

EXPERIENCE AND CHARACTER DEVELOPMENT

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Characters change over time. Sometimes they get better at what they do; they seek training in skills they already know, or they seek out and learn new things. But all people learn at different rates. These rules provide a non-deterministic method for adding and developing character traits.

About Experience and Character Development

EXPERIENCE AND CHARACTER DEVELOPMENT is a module of rules for Fudge, a generic role-playing game engine. EXPERIENCE AND CHARACTER DEVELOPMENT was written by Timothy J. Miller with extensive feedback and inspiration from the community of the fudge-l mailing list. The author would like to thank everyone on the list for their continued inspired criticism and input. Special thanks go to Jason Sartin for some well-placed suggestions. These rules would not exist without everyone's help.

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About Fudge

Fudge is a role-playing game written by Steffan O'Sullivan, with extensive input from the USENET community of rec.games.design. The basic rules of Fudge are available on the Internet via anonymous FTP at [oz.plymouth.edu](ftp://oz.plymouth.edu), and in book form from Grey Ghost Press, Inc, P.O. Box 838, Randolph, MA 02368. They may be used with any gaming genre. While an individual work derived from Fudge may specify certain attributes and skills, many more are possible with Fudge. Every Game Master using Fudge is encouraged to add or ignore any character traits. Anyone who wishes to distribute such material for free may do so – merely include this ABOUT FUDGE notice and disclaimer (complete

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1 Fudge Points and Experience

After each game session, the GM should award players FUDGE POINTS (FP) according to their participation in the session or simply according to her own desires. Fudge points can be used during a game session to alter outcomes of various dice rolls, or they may be converted into EXPERIENCE POINTS (EP). The exchange rate of FP to EP is set by the GM, but 3 FP for 1 EP is suggested as a starting point.

2 Skill Costs and Levels

Every skill has a rating. Skills are rated based on their ease of learning. These ratings are the same as the initial skill cost ratings detailed in Section 1.62, "Skills" in the table entitled "Cost of Skills in Objective Character Creation." Each rating requires the spending of a certain number of experience points, which is listed in the table below.

Every skill has a base skill level, explained in the next section. This skill level is also listed in the table.

Skill Rating	Cost	Skill Level
Easy	1 EP	MEDIOCRE
Most	2 EP	POOR
Hard	3 EP	TERRIBLE
Very Hard	4 EP	TERRIBLE-1

3 Raising Skills

To raise a skill the player must first spend the number of experience points required to make the attempt for that skill's category. He then must make a skill roll using the base skill level for skills of that rating with his current level as a difficulty. This is called an EXPERIENCE CHECK.

If the player succeeds in the skill roll, then the experience check is successful and the skill is raised by one level. If the player fails the roll, then the experience check has failed, and the skill remains where it is. Further effects of experience check failures are given below.

3.1 Failed Experience Checks

When a player fails an experience check, the spent experience points are lost. The player is given a +1 modifier on his next attempt at raising the skill. This modifier cannot be used in experience checks for other skills. This modifier is cumulative across successive failures, making it more likely that the next attempt will succeed, all other things being equal.

The GM may rule that a player may not make more than one attempt per session of character development.

3.2 Modifiers

The GM may make any modifiers she feels are appropriate. The GM may mandate that a skill cannot be raised without special training or fulfillment of special quests. The GM may also rule that a player cannot raise a skill at all.

Modifiers are cumulative across successive attempts at raising that skill. Once the GM awards a modifier, only the GM can remove it. When the skill is successfully raised, all associated modifiers are lost.

It should be noted that it is not possible to raise a hard skill above Great or a very hard skill above Good in a single attempt without any modifiers.

3.3 An Example

A player wishes to raise his character's Swimming skill from Fair to Good. Swimming is a normal skill, so the difficulty is Poor and the cost is 2 EPs. The player tells the GM that he is paying for an advanced swimming course at the local YMCA, and the GM awards a +1 modifier for the attempt.

The player converts 6 FP into 2 EP and spends them, then rolls 4dF with a result of +0 and applies the +1 modifier for a final result of Mediocre. Since this is not equal to or greater than his skill in swimming (Fair), the experience check is a failure and the player is given a +1 modifier on his next attempt at raising swimming.

Later, the player attempts to increase his swimming skill again. The player spends another 2 EP. He has a total of a +2 modifier to the attempt (+1 from the GM for the YMCA course, and +1 for the previous failure). If he again rolls 4dF with a result of +0, the final result is now Fair. This is equal to his skill level, and so the attempt is a success; the player's new skill level is Good and all the modifiers are lost.

If the player had failed the experience check (say, by rolling a -1 result), then he would be given another +1 modifier for a total modifier of +3 on his next attempt.

4 Adding Skills

Adding a new skill is also possible using the same method. A player should pay *twice* the EP cost for the skill category, and take the skill at a level of Terrible. The player may then attempt to raise the skill by making an experience check as above.

5 Raising an Attribute

The same method can be used to raise attributes, if the GM allows it. All attributes have a default experience point cost of six and a base skill level of Terrible. All modifier rules apply as for skills.

The GM should feel free to alter the experience point cost for any attributes she deems more difficult.