FUDGE TREATS





VOLUME 2
GUNS OF FUDGE

CREDITS

Original Book

Designed by: Ken Hood
Additional material: David Jaquith
Layout by: Tim Huntley
Art by: Some artwork taken from Science Fiction Weapons Clip-Art, copyright © James Thomson Used with permission.

Domibia Games is Tim Huntley and Richard Gazley (with substantial input from Melanie Huntley).

New Layout & Design
Jack Reynolds
ComStar Media, LLC

Some illustrations in this book are property of ComStar Media, LLC.
©2005, ComStar Media, LLC
All Rights Reserved.

LEGALITIES

Fudge Treats volume 1: Aptitudes, Specialties, Culture and Background is Copyright 2002, 2004, 2005 ComStar Media, LLC. ComStar Media, LLC is not responsible or liable for any injury or damage – real or implied – from the use of Fudge Treats volume 1: Aptitudes, Specialties, Culture and Background.

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 website for more information.

The Fudge System logo is a trademark of Grey Ghost Press, Inc., and is used under license. Logo design by Daniel M. Davis, www.agyris.net.

OPEN GAME CONTENT

Designation of Product Identity: The terms "Fudge Treats" and "ComStar", all artwork, and all ComStar Logos are designated as Product Identity as outlined in section 1(e) of the Open Gaming License, and are property of Tim Huntley and Richard Gazley or the respective artist.

Designation of Open Gaming Content: Except for items designated as Product Identity above, this entire work is open content.







TABLE OF CONTENTS

Chapter 1: Basic Attributes.....1
Standard Notation.....1
Range.....1
Damage Factor.....1
Special Effects.....1
Rate of Fire.....1
Ammunition Capacity.....2
Chapter 2: Modeling Firearms.....4
Step 1: Determine Ammunition Type.....4
Standard Ammunition Special Effects.....4
Step 2: Determine Weapon Size.....4
Step 3: Determine Magazine & Capacity.....5
Step 4: Determine Rate of Fire.....5
Step 5: Tweak Your Model.....5
Step 6: Fill in the Stat Block.....5
Chapter 3: Modeling Shotguns.....6
Standard Notation.....6
Shotgun Ammunition.....6
Buckshot.....6
Slug.....6
Changes to Modeling System.....6
Determining Ammunition Type.....6
Effects of Weapon Size.....6
Indiscriminate Damage.....7
Chapter 4: Ammunition.....8
Standard.....8
Accelerated Energy Transfer (AET).....8
Armor-piercing (AP).....8
Birdshot.....8
Buckshot.....8
Fléchette.....8
Frangible.....9
High Explosive (HE).....9
High Explosive Armor-piercing (HEAP).....9
Hollowpoint (HPt).....9
Incendiary.....9
Sabot Slug.....9
Slug.....10
Subsonic.....10
Tracer.....10
Chapter 5: Alternative Ballistic Technologies.....11
Antimatter Ammunition.....11
Electrothermal Chemical Weapons (ETC).....11
Gauss Weapons.....11
Modeling Gauss Weapons.....12
Nano-disassembler Ammunition.....13
Appendix 1: Sample Weapons.....14
Standard Firearms.....14
Shotguns.....14
Gauss Weapons.....15
Appendix 2: Special Effects.....16
Armor-piercing.....16
Bullet Resistant.....16
Explosion.....16
No Grazes.....16
High Penetration.....16
Increased Wound Severity.....16
Irradiates Target.....16
Poor Penetration.....16
Scattershot.....17
Secondary Explosion.....17
appendix 3: Laser Weapons.....18
Appendix 4: Sonic Weaponry.....19
Upcoming Games from ComStar Media.....21
Just Released:.....21
Other Upcoming Games:.....21
Science Fiction:.....21
Fantasy:.....21
Superhero:.....21
About ComStar Media, LLC.....21
OPEN GAME LICENSE Version 1.0a.....22

CHAPTER 1: BASIC ATTRIBUTES

STANDARD NOTATION

Guns of Fudge uses the following statistics-block to describe a firearm in Fudge rules:

The meaning of each attribute is described below.

Range: Terrible to Superb
Damage Factor: [a number]
Special Effects: [one or more descriptors]
Rate of Fire: Standard, Burst, Full Auto
Ammunition Capacity: [number] – [type]

RANGE

A firearm's Range attribute determines the maximum effective range of the weapon. The effect of each trait level in range is described in table Rng-1, below.

Under optimum conditions, shooting at a target in the first quarter of a weapon's effective range is a Poor difficulty task. At half of effective range, it is a Fair task. At full effective range, at least a Good task.

If the target is moving, the difficulty increases by +1 step.

It is possible to fire at targets beyond a weapon's effective range, but damage should be reduced by –2 to –3 factors, and the difficulty should be around Great or more.

DAMAGE FACTOR

Like most weapons, firearms have a Damage Factor. It starts at +2 for small caliber handguns and rises to +8 or more for extremely large caliber, anti-materiel weapons.

SPECIAL EFFECTS

A special effect is an additional game mechanic or rule that applies to the weapon's attack. It simulates unusual properties of a weapon, like a bullet's ability to penetrate cover or a shotgun's scattering shot.

For most firearms, special effects depend on the type of ammunition loaded into the weapon. A hollowpoint bullet has a special effect that causes more severe wounds, while an armor-piercing bullet has an armor-piercing special effect.

At the end of these rules, Appendix 2: Special Effects describes the different special effects.

RATE OF FIRE

Rate of Fire denotes how quickly a firearm shoots projectiles during a particular attack

Table Rng-1: Firearm Effective Range

Trait Level	Effective Range
Terrible	About ten meters. The range of a derringer or snub-nosed pistol.
Poor	About twenty-five yards. Standard pistol range.
Mediocre	About fifty meters. The range of a very accurate pistol.
Fair	About 100 meters. Carbine range.
Good	About 300 meters. Rifle range.
Great	About 1000 meters. Highly accurate rifle range.
Superb	Around two kilometers or more. Precise, long-ranged rifles, like the M82A1 .50 Browning sniper rifle.

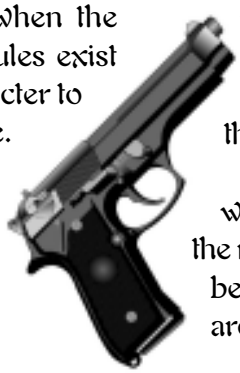
action. Three basic rates of fire exist: Standard, Burst, Full Auto, and Very Rapid Fire.

A firearm may possess more than one rate of fire. In this case, the weapon is *selective fire.* Each round, the shooter may change the weapon's rate of fire. For example, if an assault rifle possessed Standard and Burst rates of fire, the shooter could shoot a Standard shot in one round, then switch to a Burst in the next.

Note: A more "realistic" rapid-fire resolution system would determine how many bullets hit a target, then separately apply the damage from each bullet against the target's armor. In the interest of simplicity and speed of use, a "fudged" system that increases the attack roll and damage factor of the weapon was chosen.

Standard (S)

The weapon fires only once when the shooter pulls the trigger. No special rules exist for this Rate of Fire. It permits the character to attack per the normal Fudge procedure.



Burst (B)

When the shooter pulls the trigger, the weapon automatically fires a few shots in a short, controlled burst. Usually, three to six are fired.

Firing a weapon in burst mode grants a +1 bonus to offensive attack rolls and +1 to the weapon's Damage Factor. In most cases, a weapon uses three rounds of ammunition per burst.

The shooter may direct a burst at a single target, only.

Full Auto (FA)

When the shooter pulls the trigger, the weapon automatically fires ten, a dozen, or score of shots in a long, rapid burst.

Firing full auto at a single target grants a +2 bonus to attack rolls and the weapon's Damage Factor.

The shooter may direct full auto fire at multiple targets. In this case, the shooter gains no bonus to attack rolls or Damage Factor.

Very Rapid Fire (VRF)

When the shooter pulls the trigger, the weapon automatically fires at least fifty shots in a long, rapid burst. Gatling guns and several advanced technologies are capable of this fire rate.

Very Rapid Fire at a single target grants a +4 bonus to attack rolls and the weapon's Damage Factor.

The shooter may direct VRF at multiple targets over a large area. In this case, in which case the shooter gains +1 to attack rolls and Damage Factor.

AMMUNITION CAPACITY

The first trait listed for Ammunition Capacity is a number: the total of amount of shots the weapon carries. The second trait is a term that describes how the weapon holds ammunition, its magazine type. For example, a weapon with an Ammunition Capacity attribute of "6 – Revolver" holds six shots and stores them in a cylindrical magazine.

Depending upon the level of detail you wish to implement in your Fudge campaign, the magazine effects how quickly a weapon may be reloaded. The different types of magazines are listed below.

Internal

Ammunition is stored inside the weapon in a non-removable magazine. To accomplish reloading, the shooter manually places one round at a time into the weapon.

Breech-loaded and muzzle-loaded weapons use internal magazines. Pump-action and lever-action weapons with a tube-magazine running parallel to the barrel of the weapon use the "internal" descriptor, as do many bolt-action rifles.

Revolver

This is the cylindrical magazine you find in many handguns. A revolver typically holds five to six shots.

Clip

The weapon stores ammunition in a detachable box. When the weapon is emptied, the box is removed and replaced with a new, fully loaded box.

Automatic pistols, submachineguns, assault rifles, and some machineguns use clips.

Belt

Belts are long "belts" of ammunition linked by metal or plastic connectors and fed into self-loading firearms, usually machineguns. Belts often hold 100 or more rounds.

Cassette

Cassettes are large, heavy, pre-packaged cases of ammunition linked to electrically powered feed systems. Modern-day Gatling guns and autocannons use cassettes. Cassettes hold thousands of rounds.







CHAPTER 2: MODELING FIREARMS

This chapter contains guidelines for modeling a particular real-world or fictional firearm in Fudge rules. It uses a simple, six-step system. Follow the steps, answer the questions, and – BAM! – you have statistics for a firearm.

STEP 1: DETERMINE AMMUNITION TYPE

First, you figure out what type of ammunition that your firearm uses. The ammunition determines the amount of damage inflicted by the weapon and influences the maximum effective range.

In this system, ammunition has two properties: propellant quantity and caliber.

Propellant Quantity: This is the amount of fuel used to accelerate the bullet. It is rated as light or heavy.

Light propellant ammunition uses a relatively small amount of fuel. Most straight-cased cartridges or rounds designed for use in pistols qualify as light propellant.

Heavy propellant ammunition uses a relatively large amount of fuel. The neck-cased cartridges used for rifles qualify as heavy propellant.

Caliber: This is the size of the bullet or projectile shot from the round. It is rated as small, medium, large, or very large.

Small caliber rounds have a diameter around 5mm or .20 inches; medium have a diameter of 7-9mm or around .30 inches; large exceed 10mm diameter or .40 inches; and very large caliber rounds exceed 12mm or .50 inches diameter.

Once you have determined the propellant quantity and caliber of the firearm's ammunition, consult the following table to figure its damage factor and maximum effective range.

Note: Certain types of rounds, like magnum rounds (e.g., .44 Magnum) or the new "cut-down" necked-case rounds (e.g., .38 Casull, FN Herstal's 5.7 x 28mm SS190 cartridge), fit in a middle ground between light and heavy propellant rounds. With these types of ammunition, treat them as light propellant, but add +1 to their final Damage Factor.

Table MF-1: Ammunition Type Effects

Propellant	Caliber	Damage Factor	Max Range
Light	Small	+2	Fair
Light	Medium	+3	Fair
Light	Large	+4	Fair
Light	V. Large	+5	Good
Heavy	Small	+5	Great
Heavy	Medium	+6	Great
Heavy	Large	+7	Superb
Heavy	V. Large	+8	Superb

In some cases, a round type may be exceptionally accurate. If so, boost its maximum range by one step.

Common, modern-day ammunition types converted to this system are found in Table MF-2.

STANDARD AMMUNITION SPECIAL EFFECTS

The standard ammunition for a firearm is a ball or jacketed round. It has the following special effects:

- No Grazes.
- High Penetration.

You can use other types of ammunition in your firearm. Chapter 4: Ammunition describes what happens when you do so.

STEP 2: DETERMINE WEAPON SIZE

The size of the weapon covers several factors, such as overall type of firearm (i.e., pistol or rifle) and the length of its barrel. These, in turn, determine the maximum effective range of the weapon.

Find the size on the table below that best

Table MF-2: Common Ammunition Conversions

Ammo	Propellant/ Caliber	DF	MR
.22 Long	L/L	+2	G
.22 Magnum	L/L	+3	G
.22 Short	L/L	+2	G
.30-06	H/M	+6	Gr
.30-30	H/M	+6	Gr
.357 Magnum	L/M	+3	F
.38 (pistol)	L/M	+3	F
.38 Casull	L/M	+4	F
.40 Smith & Wesson	L/H	+4	F
.44 Magnum	L/L	+5	F
.45 ACP	L/L	+4	F
.50 Action Express	L/VL	+5	G
.50 Browning	H/VL	+8	S
10mm	L/H	+4	F
38Super	L/M	+3	G
5.56mm NATO	H/L	+5	Gr
5.7x28mm SS190	L/M	+4	G
7.62mm Warsaw Pact	H/M	+6	Gr
9mm Parabellum	L/M	+3	F

describes your weapon. Then, cross-reference it to acquire the weapon's maximum effective range.

If the maximum effective range listed for the weapon's size exceeds the maximum effective range listed for its ammunition type, then use the range for its ammo type.

STEP 3: DETERMINE MAGAZINE & CAPACITY

The magazine of a weapon is the means by which it stores ammunition.

On this step, you determine how many shots your weapon holds. Then, you choose the magazine type that fits your weapon: Internal, Revolver, Clip, Belt, and Cassette.

STEP 4: DETERMINE RATE OF FIRE

Now, you determine which Rates of Fire (RoF) the weapon uses. If it shoots single shots, it uses the Standard RoF. If it shoots bursts, give it a Burst RoF. Full Auto, if it performs fully automatic fire.

If the weapon can perform several different rates of fire, then list all of them.

Table MF-3: Weapon Size Effects

Firearm Size	MR
Derringer / Snub-nosed Pistol	Terrible
Pistol	Poor
Long Pistol / Submachinegun	Mediocre
Carbine / Short Rifle	Fair
Rifle	Good
Long Rifle / Machinegun	Great
Heavy Sniper Rifle / Large Machinegun	Superb

STEP 5: TWEAK YOUR MODEL

If you believe your weapon should have better range or damage, then alter it. At this stage, feel free to apply any changes that make the weapon closer to your understanding of how it should operate.

STEP 6: FILL IN THE STAT BLOCK

Now you have all the information necessary to fill in the standard statistics block for your weapon. Time to introduce it into your game.

See Appendix 1: Sample Weapons, if you would like to view some weapons created with these rules.

CHAPTER 3: MODELING SHOTGUNS

Shotguns function different from standard firearms. This section deals with these idiosyncrasies.

STANDARD NOTATION

A shotgun uses the same statistics-block as a standard firearm. However, to the weapon's Range attribute the scale, Shotgun, is applied.

Range: Terrible to Superb (Scale: Scattershot)
Damage Factor: [a number] (Scale: Firearm)
Special Effect: [various descriptors]
Rate of Fire: Standard, Burst, Full Auto
Ammunition Capacity: [number] – [type]

SHOTGUN AMMUNITION

Shotguns have two types of standard ammunition: buckshot and slug. (Other types of ammunition are available and described in Chapter 4: Ammunition.)

BUCKSHOT

When a shotgun fires buckshot, it releases nine or so pellets, about the same size as a .32 caliber round. As the pellets travel from the muzzle of the shotgun, they scatter along their path of travel. At first, the shots clump closely together, forming a small "cloud" about the size of a human fist. After traveling a moderate distance, the cloud of metal expands to roughly the size of a human head, then a torso. Towards the end of the weapon's maximum effective range, the cloud may be around two meters in diameter.

The expansion of the shot makes it easy to hit a target at long ranges. It may even be possible to strike a handful of small, adjacent targets as the area effected by the shotgun's blast widens.

At point blank range, a hit from the "clump" of shot is comparable to being shot several times with a pistol. This gives the weapon tremendous stopping power at near distances.

Buckshot ammunition has two special effects:

- No Grazes.
- Scattershot.

SLUG

A slug uses a single, massive lump of metal for the projectile, not several small pellets.

In this system, a slug increases the base offensive damage factor of the shotgun by +3 and provides the following special effects:

- No Grazes.
- High Penetration.

CHANGES TO MODELING SYSTEM

A shotgun uses the six-step modeling system presented in Chapter 2 for firearms, with these adjustments.

DETERMINING AMMUNITION TYPE

Unlike modeling standard firearms, the quantity of propellant is not a consideration when modeling a shotgun. You need only consider the size of the shell used in the shotgun.

Shotgun shells are rated small, medium, large, or very large. A small shotgun shell would fit in the .410 inch range. Shells in the twenty-gauge range are medium size, while twelve or ten gauge shells are large. The 40mm buckshot rounds for the M203 grenade launcher count as extra large shells.

The size of the shotgun shell determines the base damage factor of the shotgun, along with its maximum effective range.

EFFECTS OF WEAPON SIZE

Shotguns tend to have a shorter effective range than standard firearms. The effective range, based on the weapon's size, is shown in table MS-2.

Table MS-1: Shotgun Shell Effects

Shell Size	DF	MR
Small	+2	Fair
Medium	+3	Fair
Large	+4	Fair
Extra Large	+5	Fair

Table MS-2: Shotgun Size Effects

Shotgun Size	MR
Derringer / Snub-nosed Pistol	Terrible
Pistol	Terrible
Long Pistol / Submachinegun	Poor
Carbine / Short Rifle	Mediocre
Rifle	Fair
Long Rifle / Machinegun	Fair
Heavy Sniper Rifle / Large Machinegun	Fair





INDISCRIMINATE DAMAGE

One thing to remember about shotguns: they have enormous potential for indiscriminate, collateral damage. When a character uses a shotgun, it is important to make sure allies are not located in the path of the blast.

Referees should feel free to fudge the effects of a character heedlessly blazing away with a shotgun, peppering both friend and foe. Doing so teaches the responsible application of these powerful weapons.



CHAPTER 4: AMMUNITION

The firearm rules in the previous chapter assume that you will use standard ammunition in your weapon (ball ammo in a cartridge arm, a buckshot shell or slug in a shotgun). This section describes the effects of using other types of ammunition in your weapon.

STANDARD

The standard ammunition for most firearms is ball ammunition (a solid bullet) or a steel-jacketed round. This type of ammo has the following special effects:

- No Grazes.
- High Penetration.

Shotguns do not use this type of ammunition.

ACCELERATED ENERGY TRANSFER (AET)

This type of ammunition attempts to increase the energy transfer of the bullet without sacrificing penetration. Many AET designs use a lightweight, high-velocity bullet that has an unusual shape. (For simplicity's sake, these rules treat multiple penetrator ammunition as AET.)



AET rounds increase the Offensive Damage Factor of a firearm by +1 and have the following special effects:

- No Grazes.
- High Penetration.

Shotguns may not use AET ammunition.

ARMOR-PIERCING (AP)

At the risk of sounding pedantic, armor-piercing ammunition is designed for superior penetration of armor. Unfortunately, the excellent penetration of the bullet often causes it to blow through a target without inflicting a relatively serious wound. In short, it's good for piercing cover, bad for takedown.

Firearms using AP ammunition have the following special effects:

- High Penetration.
- Armor Piercing.

Together, these reduce the target's DDF bonus from armor by –4, to a minimum of zero.

For purposes of these rules, depleted uranium penetrator, tungsten core, and ultra-high velocity ammunition fit into the AP category.

Shotguns may not use AP ammunition.

BIRDSHOT

Birdshot is a special type of shotgun ammunition. Instead of several large projectiles, birdshot uses a multitude of small, BB-sized projectiles. It is designed especially for use against varmints, birds, and other small game.

Birdshot grants a +1 bonus to attack rolls with a shotgun, reduces the Offensive Damage Factor of the weapon by –2, and has the scattershot special effect.

Only shotguns may use birdshot.

BUCKSHOT

For this system, buckshot is one of two standard types of shotgun ammunition.

Buckshot is a shell that contains about nine, round projectiles, each about the size of a medium pistol bullet. When fired, the buckshot scatters from the muzzle of the gun and spreads in a cloud.

At close range, the cloud of shot is tight and inflicts a great deal of damage. At long ranges, it spreads and might hit several targets at the same time.

Buckshot has the following special effects:

- No Grazes.
- Scattershot.

Only shotguns may use this type of ammunition.

FLÉCHETTE

Instead of several lead balls, a fléchette shotgun shell holds twenty or more steel darts. This increases the Offensive Damage Factor of the shotgun by +1 (devastating soft targets) and applies the following special effects:

- No Grazes.
- Scattershot.

Only shotguns use this ammunition.

FRANGIBLE

Frangible ammunition is designed to break apart when it hits a target, preventing blow-through.

This projectile for this type of ammunition is often a thin, metal container, filled with light shot. When the bullet hits a target, it breaks open. The shot spreads. Velocity is immediately spent.

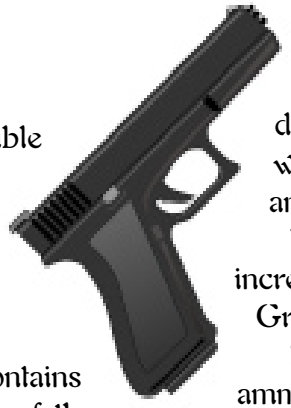
Frangible ammunition has almost no ability to penetrate armor, but the spread of the shot causes serious injury to soft targets.

A firearm using frangible ammunition applies the following special effects:

- No Grazes.
- Increased Wound Severity.
- Poor Penetration.

Shotguns may not use frangible ammunition.

The Glaser Safety Slug is frangible ammo.



HIGH EXPLOSIVE (HE)

High explosive ammunition contains a small explosive charge in the tip of the round. When the bullet hits the target, the explosive detonates.

Because the explosive detonates on impact, the bullet rarely penetrates deeply into the target. Its penetration is poor. Armor tends to be little more effective against this ammunition type.

A firearm with HE ammunition gains the following special effects:

- No Grazes.
- Increased Wound Severity.

Shotguns may use HE slugs, but not HE scattershot ammunition.

HIGH EXPLOSIVE ARMOR-PIERCING (HEAP)

This type of ammunition combines the advantages of high explosive and armor-piercing rounds. In some cases, it uses a shaped explosive charge in the tip of the bullet to defeat armor. In other cases, it uses a dense penetrator to defeat armor; explosive packed behind the penetrator finishes off the target.

HEAP ammunition provides the following special effects:

- No Grazes.
- Increased Wound Severity.
- High Penetration.
- Armor Piercing.

Shotguns may use HEAP slugs.

HOLLOWPOINT (HPT)

Hollowpoint ammunition rapidly deforms on hitting its target, increasing the surface area of the bullet wound and more effectively transferring the kinetic energy of the bullet. The nose of hollowpoint ammunition is hollow, hence the name. (These rules treat dumdum rounds and any bullets filled with soft material or liquid as hollowpoint ammo.)

Firearms using hollowpoint ammunition increase their ODF by +1 and apply the No Grazes special effect.

Shotguns may not use hollowpoint ammunition.

INCENDIARY

This type of ammunition contains combustible chemicals. When the bullet strikes the target, the chemicals ignite, starting a fire. Weapons with this type of ammunition inflict normal damage and may ignite any inflammable objects on or within the target. They have no special effects.

SABOT SLUG

The sabot slug is a special type of shotgun ammunition. The shell contains a sub-caliber, fin-stabilized projectile. When the shell is discharged, it breaks apart upon exiting the barrel and releases the projectile.

A sabot slug increases weapon's range trait level by +1 step and has the following special effects:

- No Grazes.
- High Penetration.

SLUG

In these rules, a slug is one of two standard types of shotgun ammunition.

A slug is a single, large, solid bullet fired from a shotgun. It increases the weapon's ODF by +3 and provides the following special effects:

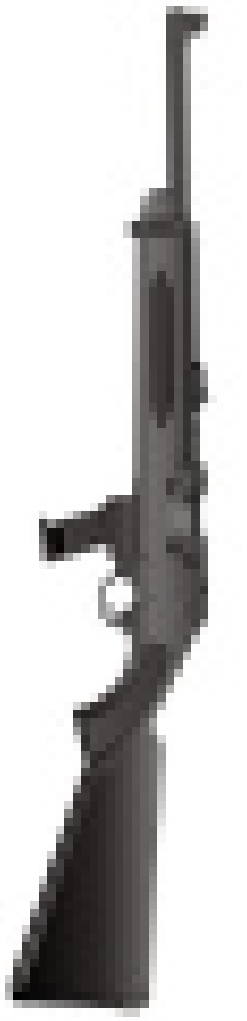
- No Grazes.
- High Penetration.

SUBSONIC

The propellant in the ammunition is reduced so that the bullet does not break the sound barrier when fired. This quiets the sound of the weapon shooting. Rather than a very loud, resounding bang, there is a fire-cracker-like bang from the expanding gases of the ignited propellant.

Subsonic ammunition, combined with a silencer, will eliminate all but the mechanical noise of a weapon.

A firearm using subsonic ammunition has no special effects. Subsonic heavy propellant ammunition loses –2 Offensive Damage Factors.



TRACER

Tracer rounds have a tiny flare embedded in the rear of the bullet. The flare makes a bright streak of light as the bullet travels. This aids the shooter in correcting aim during fully automatic fire.

Tracers have a solid bullet and inflict damage when they hit a target.

The Offensive Damage Factor of the weapon drops by –1, if it shoots *only* tracers at a target.

Tracers have no special effects.

When a fully automatic weapon mixes tracers with other ammunition, it gains a +1 bonus to attack rolls (only on full auto fire). Usually, the weapon must fire 1 tracer for every 10 shots.

CHAPTER 5: ALTERNATIVE BALLISTIC TECHNOLOGIES

ANTIMATTER AMMUNITION

In the future, some highly advanced culture might discover inexpensive and portable means of containing antimatter. That culture may also discover how to place the antimatter into a bullet.

A *scary* bullet.

Antimatter ammunition uses a bullet that holds a tiny particle of antimatter (about a thousandth of a gram). A magnetic bottle, crystalline matrix, force field, or other means prevents the antimatter from exploding. Once the bullet hits its target, the containment ruptures. The antimatter contacts matter. A powerful explosion occurs, spraying the area with heat, radioactivity, and fragments of the target.

Even a small caliber weapon can raze cities into radioactive wastelands with this type of ammunition. Armored vehicles and fortifications cannot stand against it. Against soft targets, it is overkill of the most heinous sort.



Statistics: Antimatter ammunition adds +50 to the ODF of the weapon. It has the following special effects:

- No Grazes.
- High Penetration.
- Armor-piercing.
- Increased Wound Severity.
- Secondary Explosion (ODF 20, 10m radius).
- Irradiates Target (Very Intense).

An antimatter explosion not only irradiates the target, but everything caught in its blast radius.

In addition to immediate irradiation, the blast tosses radioactive particles of the target and its environment into the air, scattering them for a few hundred meters. These particles taint the affected area with mild radioactivity.

ELECTROTHERMAL CHEMICAL WEAPONS (ETC)

Summary: ETC weapons do not use gunpowder for propellant. Instead, they excite a liquid to a plasma state. The plasma expands and pushes the bullet out of the barrel, with more force and less recoil than standard gunpowder weapons.

Description: ETC technology is a variant type of bullet propellant invented in the late 20th Century.

ETC weapons add +1 to base ODF, but otherwise function as standard firearms.

GAUSS WEAPONS

Summary: Gauss weapons use a magnetic field to hurl a projectile at supersonic velocity.

Description: A gauss weapon has all the features of a typical firearm: furniture, trigger, safeties, barrel, receiver, clip, and the like. However, instead of gun-powder propelled bullets as ammunition, gauss weapons use a magnetic field to hurl projectiles at extremely high velocities.

The barrel of the weapon generates a magnetic field, often by rails embedded in its wall. Sometimes, the field generator is a helix, so that it imparts spin to the projectile as it travels through the barrel.

The ammunition for gauss weapons is a solid projectile, sometimes with fins to stabilize its flight. It takes up less space than standard firearm cartridges. There is no need to store bulky chemical propellant with the bullet. The clip of a gauss weapon can hold two to three times as much ammunition as a conventional weapon clip of the same size.

All gauss weapons require some sort of electrical power source. In more technologically advanced weapons, this will be a small battery that fits into the stock like a clip, or the battery may even be part of the projectile clip. In less advanced weapons, the battery may be a back or belt pack, attached to the gun with a power

Some gauss weapons may have internal power generators, like a fusion micro-reactor. (In most cases, the battery of a gauss weapon supplies enough energy to shoot a single clip.)

Because gauss weapons possess much more damaging ability than standard firearms, the weapons tend towards smaller calibers. Smaller bullets permit high capacity magazines and keep the recoil of the weapon manageable.

All of the alternative ammunition-types produced for conventional firearms – except sub-sonic – are available for gauss weapons. (Often, gauss weapons intended to fire sub-sonic have a switch that reduces the strength of the magnetic field and thereby lowers the velocity of the bullet.) Gauss weapons may use any standard firearm accessories.

When a gauss weapon is discharged, it produces a supersonic crack, about as loud as a bullwhip. An electrical arc – usually blue, green, or yellow – spews from the mouth of the barrel as muzzle flash. This lightning-like flash is often brighter than the muzzle flash of conventional arms.

Advantages: The upward velocity of a firearm's bullet is limited by the expansion of the gases from the exploding propellant. Not so for a gauss weapon. Their only real limit derives the atmosphere: a round that travels too fast burns up from friction. This places an upper limit on velocity that is about three times as fast as conventional arms. The extra velocity results in muzzle energy and penetrating power that is far superior to conventional arms.

In a conventional firearm, the barrel heats from simple friction between the bullet and barrel wall. Fire a weapon too much in too short a period of time, it overheats. This places a limit on the weapon's rate of fire.

In a gauss weapon, the bullet requires only light contact with the barrel. This results in little friction, so a gauss weapon can sustain a higher rate of fire for longer periods of time than a conventional weapon.

The bullet's sonic boom (when it travels at supersonic velocity) and the explosive expansion of propellant gas causes the loud report of a firearm. A gauss weapon has no exploding gas. It generates only the supersonic crack; the weapon produces roughly the same amount of noise as a firearm with a silencer (without subsonic ammunition).

As Newton states, "For every action, there is an equal and opposite reaction." In a conventional firearm, the recoil of the weapon is a reaction to two actions: the explosion of the propellant gas and the movement of the bullet. In a gauss weapon, only the bullet's movement contributes to recoil. This permits a gauss weapon to fire a bullet at much higher velocities than a standard firearm, but with a "kick" equal to a firearm of similar caliber.

Gauss weapons have better damage capability, generate less heat, produce less noise, and kick about as much as standard firearms.

MODELING GAUSS WEAPONS

Table ABT-1: Gauss Ammunition Effects

Propellant	Caliber	DF	MR
Light	Needle	+3	Poor
Light	Small	+5	Good
Light	Medium	+6	Good
Light	Large	+7	Good
Light	V. Large	+8	Great
Heavy	Needle	+4	Poor
Heavy	Small	+8	Superb
Heavy	Medium	+9	Superb
Heavy	Large	+10	Legendary
Heavy	V. Large	+11	Legendary

Use the same six-step modeling rules for standard firearms. However, a gauss weapon uses table ABT-1 to determine the attributes derived from ammunition size.

In a gauss weapon, the propellant column refers to the strength of the magnetic field uses to accelerate the bullets. Technologically primitive sidearms use light propellant, while more advanced weapons use heavy.

The caliber of gauss bullets is the same as standard firearms. However, because the weapons inflict more damage with a smaller round, gauss arms tend to use smaller sized ammunition (to increase magazine capacity).

Needles: This "caliber" of gauss weapon fires a small, blunt sliver of metal, no larger than a sewing needle, usually 5 centimeters in length. Once the needle hits a target, it tumbles, creating a large wound channel for its size.

Needles tend towards inaccuracy over long ranges. The rounds possess unstable ballistics and tumble in flight after traveling a short distance, veering wildly off target.

Needle caliber weapons exist to deal with unarmored targets at close quarters. The small size of the needles permits exceptionally large magazines: 200 or so in most pistols and 1000 or more in submachineguns. To take advantage of the high magazine capacity, most needlers have burst or full auto fire capability. Some needler submachineguns can perform very rapid fire.

Needle caliber weapons may not use alternative ammunition.

Sub-sonic Firing: When a gauss weapon fires at sub-sonic velocity, it suffers a –5 penalty to Offensive Damage Factor and has the same special effects as sub-sonic ammunition (i.e., none).

NANO-DISASSEMBLER AMMUNITION

Upon impact, this type of ammunition releases a batch of nanotechnology robots into the target. The robots infiltrate the target's molecular structure and break it down. They use it as raw material for the creation of additional robots, which – in turn – create even *more* robots, and so on. Within a short while, the target's physical structure is reduced to trillions of robots suspended in inert gray goo. The job done, the robots self-destruct.

And that is that.

The target has been obliterated on a molecular level.

Statistics: The actual bullet of nano-disassembler ammunition is no more powerful than standard, ball ammo. It has the following special effects:

- No Grazes.
- High Penetration.

Once the bullet hits its target, it ruptures and releases the now active nano-bots. The nano-bots infiltrate the target's physical structure, dissolving it. In the first round of infiltration, this inflicts damage on the target with an ODF of +1. Each round thereafter, the bots multiply and damage increases by a cumulative +1. Round two, the damage is +2; round 3, +3; and so on.

The damage ignores the target's external armor. The target is devoured from the inside to out.

At first, a target with high DDF may suffer no wounds from this insidious assault. Eventually, irresistibly, the target will become inert gray goo.

The nano-bot colonies created by this ammunition usually have a short, collective life span – no more than five minutes. This prevents the bots from growing out of control and devouring the entire planet.

Counter-disassembly nano-bots, force fields, or supernatural powers are the only effective protection against this weapon.



APPENDIX 1: SAMPLE WEAPONS

STANDARD FIREARMS

When firing standard ammunition, firearms use these special effects: No Grazes and High Penetration.

Weapon	Effective Range	DF	RoF	Ammunition Capacity
AK-47 Assault Rifle	Good	+6	S, FA	30 (7.62mm) – Clip
Barrett M82A1 Light Fifty	Superb	+8	S	11 (.50 Browning) – Clip
Beretta 92	Poor	+3	S	15 (9mm P) – Clip
Beretta 96	Poor	+4	S	11 (.40 S&W) – Clip
Colt M1911A1	Poor	+4	S	7 (.45 ACP) – Clip
Desert Eagle .50 AE – Clip	Poor	+5	S	8 (.50 Action Express)
FN Herstal Five-seveN	Poor	+4	S	20 (5.7x28mm SS190) – Clip
FN Herstal Minimi (M249 SAW)	Good	+5	S, FA	30 (5.56mm NATO) – Clip100 – Belt
FN Herstal P90	Mediocre	+4	S, B, FA	50 (5.7x28mm SS190) – Clip
Glock 17	Poor	+3	S	17 (9mm P) – Clip
H&K Mark 23 "SOCOM"	Mediocre	+4	S	12 (.45 ACP) – Clip
H&K MP5A5	Mediocre	+3	S, B, FA	30 (9mm P) – Clip
M16A2 Assault Rifle	Good	+5	S, B	30 (5.56mm NATO) – Clip
Taurus Raging Bull 480	Poor	+5	S	5 (.480 Ruger) – Clip
UZI	Mediocre	+3	FA	30 (9mm P) – Clip

SHOTGUNS

When firing buckshot shells, shotguns use these special effects: No Grazes and Scattershot. When firing slugs, shotguns use these special effects: No Grazes and High Penetration.

Weapon	Effective Range	DF	Rof	Ammunition Capacity
Sawed-off, Double-barreled "Hogshead"	Terrible	+4	S	2 (12-gauge) – Internal
Typical Riot Gun	Mediocre	+4	S	6 (12-guage) – Internal
Typical Hunting Shotgun	Fair	+4	S	3 (12-guage) – Internal
Pancor Jackhammer	Fair	+4	S, FA	10 (12-guage) – Clip

GAUSS WEAPONS

When firing standard ammunition, gauss weapons use these special effects: No Grazes and High Penetration.

Weapon	Effective Range	DF	RoF	Ammunition Capacity
10mm Heavy Pistol	Poor	+7	S	24 (10mm Gauss) – Clip
13mm Anti-materiel Sniper Rifle	Superb	+11	S	30 (13mm Gauss) – Clip
6mm Assault Rifle	Good	+8	S, B	60 (6mm Gauss) – Clip
Needle Pistol	Poor	+3	S, B, FA	200 (Needles) – Clip
Needle Submachinegun	Poor	+3	S, B, FA, VRF	1000 (Needles) – Clip





APPENDIX 2: SPECIAL EFFECTS

ARMOR-PIERCING

The attack easily punches through cover and armor.

Reduce the DDF of the target's armor by –2, to a minimum of zero. (If the target has no armor, you do not apply the penalty. Reduce *only* the DDF of armor.)

BULLET RESISTANT

This special effect applies to defenses. It is listed for the sake of completeness.

A bullet resistant defense ignores the following special effects from the attack of a firearm, shotgun, or other ballistic weapon:

- No Grazes.
- High Penetration.

EXPLOSION

This special effect has one attribute: radius. The radius is area affected by the explosion.

Once the attack hits the target, it explodes. The explosion centers on the target and affects everything within it radius.

Anything caught within the explosion's area (including the target hit) suffers damage equal to the attack's ODF. No attack roll is necessary. The attack automatically affects everything in the blast radius.

If a target of the explosion has cover, subtract the cover's DDF from the explosion's ODF and apply the remaining damage (if any) to the target.

If a target of the explosion is aware of the attack, knows that the attack causes an explosion, and has sufficient time to move, that target can try to dive for cover or rush outside the explosion's area of effect. (In most cases, these will be Superb difficulty tasks. The explosion should *graze* the target, even if the roll succeeds – unless the target has some extraordinary means of escaping the blast, like teleportation or supernatural speed.)

NO GRAZES

The attack takes a sizable chunk out of the target, even if it barely hits.

Ignore graze results on attack rolls. The firearm always inflicts normal damage on a hit.

HIGH PENETRATION

The attack travels at extremely high velocities and can punch through cover and armor.

Reduce the DDF of the target's armor by –2, to a minimum of zero. (If the target has no armor, you do not apply the penalty. Reduce the DDF of armor, only.)

INCREASED WOUND SEVERITY

The attack causes horrific wounds.

If the attack hits the target and causes a wound, increase the severity of the wound by one step.

For example, a Hurt result would become Very Hurt. A Scratch becomes a Hurt result.

IRRADIATES TARGET

The attack causes the target to become radioactive.

The intensity of the radioactivity is rated as Mild, Intense, or Very Intense.

Mild irradiation causes some radiation sickness, though it will not kill most targets. Intense irradiation causes severe radiation sickness and kills most targets in a matter of days or weeks. Very intense irradiation causes fatal radiation sickness; few targets live past a day or two.

POOR PENETRATION

The attack lacks power to punch through cover and armor.

Increase the DDF of the target's armor by +3.

Only armored targets (at *least* +1 DDF due to armor) gain this bonus.

SCATTERSHOT

The attack fires several projectiles at the same time. The projectiles form a "cloud" that spreads as it travels.

When a weapon uses the scattershot special effect, the difficulty of shooting a target does not increase with range. (The spread of the shot makes it difficult to miss.) Instead, the damage of the attack varies with the distance to the target.

At point-blank range (no more than a meter or two distant), the shot is clumped in a "cloud" about the size of a human fist. If it hits, almost all shot strikes the target at the same time. Increase the weapon's ODF by +3 at this range.

Should a scattershot blast hit a target within the first quarter of its range – where the cloud of shot expands to the size of a human head – increase the damage factor by +2. This occurs because several bullets hit the target at the same time.

Beyond one quarter of the weapon's range, the cloud of shot expands to the size of a human torso. Increase the ODF by +1. A few shots will hit the target at the same time.

Beyond half of the weapon's effective range, the cloud of shot expands to a couple or three meters in diameter. It is possible to shoot multiple targets standing within the path of this cloud at this point. There is no bonus to ODF at this range, and the attack loses the "No Grazes" special effect (assuming it has one).



SECONDARY EXPLOSION

This special effect has two attributes: ODF and radius. The ODF is the amount of damage inflicted by the explosion. The radius is area affected by the explosion.

A secondary explosion works like the explosion special effect, except the damage of the explosion is *in addition to* that of the attack.

The attack hits and inflicts damage. Then, the explosion takes place and inflicts damage.

The target suffers damage, twice, and can not dive for cover or try to rush outside the blast radius.

APPENDIX 3: LASER WEAPONS

Summary: Laser weapons are weapons that deal damage through directing an intense beam of coherent light at a target.

Description: LASER, Light Amplification by Stimulated Emission of Radiation, is commonly used as a noun rather than an acronym. All atoms emit radiation, light, but usually in completely random directions at completely random times.

A laser is formed by getting certain atoms to emit their light in a single direction at the same time. The laser beam is formed using a device called a 'laser cavity'. A laser cavity is a setup involving a flash lamp, a solid mirror, and a semi-transparent mirror. The flash lamp gets light bouncing back and fourth inside a medium, usually a crystal (such as a ruby) rod or even a gas or a liquid. The light travels through the medium and bounces back and forth between the mirrors until enough energy has been built up that it passes through the semi-transparent mirror. This works because as the photons bombard the atoms in the medium, the atoms being bombarded release photons which in turn excite other atoms to release even more photons until there are enough photons going in one direction to make a coherent beam.

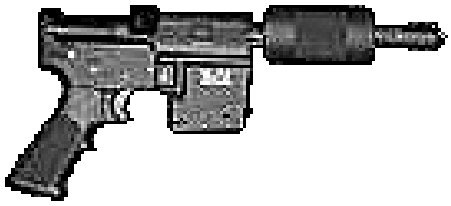
Most lasers are harmless, being used as bar code readers or speedometers. The most dangerous lasers an average person will encounter will do nothing more than possibly blind them, and then only temporarily. To make a laser into a weapon requires that the energy released in the beam either have a higher caliber or have far more photons being excited than normal. This translates into the weapon's charge and the weapon's caliber. The higher the charge, the more photons being excited and therefore the more intense the energy in the beam but the bigger the power source must be. The higher the caliber, the more damage is done per hit, but the bigger the weapon must be.

Laser weapons are generally shaped like a pistol or a rifle, but don't have to be. Laser weapons can be put into a walking stick, a sword, or just about anything that can hold the laser cavity and the weapon's power supply. The power supply on low-tech level laser weapons would either be from a vehicle's power supply or a battery carried in a large backpack. As tech level increases, the power supply would be small enough to hook onto one's belt and as tech level increases further, can be inserted into the weapon much like a conventional weapon's clip.

Lasers generally cause burning damage, and thus cauterizes the wound. If a laser does more than +6 damage to a person, after armor, the laser will just burn a hole straight through the person.

Use the main weapon modeling rules found earlier in this book and substitute the following chart when finding damage. Range is line of sight, except where something is in the air that can dissipate the laser's beam.

Charge	Caliber	DF
Light	V. Small	+3
Light	Small	+6
Light	Medium	+9
Light	Large	+10
Heavy	V. Small	+7
Heavy	Small	+10
Heavy	Medium	+13
Heavy	Large	+16



APPENDIX 4: SONIC WEAPONRY

Summary: Sonic weaponry uses sound to both stun and to harm.

Description: Sound can be used as a weapon in many ways. It can be used to stun and disorient, or it can be used to harm or kill. To understand sonic weaponry, it is important to understand how sound works. Sound works using a cascade vibration wave. Something vibrates, which causes the air around it to move, which causes more air to move, which causes more air to move... and it continues thusly until the sound either is disapated or until it reflects off a surface.

To disorient, very low frequencies or certain high frequencies are used, which has the effect of effecting the inner ear of the victim, causing them to feel like they are rapidly moving, causing most people to fall down and get sick.

Stunning can happen in several ways. First, the stunning effects of disorienting sound can be used. Second, ultrasound can be used. Ultrasound is a sound wave that is above the human hearing range, approximately 20 kilohertz. If ultrasound is is directed in a beam and aimed at a target it can stun them with physical force, as though the person had been punched. This is possible because the force of the air involved in the sound is very strong.

This same ultrasonic technology can be used for lethal effects if the beam is either more powerful or put on a narrower focus.

In this weaponry, range and damage are dependent on many factors. Low frequency sound's range is dependent on the acoustic factors of the area it is being used. It'd be much less effective in a room with lots of materials that dampen sound than in a place such as an auditorium. Ultrasonic weaponry is generally in a beam form and the range doesn't depend on bouncing off the environment. The damage of certain weapons are minimal while others can be quite dramatic.

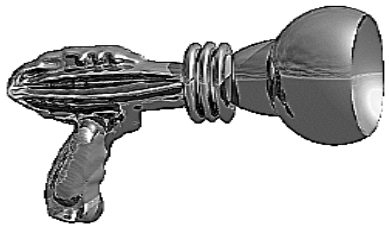
Advantages: Sonic weaponry has a very strong advantage in that it requires no ammunition, just power. Also, sonic weaponry can be used in an atmosphere as well as under water. It could even be used through the ground to effect people in tunnels or small burrowing animals. Another advantage is that sonic weaponry is usually out of the range of a human's hearing, which means that unless the device itself causes a mechanical noise, such as a trigger clicking, the weapon is absolutely silent (though animals may respond to it).

Disadvantages: Sonic weaponry is dependant on a medium to pass sound through. If there is nothing to pass sound through, then the weapons are rendered useless. This means that sonic weaponry can never be used in space, and on planets that are like the Moon, the weaponry could only be used if it was capable of moving through the ground. Quite possible the biggest disadvantage is that the range of sonic weaponry isn't as good as some other weapons.

Modeling Sonic Weapons: Since sonic weaponry is so variable, a bit of abstraction is necessary to make the rules for construction to be both easy and fast. Use the same steps as in creating normal weaponry to create ultrasonic weaponry, except that the following table is used to determine the attributes derived from ammunition size. It should also be noted that ammunition in this case is just stored electricity, so a 'clip' with six shots in it means that the 'clip' is a battery with enough stored charge to fire the weapon six times.

For stunning and disorienting weapons, use the above table, except that the Damage Factor is instead used as the strength of the stunning effect. Also, the Maximum Range of stunning weaponry is dependent on the acoustic properties of the area they are used in, so bonuses or penalties should be applied, based upon the GM's discretion. The penalties should be no more than -2. if there is a direct line of sight between the weapon and the victim, as some of the sound will get to the victim no matter what,

Power	Focus	DF	MR
Low	Small	+1	Fair
Low	Medium	+2	Mediocre
Low	Large	+3	Poor
Low	V. Large	+4	Terrible
Medium	Small	+4	Good
Medium	Medium	+5	Fair
Medium	Large	+6	Mediocre
Medium	V. Large	+7	Poor
Large	Small	+7	Great
Large	Medium	+8	Good
Large	Large	+9	Fair
Large	V. Large	+10	Mediocre



the person is within the maximum range.

GM Tips: Since sonic weaponry is silent, it can be hard to give players tips that they are under attack. This can be a good thing sometimes, as it can cause fear as they see their buddies just falling over for no reason. If the GM would like to give their characters warning of sonic weaponry being used, the GM can describe metal things or glass things making a haunting humming noise as the sonic vibrations cause the materials to resonate. This can also be used to let a player know he has just been grazed, as his metal breastplate makes a humming noise.





UPCOMING GAMES FROM COMSTAR MEDIA

Fuzz the Furry Police™
Creator: Ramsey Lundock
Expand your Furry world to include The Fuzz! This game will be a stand alone game or can be dropped into your existing game to add a new dimension to your Furry world. This game is fully compatible with the Kevin and Kell Roleplaying Game as it uses the Action! System rule set.

Just Released:

Eldoria
Kevin and Kell the Roleplaying Game
Mecha Aces

Other Upcoming Games:

Science Fiction:

Star Empires
Blood Red Planet
Imperial Adventures

Fantasy:

Shadows of Miru
MagicQuest

Superhero:

Power and Glory

Check out our website at http://www.comstar-media.com or our game site at http://www.comstar-games.com to keep up with the development of these and other games from ComStar Media, LLC.

ABOUT COMSTAR MEDIA, LLC

ComStar Media was created in 2004 in an effort to give a voice to the unpublished talent of the world. The company was designed by a writer for writers with a unique understanding of the problems facing young writers today. Since opening our doors we've sought out talent in unusual places, setting precedence for risk taking and innovation.

ComStar is now a company with two divisions of it's own. One division deals with the creation of inexpensive and professional looking websites for all needs. Because so many things are moving towards the Internet, ComStar recognized that publishing was no different. With CyberStar Designs, we're able to keep up with the trend to publish electronically and to display our authors and books on the web.

The second division of ComStar is called ComStar Games, which is dedicated to creating new and exciting roleplaying books and supplements for the player who is looking for something fresh! With this division we are not only able to generate games that will keep readers interested in our fiction worlds far past the time when the book has been read, but also we will be able to engage our players in rich novels based in their favorite ComStar worlds!

We appreciate your support in our endeavors by purchasing this book. We hope that you enjoyed it and will look for more novels, anthologies, and roleplaying games published by ComStar Media. To see us on the web please go to www.comstar-media.com. Here you can read about our latest projects, view our author pages, find out how to submit your own manuscripts, and join our news group!

Thank you and happy gaming!

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Fudge Treats volume 1: Aptitudes, Specialties, Culture and Background Copyright 2002, 2004, 2005 ComStar Media, LLC. Author: Tim Huntley and Richard Gazley