FUDGE TREATS

VOLUME 1

APTITUFES, SPECIALTIES, CULTURE AND BACKGROUND

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CONTENTS

Chapter 1 Details 4
Character Traits..... 4
Aptitudes..... 4
Specialties..... 6
Method of Notation 6
The Advantages of Specialties..... 7
Culture 7
Background..... 7
Chapter 2 - Use 9
Action Resolution..... 9
Step 1: Identify the Task 9
Step 2: Assign a Specialty 9
Step 3: Determine the Possibility of the Task.. 9
Step 4: Use an Aptitude or Specialty 9
Step 5: Apply Complexity and Rarity..... 9
Step 6: Resolve the Roll 10
Combat..... 10
Examples of Use..... 11
Unopposed Action with Inappropriate Specialty 11
Opposed Action with Aptitude 12
Opposed Action with Inappropriate Specialty 12
Combat Roll with Specialty..... 12
Combat Roll with Aptitude..... 12
Combat Roll with Inappropriate Specialty 12
Chapter 3 Character Creation..... 14
Relative Value..... 14
Starting Level 14
Aptitudes..... 14
Specialties..... 14
Objective Character Creation 15
Subjective Character Creation 15
Random Character Creation 16
Random Aptitudes 16
Random Specialties 16
Chapter 4 Character Development 17
Objective Character Development..... 17
Culture and Background..... 17
Aptitudes..... 17
Specialties..... 17
Subjective Character Development 17
Chapter 5 Four Freds..... 19
Fred Pennington-Smythe 19
Aptitudes and Specialties…..... 19
Gifts… 19
Faults… 19
Fred the Barbarian 19
Aptitudes and Specialties…..... 20
Gifts… 20
Faults… 20
Frederica the Were-beast Maimer..... 20
Aptitudes and Specialties…..... 20
Gifts… 20
Faults… 21
Fred Dodgers in the 25th Century 21
Aptitudes and Specialties…..... 21
Gifts… 21
Faults… 22
Upcoming Games from ComStar Media 23
Fuzz the Furry Police™..... 23
Creator: Ramsey Lundock..... 23
Just Released: 23
Other Upcoming Games:..... 23
Science Fiction: 23
Fantasy:..... 23
Superhero:..... 23
About ComStar Media, LLC 23
OPEN GAME LICENSE Version 1.0a 24

CHAPTER 1 DETAILS

Character Traits

Unlike base-line Fudge rules, a character created under this system does not possess Attributes and Skills. Instead, a character is assigned Aptitudes, Specialties, Culture, and Backgrounds to determine what it can and cannot do, as well as how well it can do it.

Characters using this system may also possess Gifts, Faults, supernormal powers, and referee-defined traits.

Aptitudes

Aptitudes are general areas of expertise possessed by a character.

Aptitudes possess trait levels. They are measured by the standard Terrible-Fair-Superb scale. The default trait level for an Aptitude is Poor. (During character creation or development, you may change this default level.)

In the most basic sense, Aptitudes are very broad skill groups. They represent a combination of natural ability, trained ability, talent, and fortune. All the aspects of a character – physical, mental, and spiritual – that relate to that area of expertise are measured by the single Aptitude.

For example, a character with Great Martial Aptitude possesses a keen mind for the arts of war, as well as excellent coordination and reflexes associated with it. A character with Superb Mercantile Aptitude possesses a superior mind for business and a personality well suited to business dealings – even though his Poor Intellectual and Social Aptitudes reflect a lack of mental and personal acumen in other areas.

Aptitude Descriptions

Agricultural: This aptitude represents your ability to deal with plants, cultivate soil, and produce crops. Tasks like the hybridization of orchids, landscaping, logging, choosing ripe fruit, and mowing the lawn use this aptitude.

The Eighteen Aptitudes

1. Agricultural
2. Animal
3. Artistic
4. Covert
5. Intellectual
6. Kinesthetic
7. Martial
8. Medical
9. Mercantile
10. Perceptual
11. Physical
12. Quotidian
13. Scientific
14. Social
15. Spiritual
16. Technical
17. Urban
18. Wilderness

Animal: This measures your aptitude for dealing with animals. Riding a horse, training a dog, scaring away an angry bear, and befriending an injured lion depends on this ability.

Artistic: The Artistic aptitude measures your ability to produce art-objects, play musical instruments, and perform in the theater. It covers all fine arts, musical arts, theatrical arts, and crafts. When you attempt to paint, draw, sing, write, play the guitar, crochet, cartoon, whistle, orate, and perform a tea ceremony, you use this aptitude.

Covert: The Covert aptitude governs your less-than-legal abilities, like breaking-and-entering, defusing a security system, infiltrating a compound, sneaking past a guard, and picking pockets and locks.

Intellectual: This covers pure knowledge and ability to utilize it. The knowledge represented can be as simple as sitcom trivia or as involved as classical Greek philosophy. When you try to recall facts, think through a problem, or form theories, you use the Intellectual aptitude.

Kinesthetic: The Kinesthetic aptitude represents the movement of the body. It rates your agility,

coordination, reflexes, and movement-related athletic ability. Gymnastics, roller-blading, pole-vaulting, pogo-stick riding, tight-rope walking, basketball, skiing, sports Karate, car driving, and juggling use this aptitude.

Martial: Under this aptitude falls all of your actual combat abilities, your acumen in the art and science of war. Shooting a gun, dodging a blow, reacting first in combat, throwing a punch, and planning a battle rely upon the Martial aptitude.

Medical: This aptitude ranks your ability in the medical arena. It is a holistic aptitude that covers both physical and psychological medicine. Treating diseases, setting broken bones, selecting and using potent herbs, counseling, diagnosing an illness, and prescribing drugs are but some of the tasks that use this aptitude.

Mercantile: This rates your skill and knowledge in business and business-related affairs, your talent for handling money, appraising goods, and finding a good deal. With this aptitude, you may perform tasks like haggling in a marketplace, appraising and fencing stolen goods, auditing an account, marketing a new product, and figuring rates on a loan.

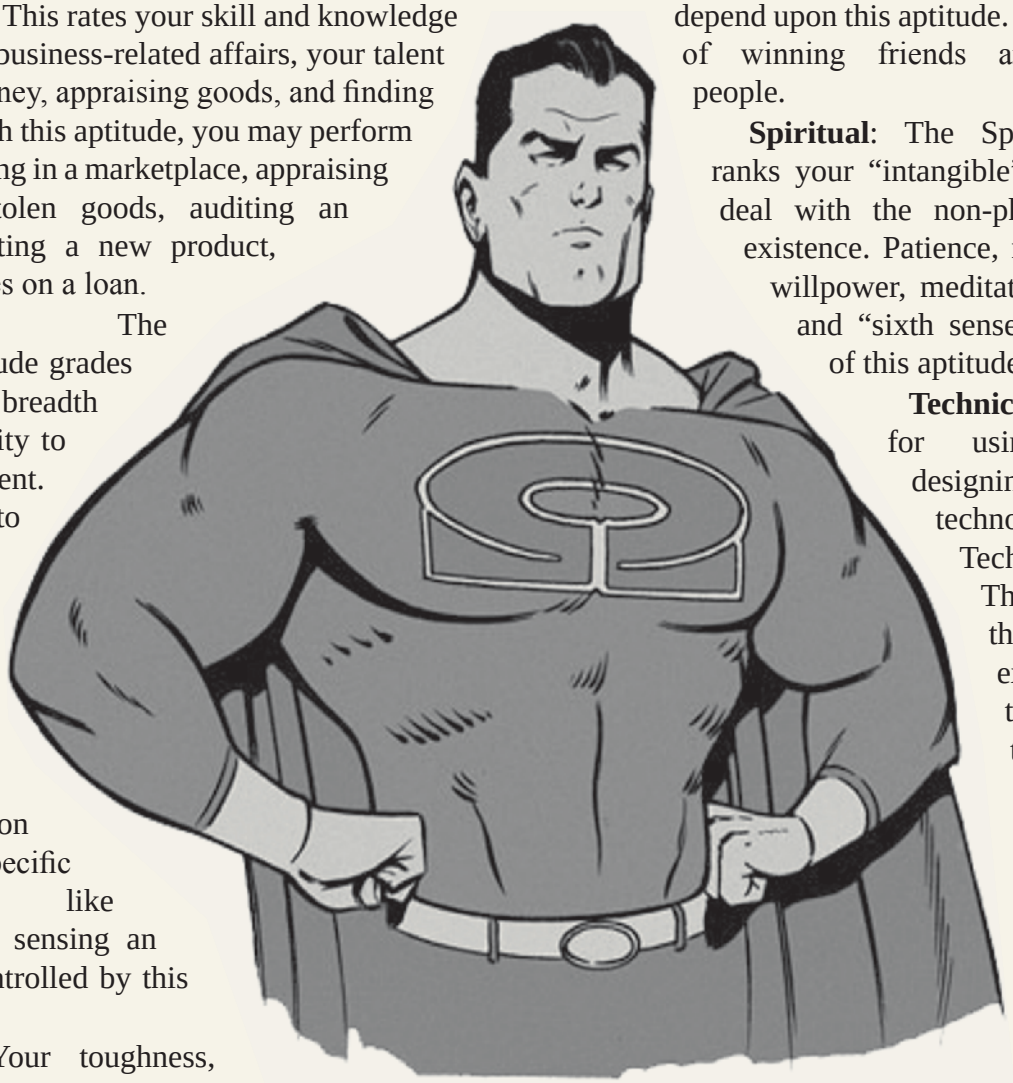
Perceptual: The Perceptual aptitude grades the depth and breadth of your sensitivity to your environment. You use it to detect hidden things and notice details or the "big picture." The accuracy of your senses and the application of them in specific circumstances, like tasting wine or sensing an ambush, are controlled by this aptitude.

Physical: Your toughness, physical strength, resistance to disease and poison, and endurance fall into this aptitude's sphere of influence. It determines your Damage Resistance attribute and affects the damage you inflict with a melee weapon or while unarmed.

Quotidian: This aptitude covers mundane, day-to-day tasks, like cooking, cleaning, personal hygiene, mending clothing, filing, typing, phone etiquette, and the like.

Scientific: The Scientific aptitude measures your theoretical and practical abilities in the sciences, like physics, chemistry, and biology. Whether apprehending facts, forming theories, performing experiments, and applying your knowledge for "real world" solutions, you use this aptitude.

Social: This rates your ability for dealing with other people. Persuasion, fast-talk, seduction, intimidation, and other forms of personal interaction depend upon this aptitude. It is the aptitude of winning friends and influencing people.

Spiritual: The Spiritual aptitude ranks your "intangible" attributes that deal with the non-physical side of existence. Patience, religious fervor, willpower, meditation, Zen, yoga, and "sixth sense" are functions of this aptitude.

Technical: Your capacity for using, repairing, designing, and building technology is your Technical aptitude. The aptitude covers the most primitive expressions of technology to the most advanced. On one end of the spectrum, you use it to break a flint rock into a sharp knife. On the other end, you use it to manipulate