



FEARLESS

5-Point Fudge

Joseph S. Coleman and Chuck Durfee
(c) 2003, All Rights Reserved

(With appreciation for Stephen O'Sullivan's
creativity, the writers of the FUDGE Deadlands,
FUDGE Traveller, FUDGE Feng Shui and FUDGE
Hexalon conversion notes)

CHARACTER BASICS

You can use a character sheet or a plain sheet of lined notebook paper. Where is he from, how was he raised, what has he done, how is he around other people, the appearance and accumulated skills, hobbies or interests.

ATTRIBUTES

REASON
PERCEPTION
WILLPOWER
STRENGTH
AGILITY
HEALTH

SCALE

SUPERB
GREAT
GOOD
FAIR
MEDIocre
POOR
TERRIBLE

ATTRIBUTES begin at a base level of FAIR. You may trade levels between Attributes at a 1:1 ratio. You have two free levels to apply to Attributes. You may take Flaws or sacrifice one or both free Gifts to give additional levels according to the following scale:

Generation Character creation is from Five Point Fudge:

- * Take a look at the skill groups and decide what sort of mix you want for your character.
- * Decide how many of your five points you want to spend for each element (broad skill group) in the mix.
- * At generation you have two free levels to add to your Attributes, and two free gifts, which may be traded for additional Attribute or Skill levels.
- * For each element, look at the groups, note the levels you have, and pick skills accordingly. Usually the first skills you think of will be the ones you want to give the highest rating. Remember the trading skills rules if you find you don't have enough skill "slots".
- * Distribute your two free attribute levels. If that's not enough for your character, consider using up one of your Gifts or choose a Flaw.
- * Choose your two free Gifts. Again, if you want another, consider a Flaw.
- * Write a background complete enough that another player could take your character and run it reasonably well. If you're like me, that "other player" is you, a few months or years down the road.

**POINTS IN
A GROUP****BROAD FOCUS****NARROW FOCUS****1**1 at Fair
3 at Mediocre1 at Good
1 at Mediocre**2**1 at Good
3 at Fair
1 at Mediocre1 at Great
1 at Good
1 at Mediocre**3**1 at Great
2 at Good
2 at Fair
1 at MediocreA Fair skill may be traded for
two Mediocre Skills from the
SAME group, or a Mediocre skill
may be traded for a second
concentration in a skill.**4**1 at Superb
1 at Great
3 at Good
1 at Fair

After designing the character you have an additional two free levels to apply to Skills. You also have two free gifts to consider, or trade for additional levels according to the table below.

TRADE VALUES (in Levels)

1 Flaw	=	2 Attributes Levels	or	6 Skill Levels
1 Gift	=	1 Attribute Levels	=	3 Skill Levels

SKILL GROUPS

These are suggested skills. Work with your GM to include other groups or skills for your character. You may swap group skill dice and levels above **MEDIOCRE** to add to **COMMON SKILLS**.

Example: Adding English as a Fair under Advanced Education with 3 in the group, gives you 4 dice English at Good. If you took English as Good under College Education 3, that would give you English at Great, 4 Dice. There is no benefit of adding Common skills at Mediocre or below to your self defined groups.

You may create a **PROFESSIONAL** skill with an occupation and defining the skills under that profession.

Some skills may appear under more than one group. You may argue placing skills under groups, subject to the approval of the GM.

COMMON SKILLS	Each character begins with Fair Native Language (specify), First Aid and a "Local Area" knowledge of the place where you live (specify); Mediocre Research, Fighting, People, and General Education.
ARTISITC	Aesthetics, Art (specify), Cartography, Composition (specify), Disguise, Humor, Impresonnation, Oratory, Performance [specify], Sleight Of Hand, Stage Magic
ATHLETICS	Acrobatics, Balance Skills, Dodge, Jump, Lift, Running, Sport [Specify], Swim, Juggle, Throwing (found/unbalanced objects)
BUSINESS	Banking, Bureaucracy, Cultures, Dealing, Etiquette, Judge Goods, Politics, Research, Schmooze, Tools of the Trade, Trade Law
CITY LIFE	Getting Around, Bureacracy, Gossip, Research, Contacts, Etiquette
COLLEGE EDUCATION	Area Knowledge (Specify in Engineering, Humanities, Medicine, Science etc.), Cultures, Flight (Type), Forensics, Geography, Geology, History, Language (specify), Law, Lore, Mathematics, Mechanic (Machine Type), Teaching
FANCY FIGHTING	Fancy Weapons: Kusari (Weighted Chain), Fan (Iron), Sai, Katana, Shuriken, Tonfa, and Yawara; Fencing, Martial Arts, Savate
FIGHTING	Block, Brawl (Fist, Kick, Knee and Head Butt), Cut off, Disarm, Dodge, Evade, Submission Hold, Tussel
PEOPLE SKILLS	Barter, Bribe,Captivate, Carouse, Comfort, Con, Courtesan, Detect Lies, Diplomacy, Fast-Talk, Flatter, Gossip Interview, Intimidate, Lead, Lie, Persuade, Put at Ease, Seduce
RURAL LIFE	Agriculture, Animal Care and Training, Camp, Fish, Hike, Naturalist, Nature Lore, Plants, Prospect, Riding (Animal), Teamster (Animal), Track, Weather, Zoology.
SNEAK	Ambush, Antidotes, Bluff, Breath Control, Contacts, Detect Lies, Disguise, Dodge, Escape, Fast-Draw (Weapon), Filch, Forgery, Gambling, Hide Traces, Infiltrate, Interrogation, Pick Locks, Pick Pockets, Poisons (and Antidotes), Rope Use, Scrounge, Shadow, Stealth, Street Gossip, Streetwise,Tracking, Traps, Urban Survival

TRANSPORT Repair, Operation (land, sea, air), parachute, glider, Small Aircraft, Commercial Aircraft, derigible, autogyro

WEAPONS *

Muscle	Blades, Bludgeon, Bow, Crossbow, Muscle Weapons, Polearms
Modern	Gunpowder, smallll arms, demolitions, Gunnery

GIFTS (Examples)

PHYSICAL Ambidexterous, Cat Napper, Combat Reflexes, Enhanced Sense, Escape Goose, Fast heal, Good Looking, Great Memory, Immune to Disease, Lighting Draw, Lightning Reload, Marksman, No Hangover, Resist Poison, Tough Hide (-1d Damange)

MENTAL Animal Empathy, Concentration, Fast Learn, GreenThumb, Muscle Reading (Human or Animal), One-Shot Precision Bonus, Resist Torture, Strong Will, Mind Reading

USE Affinity for Mechanical things, Allies, Backing, Charming, Contacts, Cool under fire, Favors, Fearless, Life Extension, Martial Arts Maneuver, Mimic Animal Noises, Rank, Reputation, Security Clearance, Wealthy

MYSTERY Absolute Direction, Fortune telling, Lucky, Miracles, Mystic Ability, Spiritual Contact, Sway Emotions, Signature Weapon Bonus

FLAWS (Examples)

PHYSICAL Easily Damaged (+1d to injury), Physical defect, Sensory Deficit, Speech Defect

MENTAL Absent-Minded, Aging, Ambitious, Bloodlust, Blunt and tactless, Bravery indistinguishable from Foolhardy, Code of Ethics, Compulsive Act, Coward, Fanatical belief, Greedy, Lazy, Overconfident, Owes Favors, Phobia

USE Berserk (specify condition), Bi-Polar, Easily distracted, Gossip, Pacifist, Poor, Poor Personal Hygiene, Quick Tempered, Quixotic, Socially awkward, Stubborn, Unlucky, Vain, Vow

MYSTERY Cursed, Delusional, Hears Voices, Ugly, Unlucky, Untrustworthy

A Note on Gifts

Players may suggest Gifts not listed for their character with reason and a good song-and-dance, subject to the GMs approval.

Some gifts imply a supernatural level to the setting. To take a gift is not to necessarily to make it impericaloly TRUE but indicates the character's belief and time studying for that area. And they sometiems work.

You can use a sheet of lined notebook paper to create your character. Or you cant write it as a word processing dcoument with this form:

FUDGE

DAMAGE

FEARLESS PULP ADVENTURES

5-POINT FUDGE

FUDGE

PLAYER	DICE	GROUP	SKILL & LEVEL
CHARACTER			
OCCUPATION			
ATTRIBUTES			
REASON			
PERCEPTION			
WILLPOWER			
STRENGTH			
AGILITY			
HEALTH			

GIFTS AND FLAWS

SCALE

SUPERB

GREAT

GOOD

FAIR

MEDIOCRE

POOR

TERRIBLE

WOUNDS

Scratch ☐☐☐ 1-2

Hurt (-1) ☐ 3-4

Very Hurt (-2) ☐ 5-6

Incapacitated ☐ 7-8

Near Death ☐ 9+

NOTES

WEAPONS OR ARMOR

RANGE

R.O.F.

DAMAGE