

# Fudge Combat Tables

## Sample Wound Factors

Add all applicable Offensive Factors to determine the Offensive Damage Factor; add all applicable Defensive Factors to determine the Defensive Damage Factor.

### Offensive factors:

#### For Character's Strength (muscle-powered weapons only):

Trait modifier (+3 for Superb, -1 for Mediocre, etc.)

#### For Attacker's Scale:

Plus the attacker's Strength Scale  
(see Section 4.68, *Non-human Scale in Combat*).

#### For Weapon's Strength (Guns, Crossbows, Beam weapons, etc.):

+/- Strength of weapon  
(see Section 4.4, *Ranged Combat*).

#### For Muscle-Powered Weapon:

- 1 for no weapon, not using a Martial Art skill.
- +0 Martial Art skill, or for small weapons
- +1 for medium-weight one-handed weapons
- +2 for large one-handed weapons
- +3 for most two-handed weapons
- +1 for sharpness

### Defensive factors:

#### For Character's Damage Capacity Attribute:

*Note:* Optional — see Section 4.52, *Damage Capacity*.  
Trait modifier (+2 for Great, -2 for Poor, etc.)

#### For Armor:

- +1 for light, pliable non-metal armor.
- +2 for heavy, rigid non-metal armor
- +2 for light metal armor.
- +3 for medium metal armor.
- +4 for heavy metal armor.
- +5 or more for science fiction advanced armor.
- + GM-set modifiers for magical armor

*Note:* the value of a shield may be subtracted from the opponent's skill — see Section 4.31, *Melee Modifiers*.

#### For Defender's Mass Scale:

Plus the defender's Mass Scale  
(see Section 4.58, *Non-human Scale in Combat*).  
(If the defender has Mass other than Fair, or a gift of Tough Hide, it should also be figured in.)

## Offensive/Defensive Tactic Modifiers

- +2 to Offense, -2 to Defense
- +1 to Offense, -1 to Defense
- Normal Offense and Defense
- 1 to Offense, +1 to Defense
- 2 to Offense, +2 to Defense

## 3d6 Dice Technique

Rolled: 3-4	5	6-7	8-9	10-11	12-13	14-15	16	17-18
Result: -4	-3	-2	-1	+0	+1	+2	+3	+4

## d% Dice Technique

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

## Optional Damage Rolls

See Section 4.61, *Damage Die Roll*, p. 44.  
See also Section 4.63, *Min-Mid-Max Die Roll*, p. 45, for an alternative wound determination method.

## Sample Graze Severity Table

Damage Factor	Result
<0	Undamaged
0-4	Scratch
5+	Hurt

## Sample Scale Table

Scale	Mass (US)	Mass (Metric)	Example
-6	13 lb	6 kg	Large house cat
-5	20 lb	9 kg	Fox
-4	30 lb	13 kg	Badger
-3	45 lb	20 kg	Coyote
-2	68 lb	30 kg	Medium Dog
-1	100 lb	45 kg	Cheetah
0	150 lb	68 kg	Human
+1	225 lb	100 kg	Leopard
+2	333 lb	150 kg	Black Bear
+3	500 lb	225 kg	Utahraptor
+4	750 lb	333 kg	Grizzly Bear
+5	1125 lb	500 kg	Alligator
+6	1687 lb	750 kg	Bison
+7	1.25 tn	1.1 t	Great White Shark
+8	2 tn	1.7 t	Killer Whale
+9	3 tn	2.6 t	Allosaurus

## FUDGE ACTION CHEAT SHEET

### RELATIVE SUCCESS/FAILURE CHART

		You needed →						
		Superb	Great	Good	Fair	Mediocre	Poor	Terrible
You got ↓	Superb	0	+1	+2	+3	+4	+5	+6
	Great	-1	0	+1	+2	+3	+4	+5
	Good	-2	-1	0	+1	+2	+3	+4
	Fair	-3	-2	-1	0	+1	+2	+3
	Mediocre	-4	-3	-2	-1	0	+1	+2
	Poor	-5	-4	-3	-2	-1	0	+1
	Terrible	-6	-5	-4	-3	-2	-1	0

**Default Difficulty Level “To Accomplish Unopposed Task”:** Fair

**Default Difficulty Level “To Hit”:** Poor; Human vs. Kobkode=Mediocre/Terrible, respectively.

**ODF (Offensive Damage Factor):** [Strength Mod+Scale Mod+Weapon ODF Mod]+Attacker’s Fudge Die Roll

**DDF (Defensive Damage Factor):** [Vigor Mod+Scale Mod+Armor Mod]+Defender’s Fudge Die Roll

**TDF (Total Damage Factor):** [Attacker’s ODF-Defender’s DDF]±1/relative level of success of opposed roll

**1 Fudge Point**=1 automatic success on an unopposed action; 1 die roll up or down for you or an NPC’s action that will affect you; 1 automatic +4 result on the dice