

Converting Traveller to FUDGE

And General FUDGE Guide

”If we do not succeed, then we face the risk of failure.”

– Dan Quayle, Vice-President of the United States

1 Attributes, Skills, Etc.

In FUDGE, all trait level descriptors are verbal descriptors rather than numerical levels. The range is as follows:

Superb
Great
Good
Fair
Mediocre
Poor
Terrible

There are trait levels beyond Superb (Legendary, Legendary +1, etc.), but these are rare—you won’t be getting a trait at one of these levels very quickly.

Action results also follow the same scale. When the dice are rolled, you get a result in the -4 to $+4$ range, which is then added onto the appropriate trait. For example, if you are shooting a pirate with your ACR, and you roll a result of $+2$, and you have a skill in Rifle of Fair, your result would be Great, i.e. you made a Great shot, which would hit just about anything, unless the GM was being a bastard, or the player was being silly (e.g. trying to shoot a sparrow 2km away with a body pistol).

Similarly, difficulties are expressed on this scale. For example, the GM may say that you need to make a Fair shot to hit the turret on top of the barracks 75m away with a RAM grenade—this would then mean that the player has to get a Fair or better result in order to succeed. The descriptions of things can also indicate the difficulty of actions, for example a computer with good security would require a Good or better result on a Computer skill check in order to hack into it.

1.1 Converting Traveller Attributes

“Here’s a horrible thought: You know how dumb the average person is? Well, half the human race is even dumber than that...”

To do this, simply follow this table:

Traveller	FUDGE
1-3	Terrible
4,5	Poor
6,7	Mediocre
8,9	Fair
10,11	Good
12,13	Great
14,15	Superb

1.2 Converting Skills

”It would seem that you have no useful skill or talent whatsoever,” he said. ”Have you thought of going into teaching?”

– (Terry Pratchett, Mort)

Skill are also quite easy to convert—a skill level of 0 translates to Terrible, and each subsequent skill level becomes the next FUDGE trait level, so a skill level of 1 translates to Poor, and so on.

Traveller	FUDGE
0	Terrible
1	Poor
2	Mediocre
3	Fair
⋮	⋮

2 Dice

“It wasn’t her fault. She suffers from UTKPS.”

“What’s that?”

“Unfortunate Tendency to Kill People Syndrome.”

FUDGE by preference uses 4 special six-sided dice, which are for some reason called FUDGE dice (dF). These are dice with two sides marked +, two sides marked −, and two sides marked 0 or blank. This makes it fast and simple to get a result in the -4 to +4 range. As I doubt that any of us have these FUDGE dice, here are a couple of methods to cope with this lack:

2.1 Normal d6

Simply roll 4d6, and translate each die as follows:

1,2	−1
3,4	0
5,6	+1

2.2 Percentile

Roll the percentile dice (d100), and use the following table to get your result:

1	2-6	7-18	19-38	39-62	63-82	83-94	95-99	00
−4	−3	−2	−1	0	+1	+2	+3	+4

How ever you go about it, you will get a result somewhere in the range of +4 to -4. If you don't, you've either failed year 7 maths, or you're cheating. Either way, you'll be ridiculed immensely, and your character will die in a needlessly violent and painful manner. A natural +4 is a critical success, and conversly, −4 is a critical failure.

3 Action Resolution

Thunder rolled. . . . It rolled a six.

– (Terry Pratchett, Guards! Guards!)

3.1 Unopposed Actions

As described above, you roll the dice, add the result to your skill, and if the final result is greater than the difficulty set by the GM, you succeed. The greater the difference between your result and the difficulty, the better (or worse, if a negative difference) you do.

3.2 Opposed Actions

Opposed actions are where one character is opposing the attempted actions of the other, e.g. holding a door closed against the security goons coming to have a serious chat about the large hole you've just made in their boss. In such cases, each character makes a roll, and adds the appropriate trait. The **Relative Degree** (RD) of the action is the difference between the two results, and a character must achieve an RD of at least +1 in order to succeed.

For example, Fafhrd is attempting to hold a door closed against a guard. Fafhrd rolls, and adds his strength for a final result of Legendary. The guard rolls and adds his strength for a final result of Good. Thus, Fafhrd succeeded with an RD of +3 — he held the door closed with ease. Note, you must get an RD of at least +1 in order to succeed. If the RD is 0, the status quo is maintained.

4 Combat

He'd never realized that, deep down inside, what he really wanted to do was make things go splat.

– (Terry Pratchett, *Reaper Man*)

There are several combat systems available for FUDGE, I've (for now) chosen to use the Min-Mid-Max (MMM) damage system, with the standard FUDGE combat resolution system.

4.1 Hitting Things

Greebo's technique was unscientific and wouldn't have stood a chance against any decent swordmanship, but on his side was the fact that it is almost impossible to develop decent swordmanship when you seem to have run into a food mixer that is biting your ear off.

– (Terry Pratchett, *Witches Abroad*)

When you want to damage an opponent in combat, you make a roll using the appropriate combat skill. When firing a ranged weapon of some description, you roll the dice, and you add the skill, then compare it against the difficulty as set by the GM. When fighting hand to hand, each combatant rolls their dice and adds their skill. Whoever gets the highest result is then the winner of that combat round.

Combat actions are inherently opposed actions, therefore, in order to hit someone, you must succeed with an RD of at least +1 in order to actually harm what you are attempting to remove the life from.

4.2 Dodging

Chain-mail isn't much defence against an arrow. It certainly isn't when the arrow is being aimed between your eyes.

– (Terry Pratchett, *Lords and Ladies*)

Direct Fire

To dodge a bullet fired directly at you, it takes a Dexterity check of Legendary. (Superb result forces a graze). However, if you make that check, it doesn't matter how well it was aimed, they still miss. If you dodge better than the opponent aimed (your dodge was better than their attack), then the resulting wound is reduced one level.

In this case, the degree of success uses the base difficulty to hit you (for range, vision, etc.) to determine the damage.

Anticipating Fire

If the attacker is taking on someone who can *really* dodge, it is nearly impossible to hit them because they can almost always get a legendary dodge result. In this case, you shoot where they will be when the bullet reaches them, based on how you think they will dodge. Of course, you have a greater chance of missing if they dodge in the other direction. Thus, I handle this by using a direct contest of your gun skill vs. their dodge, or the Base Difficulty (whichever result is higher).

4.3 Damage

Silly customer! You cannot harm a Twinkie!

– Apu Nahasapeemapetalan

Once you have actually managed to hit what you were aiming for, we calculate the damage that you have inflicted. This, of course, is based upon the weapon you are using, and also takes into account the quality of your hit.

Each weapon has an Offensive Damage Factor (ODF), and similarly, armour has a Defensive Damage Factor (DDF). To figure out your Damage Factor (DF) against a particular opponent, you take your ODF, and subtract the opponents DDF. To figure out the damage you have caused, look up the bonuses for your DF and Relative Degree on the following table:

Damage Factor	Bonus	Rel. Degree
< 0	-1	-
0,1,2	0	2,3
3,4,5	+1	4,5
6+	+2	6+

There is no entry for a relative degree of +1 because that will only inflict a *graze* wound. Next, you roll 3d6, and consult the following table to determine which die to read:

Total Bonus	Die To Read
0	Min
1	Mid
2	Max
3	Add Min + Max
4	Add all three

This number then tells you what wound on the wound track has been inflicted. When a character has been wounded, they may make an Endurance check to reduce the wound severity by one level. The difficulty is as follows:

Wound Level	Difficulty
Near Death	Legendary
Incapacitated	Superb
Very Hurt	Great
Hurt	Good

Note: Scratches cannot be reduced in this manner.

When you have taken a wound, you fill in a box below the appropriate level. If all of the boxes for that level are already filled in, you fill in the next highest level of wound, but noting the type of wound. For instance, if you have already taken 4 Scratches, and take a 5th., you mark a box below Hurt. You should note that this wound is a Scratch, because 5 Scratches heal quicker than 4 Scratches and a Hurt, though you are effected as if you had taken a Hurt.

This is of course assuming you are not a Twinkie – in which case you heal all damage at the end of each combat round.