

Instant Fuzion® *Meltdown*

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Instant Fuzion is a greatly simplified version of Total Fuzion, a role-playing game system used in the *Champions: New Millennium*, *Bubblegum Crisis*, and *Armor Trooper VOTOMS*. It was developed jointly by Hero Games, Inc., the producer of *C: NM*, and R.Talsorian Games, Inc, the maker of *BGC* and *AT:V*. Instant Fuzion can be "unfolded" to create a Total Fuzion character, or can be used to play a simple role-playing game with by itself.

In order to make an Instant Fuzion character, you need some pools of Character Points. There are two to three pools of points: Characteristic Points (CP), Option Points (OP), and sometimes Power Points (PP). Your Game Master (GM), or Referee, will assign a certain amount of points to each pool that you can distribute to the statistics in each as you please. The higher a number in a statistic, the better. However, low numbers in some places can make a character more interesting and believable to play.

1. Task Resolution

The basic game mechanic in Instant Fuzion is very simple. It is used for resolving actions where the outcome is uncertain. This is called Task Resolution. To resolve a task, you add your relevant Stat to your Skill to get a base Action Value (AV). Then you roll 3D6 (called a "dice roll") and add that to your Action Value to get your Action Total (AT). This number is compared to a Difficulty Value (DV). If your Action Total is higher than the Difficulty Value, you succeed. If it is less than the DV, you do not succeed, but you can try again if the Game Master allows it.

Task Resolution: Stat + Skill + 3D6 = Action Total; versus Stat + Skill + 10 for opposed tasks or versus Difficulty Value for unopposed tasks.

Combat Resolution: Combat is an opposed task, with the attacker's Combat + Fighting + 3D6 versus the defender's Combat + Body + 10. If the defender wins, he is unharmed. If the attacker wins, the attacker may apply his attack's damage dice roll against the defender's HP (Hit Point) total. If the defender's HP drop to or below 0 (zero), he is "killed".

Unopposed Difficulty Values

- Challenged (10)
 - Everyday (14)
 - Competent (18)
 - Exceptional (22)
 - Incredible (26)
 - Legendary (30)
 - Superheroic (34)
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2. Statistics (Stats, Characteristics)

There are 4 main, or **Primary Stats**, in Instant Fuzion, and 4 figured or **Derived Stats**. These numbers define the core of your character.

The Primary Stats are:

Mental, which measures your intellectual capacity, willpower, and force of personality.

Combat, which measures your reflexes, motor and hand–eye coordination, and overall athletic ability.

Physical, which measures your body's health, raw physical power, and structural integrity.

Move, which indicates how fast you can get from Point A to Point B (in meter/yards per 3 second Phase).

Then there are the Derived Stats and how to figure them:

Hit Points or HP (5 x Physical); Hit Points are a measure of physical damage that you can take before being knocked out or killed.

Stun Defense or SD (2 x Physical, or PHY / 2 for Instant Stun); Stun Defense measures how good you are at either avoiding or absorbing non–lethal, Stunning damage. It is subtracted from the damage dice roll an enemy makes against you (only when using Stun attacks). This would be (PHY / 2) if using the optional Instant Stun system.

Initiative or INIT (Combat + Move); Initiative measures how quickly a character can ready himself in combat and is added to 1D6 at the beginning of each round for initiative, the highest roll getting to act first.

Resistance or RES (Mental x 3); Resistance (or Will Power) measures your ability to resist mental or psychological attacks, or any stressful situation. Basically, your mental "hits".

Starting Points: It is recommended that characters be allotted 20 Characteristic Points (CP) at the beginning of a campaign. A value of at least 1 must be assigned to each Primatery Stat. CP are not used to buy up Derived Stats. GMs may alot more points for higer–level games (like super hero games).

3. Skills

Skills are things that your character knows how to do. They are added to an appropriate Stat and 3D6 when attempting to do a difficult or dangerous task (such as swinging a weapon or climbing a wall).

Skills (all cost 1 point per point, start at 0):

Note that you can call these Skills by a general name like Reporting, Tracking, Thievery, so some would take "Thief 5" or "Ranged Evade 3" or "Weapon (Rifle) 3", and so forth.

Body Skills: anything to do with physical stuff.

Evasion Skills: not getting hit in combat.

Fighting Skills: martial arts, attacking hand–to–hand.

Mind Skills: any skill involving primarily mental traits.

Power Skills: using powers, magic, anything special.

Weapon Skills: using weapons.

Starting Points: Characters should be allotted 30 to 40 Option Points (OP) at the start of the campaign (depending on the power–level of the campaigning). These points are used for Skills as well as for getting Talents.

4. Talents

Talents are special abilities, like Night Vision and Ambidexterity, which are out of the ordinary, but not super-human. A Talent cost 3 OP (or 3 OP per level). The GM can make these up for his world. But for an existing list of Talents, see Total Fuzion, or any Fuzion game book.

5. Complications

Complications are the reverse of Talents. They are disabilities, quirks, or mental problems which a character may have. Quick and simple, "minor" complications give by 3 OP, "major" complications give back 5 or 6 OP, and "serious" complications give back 10 OP. The GM can make these up for his world. But for an existing list of Complications, see Total Fuzion, or any Fuzion game book.

6. Powers

(only applies to superheroes; by extension, could be used for magic):

The general idea is that you pick a special effect (SFX) for your power, and then put points into a power skill to show how good you are. You can then do anything you want with your power, subject to the limits of your SFX, by subtracting dice as the GM directs, and by making Power Skill rolls to do odd things with your power (or a combination of the two things).

To use Powers, use a Powers Plug-in. [LINK](#)

Power Points: Characters should be allotted a number of Power Points (PP) at the start of the campaign, up to the GM (usually between 10–30 PP).

7. Rule of X (RoX)

This is a way for the GM to control the relative power of the characters. This makes sure that no one character can completely overwhelm another in either offense nor defense. Characters thus cannot be either instant killing machines or invulnerable brick walls. It is simple to use:

Offensive X = Combat Stat + Attack Power(if any) + Fighting Skill

Defensive X = Combat Stat + Evasion + (greater of Defense/2, Armor/2 or HP/5)

RoX Limits = Character should not go above the value of 20 at the start of the campaign (or whatever the GM deems to be the limit).

8. Experience and Character Improvement:

At the end of every game session, the GM should award each player a number of Option Points (OP) as shown in the table below. Each player may then either save these points or spend the pool of OP he has earned towards improving a particular aspect of his character. This, too, is shown in the table below.

Roleplay Quality (Earned OP)

Poor (1)

Average (2)

Great (3)

Attribute (OP Cost)

Stats (5 per +1 level)

Skills (1 per +1 level)

HP (5 per +5)

SD • Normal (5 per +2)

SD • Instant Stun (10 per +1)

INIT (5 per +2)

RES (5 per +3)

9. Instant Fuzion to Total Fuzion:

Mental x 3 = points to divide between Intelligence (INT), Presence(PRE), and Willpower (WILL).

Physical x 3 = points to divide between Strength(STR), Constitution(CON), and Body (BOD).

Combat x 3 = points to divide between Reflexes (REF), Dexterity (DEX), and Technique (TECH).

Move = MOVE

Recalculate all Derived Characteristics.

10. Total Fuzion to Instant Fuzion:

Mental = (Intelligence + Willpower + Presence)/3

Physical = (Strength + Constitution + Body) / 3

Combat = (Reflexes + Dexterity + Technique) /3

Move = MOVE

Recalculate all Derived Characteristics.

11. Playing with Instant Fuzion:

The basic game–play rules of Instant Fuzion are still 99% the same as Total Fuzion, there's just less of them to mess with. The most important thing to adjust are modifiers that effect Characteristics and Stun Damage. Here are just a few things to keep in mind:

Anything that affects INT, WILL, or PRE affects Mental instead. Anything that affects STR, CON, or BOD affects Physical. Anything that affects REF, DEX, or TECH affects Combat. Move is Move (that one is easy). If two or three modifiers affect the same Instant Fuzion Characteristic simultaneously, just apply them as an average (or GM's call). This is a lose conversion, so don't let it worry you too much.

12. Instant Stun: (Optional)

I have chosen to do Stun differently than in other versions of Instant Fuzion. An attack that does Stun damage (a punch, kick, blunt object), inflicts DCs of Stunning Damage (brusing), just as a gun inflicts DCs of Lethal Damage (Killing Damage). However, in Instant Fuzion you have only HITS to deal with (rather than both Hits and Stun points).

In Total Fuzion, 5 Stun equals 1 Lethal Hit. With Instant Stun there is no xD6 roll to determine the total Stunning damage inflicted. Instead, if the attack does 5DC of Stun, the character simply takes 5 Hits.

Stunning Defense (SD) now equals $PHY / 2$ (for Instant Stun), so if a character had a PHY of 5, and an SD of 3, he would always take 3DCs less damage from Stunning damage. Every 5 points of armor protects from 1DC of Stun, but enough Armor will pretty much negate Stunning Damage all together.

Dazed

When a character takes damage there is a chance that he will be physically "dazed" (stunned, knocked out, etc.). When damage is taken, make a Resistance roll vs. $DCs + 10$ (if the character took 5 Hits, roll verses 15). A Dazed character will lose his next Action.

For example, Mike punches Bob for 5DCs of Stun Damage. Bob has an SD of 3 (and has no armor), so he takes 2 Hits. He must pass a Resistance roll verses 12 ($10 +$ the 2 Hits), or he will lose his next Action from being "dazed".

13. Other Rules:

All other Fuzion rules can be applied pretty much as normal. Initiative, attacks, defense, martial arts maneuvers, damage, healing and recovery, strength feats, and so forth, all work with Instant Fuzion, just using different characteristics. AV and DV is still $Characteristic + Skill +$ die roll. If there is ever a question, it is always the GM's call.

Need more detailed rules from a *free* game system Check out [*The Fuzion Core*](#)

Instant Fuzion® *Meltdown*, expanded from Instant Fuzion by Mark Chase

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