

# FUDGE TREATS



VOLUME 1  
APTITUFES, SPECIALTIES, CULTURE AND BACKGROUND

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About Fudge: Fudge is a roleplaying game written by Steffan O’Sullivan, with extensive input from the Usenet community of rec.games.design and other online forums. The core rules of Fudge are available free on the Internet at <http://www.fudgerpg.com> and other sites. Fudge was designed to be customized, and may be used with any gaming genre. Fudge gamemasters and game designers are encouraged to modify Fudge to suit their needs, and to share their modifications and additions with the Fudge community. The Fudge game system is copyrighted ©2000 by Grey Ghost Press, Inc., and is available for use under the Open Game License. See the [fudgerpg.com](http://fudgerpg.com) website for more information.

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## 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, supernatural 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,

## CHAPTER 5 FOUR FREDS

A selection of sample characters created with the ASCB system.

### *Fred Pennington-Smythe*

This Fred is “Example Fred.”

**Culture:** 19th Century English

**Background:** Mathematician

### **Aptitudes and Specialties...**

<u>Name</u>	<u>Trait Level</u>
Agricultural	Poor
Animal	Fair
- Horsemanship	Good
Artistic	Mediocre
Covert	Mediocre
Intellectual	Great
- Chess	Great
- Mathematics	Superb
- Philosophy	Superb
Kinesthetic	Good
- Pugilist (Boxing)	Superb
Martial	Good
- Burmese Knife-Throwing	Good
Medical	Fair
Mercantile	Fair
Perceptual	Good
Physical	Good
Quotidian	Fair
- Tea Preparation	Great
Scientific	Good
- Biology	Good
- Botany	Great
Social	Good
- Etiquette	Superb
Spiritual	Fair
- Transcendental Meditation	Terrible
Technical	Good
Urban	Fair
Wilderness	Fair
- Hunting	Good

### **Gifts...**

*Aplomb* – Nothing shakes Fred’s cool.

*Well-read* – Fred’s voracious reading habits expose him to a variety of ideas.

*Well-traveled* – Fred has traveled to many different places and interacted with a variety of cultures.

### **Faults...**

*Jingoist* – Fred believes English society is the best society.

*Violent* – Despite cultured upbringing, Fred is apt to solve problems with violence, not words.

### ***Fred the Barbarian***

In his childhood, Fred’s village of Egalliv was overrun by the Gamboling Horde of Migthroth. His parents were murdered. He was raised as a slave.

His great strength and iron resolve drew the interest of his captors. They made him into a gladiator.

In time, Fred won his freedom. He became a great warrior of the Horde and slew Migthroth.

The Gamboling Horde under his command, Fred has turned his heart towards crushing the jeweled thrones of the world underneath his sandal-shod feet.

**Culture:** Egalliv Barbarian; Migthroth Hordesman

**Background:** Apprentice Smith; Gladiator; Warlord

