Crunchy Munchy

A **Fudge™** Plug-In For Five Point Fantasy **Fudge™**

Beautifulharomony Multimedia

About **Fudge**

Fudge is a roleplaying game written by Steffan O'Sullivan, with extensive input from the Usenet community of rec.games.design and other online forums. The core rules of **Fudge** are available free on the Internet at http://www.fudgerpg.com and other sites. **Fudge** was designed to be customized, and may be used with any gaming genre. **Fudge** gamemasters and game designers are encouraged to modify **Fudge** to suit their needs, and to share their modifications and additions with the **Fudge** community.

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The following optional system is designed to plug into a 'standard' Five Point Fantasy Fudge without having to do a lot of additional work and without requiring any modification to actual character builds. You could even switch between using this set of Optional Rules and not using them, depending upon the GM for that particular adventure.

Hit Points

The first basic idea behind the system is that lethal damage capacity is measured in numerical Hit Points. They are determined by the most appropriate Attribute.

In the case of Five Point Fantasy Fudge, this is Health.

For example, a character with Good Health has 50 hit points maximum in his natural state.

Damage Levels

The other basic idea is that the damage caused by a weapon or attack (Damage Level) is based on a maximum effect of one-shotting a character/creature with hit points at three levels below it's the weapon's Damage Level. Fair is considered the "default" level.

For example, in a fight if everything else is equal other than a Short Sword with a +2 Damage Factor, the weapon does Great damage, and could, with a very lucky roll, take out a target with Medicore Health)

Value	Damage Level	Character Hit Points	Cube Damage	PolyDamage
8	Legendary +4	120	16d6 + 4	5d20
7	Legendary +3	110	14d6	4d20
6	Legendary +2	100	12d6 + 3	3d20 + 5
5	Legendary +1	90	10d6	3d20
4	Legendary	80	8d6 + 2	5d10
3	Superb	75	5d6	3d10
2	Great	60	4d6 + 1	2d12 + 1
1	Good	50	1d6 + 4	1d10
0	Fair	30	1d6	1d6
-1	Mediocre	25	1d3	1d3
-2	Poor	10	1d2	1d2
-3	Terrible	5	1 pt	1pt

Action Penalties	Stun Level	Remaining Hit Points
Scratch	Bring It!	51% or More
Hurt	Dazed	26-50%
Very Hurt	Stunned	11-25%
Incapacitated	KO	1 hit point - 10%
Near Death	Comatose	0 hit points
Dead	SWTF*	-10% hit points

*Sleeping With The Fish, otherwise known as The McCoy State

Magic

In all likelihood, there are probably almost as many fantasy rpg systems as there are truly different spells. In the general spirit of Fudge, Damage Levels are determined by what makes the most sense.

A general baseline for Five Point Fantasy *Fudge* **with Crunchy Munchy**

Assume a base of Fair for damage done by combat spells, more or less for generally non-combat spells.

Formula = (Spell Difficulty Value) + (Power Points Used/Inferred Directly For Damage)

Examples:

Targeted Fireball, simply put, IS an offensive spell, so the base point cost is for damage = (Fair = Fair) 0 + 1 = Good Damage
Good is not bad at all.

Targeted Fireball in which 3 additional points are used to hit 4 targets = (Fair) 0 + 1 = Good Damage.
Why? Because the points were used to hit multiple targets, not increase the damage.

Targeted Fireball in which 2 additional points are spent for damage and 1 to hit 2 targets = (Fair) 0 + 3 = Superb Damage
Now we're cooking!

The much more difficult Antimatter Blast (A Superb difficulty spell.) = (Superb) 3 + 1 = Legendary Damage
Warning Label: Your next of kin will be notified by the survivors (if any) if this spell backfires

Mold Earth into a giant bolder and it rolls over the attacking Orcs.
(Great) 2 + 1 = Superb Damage
This is normally a non-combat Good difficulty spell (Used to determine whether the spell works. Whether the bolder hits will take a little baking.) The GM decides this is a Great idea!

Healing

Healing functions as normal. Each Wound Level healed = 14% of maximum, rounded up.

Experience and Variability of Character Hit Points

A character's normal maximum hit points are determined by the appropriate Attribute level. If you want to increase your Hit Points, increase the Attribute as normal.

If a character has a temporary increase in the Attribute that determines Hit Points, simply add the difference as Temporary Hit Points and reduce those first whenever damage is taken. Action penalty amounts are determined from the current Attribute level. If the character's hit points are below their normal Attribute level, then redetermine Stun Level. (Yes, this is definitely a caveat for an "Evil GM.")

Optional Rule: Isolating Damage from Hit Success

If you want to get really crunchy, isolate damage values (mostly) from the to-hit results, determine who hit as normal (but take out all weapon modifiers that relate to damage), and then apply one of the following formulas:

Melee Damage Value = Weapon Bonus + Strength Value (use the chart with – Armor

Medieval Missile Damage Value = Weapon Bonus + Difference between roll and Weapon Skill Level - Armor

Modern Missile Damage Value = Weapon Bonus – Armor

Sample Build

In our sample build, we use the Crunchy Munchy Hit Point system for lethal damage and attacks, but still use the faster traditional combat system for non-lethal combat, such as a bar-room brawl.

Five Point Fantasy Fudge With Crunchy Munchy

Fudge™

Character Name: _____

Player Name: _____

Attribute   Level

Reasoning _____

Perception _____

Willpower _____

Strength _____

Agility _____

Health _____

Fudge *Points:*   **EPs:**

Gifts
_____
_____
_____
_____

Faults
_____
_____
_____
_____

Power Points:
Total:

Current:

Hit Points
Total:

Current:

Status   Stun Level   Effect

☐ ☐ ☐   Bring It!   None

☐   Dazed   -1

☐   Stunned   -2

☐   Comatose   Out

Skills

Equipment

Notes

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