

Yuck! There's Hair in my FUDGE!
A Furry Supplement for FUDGE
By C. Elliot Ritter

FUDGE GPL:

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 at <http://www.fudgerpg.com> and in book form from Grey Ghost Games, 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 with Fudge copyright notice). If you wish to charge a fee for such material, other than as an article in a magazine or other periodical, you must first obtain a royalty-free license from the author of Fudge, Steffan O'Sullivan, P.O. Box 465, Plymouth, NH 03264. You must include at the beginning of each derivative work the following disclaimer, completed with your name, in its entirety.

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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 get 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 Furrries can vary from the *Omaha*-like weird looking humans to a 6' animal and all that entails it's pretty had 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.

Part 1: Choose Species

This should be the simplest part of creating you 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*	No human features (<i>Watership Down, Balto</i>)	Few Human features (<i>Iago (Aladdin), Scooby Doo, The Secret of NIMH</i>)	Damn near every Furry and Anime-style (insert animal name)girl/boy
Senses(Merit)	Full Animal Senses (+2 on proper sense checks)	Partial Animal Senses (+1 on proper sense checks)	Human Norm
Natural Weapons	+1 Lethal Damage†	+1 Bashing Damage†	Human Norm
Powers	Musk Spray (skunk), Very High Speed Running (cheetah), Flight	Gliding, Pheromones, Jacobson's Organ, Smell Tracking	Human Norm

* Usually isn't even noted unless there are a variety of Looks present then they become Merits or Flaws as needed.

† If you don't use Bashing then change to: Major +2, Minor +1

Now you wonder: what does this mean in *game* terms? (Another List)

Major Merits/Flaws:

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

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.

Senses: They gain a bonus in senses to the senses the animal has heightened. (Optional: 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*

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)†

Looks: Mostly animal but with many human features. Usually has at least a minor flaw of posture.

Senses: Same as Major. (Optional: 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.

* Animal Psionics are things that have been seen in real life, but cannot be explained using accepted science. Like a "sixth sense" or migratory navigation.

† In reality 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..

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 Furies 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 Furies have the 'Valuable Property' Flaw" or, "All Furies have the 'Limited Lifespan' Flaw".

Example: (Note I use my system with the numbers from 9 ... 0 ... -9 and a "4D10" dice system, instead of the Superb ... Fair ... Terrible system with "4D6" or "4DF" in the standard *FUDGE* rules for more detail.)

Susanne Bordé-Andago (20-year old, "Common Red" Vixen)

Attributes:

Strength: -2

Dexterity: +3

Constitution: +4

Intelligence: +0

Will Power: +1

Charisma: -1

Appearance: +3

Merits / Flaws:

Racial

Natural Weapons: Minor

— Merit

Partial Animal Senses

— Merit

Nymphomania (during estrus-only)

— Flaw

Jacobson's Organ

— Merit/Flaw (0-Net)

Personal

Bordé child —Flaw
Minor Enemy: Nell —Flaw
Minor Ally: Brian Unis —Merit

Skills:

Cooking +2
Sewing +1
Sneaking +4
Savior Faire 0
Sex Appeal +1 (+5 during estrus)
Singing -2
Reading -1