

WORLDWALKER FUDGE

Howdy,

These are the rules for my Worldwalker PbP.

You might recognize from where a lot of these rules, powers, and pretty much everything have been ~~stolen~~ borrowed. Power stunts come from the old Marvel Superheroes game. The 'Peacock Blade' is from a movie, Zu Warriors. And there is a load of influence from pretty much every version of D&D.

The effect-based combat is an idea that I've been bouncing around in my head for a couple of years.

The idea: Make a character that has some interesting powers. Do some cool things in a fight. Have a load of fun.

Hope you enjoy the PbP.

*Thanks,
Ken Hood
2008-9*

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THE BASICS

Worldwalker Fudge focuses on combat, with a little bit of social interaction on the side, so we apply the following customizations to the Fudge system.

TRAIT LEVELS

Worldwalker Fudge uses eleven trait levels (from least to greatest):

Terrible
Poor
Mediocre
Fair
Good
Great
Superb
Legendary
Epic
Mythical
Transcendent

ACTION RESOLUTION

Worldwalker Fudge uses the standard Fudge task resolution mechanism, with one change: When performing an Opposed Action, you succeed if you roll equal to or higher than your opponent's result.

Opposed (Fixed) Roll

Sometimes you'll see directions for a roll listed like this: 'Roll your Melee Attack v. your target's Evasion (Poor)'. This is an Opposed (Fixed) Roll. You are rolling against two values. One is the result your target achieves with its attribute. The other is a fixed difficulty. You have to beat both results and your relative degree of success is determined by the difference between your result and the highest value.

ACTION MODIFIERS

Worldwalker Fudge adds two action modifiers: +M ('minor bonus') and -M ('minor penalty').

If you receive a +M to an action, you ignore a single minus (-) result on the Fudge dice.

If you receive a -M to an action, you must ignore a single plus (+) result on the Fudge dice.

These modifiers let you perform within your standard range of abilities, but you can expect a slightly better or worse outcome than normal.

These modifiers are more common than full +1, -1, etc. modifiers.

Stacking Modifiers

Rule of Thumb: Two bonuses of the lower degree combine to make a bonus of the next higher degree. For example, two +M bonuses to the same roll stack to give you a single +1 bonus to that roll.

So...

Two +M = +1

Two +1 = +2

Two +2 = +3

Two +3 = +4

You do not make a +3 bonus by combining a +2 and +1 bonus. However, if you combined a +2 and *two* +1 bonuses, you would gain a total +3.

If you do not have enough bonuses to stack to the next highest degree, you use the best bonus available. For example, if you have a +M, +1, and +2 bonus to a single roll, you apply a +2 bonus. (Maybe your GM will give you some additional benefit.)

But...

When combining negative and positive modifiers, use standard arithmetic.

For example, if you have a +2 bonus and -1 penalty to an action, these combine to give you a +1 bonus. If you had a +1 bonus and -M penalty, these combine to give you a +M bonus.

SPECIAL ABILITIES, NOT GIFTS OR FLAWS

Instead of characters possessing a balance of gifts and flaws, *Worldwalker Fudge* provides characters with special abilities. This makes character creation a more simple process, and you don't have to play an emotional cripple to possess decent powers.

CHARACTER ATTRIBUTES

When playing *Worldwalker Fudge*, you do not use a mix of attributes and skills. Instead, every character has the following collection of attributes.

All characters have the following basic attributes:

- Attack
 - *Melee Attack*
 - *Ranged Attack*
- Defense
 - *Evasion*
 - *Fortitude*
 - *Willpower*
- Development
 - *Experience*
 - *Heroism*
- Language
- Movement
 - *Acrobatics*
 - *Athletics*
 - *Speed*
 - *Swimming*
- Senses
 - *Initiative*
 - *Perception*
- Social
 - *Deception*
 - *Infuriation*
 - *Insight*
 - *Intimidation*
 - *Persuasion*
 - *Teamwork*
- Status
 - *Durability*
 - *Endurance*
 - *Sanity*
- Support

Most attributes (except for those in the Status group) use the standard trait levels.

ATTACK

Attack attributes represent your overall ability to hit and damage an opponent in combat. These attributes can represent a combination of cunning, brute force, dexterity, luck, and skill.

Most characters have only two Attack attributes: *Melee Attack* and *Ranged Attack*. However, some characters might have additional attributes to represent specialization in a particular group of weapons or form of attacks (such as *Spear* or *Magical Attack*).

A successful attack allows you to *Damage*, *Disarm*, *Escape*, *Grab*, *Hinder*, *Knock Out*, *Root*, *Scout*, *Sunder*, *Tire*, or *Topple* your target. See the *Combat* section for more details.

Melee Attack

Your ability to fight hand-to-hand.

You use this attribute to...

- Perform an unarmed attack.
- Grapple an opponent.
- Strike with a sword.
- Hack with an axe.

Most *Melee Attacks* are standard actions and *Opposed (Fixed)* rolls. The *Opposed Value* is your target's *Evasion*. The *Fixed Value* is *Poor*.

Ranged Attack

Your ability to fight with a ranged weapon.

You use this attribute to...

- Hurl a stone.
- Shoot an arrow.
- Fire a pistol.
- Aim a spell.

Most ranged attacks are standard actions and *Opposed (Fixed)* rolls. The *Opposed Value* is your target's *Evasion*. The *Fixed Value* depends on the range to your target: *Poor* for point blank range, *Mediocre* for close range, *Fair* for medium range, *Good* for long range, and *Great* for extreme range.

DEFENSE

The Defense attributes rate your ability to avoid or resist the effects of attacks and hostile environments. In most cases, you use these attributes as Opposed Values against another character's rolls.

The *Combat* section details some uses of these attributes.

Evasion

Your ability to avoid physical attacks.

You use this attribute to...

- Dodge melee attacks.
- Dodge ranged attacks.
- Avoid traps.

Fortitude

Your overall physical toughness.

You use this attribute to...

- Resist intoxication.
- Resist disease.
- Resist poison.
- Resist pain.
- Resist most physical combat effects, such as Hinder, Knock Out, Root, Scoot, Tire, and Topple.
- Resist the effects of physical deprivation, such as starvation, thirst, and lack of sleep.
- Hold your breath.
- Exert yourself over long periods.

Willpower

Your overall mental toughness.

You use this attribute to...

- Resist Intimidation and Infuriation.
- Resist pain.
- Resist mind control.
- Resist psychological trauma.
- Keep calm in trying situations.

DEVELOPMENT

Your development attributes track your overall growth as an adventurer and a hero.

Experience

Your overall life experience and training. Your knowledge of the world.

You use this attribute to...

- Determine the amount of general Experience Points (XP) that you possess.
- The maximum amount of XP you can spend on a particular roll.
- Your default trait level for tasks in which you are untrained (i.e. do not have a specific attribute). Some tasks you cannot perform without training, no matter how vast your experience.

Your Experience trait level has the following effects:

Experience Trait Levels

Trait Level	General XP	Max. Expenditure	Default Trait Level
Terrible	0	0	Poor
Poor	1	1	Poor
Mediocre	2	1	Poor
Fair	3	1	Poor
Good	4	2	Poor
Great	5	2	Poor
Superb	6	2	Mediocre
Legendary	7	4	Mediocre
Epic	8	4	Mediocre
Mythical	9	6	Mediocre
Transcendent	10	8	Fair

See the *Points, Points, and More Points* section for details about Experience Points.

Heroism

Your ability to perform extraordinary acts of valor and skill.

You use this attribute to...

- Determine how many Hero Points (HP) that you possess.

Hero Points by Trait Level

Heroism Trait Level	Hero Points
Terrible	0
Poor	1
Mediocre	2
Fair	3
Good	4
Great	5
Superb	6
Legendary	7
Epic	8
Mythical	9
Transcendent	10

See the *Points, Points, and More Points* section for details about Hero Points.

LANGUAGE

This suite of attributes represents the languages you can read/write, speak, or both.

Most characters have Fair ability in their native language. If you have just learned a particular language, you may have Terrible or Poor ability in its use—meaning that you know a few common words and phrases. If you have Great or Superb ability in a language, you know many esoteric words and phrases or may have a prose writer or poet’s mastery of communication in that tongue.

The ‘Common Tongue’: The trade language of ‘Tweener is *‘Tweener English*. This language originated with the early wagon-train settlers, so it derives from 19th Century United States English. Some semantic drift occurred since the founding of ‘Tweener. The language has many loan words, along with a rich vocabulary of curses.

The difference between modern English and ‘Tweener English is equivalent to that between modern and Old English.

MOVEMENT

This collection of attributes represents your ability to move around the game world, interact with objects, and engage in acts of physical strength, agility, or speed.

Acrobatics

Your ability to perform feats of agility and coordination.

You use this attribute to...

- Balance on a ledge or tightrope.
- Perform a somersault.
- Contort free from restraints.
- Escape from a Grab.
- Control a fall.
- Resist a Topple.

Athletics

Your ability to perform feats of strength.

You use this attribute to...

- Jump a chasm or high wall.
- Climb a rope, ladder, wall, or mountain.
- Bash through a door.
- Heave a massive object.
- Resist a Root or Scoot.
- Escape from a Grab.

Speed

Your ability to move.

You use this attribute to...

- Determine how many squares you can move during a turn in combat.
- Determine the distance you can cover on a hike or other long-range movement.

Your trait level determines how many squares you can move, as follows:

Squares of Movement by Trait Level

Speed Trait Level	Squares
Terrible	2
Poor	3
Mediocre	4
Fair	5
Good	6
Great	7
Superb	8
Legendary	9
Epic	10
Mythical	11
Transcendent	12

The table assumes you use a human scale for movement. Certain creatures or modes of travel may use different scales.

Swimming

Your ability to swim.

You use this attribute to...

- Tread water.
- Swim.
- Hold your breath while underwater.

Unless you have some special ability, while swimming, you move a number of squares equal to about half your normal Speed.

Rough waters, attempting to rescue a drowning person, or carrying heavy weights increase the difficulty of your Swim rolls.

SENSES

This collection of attributes covers your ability to detect your surroundings. Most characters have only two attributes for their senses: Initiative and Perception. Some characters might have supernatural or extraordinary sensory abilities.

Initiative

Your ability to respond to danger.

You use this attribute to...

- Determine your order in combat.

Perception

Your awareness of your surroundings.

You use this attribute to...

- Perceive threats.
- Avoid surprise.
- Eavesdrop.
- Hear distant or ambient noises.
- Detect hidden people or things.
- Search a character or object.
- Find traps.
- Notice clues.

SOCIAL

Your social attributes represent your ability to interact with other characters and influence them to a particular course of action.

Deception

Your ability to tell believable lies.

You use this attribute to...

- Deceive an officer of the law that you are not engaged in suspicious activity.
- Fast-talk an elderly widow out of her hard-earned cash.
- Bluff a doorman into believing that you left your invitation to the party at home or inside the building.
- Convince a nouveau-riche merchant that you are his long-lost brother.
- Maintain a disguise or cover identity.

With most uses of Deception, you perform an Opposed (Fixed) roll. The Opposed Value is your target's Insight. The Fixed Value is a difficulty level (set by the GM) based on the believability of your lie.

Infuriation

Your ability to anger another person.

You use this attribute to...

- Taunt and mock your enemies.

- Make an opponent so angry that he focuses only on attacking you, rather than your teammates.
- Make an opponent angry enough that he makes a stupid choice—such as mocking his reliance on a big, heavy suit of armor, while a “real man” would just toss down that shield, rip off his helmet, and get down-n-dirty in a fight.
- Send an opponent into a blind rage.

Most uses of Infuriation are standard actions. You perform an Opposed (Fixed) roll. The Opposed Value is your opponent's Insight (i.e. his ability to see through your attempt to manipulate him). The Fixed Value is your opponent's Willpower (i.e. his self-restraint). The effects of a successful roll usually last 1 + Relative Degree rounds.

Note: Using this trait against a non-player character tends to make them *hostile* towards you.

Insight

Your ability to perceive the truth, determine when someone attempts to manipulate you, and understand the subtleties behind an individual's behavior.

You use this attribute to...

- Resist other social attributes, like Intimidation or Deception.
- Judge a person's motives or attitude.
- Determine if a person is truthful.
- Assess how well you are doing in a social situation.
- Read body language and tone.
- Determine if someone is acting under someone or something else's control.

Intimidation

Your ability to bully others into submission.

You use this attribute to...

- Convince someone that you are too tough for him.
- Threaten opponents with overt force.
- Cow an injured opponent into surrender.
- Intimidate a person into a particular course of action.

Like Infuriation, most uses of Intimidation are standard actions. In most cases, you perform an Opposed roll against your target's Willpower.

Note: Using this trait against a non-player character tends to make them *hostile* towards you.

Persuasion

Your ability to convince others to do what you desire.

You use this attribute to...

- Change a person's opinion on a particular subject.
- Convince someone that you are likeable.
- Speak well in a public situation.

- Evade the consequences of what you have done.
- Find a diplomatic solution to a problem.
- Seduce. (Need I say more?)
- Haggle with a merchant.

Teamwork

Your ability to work well with others.

You use this attribute to...

- Determine the amount of points in your group's Teamwork Point Pool. (You use these points to assist your teammates in their actions.)

See the *Points, Points, and More Points* section for details about Teamwork Points.

STATUS

Status attributes rate your capacity for the effects of physical and mental trauma. These attributes do not use the same trait levels as other attributes, nor do you perform rolls with them. Instead, each attribute provides you with a 'track' of pips. As you experience an injury, grow weary, or lose sanity, you fill in a pip on the track.

Note: The negative effects of wounds, endurance loss, and insanity are *cumulative* with one another. They do not follow the standard pattern for combining modifiers. You add them to one another.

For example: If you were Very Hurt (-2 to all traits) and Very Fatigued (-1 to all traits), you would add these penalties for a total of -3 to all traits.

Durability

Your ability to suffer the effects of physical injury.

Every character has a Wound Track that looks like this:

Basic Wound Track

Scratch	Light Wound	Serious Wound	Critical Wound	Incapacitated	Near Death
○○○	○	○	○	○	○

Your Durability trait level determines how many damage points are necessary to suffer a particular degree of injury, as follows:

Durability Trait Levels

Trait Level	Scratch	Light Wound	Serious Wound	Critical Wound	Incap.	Near Death
Frail	1	2-3	4-5	6-7	8-9	10+
Standard	1-2	3-4	5-6	7-8	9-10	11+
Tough	1-3	4-5	6-7	8-9	10-11	12+
Very Tough	1-4	5-6	7-8	9-10	11-12	13+
Die-Hard	1-5	6-7	8-9	10-11	12-13	14+
Superhuman	1-6	7-8	9-10	11-12	13-14	15+

If you were a character with Standard Durability, your Wound Track would look like this (once you applied your trait level):

Wound Track: Standard Durability

Scratch	Light Wound	Serious Wound	Critical Wound	Incapacitated	Near Death
1-2	3-4	5-6	7-8	9-10	11+
○○○	○	○	○	○	○

This means that if an opponent rolled 1-2 points of damage against you, you would suffer a Scratch. Three or four points causes a Light Wound; 5-6, Serious Wound; 7-8, Critical Wound; 9-10, Incapacitated; and 11 or more, Near Death.

Effects of Injury

Scratch: A Scratch is a minor wound and imposes no negative effects on your character. Scratches heal after a long rest.

When you have filled in all the pips under the Scratch section of your Wound Track and suffer a fourth Scratch, you erase all of the pips and trade them in for a Hurt.

In most cases, a Scratch will not raise your wound level above Very Hurt. Exceptions exist!

Light Wound: A Light Wound imposes a -M penalty to all traits reasonably affected by an injury. You require about a week to recover from a Light Wound.

Serious Wound: A Serious Wound imposes a -1 penalty to all traits (logically affected by it). A Serious Wound takes about two weeks to heal, but medical treatment can speed recovery.

Critical Wound: You suffer a -2 penalty to all traits (logically affected by it). Critical Wounds take a few weeks—with bed rest and limited activity—to heal.

Incapacitated: Once you are Incapacitated, you are incapable of almost all actions. You can crawl a short distance, perform a weak wave for assistance, or gasp for help. You are almost, but not quite, unconscious.

Wounds of this severity take a long time to heal, and they require medical assistance to heal properly.

Near Death: You are unconscious, and you are going to die unless you receive medical attention.

Endurance

Your ability to suffer the effects of fatigue.

Your Endurance trait level determines how many pips you possess on your Endurance track, as follows:

Endurance Trait Levels

Trait Level	Tired	Fatigued	Very Fatigued	Exhausted	Spent
Feeble	○	○	○	○	○
Standard	○○	○	○	○	○
Fit	○○○	○	○	○	○
Very Fit	○○○	○○	○	○	○
Iron Man	○○○	○○○	○	○	○
Superhuman	○○○	○○○	○○	○	○

You lose Endurance Pips by performing strenuous actions, such as:

- A few minutes of combat or extreme exertion.
- Going without sleep, food, or drink.
- Marching a long distance.
- Performing manual labor.
- Carrying a heavy load for a long time.

As you lose Endurance pips, you grow wearier, until you collapse from lack of energy.

Effects of Endurance Loss

Tired: This level of Endurance has no negative effect upon you. A short rest of ten minutes or so will permit you to recover one pip on this portion of your Endurance Track.

Fatigued: You suffer a -M penalty on all traits reasonably affected by weariness.

One hour of rest recovers one pip at this level.

Very Fatigued: You suffer a -1 penalty to all traits reasonably affected by weariness.

Four hours of rest recovers one pip.

Exhausted: -2 to all traits affected by your energy level.

Eight hours of decent sleep recovers one pip.

Spent: You collapse from exhaustion. You are unconscious for eight hours (or more) as your body recovers.

Sanity

Your ability to weather intense emotional or psychological trauma.

Your Sanity trait level determines how many pips you have on the Sanity Track, as follows:

Sanity Trait Levels

Trait Level	Uneasy	Shaken	Disturbed	Crazed	Insane
Unstable	○	○	○	○	○
Standard	○○	○	○	○	○
Stable	○○○	○	○	○	○
Very Stable	○○○	○○	○	○	○
Rock Solid	○○○	○○○	○	○	○
Superhuman	○○○	○○○	○○	○	○

Loss of Sanity Pips is rare. Most often, it occurs because of mental attacks, exposure to unearthly geometries, or use of Alien Magic.

Effects of Sanity Loss

Uneasy: No negative effects. About an hour away from the source of your mental discomfort permits you to recover one pip on this portion of the Sanity Track.

Shaken: You suffer a -1 penalty to Senses (because of slight delusions, paranoia, or hallucinations), Social (due to erratic behavior), and other traits logically affected by an unbalanced mental state.

During a stressful situation, there is a Mediocre chance that you will lose control of yourself for a short period of time. (The GM assumes control of your character and forces him to behave in a crazed manner, depending on the cause of your insanity.)

About four or five hours away from the cause of your Sanity loss permits to your recovery of one pip at this level.

Disturbed: You are losing your grip on reality. You suffer a penalty of -2 to Senses, Social, and other mental skills. During a stressful situation, there is a Good chance you lose control of your behavior.

You need one day of rest and mental ease to regain a Sanity Pip at this level.

Crazed: You have gone mad. (The GM controls your character.) During a non-stressful situation, you have Mediocre chance of getting a grip on your self-awareness, but such moments of clarity last only a short while. (You suffer a -2 penalty to all Senses, Social, and other mental skills.)

At this level of Sanity, you need several days or even weeks to recover the lost pip.

Insane: Your psyche is destroyed. Without some measure of extraordinary intervention, you will never recover.

SUPPORT

Your support attributes include all of your other abilities, such as stealth, lock picking, street smarts, tracking, etiquette, or even schools of ritual magic.

Whatever abilities you need to round out your character, you place in this category.

Most characters have a Fair General Knowledge attribute for their home culture and career.

If you do not possess a particular attribute related to a task, you are *untrained*. You must use your default trait level (determined by your Experience) to perform any rolls related to that task.

Some tasks require specialized training, so no matter how broad your experience base, you cannot attempt them—such as surgery and the various forms of magic.

DDF (DEFENSIVE DAMAGE FACTORS)

Technically, this is not a character attribute, but it bears mentioning since you will use it—a lot.

Your DDF is a number. You subtract it from the damage inflicted by opponents, traps, and the like.

Most characters have a base DDF of 0.

You can increase your DDF by wearing armor and carrying a shield.

Add your scale to your DDF.

POINTS, POINTS, AND MORE POINTS

Because Fudge is a granular game-system, Worldwalker uses a few different types of points to permit players to 'tweak' the performance of their characters.

EXPERIENCE POINTS

Experience Points (XP) represent the advantage gained from hands-on training and doing. If two characters have the same trait level on a particular task, the character with more experience has an advantage. Use of XP reflects this.

Gaining Experience Points: You acquire XP by two means: First, you have a pool of general XP that come from your Experience attribute. Second, you can receive specific XP as a reward from your GM, developing your practical understanding in a particular task or situation.

Using Experience Points: Whenever you make a roll, you can spend XP to provide yourself with a bonus. The bonus depends on how many XP you spend.

Bonus from XP Expenditure

XP Spent	Bonus
1	+M
2	+1
4	+2
6	+3
8	+4

The maximum amount of XP you may expend on a single roll depends on your Experience trait level.

Some special abilities may allow you spend XP for unusual effects or feats, such as taking advantage of a chink in your opponent's armor or inflicting more damage against a particular type of enemy.

General v. Specific: You may spend general XP to improve your chance of success at any task.

You may use specific XP only on rolls related to the nature of the XP. For example, if you have gained one specific XP to represent the time you have spent fighting the Eyeless Hordes of the Braille Library of the Mole Men, you may spend that XP only on rolls related to battling them.

Recovering Experience Points: At the end of a decent rest (about eight hours) you regain all lost XP.

HERO POINTS

Hero Points (HP) permit you to accomplish extraordinary feats, in the same manner as action movie heroes.

Gaining Hero Points: Like XP, you gain Hero Points from an attribute, Heroism, or as a reward from the GM.

Using Hero Points: On your turn, you can spend a Hero Point to perform a Heroic Action or engage in Heroic Effort.

- **Heroic Action:** You gain one extra standard action that you may use on your turn.

- **Heroic Effort:** Until the start of your next turn, you may ignore the negative effects of wounds, fatigue, and sanity loss.

Some special abilities may allow you to gain additional benefits from spending Hero Points.

General v. Specific: Most Hero Points you gain will be general in nature. You can use them under any circumstance.

Some characters may possess specific HP. They may use this type of HP only in any particular circumstance. For example, the elite guard of a queen may have specific HP that they may use only in the protection of her majesty.

Recovering Hero Points: After a decent rest of about eight hours, you regain all Hero Points you have expended.

PLANNING POINTS

Before you engage in an activity, you may gather information, assess possible problems, and propose solutions. If you plan well, you gain Planning Points (PP) that you may expend to increase your chance of success in that activity.

Gaining Planning Points: Acquisition of Planning Points is a proactive process. You approach your GM with a request to set up a plan for a particular activity, such as a heist. Your GM determines what information and skills you would need to form your plan. You spend several hours (or days) of game time developing your plan and making attribute rolls against a GM determined difficulty. You gain Planning Points equal to 1 + the average relative degree of success for *all* of your rolls.

Using Planning Points: You spend a Planning Point to provide you with a +M bonus to a specific facet of the activity you have planned. You may *not* apply this bonus to combat rolls.

If you are part of a team, all members of the team gain the bonus when performing that particular task. However, for a member of a team to get the bonus, he or she must have been involved in the planning.

For example, the average relative degree of success for all the rolls that you expended in planning a heist was +2. This gives you three Planning Points. You apply the points as follows:

- You know the type of safe your target uses, understand its weak points, and bring the best tools to deal with that safe. You gain a +M bonus to crack the target's safe.
- You figure the best path to approach the target and stay under cover. You gain a +M bonus to Stealth rolls to and from that location.
- You know the location of all sentries and their patrol routes. You gain a +M bonus to Perception rolls against them.

Recovering Planning Points: You do not recover Planning Points. They only apply to the particular activity you planned. You must follow your plan within a short time frame. Otherwise, circumstances might change enough to negate your bonuses.

TEAMWORK POINTS

Teamwork Points (TP) represent how well a particular group of characters functions together.

Gaining Teamwork Points: When characters form a team, all members of the team roll using their Teamwork attribute. The result of the roll contributes Teamwork Points in a pool for use by the group.

Teamwork Points Contribution

Result of Teamwork Roll	Teamwork Points
Terrible	-3
Poor	-2
Mediocre	-1
Fair	0
Good	+1
Great	+2
Superb	+3
Legendary	+4
Epic	+5
Mythical	+6
Transcendent	+7

Positive Teamwork Points: If the total amount of Teamwork Points in your pool is positive, your group works well together. When a member of the group performs an action, the other members of the group can choose to spend a point from the pool. The member choosing to spend the point must role-play how he helps his teammate. The teammate receiving the assistance gets a +M to his Fudge dice roll.

Negative Teamwork Points: If the total amount of Teamwork Points in your pool is negative, your group does not form a smooth-functioning unit. You tend to get in one another's way. Your GM can choose to spend a negative point against your group. The teammate receiving the negative point suffers a -M on his Fudge dice roll.

Recovering Teamwork Points: After a long rest (about eight hours), each member of the group makes another Teamwork roll. This creates a new pool of points. (You discard the old pool, even if points remain.)

Special: Some characters may possess special abilities that allow them to spend Teamwork Points for unique effects (such as granting an extra action to a teammate) or spend multiple Teamwork Points on a single action, increasing the bonus received by the teammate.

FUDGE POINTS

Fudge Points are meta-game points that allow you alter the outcome of events in the game. In effect, they buy you 'luck'.

Gaining Fudge Points: Your GM gives you Fudge Points as a reward.

Using Fudge Points: In Worldwalker Fudge, you can spend Fudge points to accomplish the following:

- **+4 Bonus:** You gain an automatic +4 result on the Fudge dice.
- **Alter Result:** You gain spend a Fudge Point to alter a die roll by one level, up or down. The die roll may be one that your character makes or one that the GM makes that directly affects your character.
- **Critical Hit:** If one of your attacks hits an opponent, you can spend a Fudge Point to cause maximum damage. If the damage causes a wound, you can apply a special side effect, such as chopping off a limb or permanent blindness. The side effect must correspond with the severity of the wound you inflict.
- **Power Stunt:** You can spend a Fudge Point to use a special ability in a creative way, such as using your freeze ray to cover an area with slippery ice or using Flying Leap to walk on water. When you first perform a Power Stunt, it may have only a Terrible or Poor chance of success. Over time, the stunt grows easier and may become a new special ability for your character.
- **Reduce Attack Effect:** You can spend a Fudge Point to reduce the intensity of a particular injury by two steps (e.g. reduce a Critical Wound to a Serious Wound), or you can reduce the effect of an attack by one step (e.g. if your opponent affected you with Knock Out, you could reduce a Stun to a Daze). You can spend multiple Fudge Points to reduce an effect by multiple steps.
- **Substitution:** You may spend a Fudge Point in place of Experience Points, Hero Points, and Teamwork Points. Whenever you should lose an Endurance Pip or Sanity Pip, you may lose a Fudge Point in its place.
- **Favorable Coincidence:** You can spend several Fudge Points to cause an outrageous stroke of luck for your character. For example, he could fall from a building and land on a stack of mattresses, or the werewolf happens to owe a boon to the character's distant cousin and pays that boon by not eating the character.

Some special abilities permit you to spend Fudge Points for other effects.

Recovering Fudge Points: Once you spend a Fudge Point, you cannot get it back. You may earn new Fudge Points as a reward from your GM.

SPECIAL ABILITIES

Characters in *Worldwalker Fudge* may possess special abilities that permit them to 'break the rules' in a specific way.

THE NATURE OF SPECIAL ABILITIES

Special abilities are the things that make your character...

1. Unique.
2. A heck of a lot of fun to play.

Your special abilities can be mundane abilities that any can achieve with proper training and will to achieve. They could be heroic powers, originating from some extraordinary trait. They could be innate, species-based talents. They could be magic spells that you can cast with ease.

When you create special abilities for your character, think of your character as you would a superhero. Set up his 'origin' and invent abilities that fit his story. And more than anything, make up abilities that are fun to use.

FUEL FOR ABILITIES

Your character should have a couple or three minor abilities that he can use without effort. His best abilities should require some source of 'fuel' to operate.

You might want to consider these.

- If the ability injures you when you use it, it might cost a **Wound Pip**.
- If the ability requires intense physical effort and causes fatigue, it might cost an **Endurance Pip** to use.
- If the ability exposes the mind to unearthly forces or strains rationality, it might cost a **Sanity Pip** to use.
- If the ability occurs because your wealth of experience allows you to take advantage of a special opportunity, it might cost an **Experience Point**.
- If the ability requires extraordinary effort beyond the pale of ordinary mortals, it might cost a **Hero Point**.
- If the ability requires assistance from others or permits you to provide special assistance to others, it might cost a **Teamwork Point**.
- If the ability requires the 'forces of the cosmos to achieve proper alignment', divine intervention, or outrageous fortune, it might cost a **Fudge Point**.

DOUBLE-EDGED SWORD

Extremely powerful special abilities should have a drawback associated with their use. See *Berserk Rage!* and *Unwholesome Utterance* for examples.

FOCUS ITEMS

Some special abilities (especially magical spells) may require you to use a focus item, like a wand, talisman, or holy symbol. If you do not have the focus, in some cases the ability will not function. In other cases, it might function to a limited degree or in an indiscriminate, uncontrolled manner.

SAMPLE SPECIAL ABILITIES

Here are some special abilities that you may consider for your character. You do not have to use the abilities listed. Feel free to create your own, using these as a model.

Acrobatic Fighting Style

You can Dodge or Dive for Cover as a move action. When you do so, you suffer a -1 penalty to your attack rolls until the end of your next turn.

When knocked prone, you may automatically stand at the start of your turn.

Add Insult to Injury

When you inflict a Light Wound (or worse) to an opponent, make an Infuriation v. Willpower (Good) against that opponent. If your roll succeeds, you send your target into a murderous rage. Your victim directs all of his attacks at you until the end of his next turn, using his most damaging abilities. He gains a +1 bonus to attack rolls, but suffers a -1 penalty to defense rolls. He cannot Block or use any defensive special abilities.

For each level that you beat your opponent's result, the rage lasts one additional turn.

Your opponent can spend a Hero Point to negate this effect.

Amazing Recovery

You can spend a Fudge Point to recover fully from all physical injuries and lost Endurance Pips after twenty-four hours of uninterrupted sleep.

Animal Companion

You can spend a Fudge Point to cause an animal native to your immediate locale to come to your side and serve as a companion. The animal will follow you, protect you (to its death), and obey your commands. If you leave its natural environment or territory, the animal returns to its lair after following you a short distance, but the next time you enter its home, the animal follows you again.

Anti-magic

You can spend a Hero Point to cause all magical powers to have no effect upon you until the end of your next turn. You can spend a Fudge Point to cause all magical powers to have no effect upon you for several minutes.

Archer

You can load, draw, and shoot a bow as part of the same action.

Armor Expert

When you wear armor, you treat its penalties as those of the armor of the next lowest type. For example, if you wore Medium Flexible armor, you would have the same freedom of movement as if you wore Light Rigid armor.

Arrow Cutting Shield

To use this special ability, you must wield a weapon to which you have attuned. As a move action, you spend a Hero Point. Until the start of your next turn, you automatically deflect all projectile attacks directed at you or someone up to two squares behind you.

Assassin

You can spend one Planning Point to provide a +1 bonus to your attack roll and Effect Value with a particular weapon against a particular unaware opponent under specific circumstances.

Attractive

Your beauty causes others to respond to you in a positive manner. Since most people are superficial, your appearance lends to favorable first impressions. You gain a +M bonus to Persuasion rolls against members of the opposite sex.

Attune to Weapon

Select a particular type of weapon. If you spend an hour meditating with one of those weapons in hand, you attune to it. The weapon becomes an extension of your being. Increase the Effect Value of the weapon by one degree. You may attune to but one weapon at a time. Attunement lasts until your weapon breaks, you choose to end the attunement, you attune to a new weapon, the weapon leaves your possession for more than 24 hours, or some extraordinary means disrupts your bond.

Backstab

If you catch an opponent unawares or a teammate spends a Teamwork Point to distract an opponent for you, you gain a +2 bonus to your attack roll. If you spend a Hero Point, you may inflict maximum damage with the attack.

Berserk Rage!

As a move action, you can send yourself into a killing frenzy. Your rage provides the following benefits:

- +1 to all attack rolls.
- +1 to the Effect Value of melee attacks.
- You ignore the effects of any wounds or fatigue.
- +1 to all Willpower and Athletics rolls.
- You are immune to fear-based effects.

But these benefits do come at some cost...

- -1 to Evasion.
- You must engage in melee combat with the nearest available enemy.
- You may only select Damage as your combat effect.
- You may not use defensive actions, such as Block or Dodge.
- You may not perform actions that require patience or concentration.
- You lose one Endurance Pip for each turn of your rage.
- You cannot spend Experience or Teamwork points.
- You cannot gain the benefit of Teamwork points. (You're on your own!)

Your rage lasts until you will it to end (a standard action), you are Near Death, or you are Spent. Once the rage ends, you suffer the full effects of all wounds and fatigue.

If an opponent uses Infuriation upon you, there is a Fair chance that you will automatically enter a berserk rage and do everything in your power to destroy that person, to the exclusion of all other targets. (Only after that target is dead can you use a standard action to end the rage.)

If you suffer compulsive behavior because of Sanity loss, your compulsion most often manifests as a mindless killing rage, attacking the nearest target, whether friend or foe.

Bodyguard

As a minor action, on your turn, you designate an adjacent ally as your 'principal' (i.e. the person you wish to protect).

You may block attacks directed at your principal. Your principal may spend a Teamwork Point to give you a free block against an attack directed at him.

If an attack hits your principal, you may choose to impose yourself and suffer the effect(s) of that attack. (The relative degree of that attack's success is the same as if it had hit your principal.)

If an opponent within your reach directs an attack at your principal, you may spend an Experience Point or Hero Point get a free basic attack against that opponent (as an interrupt action). Otherwise, your principal may spend a Teamwork Point to give you a free attack.

Boundless Experience

After each encounter, you regain one lost Experience Point.

Boundless Heroism

After each encounter, you regain one expended Hero Point.

Brand the Wicked

As a standard action, you attack an enemy with a melee weapon. If your attack hits, a mystical radiance surrounds your target. The first person to attack the marked opponent gains a +1 bonus to hit that target.

You must use a sanctified weapon as the focus of this special ability.

Break Their Balance

Your opponents cannot substitute Athletics or Acrobatics when resisting the effects of your attacks.

Brute Force

Your great strength allows you to carry very heavy loads. You gain a +1 bonus to the damage of all melee attacks. You gain a +1 bonus to Athletics for purposes of determining the success of a Grab or Escape effect.

Candle Punch

You can project your internal energy into your unarmed strikes, giving you a reach of two squares.

Cantrip

As a standard action, you can create a *harmless* magical effect, such as...

- Levitate an object that weighs no more than 5 pounds. (A move action permits you to move the object 5 spaces or manipulate the object.)
- Change the color of an object (for a short period of time).
- Create a small whirlwind to sweep dust from the floor.
- Light a candle or start a fire.
- Generate a floating light.
- Restore freshness to wilted flowers, or wilt fresh flowers.
- Flavor food or produce an unpleasant odor.
- Create a small, temporary object.
- Manipulate pipe smoke into animated shapes.
- Project a whispered message to a specific person.

You can maintain the effect as long as you concentrate (a minor action).

Cat's Blood

Whenever you fall, you land on your feet. (You suffer half damage from falls.)

You can see well in low-light conditions.

Chosen Prey

Choose a particular species when you acquire this special ability.

You know the most effective means of injuring members of this species.

When you successfully hit a member of this species with an attack, you can spend an Experience Point to increase your Effect Value by one level.

Clear the Mind

As a move action, you may spend a Hero Point to end the effect of any mind- or emotion-affecting powers that control you.

Cleave

As a standard action, you direct a melee attack at an opponent. If your attack hits, you may continue your strike and direct a melee attack at an enemy adjacent to your first target (and within your reach). The second attack suffers a -1 penalty to the attack roll.

Close the Gap

You can use this move action only against an adjacent enemy or one within 1 square of your position.

You roll your Melee Attack v. your target's Melee Attack (Fair). If successful, you enter the same space as your target, getting so close that your opponent cannot bring any long weapons to bear against you.

Unless your enemy uses a short, one-handed weapon (like a dagger or baton) or unarmed strike, he suffers a -M penalty to attack rolls against you. If you use a short, one-handed weapon or unarmed strike, you gain +M to attack rolls against that enemy.

Your opponent can move away from you at any time, but you get a free attack against him when he does.

If your opponent attempts an attack against any target other than you, you get a free attack against him.

Crazy like a Fox

When you lose Sanity, you do not suffer negative penalties to your Senses and mental attributes. You do still receive penalties to your Social attributes and may suffer compulsive behavior.

Crossbowman

You can load a crossbow as a move (rather than standard) action.

Curse

As a minor action, you can pronounce a curse against an enemy within your line of sight. Until the end of your encounter with that enemy, whenever your target performs a roll, you can spend a Fudge Point to cause an automatic -4 result on the Fudge Dice. Also, you can spend a Fudge Point to negate your opponent's expenditure of a Fudge Point.

Damaging Block

When you perform a Block against an opponent, you may spend an Experience Point to get a free basic attack.

Danger Sense

You may reroll any Initiative result, but you must accept the result of the second roll, even if it is worse.

When surprised, you may spend a Hero Point to permit you to react in a normal fashion.

Deceptive Strike

As a standard action, spend an Experience Point and make a Deception v. Insight roll against one enemy within melee reach. If the roll succeeds, you may perform an immediate melee attack against that enemy, with a bonus of 1 + your first roll's relative degree of success.

Defensive Strike

If you spend an Experience Point when you attack an opponent, you gain a +2 bonus to Evasion against that opponent until the end of his next turn.

Demand Surrender

As a standard action, make a Persuasion v. Willpower (Good) roll against an opponent with a Serious Injury (or worse). If you succeed, your opponent surrenders, ceasing all hostility and dropping its weapons. If you (or your allies) attack that opponent, it can act in a normal fashion.

You may use this ability only once per encounter against a particular opponent.

Your target can spend a Hero Point to negate this effect.

Deflection

You may perform Block against ranged attacks.

You may spend an Experience or Hero Point to get a free block against a ranged attack.

Divine Favor

Once per encounter, you can apply a +1 bonus to the roll of your choice.

Double-Team

As a standard action, perform a melee attack against an opponent. Whether or not the attack hits, you can spend a Teamwork Point to grant a free attack against that opponent to one of your teammates.

Dread Force of the Many-Angled Ones

To use this spell, you must wield a staff constructed solely for the casting of the Dread Force. In addition, the planes must achieve proper alignment (i.e. you spend a Fudge Point).

As a standard action, you project a tumultuous blast of otherworldly energies, affecting an aisle 3 squares wide by 20 squares long. Everything within the blast must roll Evasion v. Superb. If successful, a target suffers 1d6 damage (no DDF). If failed, a target suffers 2d6 damage (no DDF) and moves one square along the path of the blast, plus an additional square for each degree it failed the Evasion roll.

Generation of the blast inflicts 1d4 damage to you (no DDF) and hurls you backwards one square. You lose 1 Endurance Pip and 1 Sanity Pip.

Elemental Missile

As a standard action, you project a bolt of elemental force at one opponent. Roll your appropriate magical attribute v. Evasion. The attack has a range of 10/20/30 and Good Effect Value.

You choose the element (fire, earth, wind, or water) when you make the attack.

You must wield a wand as a focus.

Encourage Resolve

You can spend Teamwork Points to inspire an ally to push past the pain and ignore the penalties associated with his wounds until the end of his next turn.

The amount of Teamwork Points depends on the severity of your ally's injuries:

- Light Wound: 1 TP.
- Serious Wound: 2 TP.
- Critical Wound: 3 TP.

Epiphany

You can spend Fudge Points to gain a sudden realization into the nature of a thing, such as understanding the identity of a killer after gathering several unrelated clues or deriving the secret code to unlock a magic door after a brief study of its surroundings.

The amount of Fudge Points you must spend depends on the value of the Epiphany.

Sometimes the Epiphany does not provide a complete answer, but gives a not-so-subtle hint to the truth.

Esprit de Corps

Each time you or your allies incapacitates or kills an enemy, your team gains one Teamwork Point.

Evil Eye

As a standard action, make an attack against the Willpower of an opponent within 10 squares of you. The target must be able to perceive you and gaze into your eyes.

If the attack rolls succeeds, your target loses a single Sanity Pip. You become invisible to that target until the end of its next turn. For every level that you beat your opponent's roll, the invisibility lasts an additional turn.

If your target knows that it must look at you to suffer the effect of your Evil Eye, it may avoid your gaze. You will need to trick it into looking at you.

A mirror will reflect the Evil Eye back upon you!

Expert

Choose a particular attribute or circumstance with which you are an Expert.

You may spend an Experience Point to reroll any result with that attribute. However, you must accept the result of the second roll, even if it is worse.

Expert Parry

Choose a particular type of weapon or style of fighting.

When you use that weapon or fighting style, you may Block as a move action. You can spend an Experience or Hero Point to get a free Block.

Fearless Leader

As long as your allies have line of sight on you, and you are not dead or unconscious, your allies gain a +1 bonus to all rolls against fear-based effects.

You add +2 Teamwork Points to your team's pool.

Fearsome Blow

If your attack deals a Serious Wound (or worse) to an opponent, you may roll Intimidation v. Willpower (Good) against that victim. If you succeed, your death-dealing powers terrify your victim. Your victim flees from your presence for one round (and one additional round for every level you beat his result).

Your victim can spend a Hero Point to negate this effect.

Flying Leap

You can jump three times as far as normal folk. If you are next to a wall or outcroppings, you can control your fall and suffer no injury.

As a move action, you fly a distance equal to your normal speed. At the end of your movement, you must land on a solid surface. Use of this ability costs an Endurance Pip.

Focused Blow

As a standard action, you designate a particular enemy (within range and line of sight) as your target and marshal your inner resources into a powerful attack. On your next turn, you may attack that target with a +1 bonus to your attack roll and Effect Value.

Flurry of Blows

As a standard action, you can attack twice in melee. You may direct both attacks at a single target or two separate targets within your reach.

Both attacks suffer a -1 penalty to the attack roll. Your second attack suffers a -1 penalty to its Effect Value.

You may not use the same weapon for both attacks. If you do not wield multiple weapons, one attack must be an unarmed strike.

Formation Fighting

When an opponent attacks you, you may spend a Teamwork Point to enable another adjacent ally with *Formation Fighting* to block that attack as a free action or perform a basic attack against that opponent (as a free interrupt action).

Fortune's Favorite

You can spend a Hero Point to re-roll a result. However, you must accept the result of the second roll, even if it is worse.

Four Elements Blast

Once per day, as a standard action, you can conjure pure elemental force and direct a 3-area burst attack, up to 10 squares distant. All targets caught in the burst must roll Evasion v. Superb. If successful, the target suffers 1d8 damage and is dazed until the end of his next turn. If failed, the target suffers 1d12 damage, is stunned until the end of his next turn, and scooted 1 square from the center of the blast.

To use this special ability, you must use a specially prepared magical bag as your focus. Throughout the day, the bag draws in elemental energy until full. If you do not have the bag, you cannot use this ability.

Freeze Ray

As a standard action, you may generate a freeze ray and direct it at your opponent. (Roll an attack v. Evasion. Range: 5/10/15.)

If the ray hits, your opponent suffers 1d4 damage. Frost covers your target, restraining him until the end of his next turn.

You must wield a wand as a focus.

Good Luck Charm

You can spend Fudge Points to affect your allies.

Giant Slayer

You know how to strike the weak points of massive opponents for maximum effect.

Before you make your attack roll against an opponent, you spend an Experience Point. If the attack hits, you ignore one-half of your opponent's scale bonus to DDF (round down).

Ground Fighter

You suffer no penalty to attack or defense rolls while prone.

You may move your full speed when crawling.

Healing Touch

As a standard action, you may touch an ally and reduce the severity of a wound by one degree (e.g. a Serious Wound becomes a Light Wound). You may choose which wound you affect.

Use of this ability costs an Endurance Pip.

Heroic Blow

When your attack hits an opponent, you may spend a Hero Point to inflict maximum damage.

Heroic Inspiration

You can spend one Hero Point to gain two Teamwork Points.

You add +1 Teamwork Points to your team's total.

Heroic Recovery

You can spend a Hero Point to negate the effect of a Disarm, Escape, Grab, Hinder, Knock Out, Root, Scoot, Sunder, Tire, or Topple.

Heroic Survival

When you suffer a wound, you can spend a Hero Point to reduce its severity by one degree (e.g. a Light Wound becomes a Scratch).

High Pain Tolerance

You suffer no penalty from Light Wounds, –M from Serious Wounds, and only –1 from Critical Wounds.

Hit and Run

As a standard action, perform a melee attack against an enemy and immediately move up to your full speed away from that target. Your opponent may perform no free attacks against you, such as those from Opportunity Attack or Close the Gap.

Use of this ability costs one Endurance Pip.

Hyper-dimensional Pack Rat

You have an inexplicable ability for making objects that should not fit in your backpack, fit in your backpack—like a ladder.

You can carry about twice as much weight as a normal person, as long as you pack that weight in a bag, satchel, or backpack that you use often.

Inspire Bravery

As a minor action, you can spend a Teamwork Point to negate a harmful emotional effect (such as fear, rage, or confusion) against one ally within line of sight.

Inspire Celerity

As a minor action, you can spend a Teamwork Point to permit one teammate (within 5 spaces) to perform a standard action as a move action during his next turn.

Inspire Retaliation

When one of your allies attacks an enemy that has injured you, you may spend a Teamwork Point to cause that ally to inflict maximum damage.

Inspiring Presence

After each encounter, your team recovers one lost Teamwork Point.

Your team gains a +2 bonus to its Teamwork Points pool.

Iron Fists

Your unarmed attacks have Fair Effect Value and inflict +1 damage against flexible armor.

Iron Skin

You get a +1 bonus to your DDF.

Jack of All Trades

You can spend an Experience Point to perform a knowledge- or skill-based roll with Fair ability.

Junk Dealer

Everyone's trash is not exactly your treasure, but you can sell it for a few bucks. You can convince traders and merchants that junk objects have value.

Limit Break

You draw mystical energy from conflict. Once the energy builds to a critical mass, you can release it in a devastating attack.

You gain a 'unit' of mystical energy as follows:

- Whenever you suffer a Light Wound (or worse).
- Whenever you complete a combat encounter.
- Whenever you strike down an opponent of significant power.

Once you build up 10 'units' of energy, you achieve your limit break and may release it in a single attack, gaining an automatic +4 result on the Fudge dice, increasing the Effect Value by two degrees, and inflicting maximum damage. (You may use any of your special abilities for the attack.)

If you suffer Near Death, your store of energy drops to zero. If you rest for a significant period, you lose 2 'units' of energy. If you spend time in peaceful pursuits, your energy depletes quickly.

Linguistic Trance

You can enter a trance that permits you to understand, speak, and write a new language.

During the first ten minutes of the trance, your ability in the new language is Terrible. Every ten minutes after that, your ability increases by one trait level, to a maximum of Fair.

If you leave the trance, take note of your trait level in the new language. When you re-enter the Linguistic Trance, your understanding of the new language starts at that trait level, not at Terrible.

While in the trance, you can perform no actions other than communication. Your concentration must be total.

The Linguistic Trance requires terrific effort. You lose 1 Endurance Pip every ten minutes.

You must be in the trance to communicate in that language.

Living Shadow

You suffer no movement-related penalties to Stealth rolls.

Lizard's Tread

As part of your normal ground movement, you may run up a vertical surface or even upside down upon the ceiling. However, if you do not end your move on top of a flat, horizontal surface, you fall.

Marksman

When directing a ranged attack at an opponent behind cover or concealment, you treat the cover or concealment as one degree less than normal. When you shoot at an enemy, you can spend an Experience Point to ignore concealment.

Master of Concealment

When you take concealment, you increase its degree by one level.

Mimic

As a standard action, spend a Fudge Point. This permits you to use any special ability you have perceived within the last round. If the special ability has any costs or drawbacks (such as Endurance Pip loss), you suffer them. If the ability requires a focus, you must wield that sort of focus to gain the full benefit of the power.

Mind Trick

As a standard action, roll your Willpower v. the Willpower of a single creature within 10 spaces of you. If you succeed, your target is *dazed* until the end of your next turn.

Musketeer

You can reload a musket as a move action and a muzzle-loading rifle as a standard action.

Mystic Missile

As a standard action, you project a bolt of magical force at one opponent. Roll your appropriate magical attribute v. Evasion. The attack has a range of 10/20/30 and Good Effect Value.

You must wield a wand as a focus.

Mystic Shield

As a move action, you surround yourself with a transparent barrier of magical force. The shield negates the damage caused by any Mystic Missiles that strike you and provides you with +2 DDF. The shield lasts as long as you spend a minor action for its maintenance.

You must wear a specially prepared bracer or bracelet as a focus.

Mystic Sensitivity

By concentrating (a minor action), you can sense the presence of magical forces within 10 squares of your location. You get a sense of their potency, general location, and distance from you.

Nature Child

When within 2 spaces of an animal, you have a general sense of what it thinks and feels. Animals will not attack you unless you threaten them.

Nemesis

As a minor action, spend a Fudge Point and select an opponent within 5 squares of you. The force of destiny now binds you and that enemy. You must fight until one of you is incapacitated or dead—and your victim knows it.

That enemy suffers a -1 penalty on all attack rolls that do not include you as a target. Each time your nemesis makes an attack that does not include you as a target, he loses one Sanity Pip.

If your opponent slips into madness because of compulsive behavior or sanity loss, he mindlessly assaults you with his most powerful melee attack until either you or he die.

Nine Lives

Whenever an event would cause you to die, you can spend a Fudge Point to bring out some amazing coincidence or twist of fate that permits your survival (though it will not necessarily protect you from death).

Opportunity Attack

If an enemy outside your reach moves into it or an enemy within your reach moves out of it, you may spend an Experience Point or a Hero Point to get a free basic attack against that enemy.

You cannot use this ability to get multiple free attacks in combination with other special abilities, like Bodyguard or Close the Gap.

Patron Entity

An immensely powerful, but distant supernatural force or entity takes interest in your actions and sometimes provides assistance.

When you require aid, you may petition the entity for intervention. You make a situational roll. On a Fair result, the entity supplies a miracle—assuming the intervention fits the general desires of your patron. The better the result, the better the miracle.

Each time you ask for aid after the first time, the chance for intervention decreases by one degree (even if a previous success did not happen). Spending a day or two without requesting help resets your chance to Fair.

The drawback to this special ability: You must serve the will of your patron. Your behavior must be in accordance with the patron's desires. You may have to perform special tasks to propitiate the entity. If you do not, you receive no intervention.

Pierce the Weak Point

You know how best to take advantage of the chinks in an enemy's armor.

Before you perform an attack roll, spend an Experience Point. If the attack hits, you halve your opponent's armor bonus to his DDF.

Play Possum

When you suffer an injury (at least a Scratch), you can spend an Experience Point to appear to have been killed. You can remain this way for several minutes. Only extraordinary means can determine that you are truly alive.

Power Attack

When you hit an opponent with a melee weapon, you can spend 1 Endurance Pip to increase the Effect Value of the attack by one step.

Prick the Guilty Conscience

As a standard action, roll [your appropriate magical attribute] v. Willpower against all enemies within a 3 square burst, centered on you. If any enemy fails the roll, it feels overwhelming guilt at causing you harm. Until the end of its next turn, that enemy cannot perform actions that will cause you direct or indirect harm.

If a teammate attacks an affected enemy, that enemy may now harm you, but suffers a -1 penalty to attack rolls against you, until the end of its next turn.

If you attack an affected enemy, that enemy may attack you without penalty.

Each use of this ability in the same encounter grants your enemies a cumulative +1 bonus to Willpower rolls against the effect.

You must use a holy symbol as a focus.

Rampage!

If you incapacitate or kill an able opponent, you gain a bonus standard action. (You must use it immediately.) If you gain several bonus actions from this ability in the space of a round (or few), you may lose an Endurance Pip.

Rest for the Weary

As a minor action, you can spend a Fudge Point to restore all of one ally's lost Endurance Pips.

Right Tool for the Right Job, The

You can spend a Fudge Point to have a single, mundane item 'appear' in your satchel or backpack. (It's not necessarily that you create the item from nothing, but you are so well-prepared that you often have everything you could possibly need.)

To use this special ability, you must have access to a container that you have packed. The object must be able to fit inside your container.

Roll with the Blow

Whenever an attack hits you and inflicts damage, you can expend one Endurance Pip to 'soak up' the force of the blow and reduce the degree of injury by one level (e.g. from Serious Wound to Light Wound).

You can spend multiple Endurance Pips to reduce damage by several degrees.

Sacrificial Offering

At the start of an encounter, select an opponent with abilities equal to or greater than your own. If you defeat that opponent without assistance from any other source, you gain a Hero or Experience Point (your choice).

Sanctuary

As a standard action, you create a magical field that prevents enemies from attacking you or one of your allies.

An opponent must roll Willpower v. [your appropriate magical attribute] to attack the person in the sanctuary. If the roll succeeds, the opponent may attack, but suffers a -1 penalty to hit. If it fails, he must direct his assault at a different target.

The barrier lasts as long as you spend a minor action to maintain it.

If you (or the protected ally) perform aggressive action while warded, the barrier vanishes.

You must wield a holy symbol as a focus.

Sage Advice

If an ally makes a roll with an attribute that you possess, you can spend a Teamwork Point to permit that ally to re-roll his result. However, your ally must accept the results of the second roll, even if it is worse.

Second Sight

You can see through illusions, perceive spirits, and view the 'aura' of a person (letting you know if they are trustworthy). Unfortunately, you cannot deactivate this gift and sometimes you see 'things man was not meant to see'.

Shield Expert

Whenever you use a shield, you can perform one free Block per round. You may spend an Experience or Hero Point to perform an additional free Block with your shield.

Shoot Me!

As a minor action, perform a Persuasion v. Willpower check against a single opponent that can see and hear you. If successful, you convince that opponent that you are best target in the area. Until the end of his next turn, that opponent must direct attacks at you, not others (though he may still harm others with area attacks).

To use this ability, you must stand in the open, not behind cover or concealment.

Skirmisher

If you move at least two square before you attack and end your movement in a different square from where you began, you gain a +M bonus to attack rolls until the end of your next turn.

Slippery Tread

Whenever an opponent directs a melee attack at you (whether or not the attack hits), you may move one square.

You move *after* your opponent attacks.

Smite the Infidel

As a standard action, you cause divine radiance to strike one of your enemies within a range of 10 squares. Roll your appropriate magical attack attribute against your target's Willpower. The attack has Fair (1d6) Effect Value. Against undead, it has a Great (1d10) Effect Value.

You must use a holy symbol as a focus.

Sneaky

When adjacent to an enemy, as a minor action, roll Stealth v. your opponent's Perception (Great). If successful, you can move to any other square adjacent to that opponent, as long as the movement is reasonable. (For instance, it is silly to move suddenly to the opposite side of a creature as large as a skyscraper.)

Social Invisibility

You possess the magical ability to make others ignore your presence.

All creatures that perceive you must roll Willpower v. your Deception attribute. If they fail the roll, they forget that you are there. (They make the roll when they first encounter you and each time you do something significant in their presences, such as stealing a painting.)

If you touch, that person automatically perceives you. If you attack someone, you automatically terminate your 'invisibility'.

Activation of this power is a standard action. You maintain it with a minor action. You lose 1 Endurance Pip each turn you manifest the power.

Solipsism

You can convince yourself that something does not exist. If you spend a Fudge Point, you cannot perceive, interact with, suffer hindrance from, etc. that object until the end of your next turn.

For example, you could convince yourself that a particular wall does not exist and walk through it, because—as far as you're concerned—it's not there. You could convince yourself that bullets do not exist, so until the end of your next turn, your enemies can shoot you as much as they desire, but nothing happens to you.

Soul Theft

As a minor action, you can select one opponent within your line of sight. If that opponent dies, your worst injury decreases by one degree in severity. However, a portion of your victim's consciousness floods your own, and you lose one Sanity Pip. If you go mad because of the Sanity loss, you behave like the person whose soul you stole.

You must wield an arcane talisman as a focus.

Sow Dissent

As a standard action, you insinuate doubt and instigate chaos in the ranks of your foes. Whenever an opponent attempts to spend a Teamwork Point, that enemy must roll Willpower v. your Persuasion. If your enemy fails, he wastes the point.

You affect all enemies within 10 squares that can see and hear you. The dissent lasts until the start of your next turn.

Spiritual Strike

To use this special ability, you must wield a weapon to which you have attuned.

After you have determined if your attack hits (with your attuned weapon), you choose to extend your soul through the weapon and damage your enemy with spiritual force. This permits you to ignore your target's DDF, but it exposes your soul to tremendous stress, and you lose one Sanity Pip.

Stick and Move

As a standard action, you perform a basic melee or ranged attack. Then, you switch places with an adjacent, willing ally.

Storm of Blows

As a standard action, you can expend an Endurance Pip and attack twice in melee. You may direct both attacks at a single target or two separate targets within you reach.

You may not use the same weapon for both attacks. If you do not wield multiple weapons, one attack must be an unarmed strike.

Strike!

As a standard action, you command one of your teammates to attack an enemy. That teammate performs any type of attack, as you direct.

Superior Teamwork

You can spend two Teamwork Points to provide your ally with a +1 bonus on his roll, rather than +M.

You add +2 Teamwork Points to your team's pool.

Surge of Movement

By spending an Endurance Pip, you can move your full speed as a minor action.

Thrill of Victory

Whenever you roll a natural +4 on the Fudge dice, you gain a Hero Point.

Timely Intervention

If an enemy attacks you or an ally, you may spend a Hero Point to interrupt that attack with a basic melee or ranged attack of your own.

'Tis but a Scratch

When you suffer damage from an attack, you can spend one Fudge Point to reduce the degree of injury to a Scratch.

Tongues

When you encounter a new language, you can spend one Fudge Point to enable you to speak that language for the next few days.

Tread the Many-Angled Path

As a move action, you teleport 10 spaces to a location within line of sight. Passage through higher dimensional space loosens your grip on reality, and you lose one Sanity Pip.

Trickster's Throw

As a standard action, you pretend to throw a weapon at an opponent within 2 spaces, but actually aim at a target behind him (within normal range) or adjacent to him.

Make a Deception v. Insight roll against your fake target. If you succeed, your fake target jumps out of the way and moves one square in whatever direction you desire. Then, make a Deception v. Insight roll against your real target. If successful, you gain a +2 bonus to attack roll against that target.

Opponents catch onto this trick. Your Deception rolls suffer a cumulative -1 penalty each time you use this trick during an encounter.

Turn Undead

As a standard action, you can force undead to flee your presence. You make a roll (using the appropriate magical attack or ritual magic attribute) against the Willpower of all undead with a 3-square burst, centered on you. If the roll succeeds, you inflict 1d4 damage (no protection from armor), and the undead must

move away from your presence for one round, plus one additional round for each point of Relative Degree.

Each time you use this ability against a particular undead creature during a 24-hour period, it gains a +1 bonus to its Willpower roll.

You must use a holy symbol as a focus.

Uncanny Dodge

If an opponent hits you with an attack and chooses Damage as the Combat Effect, you can spend a Hero or Experience Point to convert Damage to Scoot. Of course, if you are scooted off a cliff, it's your own damned fault.

Unwholesome Utterance

As a standard action, you speak a horrifying, mystical secret. Roll Alien Magic against your victim's Willpower. (And *everyone* that can hear the secret is a victim of your power!) If successful, your target loses 1 Sanity Pip and suffers a -1 penalty to Willpower until the end of your next turn.

Use of this ability is not without danger. The second time you utter a secret, there is a Poor chance that some alien intelligence may take notice and drop by for a visit. A visit that usually involves screaming, pain, and dismemberment, though sometimes—for giggles and grins—may result in something flipping you up through a direction that you cannot perceive, just so it can take a better look at you, and when it puts you down, it's a little sloppy, so all of your organs are reversed and you eventually die of starvation.

Each time you utter a secret, the chance goes up one degree.

Avoiding use of this ability for several hours can lower the chance. Maybe.

Vanish into Mist

If you move at least 3 squares away from where you started your turn, your form grows ghostly, insubstantial. You gain Fair concealment until the end of your next turn.

You must wear an arcane talisman as a focus.

Weapon Specialist

Select a specific kind of weapon (e.g. spears or swords).

When you successfully hit with that weapon, you gain one free Effect Point.

You Hid It Where?!

You can take a single small object, no larger than a ballpoint pen or so, and hide it on your person in such a way that even a complete body cavity search will not find it. Even X-rays and MRI's won't find it!

How do you do this? You'll never tell.

MAGIC

In Worldwalker, every form of advanced technology is a manifestation of magic.

There are four general types of magic in Worldwalker: Innate, Casual, Ritual, and Mechanical.

Innate magic derives from some inherent trait of a character. It could be a racial ability or supernatural gift with which you are born. You have either got it or you don't. And there's not much you can do to change or improve it.

Casual magic results from a combination of talent and training. They are spells and hexes that work with only a little effort. Not everyone can do them, but those who can find them always reliable and effective. Casual magics are the "blunt instrument" of the magic world. They tend to have basic effects and not a whole heck of a lot of power.

Ritual magic is the bread and butter of the magical world. It involves complicated incantations that anyone with the right training can perform. The results are a bit unpredictable, sometimes downright dangerous, but you can accomplish many amazing effects, assuming you're willing to spend the time and effort to accomplish them. Consider it the 'Swiss Army Knife' of magic.

Now, **mechanical** magic...

That's a whole 'nother ball of wax.

When you have a society that is so magical that nobody even thinks it's magical, you've got a situation where magic has become a predictable, mechanical process.

Consider 20th and 21st Century Western Society.

The 'technicians' of this world have routinely harnessed elemental forces to light homes, preserve foods, and so forth. Most energy draws from a necromantic source: petrochemicals, refined from the remains of dinosaurs.

And there's another necromantic process where nations with large amounts of smokers (people dying in a slow, predictable fashion) tend to have greater prosperity and stability than nations that do not.

And at the fundamental level, 'technology' is governed by complex, arcane mathematical formulae, understood only by a few. Yet when these formula 'predict' the existence of black holes in the cosmos... *Poof* Suddenly, black holes exist. When formula predict the existence of some new, weird subatomic particle... *Poof* Suddenly, the particle exists.

That's potent stuff.

If your character possesses innate magic or casual magic, you represent these with special abilities. If your character can perform ritual magic, you need to take a School of Magic (or three) as a support skill.

We don't worry about mechanical magic. That's at a pervasive, societal level.

In fact, mechanical magic is so pervasive that it tends to prevent other forms of magic (that do not fit its paradigm) from functioning—which is why most plane-travelers avoid Earth.

SCHOOLS OF MAGIC

Each school of magic is a separate attribute that you take as part of your support skills. If you don't have the attribute, you can't cast the rituals.

There is a lot of crossover with the results you can achieve with particular schools of magic. However, there is usually one school that works best for a particular effect. For example, you can use many of the schools to heal people, but White Magic does it best. Divination is always, always better than other schools at uncovering secrets, viewing distant places, and perceiving the future.

The schools listed below are not *all* of the schools that may exist, just some of the most common.

The uses listed for a school of magic are guidelines, not limits.

Alien Magic

This is your H. P. Lovecraft, 'Many-Angled Horrors', 'Crawling Chaos from Beyond the Stars' magic. Yeah, it will probably end in screaming, tears, insanity, and being gobbled up by some incomprehensible alien intelligence with tentacles, but you can do some doggone cool stuff.

Not a lot of people study this school of magic, because not a lot of people *survive* it long enough to teach new magicians.

You can use this school of magic to...

- Communicate with 'creatures' that exist outside our normal spacetime dimensions and frames of reference. (Well, not so much 'communicate' as 'make contact'. These creatures are incomprehensibly alien—hence the name of the magic school.)
- Fold, spindle, and mutilate space and time.
- Unleash forces that mutate, annihilate, or pervert reality.
- Drive others insane with exposure to ineffable energies.
- Summon manifestations of things that should not be summoned.
- 'Fish' beyond the boundaries of our multiverse for 'Words of Power'.

Words of Power: Your consciousness leaves your body and travels to the hyper-dimensional, alien spacetime. There you find 'Words' that are actual things when expressed in normal spacetime. You force the 'Word' into your memory. Your spirit returns to your body. When you later 'speak' the Word of Power, something spectacular happens in the 'real' world as the Word escapes.

Holding a Word of Power in your memory causes the loss of one or more Sanity Pips (depending on the potency of the Word). You can regain the lost Sanity only after you express the Word.

Rituals associated with Alien Magic often direct you to the best location to find a particular Word of Power. Of course, some Thing might lurk about that locale waiting for a mortal morsel...

Drawbacks: Any use of Alien Magic—successful or not—applies some degree of strain to your Sanity. You often lose Sanity Pips when you attempt a ritual.

Failure in casting a ritual can be spectacular and horrific.

Nosing about in higher planes of reality can draw the interest of Things.

Most societies oppose Alien Magic and even persecute *suspected* practitioners of this school.

Black Magic

Commonly known as sorcery.

The black magician consorts with evil beings, summoning them to do his bidding. The nature of these beings is open to debate. As a rule, they possess significant powers and comprehensible motives. They delight in harm, corruption, perversion.

Some call these beings demons or devils, but most theologians think it unlikely that mortals could control or contact actual fallen angels. Others believe these entities are personifications of the unsavory aspects of the collective unconsciousness. Some postulate the creatures originate from degenerate or broken realities.

You can use this school of magic to...

- Summon powerful evil entities and force them to do your bidding.
- Acquire innate, often permanent magical abilities by permitting these entities to dwell within you or forming a covenant with them.

Rituals associated with this school of magic do not deal with specific effects, but permit the sorcerer to summon a particular entity that can perform a service.

Process: Sorcery involves three steps: summoning the entity, restraining the entity (i.e. binding it in a magic circle), and persuading the entity to do your will.

Drawbacks: Evil beings dislike being summoned against their will. They resent forced servitude. They will do anything within their power to twist or distort any deals you strike with them.

Should your control of an evil being slip, it will harm you—often in a gruesome and lingering fashion.

Very few cultures welcome sorcerers.

Death Magic

Commonly known as necromancy.

You can use this school of magic to...

- Animate corpses.
- Control or destroy undead creatures.
- Communicate with the dead.
- Perform exorcisms.
- Summon a spirit to haunt a locale or person.
- Bring the dead back to life.

Drawbacks: Necromancy requires dead bodies as raw materials, and most cultures frown on grave robbers.

Divination

You can use this school of magic to...

- Predict the future.
- Perceive the past.
- View distant locales.
- Find lost objects.

Gray Magic

Gray Magic is the generic manipulation of magical forces. It does many different things, but it does not do them as well as more specific schools of magic.

You can use this school of magic to...

- Produce magical energy.
- Conjure food, water, and other items.
- Control or transform elemental forces.
- Levitate or animate objects.
- Transmute objects and creatures.

High Magic

Sometimes called ‘Metamagic’, High Magic involves the manipulation and redirection of magical forces. It controls magic itself, rather than using magic to produce a specific effect.

You can use this school of magic to...

- Detect and analyze magic.
- Dispel magic.
- Alter the flow of magical energy in a particular locale.
- Transmute magical energy.
- Manipulate the effects of a spell, such as preventing a destructive area effect spell from harming one’s allies.

Mind Magic

Mind Magic focuses on harnessing psychic energy and manipulating minds.

You can use this school to...

- Sense another person’s emotions or thoughts.
- Alter memories.
- Mesmerize a person.
- Project illusions directly into someone’s mind.

Nature Magic

You can use this school of magic to...

- Summon and control animals.
- Animate plants.
- Control weather.
- Communicate with plants and animals.

Spirit Magic

Spirit magic permits you to interact with non-corporeal entities, such as anima, elementals, and ghosts.

You can use this school of magic to...

- Detect spirits.
- Summon spirits.
- Communicate with spirits.
- Exorcise spirits.

Rituals associated with this school of magic rarely deal with achieving a particular effect, but usually identify a spirit that you can summon to perform certain tasks.

Process: You use Spirit Magic to communicate with or summon a particular spirit. Once you establish contact, you have to convince the spirit to perform whatever task you desire. Often this requires some *quid pro quo*.

You can use this school of magic to force compliance, but you'll find it more and more difficult to contact spirits willing to deal with you.

White Magic

By far the most accepted of all schools of magic, White Magic focuses on beneficial effects.

You can use this school of magic to...

- Provide blessings for individuals.
- Place a 'hedge of protection' around a locale or person.
- Heal injuries.
- Restore the dead to life.

CONSTRUCTION ATTRIBUTES

In addition to the schools of magic, a character can possess Support attributes that permit the construction of magical items. (You use the construction attribute to make items with powers associated with your magic schools.)

No matter your methodology, constructing magic items takes a great deal of time (weeks or months), effort, and rare materials. Each item you create is a labor of love, not mass production.

Unless your degree of success is a few trait levels higher than the difficulty of the item, you tend to make an item with some odd quirks or drawbacks. If your degree of success is the same as the difficulty of the item's construction, you tend to get a 'watered down' version of the item desired. A spectacular success may result in unexpected benefits.

Alchemy

With this construction attribute, you can...

- Create potions, philters, ointments, and so forth.
- Make explosives, poisons, acids, and the like.
- Prepare propellant for firearms.
- Identify alchemical substances and their properties.

Enchantment

With this construction attribute, you can...

- Construct charms and talismans.
- Build focus items for magical special abilities.
- Devise single- or limited-use magical items.
- Create permanent enchanted items, like magic swords and flying carpets.
- Disenchant items.
- Identify magical items and their properties.

Inscription

With this construction attribute, you can...

- Compose magical scrolls that release the effect of a ritual after reading.
- Draw arcane symbols on an object to provide it with temporary powers.
- Imbed magical effects in written symbols, causing the effect to operate when someone reads the writing (such as explosive text).
- Identify inscriptions and their effects.

RITUALS

Rituals are lengthy incantations that perform a specific effect.

Rituals derive from a particular school of magic. Just because you know a White Magic ritual for healing does not mean you know the same ritual for Gray Magic.

Rituals have several elements...

- **Ritual Activity:** All rituals require some sort of arcane activity. The nature of the activity depends on your style of magic. If your style is ecstatic, you may have to dance and sing. A scholarly style of magic may necessitate reflection on the contents of books and scrolls. An inward-seeing sort of magic may require time in quiet meditation.
- **References:** Some rituals are complicated. You cannot commit them to memory, so you must have some sort of reference, usually a tome, to cast them.
- **Place of Power:** Some rituals require a great deal of magical energy. To do them, you must cast them in a Place of Power—an area charged with energy associated with a particular school of magic.
- **Components:** These are items ‘sacrificed’ to make the ritual function or reusable items focus energies associated with the incantation.

Success: After you expend the time, effort, and materials necessary to perform a ritual, you roll your School of Magic trait level against the difficulty of the ritual. If you roll equal to the difficulty, your ritual succeeds, but with a reduced or flawed effect. If you roll above the difficulty, the ritual succeeds as planned. A spectacular success may result in unexpected benefits, while a spectacular failure may have unplanned, horrific consequences.

You can increase your chance of success by spending more time in the casting of the ritual, working in a potent Place of Power, using an excellent reference, or expending high quality components.

Several of the sample rituals describe potential results for partial success or failure when casting the incantation.

Freeform Rituals: On occasion, you may wish to perform an incantation ‘on the fly’. Your GM tells you about how long you can expect to perform the ritual, as well as any necessary components. This is very difficult and often dangerous.

Basic Rituals

To use these rituals, you do not need a reference. Almost all practitioners of a particular school of magic know them.

Alignment

Before you cast a ritual, you must align yourself with the mystical source of your magical power.

Alignment takes about ten minutes of ritual activity. At the end of the activity, you perform a ritual magic roll against Mediocre difficulty. If successful, you achieve alignment. (You may try again if you fail.)

You need only align yourself once per day. The effect remains so long as you are conscious. If you are stunned, incapacitated, et al, you lose alignment.

Creatures with mystical senses can perceive your alignment.

Contact

Sometimes you may wish to cast an incantation on a creature or thing not in your immediate presence or line of sight. To do so, you must first ‘find’ the subject and ‘touch’ it with your mystical power.

Depending on the distance separating the subject and you, contact may take a few minutes of ritual activity to many hours or even days. (Extremely powerful magicians can achieve contact with subjects upon other planes of existence or even in different periods of history.) At the end of the activity, you make a ritual magic roll against a GM-determined difficulty (never less than Fair). If successful, you contact your subject and may forge a connection so that you can cast your spell. (You may try again if you fail.)

If you have an accurate picture, effigy, description, etc. of the subject, contact becomes easier (i.e. ‘Law of Similarity’). Likewise, if you possess hair, nail clippings, or a familiar object (i.e. ‘Law of Contagion’), or if you know the complete, ‘true’ name of the subject (i.e. ‘Law of Names’).

Many creatures with mystical sensitivity may sense your attempts to contact them, even if the attempt fails.

Connection

To cast a ritual on a subject not in your presence, you must possess a mystical connection with it. You can either forge this connection in the immediate presence of the subject (such as binding yourself to a creature while it sleeps in your home) or after you establish contact.

To create the connection, you must spend a short while (probably less than an hour) in ritual activity. (If your target has complex mystical connections, you may require a great deal of time.) Then, you make a ritual magic roll against a GM-determined difficulty. If successful, you create the connection. If you fail, you cannot try again for twenty-four hours.

Depending on the amount of effort you put into making the connection, it may last no longer than the casting of your spell to several days. Time and distance always cause a connection to fade. (However, you can use Enchantment to create an object that maintains a long-term, even permanent connection to a subject, or you can use Inscription to mark your subject or its belongings.)

Creatures with mystical senses can perceive when you forge a connection with them and may often detect connections placed upon other people and things.

Connection is dangerous. If a magician perceives your connection, he can use it to make a connection with you, regardless of intervening time or space!

Sample Rituals

Use the following as a guideline for creating your own rituals.

Access Collective Unconsciousness

[Legendary Difficulty; Casting Time: 1 hour; Duration: 8 hours; requires reference, place of power, and expensive components] You connect your mind to the collective unconscious mind of all thinking beings on your world. While you maintain the connection, you gain a +4 bonus on all Social and knowledge-based rolls. You also know ‘secret’ things just by looking at a person or object, assuming that information lies buried in the mind of some thinker somewhere. You receive impressions and guidance from the collective.

This effect taxes anyone’s sanity. You slowly lose yourself to the collective, becoming an expression of its will. Each hour you maintain the access, you lose one Sanity Pip.

Bubble of Protection

[Fair Difficulty; Casting Time: 10 minutes; Duration: 4 hours; requires inexpensive components] The first attack to hit a person upon whom you cast this ritual will have no effect, ending in a soft ‘pop’.

Buff!

[Fair Difficulty; Casting Time: 20 minutes; Duration: 4 hours; requires expensive components and reference] The beneficiary of this incantation takes on a oddly shiny appearance. The subject gains a free Fudge Point. When you spend the point, the incantation ends.

Partial Success: At least the subject is shiny...

Comprehend Language

[Fair Difficulty; Casting Time: 10 minutes; requires inexpensive components] To complete this ritual, you must have a written sample of the language you desire to understand or someone must speak the language while you cast the ritual. If you successfully cast the incantation, you can understand that language for the next 24 hours with Fair ability.

You can comprehend only one language at a time.

Partial Success: You have Terrible or Poor understanding of the language. You must sing in the new language. Everything you hear, say, or read is in the form of a question. You have an odd speech impediment, such as an inability to speak in first or second person.

Failed Casting: You understand the opposite meaning of everything spoken to you. When you communicate in the language, you insult the listeners’ ancestors and progeny in the foulest terms possible.

Create Place of Power

[Fair Difficulty; Casting Time: 4 hours; requires reference and inexpensive components] You gather mystical energy to create a temporary place of power. The place of power corresponds to the school of magic used for its creation. (If you know the Metamagic version of this ritual, the place of power functions for all schools.) The place of power lasts for 24 hours.

Partial Success: It takes twice as long to cast a spell in the place of power or the difficulties of spells cast in the place of power increase by one level.

Exploding Head

[Superb Difficulty; Casting Time: 12 hours; requires reference, place of power, and expensive components] This spell does exactly what its name suggests: it makes a person’s head explode. BOOM!

Partial Success: Your victim suffers a nasty head-wound.

Failed Casting: Maybe *your* head explodes—which is the reason that not a lot of wizards use what should otherwise be an awesome spell.

Find Book

[Fair Difficulty; Casting Time: 5 minutes] You get a sense of which book, scroll, or text within your line of sight has information about an issue on which you were concentrating when you cast the ritual.

Finger Key

[Good Difficulty; Casting Time: 10 minutes; Duration: 10 minutes; requires reference] This ritual empowers one of your fingers to lock (if unlocked) or unlock (if locked) any lock you touch for the next 10 minutes. The effect functions automatically, so you need take care in touching items.

The *finger key* has no effect on magical locks, just simple mechanical locks.

Hero’s Light

[Great Difficulty; Casting Time: 20 minutes; Duration: 1 hour; requires reference, place of power, and components] A golden halo forms over the subject’s head. For the duration, the subject possesses Great Heroism.

Hellish Conflagration

[Superb Difficulty; Casting Time: 8 hours; Duration: about 1 hour; requires reference, place of power, and expensive components] At the end of your incantation, the heavens split open and a radiant entity descends to a location within your line of sight (or at the location of a target with which you have connection). Streamers of light spill from the entity, scorching everything within a 20 square burst. Each round an object stays within the radiance, it loses one pip on the Wound Track, until dead.

Once summoned, the entity does not move. It is indestructible, but powerful forces may banish it.

Partial Success: The entity appears at *your* location. Run away!

Mind Link

[Fair Difficulty; Casting Time: 30 minutes; Duration: 4 hours] A popular incantation amongst teams of adventures, Mind Link permits you to join several people (no more than six) in a long-term telepathic link. While the link exists, the subject of the incantation knows the general direction and distance to other members of the link. The subject also knows the general condition of other participants in the link. As a minor action, a member of the link can send a brief telepathic message to the others, either as a group or a specific individual.

Resurrection via Reduction to Essential Salts

[Good Difficulty; Casting Time: one week; requires reference, place of power, and expensive components] This ritual permits you to resurrect the dead. To do so, you must have an intact corpse. You place the corpse in a slow-boiling vat, and over the period of week, you reduce the corpse to its essential salts—its basic chemical content sans water. You may then bottle the salts. While in a place of power, you may revive the dead with a word.

The spell restores only the parts of the corpse that you rendered. For example, if the corpse had no arm, the newly resurrected person would lack a limb.

If something else was mixed in with the corpse while you render it (such as maggots), when you revive the dead, you create a twisted, insane hybrid.

Save Point

[Great Difficulty; requires reference, place of power, and rare components]

Casting of this incantation requires intense concentration, fasting, and ritual activity for a 24-hour period. It consumes a rare ‘memory storage device’ (e.g. a floppy disk or DVD, found only on 20th or 21st Century Earth).

If you succeed in the casting, you bind your consciousness to a particular point in the spacetime continuum. At any time in the future, you can spend a Fudge Point to send your consciousness backwards, into your body just a moment after casting Save Point. You retain all of your memories from the future, but not any equipment or physical abilities.

Each trip through time causes you to lose one Sanity Pip, because you create dissonant memories. You cannot recover the lost Sanity Pip until you voluntarily dissolve the save point.

You can bind your teammates to the save point, but they must participate in the ritual. All teammates must spend a Fudge Point to travel back in time; if not, no one travels. Everyone bound to the save point suffers Sanity loss.

Partial Success: The save point works only once, perhaps sending you to the wrong location in your personal history.

Failure: When you send your consciousness back in time, so that you can reattempt your failed assault on a mad king’s castle, not only does your mind go back in time, but also those of your enemy (and anyone else present during the battle). Of course, you don’t know that...

Sending

[Fair Difficulty; Casting Time: 10 minutes] You send a short message (no longer than a minute in length) and a general emotional impression to a being with whom you have established Contact.

Spontaneous Revivification

[Great Difficulty; Casting Time: 1 hour; Duration: about 24 hours; requires reference and inexpensive components] When the subject of this ritual dies, a clone of the subject appears in the nearest ‘safe’ space within 5 squares of the corpse. The clone possesses all the knowledge of the original, up to the point of death. All possessions remain on the original body.

Partial Success: The clone may be weak or suffer memory loss.

Failure: The clone might be a mutated freak, memories may not transfer, or the clone survives for only a few seconds then dies of massive coronary failure.

Three Strikes

[Fair Difficulty; Casting Time: 30 minutes; Duration: about 8 hours; requires reference and inexpensive components] If an enemy attacks the subject of this ritual and misses three times in a row, that enemy suffers 2d6 points of damage (no protection from DDF) and is *stunned* until the end of its next turn.

Once this ritual affects one enemy, it ends.

Voice of Experience

[Great Difficulty; Casting Time: 20 minutes; Duration: 1 hour; requires reference, place of power, and components] The subject of this spell gains Great Experience as long as the duration lasts.

ARMOR AND WEAPONS

This is what you're really looking for. Hmm?

ARMOR

Fudge is a granular game system, so having a multitude of different armors with subtle differences does not fit. Instead, for Worldwalker, we use three major types of armor: light, medium, or heavy. Then, we add a further degree of difference based on whether the armor is flexible or inflexible.

The table below describes the benefits and penalties associated with different armor types.

Armor Statistics

Type	DDF	Resist	Speed	Evasion	Action
Light, Flexible	+1	—	—	—	-M
Light, Rigid	+2	—	—	-M	-1
Medium, Flexible	+3	+1	-1	-M	-2
Medium, Rigid	+4	+1	-1	-1	-3
Heavy, Flexible	+5	+2	-2	-1	-4
Heavy, Rigid	+6	+2	-2	-2	-5

Explanation of Armor Statistics

DDF: This is the bonus to your Defensive Damage Factors that you gain when you wear the armor.

Resist: This is a bonus to your attributes when you resist Hinder, Knock Out, Root, Scoot, Tire, or Topple.

Speed: If the armor hinders your movements, it may impose a penalty to your Speed attribute.

Evasion: Some armor restricts your freedom of movement and imposes a penalty to your Evasion rolls. You take less damage from attacks, but opponents have an easier time hitting you.

Action: Because armor is heavy and restrictive, you suffer a penalty to all rolls related to body movement, balance, and the like. For example, if you sneak about, you apply your action penalty as a modifier to Stealth rolls.

SHIELDS

We keep it simple. There are two types of shields: Light and Heavy.

When you wield a shield, you can perform a Block as a move action.

Shield Statistics

Type	DDF	Evasion	Block	Speed	Action
Light Shield	—	+M	+M	—	-M
Heavy Shield	+1	+M	+1	-1	-1

Explanation of Shield Statistics

DDF: The shield's bonus to your DDF.

Evasion: Shields provide you with portable cover, so you get a bonus to Evasion when you use them.

Block: Shields make Blocks easier. This is the bonus to Block rolls.

Speed: A heavy shield is *heavy*. It slows you down when you use it, applying a penalty to your Speed attribute.

Action: Like armor, shields limit your movement. You suffer a penalty to rolls related to body movement, balance, and the like.

MELEE WEAPONS

Like armor and shields, we keep the weapons simple.

For the most part, all you need to know about a weapon is its Effect Value. Some weapons, like spears and pole arms, have a long reach, allowing you to attack an opponent two or three square distant.

Here are some basic weapon values.

Sample Melee Weapons

Name	Effect Value	Damage Bonus	Other
Battleaxe	Good	Rigid Armor	—
Club	Fair	Flexible Armor	—
Dagger/Knife	Mediocre	Unarmored	—
Flail	Fair	Flexible Armor	Ignores Shields
Glaive	Great	Unarmored	Two Handed, Reach 2
Great Axe	Great	Rigid Armor	Two Handed
Great Sword	Great	Unarmored	Two Handed
Halberd	Good	Rigid Armor	Two Handed, Reach 2
Hammer	Fair	Flexible Armor	—
Handaxe	Fair	Rigid Armor	—
Long Spear	Good	Unarmored	Two Handed, Reach 3
Mace	Good	Flexible Armor	—
Pick	Good	Rigid Armor	—
Short Sword	Fair	Unarmored	—
Spear	Good	Unarmored	Two Handed, Reach 2
Staff	Fair	Flexible Armor	Two Handed, Reach 2
Sword	Good	Unarmored	—
Unarmed	Mediocre	—	—

Explanation of Melee Weapon Statistics

Effect Value: The effect value of the weapon.

Damage Bonus: Most weapons give you a +1 damage bonus against a particular type of opponent. As a general rule...

- Cutting and edged weapons give a bonus against unarmored opponents.
- Blunt and crushing weapons give a bonus against opponents wearing flexible armor.

- Axes and armor-puncturing weapons give a bonus against opponents wearing rigid armor.

Other: These are any other special properties a weapon may possess.

RANGED WEAPONS

Here are the statistics for common ranged weapons in Worldwalker Fudge.

Ranged Weapon Statistics

Name	Effect Value	Range	Reload	Damage Bonus	Other
Bola	Mediocre	5/10/15	—	—	See Below
Crossbow	Great	15/30/45	Standard	Rigid	Two-handed
Javelin	Fair	10/20/30	—	Unarmored	—
Longbow	Good	20/40/60	Move	Unarmored	Two-handed
Musket	Great	15/30/45	Standard	Rigid	Two-handed
Pistol	Good	5/10/15	Standard	Rigid	—
Rifle (Muzzle Loaded)	Great	25/50/75	Standard x2	Rigid	Two-handed
Rifled Pistol	Good	10/20/30	Standard x2	Rigid	—
Shortbow	Fair	15/30/45	Move	Unarmored	Two-handed
Sling	Fair	10/20/30	Move	Flexible	—
Throwing Club ¹	Mediocre	5/10/15	—	Flexible	—
Throwing Hatchet ¹	Fair	5/10/15	—	Rigid	—
Throwing Knife ¹	Mediocre	5/10/15	—	Unarmored	—

¹If you throw a club, hatchet, or knife that is not balanced for throwing, you suffer a $-M$ attack penalty.

Explanation of Ranged Weapon Statistics

Effect Value: The effect value of the weapon.

Range: The range of the weapon in squares. The first number is short range. The second, medium range. The third, long range.

Reload: The type of action you must expend to reload the weapon.

Damage Bonus: Just like melee weapons, ranged weapons provide a +1 damage bonus against a particular type of opponent.

Other: Any additional attributes or properties of a weapon.

Bola

The bola is a difficult weapon to master. The fixed value of your attack rolls, due to range, increases by two steps. However, the bola has Great Effect Value for purposes of a Root or Hinder. Furthermore, if you do inflict a Root or Hinder on your target, your target must spend a Standard Action to untangle the bola. Otherwise, the effect does not end.

Firearms

Yes! There are firearms in Worldwalker!

But...

The propellant that makes firearms function is a result of magic.

Propellant may differ from world to world. The amount of propellant necessary to shoot a bullet can vary as well. On some worlds, firearms may not function at all—or require a special circumstance to function. (For example, in ‘Tweener, only citizens can use firearms.)

For this reason, Worldwalker provides statistics for muzzle-loading weapons. These weapons have the advantage of permitting you to use a wide variety and quantity of propellants. (Firearms constructed for plane-travelers tend to have very heavy-bore barrels. Some propellants are volatile in the extreme and may rupture a lighter barrel, such as those found in revolvers and automatic rifles.)

If your character is a gunslinger, you might want Fair or better Alchemy as a support skill. This allows you to determine what type and quantity of propellant functions on a particular world, and you can mix it.

A Note about Rifles...

You can increase the speed of loading a rifle by not wrapping the bullet in greased leather or by using smaller caliber ammunition. (The leather wrap permits the bullet to engage the rifling of the barrel, imparting spin, which imparts accuracy.) In this case, the rifle has the same statistics as a musket.

You can do the same with a rifled pistol, causing it to function as a regular pistol.

COMBAT

You've got your powers. You've got your magic. You've got your gear. Time to splat someone!

INITIATIVE

Before the start of combat, all characters involved roll their Initiative attribute. The character with the highest results goes first, and so forth.

In case of ties, the character with the highest base Initiative attribute goes first. If still tied, the character with the highest Experience goes first. If still tied, flip a coin, roll the dice, arm-wrestle, or something. Sheesh!

SURPRISE!

This is not the good kind of surprise, like a birthday present. This is the bad kind of surprise, where a crazy person with an ax happens to hide behind the door and you just walked into the dark room without a flashlight.

If one or more participants in a battle are surprised, the fight begins with a surprise round.

During the surprise round, characters that managed to detect the ambush or attacker can perform *either* a standard action, move action, or minor action. Characters that did not detect the ambush or attacker can perform *no* actions. Also, they cannot roll Evasion against attacks, and they cannot spend any points, except for Fudge Points.

ACTIONS

In *Worldwalker Fudge*, under normal circumstances, every character gets a standard action, a move action, and a minor action on his turn.

Basic Actions

Here are three basic actions in combat.

Melee Attack (Standard Action)

You attack an opponent within reach of your weapon. Roll your attack attribute v. your target's Evasion (Poor). If your result equals or exceeds your target's result, your attack hits and you may Damage, Disarm, Escape, Grab, Hinder, Knock Out, Root, Scoot, Sunder, Tire, or Topple your target. (See 'Attack Results' below.)

Ranged Attack (Standard Action)

You attack an opponent with a ranged weapon. Roll your attack attribute v. your target's Evasion and a fixed value based on the range, as follows:

- **Point-Blank:** (i.e. target is adjacent) Poor.
- **Short Range:** Mediocre.
- **Medium Range:** Fair.
- **Long Range:** Good. Effect Value drops by one degree.
- **Extreme Range:** (i.e. any range beyond long that is reasonable for the weapon) Great. Effect Value drops by two steps.

If your result equals or exceeds your target's result, your attack hits and you may Damage, Disarm, Hinder, Knock Out, Root, Scoot, Sunder, Tire, or Topple your target. (See 'Attack Results' below.)

Move (Move Action)

You move a number of squares based on your Speed attribute.

Other Actions

The following table describes additional actions that you may wish to perform.

If an action lists multiple attributes for a roll, the character performing the roll gets to choose whatever attribute he wishes to use.

Other Actions

Action	Type	Description
Aid Another	Standard	Roll with the appropriate attribute v. Fair. If successful, your ally gains a +M bonus to a particular task.
Block	Standard	Reaction. Roll Melee Attack v. Melee Attack. If successful, you block your opponent's attack and suffer no effect.
Break Free	Standard	If grabbed, roll your Athletics v. your opponent's Melee Attack or Athletics (Poor). If you succeed, you <i>Escape</i> .
Charge	Standard +Move	You move at least 2 squares, up to your full Speed, and attack. +1 to your Attack's Effect Value. -1 to Evasion until the start of your next turn.
Coup de Grace	Standard	Against a helpless opponent. Inflicts maximum damage. Increases wound severity by one step.
Crawl	Move	While prone, move half speed.
Dive for Cover	Standard	Reaction. When hit by an area attack, roll Evasion v. GM-determined difficulty. If successful, you suffer half-damage from the attack, but you are prone.
Dodge	Standard	+2 Evasion until the start of your next turn.
Drink a Potion	Standard	Drink a potion. Activate simple magic item.
Drop Prone	Minor	Drop to the ground.
Open/Close Door	Minor	Assuming it's unlock and unjammed...
Push	Standard	Roll Athletics v. your opponent's Athletics (Poor). If you succeed, you <i>Scoot</i> your opponent one space, plus an additional space for each level you beat his result.
Ready Item	Minor	Draw or sheathe a weapon. Retrieve or put away an easily accessible item.
Ready Shield	Standard	Ready or put away a shield.
Run	Move	+2 to Speed. -1 to Evasion.
Snatch Item	Minor	Pick up a small, unattended object within reach.
Sprint	Move	Doubles your Speed. -1 to Evasion. Lose 1 Endurance.
Stand Up	Move	Get up from prone.
Sweep	Standard	Roll Acrobatics v. your opponent's Melee Attack, Acrobatics, or Athletics (Poor). If you succeed, you knock your opponent prone.
Tackle	Standard	Roll Athletics v. your opponent's Athletics (Poor). If you succeed, you knock your opponent prone. You are prone after attempt.
Wrestle	Standard	Roll Athletics v. your opponent's Melee Attack, Acrobatics, or Athletics (Poor). If you succeed, you <i>Grab</i> your opponent.
Wriggle Free	Standard	If grabbed, roll your Acrobatics v. your opponent's Melee Attack or Athletics (Poor). If you succeed, you <i>Escape</i> .

ATTACK RESULTS

Your attack roll succeeded. Now what?

Effect Points

When your attack hits, you get one Effect Point. For every additional degree that you beat your target's results, you get an extra Effect Point. (For example, if you beat your opponent's result by +2, you would have three Effect Points.)

You spend the Effect Points on Combat Effects: Damage, Disarm, Escape, Grab, Hinder, Knock Out, Root, Scoot, Sunder, Tire, or Topple. In addition, you may spend Effect Points to boost the overall effectiveness of your attack.

Combat Effects

Whenever your attack hits, you must spend an Effect Point on a Combat Effect. Without it, your attack would do nothing!

Most combat effects have an Acting Value and an Opposing Value. You choose one of the attributes listed as the Acting Value. Your target chooses one of the attributes listed as the Opposing Value. If the trait level of the Acting Value is equal to or higher than the Opposing Value, the Combat Effect takes place.

You can purchase some effects more than once, increasing the effect's potency.

Damage

Your attack inflicts damage to your target.

Roll damage dice based on the Effect Value of the attack.

Damage Dice by Effect Value

Speed Trait Level	Squares
Terrible	1d6-4
Poor	1d4-2
Mediocre	1d4
Fair	1d6
Good	1d8
Great	1d10
Superb	1d12
Legendary	1d12+2
Epic	1d12+4
Mythical	1d12+6
Transcendent	1d12+8

Subtract your target's DDF from the result. If any damage points remain, compare your result to the defender's Wound Track to determine the degree of injury you inflict.

Disarm (2 Effect Points)

You knock an item (usually a weapon) out of your target's grasp. Disarm costs a minimum of two Effect Points.

Acting Value		Resisting Value
Effect Value (of attack) <i>or</i> Your attack attribute <i>or</i> Athletics (melee only, adjacent target)	v.	Fortitude <i>or</i> Melee Attack <i>or</i> Acrobatics <i>or</i> Athletics

Success: You knock the item of your choice out of your target's grasp. The item falls into the same square as your target.

x3: If you spend three Effect Points on Disarm, you gain possession of the item.

x4: If you spend four Effect Points on Disarm, you knock a shield out of your target's grasp.

Escape

You break free your opponent's grab.

Acting Value		Resisting Value
Effect Value (of attack) <i>or</i> Melee Attack <i>or</i> Acrobatics <i>or</i> Athletics	v.	Fortitude <i>or</i> Melee Attack <i>or</i> Athletics

Success: If your target has grabbed you, you end the Grab. You can only use Escape with a melee attack.

Grab

You grapple your target.

Acting Value		Resisting Value
Melee Attack <i>or</i> Athletics	v.	Fortitude <i>or</i> Melee Attack <i>or</i> Acrobatics <i>or</i> Athletics

Success: You restrain your target and prevent its movement.

Your target cannot move from your location and suffers a -1 penalty to Evasion and attack rolls.

You cannot move from your target's location. You suffer a -1 penalty to Evasion and attack rolls against all opponents (except the one you Grabbed).

You can only use Grab with a melee attack against an adjacent opponent.

Sustain: You sustain the Grab with a minor action.

End: You end the Grab as a free action or if something occurs that would reasonably end the Grab (e.g. you are stunned).

Forcing Movement: As a standard action, either you or the Grabbed target can attempt to move. Roll Athletics v. Athletics. If successful, move up to half normal Speed and drag the Grabbed target with you.

Hinder

You hamper your target's actions.

Acting Value		Resisting Value
Effect Value (of attack)	v.	Fortitude

Success: Your target suffers a -M penalty to all actions until the end of its next turn.

x2: If you spend two Effect Points on Hinder, -1 penalty.

x3: If you spend three Effect Points on Hinder, -2 penalty.

Knock Out

You knock your target senseless.

Acting Value		Resisting Value
Effect Value (of attack)	v.	Fortitude <i>or</i> Willpower

Success: Your target is *dazed* until the end of its next turn.

A *dazed* target suffers a -M penalty to Evasion. It can take only a standard, move, or minor action on its turn. It cannot spend any points, except for Fudge Points.

x2: If you spend two Effect Points on Knock Out, your target is *stunned* until the end of its next turn.

A *stunned* target suffers a -1 penalty to Evasion. It can take no actions. It cannot spend any points, except for Fudge Points.

x4: If you spend three Effect Points on Knock Out, your target is *unconscious* until the end of its next turn.

An *unconscious* target is helpless.

Root

You prevent your target's movement.

Acting Value		Resisting Value
Effect Value (of attack) <i>or</i> Athletics (melee only, adjacent target)	v.	Fortitude <i>or</i> Athletics

Success: Your target can only move at half his normal speed until the end of his next turn.

x2: If you spend two Effect Points on Root, your target cannot move on his next turn.

Scoot

You force your target to move.

Acting Value		Resisting Value
Effect Value (of attack) <i>or</i> Athletics (melee only, adjacent target)	v.	Fortitude <i>or</i> Athletics

Success: Your target moves one square in the direction you desire.

Multiple Purchases: Each time you spend an additional effect point on Scoot, you double the number of squares that you force your target to move.

Sunder

You damage an object either carried or worn by your target.

See the Damage effect for the amount that you inflict.

Note: Melee weapons and armor can resist a *lot* of abuse.

Tire

Your barrage of attacks wears out your target.

Acting Value		Resisting Value
Effect Value (of attack) <i>or</i> Athletics (melee only, adjacent target)	v.	Fortitude

Success: Your target loses one Endurance Pip.

Topple

You force your target to the ground.

Acting Value		Resisting Value
Effect Value (of attack) <i>or</i> Athletics (melee only, adjacent target)	v.	Fortitude <i>or</i> Acrobatics <i>or</i> Athletics

Success: Your target is prone.

Prone characters suffer a -1 penalty on all rolls against standing characters.

Boost Effectiveness

You can spend Effect Points to increase the effectiveness of your attack. For each Effect Point you spend in this manner, you gain *either*...

- +1 point of damage, or
- +1 to the Acting Value of a single effect.

Example One

Ninja Fred attacks his enemy with a sword (Good Effect Value) and beats his opponent by three degrees with his attack roll. This gives Ninja Fred four Effect Points.

Ninja Fred spends three points on Combat Effects: Damage, Knock Out, and Topple. He spends one point to boost the effectiveness of his attack (+1 damage). His attack does the following...

- **Damage:** Ninja Fred's attack inflicts 1d8+1 damage.
- **Knock Out:** Ninja Fred has a Good chance of dazing his target.
- **Topple:** Ninja Fred has a Good chance of knocking down his target.

Ninja Fred rolls the damage dice and inflicts 7 points of damage. Since his target has no armor and Standard Durability, this is a Critical Wound!

Ninja Fred's target has Good Fortitude. Since this is not enough to resist the Acting Value of Ninja Fred's attack, the target is *dazed* and *prone*.

Example Two

With his keen eyes, Archer Fred notices a scrawny rogue attempting to sneak up on his teammate, Wizard Fred. Archer Fred fires an arrow at the punk, hoping to drive the thief under cover.

Archer Fred's longbow has Good Effect Value. He rolls two degrees higher than his target on the attack roll. This gives him three Effect Points.

Archer Fred spends one point on Scoot and two points on Root.

The Effect Value (Good) of Fred's attack is better than the rogue's Fortitude (Fair) or Athletics (Fair). Thus, Fred's attack forces the rogue to move one square away from Wizard Fred and prevents the rogue from moving on his next turn.

Example Three

In a killing frenzy, Berserker Fred hacks his enemy with his great axe (Superb Effect Value, due to Berserk Rage). On the attack roll, Berserker Fred rolls *five* degrees better than his enemy! This gives him six Effect Points.

Berserker Fred spends one Effect Point on Damage. He dumps the remaining five points on Boost Effectiveness, so Berserker Fred's attack inflicts 1d12+5 points of damage.

Berserker Fred rolls 12 points of damage. His opponent has Tough Durability, but no armor. Splat! That's a Near Death result on the Wound Track.

CONCEALMENT

Concealment is anything that prevents your enemies from seeing you.
All concealment has a trait level.

If you attack someone behind concealment, the trait level of the concealment is a fixed value against your roll. In addition, your GM performs a situational roll. If the result is less than the trait level of the concealment, your attack misses. (For instance, if you attack someone with Fair concealment, you have a 38% chance of missing no matter how well you perform your attack roll.)

As a move action, you can perform a Perception check against the trait level of your opponent's concealment (and your opponent's Stealth attribute, if any). If successful, you can ignore the chance of automatic misses until the end of your turn.

COVER

Cover is concealment that protects you against attacks.

Cover works like concealment, but it has an additional trait value based on the degree of protection it offers you against damage, as follows:

Cover Statistics

Type	DDF	Resist
Poor	+1	—
Mediocre	+2	—
Fair	+3	+1
Good	+4	+1
Great	+5	+2
Superb	+6	+2

Explanation of Cover Statistics

DDF: This is the bonus to your Defensive Damage Factors that you gain when you hide behind the cover.

Resist: This is a bonus to your attributes when you resist combat effects while hiding behind the cover.

FLANKING

If 2 or 3 allies flank an opponent, the opponent suffers a -M penalty to Evasion.

If more than three allies almost surround an opponent, that opponent suffers a -1 penalty to Evasion.

If allies surround an opponent, that opponent suffers a -2 penalty to Evasion.

CHARACTER ADVANCEMENT

The biggest weakness of Fudge is character advancement. Here's how Worldwalker tries to work around this.

SUBJECTIVE CHARACTER ADVANCEMENT

Long-term character advancement is subjective.

When you feel that your character has done a task often enough to get better at it, you let your GM know about it. Then you both work out an appropriate advantage.

What follows are 'rules of thumb' for that advancement.

INCREMENTAL DEVELOPMENT

Fudge is granular, so incremental development of abilities is a bit difficult. Here is how we get around this:

- As your character gets better with a particular attribute, you get a specific Experience Point than you can spend on any rolls involving that attribute.
- You can get up to three specific XP in that manner.
- The next time your attribute get better, you discard the XP and gain a permanent +M bonus with that attribute.
- As your attribute continues to improve, you gain another specific XP for rolls with that attribute.
- You can acquire up to three specific XP in that manner.
- The next time your attribute improves, you discard the XP and achieve the next trait level (e.g. you go from Fair to Good).

In a table, incremental development looks like this:

Incremental Development

Increment	Effect
Step One	1 specific Experience Point
Step Two	2 specific Experience Points
Step Three	3 specific Experience Points
Step Four	+M, 0 specific Experience Points
Step Five	+M, 1 specific Experience Point
Step Six	+M, 2 specific Experience Points
Step Seven	+M, 3 specific Experience Points
Step Eight	Next trait level

GENERAL IS MORE DIFFICULT THAN SPECIFIC

Developing specific attributes is much easier than general ones.

For example, if your character uses an axe most of the time, it is easier for him to develop skill with that axe than with all melee weapons in general.

SPECIAL ABILITIES, RATHER THAN TRAIT LEVELS

Developing new special abilities for your character (horizontal development) is easier than acquiring higher trait levels (vertical development).

In other words, it is easier to diversify your options, rather than increase your overall power level.

POWER STUNTS

You can spend Fudge Points to create new applications for a special ability. If you do this often enough, you acquire that Power Stunt as a permanent special ability.

TRAINING

Finding a master teacher or ancient tome can provide you with access to new special abilities or higher trait levels.

You role-play this, and your GM works out the results.

PRACTICE MAKES PERFECT

If you constantly and successfully use an ability that requires the expenditure of an Experience or Hero Point, you could acquire the capacity to perform that ability without spending the point.

IT'S IN THE POINTS

Your immediate form of character advancement comes in the form of GM rewarded points: Hero, Experience, and Fudge.

For example, if your character spends a lot of time fighting a particular type of opponent, such as giants or goblins, you may receive a specific Experience Point or two that you may only use against that foe.

SAMPLE CHARACTERS

Here are some examples of beginning characters you might create for Worldwalker Fudge.

APPRENTICE WIZARD

Attack <ul style="list-style-type: none"> ▪ Melee Attack – Mediocre ▪ Ranged Attack – Mediocre ▪ Magic Attack – Great 	Defense <ul style="list-style-type: none"> ▪ Evasion – Fair ▪ Fortitude – Mediocre ▪ Willpower – Great
Development <ul style="list-style-type: none"> ▪ Experience – Poor ▪ Heroism – Poor 	Language¹ <ul style="list-style-type: none"> ▪ ‘Tween English – Good ▪ Native Language – Great
Movement <ul style="list-style-type: none"> ▪ Acrobatics – Mediocre ▪ Athletics – Mediocre ▪ Speed – Fair ▪ Swimming – Mediocre 	Senses <ul style="list-style-type: none"> ▪ Initiative – Fair ▪ Perception – Good
Social <ul style="list-style-type: none"> ▪ Deception – Fair ▪ Infuriation – Fair ▪ Insight – Good ▪ Intimidation – Fair ▪ Persuasion – Mediocre ▪ Teamwork – Mediocre 	Status <ul style="list-style-type: none"> ▪ Durability – Standard ▪ Endurance – Standard ▪ Sanity – Very Stable
Support <ul style="list-style-type: none"> ▪ Alchemy – Fair ▪ Alien Magic – Good ▪ Arcane Lore – Great ▪ Enchantment – Mediocre ▪ Gray Magic – Great ▪ High Magic – Good ▪ Inscription – Fair ▪ Mind Magic – Good 	

¹Two floating ‘Fair’ languages to assign at a later date.

Special Abilities

- Cantrip
- Dread Force of the Many-Angled Ones
- Evil Eye
- Mystic Missile
- Mystic Shield
- Tread the Many-Angled Path

ARMORED FIGHTER

Attack <ul style="list-style-type: none"> ▪ Melee Attack – Great ▪ Ranged Attack – Good 	Defense <ul style="list-style-type: none"> ▪ Evasion – Good ▪ Fortitude – Great ▪ Willpower – Fair
Development <ul style="list-style-type: none"> ▪ Experience – Poor ▪ Heroism – Poor 	Language <ul style="list-style-type: none"> ▪ ‘Tween English – Fair ▪ Native Language – Fair
Movement <ul style="list-style-type: none"> ▪ Acrobatics – Good ▪ Athletics – Great ▪ Speed – Fair ▪ Swimming – Fair 	Senses <ul style="list-style-type: none"> ▪ Initiative – Good ▪ Perception – Good
Social <ul style="list-style-type: none"> ▪ Deception – Fair ▪ Infuriation – Fair ▪ Insight – Fair ▪ Intimidation – Good ▪ Persuasion – Fair ▪ Teamwork – Great 	Status <ul style="list-style-type: none"> ▪ Durability – Very Tough ▪ Endurance – Very Fit ▪ Sanity – Standard
Support¹ <ul style="list-style-type: none"> ▪ First Aid – Good ▪ Survival – Good 	

¹Four floating ‘Fair’ Support attributes to assign at a later date.

Special Abilities

- Armor Expert
- Cleave
- Close the Gap
- Power Attack
- Shield Expert
- ‘Tis but a Scratch!

INSPIRING PRIEST

Attack <ul style="list-style-type: none"> ▪ Melee Attack – Fair ▪ Ranged Attack – Fair ▪ Sanctified Weapon – Good 	Defense <ul style="list-style-type: none"> ▪ Evasion – Fair ▪ Fortitude – Fair ▪ Willpower – Good
Development <ul style="list-style-type: none"> ▪ Experience – Poor ▪ Heroism – Poor 	Language <ul style="list-style-type: none"> ▪ ‘Tween English – Fair ▪ Native Language – Fair
Movement <ul style="list-style-type: none"> ▪ Acrobatics – Fair ▪ Athletics – Fair ▪ Speed – Fair ▪ Swimming – Fair 	Senses <ul style="list-style-type: none"> ▪ Initiative – Fair ▪ Perception – Good
Social <ul style="list-style-type: none"> ▪ Deception – Fair ▪ Infuriation – Mediocre ▪ Insight – Great ▪ Intimidation – Fair ▪ Persuasion – Great ▪ Teamwork – Great 	Status <ul style="list-style-type: none"> ▪ Durability – Standard ▪ Endurance – Standard ▪ Sanity – Stable
Support¹ <ul style="list-style-type: none"> <li style="width: 50%;">▪ Alchemy – Good <li style="width: 50%;">▪ Spirit Magic – Good <li style="width: 50%;">▪ Healing – Great <li style="width: 50%;">▪ White Magic – Great <li style="width: 50%;">▪ Religion – Great 	

¹One floating ‘Fair’ Support attribute to assign at a later date

Special Abilities

- Healing Touch
- Inspire Bravery
- Inspire Celerity
- Inspiring Presence
- Prick the Guilty Conscience (White Magic)
- Smite the Infidel (White Magic)

SLY THIEF

Attack <ul style="list-style-type: none"> ▪ Melee Attack – Fair ▪ Ranged Attack – Good ▪ Knife – Great 	Defense <ul style="list-style-type: none"> ▪ Evasion – Great ▪ Fortitude – Fair ▪ Willpower – Fair
Development <ul style="list-style-type: none"> ▪ Experience – Poor ▪ Heroism – Poor 	Language¹ <ul style="list-style-type: none"> ▪ ‘Tween English – Fair ▪ Native Language – Fair
Movement <ul style="list-style-type: none"> ▪ Acrobatics – Great ▪ Athletics – Fair ▪ Speed – Great ▪ Swimming – Good 	Senses <ul style="list-style-type: none"> ▪ Initiative – Great ▪ Perception – Great
Social <ul style="list-style-type: none"> ▪ Deception – Great ▪ Infuriation – Good ▪ Insight – Fair ▪ Intimidation – Good ▪ Persuasion – Good ▪ Teamwork – Fair 	Status <ul style="list-style-type: none"> ▪ Durability – Standard ▪ Endurance – Fit ▪ Sanity – Standard
Support² <ul style="list-style-type: none"> <li style="width: 50%;">▪ Pick Locks & Crack Safes – Great <li style="width: 50%;">▪ Stealth – Great <li style="width: 50%;">▪ Sleight of Hand – Great <li style="width: 50%;">▪ Trap-Handling – Good 	

¹Two floating ‘Fair’ languages to assign at a later date.

²Two floating ‘Fair’ Support attributes to assign at a later date

Special Abilities

- Backstab
- Deceptive Strike
- Fortune’s Favorite
- Roll with the Blow
- Stick and Move
- Trickster’s Throw

SPEAR-WIELDING MONK

Attack <ul style="list-style-type: none"> ▪ Melee Attack – Good ▪ Ranged Attack – Good ▪ Spear – Great 	Defense <ul style="list-style-type: none"> ▪ Evasion – Great ▪ Fortitude – Good ▪ Willpower – Great
Development <ul style="list-style-type: none"> ▪ Experience – Poor ▪ Heroism – Poor 	Language <ul style="list-style-type: none"> ▪ ‘Tweeners English – Fair ▪ Native Language – Fair
Movement <ul style="list-style-type: none"> ▪ Acrobatics – Great ▪ Athletics – Good ▪ Speed – Good ▪ Swimming – Fair 	Senses <ul style="list-style-type: none"> ▪ Initiative – Good ▪ Perception – Great
Social <ul style="list-style-type: none"> ▪ Deception – Mediocre ▪ Infuriation – Mediocre ▪ Insight – Good ▪ Intimidation – Fair ▪ Persuasion – Fair ▪ Teamwork – Good 	Status <ul style="list-style-type: none"> ▪ Durability – Tough ▪ Endurance – Very Fit ▪ Sanity – Standard
Support¹ <ul style="list-style-type: none"> <li style="width: 50%;">▪ Divination – Fair <li style="width: 50%;">▪ Religion – Good <li style="width: 50%;">▪ Mind Magic – Good <li style="width: 50%;">▪ Philosophy – Good 	

¹Two floating ‘Fair’ Support attributes to assign at a later date

Special Abilities

- Arrow Cutting Shield
- Attune to Weapon (Spear)
- Flying Leap
- Lizard’s Tread
- Skirmisher
- Spiritual Strike

UNSTOPPABLE BERSERKER

Attack <ul style="list-style-type: none"> ▪ Melee Attack – Great ▪ Ranged Attack – Fair 	Defense <ul style="list-style-type: none"> ▪ Evasion – Good ▪ Fortitude – Great ▪ Willpower – Good
Development <ul style="list-style-type: none"> ▪ Experience – Poor ▪ Heroism – Poor 	Language <ul style="list-style-type: none"> ▪ ‘Tweeners English – Mediocre ▪ Native Language – Fair
Movement <ul style="list-style-type: none"> ▪ Acrobatics – Fair ▪ Athletics – Great ▪ Speed – Good ▪ Swimming – Fair 	Senses <ul style="list-style-type: none"> ▪ Initiative – Good ▪ Perception – Fair
Social <ul style="list-style-type: none"> ▪ Deception – Poor ▪ Infuriation – Poor ▪ Insight – Mediocre ▪ Intimidation – Great ▪ Persuasion – Mediocre ▪ Teamwork – Mediocre 	Status <ul style="list-style-type: none"> ▪ Durability – Very Tough ▪ Endurance – Very Fit ▪ Sanity – Unstable
Support <ul style="list-style-type: none"> <li style="width: 50%;">▪ Bear Cult Lore – Fair <li style="width: 50%;">▪ Survival – Great <li style="width: 50%;">▪ Sailing – Good <li style="width: 50%;">▪ Woodwork/Carpentry – Fair 	

¹Two floating ‘Fair’ Support attributes to assign at a later date.

Special Abilities

- Amazing Recovery
- Berserk Rage!
- Brute Force
- Limit Break
- Rampage!
- Weapon Specialist (Ax)

SAMPLE MAGIC ITEMS

Here are some examples of magical items you might acquire in Worldwalker Fudge.

CHARM

The most common form of magical item is a charm.

A charm is a necklace, coin, bracelet, or other small item enchanted to increase your chance of success in a particular type or course of action. For instance, you could bear a charm designed to assist you tactical pursuits (e.g. detecting ambush, planning an assault) or one enchanted for love-play (e.g. finding a willing partner, saying the right words).

You activate a charm as a minor action. There is a Fair chance that it will provide you with a +M bonus on a roll that fits its nature or it might bring about a minor opportunity or fortunate event.

The potency of the charm degrades with each use. The chance it will supply a bonus drops by one level after each attempt.

After a decent rest (say about 8 to 12 hours of no use), the charm's potency returns to full strength.

• • •

ANATHEMA

A mere touch of this magical blade causes pain.

Anathema adjusts its nature to inflict the sort of damage to which the victim is most vulnerable. If the victim suffers greater injury from silver weapons, Anathema becomes a silver weapon. If the victim suffers greater injury from fire, Anathema burns on contact.

Anathema imposes a -1 penalty to the victim's DDF.

Anathema exists to kill. You cannot choose any combat effect, except Damage, when you wield this weapon.

CHIMING SCALE

A silvery scale from some unidentified creature. The chiming scale is about the size of a man's palm. When touched to an item, the scale produces a bell-like tone if that item is poisonous.

CHRYSOSTOMOS

When you place this gold coin on your tongue and swallow, it provides you with an automatic +4 result on your next Social attribute roll.

The next day, the coin reappears in your pocket or purse.

EMPEROR'S CLOTHES, THE

When an attack hits you, you can choose to have your garments absorb all of the effects. Your clothes then vanish.

FROG'S TONGUE

As a minor action, this spear extends up to 30-feet in length. You can use it to pole vault, climb walls, and the like (gaining a +1 bonus to the appropriate attributes).

When used as a weapon, Frog's Tongue will instantly lengthen to strike at an opponent and snap back to its normal dimensions. This gives you Reach 6.

HEART BOX

When you open the lid of this small chest, the chest spits out the heart of the previous opener (killing him), sucks out your heart (incapacitating you), and slams its lid shut.

As long as your heart remains in the box, you cannot die. No matter how horribly injured you are, you will eventually recover. Even if consumed, digested, and defecated by a monster, you will come back to life.

Just do not open the box after it rips out your heart. It will spit out your heart and since you longer have a heart to suck out, you die.

HELMET OF HEROES

This battered helmet contains the collective consciousness of all people that previously wore it, granting you +2 Hero Points and +2 Experience Points.

The helmet often whispers advice to you. It attempts to compel you to great deeds.

LUCK BOTTLE

As a standard action, you can uncork this bottle and attempt to steal luck from a particular individual within 10 spaces of you. The victim must roll Willpower v. Superb difficulty. If the roll fails, the victim loses one Fudge Point, and an additional Fudge Point for each extra degree of failure.

The bottle stores the Fudge Points, until you use all of them. Then, you may steal Fudge Points again.

MANIKIN ME

After one week in your possession, this doll bonds to you and assumes your appearance.

Whenever you suffer an injury, the doll takes the wound in your place. Once the doll 'dies', you experience damage in the normal manner.

If any damage occurs to the doll, you take the wound in the doll's place. For instance, if someone rips the arm off the doll, your arm rips off in its stead.

Dolls are easier to damage than humans are!

PEACOCK BLADE, THE

When you swing this blade, a multitude of blades unfolds in its path—almost as if you opened a fan—and strike your target. This gives you +1 to your attack rolls.

With practice, you can unleash the other powers of the blade.

- **Peacock's Whip:** As a standard action, you can 'snap' the blade at a distant opponent. A trail of swords arcs to your target and strikes. You get Reach 4 with your attack when you use the Peacock's Whip, but do not gain a +1 bonus to attack rolls.
- **Peacock's Wheel:** As a standard action, you spin the blade, creating a wheel of swords that you can fling at opponents. The wheel darts away, striking your first target (up to 5 squares away) with your full attack value. It may then strike additional targets (each no further than 5 squares apart), but your attack value drops by one trait level each time the wheel attacks an extra target. After the attacks, the wheel returns to you and transforms into the sword.
- **Peacock's Wing:** When you block, you gain a +2 bonus to your roll, because a wall of blades protects you.
- **Peacock's Flight:** As a standard action, you spin the blade over your head, creating a wheel of swords. You maintain your grasp on the wheel, permitting you to fly 10 spaces. You must end your movement by landing on a solid surface or you fall.

REBUKE

Rebuke is a convex disc the size of a heavy shield. The outer surface bears the comical image of a leering man with a large nose.

Rebuke floats around you, providing all the protection of a heavy shield, but without the hindrance. Once per round, it can Block a single attack against you with Great ability.

Whenever an opponent attacks you and misses, Rebuke mocks him, using Infuriation with Great ability. Whenever an opponent attacks you and hits, Rebuke becomes even more offensive, using Infuriation with Superb ability.

RIFLEMAN'S CORNUCOPIA

This heavy-bore rifle needs no ammunition or loading. Whenever you draw the hammer and pull the trigger, it fires.

The shots of the Cornucopia produce a *lot* of fire and smoke. Anything combustible (e.g. dry grass) in the square immediately in front of the shooter will catch flame. Smoke fills a 1-square burst, centered on the shooter, providing Fair concealment—not a good thing when you're trying to shoot through it! Each additional shot in the same location increases the concealment by one degree.

RING OF DEFLECTION

When an opponent directs melee or ranged attacks at you, the fixed value of the roll is Great. (This has no effect against area attacks.)

If an opponent's attack hits you, you can release the protective force of the ring in a single burst, causing the attack to miss. However, this depletes the power of the ring. In about an hour, the ring draws in enough ambient magical energy to set the fixed value against opponent's attacks at Mediocre. Every additional hour, the fixed value increases by one degree until it finally reaches Great.

SYMPATHY

This magic blade permits you to communicate with others via telepathy (10 square range). It helps you understand people's motives and feelings, so you gain a +M bonus to Social attributes while you wield it.

In combat, you can use the blade to create a psychic link to an opponent. This permits you to synchronize with your enemy's movements and predict his actions, but you also feel your enemy's pain and distress. In essence, you become your enemy.

You use the psychic link as part of an attack. You gain a +1 bonus to your attack roll for each Sanity Pip you wish to spend upon the attack. For example, if you expend five Sanity Pips, you gain a +5 bonus to your attack.

THUNDERER, THE

When you successfully hit an opponent with this mace, it automatically pushes the target back one space and emits a sense-numbing peal of thunder. Everyone within a 5-space burst, centered on the target, must roll Fortitude v. Superb. If failed, the character is *dazed* until the end of its next turn and *deafened* for an hour.

The peal of thunder affects you, too.

ULTIMATE FETISH, THE

This shrunken, mummified head is supposed to have belonged to the greatest lover in all of the multiverse.

When in your possession, the Fetish spurs the romantic attention and intentions of any eligible member of the opposite sex that lays eyes upon you. The effect grows stronger the longer you remain in a particular locale, until screaming hordes of groupies pursue your every step, attempting to rip scraps of clothing from your body as a keepsake.

Most previous owners of the Fetish have died because of its effects, but they died happy.