

## Introduction

*3d6 Fudge* is an alternate way to play *Fudge*, especially when you don’t have *Fudge Dice* available. It was inspired by the *Min-Mid-Max* damage section in *Fudge*. It does change how *Fudge* feels a little, so this may or may not be anything you’re interested in. In particular:

- adjectives are awkward to use in *3d6 Fudge* – it’s best to switch to numbers;
- the numbers associated with Adjective levels have changed, which long-time *Fudge* players may find confusing;
- there are no “target” difficulty levels – instead, a roll is compared to the character’s level;
- although it requires only elementary-school level math, it’s still one step further into “calculations” than *Fudge Dice*, allowing the possibility of being drawn away from playing the role.

There are no other real changes. You still can use all your regular *Fudge* habits and customizations.

## Levels

You can still use adjectives in *3d6 Fudge*, but there is a new numerical value attached to them:

Adjective	3d6 Fudge value
Legendary	9
Superb	8
Great	7
Good	6
<b>Fair</b>	<b>5</b>
Mediocre	4
Poor	3
Terrible	2
Abysmal	1

Note: *Abysmal* and *Legendary* are normally not allowable starting player levels. They are included for completeness. Also, some skills may actually default to Abysmal rather than Poor, Terrible or non-existent.

## Modifiers

Modifiers in *3d6 Fudge* are applied to the **skill level**, not the dice roll (either way works in regular *Fudge*). So if a character with a Good skill level (6) is in a situation which warrants a +1, his skill level is treated as Great (7) **for this dice roll**. Likewise, penalties are applied to the skill level, not the dice roll. However, a skill level is never modified below Abysmal (1). It *is* possible to have a modified skill above Legendary (just use the number, don’t try to find an adjective!), but it should be extremely rare.

It's important to understand that the **impact** of modifiers is unchanged: that is, a +1 modifier is still significant in *3d6 Fudge* (as it is in regular *Fudge*), +2 is a very generous modifier, and +3 is still an extreme modifier to allow.

## Reading the Dice: First Check for a Critical Result

When a dice roll is called for, the player or GM rolls 3d6 (three normal six-sided dice).

**First, check to see if there is a critical result**, which happens only when triples are rolled.

On a roll of:

   or

it's **critical success!** This means the best thing (or near to it) that could happen in that situation happens. In a combat situation, the GM should ask the player to describe the results, and should probably allow it unless it goes beyond what could have happened in that fight. (E.g., the whole fortress is not going to collapse by killing one guard...) This is the only way someone with a modified skill level of 1 can succeed at a task, by the way.

On a roll of:

   or

it's **critical failure!** This means the worst thing that could happen (or near to it – probably short of death) in that situation happens. In a combat situation, it can represent anything from a broken weapon, to a severe wound, to slipping and falling face down in front of a hostile army, to a fall from a height, etc.

On a roll of:

   or




it's **critical mediocrity!** Well, perhaps critical isn't the right word, but it's about as bland a result as you'll ever see. If your modified skill level is 2 or higher, you *do* succeed at your task, but just barely and not quickly or smoothly. Anyone watching will *not* be impressed. In a combat situation, this means you won't get hurt that combat round, but won't do more than a Scratch of damage to your opponent.




## Reading the Dice: Remove the Highest Number

If the result is not triples, the person who rolled the dice should **remove the highest die** – it is not used. **If two dice are equally high, remove only one of them.** The remaining two dice are added together, and the result compared to the modified skill level.

In general, if the dice roll is **lower than or equal to** the modified skill level, the character succeeds at the task. This will always be true in **unopposed actions**. If there are possible degrees of success, the lower the roll, the more successful the action was.

### Examples of reading the dice:




On a roll of:   , you would remove the 5, and add the remaining two dice together for a total of 5. If your modified skill level was 5 or higher (Fair or better), you would succeed at your task.




On a roll of   , you would remove one of the 6s, and add the remaining two dice together for a total of 7. If your modified skill level was 7 or higher (Great or better), you would succeed at your task.

In an **opposed action**:

- If one opponent is successful in his attack and his opponent is not, the successful one scores a hit – apply the usual *Fudge* rules on assigning damage.
- If both are unsuccessful, the round is a stand-off.
- If both are successful, the one who made the roll by the most wins the round – apply the usual *Fudge* rules on assigning damage. Ties are a stand-off that round.

### Example of reading the dice in combat:

Ashley the Alert has a modified melee skill level of 6. Ashley rolls:   , which, after removing the highest die, is a total of 3: **she made her roll by three.**

Her opponent is Bert the Bruiser, who has a modified skill level of 8. Bert rolls   , which, after removing one of the 4s, is a total of 7: **he made his roll by one.** Ashley wins the round by two!

## Chances of Success

This section is optional – it's only for those who want to know the odds. True heroes never calculate the odds. (Why, yes, I calculated these odds – why do you ask?)

Roll needed:	1	2	3	4	5	6	7	8	9	10	11+
Success %age:	0.9%	8.8%	21.3%	36.6%	53.2%	68.5%	81.0%	89.4%	94.9%	97.7%	99.1%

# 3d6 Fudge

# Character Sheet

Lvl:	Defaults:	EP
8	Superb	8
7	Great	4
6	Good	2
5	Fair.....Attributes	1
4	Mediocre	1
3	Poor .....Most Skills	1
2	Terrible	1

Most Gifts and some Skills are non-existent unless specified on the character sheet.

**EP** = Raising skills to that level with Experience Points

**Character Name:**

**Genre:**

**Player:**

**Date Created:**

**Unspent EP:**

**Fudge Points:**

**Character Story:**

**Wounds:**

1, 2  
Scratch  
☐☐☐

3, 4  
Hurt  
☐

5, 6  
Very Hurt  
☐

7, 8  
Incapacitated  
☐

9+  
Near Death  
☐

**Attributes:**

**Gifts:**

**Skills:**

**Equipment:**

**Faults:**