

# Deryni Character Sheet



Character Name Sendai the Magnificent Player Name \_\_\_\_\_

## Character Description and Notes

Sendai the Magnificent (Doral Sendai) is the leader of a troupe of traveling performers. He is Deryni by blood and by training. He is well skilled in mundane legerdemaine, which he uses to conceal the real magic he performs. The troupe includes Larsten and Ancara Sendai, his son and daughter-in-law. Sendai is 46 years old.

### Fudge Trait Values

	EP
Superb . . . . .+3 . . . . .	.8
Great . . . . .+2 . . . . .	.4
Good . . . . .+1 . . . . .	.2
Fair . . . . .0 . . . . .	1
Mediocre . . . . -1 . . . . .	1
Poor . . . . .-2 . . . . .	1
Terrible . . . . -3 . . . . .	1

EP = Raising skills with EPs.  
Most skills begin at Poor.  
Attributes default to Fair.

Fudge Points: 1 EPs:

### Wounds

1-2	3-4	5-6	7-8	9+
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scratch	Hurt (-1)	Very Hurt(-2)	Incapacitated	Near Death

*Note: The GM may add or subtract wound boxes as desired.*

### Attributes

Agility	Good
Stamina	Fair
Strength	Fair
Perception	Fair
Willpower	Good
Wits	Good

Rank: Mediocre (Free Commoner)

Power: Fair

### Gifts

Deryni  
Income  
Formal Magical Training  
Educated

### Skills

Legerdemaine	Good
Acting	Fair
Arcane Lore	Fair
Latin	Fair
Literacy	Fair
Performing	Fair
Profession	Fair
(Traveling Performer)	
Sleight of Hand	Fair
Concealment	Mediocre
History	Mediocre
Reckoning	Mediocre

### Equipment

Various magical accessories (balls, cards, bowls, scarves, etc.)

ward cubes

### Faults

Dark Secret (Deryni)  
Code of Honor (help the helpless)  
Overconfident  
Loyalty to Troupe

Body Control	Fair
Fire Conjuraction	Fair
Mind Control	Fair
Mind Speech	Fair
Scanning	Fair
Shields	Fair
Truth-Reading	Fair
Illusion	Mediocre
Object Reading	Mediocre

Points spent: Magic 2, Scholarly 1, Trade 1

# Deryni Character Sheet



Character Name Alorna Orsaltis Player Name \_\_\_\_\_

## Character Description and Notes

Alorna is a lithe and beautiful dancer whose talents extend beyond what people see in her public performances. 31 years old, Alorna is a contortionist who isn't above usinggarderobes to gain access to places whose owners and occupants would have preferred she didn't enter.

### Fudge Trait Values

	EP
Superb .....+3 .....	.8
Great .....+2 .....	.4
Good .....+1 .....	.2
Fair .....0 .....	1
Mediocre .....-1 .....	1
Poor .....-2 .....	1
Terrible .....-3 .....	1

EP = Raising skills with EPs.

Most skills begin at Poor.

Attributes default to Fair.

Fudge Points: 1 EPs:

### Wounds

1-2	3-4	5-6	7-8	9+
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scratch	Hurt (-1)	Very Hurt(-2)	Incapacitated	Near Death

*Note: The GM may add or subtract wound boxes as desired.*

### Attributes

Agility	Great
Stamina	Good
Strength	Fair
Perception	Fair
Willpower	Fair
Wits	Fair

Rank: Mediocre (Free Commoner)

Power: Fair

### Gifts

Deryni  
Attractive

### Skills

Acrobatics	Good
Animal Handling	Fair
Cooking	Fair
Dancing	Great
First Aid	Fair
Haggling	Fair
Herbalism	Fair
Jumping	Good
Needlecraft	Fair
Performance	Good
Riding	Fair
Magic Skills	
Body Control	Fair
Mind Control	Mediocre
Mind Speech	Poor
Move Objects	Fair
Scanning	Poor
Scrying	Fair
Shields	Fair
Truth Reading	Poor

### Equipment

Dancing outfits, lots of shiny jewelry (nothing truly valuable, though), scarves, veils

Healing kit (folk healing remedies: herbal ointments, balms, teas, etc.)

### Faults

Heavy sleeper  
Dark Secret: Deryni

Points spent: Trade 3, Magic 1, General 1

# Deryni Character Sheet



Character Name Larsten Sendai Player Name \_\_\_\_\_

## Character Description and Notes

Larsten is an equestrian extraordinaire, as is his wife, Ancara. The son of Doral Sendai, Larsten is a full-blooded Deryni. He hasn't the experience in magic that his father has, but more than makes up for it with his athleticism and physical skills. Larsten is 22 years old.

### Fudge Trait Values

	EP
Superb . . . . .+3 . . . . .	.8
Great . . . . .+2 . . . . .	.4
Good . . . . .+1 . . . . .	.2
Fair . . . . .0 . . . . .	1
Mediocre . . . . -1 . . . . .	.1
Poor . . . . .-2 . . . . .	1
Terrible . . . . -3 . . . . .	1

EP = Raising skills with EPs.  
Most skills begin at Poor.  
Attributes default to Fair.

Fudge Points: 1      EPs:

### Wounds

1-2	3-4	5-6	7-8	9+
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scratch	Hurt (-1)	Very Hurt(-2)	Incapacitated	Near Death

*Note: The GM may add or subtract wound boxes as desired.*

### Attributes

Agility	Good
Stamina	Fair
Strength	Good
Perception	Fair
Willpower	Fair
Wits	Good

Rank: Mediocre (Free Commoner)

Power: Fair

### Gifts

Deryni  
Educated

### Skills

Acrobatics	Good
Bow	Good
Brawling	Fair
Cartography	Fair
History	Fair
Jumping	Fair
Lance	Good
Language (Latin)	Fair
Literacy	Mediocre
Riding	Great
Running	Fair
Sword	Fair
Throwing	Fair

### Equipment

Performing clothes, riding clothes,  
Tack (saddles, bridles, harnesses, halters, etc.)  
short bow, lance (mostly used to display riding skill in performances), sword (mostly used for show in performances)

### Faults

Dark Secret: Deryni  
Overconfident

Magic Skills	
Body Control	Mediocre
Fire Conjuraction	Mediocre
Mind Speech	Poor
Move Objects	Mediocre
Object Reading	Fair
Scanning	Poor
Shields	Fair
Truth Reading	Poor
Points spent: Trade 3 (includes combat skills taken for performance), Magic 1, Scholarly 1	

# Deryni Character Sheet



Character Name Ancara Sendai Player Name \_\_\_\_\_

## Character Description and Notes

Ancara is an equestrian extraordinaire, as is her husband, Larsten. She is human, but is aware that Larsten and his father are Deryni. Ancara grew up with older brothers who, at her insistence, taught her how to use a variety of weapons. (They never thought she'd use them in actual combat!) She is 20 years old.

### Fudge Trait Values

	EP
Superb . . . . .+3 . . . . .	.8
Great . . . . .+2 . . . . .	.4
Good . . . . .+1 . . . . .	.2
Fair . . . . .0 . . . . .	1
Mediocre . . . . -1 . . . . .	1
Poor . . . . .-2 . . . . .	1
Terrible . . . . -3 . . . . .	1

EP = Raising skills with EPs.  
Most skills begin at Poor.  
Attributes default to Fair.

Fudge Points: 1 EPs:

### Wounds

1-2	3-4	5-6	7-8	9+
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scratch	Hurt (-1)	Very Hurt(-2)	Incapacitated	Near Death

*Note: The GM may add or subtract wound boxes as desired.*

### Attributes

Agility	Great
Stamina	Fair
Strength	Fair
Perception	Fair
Willpower	Good
Wits	Fair

Rank: Mediocre (Free Commoner)

Power: None

### Gifts

Educated  
Well-Traveled

### Skills

Acrobatics	Good
Acting	Fair
Animal Handling	Good
Animal Training	Good
Cartography	Fair
Climbing	Fair
Cooking	Fair
Dodge	Mediocre
Haggling	Fair
Lance	Fair
Literacy	Fair
Performance	Fair
Riding	Great
Staff	Fair
Throwing Knife	Fair

### Equipment

Maps  
Tack (saddles, bridles, harnesses, halters, etc.)  
Cooking gear and supplies  
Staff, lance, knives  
Performing outfits  
Clothing, etc.

### Faults

Insomnia  
Pregnant (Ancara is not yet aware of this)

Points spent: Trade 3, Combat 1, General 1

# Deryni Character Sheet



Character Name Wulfin MacKennin Player Name \_\_\_\_\_

## Character Description and Notes

Wulfin is a musician and storyteller. His twin sister, Renalta, often accompanies his music with her lovely voice. The MacKennins are from Kheldour and sport the plaid clothing and braids of the borderfolk. Wulfin is 29 years old.

### Fudge Trait Values

	EP
Superb . . . . .+3 . . . . .	.8
Great . . . . .+2 . . . . .	.4
Good . . . . .+1 . . . . .	.2
Fair . . . . .0 . . . . .	1
Mediocre . . . . -1 . . . . .	1
Poor . . . . .-2 . . . . .	1
Terrible . . . . -3 . . . . .	1

EP = Raising skills with EPs.  
Most skills begin at Poor.  
Attributes default to Fair.

Fudge Points: 1 EPs:

### Wounds

1-2	3-4	5-6	7-8	9+
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scratch	Hurt (-1)	Very Hurt(-2)	Incapacitated	Near Death

*Note: The GM may add or subtract wound boxes as desired.*

### Attributes

Agility	Fair
Stamina	Good
Strength	Fair
Perception	Good
Willpower	Fair
Wits	Good

Rank: Mediocre (Free Commoner)

Power: None

### Gifts

Animal Empathy (“a touch of the Second Sight”)

Direction sense

### Skills

Animal Handling	Fair
Bow	Good
Dancing	Fair
Musical Instrument	
Drums	Good
Lute	Great
Pipes	Good
Recorder	Good
Performance	Good
Singing	Fair
Storytelling	Fair
Tracking	Fair
Trapping	Fair
Weather Sense	Fair
Wilderness Survival	Good

### Equipment

Lute  
Pipes  
Drum  
Recorder  
Highlander clothing  
Longbow and quiver of arrows

### Faults

Scarred (facial scar marring his otherwise good looks)

Addiction (to drink)

Points spent: Trade 3, Athletic/Outdoor 2

# Deryni Character Sheet



Character Name Renalta MacKennin Player Name \_\_\_\_\_

## Character Description and Notes

Renalta is a singer and storyteller. Her twin brother, Wulfin, often accompanies her with his musical instruments. The MacKennins are from Kheldour and sport the plaid clothing and braids of the borderfolk. Renalta is 29 years old.

### Fudge Trait Values

	EP
Superb . . . . .+3 . . . . .	.8
Great . . . . .+2 . . . . .	.4
Good . . . . .+1 . . . . .	.2
Fair . . . . .0 . . . . .	1
Mediocre . . . . -1 . . . . .	.1
Poor . . . . .-2 . . . . .	1
Terrible . . . . -3 . . . . .	1

EP = Raising skills with EPs.  
Most skills begin at Poor.  
Attributes default to Fair.

Fudge Points: 1 EPs:

### Wounds

1-2	3-4	5-6	7-8	9+
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scratch	Hurt (-1)	Very Hurt(-2)	Incapacitated	Near Death

*Note: The GM may add or subtract wound boxes as desired.*

### Attributes

Agility	Fair
Stamina	Good
Strength	Fair
Perception	Good
Willpower	Fair
Wits	Good

Rank: Mediocre (Free Commoner)

Power: None

### Gifts

Animal Empathy (“a touch of the Second Sight”)

Attractive

### Skills

Animal Handling	Good
Animal Mimicry	Fair
Cooking	Fair
Dancing	Good
Musical Instrument (Tambourine)	Fair
Needlecraft	Fair
Nature Lore	Fair
Performance	Good
Poetry	Fair
Riding	Good
Singing	Great
Sling	Fair
Storytelling	Good
Wilderness Survival	Fair

### Equipment

Tamborines  
Dancing costumes  
Highlander clothing  
Sling with a pouch of stones

### Faults

Distractible  
Impulsive

Points spent: Trade 3, Athletic/Outdoor 2

# Deryni Character Sheet



Character Name Jaksmar Telamon Player Name \_\_\_\_\_

## Character Description and Notes

“Jak” has a bit of a shady past. He was a small time crook before falling in with the Sendais. Despite his willingness to break the law and his propensity for ignoring property rights, Jak has a high code of ethics. He never steals from co-workers or friends, and he will not kill for material gain. He is 32 years old.

### Fudge Trait Values

	EP
Superb . . . . .+3 . . . . .	.8
Great . . . . .+2 . . . . .	.4
Good . . . . .+1 . . . . .	.2
Fair . . . . .0 . . . . .	1
Mediocre . . . . -1 . . . . .	.1
Poor . . . . .-2 . . . . .	1
Terrible . . . . -3 . . . . .	1

EP = Raising skills with EPs.  
Most skills begin at Poor.  
Attributes default to Fair.

Fudge Points: 1      EPs:

### Wounds

1-2	3-4	5-6	7-8	9+
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scratch	Hurt (-1)	Very Hurt(-2)	Incapacitated	Near Death

*Note: The GM may add or subtract wound boxes as desired.*

### Attributes

Agility	Great
Stamina	Fair
Strength	Fair
Perception	Good
Willpower	Fair
Wits	Fair

Rank: Mediocre (Free Commoner)

Power: None

### Gifts

Combat Reflexes  
Contacts

### Skills

Acting	Fair
Appraisal	Fair
Brawling	Fair
Climbing	Fair
Dagger	Fair
Disguise	Great
Dodge	Good
Forgery	Fair
Lockpick	Great
Pickpocket	Superb
Sneak	Good
Streetwise	Good

### Equipment

Backpack  
Lockpicking tools  
Disguise supplies (makeup/wigs/clothing)

### Faults

Illegitimate  
Fear of cats

Points spent: Rogue 4, General 1)

# Deryni Character Sheet



Character Name Lunas Player Name \_\_\_\_\_

## Character Description and Notes

Lucas Pol (stage name "Lunas") is a young orphan of 12 or 13 years, no one is sure, He is the troop's juggler and jester. His jokes are not the best, but his clowning acrobatics and juggling make for a good show. He refuses to talk about his past as it is too painful.

### Fudge Trait Values

	EP
Superb .....+3 .....	.8
Great .....+2 .....	.4
Good .....+1 .....	.2
Fair .....0 .....	1
Mediocre .....-1 .....	1
Poor .....-2 .....	1
Terrible .....-3 .....	1

EP = Raising skills with EPs.

Most skills begin at Poor.

Attributes default to Fair.

Fudge Points: 1 EPs:

### Wounds

1-2	3-4	5-6	7-8	9+
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scratch	Hurt (-1)	Very Hurt(-2)	Incapacitated	Near Death

*Note: The GM may add or subtract wound boxes as desired.*

### Attributes

Agility	Good
Stamina	Good
Strength	Fair
Perception	Good
Willpower	Fair
Wits	Fair

Rank: Mediocre (Free Commoner)

Power: None

### Gifts

Ambidextrous  
 Unknown Benefit (the Gamemaster can introduce something beneficial from Lunas's past)

### Skills

Acrobatics	Fair
Climbing	Fair
Dagger	Fair
Dancing	Mediocre
Disguise	Fair
Dodge	Mediocre
Fast Talk	Fair
Juggling	Good
Jumping	Mediocre
Knife Throwing	Fair
Performance	Fair
Slight of Hand	Fair
Sneak	Fair
Storytelling (jokes)	Mediocre
Streetwise	Fair
Throwing	Fair

### Equipment

Throwing knives (brace of 10)  
 Belt knife  
 Disguise & clowning makeup kit  
 Juggling gear (balls, batons, plates, flaming batons, etc.)  
 Costumes for performances  
 Boots (soft)  
 Pants, tunic, vest, belt pouch

### Faults

Easily Distracted  
 Overconfident

Points spent: Athletic 1, Rogue 2, Trade 1.  
 Lunas gets only 4 points to spend at character creation due to his Youth.



# Deryni Character Sheet



Character Name \_\_\_\_\_ Player Name \_\_\_\_\_

## Character Description and Notes

**Fudge Trait Values**

	EP
Superb .....+3 .....	.8
Great .....+2 .....	.4
Good .....+1 .....	.2
Fair .....0 .....	1
Mediocre .....-1 .....	.1
Poor .....-2 .....	1
Terrible .....-3 .....	1

EP = Raising skills with EPs.  
 Most skills begin at Poor.  
 Attributes default to Fair.

Fudge Points: 1      EPs:

**Wounds**

1-2	3-4	5-6	7-8	9+
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scratch	Hurt (-1)	Very Hurt(-2)	Incapacitated	Near Death

*Note: The GM may add or subtract wound boxes as desired.*

**Attributes**

Agility:  
 Stamina:  
 Strength:  
 Perception:  
 Willpower  
 Wits

Rank:  
 Power:

**Gifts**

**Skills**

**Equipment**

**Faults**

**Mini-Demos for the Fudge Game**  
**by Ann Dupuis, with Deryni characters by Carol Townsend**  
Released in full under the Open Game License  
(see end of document for OGL and copyright notices)

**Overview**

These demos are designed to be short and sweet (10-20 minutes), covering the basics of the *Fudge* roleplaying game. Each demo includes two player characters. If you have only one player, give both characters to that player; if you have more than two players, you may give extra copies of the character cards to the additional players (maximum of four players suggested). You can change the “extra” characters’ names (“Stripe” and “Strip,” “Comfrey” and “Chamomile” in the Bunnies demo, for example) or just use the players’ names. All traits remain the same.

Points to make (text in quotes can be used during the demo to explain certain things; other points should be demonstrated by actual play):

1. *“Fudge is a customizable roleplaying game that works with any setting, any character.”*

Introduce the available characters:

Jaksmar and Alorna, members of Sendai the Magnificent’s troupe of traveling performers in the medieval fantasy world of Katherine Kurtz’s Deryni series.

Two members of the National Archaeological Geographic and Submarine society, adventure-scholars seeking lost cities, ancient artifacts, and ancient lore. From the *Terra Incognita* Victorian/Pulp game.

Bunnies. (If they ask -- say *“Rabbits, as in Bunnies and Burrows or Watership Down.”*)

Members of the Alliance Fleet Command, fighting bug aliens in space.

Musketeers (specifically Athos and D’Artagnan).

2. *“In Fudge, character traits are rated on a word-based scale running from Terrible to Superb.”*

Point out the trait scale listed on the right side of the character cards.

Superb  
Great  
Good  
Fair  
Mediocre  
Poor  
Terrible

*Note: Character traits that aren’t listed on the character sheet default to Fair for Attributes and Poor for Skills.*

**3. Fudge dice are easy and fun to use: roll four dice, plusses and minuses cancel out, and the result will be from -4 to +4. There are three types of dice rolls: Opposed Actions, resolved by character trait plus dice roll versus opponent's trait plus dice roll; Unopposed Actions, resolved by character trait plus dice roll versus a GM-set difficulty level, and Situational Rolls, which are simple checks of general circumstances to see if they're favorable or unfavorable.**

Rolling Fudge dice and determining the results is best shown during play. (If you don't have access to Fudge Dice, use the 3d6 method in *Fudge in a Nutshell*.)

Generally, Fudge dice are rolled in sets of 4 dice. Dice rolls that result in greater than Superb are "Legendary" results. Worse than "Terrible" results are "Sub-Terrible" or "Abysmal," or "You're going to need to use a Fudge point to get you out of this mess!" (In *Fudge*, everything is optional and there are multiple ways to do anything, so in some games there'll be fewer or more Fudge dice rolled. But four dice is a good number for cinematic games, allowing for spectacular successes and abysmal failures.)

The first time you need to ask the players to roll the dice, ask them to roll four Fudge dice, then explain which type of roll this is.

**Situational Roll** (Any roll that provides information on the general situation or a specific piece of information but isn't tied to any success or failure: how well the Innkeeper will treat the characters, whether anyone's watching which could complicate an attempt to Sneak or Move Quietly, etc.) *"A Situational Roll helps the Gamemaster determine how favorable a given situation may be to the characters. It's not based on any trait, it's just the roll of the dice described in Fudge terms. So a +1 result means something Good has happened, a -2 result indicates a Poor situation, a +3 will result in Superb conditions for the PCs."*

**Unopposed Trait Check** (Any skill or attribute that's currently unopposed -- nothing's actively trying to stop the character. Examples include Climbing skill for climbing a cliff, or Perception attribute to see if a character notices something, etc.): *"To determine if your character is successful, look at your trait level. Then roll four Fudge dice. Plusses and minuses cancel out: what's left over should be easy to read. (Let them roll the dice, and if necessary help them determine the dice modifier, from -4 to +4.) Right, that's a (plus two, or minus one, or whatever -- or "that's plus or minus zero" if the result zeroes out). Now look at the trait level scale, which shows the trait levels from Terrible to Superb. You start at (Good or Great or whatever the skill level is). Now go (up two levels, or down one level, or whatever the dice indicate). That's a Great result! (or Mediocre, or Superb, or whatever)." Describe the results of the character's action in entertaining detail. In some situations, even a Good result may end in failure (if the Difficulty Level is Great or higher, meaning it would take a Great or better result to succeed).*

**Opposed Trait Check** (Any action that's opposed by something. Examples include conflicts such as arm wrestling or combat, debates, and any skill or magic spell that's "opposed" by some other character trait, such as Deryni Mind Control, which is opposed by the target's Will attribute.): *"In this conflict, you'll be using your <insert trait here> skill against your opponent's <insert other skill or attribute that opposes the PC's skill>. Roll four dice, and I'll do the same for your opponent. (Let the player roll the dice, and roll for the NPC yourself. It's possible, but unlikely, for the two PCs to get into conflict with each other, in which case let the other player roll the dice.) What result did you get? Your opponent got a <insert trait check result for NPC here>. You <won/lost> by <X> levels!" Describe the results of the conflict in entertaining detail. Explain the results in Fudge terms: "You've <insert wound severity> your opponent!" or "You're now <insert wound severity>" (see below).*

4. *“In Fudge, the greater the spread between the winner and the loser, the greater the damage done. Damage is tracked as being Scratched, Hurt, Very Hurt, Incapacitated, or Near Death.”*

Show the player the Wound Track on the character card, with its checkboxes beneath the terms Scratched, Hurt, Very Hurt, Incapacitated, and Near Death. There are three checkboxes under Scratched, two under Hurt, and one each under the more severe wound levels. Explain that each injury will result in one box being checked off, so a character could have up to three Scratches, two Hurts, and one each of the other wound levels. If a character is Scratched and already has all three Scratch boxes checked off, that Scratch will move up to the next available wound level (Hurt if there’s an open box under Hurt, etc.).

A Hurt wound carries a –1 penalty to future actions, and Very Hurt carries a –2 penalty, but penalties won’t apply until after the battle. On the other hand, a character who is Incapacitated can do little more than croak out a warning or crawl towards hoped-for safety, while one who is Near Death is helpless.

Scratches are erased after the battle provided the character has time to tend to them. (You can require a First Aid roll if you like.)

5. *“In Fudge, you can guarantee a success or accomplish something with panache and flair or help get your character out of trouble by using a ‘fudge point.’” (If you have M&Ms, give each player one to represent a “Fudge Point” -- if they have to use it, the GM gets to eat it! Otherwise they can eat it when the demo’s over. If no M&Ms or other small goodies are available, have them mark 1 Fudge point on their character sheet.)*

What can players do with Fudge points? It depends on the GM or the genre. Really serious games may only allow the player to alter a die roll by one level (up or down) with the use of a fudge point, or allow an additional “saving roll” to recover from a particularly bad die result. For more cinematic games, they can be used to guarantee an automatic success with a skill the character is at least Fair in, or to take an already successful roll and make it a “critical success.” Likewise it can be used to change a near miss into a success, or a total failure into a not-so-bad failure.

Fudge Points can be earned through good roleplaying, exchanging “experience points” for Fudge points, or anything else the GM wishes to reward (very clever solutions to problems, etc.). If you wish you can award additional fudge points during the short demo to illustrate.

6. *“In Fudge, everything is optional, and there are multiple ways to do anything. Each Gamemaster is encouraged to choose the Fudge options that best fit her campaign setting and style of play. At its simplest, Fudge lets you describe everything in Fudge terms, roll the dice, and fudge the rest!”*

If the players seem interested, pull out the Fudge 10<sup>th</sup> Anniversary Hardcover Edition, and say *“While the Fudge game is actually rules-light and easy to play, the 10<sup>th</sup> Anniversary Edition of the **Fudge** game provides two pounds of optional Fudge rules!”* (Yes, the book weighs two pounds....)

## **Genre: Deryni Adventure Game**

*Characters:* Jaksmar Telamon (“proceeds collector”) & Alorna Orsaltis (dancer), two members of a traveling troupe of performers in the medieval-like world of the Deryni.

*Premise:* A nobleman has hired Sendai the Magnificent and his troupe of traveling performers to ensure that a particular document in the hands of a minor court official does not make its way to the Archbishop of Rhemuth. Jaksmar and Alorna have been tasked with retrieving the document and substituting a forgery if possible.

### *Court Official:*

Calem Stark

Strength: Good

Willpower: Mediocre

Sword: Fair

Dodging: Mediocre

### *Scene:*

Calem Stark is staying at an inn: a well-to-do establishment with a large common room serving food and ale and two floors of guest rooms above. The finest of these guest rooms have lockable doors and beds with down mattresses.

For a quick demo, Calem Stark is easily found in the common room and is already well into his cups (and quite possibly attempting to woo one of the inn’s serving wenches). For a longer demo, you can make Calem Stark less of an easy mark and have him on the lookout for trouble, in which case it may lead to combat.

The document implicates the nobleman who hired Sendai as a Deryni Mage -- putting him and his family at risk for reprisals (including being burned at the stake).

### *Likely skill checks:*

#### **Jaksmar:**

*Sneak* (to get to Stark’s bedroom without being noticed, Difficulty Level Fair, easier if Alorna is successfully distracting the inn’s residents and visitors, more difficult if Stark is on the lookout for trouble)

*Lockpick* (Stark’s bedroom is locked, Difficulty Level Fair, so Jaksmar will succeed even with a –2 dice modifier)

*Perception* (Determines how quickly Jaksmar can find the document amid Calem Stark’s belongings in the room, with a Good or better result meaning it takes only moments rather than minutes)

*Forgery* (Jaksmar has parchment and pen and ink with which to forge the document, once he has found the original document and knows what handwriting and signature to forge -- no target difficulty, but the result of his Fair Forgery skill plus the die roll will determine how good the forgery is - no effect on the demo but could affect happenings in the Deryni world if this were the start of a longer adventure. The information Jaksmar decides to include in the forged document could also affect a great deal!)

#### **Alorna:**

*Dancing* (to distract the inn's customers, including Calem Stark)

*Scrying* and/or *Move Objects* (to "see" the inner workings of the room's lock and move them with her mind magic if Jaksmar's lockpicking attempt is unsuccessful; Difficulty Level Mediocre as it's easier to open the lock by "sight" than by feel as Jaksmar must! -- as both *Scrying* and *Move Objects* are Fair the player only needs to roll once)

*Mind Control* or *Body Control* (to influence Calem Stark's thoughts and behavior or to influence his body to make him sleep or become more drunk than he would otherwise be -- opposed by Calem Stark's Mediocre Willpower)

*Note: It really helps to have some knowledge of the Deryni universe from Katherine Kurtz's long-running fantasy series, or to have read at least some of The Deryni Adventure Game....*

*If "fudging" it, Jaksmar's skills are pretty much self-explanatory.*

*Alorna is a Deryni Mage. Deryni magic is subtle -- no flaming fireballs, it's more along the lines of mental powers such as telepathy and telekinesis than fantasy magic.*

*"Body Control" lets her sharpen her senses, hold her breath for extended periods of time, and do other subtle magic related to her body. "Move Objects" is a form of telekinesis. "Scrying" lets her see things from afar through the use of a mirror or bowl of water or other reflective surface. "Shields" provide her with magical shields to protect her from other Deryni mages. "Mind Control" is pretty much that, opposed by Willpower. "Truth Reading" is a passive magic that lets her tell whether or not someone's telling the truth. All Deryni mages can also call up "handfire" -- heatless light sources.*