffer from the scale bonus or penalty. Scale usually applies in combat or when the physical power of a being is concerned. But Scale can apply to other Traits, Conflicts or situations. The Traits, Conflicts or situations in which the scale gives a bonus or inflicts a Penalty is stated between brackets after the Scale rating.

Scale is used to attack or to play defence (when appropriate). When size is concerned it represents physical power, heavier or thicker armour/hide, greater resistance, etc. Thanks to the words between brackets the Scale rating can thus be what the Narrator wants it to be, it can apply to whatever situation he wants. Simply think about the situations in which the Scale(s) apply(ies).

Examples :

Dragon
Scale +6 (Combat)
The Dragon earns a +6 Cards bonus and draw 6 additional cards in combat

Wise old dragon
Scale +9 (Combat)
Scale +1 (Mind)
The Dragon earns a +9 cards bonus in combat and feats of strength and a +1 Card bonus in intellectual tests and conflicts

Elves
Scale −1 (Strength)
Scale +1 (Agility)
Elves earns a −1 Card penalty for feats of strength (but not in combat) and a +1 Card bonus when agility, nimbleness or dexterity is concerned

Ancients
Scale +1 (Combat, Agility, Mind)
Means Ancients earns a +1 card bonus in combat and feats of strength and a +1 card bonus for tests and conflicts involving mind, intellectual power and agility.

Note that scales allow beings to be easily compared between themselves whatever their species.

Example :
Ogres are +1 Scale (Combat).
As usual A Good Vigour Ogre is stronger than a Fair Vigour Ogre.
But when he is compared to a human, the Good Vigour Ogre is considered as having a Great Vigour. And when the Fair Vigour Ogre is compared to a human, he is considered as having a Good Strength (the +1 Scale raises his Vigour from Fair to Good). But when the second Ogre is compared to the first one, his Vigour rating does not change (their scale rating is the same).

REFERENCES

The MicroFudged DIP values

Trait Rank	Card Rating	Difficulty
Abysmal	(0)	n.a.*
Terrible	(1)	n.a.*
Poor	**(2)**	Easy
Mediocre	(3)	Simple
Fair	(4)	Average
Good	(5)	Hard
Great	(6)	Daunting
Superb	(7)	Extreme
Legendary	(8+)	Impossible

non applicable, no test for such a trivial action

Starting tokens

Average people	6 tokens
Typical "heroes"	11 tokens
Expert professionals	16 tokens
Super competent	21 tokens

Reminders and Conflict tactics

Quitting the conflict	p. 8
Taking the edge	p. 8
Playing defence	p. 8
First aid and wounds	p. 9

Lethal setbacks

Setback	Wound
Major setback	Severe wound
Extreme setback	Grievous Injury

Conflict resolution and Setbacks

1 success = opponent suffers a Setback (-1 card penalty)
2 successes = opponent suffers a Major Setback (-2 cards penalty)
3 successes = opponent suffers an Extreme Setback (-3 cards penalty) and loses the Story element

Fields of expertise, character's Concept and setting

Closely related – If the task attempted requires a knowledge or "savoir-faire" that is closely related to the character's Concept and setting, the Field of expertise level is used as is.

Related but not central – If the task attempted requires a knowledge or "savoir-faire" that is related to the character's Concept but is not the central focus of the said Concept, the Field of expertise can be lowered by one rank (minimum default rank).

Loosely related – If the task attempted requires a knowledge or "savoir-faire" that is loosely related to the character Concept, the Field of expertise can be lowered by two ranks (minimum default rank).

Conflict	Simple Tests	Conflict	Simple Tests

-1 Card = -1 Trait rank   +1 Card = +1 Trait rank

Sample Fields of expertise list

The character's concept helps define the range of each Field of Expertise (*Pilot covers star ships for a space pilot*). Default Field of Expertise rank is Poor, except when noted differently (in brackets following the Field's name).

Athletics covers physical activities such as jumping, running, climbing, throwing, etc.
Ballistics covers the use of all kinds of ranged weapons such as handguns, rifles, automatic weapons, bows, slings and crossbows.
Thrown weapons are used with the Athletics Field.
Combat covers armed and unarmed hand-to-hand combat, ranging from brawling to martial arts and melee.
Engineering covers the design, use, maintenance, repair and modifications of industrial and technical machineries. It governs all the heavy machineries and constructions depending of the actual gaming background.
Gunner covers the use of all kinds of heavy ranged weapons. It governs heavy mounted weapons, heavy rotating cannons and artillery depending of the actual gaming background.
Technology covers the use, maintenance, repair and modification of technical devices. It governs mechanics, electronics and computers, depending of the actual gaming background.
Stealth covers the ability to move and perform activities without being noticed, such as sneaking, hiding, camouflage, disguise and pick pocketing. Lock picking is covered by the Technology Field.
Science (Terrible) covers knowledge in the established sciences like physics, chemistry, biology, mathematics and so on.
Interaction covers social behaviour and politeness. It governs streetwise, etiquette, savoir-faire, diplomacy, etc. To influence others the Manipulation Field is used.
Manipulation covers the ability to influence others according to your own agenda, such as negotiation, barter, bargain, haggle, fast talk, persuasion, rhetoric, etc.
Medicine (Terrible) covers the ability to aid the injured and to attend the sick. It governs first aid, surgery, pharmacy, psychotherapy and forensics.
Pilot covers the use of vehicles such as cars, trucks, motorcycles, planes, helicopters, boats, etc. depending on the actual gaming background.
Art covers all fine arts, such as drawing, painting, sculpturing, singing, playing an instrument, writing, poetry and literature.
Knowledge covers expertise in common fields like history, law, customs, natural history, area knowledge, etc.

Conflict	Simple Tests	Conflict	Simple Tests
-1 Card = -1 Trait rank		**+1 Card = +1 Trait rank**	

Range Table

Range		Narrator only	Small Firearms Min. Required Diff.	Vehicle Heavy W. Min. Required Diff.	Space/Star ships Min. Required Diff.
Close		0 to 5 m	Easy (2)		
Short		- 10 m	Simple (3)		
Medium		- 20 m	Average (4)		
Long		- 40 m	Hard (5)		
Very Long		- 80 m	Daunting (6)		
Extreme	(1)	- 160 m	Extreme (7)		
Far	(2)	- 250 m	Impossible (8)	Easy (2)	
Very Far		- 500 m	-	Simple (3)	
Distant		- 750 m	-	Average (4)	
Very Distant		- 1.000 m	-	Hard (5)	
Local		- 1.500 m	-	Daunting (6)	
District		- 5 km	-	Extreme (7)	
Regional		- 500 km	-	-	Easy (2)
Continental		- 5000 km	-	-	Simple (3)
Planetary		- 50.000 km	-	-	Average (4)
Far Orbit		- 0,5 Mkm	-	-	Hard (5)
Extreme Orbit		- 5 Mkm	-	-	Daunting (6)
Interplanetary		- 1 AU	-	-	Extreme (7)

(1) Carbine & Rifle needed

(2) Rifle needed

The above table gives the difficulty of a shot according to the range and (between brackets) the number of Defence cards received by the target according to this same range. Cover provides 1 or 2 Defence cards. These cards can be used to reduce the number of Setbacks inflicted and excess Defence successes can be used to move closer to the firer.

Conflict modifiers

Being caught flat-footed: -1 to -2 cards, first "draw" only (taken by surprise, being verbally attacked by someone you thought was friendly, etc).

Bad "ground": -1 card, as long as it persists (enemy has the higher ground in combat, an unfriendly crowd, a hostile judge or jury). *Very* rarely will this be a -2 cards penalty.

Cover: -1 to -2 cards, depending on how much of the opponent the cover protects, and how solid the protection is (enemy literally has something to hide behind in combat, opponent has someone watching his back/covering for him in a social or legal contest, etc).

Car chases: Car chases are handled as normal Conflicts between the Pilot or Driving field of expertise of the drivers, modified by the Speed bonuses of the vehicles. Setbacks don't represent vehicle damage, but position (reducing or increasing the range, see "Out of range" special rule above). Inflicting an Extreme Setback means you've either forced the fleeing car off the road (thus catching its passengers and driver) or escaped your pursuer.

Ramming and demolition derbies: Sometimes, you just want to tear the other guy's car to pieces. For this, use the Driving of Pilot Fields of the drivers modified by the Toughness ratings of the vehicles. Any Setbacks apply as "Wounds" to the vehicle, and an "Extreme Setback" wrecks the vehicle. Alternatively Toughness can be used as Armour if someone is firing at the vehicle.

Equipment: Test and Conflict modifiers

General
Inferior or Lacking Gear   -1 (bandaging a wound with strips of a t-shirt, picking a lock with a hairpin)
Fair Gear   +0 (a first aid kit or basic lock picking tools)
Good Gear   +1 (paramedic or doctor's bag, field surgeon's kit, professional locksmith's bag, etc)
Great Gear   +2 (an ambulance or E.R., the best lock picking tools known to man)

Weapons
Light   +0   (knife, small bore pistol, .22 rifle).
Medium   +1   (sword, pistol, carbine)
Heavy   +2   (pole axe, rifle, shotgun)
Massive   +3   (boulder, grenade, .50 BMG)

Weapon cards can apply toward Attack OR toward Defence when appropriate (parrying, cover, etc)

Armour
Light   +1   (leather)
Medium   +2   (chain mail, breastplate, Kevlar "bullet-proof" vest)
Heavy   +3   (full plate, anti-rifle armour)

> **Option: Shields**
> +1 Defence card

> **Option: two weapons fighting**
> +1 Attack or Defence card (player's choice)

Armour Cards always and only apply toward Defence

Guns ignore non-bullet-proof/medieval style armour
Advanced weapons (lasers, blasters) ignore modern era armour

Far future armour ratings cancel two successes from modern era or earlier weapons

Vehicles
Modern era small vehicles
Motorcycle	Speed +3	Toughness –1	Gets +1 Speed Card in close spaces, alleys, etc.
Dirt Bike/ATV	Speed +1	Toughness +0	Gets +2 Speed Cards off-road *and* +1 in close spaces
Sports Car	Speed +3	Toughness +1	Gets +1 Speed Card on straightaways and open roads
Family Sedan	Speed +1	Toughness +1	
Big-Engine Luxury Sedan	Speed +2	Toughness +2	
SUV or Pickup Truck	Speed +1	Toughness +2	
Heavy Duty 4x4 SUV	Speed +1	Toughness +3	Gets +2 Speed Cards off-road
Heavy duty 4x4 Pickup	Speed +1	Toughness +3	Gets +2 Speed Cards off-road
Delivery Van/Short Bus	Speed +0	Toughness +4	
Full Sized Bus	Speed –1	Toughness +5	

The Speed and Toughness Traits are explained in the Special rules (see *Car chases* and *Ramming* p. 11)

Modern vehicles outdistance (no draw or roll required) steam age or earlier vehicles
Far future vehicles outdistance (no draw or roll required) modern age or earlier vehicles

Modern day vehicle weapons ignore steam age or earlier vehicles Toughness
Far future vehicle weapons ignore modern age or earlier vehicles Toughness

Vehicle scales
Small size vehicles   (cars, vans, small boats, fighters, shuttles)
Medium size vehicles   (naval ships, merchant ships, small star ships)
Large size vehicles   (cruisers, destroyers, small liners, tankers, ship-of-the-line)
Capital ships   (battleships, dreadnoughts, Mega corporation liners, space station)

Small vehicles spend two successes to inflict one Drawback to large and medium vehicles
Small vehicles spend three successes to inflict one Drawback to capital ships

Large and medium vehicles spend two successes to inflict one Drawback to capital ships

Common sense usually dictates whether a weapon or a vehicle can affect or not another vehicle.

X **_____**

Character's concept _____

Goal _____

Traits

Mastery _____ **Mind** _____

Vigour _____ **Presence** _____

Art _____ **Knowledge** _____
Athletics _____ **Manipulation** _____
Ballistics _____ **Medicine** _____
Combat _____ **Pilot** _____
Engineering _____ **Stealth** _____
Gunner _____ **Science** _____
Interaction _____ **Technology** _____

_____ _____ _____ _____
_____ _____ _____ _____
_____ _____ _____ _____

Special Traits	**Rank**	**Track**
_____	_____	O O O O O O O O O ○ ○
_____	_____	O O O O O O O O O ○ ○
_____	_____	O O O O O O O O O ○ ○
_____	_____	O O O O O O O O O ○ ○
_____	_____	O O O O O O O O O ○ ○
_____	_____	O O O O O O O O O ○ ○

Tokens ( ) **Most hindering wound** _____ O O O

Setbacks

Nature	**Rank**	**Recovery time**			
_____	O O O	Hour	Day	Week	Month
_____	O O O	Hour	Day	Week	Month
_____	O O O	Hour	Day	Week	Month
_____	O O O	Hour	Day	Week	Month
_____	O O O	Hour	Day	Week	Month
_____	O O O	Hour	Day	Week	Month
_____	O O O	Hour	Day	Week	Month
_____	O O O	Hour	Day	Week	Month
_____	O O O	Hour	Day	Week	Month
_____	O O O	Hour	Day	Week	Month

Description / History

The *MicroFudged DIP* scale

Trait rank	Rating	Difficulty
Abysmal	0	–
Terrible	1	–
Poor	2	Easy
Mediocre	3	Simple
Fair	4	Average
Good	5	Hard
Great	6	Daunting
Superb	7	Extreme
Legendary	8+	Impossible

Notes

X _____

Character's concept _____

Goal _____

Traits

Mastery _____   **Mind** _____

Vigour _____   **Presence** _____

_____ _____   _____ _____
_____ _____   _____ _____
_____ _____   _____ _____
_____ _____   _____ _____
_____ _____   _____ _____
_____ _____   _____ _____
_____ _____   _____ _____
_____ _____   _____ _____
_____ _____   _____ _____

The *MicroFudged DIP* scale

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Great	6	Daunting
Superb	7	Extreme
Legendary	8+	Impossible

Special Traits	**Rank**	**Track**
_____	_____	O O O O O O O O O ○ ○
_____	_____	O O O O O O O O O ○ ○
_____	_____	O O O O O O O O O ○ ○
_____	_____	O O O O O O O O O ○ ○
_____	_____	O O O O O O O O O ○ ○
_____	_____	O O O O O O O O O ○ ○

Tokens ( )   **Most hindering wound** _____ O O O

Notes

Setbacks

Nature	Rank	Recovery time			
_____	O O O	Hour	Day	Week	Month
_____	O O O	Hour	Day	Week	Month
_____	O O O	Hour	Day	Week	Month
_____	O O O	Hour	Day	Week	Month
_____	O O O	Hour	Day	Week	Month
_____	O O O	Hour	Day	Week	Month
_____	O O O	Hour	Day	Week	Month
_____	O O O	Hour	Day	Week	Month
_____	O O O	Hour	Day	Week	Month
_____	O O O	Hour	Day	Week	Month