

FUDGE Tékumel 2.2

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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 ftp.csua.berkeley.edu, and in book form or on disk 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.

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Character Creation:

Attributes

Strength
Build (Damage Capacity)
Dexterity
Intelligence
Psychic Ability
Psychic Reservoir
Comeliness
Charisma
Clan Status

Attributes default to Fair
Five free levels can be distributed.

There is one calculated attribute, most important for Sorcerers, the Pedhétl. The Pedhétl is the amount of points of psychic power one has to cast Ritual and Psychic Magic. To calculate the Pedhétl, translate Intelligence, Psychic Ability and Psychic Reservoir into numeric values.

Superb = 100
Great = 87
Good = 72
Fair = 57
Mediocre = 43
Poor = 28
Terrible = 14

Add the three values. This will be the Pedhétl total. Any spell costs will be taken from this total. Every 4 hours of sleep or 6 hours of relaxation, a roll against Psychic Reservoir can be made. A Fair result regains 100 points of Pedhétl. For each level over Fair, regain another 20 points. For each level below Fair, regain 20 points less.

Skills

30 Free Points for Skills.
Skills default to Poor with the exception of the following:

Academic Skills default to Poor.
Weapon Skills default to Poor.
Professional Skills default to Non-Existent. One point brings skill to "Mediocre."
Hobby Skills default to Non-Existent. One point brings skill to "Mediocre."
Women's skills default to Poor for female characters, Non-existent for male characters. One point brings skill to "Mediocre."
Ritual Priest, Administrative Priest and Soldiery skills default to special levels.

For Ritual Priest Characters, the Ritual Priest Skills default to Religion minus level of difficulty. This only affects character generation. During play, all levels are bought as normal.

For Administrative Priest Characters, the Administrative Priest Skills default to Religion minus level of difficulty. This only affects character generation. During play, all levels are bought as normal.

For Scholar Priest Characters, either Ritual or Administrative Skills can be chosen for the special default, but not both.

A Lay Priest gains no bonus to the priestly skills.

For Warrior Characters, the Soldier Skills default to Warrior minus level of difficulty. This only affects character generation. During play, all levels are bought as normal.

All other Characters default for these skills to Non-Existent. One point spent brings skill to "Terrible."

Levels of difficulty

Ritual Priest	Administrative Priest	Soldier
Dogma and Rituals 1	Dogma and Rituals 1	Drills, Basic training 1
Special Ceremonies 1	Temple Administration 1	Formations 1
Scriptures and Texts 1	Record-Keeping 1	Field Tactics 1
Theology 2	Temple Governance 2	Military History 2
The "Aspects"/Mythology 2	Rural/Urban Temple Admin. 2	Artillery 3
Eschatology 3	Temple Lands Supervision 3	Military Engineering 3
Ecclesiastical History 3	Provincial Temple Administration 3	Siege methods/Fort. 3
Comparative Religion 3	Relations with Government/Others 3	Logistics & Supply 3
Advanced Theology 4	National Temple Administration 4	Battle Magic 4
Inner Doctrines 5	Policy Making/Higher Politics 5	Naval Tactics 4
		Grand Tactics 5
		Grand Strategy 6

Thus, a warrior with a Warrior Skill of Great would default to:

- Drills, Basic Training - Good
- Formations - Good
- Field Tactics - Good
- Military History - Fair
- Artillery - Mediocre
- Military Engineering - Mediocre
- Siege Methods/Fortification - Mediocre
- Logistics & Supply - Mediocre

Battle Magic - Poor
Naval Tactics - Poor
Grand Tactics - Terrible
Grand Strategy - Terrible - 1

Other Skills must be approved and assigned by the GM.

Gifts/Paranormal Powers

The Fudge Tékumel Character is given no free points for Gifts or Supernormal Powers except as specified in the rules for Magic. However, Gifts can be purchased with flaws. Magic use is a special form of Gift and can only be purchased as specified below.

Some possible Gifts and Flaws:

Gifts	Flaws
Magic Dampener (1 gift)	Low Lineage (1 flaw)
Superior Equipment (1-3 gifts)	Enemies (1-3 flaws.)
High Lineage (1 gift)	Foreigner (Five Empires) (1 flaw)
Friends (1-3 gifts)	Barbarian (outside 5E) (2 flaws)
Contacts (1-3 gifts)	
Political Rank (1-4 gifts.)	
Clerical Rank (1-4 gifts.)	

Other Gifts and Flaws suitable for the world of Tékumel could be added with Gamemaster Approval.

Magic

To use Sorcery, one must meet the following conditions:

A) They must be capable of casting magic.

To use Ritual Magic only: Intelligence - Great, Psychic Ability - Good, Psychic Receiver - Good.
To use Psychic Magic only: Intelligence - Good, Psychic Ability - Great, Psychic Receiver - Good
To use both Ritual and Psychic Magic: Intelligence - Great, Psychic Ability - Great, Psychic Reservoir - Good

To be able to cast Generic Spells, one of these three abilities must be Superb.

To be able to cast Temple Spells, two of these three abilities must be Superb.

B) They must possess both Religion and Sorcery skill at Fair or better level.

C) They must be Priests of one of the Ten Gods or their Cohorts. A sorcerer may be a ritual, administrative, scholar or lay priest.

For every level of the Sorcery Skill, the character gains one free spell from the Universal Spell list in Gardásiyal. Any other spell from the Universal Spell list can be purchased as 1 Gift. Spells from the Generic List are 2 Gifts. Spells from the Temple Lists are 3 Gifts. All spells from the same category must be purchased in order.

All Spells are cast using results from the Sorcery Skill.

Ritual Spells require a Good Result to be successful.

Psychic Spells require a Fair Result to be successful.

Ritual Spells cost less Pedhétl to cast.

Divine Intervention works according to Fudge Miracles.

Divine Favor can only be purchased for the single god you are devoted to.

Dr‡, the Uncaring, does not grant Divine Favor.

Skills for FUDGE Tékumel

Art

Calligraphy

Etiquette

Grammar

History

Hymn Singing

Mathematics

Medicine

Military Science

Music

Reading/Writing

Religion

Sorcery

Warrior

Women's Skills (Default to Poor if Female, Non-Existent if Male - 1 Point for Mediocre)

Cooking

Cosmetics and Adornment

Entertaining
Fashion and Dress
Flowers and Gardening
Home Decoration
Infant Care
Nursing, Health Care
Tailor
Shopping and Bargaining

Outdoor Skills (Default to Poor)

Athletics
Archery
Desert Survival
Falconry
Fisticuffs and Brawling
Hunting and Fishing
Mountaineering
Sailing and Seamanship
Swamp Survival
Swimming

Professional Skills (Default to Non-Existent - 1 Point for Mediocre)

Noble Professions

Administrator
Alchemist
Astrologer
Astronomer-Navigator
Botanist
Engineer-Architect
Geographer
Historian
Lawyer
Literary Scholar
Mathematician
Musician
Official
Orator
Philosopher
Physician
Poet
Zoologist

Middle-class Professions

Basketry
Carpenter
Cooking
Farmer
Fisherman
Fletcher
Hunter
Merchant
Miller
Miner
Moneylender
Smith
Forester
Weaver
Apothecary
Glassblower
Rope and Net Maker
Scribe-Accountant
Armorer
Jeweler-Goldsmith
Shipbuilder
Artist-Sculptor
Sailor-Ship Captain
Locksmith
Mason
Beast-Trainer
Carpenter
Cloth-Maker, Felt-Maker, Dyer
Tailor
Entertainer
Paper-Ink Maker
Perfumer
Wheelwright-Cartwright
Winemaker-Brewer

Lower-class Professions

Assassin
Gardener
House Painter
Roofer

Potter
Tanner-Dyer
Prostitute
Dancer
Panderer
Slaver

Ritual Priest Skills (Default to Special or Non Existent (1 point to Terrible))

Dogma and Rituals
Special Ceremonies
Scriptures and Texts
Theology
The "Aspects" and Mythology
Eschatology
Ecclesiastical History
Comparative Religion
Advanced Theology
Inner Doctrines

Administrative Priest Skills (Default to Special or Non Existent)

Dogma and Rituals
Temple Administration Duties
Record-Keeping
Temple Governance Structure
Rural/Urban Temple Administration
Temple Lands Supervision
Provincial Temple Administration
Relations with Government/Others
National Temple Administration
Policy Making/Higher Politics

Soldiering Skills (Default to Special or Non-Existent)

Drills, Basic Training
Formations
Field Tactics
Military History
Artillery
Military Engineering and Sapping

Siege methods and Fortification
Logistics and Supply
Battle Magic
Naval Tactics
Grand Tactics
Grand Strategy

Warrior Skills (Default to Terrible)

Noble Weapons

Shield
Fisticuffs and Brawling
Dagger/Knife-Fighting
Thrusting Spear
Short Sword, Mace, Club
Long Sword, Scimitar
Fencing/Dueling

Middle- and Lower-class Weapons

Polearm, Halberd, Glaive
Long Spear or Pike
Two-Handed Sword
Two-Handed Axe, Mace or Flail
Wrestling, Charáge
Quarterstaff (Kichína)
Unarmed Combat (Dedarátl, Huron)
Florentine-style fighting

Missile Weapons

Dagger Throwing
Throwing Clubs, Axes
Javelins, Darts, Light Spears
Sling (stones and lead missiles)
Short Bow
Composite Bow, Longbow
Light Crossbow
Medium, Heavy Crossbow
Bolas (Barbarian Only)
Blowgun (Barbarian Only)
Artillery

Languages – Modern (Default to Non-Existent (1 point to Mediocre))

Aomórh
Hijajái
Jannuyáni
Livyáni
Lo'orúnankh
Milumanayáni
Mu'ugalavyáni
N'lüssa
Pe'é
Pecháni
Sa'á Allaqiyáni
Salarvyáni
Tká Mihállí
Tsoléi'i
Tsolyáni
Yán Koryáni

Languages – Ancient (Default to Non-Existent (1 point to Poor))

Ái Ché
Ancient Mihállí
Bednálljan Salarvyáni
Classic Mu'ugalavyáni
Classic Tsolyáni
Duruób
Engsvanyáli
Llyani
Súnuz
Thu'úsa
The Tongue of the Lord of Worms
The Tongue of the Priests of Ksárul
Tsáqw
Zna'yé

Hobby Skills – Knowledge (Default to Non-Existent (1 Point to Mediocre))

Ask GM