FUZION
GAMEMASTER REFERENCE SCREEN

COMBAT ACTIONS

ACTION	OM	DM	EFFECT
Attack	-	-	Strike, shoot, or Kick (-1)
Block	-	-	Stop attacks
Dodge	-	+3	Dodge but can't attack
Get up	-	-	After being knocked down
Grab	-2	-3	Both at -3 DEF, STR+Ath
Move	-	-	MOVE x 1, + another action
Run	-	-	MOVE x 2, + DV roll
Sprint	1/2	1/2	MOVE x 3
Throw	-	-	-4 for unbalanced objects
Abort	-	-	Use DEF action
Aim	+1	-	+1/phase (max +3)
Choke hold	-4	-	2D6 killing attack
Disarm	-	-	Knock weapon from hand
Dive for cover	-	-	Athletics diff. 8 +1/meter
Draw & attack	-3	-	Fast-draw
Entangle	-	-	Opponent must Escape
Escape	-	-	STR+Athletics/h-to-h
Haymaker	-3	-	+3D6
Move thru	-1/10m	-3	Run and HTH attack*
Move by	-2	-2	Run and HTH attack*
Recover	-	-5	Recover Stun & Endurance
Sweep/Trip	-	-	Opp -2 REF next attack
Wait	-	-	Wait for chance to act

RANGED COMBAT MODIFIERS

RANGE	MODIFIER
Melee (within 4m of target)	+0
Close (within 10m of target)	-2
Medium (within 50m of target)	-4
Long (51m to listed range of weapon)	-6
Extreme (past listed range)	-1/50m + -6

COVER	MODIFIER
Shooting blind (successful Perception roll)	-4 (-2)
Half Body	-2
Head & Shoulders	-3
Head only	-4
Behind someone	-4
Target prone	-2
Target crouched/kneeling	-1

SITUATION	MODIFIERS
Moving target	-1/10m of movement
Target silhouetted	+2
Vehicle mounted, no turret	-4
Aimed body shot	see hit location table
Firing shoulder arm from hip	-2
Aiming (max +3)	+1/phase
Braced	+2
Tiny Target (bullseye, eye)	-6
Small Target (less than 1m)	-4
Large Target (tree, car)	+2
Very Large Target (truck, plane, wall)	+4
Surprise Attack	+5

HIT LOCATION TABLE

ROLL	LOCATION	EFFECT	MODS
3-5	Head	2 x damage	-6
6	Hands	1/2 damage	-4
7-8	L/R Arm	1/2 damage	-3
9	Shoulders	1 x damage	-3
10-11	Chest	1 x damage	-1
12	Stomach	1.5 damage	-5
13	Vitals	1.5 damage	-6
14	Thighs	1 x damage	-2
15-16	L/R Leg	1/2 damage	-3
17-18	L/R Foot	1/2 damage	-4

FUZION TIME TABLE

1 PHASE = 3 SECONDS
1 ROUND = 12 SECONDS
5 ROUNDS = 1 MINUTES
5 MINUTES
20 MINUTES
1 HOUR
6 HOURS
1 DAY

TARGETING AGAINST RANGE

RANGE	MELEE	CLOSE	MEDIUM	LONG	EXTREME
Meters	4m<	10m<	50m<	51>*	>Listed Range
To Hit	4	8	12	16	16 (+2)**

* Upto Listed Range of Weapon
** +2 for every 50m past listed range

AREA EFFECT ATTACKS

Shotgun (per barrel)	1m/yd
Grenade (per die of damage)	1m/yd
Explosive (per die of damage)	1m/yd
Flamethrower (per die of damage)	1m/yd
Heavy Weapons (per Kill of damage)	4m/yds

2 points less damage for every m/yd away from the center

AREA EFFECT RESULTS (1D6)

1-2	landed short of target
3-4	landed behind target
5	landed to right of target
6	landed to left of target

center shifts 1m/point roll missed by, max 1/2 range
round fell 1D6 meters/yards in that direction

AUTOFIRE

Burst: 3 shots, no attack penalty,1D6/2 bullets

Hosing Them Down:
single target, one shot hits/X points above DV

Multiple Targets:
ROF divided by m/yds of fire zone (rd)
each target's DV against single Attack roll

AUTOFIRE RATIO

CAMPAIGN STYLE	AUTOFIRE RATIO
EVERYDAY	1
COMPETENT	1
HEROIC	2
INCREDIBLE	2
LEGENDARY	3
SUPERHEROIC	4

KNOCKBACK

CAMPAIGN STYLE	KNOCKBACK UNIT
EVERYDAY	KNOCKED DOWN
COMPETENT	1/2
HEROIC	1
INCREDIBLE	2
LEGENDARY	3
SUPERHEROIC	4

DC or KILLS - BODY/KILLS+1D6 = Units

HAND-TO-HAND & MELEE MODIFIERS

BLOCKED	MODIFIER
Target obscured	-2/-4
Half Body	-1
Head & Shoulders	-1
Head only	-2
Behind someone	-2

SITUATION	MODIFIERS
Moving target	-1/10m of movement
Aimed body shot	see hit location table
Blinded by light, dust	-4
Tiny Target (bullseye, eye)	-3
Small Target (less than 1m)	-2
Improvised weapon	-2
Surprise Attack	+5

MARTIAL ARTS

ACTION	OM	DM	EFFECT
Basic Strike	-	+2	+1D6 damage
Breakfall	-	-	1/2 damage, regain feet
Defensive Strike	+1	+3	Jab, or quick strike
Ki Strike	-2	-	-1D6/m from target
Killing Strike	-2	-	killing damage -2D6
MArt Weapons	-	-	use martial art weapons
Martial Block	+2	+2	blocks all but bladed
Martial Disarm	+2	-	disarm with +2 STR
Martial Dodge	-	+5	works against ranged
Martial Escape	-	+3	+3 STR to escape
Martial Grab	+2	-	+2 STR to grab
Martial Throw	-	-	target prone, acts last
Nerve Strike	-2	-	2D6 damage, no SD
Offensive Strike	-2	+1	+2D6 damage
Sacrifice Throw	+2	-	target & attacker prone
Extra Damage	-	-	+1D6 damage / STR

MISC MODIFIERS

Complementary skill use	+1/5pt success
Taking extra time	+1/time level
Critical Success (10 on D10)	+1D10
Critical Failure (1 on 1D10)	-1D10
Acute Senses	+1 Perception, -2 range mods
Beautiful	+1 Persuasion, Perform, W&S
Combat Sense	+1 Initiative (max 5)
High Pain Thres.	Reduce STUN by 2
Perfect Pitch	+3 to music related tasks
Rapid Healing	Recover 3 extra hits

SPEED CHART

	CHARACTER'S SPEED											
PHASE	1	2	3	4	5	6	7	8	9	10	11	12
1	-	-	-	-	-	-	-	-	-	-	-	X
2	-	-	-	-	-	X	X	X	X	X	X	X
3	-	-	-	X	X	-	-	X	X	X	X	X
4	-	-	X	-	X	X	X	-	X	X	X	X
5	-	-	-	-	X	-	X	X	-	X	X	X
6	-	X	-	X	-	X	X	X	X	X	X	X
7	X	-	-	-	-	X	-	X	-	X	X	X
8	-	-	X	X	X	-	X	X	X	X	X	X
9	-	-	-	-	-	X	-	X	X	-	X	X
10	-	-	-	X	X	-	X	-	X	X	X	X
11	-	-	-	-	X	X	X	X	X	X	-	X
12	-	X	X	X	X	X	X	X	X	X	X	X

MENTAL ILLUSIONS

RESULT	EFFECT
> Resistance	cosmetic changes to setting
10 > Resistance	major changes to setting
20 > Resistance	completely alter setting
30 > Resistance	no longer interacts with real world

Modifiers (subtracted from Effect Number)
+10 Target takes STUN from illusory attacks
+20 Target takes Killing Damage from illusory attacks

MIND CONTROL

RESULT	EFFECT ON TARGET
>Resistance	action he is inclined to perform
10 >Resistance	actions he wouldn't mind doing
20 >Resistance	actions he is normally against doing
30 >Resistance	actions he is violently opposed to

Modifiers (subtracted from Effect Number)
+10 Target will not remember actions performed
+20 Target will think actions were natural
-5 Order worded in exceptionally convincing manner
+5 Order is poorly conceived or contradictory

TELEPATHY

RESULT	EFFECT
>Resistance	read or send surface thoughts
10 >Resistance	read deep, hidden thoughts
20> Resistance	read into the target's memory
30 >Resistance	read into the target's subconscious

MIND SCAN

RESULT	EFFECT
>Resistance	Mind Link or first level of Telepathy knows the direction of the target
10 >Resistance	use all Mental Powers, estimate general distance to target
20 >Resistance	use all types of attack (Targeting), knows exact location of target. Mind Scan works both ways

AV = WILL + Use Power + 1D10/3D6
DV = WILL + Concentration + 1D10/3D6
Direct line of sight, except Mind Scan

RESOLVING MENTAL POWER USE
1. Attacker decides appropriate effect.
2. Roll AV vs DV.
3. Roll DC to determine effect number.
4. Subtract target's Mental Defense.
5. Compare Resistance to charts above.
6. If effect number exceeds the value needed for desired effect, the defender may attempt to make a Legendary DV roll. If this roll is successful the target loses his next action, but is not otherwise affected by the attack.

RESOLVING MENTAL ATTACKS
1. Roll AV vs DV.
2. If successful roll Mental Attack DC.
3. Subtract target's Mental Defense.
4. Target takes remaining damage as Stun. No collateral or rollover damage.

CHARACTERISTIC / SKILL VALUES

VALUE	LABEL	EXAMPLES
<1	Challenged	children, elderly, weakened
1-2	Everyday	ordinary people
3-4	Competent	healthy adults, policemen
5-6	Heroic	elite soldier, scientist, athlete
7-8	Incredible	Olympic athlete, martial artist
9-10	Legendary	best a human can be
>10	Superheroic	unbelievable to humans

EXPERIENCE

Clever, inventive or roleplayed well	1-2 pts
Solved a mystery or major plot point	1 pt
Adventure was resounding success	2-3 pts
Base points for being in scenario	1-2 pts
Study & practice (max level of 3)	1 pt/month
Being Taught (max Teaching+skill/2)	1-2 pts/month
Doing something really well	1-2 pts

USING EXPERIENCE

SKILLS	1 pt /level of new skill
STATISTICS	5 pts/point of stat added
POWERS	5 pts/point of power added
CASH	1 pt/$100

DERIVED STATS:

SD & ED	1 pt/+2 SD & ED
SPD	2 pts/+1 Spd
RECOVERY	1 pt/+1 Rec
ENDURANCE	1 pt/+10 End
RESISTANCE	1 pt/ +3 Res
STUN/HITS	1 pt/ +5 Stun or Hits

MIND SCAN TABLE

NUMBER	MOD
1	0
10	-2
100	-4
1,000	-6
10,000	-8
increasing by -2 for every multiple of 10	

STRENGTH FEAT TABLE

DIFF	TO LIFT	BEND/BREAK	THROW 1kg
2	Heavy bag	Balsa wood	5m/yds
5	Child	Plastic	10m/yds
7	Adult female	Wood boards	40m/yds
9	Adult male	Aluminum	80m/yds
11	Lion, 2 men	Iron	110m/yds
13	Motorcycle, Bear		1/2 mile
15	Small car	Steel	1 mile
17	Large car, Elephant	2-5 miles	
19	Small semi-truck	Hardened steel	6-10 miles
21	Light Tank		11-20 miles
23	Small jet	Titanium	21-40 miles
25	Battle tank, Whale		41-80 miles
27	Large jet, Train	Unobtainium	81-160 miles
29	Small ship, Building		161-300 miles
31	Battleship, Lg building	Super Unobtainium	Into orbit
33	Aircraft carrier		Out of orbit
35	Mountain	Anything	Out of system

Lifting: STR+1D6 vs LIFT difficulty
Throw upto 1kg: STR+1D6 vs THROW difficulty
Throw >1kg: STR+1D6 vs LIFT plus THROW difficulty
If the roll fails check the table to see how far object traveled

DIFFICULTY VALUES (1D10)

DESCRIPTION	DV
Challenged	5
Everyday	9
Competent	13
Heroic	17
Incredible	21
Legendary	25
Superheroic	29
Competently superheroic	33
Exceptionally superheroic	37
Incredibly superheroic	41
Legendary superheroic	45
Cosmic	49
Competently cosmic	53
Exceptionally cosmic	57
Incredibly cosmic	61
Legendary cosmic	65

DIFFICULTY VALUES (3D6)

DESCRIPTION	DV
Challenged	10
Everyday	14
Competent	18
Heroic	22
Incredible	26
Legendary	30
Superheroic	34
Competently superheroic	38
Exceptionally superheroic	42
Incredibly superheroic	46
Legendary superheroic	50
Cosmic	54
Competently cosmic	58
Exceptionally cosmic	62
Incredibly cosmic	66
Legendary cosmic	70

RULE OF X

CAMPAIGN STYLE	X
Everyday [realistic]	14
Competent [semi-realistic]	16
Heroic [tv action show]	18
Incredible [action movie]	20
Legendary [blockbuster action movie]	22
Superheroic [comic books]	24

Attack: Damage or P Cost + REF + Attack Skill
Defense: Hits/5 + Defense/5 + DEX + Defense Skill

COMPLICATIONS

INTENSITY	TO OVERCOME (D10/3D6)
MILD [5]	WILL+Concentration roll 9/14+
STRONG [10]	WILL+Concentration roll 13/18+
SEVERE [15]	WILL+Concentration roll 21/26+
EXTREME [20]	WILL+Concentration roll 25/30+

IMPORTANCE	EFFECT
MINOR	-1 skills & combat
MAJOR	-3 skills & combat, 1.5 x damage
EXTREME	-5 skills & combat, 2 x damage

FREQUENCY	GUIDELINE
INFREQUENTLY	every few gaming sessions
FREQUENTLY	once every gaming session
CONSTANTLY	more than once every session

GENERIC ARMOR LIST

ARCHAIC & NATURAL	KD/COST	EKD	EV
Heavy Cloth, Soft Leather, Fur*	2	1	0
Heavy Leather, Padded Cloth	4	2	0
Boiled Leather, Curi-bolli	6	3	0
Heavy Animal Hide*	6	3	0
Brigantine, Ring Mail	8	4	-1
Scale Mail, Bezainted	9	4	-1
Chain Mail, Laminated	10	5	-2
Plate & Chain, Plate Mail	11	5	-2
Field Plate	12	6	-2

MODERN	KD/COST	EKD	EV
Light Kevlar*	6	1	0
Skin Weave*	12	1	0
Kevlar*	14	2	0
Medium Kevlar*	16	5	-1
Flack	18	5	-1
Metalgear™ Plate	25	10	-2

FUTURISTIC	KD/COST	EKD	EV
Space Suit*	5	5	-1
Industrial Space Suit*	8	5	-1
Military Space Suit	10	10	0
Body Armor	18	25	-1
Personal Force Screen	10	25	0
Advanced Force Screen	14	30	0

Armors with * are at 1/2 against bladed weapons.
EV is subtracted from REF, DEX, and MOVE

COMMON OBJECTS / VEHICLE SDP

OBJECT	KD	SDP	KILLS
Brush (m/yd)	—	5	—
Rocks (m/yd)	28	30	—
Large Tree, Phone Pole	10	—	1
Lamp Post	14	30	—
Manhole Cover	1 kill	30	—
Glass (per m/yd)	3	5	—
Wood wall/Fence (m/yd)	7	10-15	—
Sheetrock Wall (m/yd)	7	5-10	—
Brick Wall (m/yd)	14	30	—
Concrete Wall (m/yd)	14	50	—
Metal Wall (m/yd)	32	70	—
Armored Wall (m/yd)	1 kill	—	1
Metal Lock	14	5	—
Wood Door	7	5	—
Metal Door	14	30	—
Vault Door	1 kill	—	4
Furniture	3	15-20	—
Control Consoles (m/yd)	3	20-30	—
Machinery (m/yd)	7	30-50	—
Motorbike	7	20-30	—
Jeep/Small Car	7	35-40	—
Medium Car	10	45-80	—
Truck	10	100	—
Train	3 kills	—	2/car
Small Helicopter	7	40	—
Private jet	1 kill	1	4
Small fighter jet	1 kill	—	3-5
C-25 cargo jet	1 kill	—	24
Combat APC	1 kill	—	5
MBT Tank	4 kills	—	8
Mini-sub	1 kill	—	6
Destroyer	1 kill	—	25
Cruiser	3 kills	—	50
Submarine	2 kills	—	100
Aircraft Carrier	2 kills	—	300

RANGED WEAPONS

ARCHAIC	RANGE	DC
Bow	20*STR (140m)	STR (7)
Compound/Longbow	20*STR (200m)	STR (10)
Crossbow	200	4

MODERN	RANGE	ROF	DC
Colt Revolver	50	2	4
Light Pistol (.22)	50	2	2
Medium Pistol (9mm)	50	2	3
Heavy Pistol (.357, 10mm)	50	2	3
Magnum Pistol (.44)	50	2	5
Bolt Action Rifle	100	1	6
Shotgun (12 ga)	40 AE	1	5
Shotgun (10 ga)	40 AE	1	6
Magnum Rifle (.458)	700	2	10
Submachine Gun (9mm)	200	45	3
Assault Rifle (5.56mm)	300	30	6
Battle Rifle (7.62mm)	400	30	9
Machine gun (.50 cal)	800	20	10
Autocannon (30mm)	400	20	14
Recoilless Rifle (60mm)	400	1	15
Light Cannon (90mm)	400	1	16
Tank Cannon (120mm)	1000	1	17

FUTURE	RANGE	ROF	DC
Infantry Laser Gun	400	1	12
Man-Portable Railgun	400	30	14
Energy Pistol (kill/stun)	60	2	5
Energy Rifle (kill/stun)	400	2	7

MELEE WEAPONS

ARCHAIC	COST	DC	WA	MIN	NOTES
Battle Axe	5	6	-1	5	2h
Hand Axe	2	2	+0	3	1h
Quarterstaff	3	3	+2	3	2h/S
Spear	4	2	+2	2	2h
Polearm	5	5	+2	3	2h
Mace	4	5	-1	4	1h
Club	1	1	+0	1	1h/S
Broadsword	4	4	+0	5	2h
Short Sword	3	2	+1	3	1h
Dagger	1	1	+0	1	1h
Knife	.05	1	+0	1	1h
Whip	1	1	-1	1	1h
Javelin	3	2	+1	3	1h
Rapier	5	3	+2	2	1h
Saber	5	3	+2	2	1h
Katana	6	4	+2	2	2h

HIGH TECH	COST	DC	WA	MIN	NOTES
Cyber Blades	6	3	+1	1	AP
Energy Saber	5	4	+1	2	2h
Monoblade	3	2	+1	2	1H, AP

1h = One handed, 2h = Two handed
AP = armor-piercing (use half armor value)
S = Stun damage only

NO NORMAL DEFENSE ATTACKS

TYPE	DEFENSE
Gas	Life-support, hold breath
Poison Dart	Any KD
Solidification	Force field, density increase, desolid
Hypnotic	Mental defense, no eye contact
Sonic	Cover ears, flash defense

STUN RECOVERY

0 TO -10	every Phase
-11 TO -20	every Round
-21 TO -30	every Minute
>30	up to GM

WOUNDS, DAMAGE AND RECOVERY

COLLATERAL DAMAGE:
1 point of STUN for every HIT taken
1 HIT for every 5 STUN taken (even if knocked out)

DEATH:
When 0 HITS remain lose -1 HIT/round in bloodloss
Can lose 2 x BODY more HITS before you're dead
Physician/1st Aid roll vs 2 x HITS below 0 to stabilize

IMPAIRING WOUNDS:
Half your total HITS	-2 to primary characteristics
1/4 your total HITS	-4 to primary characteristics
0 HITS left	-6 to primary characteristics

STUN:
Stunned if 1/2 total Stun taken in one attack:
can't act in next phase, -5 to primary characteristics,
remain stunned for 1 phase, "unstunned" next phase.
When Stun is reduced to 0 you are knocked out.

RECOVERY:
STUN	Regain REC in points/phase of rest
HITS	Regain REC in points/day of medical care

CUMULATIVE ENVIRONMENTAL EFFECTS

TYPE	MILD	STRONG	POWERFUL
DC/phase	1-4	5-10	11-20
Electricity	Battery	Wall socket	Lightning Bolt
Fire	Wood	Gasoline	Thermite

TYPE	MILD	STRONG	POWERFUL
DC/minute	1-4	5-10	11-20
Poison	Belladonna	Arsenic	Stonefish
Drug	Alcohol	Sodium Pentathol	LSD
Illness*	Measles	Pneumonia	Plague

*Illness damage can take days, weeks, or months.

ASPHYXIATION
3DC HITS damage per phase
A character can hold his breath for 1 phase per 2 END,
or hold his breath while active for 1 phase per 4 END.

PRESENCE ATTACKS

Roll 1D6 for every point of PRE +/- modifiers

Attack Total	Possible Effect on Target
≥Resistance	Impressed, hesitates, acts lasts.
10≥Resistance	As above, gets one action. Follow commands inclined to do.
20≥Resistance	Awed, no action next phase, -5 DEX. May do what attacker commands.
30≥Resistance	Cowered, may surrender, run away, or faint, DEX 0. Will nearly always follow attacker's commands.

Dice	Modifier
-1 to -2	Inappropriate setting
-1	In combat
-1	At a disadvantage
-1 to -2	Wrong reputation
-1 to -3	Attack runs against current mood
-1 to -2	Repeated PRE Attack
+1 to +2	Right reputation
+1	Surprise
+1	Exhibiting power or hi-technology
+1 to +3	Violent action
+1 to +3	Good soliloquy
+1 to +2	Appropriate setting
+2	Targets in partial retreat
+4	Targets in full retreat