Yuck! There's Hair in my Fudge!
A Furry Supplement for Fudge
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(Note: This draws heavily in concept from Palladium Games' *Teenage Mutant Ninja Turtles* role-playing game. It could be out of print, but you can't got to a used RPG store without finding a few copies. Any other copyrighted material is used as example only and does not challenge the respective copyright holders.)

Since Furries can vary from the *Omaha*-like weird looking humans to a 6' animal and all that entails it's pretty hard to make a *generic* system without either making too many assumptions about them that someone's favorite type is left out or giving so many options that it's impossible to make a character without resorting to having a scientific calculator and a zoology degree. This systems makes it a fairly simple process to make a Furry simply by making a few choices about their appearance, senses, and natural weapons.

Human Norm, or Thou Shalt Never Assume.
The only assumption I make in this document is that there is a "Human Norm", that there is a species that is human for all intents and purposes. "But," you're saying, "not only do I not *have* Humans in my setting, I have nothing *like* Humans in it." So I say: Choose a zero point. If they all have Great agility compared to a Human then make it Average. If everyone can hear a dog whistle, then don't put Heighten Hearing on everyone's sheet. The exception is weapons or weapon-like powers. It's not that you **must** list them, everyone might have them, but you must define them somewhere to be fair.

Part 1: **Choose Species**
This should be the simplest part of creating your character. What is the animal your character is based on?

Part 2: **Choose What Merits and Flaws You Need To Make Your Character**
You must choose how you want the Furry's Hands, Posture, Looks, Senses, Size, Powers and Natural Weapons.

	Major	**Minor**	**None**
Hands (Flaws)	None: a paw	Some: Manipulation but not grasping (i.e. no opposable thumb)	Human-style hand (3 or 4 fingers & an opposable thumb)
Posture (Flaw)	Quadruped	Semi-bipedal like most primates	Full Bipedal Walk
Looks[1]	No human features *Watership Down, Balto*	Few Human features *Iago (Aladdin), Scooby Doo, The Secret of NIMH*	Nearly every Furry and Anime-style (insert animal name)girl/boy
Senses	Full Animal Senses (+2 on proper sense checks)	Partial Animal Senses (+1 on proper sense checks)	Human Norm
Natural Weapons[2]	+1 Lethal Damage	+1 Non Lethal Damage	Human Norm
Powers	Musk Spray (skunk), Very High Speed Running (cheetah), Flight	Gliding, Pheromones, Jacobson's Organ, Smell Tracking	Human Norm

Now you wonder: what does this mean in *game* terms?

Major Merits/Flaws:
Hands: Look at your average cat or dog. No grasping or manipulation beyond what a human can do with a fist.

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1 Usually isn't even noted unless there are a variety of Looks present then they become Merits or Flaws as needed.
2 If you don't use Non-Lethal damage then change to: Major +2, Minor +1.

Posture: Cannot use front limbs when walking and cannot easily stand on two legs.
Looks: Like the original animal, but maybe with more facial expression. Usually they have a Major Flaw in Hands and Posture, but there are exceptions like primates and raccoons.
Senses: They gain a bonus in senses to the senses the animal has heightened. Taken as a flaw this can be poor distance vision or other dulled senses.
Natural Weapons: Sharp claws, sharp teeth, horns/antlers, etc. that can cut, impale, and/or batter and opponent to death.
Powers: A non-lethal weapon, incredible speed and/or maneuverability, an animal's psionics[3].

Minor Merit/Flaws:
Hands: The character is very clumsy when handling things with two hands and cannot use anything requiring a grasp (like most weapons).
Posture: Walks like an ape, i.e. Cannot walk long distances comfortably on two legs, -1 on skills requiring a steady posture (most combat skills).[4]
Looks: Mostly animal but with many human features. Usually has at least a minor flaw of posture.
Senses: Same as Major, but weaker. At this level a Flaw can represent color blindness.
Natural Weapons: As Major except that weapons cause less aggravated wounds like a deep scratch, a "brass knuckle" hit, or a very painful head butt.
Powers: Limited special movement (like an otter in water or a flying squirrel), Pheromones *can* be if not totally overpowering, tracking by smell, chemical-based empathy (Jacobson's Organ), night vision.

None
Hands: Can fully manipulate tools.
Posture: Has no difficulty walking on two legs with a straight back.
Looks: Looks like a fur covered human with an animal's head and tail. This can also be a Human with animal ears and tail often seen in Anime.
Senses: 20/20 color vision, 40Hz-40KHz hearing, weak smell and taste, and no special touch senses.
Natural Weapons: None.
Powers: None.

Part 3: Attributes
Basically it's what everyone agrees is right. Ideally the more human they are in an attribute, the more Fair (+0) attributes you'll have. I wouldn't advise anything over Great (+2)/Poor (-2) in any case just for game balance. However, Scale may differ quite a bit, but I still assume Scale: 0 is roughly human-sized (6' / 1.83-meters) for ease of using other material. The key is to make a set template, then work from there.

At this point you are *technically* done with racial creation, but see Part 4 if Furries have World Specific issues.

Part 4: World Specific Issues
I can't end this without putting in a word about world specific issues. This is where the racist/speciest things go as well as special qualities of a species that are in our natural world. This is the place to say "All Great Cats have 'Royalty' Merit", "All Foxes have the 'Nymphomaniac / Satyriasic' Flaw", or "All Mice have Scavanging +1". This is also the place to say, "All Furries have the 'Valuable Property' Flaw" or, "All Furries have the 'Limited Lifespan' Flaw".

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3 Animal Psionics are things that have been seen in real life, but cannot be fully explained using accepted science. Like a danger sense or migratory navigation.
4 Realistically this is how bipedal digitigrade characters would be except, maybe, for the long distance problem. If your setting has no penalties for a bipedal digitigrades then ignore this.