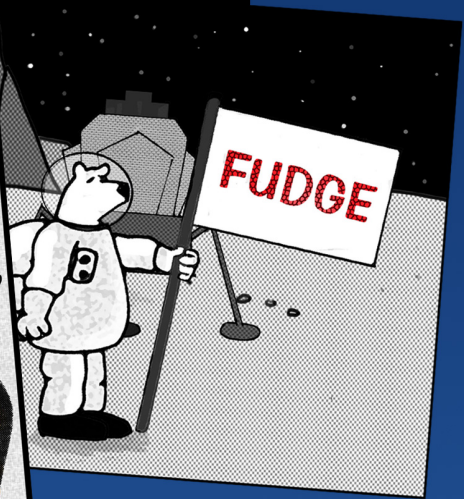


Polar Fudge

Adventures



**A Free, Prefab Fudge Roleplaying Game For Any Occasion
from Polar Blues Press**

Polar Fudge Adventures

Art and Text by Polar Blues Press

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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, and in book form or on disk 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 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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INTRODUCTION

WHAT IS POLAR FUDGE ADVENTURES?

Polar Fudge is a simple variant of the Fudge roleplaying game, similar to that used by other Polar Blues Press games such as **Cyberblues City** and **Lawmen v Outlaws**. You should really check those games out.

Polar Fudge has no specific setting. It can be used to run all sorts of games, like cold war super-spies, daring pirates on the high seas or something loosely based on your favourite TV show. Despite all appearances, it is not really about polar bears or jazz music.

HOW TO PLAY

This is Slo Paws. He's a jazz saxophonist. He's not from around here.

Name *Slo Paws*

Background *Jazz Saxophonist*

Think *MEDIOCRE*

Talk *FAIR*

Fix *GREAT*

Fight *GOOD*

Fitness *GOOD*

Awareness *FAIR*

Power *MEDIOCRE*

Gifts

Talent: Jazz music +2

Martial Arts: Bear-Fu Fighting



Hit Points 6

Think Points 3

Defence *GOOD*

Flaws

Too cool for his own good

Slo Paws has a set of **Attributes** like **Think** and **Fitness**. These Attributes are given a value on the following scale:

Terrible	Mediocre	Fair	Good	Great	Superb	Amazing	Legendary
-1	0	1	2	3	4	5	6

Note how each Rank on this scale has an adjective and a number. You can use either. We mostly use the adjective.

Slo Paws also has a bunch of other traits such as Gifts, Flaws and Think Points. These are explained in the next chapter.

Actions taken by Slo Paws, or any other character in the game, are resolved using **Tests**. In a Test, the gamemaster (**GM**) assigns a Difficulty Rating (**DR**) to a task ranging between TERRIBLE to LEGENDARY. Players roll the dice and add the result to their most relevant Attribute. The task succeeds if this total meets or beats the DR. The degree by which the result beats the DR is called Margin of Success (**MoS**) and can be important.

This game uses Fudge dice. Rolling 4 Fudge dice (**4dF**) yields results ranging from -4 to +4. If you don't have Fudge dice, use regular six-sided dice (**d6**). You'll need two different coloured dice, one to act as your positive die, the other as your negative die. Adding them together will yield results between -5 and +5. It's not the same as 4dF, but it's close enough. If you are using d6s, read any rule that specifically mentions +4 as +5.

In a game of Polar Fudge, each player will control a character, something a bit like Slo Paws or one of the example characters in the Reference section. The GM will manage the rest of the world and all the other people in it (referred to as Non-player characters, or **NPCs**). Together, you go on adventures.

There are a few other rules, but this is basically how Polar Fudge Adventures works.

CHARACTER CREATION

Character Creation Summary

1. **Attributes:** 9 points for Attributes
2. **Defence:** Average of Fitness and Focus (rounded up)
3. **Hit Points:** Fitness +4
4. **Think Points:** Think +2
5. **Gifts:** 3 Gift Points to spend on Gifts
6. **Flaws:** Choose any

ATTRIBUTES

Think

Think represents your intelligence and education. Use for knowledge or logic-based Tests. Think affects your allocation of Think Points.

Talk

Talk covers all interpersonal skills. Use for Tests involving persuasion or intimidation.

Fix

Fix is your mechanical aptitude and manual dexterity. Use for driving, locking picking and other mechanical tasks.

Fight

Fight is what you use when fighting with fists, knives or guns.

Fitness

Fitness is your physical strength and agility. Use for running, sneaking, lifting stuff or riding horses. Fitness affects your Defence score and your Hit Points.

Focus

Focus is your perception, mental discipline and willpower. Use for Tests involving searching, tracking or facing your fears. Focus affects your Defence score.

You have 9 points to allocate between the Attributes with the following restrictions:

- The maximum you can spend on one Attribute is 3 (GREAT).
- The minimum you can spend on an Attribute is 0 (MEDIocre).
- Only one Attribute can be raised to GREAT.

DEFENCE

Defence is used to avoid getting hit. It's derived from the average of Fitness and Focus, rounded up.

HIT POINTS

Hit Points are a measure of how much abuse you can take in a scrap before things get serious. Your Hit Points equal your Fitness score +4.

THINK POINTS

Think Points are a reflection of your character's resourcefulness and forward planning. Your Think Points are equal to your Think score +2. Spend a Think Point to:

- Add a +2 bonus to a Test even after the dice have been rolled. This can only be done once per Test.
- To do something a little special that bends or even breaks the rules, subject to GM approval.
- Cover special expenses like chartering an aeroplane or bribing an official. Bigger expenses may cost more Think Points, but you can spread the cost between the players and between sessions.

You can earn Think Points during play. Gain 1 Think Point whenever:

- Your character does something really cool.
- Something totally not-cool is done to your character.
- You roll +4 on a 4dF roll.

Think Points reset to your starting total between sessions. Unspent Think Points are not carried over.

GIFTS & FLAWS

A Gift represents a specialisation, natural aptitude or other edge possessed by your character. You get 3 Gift Points to spend on Gifts. Gifts are covered in more detail in the next chapter.

A Flaw is a weakness or hindrance. 'Bad Liar', 'Afraid of Dogs' and 'Wanted in Three States' all count as Flaws. Flaws are intended as roleplaying hooks to make characters more interesting.

A good use for a Flaw is to refine the scope of your Attributes. For instance 'Clumsy' might be a useful Flaw if you see your character as physically strong (GOOD Fitness score) but lacking coordination.

You can have as many or as few Flaws as you like, even none. There are no rewards for picking Flaws but we like them.

BACKGROUND & FREE STUFF

A Background is a player-defined concept that describes where your character comes from or what they do for a living, for instance 'Dwarf', 'Farm Boy', 'Taxidermist to the stars'. Backgrounds don't affect Tests directly; a 'Scientist' with a low Think score is just a lousy scientist.

Free Stuff refers to everyday equipment. Characters in Polar Fudge Adventures are assumed to be equipped with whatever makes sense for them to have. This includes setting-appropriate vehicles, clothes, everyday spending money, a photograph of a loved one and so on.

Free Stuff may include common (FAIR) weapons appropriate to the setting. FAIR weapons, from baseball bats to swords and laser guns have a +1 damage bonus. Better weapons can be unlocked with Gifts.

Record any Free Stuff you feel is important on your character sheet. See the sample characters in the Reference section for inspiration.

GIFTS

The Gifts available in Polar Fudge Adventures are described below. Standard Tags are used to identify commonly used rules.

Standard Tags

Area: Indicates the effect from a single Test can be applied to multiple targets in close proximity of each other. If it is not obvious which targets might be affected roll 1d3+1 to determine the maximum number of possible targets. Each of the potential targets gets to defend. See the chapter on Combat for details.

Cooldown: The ability cannot be used on consecutive combat rounds, only every other round. This may be because it is slower or requires more preparation or concentration than more basic attack.

Multiple: You can select more than one instance of this Gift.

Single use: The item is consumed when used. It will get replaced or recharged between sessions.

Suppressed: Target can't take any actions that would require a Test on its next turn. Depending of the specifics nature of the effect, this may also affect the target's ability to see or talk. The target's Defence is not affected unless it is also Vulnerable.

Persistent: The effect lasts a variable number of rounds or end of the scene. At the end of the target's turn roll 1df, on a '+', the effect runs its course. Depending on the nature of the persistent effect, there may other ways to remove the effect.

Vulnerable: Target's Defence is lowered by one Rank for one round.

Upgrade: This Gift can be upgraded by spending additional Gift Points, either during character creation or as you gain Rep Points (see below).

Not all Gifts are relevant to all settings. You can trim down the list of Gifts to fit your game as described in the chapter Hacking Polar Fudge. If your setting includes magic or other superhuman powers, you may want to read the chapter on Powers before choosing your Gifts.

FAIR GIFTS (1 Gift Point)

Armoured

You have a suit of armour or forcefield, really thick skin or any such combination and the training to use it. Increase your Hit Points by 2.

Dual Wield [Cooldown]

You are trained to fight with two weapons, one in each hand. This is subject to Cooldown. So, for instance, if on the first round of a combat you chose to attack with both weapons, on the following round you would only be able to attack with one of these weapons, and so on.

Heavy Weapon [Upgrade]

You have a GOOD quality personal weapon that comes with a +2 damage bonus. You decide exactly what kind of weapon. That, in turn, determines fringe benefits like range, how easily it is to conceal or whether it just makes you look cool. Upgradable to Really Heavy and Absurdly Heavy Weapon.

I Have a Plan

Spend a Think Point to give everyone on your team (including yourself) +1 bonus to their next action. Using this Gift does not count as an action.

Martial Arts

You get a +1 damage bonus when making unarmed attacks.



Prestige Vehicle

You own a high-end car, horse, spaceship or other vehicle suited to the setting. The vehicle comes with its own, dedicated Think Point that can only be used by the owner for Tests involving the vehicle.

Smoke Bomb [Multiple][Persistent][Single Use]

Creates a smoke screen for you and anyone nearby. In combat this acts as cover, providing a +1 Defence bonus and a -1 Fight penalty.

Talents [Multiple][Upgrade]

Talents provide a +1 bonus to Tests related to a narrowly focused, non-combat related area of expertise. Talents are not tied to a specific Attribute. Forgery can provide a bonus to Fix for crafting fake documents and to Focus for spotting a forgery.

You can buy multiple Talents, for instance selecting both the Gambling and Cryptozoology. You can also upgrade a Talent, raising the bonus by 1 for each Gift Point spent; however the effective Rank for the Test (Attribute + Talent bonus) is capped at SUPERB.

Some example Talents include: *Acrobatics, Acting, Animal Handling, Arcane Lore, Area Knowledge, Artist (pick one art form), Astrology, Astronomy, Auto Mechanic, Biology, Bluff, Botany, Camouflage, Climbing, Computers, Contortionist, Cooking, Cryptography, Cryptozoology, Dancing, Demolitions, Disguise, DIY, Drive (select one of Automobiles, Motorcycles, Wagon), Electronics, Engineering, Falconry, Farming, Fishing, Forgery, Gambling, Geography, Heraldry, History, Hunting, Intimidate, Juggling, Jumping, Knot-making, Law, Lip Reading, Lockpicking, Merchant, Mimic Animal Noises, Musical Instrument (pick one), Navigation, Negotiate, Parapsychology, Philosophy, Physics, Pick Pocket, Pilot (select one of Aircraft, Boats, Helicopter, Spaceship), Psychology, Riding, Rope Use, Running, Shadowing, Singing, Sneaking, Streetwise, Swimming, Taxidermy, Theology, Tracking, Ventriloquism, Wilderness Survival, Zoology*

Wealthy

Your Think Points are worth double when used to make purchases.

GOOD GIFTS (2 Gift Points)

Flash Grenade [Area][Multiple][Single Use][Vulnerable]

Area attack that does no damage but all targets hit are Vulnerable till the next round. Requires a Fight Test. Targets defend as normal (see the chapter on Combat).

Gladiator Net [Persistent][Suppressed]

You cast a net that will entangle an opponent for the duration of the effect or circumstances change. Casting the net requires a Fight Test.

Leadership [Cooldown]

You can re-roll initiative (see the chapter on Combat). The re-roll counts even if the result is less favourable.

Lucky

You can invert the result of a dice roll and, for instance, turn a -3 4dF roll into a +3. You can do this free once per session, further uses cost Think Point.

Poisoned Dart [Multiple][Persistent]

You can shoot a dart at a target with a Fight Test. The dart does 1 point of every turn for the duration of the effect.

Really Heavy Weapon [Upgrade]

You have a GREAT quality weapon that has a +3 damage bonus. Depending on the setting Your GM may determine that GREAT or better ranged weapons are too bulky to use at close quarters. Upgradable to Absurdly Heavy Weapon.

Trauma Kit [Multiple][Single Use]

A Trauma Kit (or healing potion depending on the setting) removes the Wounded status (see chapter on Combat) from a character. It also removes any ongoing damage from poisons, acid, radiation or other sources and restores the target's full Hit Point.

GREAT GIFTS (3 Gift Points)

Explosives [Area][Multiple][Single Use]

Use it to blow stuff up or use it to make an area attack dealing 3 damage to all affected targets. Do not include the MoS when calculating the damage for an Area attack. Targets defend as normal.

Follower

You have an NPC that is loyal to you. It can perform simple tasks and fights at your side. Its rating is FAIR, it has +1 damage bonus with whatever means it uses to fight and has 5 Hit Points. Any Test performed by the follower is rolled by its player but it does not count as the player's action.

Rapid Fire Weapon [Area][Cooldown]

Your weapon has a +2 damage bonus and a rapid fire option. In rapid fire mode, you can make an area attack that can hit up to 1d3+1 targets dealing 2 damage to all affected targets. Do not include the MoS when calculating the damage for an Area attack. Rapid fire mode is subject to Cooldown. Single shot mode is always available.

Absurdly Heavy Weapon

You are a nutcase. You own a SUPERB quality weapon that has a +4 damage bonus. Depending on the setting the GM may determine that SUPERB weapons are illegal, hard to conceal or awkward to use in tight spaces.

PLAYING THE GAME

ACTION RESOLUTION

The core mechanic of Polar Fudge is the Test. It was described in the introduction. This section looks at Tests in more detail.

Tests Are For Players

Tests are always resolved from the player's point of view. The GM never rolls dice for NPCs. If an NPC does something that affects a player character, the player makes a Test to resist the action.

Capped Results

Results from Tests are capped. They cannot be worse than TERRIBLE or better than LEGENDARY.

Setting The DR

The GM sets the DR for Tests. For Tests that are actively resisted by someone, like when fighting or sneaking past a guard, base the DR on Rank of the opposing NPC's most relevant Attribute. For all other tests use your judgement. If in doubt, set the DR to GOOD + 1dF (a single Fudge die). This will provide an even spread of FAIR, GOOD and GREAT results and keep things interesting.

Situational Roll

A Situational roll is a Fudge dice roll with no target DR. It is a GM inspiration tool you can use when asked questions like 'How is the weather?' or 'Is the town's doctor available?'. A negative roll indicates an unfavourable outcome for the players. A result of 0 or more is generally favourable to the players. More extreme rolls may suggest more extreme outcomes.

Assisting Tests

You can help another player with a Test. This requires passing a Test at a related task. If successful, the assisted player gets +1 to their roll. If not, the assisted player is 'helped' with a -1 penalty to their roll. Only one player can help on any one Test.

Player vs Player

If a player character attacks another player character, the Test is resolved by the defending player who gets to roll the dice.

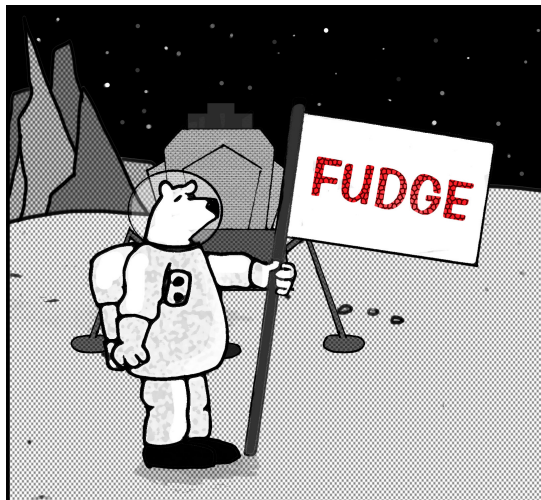
Best of Three Contests

Best of Three Contests are used to simulate tasks with dramatic potential such as chases (on foot or in vehicles) and interrogations. In a Best of Three Contest the task at hand is resolved over the course of up to three Tests. The player needs to succeed on at least 2 of the Tests to accomplish the task. Additionally, during a Best of Three Contest:

- If you fail a Test, the DR is raised one Rank.
- If you beat the DR by 2 or more, the DR is reduced one Rank.

The three Tests don't necessarily all have to involve the same skill, or be performed by the same person. A car chase could be structured as a driving (Fix) Test, followed by an exchange of fire (Fight) and lastly another driving Test, if required. Different players can do the shooting and the driving.

A Best of Three Contests may also have failure conditions. Depending on the situation, failing a Best of Three Contest could result, for instance, in an alarm being triggered, a piece of equipment breaking or a trap going off. A character can avoid the failure condition by abandoning the contest before it is complete. Giving up on defusing a bomb does not stop the bomb from exploding but it may allow you to get out of its blast radius.



REPUTATION & ADVANCEMENT

Successful characters earn Rep (Reputation) Points. Rep is an informal measure of a character's overall professional standing and renown. At the end of each session the GM should award players Rep Points adding up the scores for these three criteria:

Achieving goals:	Between 0-4 Rep Points
Overcoming adversity:	Between 0-2 Rep Points
Doing it in style:	Between 0-2 Rep Points

For every 20 Rep Points earned your Reputation goes up one Rank. Depending on the Rank obtained you can gain a Think Point, a Gift Point or even an Attribute Rank increase.

Rank	Rep	Rank Bonus
FAIR	0	Initial
GOOD	20	+1 Think Point
GREAT	40	+1 Gift Point
SUPERB	60	+1 Gift Point
AMAZING	80	+1 Gift Point
LEGENDARY	100	+1 to an Attribute

COMBAT

Combat in Polar Fudge Adventures revolves around Tests. Additional rules and concepts are explained below.

INITIATIVE

The initiative roll determines which side – the player characters or their NPC opponents – acts first on any one round.

At the start of each round the GM rolls 1d6.

- On an odd result, the opposing side acts first
- On an even result, the players act first in any order they prefer
- Additionally, on a result of '1', the opposition gets a boost, like a fresh NPC joins the opposing side or one that was previously taken out gets back up with full hit points
- Additionally, on a result of '6', all the players get a free '+1' bonus to all Tests that round.

Repeat until one side is defeated, driven off or both sides come to an amicable understanding.

COMBAT TESTS

To make an attack you roll your Fight Attribute. The DR is your target's Defence score. The attack succeeds if it meets or beats the DR.

To defend from an attack, you roll Defence. The DR is the Rank of the attacker's Fight (the GM does not make an attack roll). If your roll meets or beats the DR, the attack misses.

On a successful attack, the damage inflicted is the sum of the MoS plus any bonus damage from the weapon being used. Damage inflicted comes off the target's Hit Points.

Occasionally, especially with Powers, the Attributes used to attack or defend may vary.

Example: Grogmar The Barbarian swings his axe at a Swamp Rotfeeder. Grogmar has a Fight Attribute of GREAT and rolls +4. The result of the Test is LEGENDARY (GREAT +4 would go one Rank beyond LEGENDARY but results from Tests are capped). Furthermore Grogmar gains a Think Point for the +4 roll which he can use later in the game.

The Swamp Rotfeeder's Defence Attribute is GOOD. As LEGENDARY is four Ranks above GOOD, the blow hits with a MoS of +4.

Grogmar's axe has a +2 damage bonus so the total damage the Rotfeeder suffers is 6 (4 for MoS +2 for the weapon). Ouch!

THE PLAYERS DID... WHAT?

Creative players during combat may want to try out clever tricks, manoeuvres and tactics designed to distract, confuse, immobilise or otherwise disadvantage an opponent. The simple way to handle this is for the GM to set a DR based on the proposed action and its desired outcome.

If you want a more structured approach for handling these cases, look at the Standard Tags described in the chapter on Gifts, like **Suppressed**, **Vulnerable**, **Area** or **Persistent**. A feint can make the target Vulnerable, covering fire can be seen as a combination of the Area and Suppressed Tags. The more Tags the player wishes to incorporate in the outcome, the higher the DR.

As a general rule, combat tricks and manoeuvres should be hard, or at least harder than what could be achieved with an appropriate Gift.

Aimed Shots

Another thing that players may wish to try is aiming for a target's vulnerable spot, like the head, with a view towards doing more damage. The key thing to remember is that this is already factored into the default attack roll. When you make an attack roll, the MoS (in effect, the accuracy of the attack) is added to the damage. Players can always use a Think Point to gain +2 on an attack roll when they wish to simulate a precisely aimed shot.

Cover

Cover is stuff you can hide behind while fighting. Improvised cover, like ducking behind a car, gives you +1 Defence but reduces your attack by -1. A prepared, fortified position can provide better bonuses as determined by the GM.

WOUNDS AND HEALING

Damage sustained in combat or from other hazards is temporarily taken off the target's Hit Points. As long as a character's Hit Points are not reduced to zero, these are automatically restored at the end of the scene.

Characters whose Hit Points are reduced to zero are **Wounded**. They are knocked unconscious and can take no further action that scene. At the end of the scene, they recover only half their Hit Points (rounded up) and they keep the Wounded status until they can get some medical attention.

Characters with a Wounded status whose Hit Points are again reduced to zero are dead. How terminal being dead turns out to be may depend on the setting, but it's rarely a good thing.

NPCs don't get Wounded. When they go down they stay down. They may be in fact dead or they might eventually make a full recovery, settle down somewhere nice and start a family.

Healing

In the field, you can remove the Wounded status and restore all lost Hit Points of a character with the appropriate Gift related item (Trauma Kit) or Power (see the chapter on Powers). Alternatively you will have to seek whatever passes as proper medical attention in your setting, which may include hospitalisation, visiting a holy shrine or just simple bed rest.

MINIONS

Minions are disposable NPCs, the sort that tend to appear in fight scenes, usually in numbers. A member of the 'Blackwater Gang' is a Minion, as is a 'US Army Deserter' or a 'Frenzied Black Bear'.

Minions are mechanically simpler than player characters. They just have an Attribute called Rank and some Hit Points. Rank describes all of a Minion's Attributes, subject to what makes sense for a particular type of Minion. A Rank SUPERB Feral Dog will have SUPERB Fight, SUPERB Fitness, SUPERB Focus and so on. However it is still just a dog. It will only have SUPERB Think by dog standards and can still only do things a dog can do.

Rank and Hit Points are not linked. Nor do Minions of the same type necessarily share the same Rank. As such, a group of three 'Psionic Squirrels', might look something like this:

```
Psionic Squirrel #1 Rank: GOOD, Hit Points:2  
Psionic Squirrel #2 Rank: FAIR, Hit Points: 6  
Psionic Squirrel #3 Rank: FAIR, Hit Points: 1
```

You can set the Rank and Hit Points for each Minion as you see fit or use the Minion Machine (see below) to generate these randomly. Minions may also have their own custom Gifts and Flaws and are assumed to have +1 damage bonus weapons (natural or otherwise). There is a list of sample Minions in the Reference Section.

Important NPCs should be created in much the same way as player characters, though they might have more Rep.

The Minion Machine

The Minion Machine requires a bunch of multicoloured, six-sided dice and an opaque jar. The colour of the dice should match that of the standard Ranks. The table below shows the suggested number of dice of each colour required when using a 10 or a 50 dice pool. These are just guidelines, use whatever dice you have.

Dice Colour	Rank	10 Dice Pool	50 Dice Pool
GREEN	MEDIOCRE	2	9
BLUE	FAIR	2	13
WHITE	GOOD	3	14
YELLOW	GREAT	2	9
RED	SUPERB	1	5

Place the dice in the jar. To generate an encounter, blindly draw some dice. Each die drawn this way represents one Minion. The colour of that die represents the Minion's Rank, the value rolled its Hit Points.

The dice drawn from the Minion Dice Pool also make for great improvised miniatures. When the Minion takes damage, flip the die to reflect its current Hit Points. For particularly large Minions you can use multiple dice to represent its Hit Points.

If you don't have enough dice for the Minion Machine, print out the Minion Chits at the end of this book and use those instead.

Use of the Minion Machine is highly recommended.

POWERS

Not all games feature supernatural or super-science based powers, but a lot do. The exact nature, availability and reliability of such power is an entirely setting specific concern. As such some customisation may be required to adapt these rules to your setting.

THE POWERS SYSTEM

Powers in Polar Fudge are presented as a series of effects like flying or invisibility. These can be implemented as **Spells** (something a wizard might cast), **Abilities** (a natural ability a mutant or alien might possess) or **Gadgets** (a device that replicates a Power). These, in turn, determine how the Power is used and how much it costs.

Powers as Spells

When using Powers as part of a magic system, treat each Power as a spell. To cast spells you must have the Gift **Magical Training**. The Rank of your Magical Training determines how many Gift Points it costs and how many **Spell Points** it gives.

Magic Training	Gift Points	Spell Points
GOOD	2	4
GREAT	3	6

Spell Points limit how many of your spells you can cast during a session. Each Power has a Spell Cost. When you cast a spell, you spend that many Spell Points. Spells with 0 Spell Cost can be cast as often as you like. Spell Points refresh between sessions.

During character generation, you also need to select which of the Powers your character will have access to, your Known Spells.

Number of Known Spells = Think score +2

The Spell Cost doesn't matter with regards to learning spells.

As you gain Rep Points over the course of many sessions, you can earn more Gift Points. Magic-using characters can spend a Gift Point to upgrade their Magic Training from GOOD to GREAT or to learn a new spell.

Example: Magenta The Witch has a Think score equal to GOOD (2) granting her 4 Known Spells (2+2). Her Magic Training (GREAT) Gift grants her 6 Spell Points. She chooses to learn 4 different spells: Illusion, Zap, Dispel and Transform Other.

In any one session she could cast Transform Other (Spell Cost 3) twice or Transform Other once and Dispel (Spell Cost 1) three times. There is no limit in how many times she can cast Zap (Spell Cost 0).

Powers as Abilities

When using Powers as special abilities, your character will have access to fewer Powers but can use those Powers as often as they want. Each Power costs one or more Gift Points as listed below.



List of Supernormal Powers

All powers are presented with the following, standard notation.

Usage: Describes what is required to use the Power, usually a Test. If it says Auto it means the Power does not require a Test, but it still counts as your action during a combat round.

SC: Cost in Spell Points.

GP: Number of Gift Points to purchase as an Ability. Where this is set to NA the Power is not available as an Ability.

Target Other: The Power must be used on another character, friend or foe.

Target Self: The Power can only be used on oneself.

Target Any: Target is Other or Self.

Target Area: Indicates the effect from a single Test can be applied to multiple targets in close proximity of each other. If it is not obvious which targets might be affected roll 1d3+1 to determine the maximum number of possible targets. Each of the potential targets gets to defend.

Target None: There is no target for the Power.

Duration Instant: The effect is created and resolved instantly or shortly after in the case it is applied to an ally. There is no duration.

Duration Persistent: The effect lasts a variable number of rounds or end of scene. At the end of the target's turn roll 1df, on a '+', the effect runs its course. Persistent effects can be cancelled by the caster or removed using the Dispel Power.

Duration Ongoing: The effect of the Power lasts as long as it is needed, within reason.

Duration Special: See the specific Power for duration guidelines.

Duration Summon: Summoned items last up to an hour before dissipating unless:

- The caster cancels the summon.
- The item is physically destroyed.
- The caster summons something else.
- The caster moves too far from the item (beyond speaking distance).

Specify: Where <specify> appears next to a Power it means that Power has several variants. You need to choose a particular variant during character generation or select the power multiple times to access different variants.

Vulnerable: Target's Defence is lowered by one Rank for one round.

Suppressed: Target cannot act on its next turn.

Calm

(Usage: Focus vs Focus, Target: Other, Duration: Instant, SC: 1, GP: 2)

Target is hit by a momentary wave of calm and serenity. It is Suppressed on its next turn.

Concerto

(Usage: Auto, Target: None, Duration: Summon, SC: 0, GP: 1)

Summon music from nowhere that matches the caster's mood or needs.

Curse

(Usage: Focus vs Focus, Target: Other, Duration: Persistent, SC: 2, GP: 3)

Target is suddenly very unlucky. It is Vulnerable until the effect wears off.

Detect <Specify>

(Usage: Focus vs DR, Target: None, Duration: Instant, SC: 0, GP: 1)

You have the power to detect the presence of something, like an energy signature, within a 5 metre radius. Options include Life, Radiation, Ghosts or Magical Energy.

Dispel

(Usage: Focus vs DR, Target: None, Duration: Instant, SC: 1, GP: 2)

Remove an effect caused by a hostile use of a Power.

Fear

(Usage: Focus vs Focus, Target: Area, Duration: Instant, SC: 2, GP: 3)

Send a wave of dread among your foes. Targets are Suppressed on their next turn as they briefly cower and hide.

Fly

(Usage: Auto, Target: Self, Duration: Ongoing, SC: 2, GP: 3)

You fly. How high, fast, far depends on the campaign setting.

Fog

(Usage: Auto, Target: None, Duration: Persistent, SC: 1, GP: 2)

Raise a bank of fog that reduces visibility around the caster and anyone nearby. In combat this acts as cover, providing +1 Defence bonus and -1 Fight penalty.

Grab

(Usage: Focus vs Defence, Target: Other, Duration: Persistent, SC: 2, GP: NA)
Target is grabbed by a physical restraint, like a block of ice or a giant, phantom fist. It is Suppressed until the effect wears off. You can only have one instance of Grab at any one time.

Heal

(Usage: Auto, Target: Any, Duration: Instant, SC: 3, GP: NA)
Removes Wounded status and ongoing damage from poisons, acid, radiation or other sources and restores the target's full Hit Points.

Impersonate

(Usage: Auto, Target: Self, Duration: Ongoing, SC: 2, GP: 3)
You can transform your appearance to look like someone else. You need to see the target to duplicate its appearance, clothes and mannerisms. You don't duplicate their knowledge or abilities.

Illusion

(Usage: Auto, Target: None, Duration: Summon, SC: 2, GP: 3)
Create a mirage or project a holographic image, like that of a person or object. The illusion has no substance and makes no sound. A Focus vs Focus Test is required to fool a target into thinking it is real in instances where the illusion stands out as unusual or out of context.

Invisibility

(Usage: Auto, Target: Self, Duration: Ongoing, SC: 2, GP: 3)
You can't be seen. This provides +2 Stealth and +1 Defence but you are at -1 on all other Tests as being invisible is rather disorientating.

Life Drain

(Usage: Fight vs Defence, Target: Other, Duration: Instant, SC: 2, GP: 3)
On a successful unarmed attack regain Hit Points for each point of damage inflicted.

Lift

(Usage: Focus vs DR, Target: None, Duration: Ongoing, SC: 0, GP: 1)
You can move small objects with your mind, or maybe it's just tiny spirits pushing stuff around. It's good enough to knock down a glass from a table or pull a set of keys into a prison cell but not for anything that requires power or finesse.

Light

(Usage: Auto, Target: None, Duration: Summon, SC: 0, GP: 1)

Summon a source of light equivalent to a torch or a flashlight.

Mighty Zap

(Usage: Focus vs Defence, Target: Other, Duration: Instant, SC: 1, GP: 2)

Powerful single target ranged attack that inflicts MoS +2 damage.

Mega Zap

(Usage: Focus vs Defence, Target: Other, Duration: Instant, SC: 2, GP: 3)

Powerful single target ranged attack that inflicts MoS +3 damage.

Night Vision

(Usage: Auto, Target: Self, Duration: Ongoing, SC: 0, GP: 1)

You can see in complete darkness.

Nuke

(Usage: Focus vs Defence, Target: Area, Duration: Instant, SC: 3, GP: NA)

Area attack that does 3 damage to each target it hits. Do not include the MoS when calculating the damage from an Area attack.

Paralysis

(Usage: Focus vs Defence, Target: Other, Duration: Persistent, SC: 3, GP: NA)

Target seizes up and is unable to move. It is Suppressed and Vulnerable until the effect wears off.

Poison

(Usage: Fight vs Fitness, Target: Other, Duration: Persistent, SC: 2, Gift 3)

On a successful unarmed attack (bite, scratch, kiss) you can poison a target as a secondary effect. The poison does an additional 1 point of damage each turn until it wears off or is healed.

Speak With <Specify>

(Usage: Auto, Target: None, Duration: Ongoing, SC: 0, GP: 1)

You have the ability to communicate with a particular kind of creature or entity, for instance the dead ('Necrophony'), horses ('Equineophony') or trees ('Arborophony'). Remember, just because you can speak with something, doesn't make them your friends. Some trees are just jerks.

Spotlight

(Usage: Focus vs Defence, Target: Other, Duration: Instant, SC: 1, GP: 2)

Briefly make your target glow so that it's easier to target. The target is Vulnerable. Also, fun at parties.

Summon Construct

(Usage: Auto, Target: None, Duration: Summon, SC: 0, GP: 1)

Create a small, simple object out of thin air, like a container or a rope.

Summon Minion

(Usage: Auto, Target None, Duration: Summon, Cost: 2, GP: NA)

Summon a Fair temporary minion with 5 HP. It can fight for you or perform simple tasks.

Summon Weapon

(Usage: Auto, Target: None, Duration: Summon, SC: 1, GP: 2)

Summon a large melee weapon that has a +2 damage bonus.

Stun

(Usage: Focus vs Defence, Target: Area, Duration: Instant, SC: 3, GP: NA)

Area attack that does no damage but all targets hit are briefly stunned. Targets are Suppressed and Vulnerable.

Transform Other <Specify>

(Usage: Focus vs Fitness, Target: Other, Duration: Persistent, SC: 3, GP: NA)

Transform the target into a small animal like a frog ('Froggymorph') or rabbit ('Bunnymorph'). The target's physical attributes are reduced to MEDIOCRE though, depending on the animal, their movement and senses might improve.

Ward

(Usage: Auto, Target: None, Duration: Special, SC: 1, GP: 2)

A ward can prevent a supernatural entity from entering an environment. It acts like an invisible summoned creature that has SUPERB Defence and 4 Hit Points. If creatures attack the ward, the caster rolls for the ward's Defence. The ward lasts 24 hours or until defeated. It does not require the caster to remain on site.

Zap

(Usage: Focus vs Defence, Target: Other, Duration: Instant, SC: 0, GP: 1)

Simple, single target ranged attack that just MoS +1 damage.

Gadgets

You may want to represent a Power using a device. You have already seen a few examples of this among the Gifts. The Trauma Kit, for instance, is the spell Heal as a gadget. Other examples might include a Flying Carpet (Fly), Night Vision Goggles (Night Vision), Helm of Hades (Invisibility), Ghost Scanner (Detect).

Some Gadgets, like potions and grenades, are single use items. Single use items get replaced or recharged between sessions. The cost in Gift Points for single use items should be based on the Power's Spell Cost.

Single Use Gadget Cost

0-1 Spell Cost = 1 Gift Point

2-3 Spell Cost = 2 Gift Points

A gadget that allows unrestricted use of a Power costs the same as purchasing that Power as an Ability.

Reskinning Powers

The Powers above are presented in their most generic form. This is so that they can be more readily adapted to different settings and character concepts. It is your job to dress up your chosen Powers into something more distinctive. The Power effect Grab, for instance, can be reimagined as a huge spiderweb, a block of ice, an electro-magnetic field or something entirely different.

How you reskin a Power matters. If your version of Zap is a fireball, it is perfectly reasonable to suggest that it might also, as a secondary effect, set something on fire. If it's electrical, it could short-circuit an electronic system. The GM may request a Think Point to make this happen or just wave it through depending on how far this suggestion stretches the rules or the genre conventions. The point is, the way you describe your Power matters.

HACKING POLAR FUDGE

Polar Fudge Adventures is designed to be played as-is, with no assembly required. That doesn't mean it can't be further customised to better fit your setting. A set of worksheets are provided in the Reference Section below to help with this.

Excluding/Reskinning Gifts and Powers

The easiest and safest way to customise Polar Fudge is to decide which Gifts to include or exclude. For a more grounded, streamlined game, consider just using Talents and the equipment related Gifts. The provided list of Talents can also be tailored.

Powers can be excluded wholesale, or you can choose to only allow Powers as Abilities or as Spells. You can also give the Powers more evocative names. That in itself can help set the tone of the setting.

Altering Power Costs

Altering the given point allocations and costs can be tricky. Polar Fudge Adventures is designed to carefully balance ordinary characters with those that have Powers. In a game where everyone is a wizard, however, you could consider handing out more Spell Points and Known Spells.

Combat Balance

If you are using the Minion Machine and your party is either finding the encounters too easy or too hard, you can adjust the ratio to dice used by the Minion Machine. Also, Gifts can make Minions more interesting and challenging. Remember Minions are not limited to the same Gifts available to players.

For a grittier feel, you can reduce the starting Hit Points of players to Fitness +2.

Be wary though of any modifications that boosts a player character's Defence. The combat mechanics already strongly favour the players; even small increases in Defence can make them untouchable.

REFERENCE

SAMPLE MINIONS

All sample Minions are assumed to have a Rank between MEDIOCRE and SUPERB (assigned randomly or set by the GM). Minions come equipped with +1 damage bonus weapons.

Typical Henchman

Rank: Varies

Hit Points: 1d6

Gifts: None

Flaws: Low self-esteem

Typical Robot Henchman

Rank: GOOD

Hit Points: 1d6

Gifts: Immune to psionics

Flaws: Dances like a robot
Vulnerable to logical paradoxes

Typical Bandit

Rank: Varies

Hit Points: 1d6

Gifts: Bandits with Rank GOOD or better get criminal Talents

Flaws: On the run from the law

Typical Townsfolk

Rank: Varies

Hit Points: 1d3 (1d6/2)

Gifts: Profession related Talents

Flaws: Timid - recoils from violence unless part of a mob

Typical Zombie

Rank: Varies

Hit Points: 1d6

Gifts: Immune to fear or any form of persuasion

Flaws: Slow, always lose initiative in combat

Typical Vampire Minion

Rank: Varies

Hit Points: 1d6

Gifts: Life Drain power

Flaws: Vulnerable to daylight, silver, garlic..

Typical Rattle Snake

Rank: FAIR

Hit Points: 1

Gifts: Poison Bite

Flaws: Telltale rattle

Typical Bear

Rank: Varies, never MEDIOCRE

Hit Points: 1d6+2

Gifts: Claws +2 damage

Flaws: None, bears are awesome

SAMPLE CHARACTERS

NAME: Zal of Gormivia

BACKGROUND: Bard

THINK: FAIR
TALK: GREAT
FIX: FAIR
FIGHT: GOOD
FITNESS: FAIR
FOCUS: FAIR

DEFENCE: FAIR
HIT POINTS: 5
THINK POINTS: 3

GIFTS

Talent: Music (Lute)
Dual Wield
Good Weapon
Rapier+2 damage bonus

FLAWS

Hopeless Hypochondriac

FREE STUFF:

Lute, Fancy clothes,
Health Charm that
does not work

NAME: Lorines Y'Liff

BACKGROUND: Elf Ranger

THINK: FAIR
TALK: MEDIOCRE
FIX: FAIR
FIGHT: GOOD
FITNESS: GOOD
FOCUS: GREAT

DEFENCE: GREAT
HIT POINTS: 6
THINK POINTS: 3

GIFTS

GOOD Short bow +2 damage
Magical Training(GOOD)

FLAWS

Distrusts city people

POWERS Spell Points: 4

Speak With Trees

Spell Cost 0

Entangling Vines

(as Grab Power)

Spell Cost 2

Fog Spell Cost 1

FREE STUFF:

Bow (+1 damage bonus)

Sword (+1 damage bonus)

Camping Gear

A worn book of Elven
poetry

NAME: Casey Shore
BACKGROUND: Occult
Investigator

THINK: GREAT
TALK: FAIR
FIX: FAIR
FIGHT: FAIR
FITNESS: FAIR
FOCUS: GOOD

DEFENCE: GOOD
HIT POINTS: 5
THINK POINTS: 5

GIFTS
Talent: Parapsychology
I Have A Plan
Wealthy

FLAWS
Has to be the smartest
person in the room

FREE STUFF:
Sword Cane
+1 damage bonus
Pocket watch
Family Heirloom

NAME: Aubrey Rowlands
BACKGROUND: Psychic

THINK: GOOD
TALK: GOOD
FIX: MEDIOCRE
FIGHT: FAIR
FITNESS: FAIR
FOCUS: GREAT

DEFENCE: GOOD
HIT POINTS: 5
THINK POINTS: 3

GIFTS
Speak With Dead
Ability Cost 1
Detect Psychic Energy
Ability Cost 1
Psychic Blast
As Zap Ability Cost 1

FLAWS
Constantly mistaken for a
vampire
Sensitive to light

FREE STUFF:
Small Revolver
+1 damage bonus
Dark glasses

SETTING WORKSHEETS

Use the following worksheets to help customise Polar Fudge Adventures to match your setting. Mark which Gifts or Powers to exclude or rename to something more suitable to your game.

Gift Name	Excluded	New Name
Armoured		
Dual Wield		
Heavy Weapon		
I Have a Plan		
Martial Arts		
Prestige Vehicle		
Smoke Bomb		
Talents		
Wealthy		
Flash Grenade		
Gladiator Net		
Leadership		
Lucky		
Poisoned Dart		
Really Heavy Weapon		
Trauma Kit		
Absurdly Heavy Weapon		
Explosives		
Follower		
Rapid Fire Weapon		

Acrobatics	Hunting
Acting	Intimidate
Animal Handling	Juggling
Arcane Lore	Jumping
Area Knowledge	Knot-making
Artist	Law
Astrology	Lip Reading
Astronomy	Lockpicking
Auto Mechanic	Merchant
Biology	Mimic Animal Noises
Bluff	Musical Instrument
Botany	Navigation
Camouflage	Negotiate
Climbing	Parapsychology
Computers	Philosophy
Contortionist	Physics
Cooking	Pick Pocket
Cryptography	Pilot
Cryptozoology	Psychology
Dancing	Riding
Demolitions	Rope Use
Disguise	Running
DIY	Shadowing
Drive	Singing
Electronics	Sneaking
Engineering	Streetwise
Falconry	Swimming
Farming	Taxidermy
Fishing	Theology
Forgery	Tracking
Gambling	Ventriloquism
Geography	Wilderness Survival
Heraldry	Zoology
History	

Power Name	Excluded	New Name
Calm		
Concerto		
Curse		
Detect		
Dispel		
Fear		
Fly		
Fog		
Grab		
Heal		
Impersonate		
Illusion		
Invisibility		
Life Drain		
Lift		
Light		
Mighty Zap		
Mega Zap		
Night Vision		
Nuke		
Paralysis		
Poison		
Speak With		
Spotlight		
Summon Construct		
Summon Minion		
Summon Weapon		
Stun		
Transform Other		
Ward		
Zap		

MINION CHITS

Print out this sheet, cut out the squares and place in a hat or other container. When generating Minions, just draw randomly from the hat.

MEDIOCRE 2	MEDIOCRE 3	MEDIOCRE 4	MEDIOCRE 5
FAIR 1	FAIR 2	FAIR 3	FAIR 4
FAIR 5	FAIR 6	GOOD 1	GOOD 2
GOOD 3	GOOD 4	GOOD 5	GOOD 6
GREAT 2	GREAT 4	GREAT 6	SUPERB 4

POLAR FUDGE ADVENTURES CHEAT SHEET

Character Creation

Attributes: 9 points

Gifts: 3 Gift Points

Defence: Average of Fitness and Focus (rounded up)

Flaws: Choose any

Hit Points: Fitness +4

Known Spells: Think +2

Think Points: Think +2

Spell Points:

Basic 4 / Advanced 6

Think Points

Spend to...

Add a +2 bonus to a Test
Bend the rules
Special expenses

Gain When...

Your character does something really cool.
Something totally not-cool is done to your character.
Natural +4 roll

Full Refresh between sessions. Excess not carried over.

Wounds & Healing

Current Hit Points

Hit Points > 0

Hit Points =< 0

Wounded and
Hit Points =< 0

Status

OK

Wounded, instant KO (rounded up)

Dead

At The End Of The Scene

Regain full Hit Points

Regain 1/2 Hit Points

Regain No Hit Points, also dead

Healing removes Wounded status and restores full Hit Points.

Standard Tags

Area: 1d3+1 targets, if in doubt

Cooldown: cannot use consecutive turns in combat

Suppressed: target cannot act that turn

Persistent: effect last until target rolls + on 1dF at end of turn or end of scene

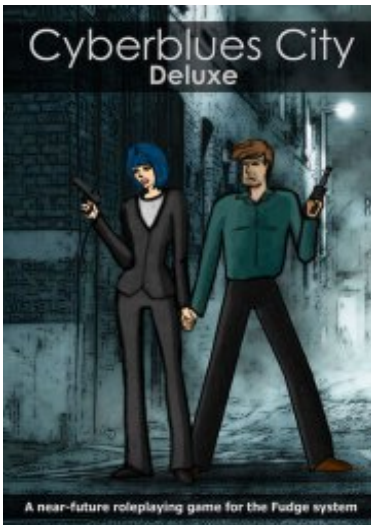
Vulnerable: target's Defence lowered 1 Rank

Terrible	Mediocre	Fair	Good	Great	Superb	Amazing	Legendary
-1	0	1	2	3	4	5	6

USEFUL LINKS

- The official home of **Polar Fudge Adventures** is on the UK Roleplaying Design Collective website, which can be found at <https://ukrpd.c.wordpress.com/category/polar-blues-press/>. That's the place to go for adventures, news, updates and other free games.
- Get the original, complete version of the Fudge rules at the Fudge Roleplaying game website: <http://www.fudgerpg.com>.
- **Polar Fudge Adventures** was written under the assumption that its potential readers are likely to have some prior experience with roleplaying games. If you are feeling completely lost here is the Wikipedia entry for roleplaying games https://en.wikipedia.org/wiki/Role-playing_game.

Checkout this other free Fudge games from Polar Blues Press
<https://ukrpd.c.wordpress.com/polar-blues-press-downloads>



Cyberblues City Deluxe
Kind of like cyberpunk only more mellow



Lawmen v Outlaws
Play either lawmen or outlaws in the American Wild West.

Polar Fudge

Adventures

Name

Background

Think

Talk

Fix

Fight

Fitness

Focus

Experience

Gifts

.....

.....

.....

Free Stuff

.....

.....

.....



Hit Points

Think Points

Defence

Flaws

.....

.....

.....

Terrible	Mediocre	Fair	Good	Great	Superb	Amazing	Legendary
-1	0	1	2	3	4	5	6