

FUDGE ZOMBIE MASSACRE

Name:	Occupation:
Resources:	Description:

Superb	Great	Good	Fair	Mediocre	Poor	Terrible
+3	+2	+1	0	-1	-2	-3

PHYSICAL:		MENTAL:		SPIRITUAL:	
(Default Mediocre) Fortitude ST		(Default Mediocre) Reflex ST		(Default Mediocre) Will ST	
-Athletics- -Brawling- -Climbing- -Melee- -Running- -Stamina- -Swimming- -Throwing-		-Driving- -First Aid- -Notice- -Piloting- -Research- -Repair- -Riding- -Security Systems- -Shooting- -Stealth- -Survival- -Tracking-		-Bargain- -Con- -Intimidate- -Streetwise- -Taunt- -Willpower- Knowledge Skills (Default Terrible)	
Talents	Faults			XP:	FP:

1,2 Scratch ○○○	3,4 Hurt (-1) ○○	5,6 V. Hurt (-2) ○	7,8 Incapacitated ○	9+ Near Death ○
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Weapon Damage Chart					Graze Chart	
Damage Factor	Bonus	Relative Degree	Total Bonus	3d6 Die To Read	Damage Factor	Damage Result
> 0	-1	--	0	Min	> 0	No Damage
0,1,2	+0	2,3	1	Mid	1 - 4	Scratch
3,4,5	+1	4,5	2	Max	5+	Hurt
6+	+2	6+	3	Min + Max		
			4	Total All Dice		

Hit Location	1 (-2 to Hit) HEAD SHOT	2 (-2 to Hit) VITALS	3 TORSO	4 TORSO	5 (-1 to Hit) ARMS	6 (-1 to Hit) LEGS
Armor Value						
Weapon			Ammo	RoF	ODF	Zone/Range

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CHARACTER CREATION

The FUDGE LADDER and TRAIT RANKS

All **TRAITS** (any attribute or skill) that the character has are assigned descriptive words and associated numbers called Trait Levels.

Fudge Ladder	
Superb	+3
Great	+2
Good	+1
Fair	+0
Mediocre (Default Attribute)	-1
Poor (Default Skill)	-2
Terrible	-3

PRIMARY ATTRIBUTES & SKILLS

There are three Primary Attributes in a Fudge Zombie Massacre game; Physical, Mental, and Spiritual. They act as Reactive Saving Throws (Physical – Fortitude, Mental – Reflex, and Spiritual – Will) and Default to Mediocre (-1). Each level costs two points per level to increase and can be no higher than Superb (+3). Each character begins play with $2 + 1D6$ points to spend.

Characters roll on the Occupation Chart to determine a basic background occupation beginning skill levels, and then distribute $20 + 2D6$ points among the skills. All skills default to Poor (-2) and cost one point per level up to the linked attribute and then two points per level equal to or greater than the attribute. The character may start with no more than one Superb, two Greats and three Good skills.

ACTIONS, COMBAT, DAMAGE & ARMOR

There are two types of actions in FZM; Opposed and Unopposed. Actions are declared in order of highest Mental Attribute to lowest with ties to the defender. All rolls are made simultaneously with the Relative Degree determining success.

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